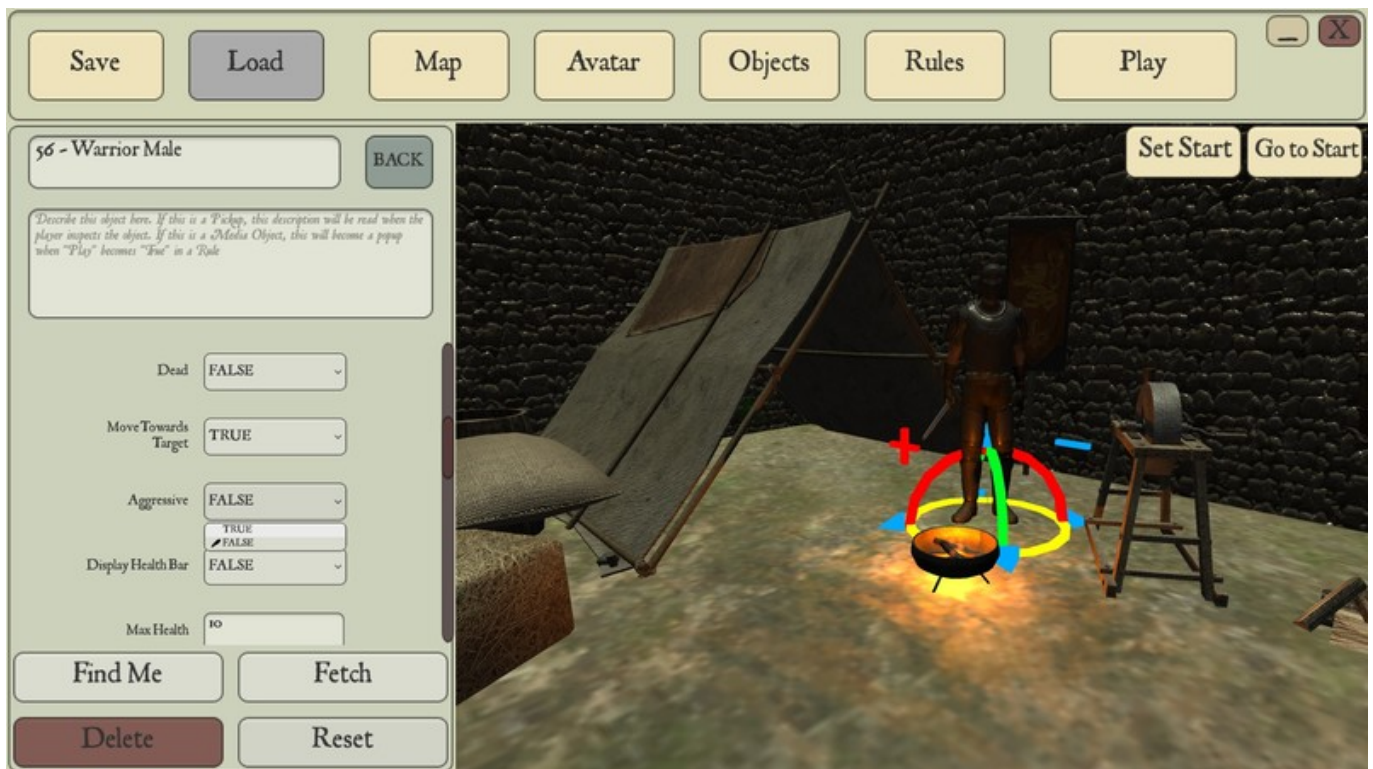

Train Simulator: PRR K4 Loco Add-On Full Crack [key Serial Number]



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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)

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- 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

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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

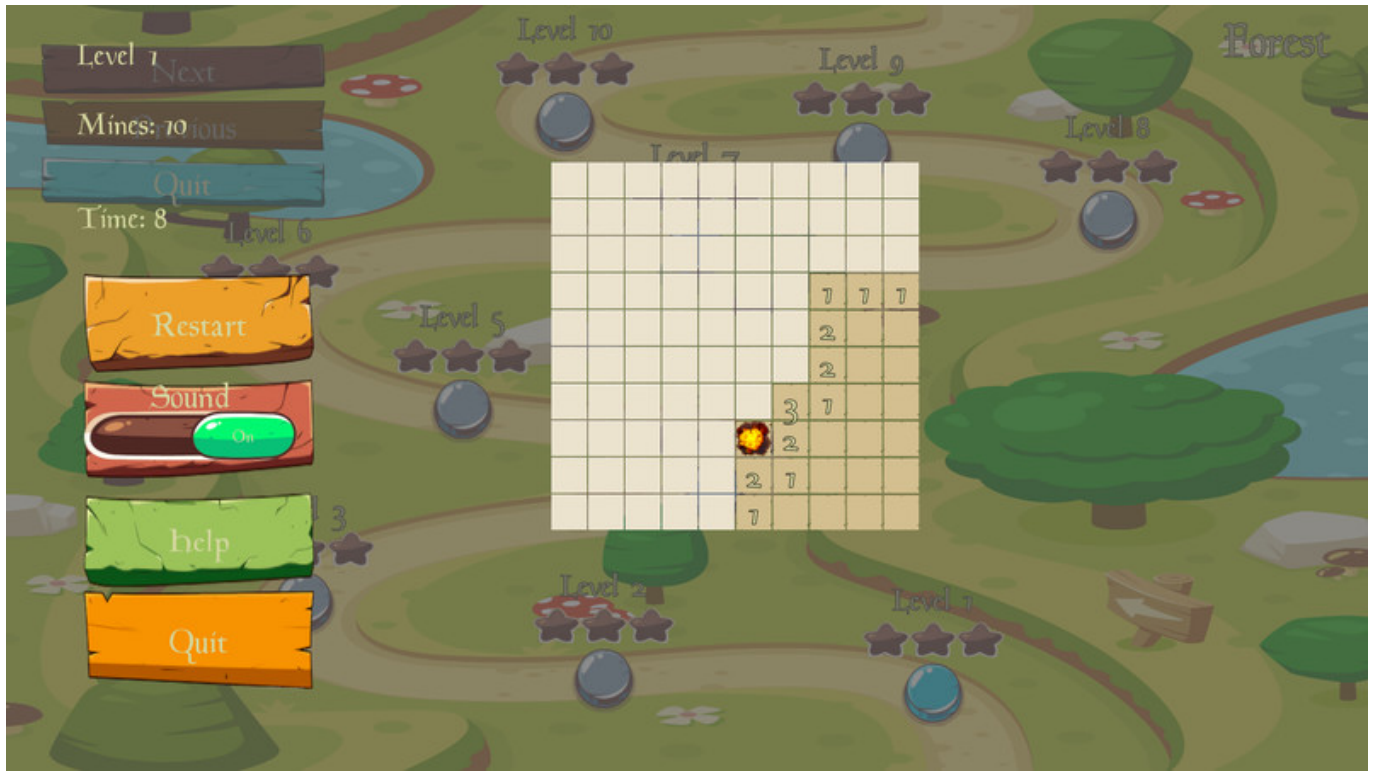
Other Requirements:Broadband Internet connection

Additional:Quicktime Player is required for playing the videos

English







Definitely worth the money.. A great game, BUT you need more than one player to play. And I suppose the game does eventually get repetitive, but if you want local multiplayer, this is pretty good. Me reading: Square Enix offers "Heavensward" Cool ! I would like to return on it
... Oh Wait ... not compatible with Steam account FFXIV edition ...

Well F*** Off SE !

This game is cool but you will have issues between Steam and SE accounts

So I can't recommend it particularly on steam ><. Amazing game with great Esports potential. While the game is still in Early Access, it does not feel like it. Really polished and fun. I would love to see this game becoming the next DotA.. Turba takes the enticing idea of a Bejeweled-style game that utilizes your music library and screws it all up by incorporating features that don't work as they should, resulting in a nearly unplayable mess. The simple task of matching three or more blocks of the same color is complicated by "bomb" blocks, which are blocks that will cause a 3x3 set of blocks to turn gray if they aren't matched within a certain number of beats. Adding to this problem is the brainless design decision that your board fills up with blocks with each beat of the song. This ensures that fast songs are literally unbeatable on certain play modes, even without the addition of bomb blocks. Worse yet, the game does not accurately detect beats, so blocks appear at completely random intervals. Finally, cheaters have devised a way to obtain the top scores on literally every song, so forget about ranking in the top 3 on anything, no matter how obscure it is. I've spoken with one of the devs (They have another terrible-looking game on Greenlight), and he sees nothing wrong with the game and has no plans to support it any further. This game is a horrendous waste of money at any price.. It's not bad - more Starlancer than X-Wing or Freespace. But sometimes you don't want the complexity of all those systems to manage. It would be perfect if they made a Battlestar Galactica mod for it, since it's got the whole "WW2 aircraft carriers, only in space!" vibe. All in all it's more than worth the < \$5 cost these days. This game is the most confusing one I've ever played, you spawn garlucs on right click and make explosions on left click. No doubt that this game is still in an early stage and I will recommend you to buy it to support the devs not to get a playable game.

I made a gameplay review for you: <https://www.youtube.com/watch?v=p5SLvqYx-J4>. [A welcome addition to the game .if you're semi-serious about sim racing, definitively worth it. \(still wish it were cheaper, but hey\). A wonderful hidden object game that I thoroughly enjoyed & finished in one sitting!](#)
[Here are my thoughts:](#)

[1\) The plot slowly unveils itself as you progress in the game. It's just the right amount of chit-chat. Good balance in story and gameplay](#)

[2\) You will mostly play hidden object screens but some have twists to them and you are graced with the occasional mini-games to spice things up.](#)

[3\) The environments are beautiful crafted, showcasing "dark" and "light" sides. Even the dark sides are interesting to stare at. In short, everything is gorgeous. Period.](#)

[4\) The voice acting is well executed. I didn't hear any cheesy dialogue to complain about.](#)

[5\) The game tells you if the particular room is done! Also, you can warp to the rooms via map! AMAZING. TIME SAVING!](#)

[6\) My only complaint is the sort of abrupt ending... you'll just have to see it to know what I mean.](#)

[Overall, Princess Isabella is a hidden object game that should not be overlooked! It is a great addition to the genre. Be sure to give it a try! I'll be keeping this one in my library!](#)

Why did I buy this?

Slowest game ever. Takes forever to sink a ship, a real one would sink faster than that!. I was really looking forward to a Nancy Drew game set in a school ever since Secrets Can Kill, but this really didn't work for me.

There really is no mystery to this game, just a checklist of things to do. You end up being the gofer for different girls. You never do any real problem solving. The most lividly frustrating part of this game was taking pictures for Rachael. You *have to make them perfect. You listen to each of these girls gossip about each other. The end of the mystery kind of appears out of nowhere. You're doing all of these errands and then you remember you have a mystery to solve that's already complete.*

I was really disappointed in this one. There was so much potential to it too. I would recommend Secrets Can Kill, which is hard to recommend because it's the first game, but there was some sort of mystery in that one at least, and it's set in a school. Treasure in the Royal Tower is a fantastic game with the same sort of setting and feeling of Waverly Academy.. finally a butterfly knife for only 5 bucks. I liked the background story and the graphical views but it's too short and too simple to play.

Also mentioned by others: voices are cuted.

. As for all the Quell serie, it's an excellent puzzle game. Sometimes hard, but always doable at 100% thanks to the great help system.. If there would be a neutral I would pick that instead of negative.

The game is not bad, just not something I enjoy for longer time.

It just reminds me too much of a (free to play) mobile title with a lot of repetition and grinding.

For people who really enjoy the combat it may be a good investion, but there the game is just not tight enough for me.

I recomend all to try the demo, to see if you like the gameplay or not.

+ *Quite unique puzzle gameplay.*

+ *The game is all in all quite well done, no big bugs noticed to now.*

+ *The characters play different, the enemies and the levels as well.*

+ *And there are upgrades which also change the way you play, making them more than gimmicks*

+ *There are quite some (optional) challenges later.*

- *The "random" generated levles can have big differences in difficulty*

- *The game seems to be made with mobile also in mind.*

- *The game gets a bit grindy and the randomness is not always fun.. 2/10*

Horrid game.

Easily the worst Rainbow Six and possibly one of the worst FPS ever made.

+ *For that time it had good graphics (only good thing I can think of)*

- *no tactic at all required, you can go full Rambo*

- *it is not a tactic shooter or a Rainbow Six game*

- *Ai is hopeless*

- *motion/movement of NPCs is absurd and unrealistic to the max.*

- *NPC damage models are random*

- *guns sound worse than cheap firecrackers*

- *guns have a borderline meaningless damage output, no sense of danger*

- *guns have very limited customization which again have no purpose because,*

- *a)when using sights, Ai will go into breakdance mode and avoid bullets better and faster than Batman*

- *b)silencers have no impact on Ai behavior, they smell you coming anyway*

- *basically no story*

- *amateur voice acting*

- *absolutely useless team commands, they did a good job later in R6Vegas*

- *player movement speed is either Usain Bolt fast or Grandma after hip surgery slow, no inbetween*

I bought it only so I can finish the "story".. This game suffers from far too many faults.

The description given in the infographic under "About this game" is generous to a fault.

Here's a list of places the game falls short:

The music is corny, the sound effects are horrible

The controls are often confusing, leading you to constantly hit F1 to review them, which shows a help page which is also confusing.

The flow of the game is poorly described. It took me a bit to figure out that the probe you are gathering with at the start isn't the ship you will eventually design and iterate on.

The faction system makes no sense. The universe seems way too large to bother exploring and each system seems to be owned by a faction. You gain and lose faction points extremely fast with different factions for doing different things. There seems to be no benefit to the different factions? I'm not really sure what the whole point of the system was, it was poorly balanced and seemed irrelevant in the end.

The 'storyline' was just a very short series of quests where I basically just ran around shooting things. Never felt threatened by the enemy, there was no sense of progression here, and nothing interesting.

Combat is too easy, just circle strafe, throw drones at them and they'll never hit you. Once you get enough drones you can kill anything pretty much instantly. Even before you get drones just circle strafe and shoot. Hell, if you don't want to circle strafe, just strap ~10 extra power and shield modules to your ship and you will be unkillable in that way.

Ship design is also poorly balanced and poorly explained. There's a life support\power system that I think was supposed to constrain big ship design, but really doesn't serve a purpose because you just throw on enough parts that everything is green and you're good to go. Many of the parts have parameters that are not explained, and the numbers seem to make no sense. Often there's one 'best part' which outshines other parts in every category, so you just strap a ton of those on your ship. Would have been better if you had to balance things out instead of just throwing a bunch of parts together.

I really wanted to like this game, but the design is terrible on almost every level.. The potential is absolutely there. The game needs a few more tutorials in place and a few quality of life improvements.

For example:

- Ability to hold rotate\scale buttons.*
- Line to see what items will be deleted*
- The ability to pick up and move an object which has already been placed (maybe I just missed it.)*

The only things I couldn't seem to figure out was how to make a window see through, and how to easily create doors and attach rooms. Once a few short tutorials are in place to help with the basics I think this game will absolutely shine for creating anything from your own man cave, to a test run of different paint colors and interior design decisions for your own home. I've always wondered what my home would look like with more modern furniture and different paint and this seems like it will be an excellent tool for helping to visualize it.

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