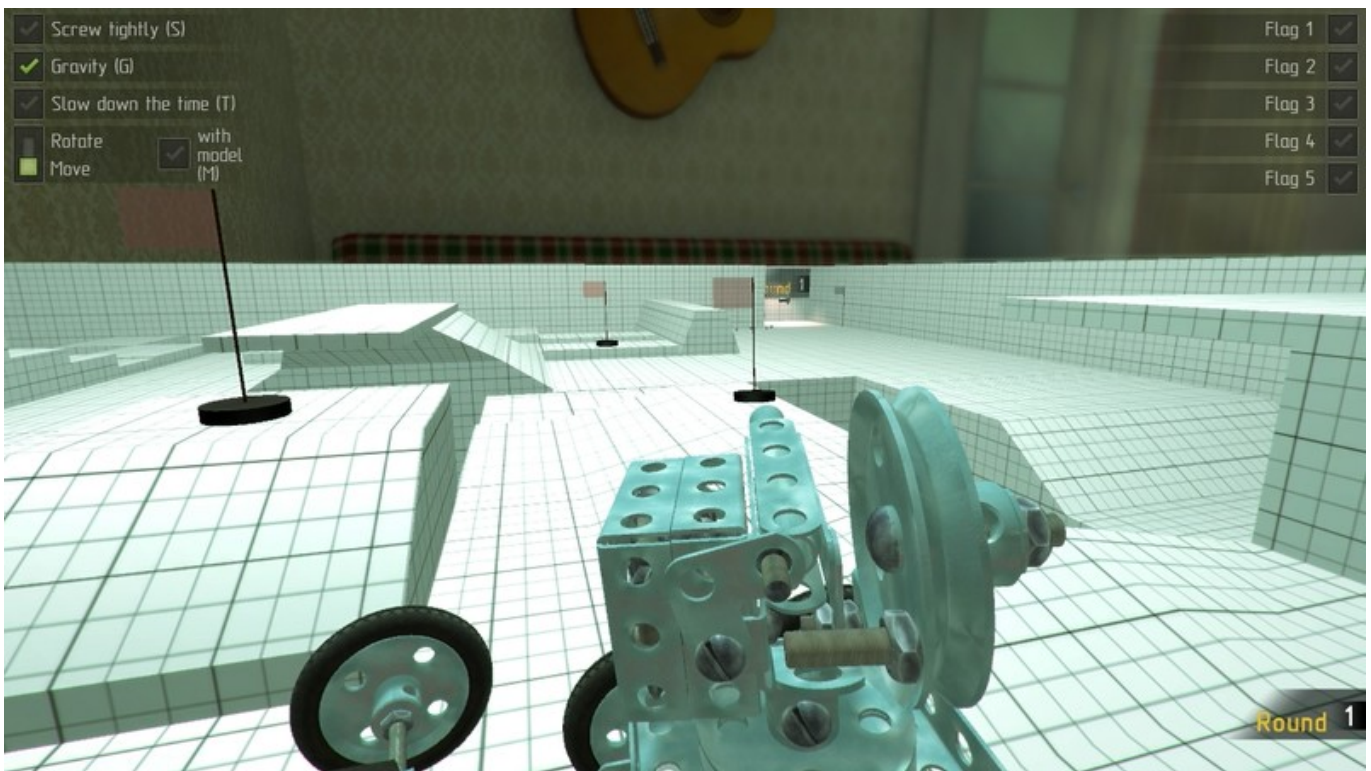

Train Simulator: London-Faversham High Speed Route Add-On Steam Keygen Free Download



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About This Content

London-Faversham High Speed brings together the exhilaration of high speed trains with the more serene 'classic' third rail lines of Kent all in one route, complete with the streamlined Southeastern Class 395.

The newest high speed route in the UK opened fully in November 2007 with domestic commuter services beginning on the route in December 2009 from the stunning London St Pancras station into the heart of Kent.

Departing London St Pancras, the route for Train Simulator passes under the City with Class 395s reaching speeds of 140mph before stopping at Stratford International on the edge of the London 2012 Olympic Park. Speeding through the Essex countryside and under the River Thames, high speed services stop at Ebbsfleet International Station, where power switches from overhead electrification to third rail pick-up. From here, Class 395s cross onto the 'classic' Kent lines, pausing at stations including Gravesend, Rochester and Sittingbourne, before terminating at Faversham.

The Class 395 is one of the most advanced high speed passenger trains in the UK and the fleet was built by Hitachi, famous for their Japanese bullet trains and on which the Class 395 was based. The model is capable of fast acceleration and deceleration to minimise travelling time, a feature of the bullet trains, and run on dual voltage systems for overhead and third rail pick up. The Class 395 is also unique in being able to run under TVM430 track-to-train signalling on the high speed section of the route and traditional aspect signalling on the 'classic' section.

The Southeastern Class 395 for Train Simulator features extensive internal and external detailing, including full start-up procedure, in-cab lighting, passenger view, roof detailing with working fans, driver vigilance system, accurate overhead catenary, trackside detailing including AWS boxes and ramps, and up to the minute signalling on the 'classic' route.

London-Faversham High Speed is an accurate depiction of a fantastic modern image UK route with stunning scenery through the Kent countryside, accurate depictions of London St Pancras Station, Ebbsfleet International Station, Rochester Castle and Cathedral, and the QEII Bridge at Dartford, and many hours of enjoyable and challenging driving.

The Class 395 is officially licensed by Southeastern and has been produced with the kind help and cooperation of Hitachi Rail Europe.

Scenarios

Five Scenarios For the Route

- Class 395 Driver Training: Driving the Class 395
- Class 395 Driver Training: TVM Signalling
- Far Horizons
- Frost Fall
- There & Back Again

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

- Full 51 mile route from London St Pancras to Faversham, including high speed OHLE from London St Pancras to Ebbsfleet, and 'classic' third rail from Ebbsfleet to Faversham.
- TVM430 signalling on high speed section with accurate overhead catenary system.
- Class 395 in Southeastern blue High Speed livery, with features including extensive internal and external detailing.
- Southeastern Class 375 (Quick Drive compatible)
- Scenarios for the route
- Quick Drive compatible
- Download size: 1,400mb

Note: London-Faversham High Speed includes the Train Simulator core technology. To play London-Faversham High Speed, launch Train Simulator 2013 from your library after purchase.

Title: Train Simulator: London-Faversham High Speed Route Add-On

Genre: Simulation

Developer:

Dovetail Games

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 21 Feb, 2013

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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

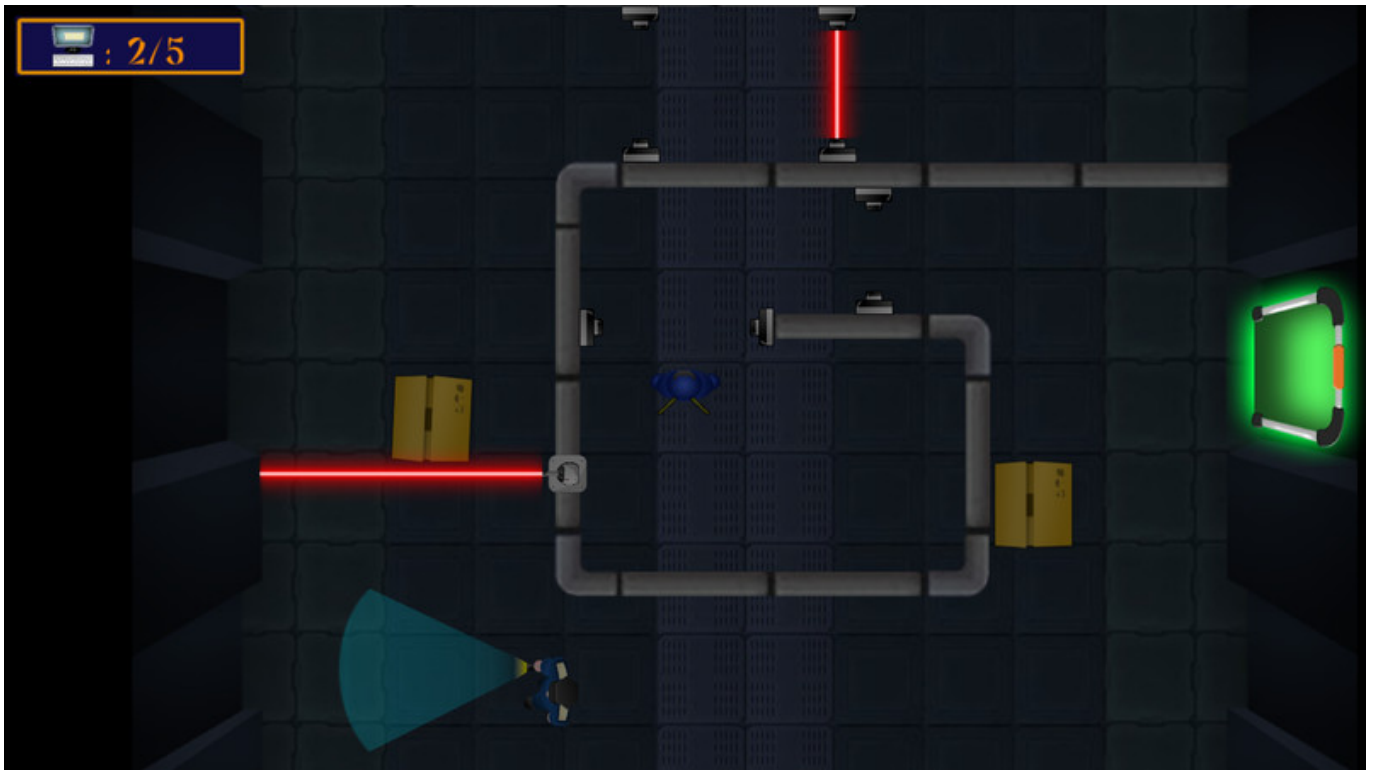
Hard Drive:6 GB HD space

Sound:Direct X 9.0c compatible

Other Requirements:Broadband Internet connection

Additional:Quicktime Player is required for playing the videos

English,French,German,Polish



Mech Hammer





I have been using PlayClaw 4 and 5 for a while now. PlayClaw 5 contains many options for recording video and audio, such as video and audio codecs, resolution options, audio channels, webcam support, streaming support, and useful overlays.

I used to really like using this software for recording games for my YouTube channel, but the software started to screw up my recordings. For some reason now, PlayClaw 5 will cause the audio to become out of sync throughout the recordings, which becomes a major pain to fix. I am not the only person who has this problem, and the developers tell users to use their "Fast Codec" to work around this issue, but this codec is not very good.

I would recommend using this software if they would fix the syncing issue, but I would strongly recommend Dxtory, which is a much better recording software with more options.. Fun little paranoia game.

Find changes and continue... not much else.. A short two hour game but it's really charming

It made me cry a bit, bittersweet feelings everywhere!

The art is really cute too.. nice game. Well-written. Has some nice references a rock fan will appreciate. I was playing as Pink Floyd type band, but I believe, you can have a punk, grunge and metal band.

There are some plot lines going nowhere and GUI is not getting better from game to game, but I still like Choice of ... series. I am so glad this game has come to Steam at last! I played hours and hours of it on the Xbox 360; felt the calm of acoustic guitars, rolling hills and pigs in tutus, but also ground my teeth, threw the controller, and wept when that little popping sound heralded yet another death.

Hey! Remember the one thing everyone remembers about Super Mario Bros. 2? Imagine if that was developed across nearly 200 levels, with a difficulty curve that makes each new level seem possible but also makes you roar with frustration, while managing to remain fun throughout!

In short, this is the embodiment of how far a simple mechanic can be stretched, and is a MUST if you are looking for a puzzle platformer like in dayes of olde. It's quaint, fun, addictive and indie. And holy mother of mercy does it get hard.

Really nice dlc. there is only one word to describe this game and thats terrible oh maybe horrible too :). It's enjoyable, but the energy system soils it.. Just finished this game. It was great. Coming from old school gaming this brought back many memories. Would highly recommend this if turn base RPG is your thing. I also appreciate the game maker being active on the forum for questions. I will definately be buying any follow up games.. This game puts me in a good mood. The art is wonderfully cute, the music is chipper and the story itself has a fun feeling to it.

New Game + is very cool too - the new scenes add more to the characters and keep it entertaining. I like how the dialog is also different enough to stay interesting.

Well priced, fun little game :). Waste of money !. If you are strategy game fan you owe it to yourself to play this game. There hasn't been a game before it nor after that offers same level of complexity, control, attention to details and one of the most challenging AIs you've seen. And I am not talking about AI which has unfair advantage in terms of resources or build time (at higher difficulty they do get these bonuses as well) but well programmed AI which will make very good decisions and genuinely force you to be clever and surprise it.

I spent my childhood playing this game. Amount of content is simply astonishing. At your disposal there are training missions, stand alone missions, custom games, custom scenarios and finally campaign. All of these are unique and interesting with countless approaches to winning. When I was a kid sometimes it took me days to finish one mission and those were not the days of tedium I assure you.

Graphics still somewhat hold up today but it's obvious this game was designed for CRT screens from the font and color choice. Interface can seem daunting at times but it's surprisingly still usable and easy to learn. Music and sound design is awesome and they genuinely make you feel like a commander in dystopian fight for resources. Music sounds like a compilation of machinery working and at times has this primal feel to it. Just listen to it:

<https://www.youtube.com/watch?v=DSzy5JXjCQ&list=PL77F35A3AF6C05530>

[Okay, now you might be wondering what is this game about. In short, you are in a position of a commander sent to different planets. Your mission varies a lot. Sometimes it will be to colonize this new planet and eliminate other clans so your clan has the monopoly over resources. Other times it will be to steal data or capture alien weapons. Missions are varied and very interesting and will frequently require you to adapt your strategy or come up with a new creative approach in order to win.](#)

[Don't let the "turn based" tag scare you if you don't like such games. There's a simultaneous mode where everyone is playing their turn at the same time and then once everyone finishes new one will start. This effectively means there's no waiting for computer to finish their own turn.](#)

[Now a word about multiplayer. Local hotseat is great however don't go in expecting internet or LAN play. Game does have network play but you have to remember this game comes from DOS days when networking was a nightmare and very hard thing to achieve. You might be able to do make it work by simulating old LAN cards or something similar, but be aware of this issue. However if you wish to play online I'd suggest looking into MAXR project which was an effort to remake this game in modern engine. MAXR works but I am not sure if it has a player base. There's no super-nice AI in MAXR though.](#)

[TLDR: Get it. If you like strategy games, get it and play it. Am only sad there are no other games like MAX. Never was before or after it and in my eyes everything pales in comparison.. Simple but elegant game design, extremely tight controls, over the top level design. Should enter directly into anyone's top 10 or even top 5 platformer. Really nothing more to say about it...](#)

[If you're REALLY not interested by time attack or speed runs you might find it a bit short but you would miss an entire new way to rediscover the game once you've done it "normally".](#)

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