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



The superbly detailed EWS Class 66 V2.0 is now available for Train Simulator.

When British Rail's freight operations were privatised in 1996, EWS brought most of BR's freight operations, including many locomotives that were unreliable or at the end of their useful life. EWS approached General Motors to seek replacements for the ageing fleet, which saw the Class 66 enter service in 1998. The model was a replacement for the Class 59, from which it used the same body shell but was updated with new internal fittings, control systems, 3,000hp engines and power units. More than 440 models were built, and seeing their success as part of the EWS fleet, many heavy freight companies ordered their own models, including Freightliner, Direct Rail Services and EWS.

The EWS Class 66 V2.0 for Train Simulator is a re-worked model of a previous version, with an updated and improved interior and re-modelled exterior. Available in EWS livery, the model features accurate brake control and centre-sprung brake lever, accurate engine and horn sounds, JGA aggregate hopper wagons and OTA timber wagons.

The model also comes as Quick Drive compatible, giving you the freedom to drive it on any Quick Drive enabled route for Train Simulator, such as those available through Steam. Also included are scenarios specifically for the [West Coast Main Line North](#) route (available separately and required to play these scenarios).

Scenarios

Three scenarios for the West Coast Main Line North     

- Hoppers for Hunterston
- Leaving Law
- Timber Treatment

More scenarios are available on Steam Workshop online and in-game. Train Simulator's Steam Workshop scene is now so easy to download, adding many more hours of exciting gameplay. With scenarios being added daily, why don't you try one now!

[Click here for Steam Workshop scenarios.](#)

Key Features

- Re-worked Class 66 in EWS livery
 - Improved cab interior
 - New exterior
 - Accurate brake control and centre-sprung brake lever
 - Accurate engine and horn sounds
 - JGA aggregate hopper wagons
 - OTA timber wagons
 - Scenarios for the West Coast Main Line North route
 - Quick Drive compatible
 - Download size: 71mb
-

Title: Train Simulator: EWS Class 66 v2.0 Loco Add-On

Genre: Simulation

Developer:

Dovetail Games

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 28 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







best pc version of smash bros,I like it very much cause the characters is unlock by playing.
the dlc is also worth the money since all the characters are unique especially the zombie
very recommended for people that want a simple non combo wombo fighting game. This game is [?] [?]. The people
that recommended this game must be masochists that enjoy terribly designed repeating-pseudo-random-maps, one dimensional
skill sets, counterintuitive skill upgrading\selection, forced consumable item hoarding due to early and CONSTANT poisoning,
unreasonable difficulty curves, LAZY DIALOGUE, canned lore, LEVEL GRINDING, and a \$15 MSRP to boot.

To put it simply... This game has less depth and refinement than many FREE community projects, from the official RPG Maker
Forums.

Please understand, I am not normally this brutal with my RMVXA reviews and I genuinely TRIED to give this game a good run
with around 2 hours of my life (I want back), but this game reeks of a want-a-be artist that couldn't get hired to make a real
game so they tried to make their own, and did so...

BADLY.

And WTF is with obscuring half the battle scene with actor busts during skill selection?!? *BOGGLE*
(No those screen shots are NOT battle conversation artwork, but appear EVERY SINGLE BATTLE)

If I could, I'd ask for a refund.

I truly feel sorry for anyone that paid the MSRP, as I feel cheated having bought it at a deep discount.

For the record, I apologize for my tone. But it needed to be said.

. Why is this getting such brutal hate comments and reviews? I honestly have no clue. This game is amazing. People are looking
for reasons to complain about it. People complain it's not Warhammer graphics. Maybe if you weren't playing this on your
microwave it might look better. The hero units do feel a bit overpowered, but they are so supposed to stand out so why not? The
mechanics and controls are all there, it has a very nice layout. If anyone said this was a bad Warhammer game, let's talk about
Adeptus Titanicus Dominus, or Mechanicus, or Battlefleet Armada or Total War. A warhammer video game is just as
imaginative as the minds behind the making of the game. They've done space combat, hack and slash, turn based, card game,
rts. So the big question then arises: Is the game worth it? HELL YES it is worth it. game play is good story ok gets way to hard
1/2 way if you dont like hard as balls games use cheats. really difficult speed runs with fairly placed checkpoints , if youre a
perfectionist that likes to try again and again until you 100 percented everything then this is for you . purely skill based
gameplay

Very well executed. I was wondering how it would compare to other stand still titles upon release and it knocks them out of the park! Much replay value in the way the ammo system is set up. You can farm the early levels in order to build up ammo for the later ones. You will find items and new firearms though out the levels but they are not in plain sight. Keep an eye out at all times. All in all, super fun and a great title to scare the crap out of your friends. I have had a couple "Nope out". This game was really ♥♥♥♥ing fun for awhile but then it broke, guess I'll just have to have even more fun replaying it. Unless your intending to multiplayer, this DLC wont offer you much towards a single player experience.

Excusing the latter this DLC for multiplayer while offering a trinket in most departments like cars,tracks etc is a blackmail one as if you dont have it, your instantly barred from certain online events.

It should be case of want but sadly is a case of need for this DLC so its a thumbs down for me on that point.. An awesome strategy game based on resource management, small settlement development, and simple production lines. Combat AI is outdated, nearly non-existent, but the combat itself is simple enough to not be heavily affected in a negative way. The game's difficulty mainly adds more citizen needs to satisfy which can end up being hard to manage.. AVG says the updater is a virus :/. Have been looking for an easy to use software package to make music for my games. This is fantastic. I imagine pro musicians would outgrow it pretty quickly but for someone like me it's more than enough. Easy to use, great sounds and lots of stuff to tweak. Amazed it was made with Unity too. Very very cool package!!! Oh and how can you beat that price? The only thing I found that did a similar thing for a 'reasonable' price was FL Studio Pro for \$99.. An amazing strategic-fantasy game! Try it. Puzzle aren't real puzzle,

Annoying

Too kiddish for a 17 yrs old (personnaly). Delicious bit-size "ambient platformer" that's more concerned with mood (primarily a the solitude that comes with sauntering through a deserted park) and sensory experience (lighting effects as they relate to revealing your environment) over gameplay. The subterranean world is gorgeous, and given the short play time, there's a feeling of there being "more" of the overall environment than the developers will let you see--whether that's red herring exits and rooms, or the simple promise of the outdoors.

Overall, a delightful and easily recommended mix of Night Sky, Mechanarium, Aquaria, and the current crop of free-roaming 2/2.5D platformers. Here's to a sequel that maintains the ease of entry and lack of handholding while working in some of the wickedly clever intralevel design of 1000 Amps.. Really great platformer. Movement feels as fluid as Super Meat Boy and the core mechanic of switching suits is used fantastically well and serve to drive both the story and the oddly poignant social commentary. Enviornments are nice and the game offers a comfortable, but never impossible challenge near the end. The artstlye is fun and the fluidty of the game and its main mechanic make speedrunning and competing on leaderboards a blast. There's also a great collectible challenge with secret areas littered throughout the game.

On my rig the performance sometimes tanked. Several levels had trouble picking up inputs involved in complex jumps. The optimization of the game seems to be a little questionable while the options, and fullscreen, didn't work. Also, I adored the soundtrack in Tiny Big. The soundtrack here is more subtle and ambient, but never impressive. I just muted the soundtrack and had my own music playing.

I had a blast with this game. I never leaderboard, but the fluidity of platforming makes me want to go back and try to speedrun each stage. While performance dipped and I struggled with input dropping on certain levels, I never was too frustrated. It's a linear but well-paced platformer with a unique mechanic at its core that permeates throughout each design choice. I highly recommend it.

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