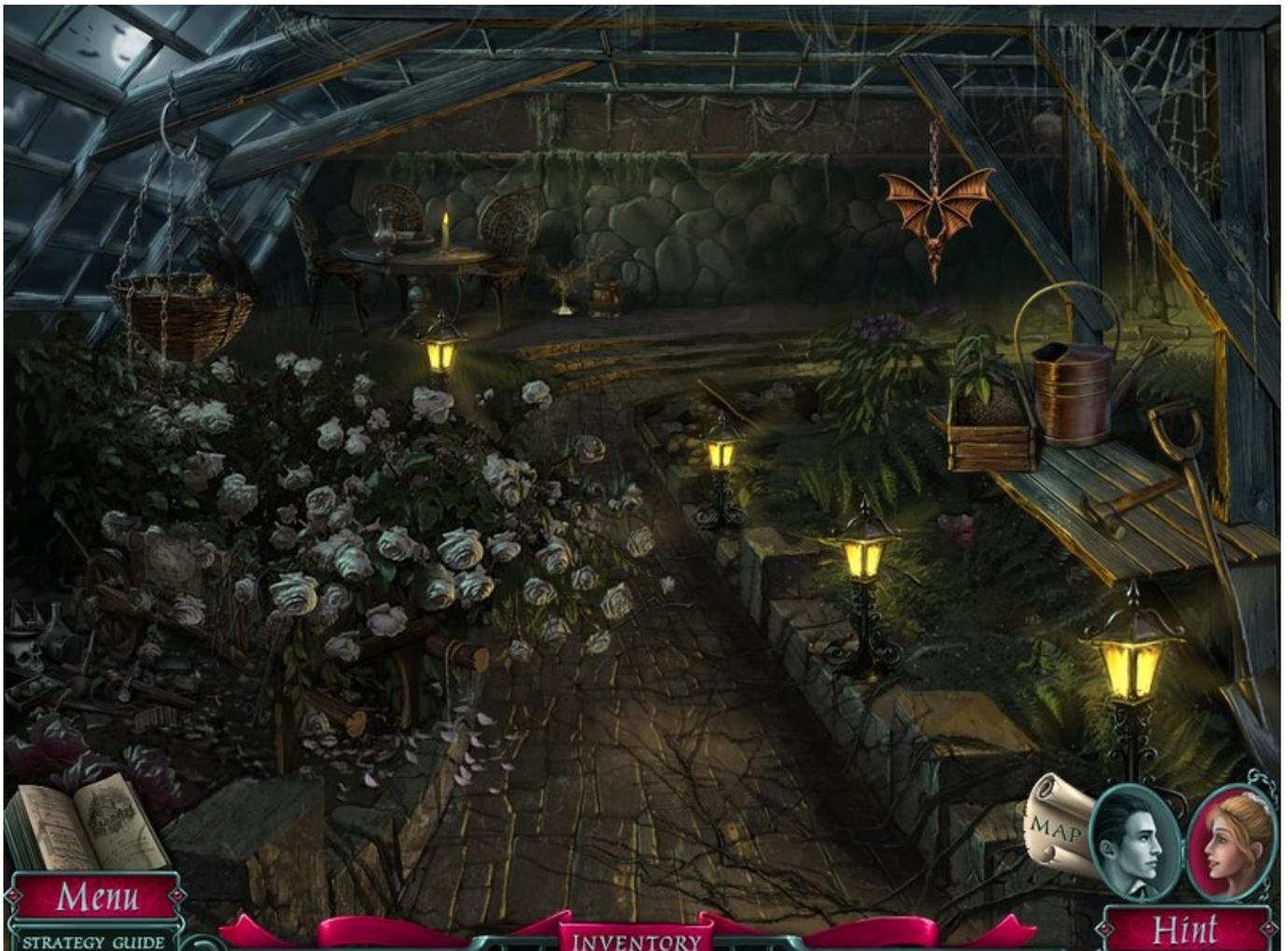


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## Train Simulator: Sherman Hill Route Add-On Download Easy



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### About This Content

Sherman Hill is a fantastic North American freight route, and now you can be the engineer on your own trains on this great railroad line in Train Simulator.

Running 60 miles between Cheyenne and Laramie, Wyoming, the route is well-known for the tough grades which resulted in the Union Pacific Railroad building new heavy freight locomotives to work the line. The first single track railroad was laid in 1868, passing over the summit at 8,247 feet, and the route was steadily upgraded with double tracks and stronger bridges in the following decades.

The Sherman Hill route for Train Simulator features a superb fleet of Union Pacific diesel locomotives including the SD70M, SD40-2, ES44C and SW10, plus some seriously long freight trains for you to haul over the grades. Six scenarios will help you explore this great railroad line, and drivers also have the option of taking Track #3 to Laramie.

### Includes:

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Sherman Hill route from Laramie to Cheyenne, Wyoming featuring Track #3 and the famous Dale Rocks, plus realistic storm effects.

Union Pacific ES44AC, SD70M, SD40-2 and SW10 locomotives and appropriate rolling stock.

## **6 scenarios:**

Introduction to Sherman Hill

Welcome to Cheyenne

Granite via Wycon

Running the #3 Track

The Midnight Magnet

Arrival of the Thunderheads

Our thanks to Train Simulator player Tim Major who suggested the concept for 'The Midnight Magnet'.

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Title: Train Simulator: Sherman Hill Route Add-On

Genre: Simulation

Developer:

Dovetail Games

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 20 Sep, 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,French,German,Polish,Russian



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I've had fun playing this game for over 15 years, and it continues to be fun. I enjoy playing the solo games, but I like "screwing" my friends over and forcing them to attempt to answer questions they don't know the answers to. Jack Attack is probably the thing I'm best at, both with knowledge and with fast fingers!. I see that user reviews has mostly positive, which is not fare cause this is an, **AWESOME game highly recommend it. Only thing i wish it did was save you progress but other then that i like it.. Fun game if you don't have any other games to play xD 7/10. So Many Me is a game I'd recommend to those who enjoy puzzle games which take some time to complete but are not wanting to play a puzzle game where they end up going on Youtube for all the answers.**

**The graphics are astounding and have a child-like feel to them but that doesn't mean that adults and teenagers alike can't enjoy them too.**

**Using your many replications you go on a quest to save the world and the girl. Going through the game Filo and his many "Me's" often make jokes about 'saving the princess', 'getting the thing on the floor because you will need it later' and many other similar jokes. The concept of having many replications of yourself and completing puzzles with them definitely made the game more interesting to play.**

**There are 3 unique forms of travel in So Many Me (apart from on foot) which are by Jellophant (Tank), Jellosaur (Dinosaur), Balloonbird (Bird). The forms of travel allow you to travel on spikes and destroy EVERYTHING, destroy vertical walls and jump higher and fly and destroy horizontal walls respectively.**

**Obviously you have a Story which you can play and complete. Within this story are many costumes and coins which you can get through extra effort to eventually fully complete the game.**

**Like many other reviews, the only important downside is the Bosses. The bosses themselves are not too hard but there are hardly any checkpoints in these battles so you have to memorise the landscape and the movements of the boss.**

**Personally I had trouble with one section of the game.**

**After the Final Boss (The guy you meet at the beginning) there is an escape part of the level. The path of this section isn't too difficult but the meteors sometimes hit you at the ONLY moments where you either dodge and fall off the map or jump off the platforms into spikes. The best part of all this is that there are NO checkpoints.**

**If anybody wants to know, I got all achievements in 10 hours and 36 minutes which involves the main story, extra missions (Chrono Castle) and all collectables.**

**I know it says 11 hours on my profile. That's because I left the game on while writing this review :D. It's an unpolished game, and actually unfinished game. You can be the game fairly quickly and then there's nothing else. There's really like an hour or two worth of game play.**

**In the forums the dev says that it's not even done. Should have been relased as early access.**

**Buyer beware kind of deal here.. This is the best 0,99\20ac I have ever spent in my entire life.. FANTASTIC start.....I already LOVE playing this game, and can't wait to see what they keep adding!**

**10/10 for "early Beta!". In short: This game is a good representaion of mixed martial arts and it is fun to play. If you are into MMA and\or into Deckbuilders, I think you will like this game. It offers A LOT for the price.**

**To go a bit more in depth.**

**I have been an MMA enthusiast for a long time. Pretty much from the start of the UFC in the mid 90s. So I would say I have pretty extensive knowledge of MMA, and I also like deckbuilders, which this game essentially is. This game captures the spirit of MMA and there is also a bunch of real gyms, real sponsors and real people represented in the game which really adds to the flavor. There are plenty of known people in the MMA business, trainers and legends (People that do not have an exclusive contract with the UFC).**

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The main game is a deckbuilder, with a bunch of other minigames included.

The deckbuilder part is for the fighting, where you basically have a Full deck of 40 cards, that make up 4 smaller decks, being Standup offense, standup defense, groundgame offense and groundgame defense.

You can fully customize these decks.

The minigames are for training your character to get extra XP, unlock new outfits and moves.

When you create a new character you get to choose two disciplines, from Boxing, Kickboxing, Muay Thai, Wrestling and Brazilian Jiu Jitsu. So already starting off, you can choose if you want to be focused on striking, grappling or both.

So starting off I chose Tristar as a gym. Being greeted by Firas Zahabi.

I personally chose a Boxer/Wrestler so that I would be able to dictate where the fight takes place, so that I could take down strikers and stand with grapplers. Maybe hit a big takedown at the end of the round against grapplers as well.

The cards I got early on represented this well, I basically focused on heavy strikes and holds on the feet and I upgraded my "knee crank" card to level 3, which means I got three copies of it and I could use that to do serious damage on the ground as well, and then I had a bunch of "stand up" cards, so that I could get up if I wanted to.

Once I progressed further I unlocked another style and chose BJJ so that I could add a submission game to my skills.

So each discipline brings different cards to the table, so that you can build your own style, or if you meet a bad matchup, you can edit your deck, to counter his strengths and expose his weakness. As you progress in each style you also get new moves. So yes it is a really good representation of MMA, even tho of course it is simplified in certain aspects.

The basic gameplay:

The fight starts on the feet.

You take turns attacking and defending.

The attacker gets 3 random cards from his standup attack deck.

The defender gets 3 random cards from his standup defense deck.

Then both players choose cards that they play, you can play several cards if you can cover their stamina cost.

There are three target areas that cards represent, the head, the body and the legs.

A head attack card will for instance be blocked or partially blocked by another head card.

Then the cards are compared to see which cards hit, and which cards are blocked.

Some card have special effects on them, like for instance "takedown" which will bring the fight to the ground. or "standup" which will bring the fight back up if you win that challenge.

Next turn the guy who just attacked will be defending instead.

When one guys health goes to 0, or he is knocked out or submitted the match ends. Or it can go to a decision.

The overall production value is good, even tho the animations are somewhat repetitive.

So yeah.. I would say it is a very very good MMA game, and lets be honest here.. for the price it is a steal!

A very pleasant surprise as I have never heard of this game before I saw it in new releases!

Two thumbs up!

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DFBHD was the top game back in the day. Servers were always full.

Visited from time to time throughout the years and there seems to be up to 10 dedicated servers consistently. This game just wont die!

So, I finally decided to start a new squad and contact some old teammates, along with some new people who haven't played before. Hoping for a revival.

While playing this game, you cant expect top graphics like you see in today's modern games. However, you can expect smooth gameplay, making new friends and having a great time. You can also expect a military simulator game where you have to adjust your scope while sniping. Custom made maps are fairly easy to learn and build.

Joining a squad (and there are a few out there) you can expect to make some good friends, practice games and challenging other squads.

So, if anyone is looking for something new or for a revival, I would highly recommend Deltaforce Blackhawk down. I believe you wont be disappointed, and you cant beat the price.

Our new clan is: Patriot Snipers. Dedicated server is up.

If interested contact me... lot of people complaining about complexity, lack of graphics, tutorials or problems with graphics. all of this is complaining is worthless.

the game is reaaaly great. imagine somthing like mount&blade (im still big fan M&B. look at my hour counter) as pure strategic simulation of medieval feudal life for the cost of graphics and personal involvement into a battle.

no tutorial ? so what. everything is described in game. it is enough to read all descriptions. after half an hour of gameplay i knew basic rules how to play. rest is an experience or wikia.

if you cant run the game you really loose a lot of fun but this is morelikely problem with your OS.. gfvgbhjnng. Has a good and working menu, but gets old after 5 minutes.. Lots of fun playing goalie in this game. There are some things that could use improvements like pucks despawning, not having a body and having the stick clip through the ice, but with that said it is still enjoyable in it's current state. I could easily see myself paying (or kickstarting) an improved version of this kind of game.. This DLC take the game to a higher level!

The original story is good enough. However, it became exceptional when the DLC was released.

The new story is more touching than the main one. And the best thing is every ending from the main game have its own continuation.

All ending in this new content are great, that is certain. And I think sage ending is the best one amongst all.

Sunlight is definitely great, but the light from a flickering candle in a dark chamber is much more beautiful. That is just my personal opinion.

By the way, I really like the new dress room system. It's a nice attempt, I guess.

Under the premise of premium story, I'm glad to see the team is passionate about improving their games.

Anyway, a outstanding game with such low price? That's a steal!. I played the heck out of the demo, so of course I had to buy the full version. As it was in the demo, Pitch Hit is intuitive, simple, and fun. I could show this game to a non-gamer who hasn't tried VR yet, and they could get the hang of it easily.

There isn't a ton of content as of now, but this is the kind of game that I'll come back to every so often for 10 or 15 minutes to get my VR baseball fix. My favorite mode is definitely playing catch with myself, which is way more fun than I thought it would be.. I installed the Discover Arabia DLC this morning and have flown for about an hour and I am very disappointed. First off, the installation seems to be incomplete. The SeaRey shows up as a selection in the Change aircraft menu and I am able to select and fly it but there is NO documentation on the kneeboard (Reference or Check List). Furthermore, the aircraft is not in the C:\Program Files (x86)\Steam\SteamApps\common\FSX\SimObjects\Airplanes folder. This seems strange to me because I was under the impression that FSX compiled the list of aircraft you can select from that folder.

Also, the Discover Arabia missions do not appear in the Missions Menu.

Steam did the installation behind the scenes so I don't think the above is a matter of pilot error.

I am also having a problem flying the aircraft it seems to me to be very unstable along the lateral axis and I find it very time

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consuming to trim for straight and level flight or stay on the glide slope.

When the first two issues are fixed I will revisit the issue of lateral stability and my recommendation.

. This game is really interesting. The idea of being able to blend in with certain colored carpets is very cool. This game is really good. I think this game will be a huge hit if people actually get the game. Plus with the price of the game, you have to buy it!. It's a good story from what I could get. The translation is terrible and I guessed 1/5 of the story. The art is really good, but there is no nudity like it says.

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