Train Simulator: Great Western Main Line Route Add-On Crack File Download

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About This Content

The Great Western Main Line from Oxford to Paddington is a bustling thoroughfare, taking passengers and freight from the west of England into London, and you can drive your own high speed services and freight trains along this busy route in Train Simulator.

The line originally opened way back in the 1830s as part of Brunel's fantastic Great Western Railway, which was designed to have as few challenging gradients as possible to benefit running speed. Today, the line is one of Britain's busiest, carrying thousands of commuters every day and handling large amounts of freight. The Oxford-Paddington line in Train Simulator runs from London Paddington to Oxford Station via Reading and includes a variety of modern passenger and freight trains to drive, as well as some challenging scenarios to put your driving skills to the test.

Scenarios:

8 scenarios:

- Autumn Leaves

- Chasing Yellows

- Lost in the Shuffle

- Oxford to Reading Local

- Return Ticket

- Rush Hour Run

- Duff Coal

- Oxford Bound

Key Features

- Oxford-Paddington Great Western Main Line including Didcot Parkway, Reading and Old Oak Common

- Class 43 High Speed Train (HST) in First Great Western livery (two versions)

- Class 166 DMU in First Great Western livery (two versions) and Network Southeast livery

- Class 47 in BR Railfreight, BR Blue and Rail Express liveries

Please note: if you have already purchased RailWorks or Train Simulator 2012, you already have this route and its contents.

Title: Train Simulator: Great Western Main Line Route Add-On
Genre: Simulation
Developer:
Dovetail Games
Publisher:
Dovetail Games - Trains
Franchise:
Train Simulator
Release Date: 18 Sep, 2012

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Minimum:

OS: Windows® Vista / 7 / 8

Processor: Processor: 2.8 GHz Core 2 Duo (3.2 GHz Core 2 Duo recommended), AMD Athlon MP (multiprocessor variant or comparable processors)

Memory:2 GB RAM

Graphics:512 MB with Pixel Shader 3.0 (AGP PCIe only)

DirectX®:9.0c

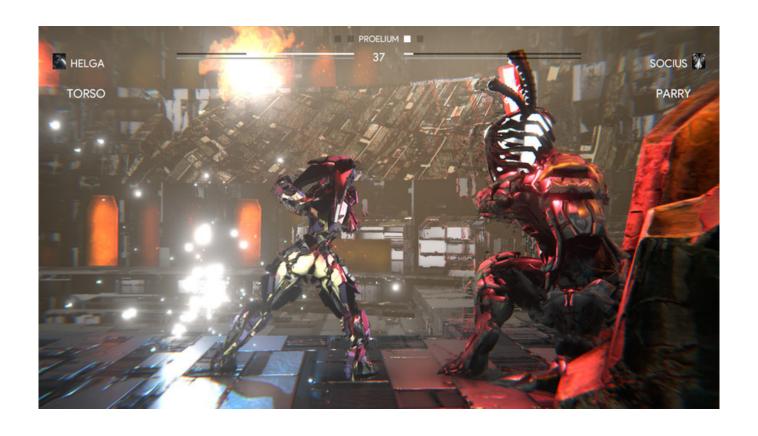**Hard Drive:**6 GB HD space

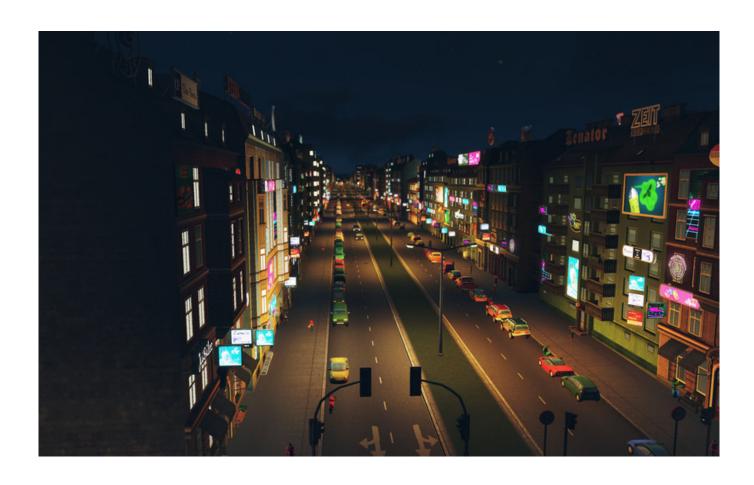**Sound:**Direct X 9.0c compatible

Other Requirements: Broadband Internet connection

Additional: Quicktime Player is required for playing the videos

English,German,Polish,Russian

For $1, it is so useful.

But there is also something funny like u cannot redeem it if u r not using steam account and its untradable property.. Until Skirmish updates I will say yes for now no. ran very slow : unable to access the DLC's

dissappointed...too much like other games of its type ...graphics were impressive. Good concept, terrible execution. Beat detection is a core gameplay element and is implemented so poorly that the game is often unplayable.. In love with both Party Hard & Party Hard Tycoon soundtracks. Top game, 10 out of 10 would play again.

kool game- glad i bought it. its help menu even has links to youtube uploads..real easy to learn..hard to play..great game. This is probably THE reference for all medieval grand strategy fans out there. You can spend hours managing your dynasty's spread across Europe, or keeping in check its many rivals. For a more recent game, check out the sequel : Crusader Kings II.. Very simplistic, poor interaction unless you buy pro. it's DLC driven which is a shame.. Just beat Doorways: Holy Mountains of Flesh. I have to say, this ones a hard call. The cut scenes were complete crap and the controls were clunky at best. But, there were still some great visuals and the idea and story line once you actually got far enough in the game were good. Overall though, I don't think I can actually recommend this game.. **Summary**

This is the worst game of it's kind I've played in a long time. Decided to buy it on a sale, as it most certainly is not worth its price (not even the -51% one, but wanted to try it). Sure, the graphics are not that bad (but you can't really compare them with the contemporary city builders), but it doesn't match the greatness of free games like Simutrans or Open TTD. I can't recommend it at all - not as a city builder, and not as a logistics simulator.

What works... sort of
1. There are quite a few types of trains to choose from, and I don't mind that most of them are Japanese. I do mind, however, that those are not timeline locked - you can buy a train from the 1990s in the 1960s and the game will neither warn you, nor stop you.
2. There are quite a lot of buildings to choose from, but the selection is very poor when compared to what Cities: Skylines has to offer, especially with workshop addons.
3. Timetable setting and ability to choose the lengh of traffic lights are both nice additions.
4. Real estate part is pretty nice, though quite lacking.

What doesn't work
1. A lot of things seem counter-intuitive including how you need to use the map editor and then save it, and moreover it is extremely clunky to move the camera. I don't know, maybe it is standard in Japan but for me it was very hard to move camera around due to some very questionable design choices.
2. There are no people to be seen anywhere. Even in old Simutrans you have people and AI vehicles, and the lack of those is inexcusable.
3. Creating routes is a chore when compared to Simutrans, where you can do everything very simply, and you will always know why and where you are delivering something or someone.
4. There are very few trucks and cargo trains (3!) to choose from.
5. AI built structures don't align with existing roads. A little thing, but ruining the immersion for me.
6. It seriously lacks the ability to tailor the game like Simutrans, where you cad adjust how economy works, how cities develop, the prices, costs, passengers and their destinations, etc. etc.
7. You are limited to the time between 1960 and the future, which is lacking when compared to Simutrans - with certain packs you can easily start in the 1700s.
8. Economy doesn't seem as inter-connected and realistic as in Simutrans where you have a lot of good types and different factories. Things are too abstracted here and you are not delivering specific items to your town, like cement or hardware, but grey containers that contain something.
9. There is just one type of roads available - no highways or multiple lanes.
10. No air transport and no ships apart from leisure ones.

In conclusion: if you can stand the graphics of Simutrans, try it instead, it's a much, much better game.. I installed in , and it doesnt play music in game, how do you make it work > ?. Good that its on Linux, bad that it seems far far too demanding for system resources for what it is!. good game to waste time on however there are many glitchs to fix for example units getting struck in rivers after making pontoons and getting killed but otherwise amazing game. Can i buy 300,000 orbs again?

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