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About This Content

Experience industrial narrow gauge along the Corris Railway with this expansion pack for Train Simulator, featuring No. 5 “Alan Meaden” and No. 9 “Aberllefenni”. Explore the mountains of North Wales with these beautiful locos along a route that survives thanks to the dedicated efforts of rail enthusiasts!

The Corris Railway was a small freight line used for moving minerals that closed in 1949. In 1966 Alan Meaden started a group of volunteers to preserve what remained of the Corris Railway. Two of the original locomotives from the Corris Railway survive to this day, No. 3 & No. 4, which are now at home on the Tallyllyn Railway. The locomotives in use today are either from other railways or new builds.

Locomotive No.5 is a 4-wheel Motor Rail Simplex, Works No.22258 that was purchased in 1974. Built in 1965, it was originally used on the 2 ft (610mm) gauge gypsum mining system at Staveley Lime Products, Hindlow, Derbyshire. It was initially purchased from Staveley by an enthusiast who stripped it down for renovation and was in this dismantled state that it was sold to the Corris Society.

Following an extensive overhaul in the East Midlands, No.5 ran for the first time on Corris rails in 1979. It is named “Alan Meaden” in honour of the Society's late founder, who carried out a substantial part of the loco's rebuilding.

The Corris Society sought a light locomotive to assist in rebuilding the railway, and it has since proven itself to be a very useful general works loco. Although it has on occasion been used for special passenger trains when visiting Tallyllyn Railway, it is too light for regular passenger use, and has not been fitted with the necessary air braking equipment.

No.9 is a 4-wheel battery electric locomotive, Clayton B0457, built in 1974. It was formerly in use at the Aberllefenni Slate Quarry by Wincilate Limited. At the request of Wincilate, the locomotive carries the name “Aberllefenni”. It has regular use as a carriage shed shunter, but is too light for actual passenger carriage work as like No.5 it does not have air brakes fitted.

Experience a piece of Welsh narrow gauge history and master bespoke locomotives with the Corris Railway Expansion Pack!

Included Scenarios

Five challenging Scenarios for the [Corris Railway Route Add On](#) (available separately):

- Corris 5 Introduction
- Corris 9 Introduction
- Maesopath Shunt
- Two Part Delivery
- Preparing for Work

Please Note: The [Corris Railway Route Add On](#) is required, as a separate purchase, in order to play the scenarios featured in this add-on.

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

- No. 5 “Alan Meaden”
 - Working Clutch and Gear controls in line with the real locomotive
 - Starting handle for use when the locomotive is stalled
- No. 9 “Aberllefenni”
 - Accurate Battery Simulation
 - Accurate driving physics with power system
- Bentley Wagons
- Flatbed wagons with multiple loads
- Tipper wagons
- Quick Drive compatible
- Scenarios for the Corris Railway Route
- Download size: 81.9MB

Title: Train Simulator: Corris Railway Expansion Pack Loco Add-On

Genre: Simulation

Developer:

Skyhook Games

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 6 Dec, 2017

a09c17d780

English

I will ask you to restore your death unit at once

SDM
Shop
Temple
Dungeon

Resuscitation
Investment

Kaenbyou Rin

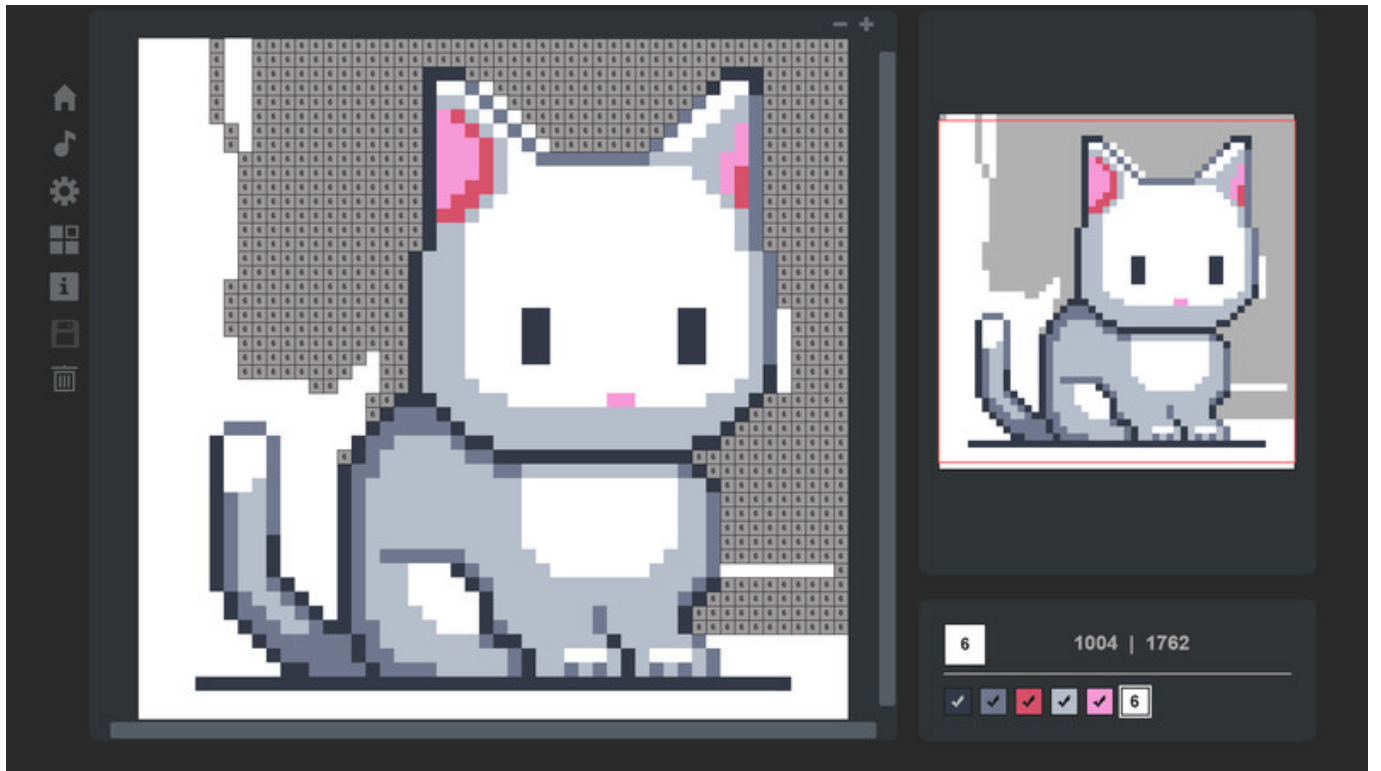
Ah, should I make you into a corpse first then, nya?

| | | |
|------|---------|--------|
| Lv15 | flandle | 0124HP |
| Lv15 | PACHE | 0134HP |
| Lv15 | REMI | 0250HP |
| Lv15 | KOAKUMA | 0117HP |
| Lv16 | HON | 0294HP |
| Lv13 | PARUPAU | 0137HP |
| Lv1 | YAMA-ME | 0078HP |

Slot Locked

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002:19:23





Vive Review.

The game starts off nicely, it's a fun little puzzle game in a relaxed setting. All is well until game breaking bugs stop you advancing any further. They are:

1V The character randomly decides it can't climb stairs and/or can't move.

2V The menu stops taking inputs. As in menu items will highlight, but they can't be clicked/chosen. And game features also suffer this, IE: The phones/stairs often can't be clicked.

Can't recommend the game based on these issues, it all happens at random times. Me and the kids have ended up really frustrated each time we've played it.

I7-6700K V MSI GTX1080.. Honestly, the worst Shadowrun video game I've played, I tried to like it, but its just... sad. I've played and loved every other Shadowrun game that has come out, other than this.. You control a drone in 3rd person by twisting your controller. I found it especially hard to move the drone toward me.

I'm sure some people are into a game like this, I'm just not one of them. Give it a go and see if you like it. After all, it's well-made.. I actually really enjoy this game platform, however, it is extremely rough. I feel the dev's have a good start for a potentially very enjoyable game, and would love to see it take off.

(Please dev[s] contact me, or update me on if this game is just a dead end or if you are still working on it. I would love to hear what you are doing with this and to help suggest things for updates.). The servers were shut down March 6th.

Play Open Spades if you want a better version that isn't dead.. 6/10

Yeah, interesting exploration and somewhat engaging story. Graphics are somewhat low-tech and the game is quite short at just over an hour.. pretty lame tower defense.. Buggy. Crashes on certain loading screens for a lot of people.. I'll start off by saying, dont waste your money. This is a worthless peice of junk that you will play for maybe 10 minutes before jumping into a hole and sitting there for 19 days. Ok so the basics are your a guy who can do one thing. ONE THING. punch. You just start a fight and try to be the final one standing. Which by the way is impossible because

- a. there is no strategy to it
- b. you can NOT win after level 1

very good game and beautiful stages all game the rebellion is good. Best bang for your buck when it comes to AMS's DLCs by far. The cars are remarkably superb to drive, continuing Reiza's upward trend regarding the quality of their vehicles that started with the 2017 F1 cars and Brazilian stock cars.. In one campaign your fighting off waves of fast moving xenomorphs, through the flurry of fast moving xeno's you see one of your men get dragged away through a airlock. Yet in another campaign you may be contending with the possessed remains of a former crew driven insane by unknown artifacts, behemoths throwing your soldiers around as artifacts obscure your command and control with horrifying visions of death and torture.

Deadnaut's is a game that wants to immerse you in its universe. Your hud looks akin to something from a WW2 submarine simulation and your control over your soldiers is sketchy at the best of times. There are a large amount of things to take into consideration with Deadnaut's and many ways for those under your command to come to harm or die, this may be the one area the game falters in. It is a real time tactical squad based game, essentially a rogue like.

So what do you do? You command five "deadnauts" as you scour decaying alien ships from a long gone era. Your objective is typically to figure out what happened to the crew, learn more about this civilization and clear out any hostile remnants, examining the dead crew and reading their logs. Your characters are divided into four separate roles, a Assaulter, Shielder, Hacker and Scanner. Assaulters carry the big guns and are more hardy, however too much firepower could result in you destroying a section of the ship if not outright blowing up the ship. Shielders can project a powerful shield onto your deadnaut's, as well as allow your men to move through area's of the ship with no air, however they lack on offensive firepower being forced to only use pistols or knives. Hackers can hack into the ships systems, open locked doors, establish firewalls and alter the ships power levels, creating two whole levels of combat between the ship's anti-virus systems and its "crew". Finally the Scanner can scan areas of the ship to locate hidden enemies and for you to plan out your attack.

Your characters can be customised fully, and have unique, and random, backgrounds and relationships. You may get one crew who are all on good terms with one another, or one that is divided into two groups and hates the other. Character creation is in depth with you assigning points to areas to boost their statistics, you can get more points by applying negative traits to your character.

The ship itself is dying and decaying, parts of the ship may have no lifesupport and its defence systems are in a varying state of readiness. The ship itself has several ways of defending itself. Doors are its first line of defence, simply closing them or keeping them locked can slow you down, the second level of defence are Watcher's, moving programs that will attempt to undo any hacks you've made, so closing doors you've opened for example. The final level of defence are sentinal turrets, extremely lethal but they can be hacked to your side, until a Watcher reverts the hack.

The actual enemies themselves also vary, as you would expect from a roguelike. Fast moving aliens, zombified crewmembers, ethereal ghosts, plague carriers and much more. Each enemy type has to be respected and observed to determine their weaknesses. Some may die from a single bullet from a ballistic firearm, others may be impervious to bullets but not to lasers. Some might be hidden to your sight but your scanners can pick them out easily, they may move through walls or drag your men away from you. There are many combinations that will keep you on your toes.

However, for all the good I can talk about this game, it does have downsides, like any game good or bad.

Death can be quick and sudden, and the difficulty can vary from easy to impossible at times. You may enter a room only to see all your men drop dead instantly. The game is also glitchy, some time's you may not be able to select something to examine in game, or log entries will be jumbled or unselectable. Losing control of your soldiers can also be frustrating, having your men decided to run away and get killed because of a misclick or some wierd personality trait that causes them to ignore your orders.

There is also no real in game tutorial, just some one off tool tips. There is a manual that you can read (and I highly recommend you do) but even that can be hit and miss.

The game is also heavily RNG dependant. You may never receive the tools on the market, meaning if the enemies are vulnerable to Beam Cold weapons, yet you may never be able to buy a Beam Cold weapon. Also you may never receive vital equipment like upgraded suits.

However, at 10\$ this is a solid game that is very immersing. There is a lot to do and see, a wide range of tactics to apply and a lot of replayability. It can be frustrating but at the same time your skill can surmount many obstacles.

I only wish the game had more to do, such as a XCOM style game of sending out Deadnaut's to different areas in space to explore and more of a metagame. Or even just a way to carry over a team from one campaign to another. Nonetheless, this game is fun.. wheeeere arrrrre uuuuuu marshaaaaa!\uffeffl !. This game is similar to Zombie Army Trilogy and Sniper Elite 4, its basically the same devs.

--- Main Review---

8.5/10 Worth a buy if you have the cash

The campaign is your standard campaign, took me about 6-7 hours to complete it once, so its not a very long campaign. Story is okay, its there but nothing memorable. The set pieces are beautiful and the color and lighting work very well together.

Progression is in the form of collecting relics and opening chests to find ring charms to put on your weapon (Think Dishonored 2) which have 1-4 slots depending, so you build your weapon with the charms you get and want to use. "Heal on kill", "Ice effect" etc...

You also buy new guns and bomb types with gold earned in maps, while active skills are purchased by collecting relic sets and getting skill points.

I havent tried horde mode and score attack yet but Im guessing it plays very similar to Sniper elite 4's survival mode, and Resident evil franchise's Mercenary modes respectively. These are probably your endgame trials to keep you entertained after the campaign is done.

The entirety of the game can be played in 4 player coop, and you can use multiple of the same character, so youre not locked out of one just cos your friend is running him/her.

Combat is pretty good, and plays out like a mix of Serious Sam and Sniper elite 4. You can roll infinitely which is important because the enemies swarm you and they have a lot of AOE and ranged attacks.

Puzzles are okay, nothing too extraordinary its your basic minigame puzzles like activate buttons in order, redirect lasers with mirrors, and the pipe connecting minigames etc.

If you're asking if its worth 40 bucks then I'll say probably, but its not an easy sell. if you found Sniper Elite 4 worth your money on launch this game is definitely worth it.

So all in all, it is something I would recommend even though it wont last very long as it doesnt have Borderlands or vermintide style loot, after collecting the relics etc you might be hardpressed to grind.

---Concern---

The way the medium and small chests work in coop- is dumb. Basically whoever gets to it first and opens it gets the loot, while everyone else are shafted out of the loot chance. Its lame because you get people who know the map spots and chest spawns and they just bumrush all the chests looting the map dry before you get a chance at it. ideally you want to play with friends so you can rotate chances. I dont know why the devs did this, maybe they want to encourage competition but this is just dumb because youre going to be more concerned with finding chests than enjoying the levels.

---Bonus comments---

The combat sequencing in this game feels a little weird. Its a game that works well in coop, but when the actual fight begins its every man for himself, as I mentioned its similar to Serious sam ,so youre gonna be dodging and running around the fight area quickly shooting down foes and worrying about your own survival. Your teammates only ever become a concern when they get downed and you have to rescue them.

Sometimes you get killed by teammates shoot-activating traps near you as they are unaware of your proximity. Its a little

hilarious but its a small thing you gotta watch out for.

You get this David Attenborough sounding British narrator that talks to you through the game, commending you on successful dodges, headshot streaks, etc.. So for starters, This isnt like war thunder.

This as a VR experience in this stage is amazing.

And the dev is actually active with you and listen to you and writes down suggestions for maps, gamemodes and adjustments for tanks etc.

Pros - Not laggy like most "indie" vr games

- working with both the vive, Oculus and the windows mixed reality headset
- Great driving mechanics for the tanks
- Great selection of WW2 era music

Cons - The punishment corner (look at devlog.2)

- No ingame voice com (being worked on though)

. I love the minimal but vibrant look of Ellipsis. The sound effects are dope too. Its challenging as well as weirdly calming in the same time. It\u2019s a great game with a great idea behind it!. If you like spending money on things that will never be finished, then this is the game for you

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