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## About This Content

**Please Note: In order to get full value from all of the scenarios featured in this pack, you will need to own Train Simulator's Feather River Canyon Route Add-On, Sherman Hill Route Add-On and Western Pacific GP20 Loco Add-On.**

Bringing 8+ hours of new railroading challenges to Train Simulator's Feather River Canyon route, this new scenario pack features 10 realistic career scenarios.

Feather River Canyon Scenario Pack 1's career scenarios bring to life the Western Pacific and early Union Pacific eras on Train Simulator's popular Feather River Canyon route. Closely based upon actual railroad operations, the scenarios represent a diversity of tasks – from priority mainline freights to local work to switching operations – across the full breadth of the magnificent Feather River Canyon route.

The scenario pack provides a variety of authentic operating challenges to you as an engineer, whether it be lugging the WPX (“Western Pacific Expeditor”) up the rugged west slope of Feather River Canyon with a quartet of Western Pacific U30Bs, hauling tonnage with veteran WP EMD F7s, local switching at Oroville with a lone WP GP20, totting lumber on the “Inside Gateway” line, hauling grain west with Union Pacific SD40-2s, or even putting a leased UP SW10 Hammerhead diesel switcher to work on the Quincy Railroad short line.

Each of the pack's scenarios require the Feather River Canyon route (available separately) and select scenarios also require Train Simulator's Union Pacific Sherman Hill route or the Western Pacific hi-nose Electro-Motive GP20 Loco Add-On (each available separately).

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Feather River Canyon Scenario Pack 1 will provide 8+ hours of additional and realistic railroading challenges and enjoyment for users of Train Simulator!

### **Included scenarios:**

- Western Pacific WPX, Part 1
- Western Pacific WPX, Part 2
- Western Pacific WPX, Part 3
- Western Pacific Symbol MDX
- Western Pacific Second OME
- Western Pacific Local KGT
- Oroville Morning Call
- Inside Gateway Train 137
- Union Pacific Symbol TGW
- Quincy Hammerhead

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Title: TS Marketplace: Feather River Canyon Scenario Pack 01

Genre: Simulation

Developer:

High Iron Simulations

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 7 Jul, 2016

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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

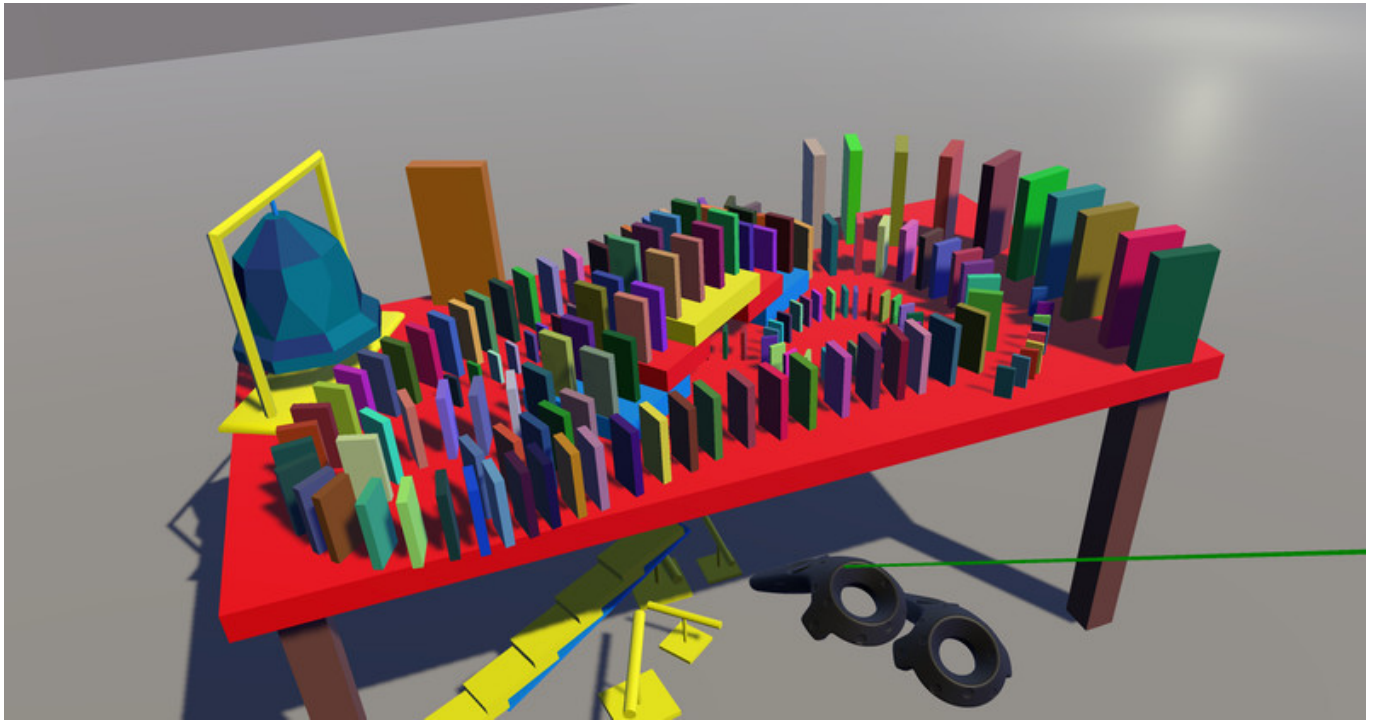
**Additional:**Quicktime Player is required for playing the videos

English









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This game is an absolute headache to play. The HOG pictures are blurry, grainy, or just plain aggravating, and there is no real story line or worthwhile puzzles. I bought it on sale, so I don't feel at all bad about writing it off as a loss. I don't think it's worth finishing.. **Strong Heroine + Immersive Plot + Interesting Characters + Choices That Matters + Incredible Voice Acting = Steam Prison**

I bought this out of impulse and I can proudly say that: It's worth the money. More than worth it, actually.

I've only finished one of the character's routes so far and surprisingly, one route could take up so much of my time! I'm invested on the plot and was surprised that the choices does impact not only the love interests' affection, but also the heroine's life and how she deals with the situation. Such as the 'bodyguard' and 'prisoner' route.

And the voice acting was just INCREDIBLE. Shirai's Eltcreed, especially. I had a lot of fun listening to the character's conversations and found myself smile whenever Shirai imitated other character's lines as Eltcreed. It was so amusing and funny.

I don't usually like otome game's protagonist because they were usually bland and felt like a "white canvas" ready to be smeared by whatever colors the love interests desire to me, so I usually found myself dropping the game and barely continue. But this game's heroine, Cyrus, was different. She already became one of my favorite heroines, despite only finishing one route so far in the game.

Even though the heroine's perspective is already enough to make the story flows splendidly, this game also lets you read from the love interest with the highest affection's point of view. Which is a major plus for me, since not many Visual Novels (especially otome games) offered this kind of feature. It's always nice to know what the others think and how their minds work and see how each characters think differently compared to the heroine. It felt refreshing.

That's all I've got to say for now. Steam Prison is a beauty and I can't recommend it enough.. Cute but uninteresting and generic story.

Also when I made a save on chapter 4 the game became unusable.

I could load the save or press continue, and then the game was bricked.

So idk...not worth it.. I prefer to play Bad Rats than this. I guess I don't have to say anything more.. I kinda like the "physics" stuff. But the acceleration feels a bit weird. Especially the fact it accelerates quite fast to a maximum speed in a direction and then it accelerates no longer. The controls being pretty hard is of course the point there, but I didn't like it much. The music is plain atrocious, at least most of it. I'm not a huge fan of electronic music and the music used in this game only made me even more enraged when I was failing to complete the level with a star repeatedly.

I wanted to abstain from (not) recommending this game and keep it at neutral, but it is clearly not an option here on Steam, so I rate it negative.

It is not a clear "no" for me, and if you get a 75% OFF coupon like I did, it might be worth the few cents. I wouldn't pay a full euro V dollar for the game though, as you can see, I spent less than a full hour on it and I am not sure if I plan to get back to playing it anytime soon. Also there are no achievements implemented to give you at least some more feeling of accomplishment when you finally go through all the treacherous levels.. Whoa! What a workout!

Spent the last half hour lying on the floor, holding my arm, moaning with pain. Only thinking about when I can play again, and that I'll definitely do some warmup first.

This is true VR sports. And so much fun.

Up until now Space Pirate Trainer, Holopoint, and Thrill of the Fight were my go-to VR sports games. But since I prefer swordplay and am especially motivated by the unlockable swords and fighting styles, this has become my favorite game of them all.

Excellent game and I really hope the developer will continue working on it and keep adding more maps, enemies, weapons and fighting styles. I'd happily pay for some DLC since the base is already excellent and could get even better with some more

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content.

It's definitely a gem, my favorite VR sports game and among the best you can get for VR. Highly recommended.. Sadly, there were too many bugs for me to enjoy King Arthur 2.

I really liked the presentation. (The artwork was outstanding. Really, very fun.)

I really liked the idea of playing in this magical, medieval world.

I liked most of the combat.

I didn't like how the cities were managed, but I dealt with that.

I didn't like how I could only control one or two armies (maybe later there will be more, I don't know), but I suffered through that.

I didn't like how players were herded towards attacking certain territories instead of where they wanted, but I went along with it, because I knew the developers were trying to tell a linear story.

However, the few quest-breaking bugs (such as the game sometimes being unable to handle it when the AI attacks you two times in a row during the same turn), a few poor design decisions (such as allowing heavy cavalry to charge in dense forest during combat phases), and random crashes destroyed the experience for me.

I tried. I played for nearly forty hours and got to the point in the story where Arthur is closing the Roman gates.

But, after refighting one of those "invincible" armies and having the game bug on me, because I didn't close a window in time for the AI to attack my other army... nope, done.

If the next game can get rid of these issues, I'm sure I'll buy it, but I'm done with this one.. Anode is **exactly the falling block puzzle game Steam needed. It's very different from a standard falling blocks puzzle game as you match pieces not horizontally and vertically, but also diagonally as well. You create chains of alike colored blocks using tetris-like pieces and destroy them with detonators to earn points. Clearing several chains in a row raises your sequence bonus and that can lead to some intense moments. I'm kinda glad that Anode came out, Steam needs more puzzle games.. -.. dev please learn from your first mistake, folklore 1 ? remember ? is it come on time? was waiting for this dlc on the first date you guys gave us aaand after +30min later boom the dev claimed the game is not ready for released yet**

**ffs.. are you guys checking the whole game you made on the release date???**



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For one of the older routes, it actually has more detailed, interesting and beautiful scenery than many newer UK countryside routes. The dockside part is unique from any other route, and the engines included are good as well.. Good classic rpg that is a must play. Unless you really loved the free version or have never played this, wouldn't really recommend, very little has been changed or added. I must say this game was amazing! It was worth every penny!

From soundtrack to gameplay, everything was amazing. I loved the authentic retro feel the game managed to give me.

But I wish there was some sort of map of the area and event-tracking system in the game. As I ended up missing a lot of events apparently. Other than that, I truly loved the game.

Definitely 9/10 by me.. You gain no rewards for completing anything in this game, it's a cheap rip off of another game.

The game mechanics have big hotboxes, making you hit the obstacles even if you are not touching them.

To be fair, it's not a bad idea to begin with, but the game from my point of view is not finished, this could be released as an alpha version to create a better game.. Awesome game! It reminds me of devil's daggers for some reason :) It's strange it has so few reviews. Definitely worth buying and playing!. ### WARNING: the following review space is a Pro-Gamer Zone. You have been advised. ###

What is Payroll? Well, I'll leave the philosophizing to the eggheads in thinktanks, because I'm a Gamer. As a gamer, I'm always looking for fresh and exciting new digital experiences chock full of immersion and graphics. Payroll, as they say, fits the bill nicely. If you've never wondered just how high (or low!!!) of a score you can rack up in a simulated 3D role-playing environment, while being involved in a powerful emotional narrative that makes Dilbert look like something for babies, well, can you really call yourself a Gamer? 'Nuff said.. This has to be one of the best games I've ever played. Its simplistic graphics keep kids detached enough that it can be fun without being traumatizing. It certainly isn't an easy task doing what is required of these pilots. It might not be AAA quality, but its story and history make up for that. Again, well done.

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