Train Simulator: Class 390 EMU Add-On Activation Code Free

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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

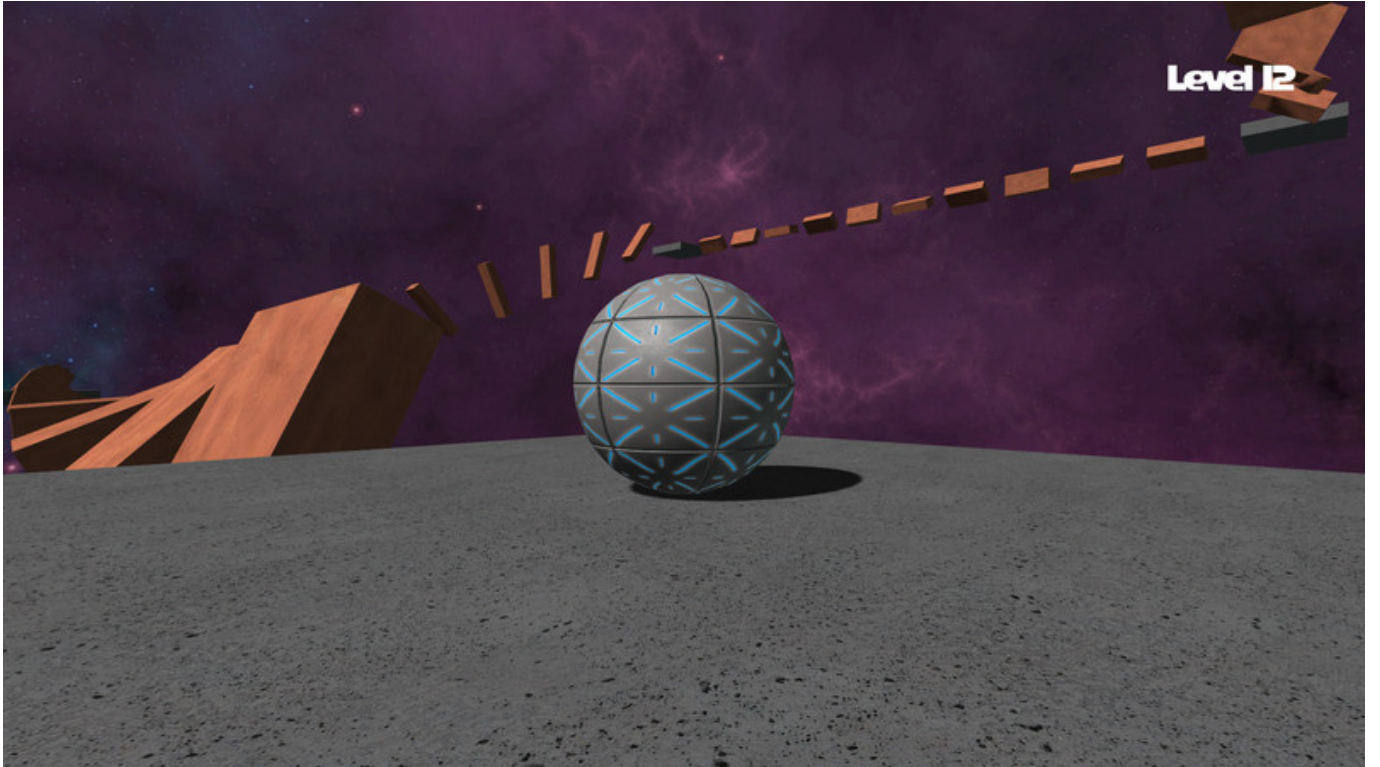**Graphics:**512 MB with Pixel Shader 3.0 (AGP PCIe only)

DirectX®:9.0c
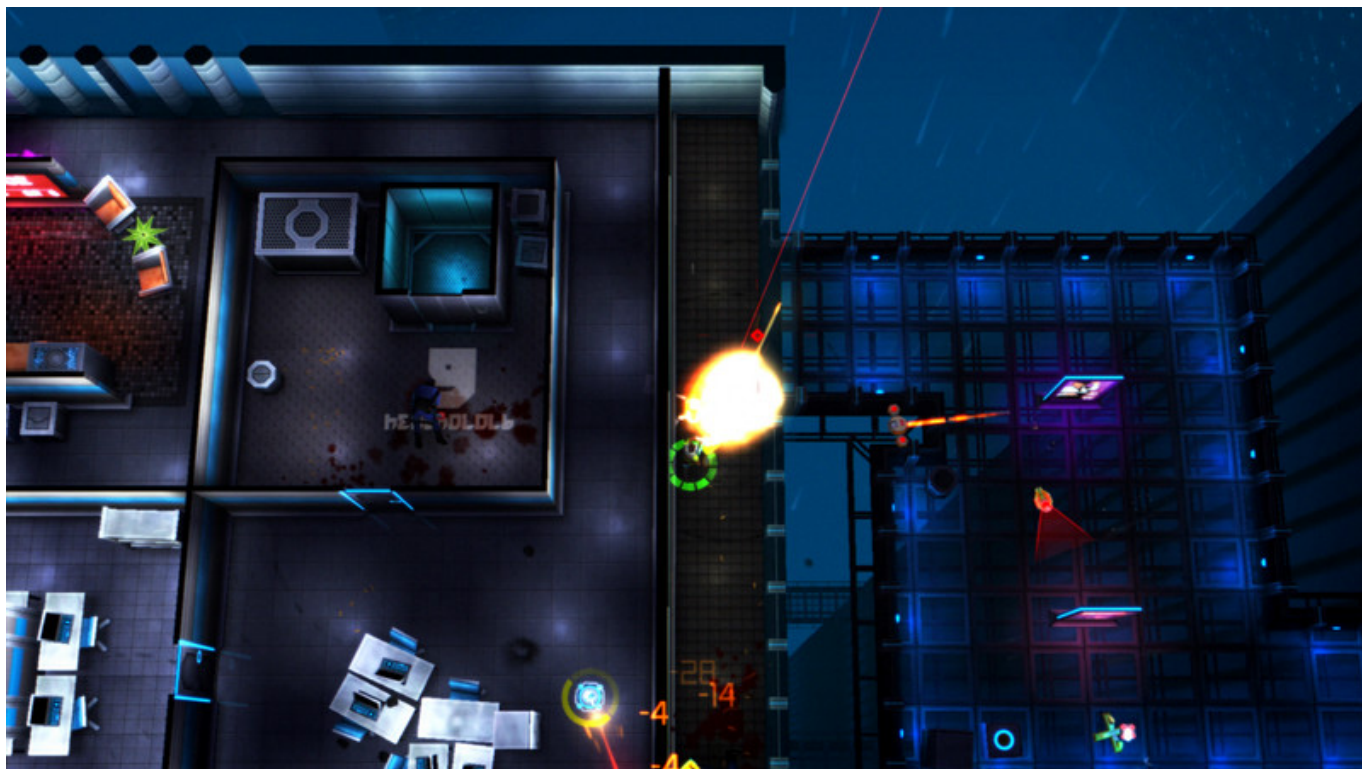
Hard Drive:6 GB HD space

Sound: Direct X 9.0c compatible

Other Requirements: Broadband Internet connection

Additional: Quicktime Player is required for playing the videos

English

You don`t use the trackpad to grab objects.
Grabbing objects in real live requires force and sometimes you forget that this rule doesn`t apply in VR.
The trackpad springs are not designed to withstand that.
That is why you only use the grip or trigger buttons like any normal game.

pardon my english. A very nice turn-based strategy game. Your units get XP and you can decide which units will make up your army to adapt to your style of play. The story is okay, but nothing earthshaking. The game runs smoothly and very stable. 9\/10 from me.. The story was short and interesting. I liked it but it had many features that seemed to never go anywhere and it doesnt branch at all in story except for a 2 selection side-tangent. I am very sorry to say that this particular choice of games does not have ay replay value, but was still fun to pkay the first few times, but not worth 5 bucks.. This game is amazing, you can sense Tim's designer brain through it, I love it, just bought smash yesterday and I'm playing VIDEOBALL instead. E.Wolf's -5

1. When I first got this game, I thought it was hilarious. I enjoyed unlocking the achievements by drinking and eating a certain number of various objects, from wine to socks. A few updates later, the game is released with basically nothing different. Not worth the price at all.
2. If you are going to buy it and try to unlock all the achievements, make sure to get a copy for a friend too. There are several multiplayer achievements and multiplayer is basically non-existent. I tried to get the multiplayer achievements within the first few days after the game was fully released and I still could not get enough games started.
3. Three game modes: drink bottles, smash bottles, or multiplayer which is both game modes racing against each other. There is a time limit regardless of your game mode.
4. Two small maps. I like the decent amount of detail in the maps, but it gets boring fast.
5. The screen gets blurrier as you continue to drink. With the time limit it will not last too long, but it could be a serious issue for anyone who cannot play a game with blurry effects.. Intresting game

what I find cool about this game is that its open world, singleplayer, good retro style graphics.

when you play you start out as a star merc, you can work for many characters to gain credits

You also have to make very good choices because they affect the outcome of the game. Plain old terrible.

Major issues as others have stated. Music randomly stops. ZERO options. Want to change keys? Nope. Want to lower the god awful music (when it's actually playing)? NOPE. And my favourite is the cursor randomly not working. Having to alt-tab to get my cursor back just to hit "continue" to move to the next level. Just terrible.

ONLY redeeming quaility is if you want easy achievements. 1 per completed level.

Even for $1, not worth it.. Simple, yet a very enjoyable game! And the best of all is that the dev actually cares about people's thoughts and work in order to improve it!. A cute game that does not require a lo of thinking - but a bit of strategy on how to best avoid the evil objects is not a bad idea.

A great soundtrack! (Enya style?!) - but the Japanese voices can be annoying once in a while: This is one of those games where I would probable reverse my usual settings so music is at 100% but voices is at 40%.

A great game to kill time - but don't expect to solve all the problems of the world in this game.

I like this DLC. There is no complex enviroment, like Neptune (i don't think this is a con). The tracks have very fast straights, are low on chicanes and the curves are fast, too. Jumps aren't that long and difficult.

The soundtrack completes the DLC's theme. Pumping beats, psychedelic tunes. I just love the guitar track, as it makes me remember of good old times.

I highly recommend this DLC for beginners and speed freaks.. All of these are terrible except the wavy flag design. Istanbul sunset is somewhat acceptable. However, Magic Pattern is hideous, I can even count the pixels on it. It doesn't suit nicely to any truck. it seems like whoever made it didn't even spend more than two minutes on it. Modding community has better paint jobs than this DLC. The only reason people bought this is because they are patriotic. I really hope that you would make\/change few things in this DLC.. nice to see the roles revesed its great wish there were more vn's like this very good. I would really like to recommend this game. It looks very promising from the few minutes I have been able to watch. However, I have had it crash on me 3 times in a row. I restarted my machine, tried to restart Steam, etc. It goes for a minute or so and then crashes with various errors.

I will update my review if, or when, I am able to watch the entire movie.. The gold edition is completely worth it on sale but no where near worth the \u00a383.99 price tag not in sale. the game at the sale price is really worth it. the game play is fun and in my opinion better than GTA as there is more depth to the free roam. The game is amazing to play with friends. i have at this moment 10 hours into the game and have only done one main story mission as i am having way too much fun exploring San Francisco with my friend. the game is surprisingly well optimised but a super computer is needed to run ultra. i like playing on high as i have a high\/mid range PC and i get a stable 90 fps on high settings. overall i think this game is worth it in sale price and the base version is good enough if you don't want to shell out an extra \u00a35 on the gold edition. i did this as i wanted the season pass and more outfits. very good game and i cant wait to put more hours into it. I didn't think I would enjoy this kind of game but I was very pleasantly surprised!

There are many aspects to this game that make it super entertaining like the blend of the awesome music as well as the beautiful graphics and art style that the devs have used in the game.

The controls are a bit tricky which is exactly what gets me drawn to these kinds of games as I love a challenge! Also, there is just something about having to beat your previous score that mysteriously draws you back to these kinds of games.

Playing this game is a definite must - especially considering it's been produced by an Indie Developer AND from South Africa - not really a country that comes to mind when you think of gaming..

Well done to the devs :D A big yes from me!. Fun game.

The ship building is by far the strongest part of the game. If you aren't into that aspect, pass on this game. There are many components including many weapons, shields, armor, engines and more exotic things (hacking, grappling hooks, etc). The only real complaint with this part of the game is some components are very poorly explained. I still don't understand the point of energy chains, for example, even though I finished the game. The only caveat with ship building is you have to earn the parts through exploration mode (it did look like you could maybe turn that off but I never tried it). So you may not be able to build your perfect ship and it will take time for you to real use your creativity to make interesting ships.

The rest of the game is fun enough but could really use some more polish. Exploration mode is what I spent most of my time with. This is a campaign where you have to explore, meet civilations, do missions, buy parts and try and defeat the Von Neuman (the AI bad guys). It is fun enough but could have been great with some more time. The missions only have a handful of objectives so you will repeat these many times. You even get mostly the same missions in enemy controlled regions (with basically two mission type exceptions). After 10-15 missions you will feel like you've seen everything and just want to get more parts for your ship and get to the end. Another problem is it is not clear how to stop the enemy expansion. Early on you get some missions that will slow them down. Later these mostly go away and for every sector you take from them you lose 1 or more in return. Even the sectors you take don't seem to change hands and you don't seem to be able to stop the attacks from happening (they are marked on the map). This definitely needed more explanation / feedback, if nothing else.

The other modes are mainly for testing your ship and goofing around. Skirmish, wave battles, etc. The exception is evolution mode. The AI fights itself (without you viewing if you ever want it to complete) and the ships slowly evolve. Very neat concept but it is too slow and has other problems. It will sometimes build illegal ships and it seems to only hold 32 ship designs. Those can get filled fast and you end up losing the more advanced AI designs. Again maybe there are ways to get around these

problems but it is not obvious. The speed is the worst though. Small ship designs can resolve in a decent amount of time, large ship designs not at all. I gave up on that after letting it sit for many hours and only getting through 1 or 2 rounds.

In summary, worth your time if you like ship building and can put up with some rough edges and some underwhelming aspects that should have been better. Probably best to get this when it's on sale. Would really love to see a sequel with a campaign more along the lines of Star Control 2 or Star Flight.. Fun Game!

A lot of fun figuring out the most powerful combos to beat each level with. Only thing that I don't like is having to wait for the credits every time I beat the last boss. Other than that a really fun game.. I think we have true motorcycle simulation here. The attention to detail in both the physics and the graphics is beyond what I expected. I have never seen motorcycle simulation this accurate. I actually have to slow down to turn unlike the arcade motorcycly racers I grew up playing. This is awesome to say the least. I recommend this to everyone who wants and\/or has a motorcycle. I also recommend this to anyone who wonders why anyone would want a motorcycle.. 1st ever game I refunded

Missing music
Worse Graphics
Mouse jumps all over screen
Would've been better if they just ported the NES version

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