Train Simulator: DB BR 442 'Talent 2' EMU Add-On Crack Code Activation

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About This Content

The new generation BR 442 'Talent 2' comes to Train Simulator, perfect for you to experience on the Munich – Garmisch-Partenkirchen route.

Built by Bombardier and introduced in 2009, the successor to the 'Talent' was put in to service by Deutsche Bahn to replace older EMU types and loco-hauled trains on both S-Bahn and Regio services. A total of 397 units have so far been manufactured, with 325 ordered by Deutsche Bahn.

The four-car EMUs primarily operate on Germany-Austria routes, with 37 units introduced to the Munich – Garmisch-Partenkirchen route in August 2013. Individual cars are coupled and articulated via shared bogies and have a top speed of 160 km/h (100mph).

The BR 442 'Talent 2' for Train Simulator is available in Deutsche Bahn Regio livery with grey and white accents, and features SiFa driver vigilance, AFB, PZB and LZB cab signalling, and passenger view.

The locomotive is also Quick Drive compatible, giving you the freedom to drive the DB BR 442 'Talent 2' on any Quick Drive enabled route for Train Simulator, such as those available through Steam. Also included are scenarios specifically for the Munich – Garmisch-Partenkirchen route (available separately and required to play these scenarios).

Scenarios

Three scenarios for the Munich – Garmisch-Partenkirchen route:

- A Day of Talent

- Night Commuter to Munich

- Rush to Garmisch

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

- BR 442 'Talent 2' EMU in Deutsche Bahn Regio livery

- SiFa driver vigilance device

- AFB, PZB and LZB cab signalling

- Passenger view

- Quick Drive compatible

- Scenarios for the Munich – Garmisch-Partenkirchen route

- Download size: 169mb

Title: Train Simulator: DB BR 442 'Talent 2' EMU Add-On
Genre: Simulation
Developer:
Dovetail Games
Publisher:
Dovetail Games - Trains
Franchise:
Train Simulator
Release Date: 20 Oct, 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

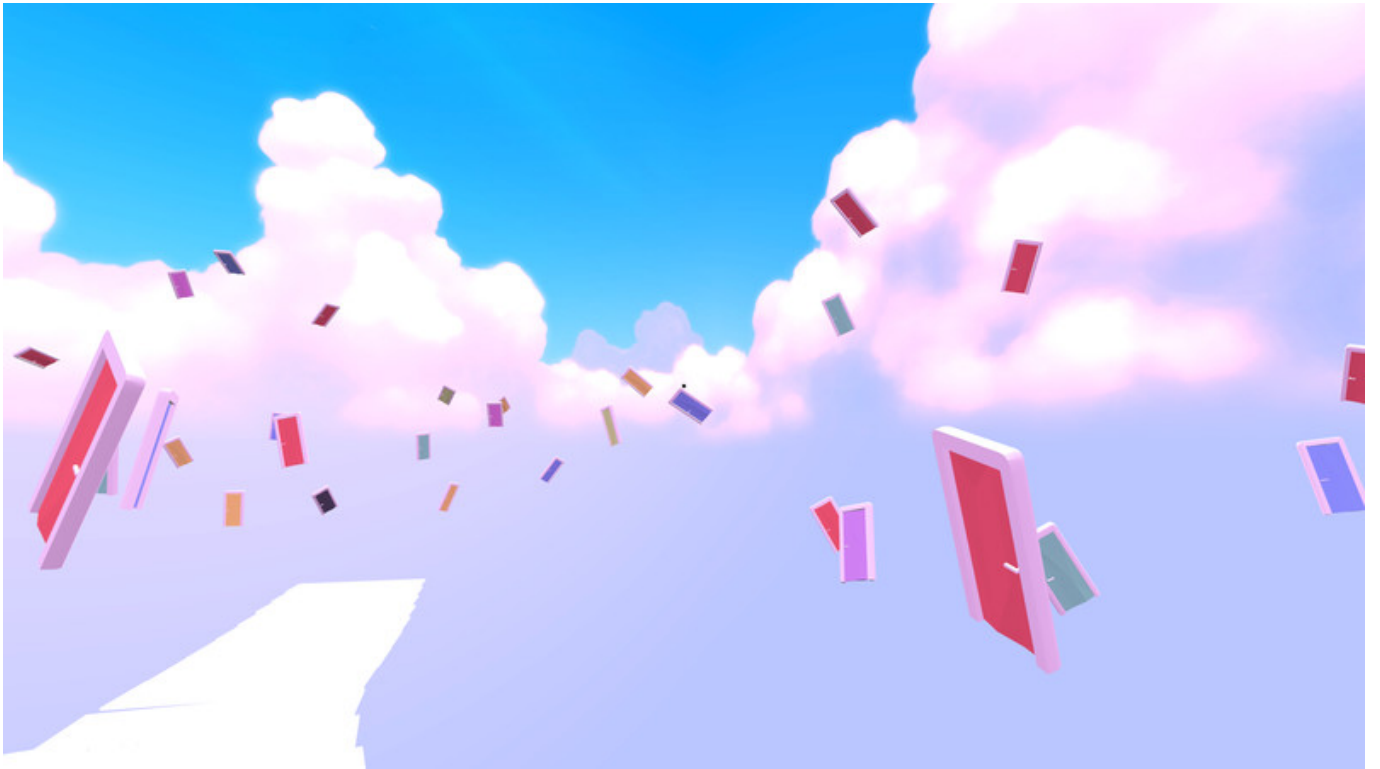**Additional:**Quicktime Player is required for playing the videos

English,French,German

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This is a really clean-looking and superb-sounding horizontal shoot-em-up in the style of R-Type, so expect tons of bullets, environmental challenges, level memorization, sub-weapon switching, powerup hoarding, and interesting play elements like very tall levels. For not-so-good shoot-em-up players like me, there's difficulty selection and the option to 'continue' 9 times after running out of lives.. VEGAS Movie Studio 15 Platinum Steam Edition is a great tool to cut and edit videos in every lenght, quality and for every occasion.
A big advantage is the simple structure of the program, because the user interface is very intuitive to use and you don't have to watch much tutorials to use VEGAS Movie Studio adequately. I use the program exclusively private.. Another non-VR game that has had VR compatibility shoehorned in. This game is a graphical mess more than it is trippy or artful. I want to like it but the control scheme is messy, unintuitive; the motion is discomforting and nauseous, and there's no obvious help on how it even works. It's a trip alright. A refund trip. Guys... if you're going to make a game, make it approachable.. Basically a fun game and a nice idea, but with problems, which are needed to be fixed.

Pro:
+ funny idea
+ many objects to model the house
+ the futher u go the more diffrent kind of characters will visite ur house

Con:
- often stops working (about every 30min.)
- when in building mode u cant move the screen around, so u need to leave, reposition it and then reenter the mode
- cant use old scares after gaining a new one
- cant mute game in main menu
- cant move items once placed or rotate them

Except for the crashing, its not to bad, but there are still many things disturbing the gameplay. Maybe the bugs and little problems are going to be patched sometime in the future. But at the moment its not the money worth.. This game is so fun and doozy.
I just don't understand why the game has guns and leaderboard if it's single-player only.. It's all fun and games until my beloved nephew clicked on the New Game button.

There's no "Are you sure you want to start a new game?", the game just deletes your whole progress.

"Just bad luck" I thought, then the second time I accidentally clicked on the New Game button.

Just imagine you got to level 80 and then have to start again from level 1, you'll know how I felt.

2 days ago I would recommend this game but now, \u2665\u2665\u2665\u2665 no, stay so so so far away from it, please.

The game is fun, although the rng is a bit too much. I got to night 30 before getting the first storage upgrade, which is really hugely important. People complaining about bits should know that while most things don't give you many bits when you break them down, emeralds really, really do. They're fairly common from the rats and spiders and give you 300 bits each. Makes a huge difference, knowing that.

Some of the random spawns are terrible though, you can go through a door in the ceiling and find a chair on the other side, blocking it off.. Unless you have a German dictionary of railroad jargon, this game will be very difficult to play. Everything from camera modes to train types is in German, as are most of the scenario controls.. I really love puzzle games, and also arcade games, but this one just isn't that great. There is very little actual strategy or thinking that is involved. After a bit of gameplay, you figure out how to get big chain reactions and explosions. However, even in these cases, the game does at least 50% of the work. Most of your victories seem more by chance than careful thinking.. I feel like this game has a lot of heart, a LOT of heart, so I feel bad discounting it. However there's a lot to be desired from the basic mechanics of the game. While it has a couple different classes, each only gets a couple different moves none of which have much depth to them. Between that and a fairly cut and dry enemy roster, you're left spamming the same buttons in roughly the same way for an hour until you get to the end of the run. In addition, the risk/reward balance of the game is fairly non-existent. Currency from killing monsters gets spent on mechanical upgrades to kill monsters more effectively...but most upgrades add very little to your stopping power and most enemies go down easy anyway. In fact, most enemies can just be outrun without much consequence. Even dying isn't much of a threat, it just brings you forward to the next area.

Despite these gripes the feeling of lore, deeper story, and creating the myth as you go all feel great. I ran through the game a couple times just to experience the style of the game alone. That said, once I figured out how irrelevant combat was I spent most of my time just ignoring it entirely and skipping large sections of what was definitely meant to be an intergral part of the game. It's sad because this feels like a balance issue which could be solved by moving a few numbers around and changing how the difficulty works, but without that fix the game is essentially just a fairly nice visual novel with a lot of running from point A to point B in the middle.. Classic case of the devs not understanding what makes a something good, in either in the world of Achtung or X-com. This is a superficial game that will leave you numb, annoyed, or unable to care.. This game is about as simple and complex as chess.

. Good game, I sure had a nice time playing it, not a very lengthy one though. One of the shortest games I've ever played: it will take you no more than an hour and a half to explore ALL the possible options and endings. No exaggeration.

I have to admit it does approach an interesting topic, but it's very politicized. If you are not a big fan of social/economic matters or simply believe everything has its place and there's no place for "serious" discussions in games, then this game is definitely not for you.

Also, you should have something in mind: you will read A LOT (95% of the game); so, no need to mention that if you are not exactly a "reader" you should forget about it as well.

There is no object interaction, no enemies, no rewards... in short: no challenge whatsoever.

It's all about gathering information(reading, reading, reading...), making decisions about what to say or not to say, and realizing in the end that things won't change as much as you expected.

So, with not so many encouraging things said,
"WHY FOR GOD'S SAKE SHOULD I STILL BUY THIS DEMO GAME?"

Because it is fun and comes in a cheap bundle together with other fun games. ;]

Otherwise just DON'T!. As a horror enthusiast, this did nothing for me.
The monster was not scary nor the sound he made, I kept glitching into a wall or the monster and I would glitch and get stuck, and there was no option to opt out in the middle of the game, so I literally had to turn off my computer to quit entirely.

The graphics were okay for what it was, controls were a little touchy, but the worst was the monster and programing itself.
The only good thing about this game was the few seconds of song that played and the man over the intercom at the beginning of the game play, raising curiosity of who it is and peeking into a back story.

However all in all, poorly done game and not worth time or frustration.
I would recommend the Developer to revisit and rebuild this game.
It's concept is interesting and should have more work put into it, fix bugs, add more option in case both player and monster get stuck, control layout, REDESIGN THE MONSTER (It looks like a generic troll from a fantasy rpg of something), and better controls.

If these are fixed, I will give this game another try.

~Sincerely,
The Fuboo