Train Simulator: Norfolk Southern GP38-2 High Hood Loco Add-On Free Download [PC]

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About This Content

The general purpose GP38-2 road switcher joins the Norfolk Southern stable for Train Simulator.

As the successor to the previous GP38, more than 2,000 GP38-2 models were built by General Motors between 1972 and 1986. The majority of models were put into service on US railroads, although some were exported to Canada, Mexico and Saudi Arabia.

Their modest power output of 2,000 horsepower from a 16 cylinder engine saw them classified as road switchers, but were adequately able to haul light freight across the US railroad network. Many remain in service today, more than 40 years after entering service.

Most GP38-2 locomotives were built with a low hood, although some were built in high hood variant, as portrayed in the EMD GP38-2 for Train Simulator, which comes in Norfolk Southern black and thoroughbred liveries. Also included are low gondola freight cars, NS box cars and flat cars.

The locomotive is also Quick Drive compatible, giving you the freedom to drive the Norfolk Southern GP38-2 High Hood on any Quick Drive enabled route for Train Simulator, such as those available through Steam. Also included are scenarios specifically for the Norfolk Southern Coal District route (available separately and required to play these scenarios).

Scenarios

Four scenarios for the Norfolk Southern Coal District route:

- Training: GP38-2 NS Simple Controls

- Training: GP38-2 NS Expert Controls

- Sorting Scrap

- Run Lilly Run

More scenarios are available on Steam Workshop online and in-game. Train Simulator's Steam Workshop scenarios are free and easy to download, adding many more hours of exciting gameplay. With scenarios being added daily, why don't you check it out now!

[Click here for Steam Workshop scenarios.](#)

Key Features

- EMD GP38-2 in Norfolk Southern black and thoroughbred liveries

- Low gondola freight car

- NS box car

- Flat car

- Quick Drive compatible

- Scenarios for the Northern Southern Coal District route

- Download size: 177mb

Title: Train Simulator: Norfolk Southern GP38-2 High Hood Loco Add-On
Genre: Simulation
Developer:
Dovetail Games
Publisher:
Dovetail Games - Trains
Franchise:
Train Simulator
Release Date: 24 Jul, 2014

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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

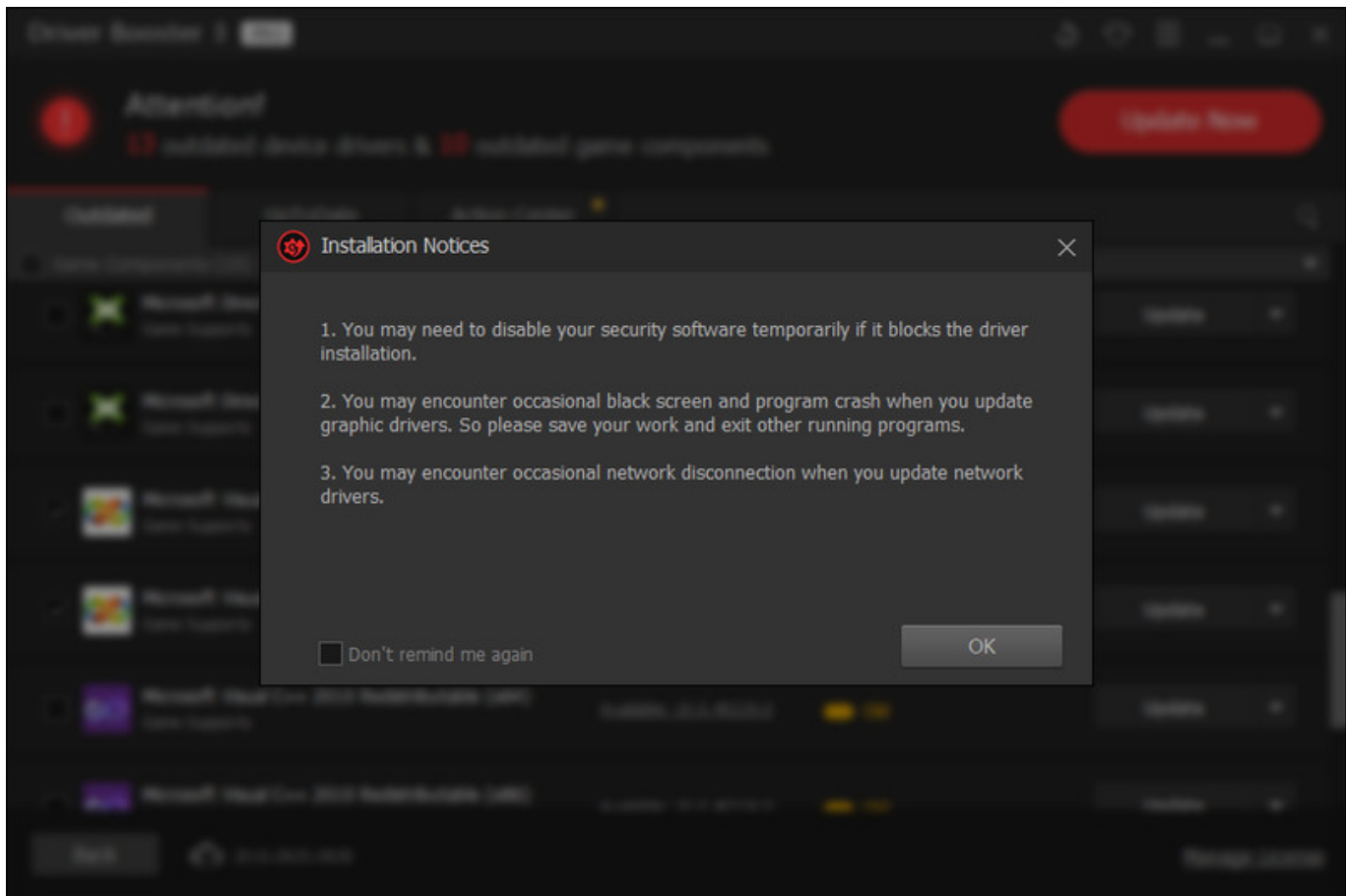**Additional:**Quicktime Player is required for playing the videos

English,German

GAMEBOOK **10**

Taking refuge in the infamous House of Hell has to be the worst mistake of your life! The dangers of the torrential storm outside are nothing compared to the blood-curdling adventures that await you inside. Who knows how many hapless wanderers like yourself have perished within its gruesome walls? Be warned! Tonight is going to be a night to remember...

Author: Steve Jackson
Cover: Ian Miller
Illustrations: Tim Sell

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Installation Notices

1. You may need to disable your security software temporarily if it blocks the driver installation.

2. You may encounter occasional black screen and program crash when you update graphic drivers. So please save your work and exit other running programs.

3. You may encounter occasional network disconnection when you update network drivers.

☐ Don't remind me again

OK

In theory, Cubesis is a game about controlling the lives of little dudes by using godly powers of weather and terraforming. In practice, it is a lot of guess work.

The explanations given in the tutorial, though summarized to a precise ratio, do not work that way in practice. Keeping churches\/flowers in match with citizens can slow the gradual rise or fall of waters\/temperatures, but never strike a balance. Having one more\/less building can have catastrophic effects. A few dozen turns in, you will hit a difficulty curve that does not have anything to do with what the tutorial taught you.

Anyone who has played the old "Sim Earth" game and experienced global warming or ice ages due to the placement of one volcano or the destruction of a single CO2 vent, will immediately understand the temperamental and self-destructive nature of this game.

Any detailed explanations in the tutorial or the game world are lost in poor translation. It is my understanding that English is not the dev's native language. While that is all fine and well, it leaves me trying to guess at the finer details and mechanics of a game that mostly seems random and temperamental.

Over-all, your influence and choices in the world of Cubesis lose all meaning once the mechanics are taken out of the sterile tutorial environment. Thrown together into an actual game, players will rely more on guessing or luck since the required information to make good choices is either lacking or vague at best. Couple that with controls that work when they want to, a camera that likes to only move a section of the screen at a time, and you have a game that needs more work or a very very patient player.

. https:\/\/www.youtube.com\/watch?v=AsKFd3Cq8B0

Requires a gamepad.
Controls are good and responsive.
Art style is interesting and the concept is intriguing.
Why are we fighting office supplies?
Who is the eyeball?
Music is fun and bright.
Key oriented gameplay can be a little annoying but makes sense.
Reccommended.. dont be put off by the abysmal King Arthur 2..this one is one of the best strategy games ever in my experience..deep, fun, sometimes difficult. It never plays the same way twice and is a real blast. 360 plus hours in and I still go back to this one.. doesnt work.
. I feel like this whole tragedy could have been avoided if the homeowners simply kept up on the door handle maintenance.

Fun game for the curious, don't spend more than $5 on it.. InCell VR is playable without a controller by only moving your head. I used an xbox360 controller.

You ride on a pipe and collect powerups. There is little plot and some choices, but it's hard to tell how meaningful those choices are. Worse yet, I couldn't tell how I should drive. Take the shortest route or try to move left/right as little as possible? Did collecting protein slow me down? There's no speed indicator aside from your AI companion telling you "you're at max speed", which means nothing because you keep slowing down for no reason.

I recommend buying Radial G instead of playing InCell VR even though it's free. You have 2 hours to play before you need to refund Radial G if you don't like it. You're unlike to get more than 2 hours of fun out of InCell VR, and if you happen to like InCell VR, you'll end up buying Radial G anyways. Might as well start with Radial G since it's a better game. The biggest difference is the sense of speed (the video on steam store page of InCell VR is sped up)!. I found this to be quite a good program. I agree, you don't learn Japanese from the ground up. If you want a program that does everything, you will have to look elsewhere and expect to pay a lot more money. However, this program compliments any form of book or online study that involves reading and recognition. Even at entry level this program is useful, because quizzing yourself is essential, if you hope to get anywhere.

When you launch the game, beginners can select hiragana and katakana quizzes. Once those are mastered, you can devote more

time to the different grades of kanji. I don't know what constitutes a grade, but I find each one manageable and not overwhelming.

Each quiz is random, but if you repeat a quiz 5 to 10 times a session, you will notice the value of doing so. Some kanji repeats while others are introduced. I find it easy to take note of the kanji I don't know, study them in my spare time and do another session of multiple quizzes at a later time. I also look up words related to the kanji I learned in a previous quiz and expand my vocabulary a little. Kanji is intimidating. The game seems to take the confusion out of knowing where to begin, so it is a big timesaver.

I'm learning Japanese as a hobby, so I don't want to spend a lot of money on online classes or foreign language software. I use books, websites, and communicate with a few Japanese friends on Facebook regularly, so this program suits my needs perfectly. I highly recommend it to anyone in a similar situation. Sure, this program could use a few fixes and added features, but if you prefer something that compliments speaking, grammar, or an overall more comprehensive material like stroke order or background, look elsewhere.. Despite how fun this game looks, it isnt. Forced into a Race/class combo (without letting you even choose most of your stats!) this is a Diablo rip off, and not a good one at that. On top of the lactluster gameplay, There is a lack of complete voice overs except at the end of chapter (Grunts for everything else). The flaws dont even end there Skellies taking full damage from swords and arrows and ghosts are able to take damage from everything regardless if its a magical weapon or not. Every thing with special texture also is bugged, it is replaced by a Blue and White texture, and has been since release of the game (Unless you enjoy running from Gargamel, this is a bad thing). All and all it is not worth the 15 dollars spent on this game. Burning your money would give you more enjoyment and a closer experiance to DnD then this game could offer (Fire is ALWAYS fun). This recommendation is more of a warning. Dont buy this game unless you want to be extremly disapointed.. I bought this because... umm... err... Nope I have no idea why I bought it. However having bought it I thought I'd use it. The outfit is fairly similar to the default outfit but with a lot more mud and offers nothing really to recommend it. Later in the game Lara emerges dramatically from a pool of blood but because I was using this outfit Lara was not covered in blood (only her ponytail). I then went and changed back to default outfit to find that the default deteriorates through the game whereas this one doesn't. So not only is this DLC a pointless visual change it significantly detracts from the original game.

The soundtrack is nice, at the start it's a bit too easy, looks like bullet hell, plays like a sniper game.. This was so much fun! The main game was adorable yet scary. The dark theme's and overall scary atmosphere made it much more fun to play through unlike some other games I have played. I would definitely recommend this to anyone looking for a good indie horror game!. The gameplay is good but the UI is quite bad.
Stuffs like crafting, upgrading ...etc are hampered by the poor UI.

Overall still considered good mainly because of the gameplay.. This is insane!
The controls are way too sensitive for such a small playfield
its way too easy to die
but i still enjoy this asteroids-game. Fat better than expensive golf. I honestly and completely recommend this to anyone. I never owned an Atari but I still dig the aesthetic, the gameplay is fun, and the framing narrative/conceit is excellent. I can't wait to have my personality turned into an algorithm!!!?. Works for 10%. A excellent recording software! Highly better than Fraps or Bandicam!
Edit (1/16/2016): New update came out and made it so you press record button on desktop mode to record desktop. This doesn't work for Windows 8 users and I wish they brought the desktop button back. This software is useless now to me until they decide to bring the desktop record button back.. Awesome game to pass some time on, very user friendly apropiriate for all ages. This is a proof-of-concept rather than a game. It's very unique and interesting, but just to a point. I don't really regret buying or playing it, but I feel like there's just not much to it, and I can't feel comfortable recommending this to anyone as an actual game.

Essentially there are only 3 puzzles. Once you figure these out, the rest of the game is devoted to repeating the solution to each of those puzzles many times. One of them even has some element of dumb luck associated with it. I would move around the map and leave my computer, waiting for the audio indicator, and then run back to complete the "puzzle."

I absolutely loved figuring out the interface after being given no idea of how to play. (The people who had to watch a YouTube video to figure it out bypassed the best part of Mu Cartographer.) However, if you're adept at this sort of thing, everything after the first 30 minutes or so of gameplay will be downright tedious. Then you'll complete the story, which is not very-well told, though the subject matter's original. And you'll just kind of say, "Huh," and wonder what it is that you're doing with your life..
Watched Accel World and Sword Art Online
Loved both series.
This game was great.

I had no frame rate issues and no crashes.

I would recommend this game.

I would like to see more Accel World Content on Steam.

10/10

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