
Train Simulator: Class 390 EMU Add-On Download By Apunkagames



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About This Content

The Class 390 is a modern classic, and you can experience the speed of this powerful tilting express train from the driver's seat in Train Simulator.

The Class 390 is one of the fastest electric multiple units operating in Britain. The set can reach 140 mph, whilst featuring tilting train technology to allow higher speeds around bends. At present, the Class 390 operates along the West Coast Main Line and is well-known to commuters and railfans alike for its sleek looks and high performance. In 2006 a Class 390 set a new speed record along the West Coast Main Line, completing the 401-mile trip from London to Glasgow in 3 hours and 55 minutes, and in usual operation the sets will run up to 125mph where track conditions allow. The Class 390 for Train Simulator recreates the smooth high performance well-known to drivers on the West Coast Main Line, and features a realistic tilting function which mimics the action of the real thing.

Includes:

Class 390 tilting electric multiple unit in Crimson Lake, Navy & Orange and Intercity Swallow liveries

A complete train is made up of the following vehicles:

- Driving Motor Second Open
- Motor Second Open

-
- Pantograph Trailer Second Restaurant / Mini Buffet
 - Motor Second Open
 - Trailer Second Open
 - Motor First Open
 - Pantograph Trailer First Open
 - Motor First Open Disabled
 - Driving Motor Restaurant First Open

Title: Train Simulator: Class 390 EMU Add-On

Genre: Simulation

Developer:

Dovetail Games

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 1 Aug, 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

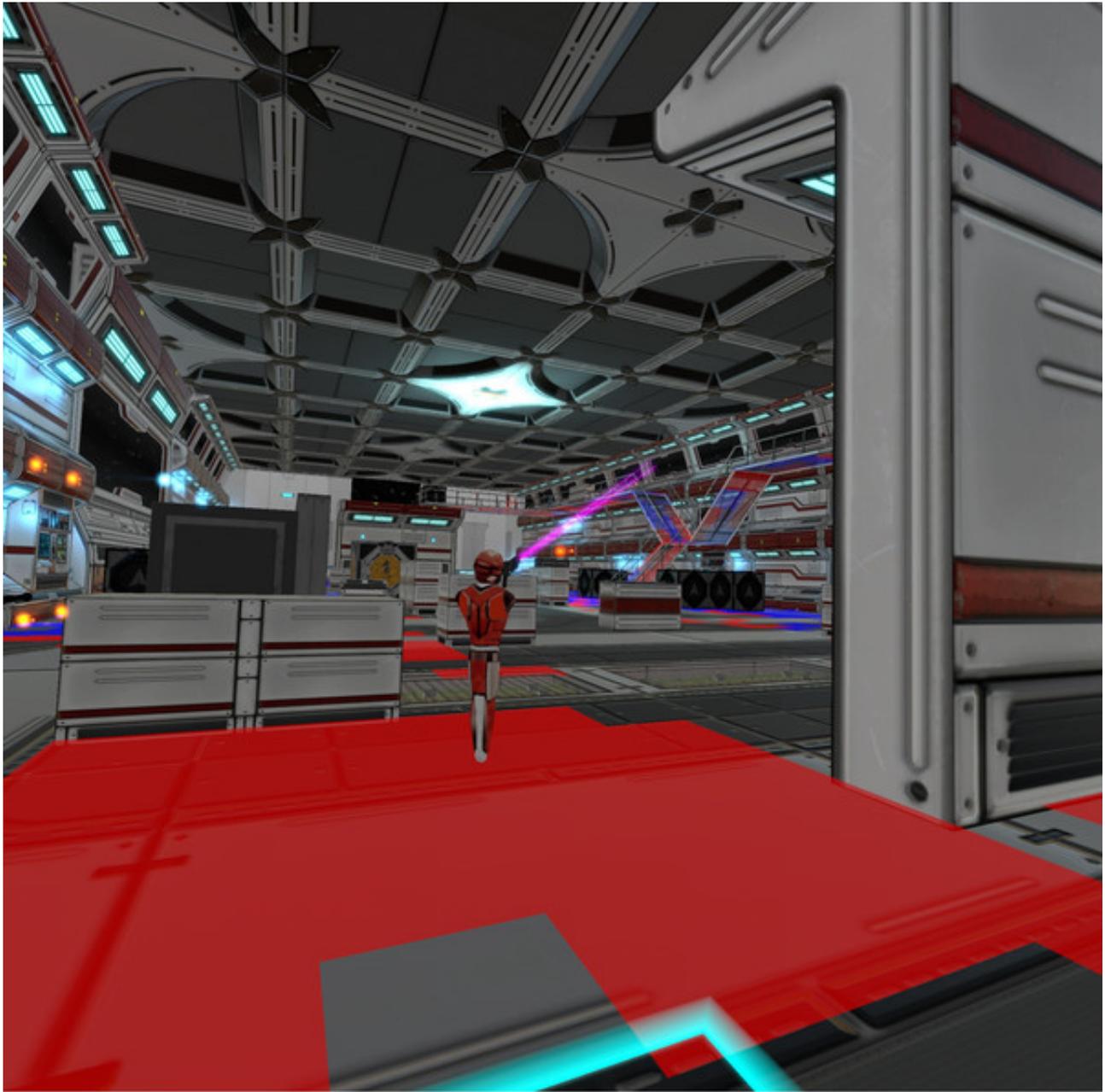
Other Requirements:Broadband Internet connection

Additional:Quicktime Player is required for playing the videos

English







If you love challenging puzzle and zen atmosphere, definitely buy this game.

The basic mechanics are interesting and original, they require a bit of trial and error to get used to, but the level sequence is structured in order to gradually test the new elements that get introduced. Many variations and additions keep the game fresh with an increasing level of difficulty that doesn't get hardcore nonetheless (but I reached so far level 32 of 92, I could be wrong).

The graphic design is very simple, but well made. My only concern is about the design of the 2-lights and 3-lights lamps: since you see the game from above, the lights piling makes it sometimes difficult to distinguish the two types (at least for me), I would have chosen some other, more intuitive solution. But it's only a minor concern and a very personal one.

A very nice puzzle with a good amount of levels for a small price. Go for it.

EDIT: I completed the game (wonderful puzzle, I confirm), but it says that I did 90 out of 92 paths. But if I count the levels in the select menu, they're actually 90! Minor bug?. An Imp? A Fiend! Is a typical Sidescroll-Adventure, where you first have to make your way thru some kick\u2665\u2665\u2665\u2665\u2665caves!

It brings back old feelings!

In my opinion, its getting a little bit boring after a decent time, but if you play it from time to time, it maybe it's a really good game!

The music isn't that fantastic, but also not necessary!

9/10 (For that Type of Game)

Would jump again!. Overall 5/5

You don't just want this DLC. You NEED it. You have to have it. You gotta have it. You MUST own it. It's THAT good.

THIS IS THE GREATEST DLC WEAPONS PACK EVER CONCEIVED BY ANYONE EVER. These weapons are fun, unique, novel, BEAUTIFULLY designed, and SHINEY. I found that I spent a lot of time just marveling at the beautiful textures on the guns.

Multi-Chambered Zed Thrower 2/5

A bit of a miss with this one. It is purely a gimmick gun at this point. It's quite weak, has very little ammo and therefore not practical to use in the field at all. Though it's secondary fire is a knock back with infinite ammo. I can't say the small back of pressurized air is particularly useful though.

Single Piston Longmusket 6/5

This is my FAVORITE weapon on killing floor. I hated sharpshooter prior to this gun. This gun has the most satisfying headshots out of any other gun. It's sights are a bit off, as the true center of the retical is actually in the middle of the arrow, and not the tip of the arrow. This gun in the hands of a high level sharp shooter is DEVASTING. Imagine a semi automatic lever action rifle that has a higher headshot damage modifier, and reloads from a cartridge instead of individual bullets. Once trained to use it, you will feel completely broken.

Doctor T's Lead Delivery System 5/5

This is my go to weapon on my level 6 comando. I sell my AK at the start to buy this gun. It has a clip of 50 on a level 6 comando, which lets you fire and never stop. It's got amazing headshot capabilities much like the bullpup, and good range as well. It has the combined long ranged headshot abilities of a bullpup but the shotgun ability of an AK-47 all wrapped up into one neat little gun.

Orca Bomb Propeller 5/5

Every demo needs to have the capability of choosing this weapon. The grenades on this grenade launcher BOUNCE. Which means you can do trick shots. On narrow cornered maps you can bounce of walls to hit your targets. Hit your targets behind walls, over cover, down and around cornered stairs, you name it. This weapon is not suitable for every map, but on tight maps, you'll wish you had this gun. Every demo knows that tight maps are suicide for a demo, but a skilled orca user can use demo on any map.. BEST GAME EVER MADE! As soon as I started playing this piece of art I fell in love! The way you poo on cars and people gives me the greatest feeling inside, it's like no other game i have ever played. Im planning to name my children after the characters in this timeless masterpiece.. Works well, but even if you

purchase it many of the features are unavailable. Before, and when I bought it, the program advertised you could record at 100fps, but you could only actually select up to 60 for no real reason. Now I assume they unlocked that feature because it was promised in the program's own title, but still, so many features are locked and some don't even work.

Such as:

- Record Program\Window feature does not work. It will always select your entire screen, regardless of what you have open. It USED to work, but no longer does.
- Video Format is unavailable. (Greyed out)
- OSD Options is unavailable. (Greyed out)
- Streaming is unavailable. (Greyed out)
- Lock Frame Rate is unavailable. (Greyed out)

Like, seriously, why even advertise these features or include them in the options menu if they're locked for some reason? There is no actual version on the website where you can make a purchase to unlock them, and if they're locked because of some deep settings you need to configure, the program certainly does not share. I assumed back when it capped at 60fps that it was a scam micro-transaction where you need to unlock the "full" version and this was some sort of payed trial, but considering they now allow for up to 100fps, I just think they have no idea what they're doing.

It's really great if you're a beginner Youtuber and need some footage. I'm sure the game capture is HD. It records at your set resolution, be it 800x600 or 2560x1600, but considering it barely recognizes games, it's better for recording your entire screen or a window (which you have to resize yourself because the "Select Window" function doesn't f*cking work. It USED to, but now it doesn't. "Select Program" does not work either but would be really useful. Rip.). Unfortunately, if you record that way you won't get that HD/high-res quality since what's on your screen is what you get.

I find it weird that it has a greyed out "Streaming" button, too. Makes you think there's some version of the program you have to pay another \$23CAD (The price lowered so much since I bought it thank God) for to unlock all the trash that was promised with the program. But so far, there isn't one that I am aware of.

Also, Softonic and one of its subsidiaries are two of the featured reviewers in the product description so, uh, yeah. Maybe save your money.

***Edit

So I figured out why this program has so many greyed out options!

The publisher has three of these programs on Steam right now. And they are all the same program. Same code, same functions, same everything. Except, and it doesn't tell you this, some of them have features the others don't. You can preview those features in the menu, but you can't use them unless you buy the special version. Joke's on you if you bought this version before those other ones hit the market, though. They're gonna flaunt all their new features around right in your face and not let you use them unless you buy the same program twice. Even funnier because the screenshots for this edition show you the exact features that are locked and only available in the other versions. Good job, liteCam.. If you can't get friends together for a game night this one is for you. With about three hundred games (around two and a half if you don't count strange indie projects, but still) I have enough variety for months of game nights! Can't wait! 10/10. I enjoyed the game up until the point that I hit a grind wall to finish out the game. Once all the gameplay elements are opened up to you the game is basically over. 6/10

Fun game overall. For now it looks like the variable that provides the challenge is time. Fun for scenarios but not freebuild. The concept is outstanding and the trade system works very well. In addition, its fun to work within the trading system. I would love to see more challenge around logistics by using tankers or oil rigs and having the ability to own fleets of both. That would introduce an entirely new overhead cost that would be fun the manage not to mention the challenge of seeing routes. Also, I dont know too much about oil drilling but I have to think there are more specialized buildings. I would love to see additional buildings. Employee issues like hiring, firing, assigning duties, shifts, etc...would be interesting. Again, it would add another level of financial management to the game.

Again, overall its an outstanding game, fun to play and easy to learn. It provides enough challenge right now to be worth the money. I anticipate future patch updates or add ons.. Inspired me to Ropshambo IRL with these techniques. Though the upgrades are harder to find in my area.. For a prototype made by 2 people , it was really good. Awesome that they kept working and released 3 games in the "Doorways" series.. The game starts out very good and sadly gets worse over the duration.

- + Fun dialogues (mostly)
- + loveable characters
- + interesting combat

- lots of bugs that render (side)quests unable to play
- Game cant keep up with the great first hour of gaming...
- Some dialogues in the game are not translated and thus produce an error.
- Combat ist not challenging at all. Not dying even once during the whole game is very likely.

Considering the extremley low price, this game makes for some great fun while waiting for better games =>
. It has boobies.. this game is very physics and has angry man pooping on a city. A couple of hours of fun, before it becomes mind numbling boring...

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