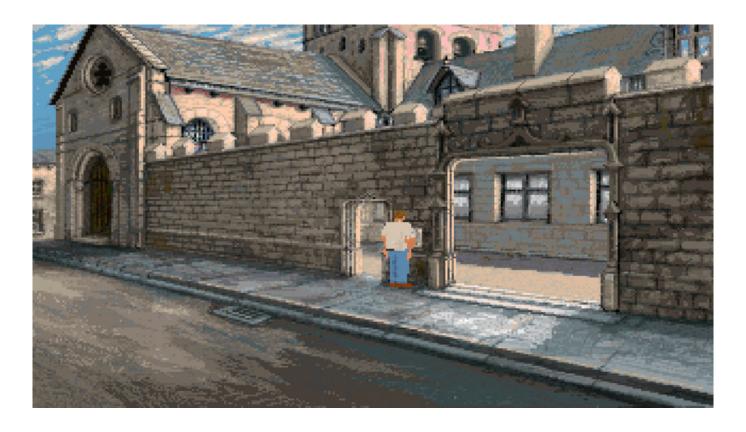Train Simulator: PRR K4 Loco Add-On Keygen Generator

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About This Content

The PRR K4 steam locomotive is a true American classic, and is the ideal companion to our Horseshoe Curve Expansion Pack which captures the glory days of the PRR. Proudly nicknamed the Standard Passenger Locomotive of the World by the Pennsylvania Railroad, the K4 first ran way back in 1914 and soon became a familiar sight all along the railroad as the PRR's premiere steam passenger locomotive. No less than 425 examples were built by the time production ended in 1928, and the K4 carried on to the very end of Pennsy steam in 1957, having hauled some of the railroad's most prestigious passenger services and even freight trains. Only two K4s now survive, but you can drive your very own K4 in Train Simulator! The K4 add-on is highly detailed and included such features as a glowing firebox, realistic weathered black PRR livery and brand new driver and fireman characters.

PLEASE NOTE: The K4 add-on requires the Horseshoe Curve Expansion Pack **(available separately) to run.**

Includes

Pennsylvania Railroad K4 steam locomotive in weathered PRR black livery

Scenarios

5 scenarios for the Horseshoe Curve Expansion Pack (available separately)

- WW2 part 1 - Boxed In (standard and career)

- WW2 part 2 - Rushing the Rations (standard and career)

- All Puffed Out (standard and career)

- Dedicated Vigil (standard)

- Westward Wonderer (standard)

- Plus 4 free roams

Title: Train Simulator: PRR K4 Loco Add-On
Genre: Simulation
Developer:
Dovetail Games
Publisher:
Dovetail Games - Trains
Franchise:
Train Simulator
Release Date: 9 Feb, 2012

 a09c17d780

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
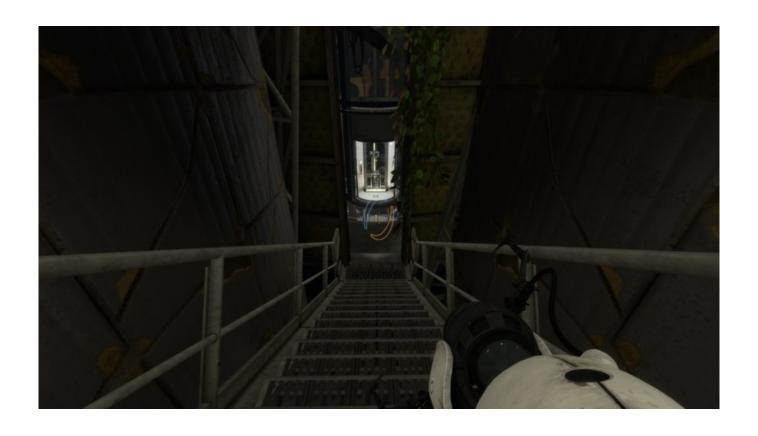
Hard Drive:6 GB HD space
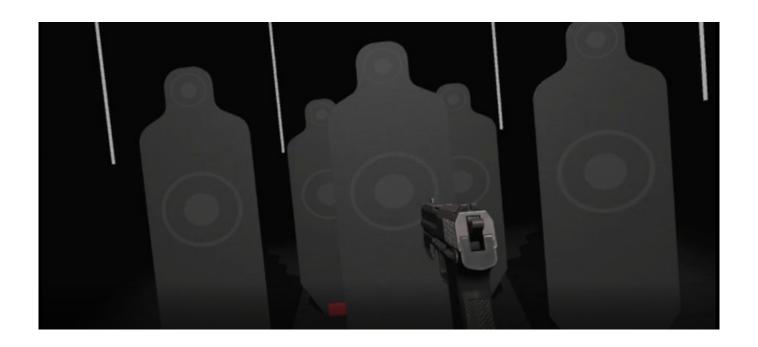
Sound: Direct X 9.0c compatible

Other Requirements: Broadband Internet connection

Additional: Quicktime Player is required for playing the videos

English

Wow trying to win the scenario, Conquests of Alexander, on Deity within 37 turns is definitely extremely difficult, but if you can get the achievement, you'll be quite pleased with yourself! I can't believe I did it. Anyway, two more Civs in the game? Who could pass that up?. This is NOT an FS2013 clone so if you want a farm tycoon, farm management sim DO NOT BUY. If you want auto everything DO NOT BUY.

This game is about BEING a farmer. It's hard graft and can get quite tedious. You do have AI of sorts but it's click-done AI, not a pixel farmer you can follow around.

My review gets a + only if you understand that it's about BEING a farmer. If that's what you like, get it. You'll enjoy it.

Now to flesh this out.

- The graphics are pretty good and on on i7\/670gtx, it hums along maxed out at 60 (with vsync). Some of the detail is very well done, albeit with a very Euro flavour.
- The tute is on rails and must be followed but once you learn the locations and the techniques it's better to go freeplay.
- Tractor driving is very manual and takes some getting used to. NOTE: *Look* at the lower left for how to change the gearbox ratios. (And reversing is REAL reversing, not just pressing a down key).
- Some machines are missing cruise control at time of writing. Missing as in, devs probably assumed it wasn't needed. They were wrong and as far as I know, will change it.

CROPS
- Limited but enough to keep interest. (and in reality, not all farms can grow all crops anyway)
- Seasonal variations (a big feature) in yield work fairly accurately and devs are working on making it better.
- Seed prices. Enough to make BEING a farmer worthwhile.

ANIMALS
- As good as non existent. Worth having for the extra income (3k or so per qtr) but there is no management or husbandry. (and it's incorrect for many to believe all farms have animals anyway - a common complaint. Most "real" farms are fairly dedicated enterprises. Such diversity is usually reserved for smaller hobby farms, certainly in Australia anyway)

EQUIPMENT
- A bit short in this department (again devs are on it) but there is certainly enough to crop and harvest every field with ease.
- The equipment shop is badly designed and laid out (imho) but equipment purchases are close to a one-off in RL anyway.

FIELDS
- Some nice looking layering is used for the various states and the PDA provides field status etc. as you work.
- Crop yields etc. are RT as you harvest (F2 PDA)

MAP
- Big. Generous number of paddocks. No real monsters but you'll be working really hard if you own even a quarter of them.
- Shop to shop transactions. Poorly done. You gotta drive to the bank, the seed shop, the tractor shop manually - everytime. Will devs change this? Unknown but can be very, very tedious. (see gearbox ratios above - take stock of it).

OVERALL
- A good game for players who like the down and dirty of farming. I reiterate though, if you want an "auto" farm managment game, DO NOT BUY.
- Scenery is nice, gameplay is consistent. Some glaring anomalies but very easy to forgive.
- Sound is pretty ordinary and equipment sounds are pretty lame. No engine load being the biggest let down. It won't take long to despise the music but a few well placed Oggs can fix that.

There are some issues, some by poor design, some by poor release. Devs seem to be willing to listen and ready to take on constructive critique.

I'd say a price of $20 is reasonable but it's relative. If you're tight for cash but love to farm, wait for the specials.

7\/10
. Q: Do the specifics to the scenario matter?
Nope. You can make up any back story and the game would play the same. RPG elements are not the game (or DLC's) strong point.

Q: Is it worth buying?
Only if it's deeply discounted or part of a bundle and if you're a JA fan or TBS fan.

Q: What about the scenario itself?
It's fairly limited\/straightforward, as many of the reviewers here have already commented. It's basically a single mission and with a very linear progression. There are mines blocking your progress so that you are herded in specific directions (there's no one in your team with high enough explosives skill to disarm, and medkits are tricky to find initially). What I really disliked about the JA:BIA series is that the environment is not fully destructible. I like having multiple ways of breaching, etc.

Q: Any other tips\/thoughts?
Don't waste your time trying to take everyone out. Just kill those that are necessary. Ivan's silenced weapon is very useful, and Shadow's stealth for sneak knife attacks can come in handy. A prolonged firefight with your two mercs (Fox does't add much, expect medic skills, and I hate her voice) spells almost certain failure.

Given all my reservations above, I would vote this a qualified "recommended."

5.5\/10

p.s. it says 0 hours game time as i guess it's tracking my overall JA:BIA game time (over 160 hours). I've already completed this DLC -- it took about 2-3 hours.. It's really weird, it's not for everyone, and it has it's flaws.

But if this is the sort of game that you like, then you're going to _really_ like it.. Yes-yes support developers get shiny things, good trade with surface dwellers to get nuf for warpstone. *Sniffs*. I love the spitefire and i hope to find more WWII planes soon. a good scenario pack. One of the best games I played see for yourselves \u25ba
https:\/\/www.youtube.com\/watch?v=0ixxQydpPcI&list=PL6JRtFEUiKTmiAiKnpcsoIlMVDiE1gJuf. I usually like to play clicker games, and when I saw this game, the description, and the screenshots, I thought it looked pretty good and added to my wishlist. Today I bought it, along with a couple other games. This game is possibly one of the worst games I've ever played, let alone payed for. Allow me to elaborate why.

1. Settings - Immedietly after launching the game for the first time, I instantly looked to find an option to disable the loud and annoying music; however it doesn't work. Muting the in game music via the settings effectively does nothing, therefore to mute it, you must mute the volume on your pc, also muting all notification sounds and other things that you may need to hear if they notify you.

2. Gameplay - The visuals are extremely boring. There are 5 things that you can buy that automate your cookie earnings, as well as 5 upgrades to those things. The upgrades are easy to accquire, and once you own everything and all the upgrades, there's nothing else to the game; nothing else to strive for or work towards - In the end I had 11 minutes on this game, and I had completed it in 9. Don't restart the game, either, as you will lose all your progress.

3. Motivation - Once you have bought the game, there is nothing to play for. The game doesn't save, the settings don't work, there are no achievements for this game, and nothing in-game to work towards.

Overall - The game isn't fun. It goes against everything that games are supposed to be - even for a clicker game. I'm probably even going to request a refund for this game, as even though it was cheap I still don't think I got my moneys' worth.. Not the craziest epic horror game, but for an indie game it's very good.

Well I dont really have much to add, just wanted to vote up this game...

The character and HUD remind me a bit of dead space, which is great.

EDIT: OK this review feels a little lazy so I'll add useful info

You're a man whose ship crashed on a planet, you spawn in a base and have to explore the environment in order to find ressources to survive (food,ammo,other stuff used as spare parts...) you'll encounter various monsters that are pretty creepy (a huge flying head, a dancer-like slender creature that changes the music when it charges you...) overall the game has nothing but black\/white\/grey colors, it is very.VERY.VERY dark.

It's not for everyone, but it has its good sides such as a relatively challenging survival aspect, mistery, and an interesting creatures design.

Man, you sure missed out on the hilariously OP Orc\/Sawblade combo when this DLC came out. At the release, it was good. Then great. Then way later, you were dropkicking gods and punching mountains into rubble with your nut flexing strength and the crit-chains of that pimp prodigy that grants you even more flex nuttery in stats. Everything died and you had to try and die to come close to dying.

After the nerfs, you're simply left with new classes, new races and an entirely new campaign. Money well spent.. I absolutely love this game! Not only is the core gameplay mechanic solid and fun, the game also has a very good cause. I look forward to playing it more and seeing what new games will come out from the devs. Overall, 10\/10.. Yes! Dear Satan yes! More like this please!. I loved the first game ,finally got to play this one it's alot of fun love the political mini game part and mystery.. Disclaimer: This 'review' does not convey the full extent of the experience as I couldn't play it past 20 minutes.

My first impression of this game is negative. Its not abysmal, its not mediocre either.

My first feelings after playing this game for a bit was regret and disapointment.

Which seems to be a trend for many new games on Steam nowadays, but I digress.

!!BEWARE!! This is a mobile port.

Which is important information that is surprisingly missing from the steampage and even other steam reviews for the game so far. The quality of the overall product as far as I can see does not justify 10 US dollars ON PC and there are many better games in the same genre available on steam. The only place this is actually hinted is in the company discription.

It might be fine on mobile but its a different ball game here on PC.

Although it supports controllers, movement using the analogue sticks feel laggy, uncoordinated and unresponive. Clearly showing how the game was initially built for touch screens. This is further proven by the clunky UI that is also evidently designed for touch screens instead of being adapted to PC. Elements of the UI also serve to detract from the artistry and flashiness of the moves during battle.

Thereby making the overall PC enjoyability of this title below that of the mobile version.

As a side note: Unless there is some way to disable specific elements of the UI, I'm curious as to why it does not show up in the screenshots in order to display the games fundamental mechanics (its only barely seen in the trailer in the background).

The characters themselves fit all the highly popular japanese character archetypes in every possible stereotypical way. Each character with any remote amount of backstory was clearly designed around an archetype rather than created with any one of said archetypes applying to them after creation.

As such many of said characters have clear psychological problems, from spontaneous outbursts of lethal violence for seemingly little to no reason to inability to display emotions and understandings of any kind of common sense.

To list some positives however.

Personally I really do like the art style for the cat,
The music is not bad.
The moves are flashy and sometimes nice to look at.
The jewel customization system is also innovative and novel.

Anyway if you're a fan of anime fantasy stories, common japanese romantice subplots, cat gods and like reading (because theres no voice acting whatsoever) then perhaps this game is for you. But do yourself a favor and get the mobile version instead, clearly thats what this game was designed for.

But in my eyes this is a mobile port, with unrelatable 2D cutout characters placed in a generic fantasy world with generic

romantic and inexplicable subplots centering around the harem master main character (and only relevant male in the entire game, perhaps the cat is also a guy who knows) facing a generic enemy based in a generic conflict between Light and Dark. With light naturally being the good guys and dark being the bad guys.

So therefore its not the game for me and therefore I do not recommend it.

. The best EA simulator since 1990-s!. at first its nothing but if you look deep it felt great. Plain tower defense with 0 (zero) upgradeability, gets boring real quick.