
Train Simulator: BR Class 33 Loco Add-On Activation Code [License]



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About This Content

The Class 33 'Crompton' is a classic British Rail Southern Region diesel locomotive, and is ready to get to work for you in Train Simulator.

The Class 33 first appeared in British Rail Green livery in 1960 and was deployed in the south east. The first British Rail locomotives to be fitted with a modern electric train heating system, the 33 quickly spread across the whole Southern Region

and could occasionally be seen much further afield, mostly running passenger services but also turning its hand to freight operations. A total of 98 examples were built, fitted with 1,550-horsepower Sulzer engines, and they proved popular with crews. The 'Crompton' worked throughout the BR Blue and Network Southeast eras, and 40 survived in service up to the privatisation of the network and continued working for their new owners, EWS. These have now been retired from service, though a number survive in preservation today. With 7 authentic liveries and Sea Lion ballast hoppers, the Class 33 Add-On for Train Simulator is a classic for British Rail diesel fans.

Includes:

Class 33 diesel locomotive in 7 liveries: BR Green, BR Blue, BR 'Dutch' Grey, EWS Maroon, BR General Grey, Network Southeast, BR Sector Grey

Sea Lion ballast hopper wagons

Title: Train Simulator: BR Class 33 Loco 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







Met the dev and composer at PAX West and they were fanstastic. You could really tell how excited they were for the game and in turn it got me SUPER EXCITED. I am so glad the game is out now for me to listen to this soundtrack all. day. long.. I don't fully reccomend the game as it is quite flawed in many ways but it is a simple somewhat enjoyable space shooter with upgrades, the rest of this review is mostly gibberish honestly.

I do enjoy the game even if the battles with ships seem to lag like crazy for me and sending drones seems to be the safest option at winning. I was playing human story mode and i was going along fine for like 5 quests maybe and just ended either due to nothing being there or a bug? and I am in good standing with all factions now just from going into their systems and finding trading stations and then simply spamming the trades not caring what I gain or lose now ending with 99-100 with all faction.

I'm not sure if the drilling\lasering for resources has much point, seems to just be something to slow you down honestly as I switched from laser to drill and just spam click my mouse to move the probe around and can pretty much absorb a whole planet fairly quickly if I wanted to, I'm sure I'm abusing the system as holding down mouse would slow me down but I've no patience for that it seems.

the plent resource gathering kinda reminds me of the free game Dig-N-Rig just without the conveyor belts and it's in space, heh.. If you like Bomberman (AKA Dynablaster in europe), you'll love this! I am more of a MasterBlaster guy (from Amiga 500 era) but I still love this as a great party game. Developer seems to respond well on discussions, and there are hints that more content is under way.

You'll need 3 friends, 4 controllers, and infinite amounts of time and snacks (and\or booze) with this game. Sure, computer players are there for the lonely gamers, but it ain't the same thing.

I had great fun with my 6 and 13 year old sons, the controls are easy enough for the younger and gameplay is balanced enough for a variety of ages and skills. Impatience is your greatest enemy here, you'll end up blowing yourself up most of the time.. very cute, and any 'yuri' media that doesn't sexualize their child protags is a plus from me.. T.G. Hyper Librarian and TG, required for synchro decks.

NEVER PLAYED A MORE FRUSTRATING GAME. A fun little game. I enjoy the soundtrack muchly. :D. Well, I dislike this game, but still give it a positive review because of:

- + Works well, feels polished
- + Has visual style
- Cringy jokes\dialogues
- Horrendous 5 star rating system like in mobile games
- Misleading title?

I thought this game was almost purely about building castles\towers, but it isn't. First few missions of campaign are about crossbow shooting and running around with a hero without building of anything whatsoever. Moreover, your castle can only fire from one undestructible crossbow. Also, there is a weird troops management: you buy troops which are automatically uncontrollably go to an enemy castle without going into it, they just go backwards when they reach it. Hero which you can fully control just can't get into it either. I find it really stupid and illogical.

tl;dr:

Game is decent, but not my cup of tea.. Excellent update to a great game, would have been nice to see a bit more expanded content, filling in some blank areas on the map and adding a few new quests. The graphics and gameplay improvements are well needed, the only complaint is that the "paper" .wav should have been silent or have a toggle instead of needing to mod a sound file. All in all a great update for a timeless game, still one of my all time favorites.. Addicted to drugs or classic dubstep? want a hyped out game that pushes the boundaries of your mouse?

Then this game is what you seek, its one of those games were you would sit down for 10 minutes and then leave it again. But those 10 minutes are going to bring you far! One thing i recommend is taking breaks often as its fast phased, intense, and requires a steady yet fast hand aswell as eyes.

Its challenging and its a lovely feature to add milestones on the waves such as 0-25-50-100 which means if you ever should get past level 25 you wouldnt have to work all the way back up, you can go to the settings and make it start at level 25 :)

The lack of music tracks is what brings it a little down in grade as you only got 1 song and 2 unlockable songs, which are about 30 secs long and then repeated :/ I find my self just slapping one of my own songs on in a browser or media player and play the game W\o music ^^

The tricky parts comes in evading flashbangs (placebo) and changing colors so your crosshair's color matches the pill you want to bring to an end, as if a yellow pill falls you want to right click or press spacebar to change to the yellow color. There is 2 colors changing each round, and you can unlock a harder difficulty by unlocking 3 colors or more.

The game is enjoyable, playable and most of all replayable :)! but as i said, the major thing that drags it down is the lack of music :(

8\10!. Absolutely fantastic. A solid, fun, arcade style shooter.

Would love to see a multiplayer co-op survival mode, or head to head skill games in future.. Haven't played a crazy amount (yet), but as a super-early-access title and concept, this game is beyond fantastic. It doesn't have much, but the devs seem to be more than ready to add more scenarios, machines and mechanics to the arsenal. A great puzzle\tycoon sim game, and I'd say it'll easily be worth the \$10.. I bought this game for a whole \$0.79 because I was poor and bored. I have played 42 hours of this game according to steam and to be honest I think that is low balling it. I'm not sure what kind of poor-college-student-inducing sorcery hoodoo was used to birth this game, but it is worth every, literal penny\2014all 79 of them.

This game rewards exploring and checking all your corners. The first few run throughs can be tough, especially if you're trying to conquer hard-core. This is because you can never really be sure what you're about to get into sometimes until you're right in the middle of it. Sometimes it's strangely colored echolocating bats, or weird lumpy genie woman things, or your good ol' run of the mill goblin.

The gear is pretty awesome when you get something new and fairly over powered early on. I do wish that the player character would reflect the changing gear.

Overall, I would recommend this game to whoever had the time, patience, and cheetos to listen me gush on end about this game. A conversations which usually goes:

"Hey, what did you think of this game?"

"I got it for 79 cents and I played it for 42 hours."

"Huh, sounds like a good deal."

"Yup."

. . . or something like that.

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