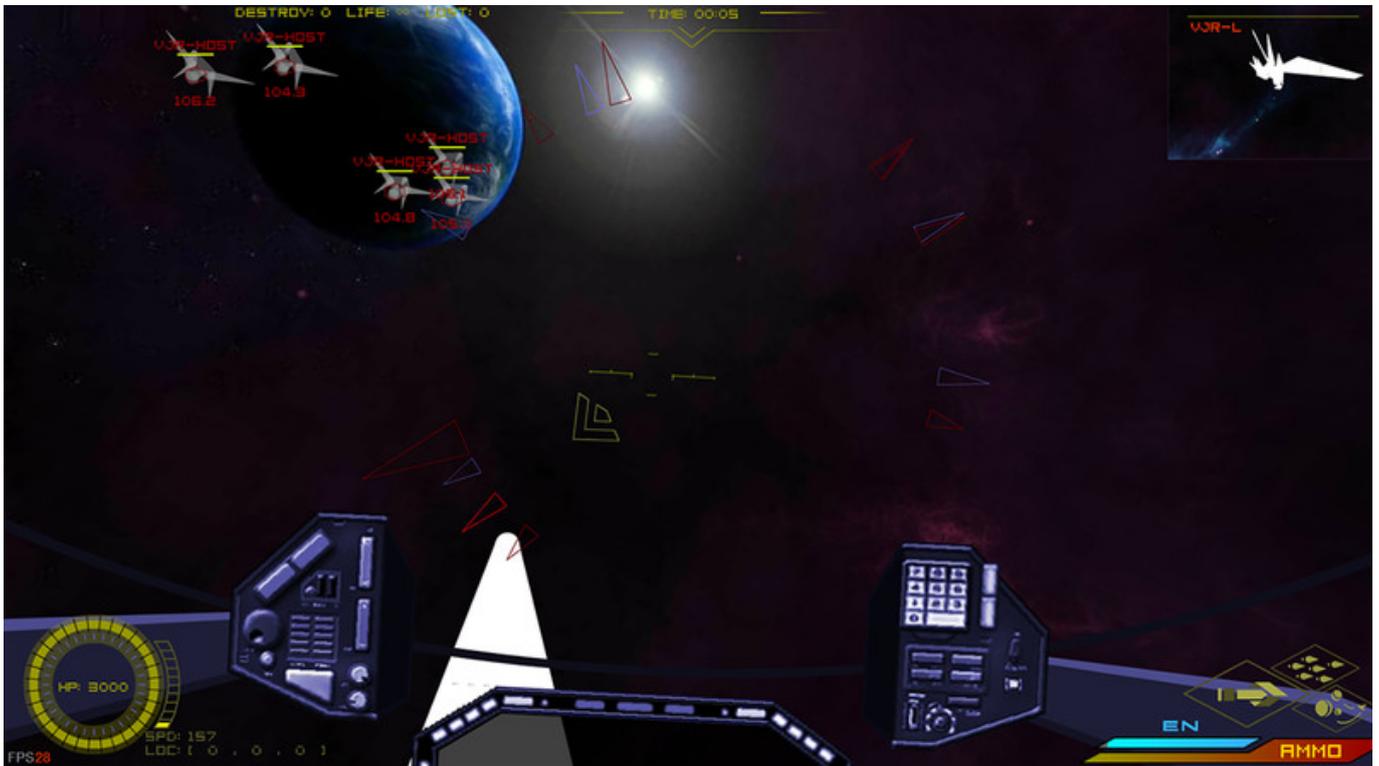

Train Simulator: DB BR 648 Loco Add-On Free Offline



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About This Content

Expand your collection of modern German passenger trains with the introduction of the DB BR 648 to Train Simulator.

The DB BR 648 is a two-car diesel multiple unit (DMU) built by Alstom as part of their Coradia family of multiple units. The LINT sub-class – of which the BR 648 is part of - stands for 'Leichter Innovativer Nahverkehrstriebwagen' (Light Innovative Local Transport Rail Vehicle), as it is designed to operate on regional stopping services across non-electrified track.

The two halves of the unit rest on shared 'Jacobs' bogies to improve stability, reduce weight and production costs, and lower noise levels of the wheels on the rails. With a total of 422hp, a top speed of 120km/h (75mph) and space for 115 passengers, this DMU has all it needs to manage the more rural scene in Northern Germany, connecting smaller towns with the big cities such as Lübeck or Neumünster.

The BR 648 is designed with accessibility in mind, featuring low floors to allow for faster, step free access for passengers, and wheelchair accessible facilities. The floor itself has been designed to absorb and reduce sound that comes from the diesel engines and the exhaust heat from the engines is used to heat the cabin of the unit. Some of the seating is also raised higher than the low floor to distance passengers from the noise and cushion the vibration of the engine.

The BR 648 for Train Simulator is available in Deutsche Bahn Traffic Red livery and recreates the DMU as it operates today for DB on the Hamburg-Lübeck Railway route.

The locomotive is also Quick Drive compatible, giving you the freedom to drive the DB BR 648 on any Quick Drive enabled route for Train Simulator, such as those available through Steam. Also included are scenarios specifically for the [Hamburg-](#)

[Lübeck Railway](#) route (available separately and required to play these scenarios).

Scenarios

Three scenarios for the Hamburg-Lübeck Railway route:

- Bad Oldesloe to Hamburg Hbf
- Lübeck Hbf to Bad Oldesloe
- Hamburg Hbf to Bad Oldesloe

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

- BR 648 in Deutsche Bahn Traffic Red livery
- Quick Drive compatible
- Scenarios for the Hamburg-Lübeck Railway route
- Download size: 148mb

Title: Train Simulator: DB BR 648 Loco Add-On

Genre: Simulation

Developer:

Dovetail Games

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 28 Apr, 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,French,German







A clever puzzle game with good progression.

I liked the author's earlier game YAPP 1, and although YAPP 2 is a very different type of game, it is also a fine puzzler.

YAPP 2 reminds me of both "English Country Tune" and "Stephen's Sausage Roll" - like those games it makes some devious puzzles out of simple-seeming mechanics in three dimensional space. It also has a good progression of difficulty - as I made progress I looked back on early levels that had me confused and realise how straight-forward they seem now I'm more familiar with the mechanics.

It may take a little while to get used to the controls & camera, but there is no time pressure and you have full undo so it doesn't matter if you press the wrong button occasionally :)

Thoroughly recommended.. This is 100% Hidden Object Scenes game. The story is brief and irrelevant. There is a lot of puzzles too.

- + Puzzles are good, not too easy not too hard
- + There is a lot hidden object scenes and puzzles

- Hidden Object scenes have poor graphic and sometimes it's almost impossible to find some object's
- Music and sound effect's are so boring that i don't remeber if game have any :-D
- Ending is so much fun and completely unrelated to anything :-D

Overall: 3/10

Game is worth it's normal price.. Simon the Sorcerer is one of the best adventure games ever. I remember him as something that made my childhood a better place.

mojotouch did a great job and brought us the game back after many years with many innovations and graphics enhancements and many other good things.

And what makes me particularly happy is that the game has also been translated into my mother tongue - Hebrew.

I highly recommend it.. Generation Zero is a simple game with complex elements stuck on. A lot of people have been critical about the game and all of its bugs and issues those of which I have not encountered in the short time I've been playing. This game has obviously had a lot of work put into it and a lot of people seem to be ignoring it. The game doesn't tell you anything about the robots only that there are robots when you first spawn into the world, the only background you get is delivered through an opening black screen text introduction and everything else is delivered through you having to go out and hunt everything down by looking through various military bunkers and completing quests to figure out whats happened to all the now missing people on the island just off of the Swedish mainland.

The games premise isn't new by any means, Big Robot is a developer that released "Sir, You are Being Hunted" and "The Light Keeps Us Safe," both game that take place in a robotic apocalypse where you're stuck ducking and dodging robots by any means possible, both games have their own quirks but "Sir, You are Being Hunted" is the game most like Generation Zero, you can play it as a stealth game, as a shooter or a combination of both, and that might seem good on paper Generation Zero doesn't have your end goal shoved into your face at the beginning. I think Generation Zero is best described as "Vietnam only you're playing the Vietcong and the Americans are Robots" because thats what it feels like, the best this game gets is when you (and up to three other players) are stalking through a forest to avoid some of the nastier robots or while your scouting out a position covered with robots ready to make your assault.

Generation Zeros combat is insanely organic, robots have variants, and those robots have variants, for example the basic Runner enemy can be Prototype, Military or Finx but those can also have variants, they can be a drone that charges you and hits you with a concussive blast knocking you down and shooting you with a shotgun or they can be armed with missile launchers and machine guns that tear you up. This section is marked spoiler because combat against robots is kind of the main focus of the game. There are only 6 enemies in game but they have special versions listed above as Prototype, Military and Finx. The Robots also unlock new abilities as you encounter the tougher ones, Finx Runners have rocket launchers and the prototype and military don't, the large but dumb Harvesters spew toxic gas at Finx class as well as the terrifying Tank enemy. and to top it all off you

This needs a lot more effort before it's worth buying.. I think they have never watched LOL or those kind of games and never played sports management games. Managing, Scheduling, Simulating nothing is proper or well made in thing game. Totally worthless to play, waste of time.. Very entertaining multiple-choice VN with a female lead leaning towards what I guess is the otome side? Regardless, it's a fun and wacky take taking on elements of Little Red Riding Hood but adding several other twists and plots (with four sub-plots of key characters that root to become the love interests of the MC, who at least it's nice it has a personality and shows up in face, shame never in a full body sprite but that's how it goes in many woks), with plenty of options and a gigantic amount of endings to hunt for. You're looking at around 6 to 10 hours or a bit more so definitely recommended for those who are too busy or just prefer less sprawling and maddeningly long stuff.

Presentation, music, backgrounds and general art are pretty good too, no complaints here, there are little animated details everywhere, a lot effort has been put here!

Performance wise, well, it's a visual novel so thankfully that will not be an issue. Just configure your favorite pad with Steam controller setup in case you prefer comfy couch option (which is usually my way to go with VNs) and you should be set.

But, yes, definitely recommended at full price and, when in doubt, well, pick it up during a sale!. The creator abandoned his small community, a cool looking game down the drain. I first discovered the original Cuban Missile Crisis as a Blitzkrieg fan back sometime around 2006 or 2007. It was only on Cyber Monday of 2015, nearly a decade later, that I discovered the Ice Crusade expansion pack. So I bought this and got back into the old groove. It was just like I remembered. I had to smile that even in the expansion pack, the enemy still has a predilection for trying to take back radar installations. I never understood why they did that, but they still do it in Ice Crusade.

If you are thinking of getting this but haven't played the original Cuban Missile Crisis: The Aftermath, play that before getting this.

Also, if you were wondering, the entire campaign isn't played on ice. The first chapter is desert, with those annoying windstorms that could kill your guys, but were also useful, because they could kill exposed enemy troops and then show their location, even if your troops hadn't seen them before.

This game lived up to exactly what it was supposed to be: an expansion pack for those who couldn't get enough Cuban Missile Crisis and a classic Blitzkrieg engine game.. Launched once after downloading. Since then, crashes everytime.

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