TS Marketplace: Feather River Canyon Scenario Pack 01 Download For Windows

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About This Content

Please Note: In order to get full value from all of the scenarios featured in this pack, you will need to own Train Simulator's Feather River Canyon Route Add-On, Sherman Hill Route Add-On and Western Pacific GP20 Loco Add-On.

Bringing 8+ hours of new railroading challenges to Train Simulator's Feather River Canyon route, this new scenario pack features 10 realistic career scenarios.
Feather River Canyon Scenario Pack 1's career scenarios bring to life the Western Pacific and early Union Pacific eras on Train Simulator's popular Feather River Canyon route. Closely based upon actual railroad operations, the scenarios represent a diversity of tasks – from priority mainline freights to local work to switching operations – across the full breadth of the magnificent Feather River Canyon route.

The scenario pack provides a variety of authentic operating challenges to you as an engineer, whether it be lugging the WPX ("Western Pacific Expeditor") up the rugged west slope of Feather River Canyon with a quartet of Western Pacific U30Bs, hauling tonnage with veteran WP EMD F7s, local switching at Oroville with a lone WP GP20, totting lumber on the "Inside Gateway" line, hauling grain west with Union Pacific SD40-2s, or even putting a leased UP SW10 Hammerhead diesel switcher to work on the Quincy Railroad short line.

Each of the pack's scenarios require the Feather River Canyon route (available separately) and select scenarios also require Train Simulator's Union Pacific Sherman Hill route or the Western Pacific hi-nose Electro-Motive GP20 Loco Add-On (each available separately).

Feather River Canyon Scenario Pack 1 will provide 8+ hours of additional and realistic railroading challenges and enjoyment for users of Train Simulator!

Included scenarios:

- Western Pacific WPX, Part 1

- Western Pacific WPX, Part 2

- Western Pacific WPX, Part 3

- Western Pacific Symbol MDX

- Western Pacific Second OME

- Western Pacific Local KGT

- Oroville Morning Call

- Inside Gateway Train 137

- Union Pacific Symbol TGW

- Quincy Hammerhead

Title: TS Marketplace: Feather River Canyon Scenario Pack 01
Genre: Simulation
Developer:
High Iron Simulations
Publisher:
Dovetail Games - Trains
Franchise:
Train Simulator
Release Date: 7 Jul, 2016

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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

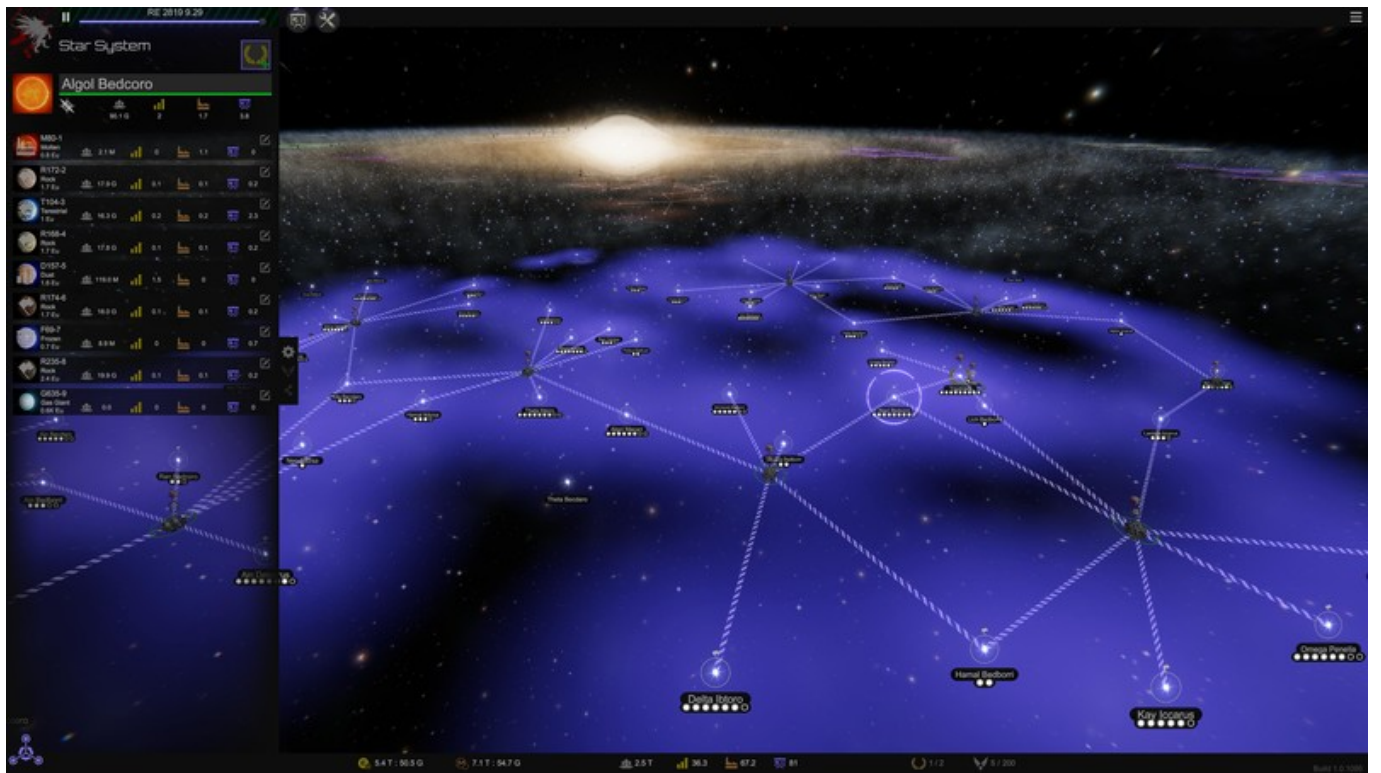**Hard Drive:**6 GB HD space

Sound: Direct X 9.0c compatible

Other Requirements: Broadband Internet connection

Additional: Quicktime Player is required for playing the videos

English

Photo Opportunity

An ideal spot to photograph the local terrain. Send a colonist here and snap a picture to send back to Earth to increase your mission funding. This task scales off of a colonist's Charmisma Stat.

Right-Click to Take Photo

One of my favorite puzzle games on here, the story mode is fun and challenging in it's own little way.. Clunky controls. These puzzles are either way too easy or they're the kind of puzzles where you have to do some crazy♥♥♥♥♥♥nobody could think of; either not challenging enough or have bs solutions. If you want to spend £4 on 1:30 of gameplay then go ahead (the game literally took me 1 hour 30 minutes to complete, no extras, secrets or anything). Just don't waste your money.. Awful game. Somehow it freezes every 2 seconds.. Any game that lets you take it out on a date, well that's a good game... I can highly recommend this game to anyone looking for a great platform shooter. This game is the perfect balance of challenging yet rewarding gameplay. The gameplay is simple enough virtually anyone can play and yet certain moments will leave even the most experienced gamer trying their hardest. It also balances the feel of an old-school 8 or 16 bit game with the visuals of a futuristic one. The developer continues to work on DLC and adding to an already great game. Once again I can highly recommend this game and give it a 10\/10.. its the actor who voiced simon "ghost" riley so hell yea thx for the free voice pack, who want the paid one when you can have ghost talk to you xD. Love the artworks of progression for this game.. Okay, so I played until the monster portal, and I can say, that I already enjoyed the good 1st hour of this game! :) I shall play more too once I get down to it. xD

The game allows you to pick 4 characters for your party... The main one, the best friend, and two other friends. xD In my case, I picked the Healer as main, the cat-girl as bestfriend, and the Hunter and Sorceress as two other friends. :D You can actually choose your own team builds for this game, that makes every experience unique, which I really loved. :)

I also noticed that the developer made unique lines for each character and with great voice acting at that. :D So kudos for that. :) It also looks like each main char you choose + their best friend have unique combinations in dialogues and whatnot, which makes variety to the characters' interactions with each other.

Now, for the gameplay itself. It is a fun turn-based battle with some really good animations and enemy sprites. I actually enjoyed its fast-paced battles and any casual gamers will immediately appreciate its simplicity, while still being engaging at times.

You will have a unique Rival depending on your chosen party (I guess?), and I love how you meet and fight them along the way, while treading into the dungeons. There are also some cool secret locations inside the dungeons where you can discover some nice items and bonuses.

The game doesnt have random encounters, and have on-map touch event based encounters, which is really cool. Plus, you get the chance to have a pre-emptive strike, if you every touch an enemy while its' turning away from you. Makes encountering enemies very fun.

Once again, the Voice acting was really amazing and high quality, and you get to hear them a lot in both the cutscenes and the battles. I also really love some of the lines, and find them really funny and quirky! It is such a nice touch to the game. :)

Overall, I recommend this game to anyone who likes dungeon crawlers games and simple JRPG games with turn-based elements. It gives you a variety of characters\/classes to choose from, it has beautiful artworks, amazing voice acting, and rewarding battles. What more could you ask from a simple, decently prized RPG? XD :)

While a decent addition to the Ubermosh compilation and overall a fun time if you've enjoyed the earlier volumes, it seems like the game itself got somehow easier. Get it if you really liked the earlier games, but there's not too much new.

Suggestions:
1) Make/add enemies with more health, currently there's a binary between shielded (run away) and unshielded (run towards). It would make for a little bit more stimulating gameplay.
2) Remove some obsolete guns, I guess it could be a skill thing if you need dodge bodies to avoid picking up a worse gun, but some that are apparently interchangeable on the gun 'tier' list are definitely worse.
3) Remove class distinctions entirely (!), maybe make a set of sliders for powers you can exchange for a certain amount of lives. (3 lives for gunner auto, 1 for increasingly powerful map clear).

I would still recommend this, but if there are future volumes I'd love some of the above incorporated..
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.....\\................(...............................)................\/. Holy mother ♥♥♥♥ing sh*t. Very good model but the way the key binding is for the brakes is \u2665\u2665\u2665\u2665\u2665\u2665\u2665. It's a similar system to the class 66 where the braking is adjustable pressure not steped but its the emergency setting at the end of the handle that has stumped DTG into making a working braking system. When the key is tapped for pressure to be applied to the brakes, you roll the RNG dice for normal braking or full emergency.. Spacebar takes a screenshot,Not responging after the first dumb cutscene.
0/10. nothing special, it just plays like a simple turn-based game, not much content. Unlike many monikers that end up slapped on music movements by marketing or The Community, "vaporwave" is a pretty apt term. The era it examines through an intoxicated lens of ironic, earnest, and highly inaccurate nostalgia is pure vaporware. It's a 1980s/90s that never happened, half remembered in an opiate dream.

If Broken Reality is an album, it's not Xavier's "Floral Shoppe." Nor is it polished and accessible like The Midnight's "Endless Summer." It wobbles somewhere in between, lurching between abrasively weird and openly accessible. The game's fictional virtual world is a stack of Trapper Keepers ginsu chopped with a handful America Online iconography and spackled over Quake Engine geometry. The effect is deeply amusing for someone who grew up with late 20th Century culture and video gaming, as it piles on gag after geeky gag. But the feel quickly wears thin as the game refuses to clearly define its objectives and falls back all too frequently on scavenger hunts and oblique references over interesting characters or a proper story.

I still recommend it, though. There's nothing quite like it outside Twitch.io or the game jam scene. Come for the nostalgia, stay for Chronic the Hedgehog.. Best game in the franchise in my opinion.