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About This Content

The Class 390 is a modern classic, and you can experience the speed of this powerful tilting express train from the driver's seat in Train Simulator.

The Class 390 is one of the fastest electric multiple units operating in Britain. The set can reach 140 mph, whilst featuring tilting train technology to allow higher speeds around bends. At present, the Class 390 operates along the West Coast Main Line and is well-known to commuters and railfans alike for its sleek looks and high performance. In 2006 a Class 390 set a new speed record along the West Coast Main Line, completing the 401-mile trip from London to Glasgow in 3 hours and 55 minutes, and in usual operation the sets will run up to 125mph where track conditions allow. The Class 390 for Train Simulator recreates the smooth high performance well-known to drivers on the West Coast Main Line, and features a realistic tilting function which mimics the action of the real thing.

Includes:

Class 390 tilting electric multiple unit in Crimson Lake, Navy & Orange and Intercity Swallow liveries

A complete train is made up of the following vehicles:

- Driving Motor Second Open
- Motor Second Open
- Pantograph Trailer Second Restaurant / Mini Buffet

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- Motor Second Open
 - Trailer Second Open
 - Motor First Open
 - Pantograph Trailer First Open
 - Motor First Open Disabled
 - Driving Motor Restaurant First Open

Title: Train Simulator: Class 390 EMU Add-On

Genre: Simulation

Developer:

Dovetail Games

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 1 Aug, 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

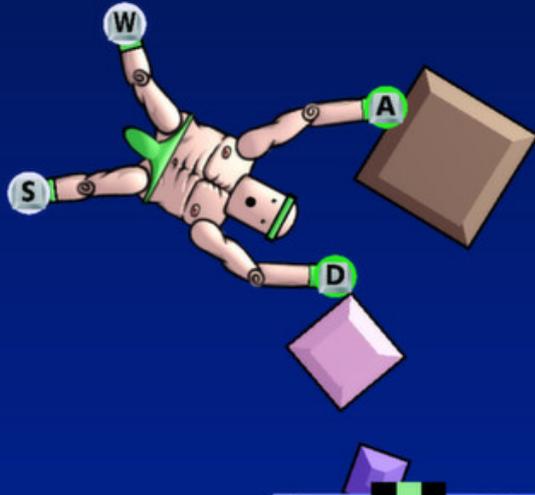
Other Requirements:Broadband Internet connection

Additional:Quicktime Player is required for playing the videos

English

199

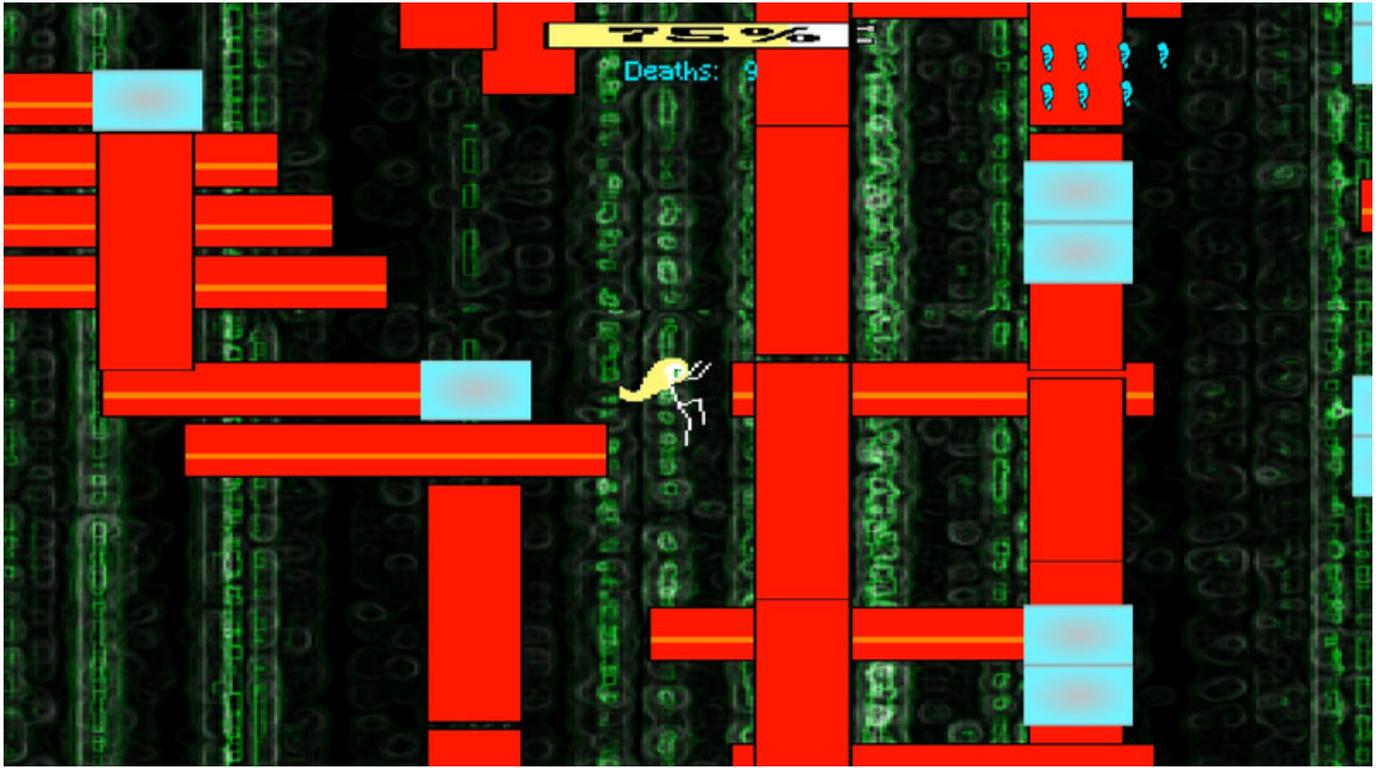
GET AS HIGH AS YOU CAN!



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JORDAN HILLEN





I love Ezio, I love AC!

. For a smooth playing experience of a similar game, go get Patrician IV. This hasn't aged well.. Been streaming this game for my fans. Believe it or not everyone has been having a blast with it. While the puzzles and where to go can get annoying once you figure things out its a generally fun little game.. Game seems OK however I cannot calibrate my G27 wheel. When trying the menu jumps around erratically, I can't select items properly which leaves me trying to play with very twitchy steering. Turning the wheel 90 degrees results in hairpin turning. Apart from this the experience seems fun, don't think it's worth full price though. 8/10, wouldn't pray to satan needs a save button tho. An clever and amusing take on the portal theme. My only complaint is that it is a bit short (only a couple dozen levels) and none terribly challenging.

I got it on sale, and for the price it was worth a couple hours of amusement.

This Is A Really Good Game

My Review On Youtube: <https://www.youtube.com/watch?v=LHcG7UTdIHU>. Chat system is useless as the girls themselves don't really respond to what you're saying. The match-3 system is a rather lazy set up and the voice acting (if you can call it that) is cringeworthy. I can appreciate cute girls in sports uniforms getting undressed, but this is a cash grab -- stay far away from it. It has singleplayer and you can do other cool stuff. A very original, yet old-school take on the rogue-like genre.

Original because the geometry. It is going to confuse the hell out of you at first, but after a while you'll get used to it, and after even more time, you'll start to see what can you do in there: It is a journey in an of it self.

Old-school, because it is the old way: turn based; the enemies move when you do. This means a lot of thinking and decision making.

The worlds (there is a lot of them) are unique, they all have character: unique enemies, treasure, music, game-mechanics, special items: they all seem very thought out.

The music is nice, most (if not all) lands have their own; and if it is getting repetitive you can always copy some new files to the right folder :)

The gameplay is basic at best, but I don't think it needs more: you click, you move or attack; chess is basically that and it is good enough :P

Pro tip for newcomers: only collect 10 of each kind of treasure, otherwise the enemies will overwhelm you so fast you won't see it coming.

*If you are not sure its worth 5€: check it out on **itch.io**. There is a free version there which is a few versions behind, but it should be enough to decide.. Decent game with very easy achievements. I prefer to buy it on sale. I recommend.*

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