
Train Simulator: PRR GG1 Loco Add-On Ativador Download [FULL]



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About This Content

The GG1 electric locomotive is a true icon of North American railroading, and now you can drive this impressive loco in Train Simulator!

The fantastic, futuristic shape of the GG1 has been instantly recognizable to rail fans around the world since it first rolled out onto the Pennsylvania Railroad in 1935. The GG1 (so named because it ran on an articulated pair of 4-6-0 frames, or 'G' frames in PRR terminology) was built by General Electric to run on 11,000 volts AC supplied by overhead power lines. It had twin crew cabs positioned some distance from either end of the loco with small windows for forward vision, giving a driving compartment much like conventional steam locomotives. The GG1 was a truly impressive locomotive, measuring over 79 feet long and weighing in at 475,000 pounds (215 metric tons), and capable of 100mph on lines like the Northeast Corridor. 140 were built for the PRR, eventually passing into new ownership and continuing to work for Amtrak, Conrail and Penn Central with several remaining in preservation today.

PLEASE NOTE: The GG1 requires the [Northeast Corridor Expansion Pack](#) (available separately) in order to run and play these scenarios.

Includes

- Gg1 Electric Locomotive In PRR Livery
- P70 Passenger Coaches

Scenarios

4 Scenarios

- Electric Revolution
- High Voltage
- Run This Town
- Last Night on Broadway
- Plus 4 free roams

Title: Train Simulator: PRR GG1 Loco Add-On

Genre: Simulation

Developer:

Dovetail Games

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 9 Dec, 2011

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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

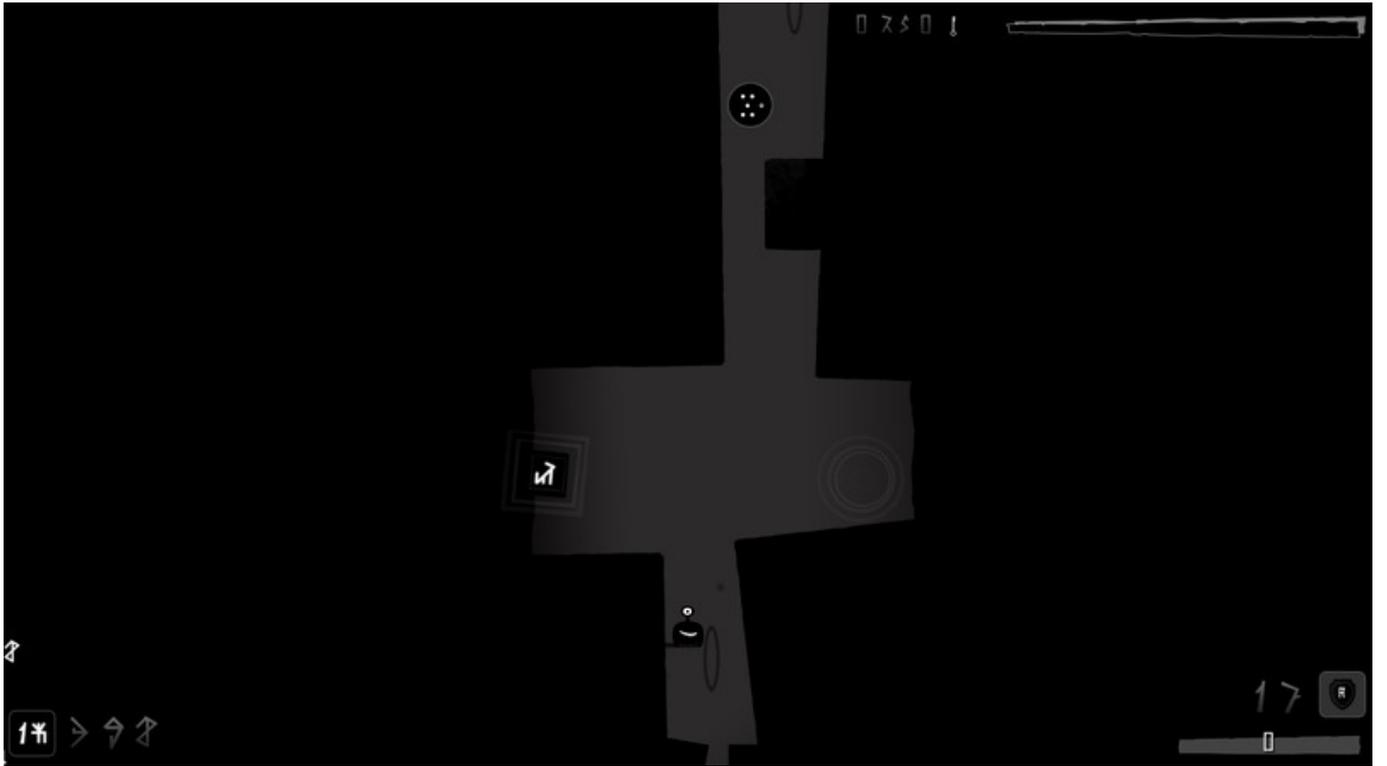
Hard Drive:6 GB HD space

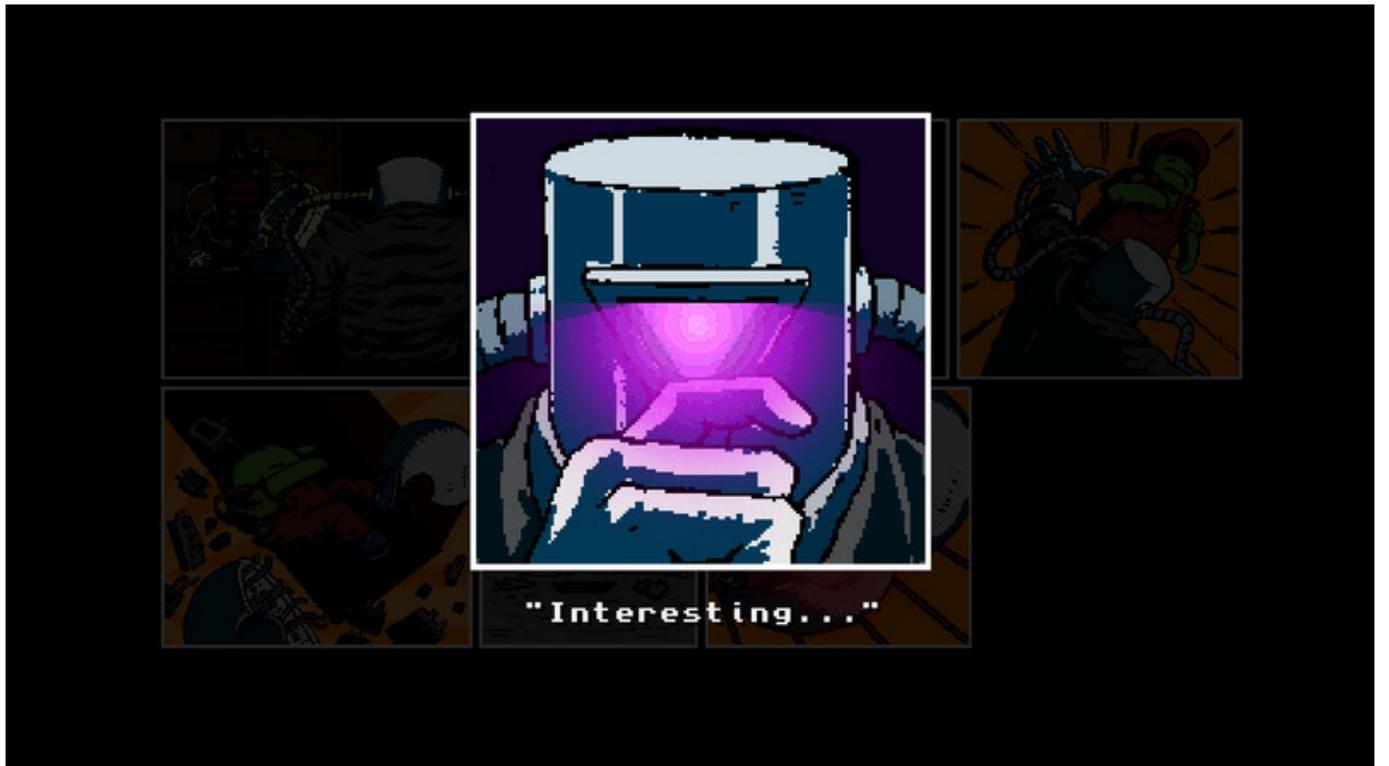
Sound:Direct X 9.0c compatible

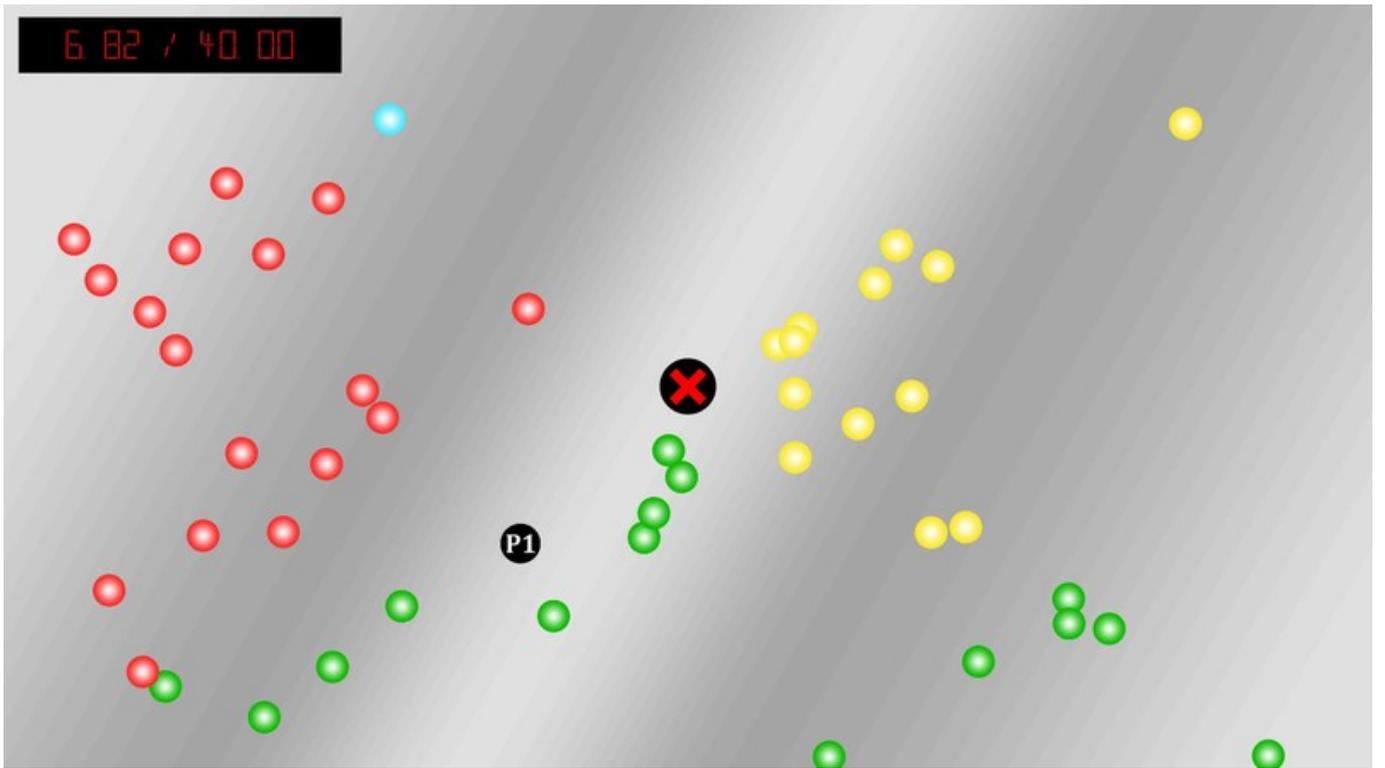
Other Requirements:Broadband Internet connection

Additional:Quicktime Player is required for playing the videos

English







ONE OF THE BEST GODDAMN PINBALLS EVER. Im sad because there will never be another game that will give me the same experience that talos did. Also get the Witness.. This Game is a Blast !!! If you played H1Z1 (Just Survive) this could be your next home. The game is still in Early Access sure theres some glitches But over all this is FUN and the Base building is different (You have to fix the Generator and then fight waves of Zombie trying to smash it once you have occupied it its not over you have to protect it) Get your group for this one this is not a Lonewolf Game !!! (Hint the Doors in the School can only be opened once you have occupied it) Have Fun and I hope this helps Good Luck !!!!. This game plays kinda like a phone game without the micro payments. Very fun. Really enjoying the way the Wizardy franchise is put into a rougelike.. A gem.

Simple in principle, but perfect. Quite short, but really challenging. Can be played over and over again. The music is the best part.. Very fun game with a good attantion to detail on how fire fighting is handled. Rather than just run in and do something, strategic planning is needed to have the right assest available when needed. Some mission redundancy but that is also exactly what happens in real life as well.. A seriously underated game with tight controls and great use of physics. Also I really like games with grapple mechanics (Umihara Kawase) so I might be a bit biased.. I like the visuals at first and the creepy atmosphere... but then nothing really happened and i found myself incredibly bored. Just watch a youtube clip of someone playing and you'll see. The mechanics are not polished... it feels like an unfinished game. If you played fallout 76 (another unpolished game) and like to explore and not interact with anyone at all and have a boring monster every so often - then this game is for you.. I've been waiting for this to come out for awhile on PC.

So far its been pretty fun. I insta died to a spike trap.

But as a Choose your own adventure game, i think its pretty good

It plays about how you would expect. Gameplay is pretty much as in-the-box as you can get and feels very simplistic. It's probably not something you're going to want to play for anything more than an hour, but nothing about Sparkle 3 Genesis is actually bad.

It's not a bad game to play in the background, but it's definitely not a game to which you would want to dedicate a significant amount of attention.. Poorly done mobile port. Buggy, endless grinding made necessary by retaining the micro-transaction structure without the transactions.. I can only just recommend this game, which has that pretty silhouettes look and some nice powers, because the platforming is so infuriating. The 22 levels are very samey. The only reason I managed to keep the interest (and self-control) needed to finish it is the super-frequent and fast-to-reload checkpoints. But then it's an iPad game by the looks of it, I'd be appalled if it weren't quick. The team has promise, but they *really* need to tighten up the controls.

Actually you know what? I'm going to retract my recommendation, because the controls were that annoying.. 10/10 would raid the Awoken Hydromancer Exarchate with 10.000 peasants again. Ummmmm. this game is not good. It's like the developer just took the basic first person shooter template of unreal engine 4, made a couple basic maps, and called it a game. The server browser doesn't work and the graphics options cannot really be applied.. Tutorial takes a few tries to figure out, and the messages disappear way too fast. But, overall it appears to be relaxing fun. One can gain money by target practice and tutorial reviews.. Kudos to the mod team for bringing this forgotten war to Company of Heroes as it is all too easy to overlook this front in mainland Asia. The models look great and the armies and doctrines were interesting.

However, I didn't quite enjoy the mod as much as I'd hoped. I realised pretty quick that the scale for numbers/values for the resources is different, and the infantry melts too easily to gunfire. It felt like a different game rather than CoH with two new factions. I also discovered the AI doesn't really have the habit of capturing points and tends to sit there not doing much. Finally, upon encountering my first enemy tank, the game crashed.

Overall, brilliant idea, good effort, but there's room for improvement and it doesn't feel the same as normal CoH.. Pretty dubious. Visibly laggy despite the fact that it looks like it was made in Klik 'n' Play, the main thing that stuck with me was the muted, churchy soundtrack being almost completely drowned out by the huff and puff of constant, equally muted laser and explosion sound effects. There are no sound options to remedy this.

Gameplay consists of wiggling around and holding down the fire key in a pretty fair approximation of a classic shooter, but there's no polish on this game and despite some decent level design in places, the rough edges drag it down.

Keyboard controls don't work properly and a gamepad is required for diagonal movement, which you'll need to get past some of the tougher enemies. Failure is met with a sharp cut to a static, emotionless GAME OVER screen that looks like a screencap of a Playstation 2 game. And, as mentioned, there's the soundtrack: continual and never interesting, it sounds like a beginner going through scales on a pipe organ while someone with a headset microphone records it from the other side of the room.

On the whole, there may be something for you here if you love the genre and don't mind supporting what is clearly a hobbyist game, but if you're looking for something actual, steer clear.. It hasn't got the World Rally Fever table too, but it's still a great classic pinball game. Worms themed! Awesome :-)

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