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## About This Content

The dual mode P32 AC-DM comes to Train Simulator for the NEC: New York-New Haven route in Metro-North livery.

The General Electric designed 'Genesis' series were built between 1992 and 2001 for Amtrak, Metro-North and Via Rail. Their unique design – built with a lower height than other North American locomotives – has made the series a common sight on the Northeast Corridor, known for its low-profile tunnels.

The P32 AC-DM can operate on power generated by diesel motor or from third rail pick-up. It is also unique in being equipped with General Electric's alternating current (AC) traction motors, rather than DC motors as used in other subtypes.

The P32 AC-DM 'Genesis' for Train Simulator is available in Metro-North livery and features in-cab signalling specifically for the NEC: New York-New Haven route. Also included are Metro-North Shoreliner III passenger cars and a Metro-North Shoreliner III Cabcar.

The locomotive is also Quick Drive compatible, giving you the freedom to drive the Metro-North P32 AC-DM on any Quick Drive enabled route for Train Simulator, such as those available through Steam. Also included are scenarios specifically for [NEC: New York-New Haven](#) route (available separately and required to play these scenarios).

## Scenarios

Four scenarios for the NEC: New York-New Haven route:

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- Simple Controls Tutorial
  - Expert Controls Tutorial
  - Stamford to the Grand
  - Danbury Express

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**

- P32 AC-DM 'Genesis' in Metro-North livery
- Metro-North Shoreliner III Cabcar
- Metro-North Shoreliner III passenger cars
- In-cab signalling
- Quick Drive compatible
- Scenarios for the NEC: New York-New Haven route
- Download size: 210mb

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Title: Train Simulator: Metro-North P32 AC-DM 'Genesis' Loco Add-On

Genre: Simulation

Developer:

Dovetail Games

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 10 Jul, 2014

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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

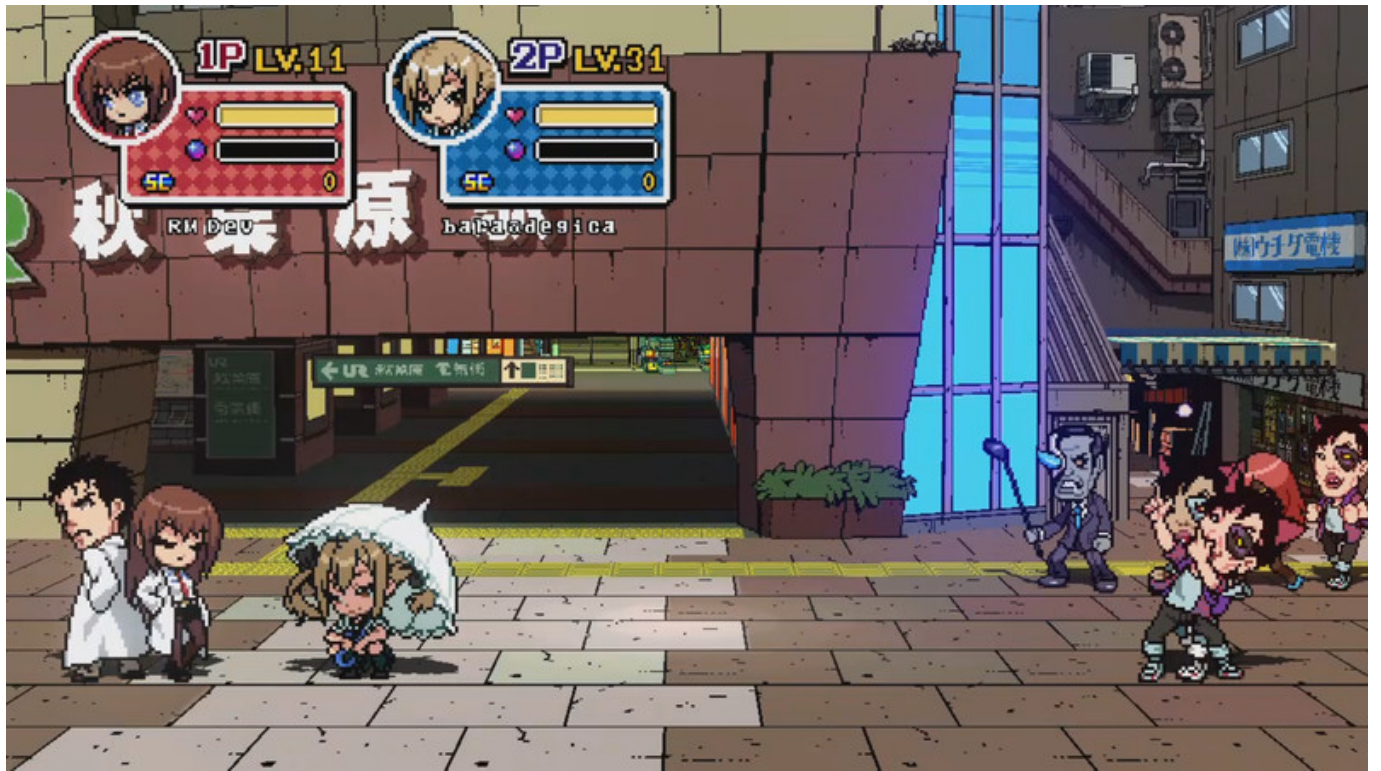
**Hard Drive:**6 GB HD space

**Sound:**Direct X 9.0c compatible

**Other Requirements:**Broadband Internet connection

**Additional:**Quicktime Player is required for playing the videos

English,German







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May become a good game, i like it and have a lot potential but right now its big mess.

The game simply dont save, it gets stuck at 40% sometimes 50% and never end the task. It does create a save file image but then you cant load it or delete it.

Very, very unbalanced, at least in normal mode, population consume more food and water than they can produce. Crazy nonsense math mechanic at the moment, for example takes 30 days for 4 people to produce 12 food, 8 days for 3 people produce 3 water. You cant even feed those who produce much less the others required for other buildings.

Days pass way too fast, people take 2-3 days to go from one side of the small village to the other to tend basic needs, half die along the way obviously, not that they will have food or water available anyway....

Day and night cycle makes no sence, unless the game is set in another planet, where it only gets dark once a month.

I do believe in this team but i cant recomend this game, not yet.. CAT POWURR!!1. this game is good but the thing is that the third level is hard and i cant beat the level

. I wanna marry a cyborg assassin chick now. Comon Tokyo get a move on \*pokes\*

oh yeah the game.. erm short but sweet :). **RadianGames is a FANTASTIC developer and Inferno 2 is a great successor to the wonderful Inferno. I cannot recommend it enough!**

*I liked the twin stick control+shooting interface of Inferno 2. It's similar to Inferno, with each level consisting of a maze to traverse while avoiding baddies trying to kill you before you kill them. As in the prequel, some walls are invisible and lead to more enemies and/or caches of upgrades and weapons or ammunition. Levels contain keys (they look like keys, so they're easy to know what they are, although they might be more difficult to find. Passing your craft over a key (or anything else) will collect it or activate it if it's a switch. Enemy bullets will damage your craft\u2014you\u2014or (hopefully only) your shield. Shockwaves from explosions will push you backward and possibly have other repercussions.*

*Hover over circles with an i in the center to display windows containing instructional information that will explain the game's mechanics as you progress through the levels. The instructions are available more frequently on the earlier levels of the game to help ease you into the mechanics of the gameplay gradually and whenever you encounter a new type of level or upgrade or new mechanic so\u2014as long as you read these tutorials and hints\u2014you'll never encounter anything you haven't either learned about via an info circle or been given a suggestion regarding a method to bypass. e.g. an info circle has just notified you for the first time in the game that walls can sometimes be fake and passed through. What do you think that might indicate about your immediate surroundings? ;-)*

*Your primary object in most levels is to reach the final circle (though not all levels are this way\u2014some are bonus levels reached via a "bonus exit" from the previous level where you grab whatever bonuses you can before running out of time or exiting, or survival levels where your only goal is surviving until the counter reaches 0, for example), tasks made more difficult by the various obstacles in the level, disappearing and reappearing "doors", disappearing walls which can release hordes of enemies after you collect a specific item or pass over a switch or another, flowing arrows which move in one direction and act like a breeze of some sort, hastening your (and enemies') movement when you're moving in the same direction or reducing/stopping movement if you try to move in the opposite direction. Levels usually contain multiple locked walls\doors (one reason purchasing extra keys at a Store can be very helpful!). If you have a key, touching the locked door will remove the door and can also make walls in other parts of the level (behind which enemies might have been spawning the whole time you've been navigating the level. The easy levels place a key, followed by a door, behind which you'll find another key and another door, etc., until you reach the end. Some aren't so straightforward and you might find yourself searching for fake walls and keys after having used all your keys before requiring one more to access the only exit. Usually sticking around to eliminate as many enemies as possible is beneficial for the bonuses and XP they give you, but exiting sooner might be more helpful depending on the status of your provisions.*

*Gaining XP and/or (?) points will have you levelling up from time to time, at which time you'll be given upgrade points. You can pause the game at any time to unlock and upgrade attributes (damage, shot speed, shields, multi-tiered bonus modes, etc., and choose between bonus modes you've unlocked. Bonus modes will run for a specific time after activation, doing things such as giving you extra damage or slowing time as long as the bonus bar is reducing. When it reaches empty, the bonus effect will end and the bonus bar will recharge (faster bonus recharge speed is one of the many upgrades you can obtain with your level-up points)*

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*A tutorial integrated nearly-seamlessly into the gameplay of a game is always good nowadays when games are delivered primarily digitally and people typically start games without reading a manual, even when a PDF manual exists as a direct link on the game's Steam Store page or when right-clicking the game in the Library view. (Often those reviews explain in detail everything the writers of the game's negative reviews complain about not knowing anything about... but I digress. I haven't even checked for a manual (YET) for Inferno 2.*

*I haven't made it there yet, but the New Game+ mode should provide me with even more fun after I complete the campaign mode of the game or do whatever is required to unlock it.*

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- I think Inferno 2 is the first game by Radian\RadianGames to have been released on Steam. I was very excited when I saw it because I didn't even know it was in development!*
- If you're unfamiliar with Inferno or any of the previously-developed games by this developer, I recommend them wholeheartedly. I purchased them all on D\*\*\*\*a and hope they will all someday be available here on Steam now that \*esur\* has departed the land of game sales viability (as of the time of this review, at least).*
- It's possible that bugs exist in this version of this game; the developer was developing for mobile platforms for a while inbetween the games on Desura and this one on Steam... sigh.. Does what it says on the tin.*

*Rifter is certainly interesting. This is a rather unique and really solid precision platformer with tight controls and satisfying gameplay. You'll swing and dash your way through enemies and levels while jamming to a solid set of tracks. It is tough, but in a way that is uber satisfying when you get that smooth run down. Combat is extremely satisfying and can be made as fancy or simple as you choose.*

*I would be remiss if I did not mention the characters. Tiny, your companion, and Zip, the challenge giver, are awesome. They really bring the smiles amidst some of your frustration. This is a speedrunning platformer, so story\characters may not be that important, but to me, those two really give a lot of personality to this title.*

*If the trailers look interesting to you, I'd recommend giving it a try for yourself. What videos cannot portray is the actual \*feeling\* of swinging through the levels and arena combat areas, and how good it feels to get a smooth pass on a level you've been having trouble with.*

*Highly recommend.. This is not a bad Match 3 game with the usual power-ups when you match 4 or 5 in a row. However it does get repetitive after a while with the same challenges over and over again. The game feels a bit unpolished. The piano music is nice but low quality. Finishing a challenge ahead of time or with moves remaining suggests you are increasing your high score but there is no way to see your high score and there aren't any leader boards. I like that you can choose different skins when you buy the skins pack DLC. I still recommend the game if you like Match 3 games and want to kill some time.. simple rogue like dungen crawler game where you roam from room to room defeating monsters. what seemed peculiar about the game - first, rooms looks: all rooms are square, so the game takes 60-70% of screen space, but it adds some visual symmetry. second - you can have pets in a game, in addition to upgrades every game seem to have, you can have lots of pets following you and helping you to defeat enemies. graphics is made really simple, but this is not a kind of game where we really need lots of complicated graphics - i recommend for those who like to play rogue-like games.. I expected this project to be continually worked on and completed and not just abandoned. An utter rip-off.*



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I very much liked both this game and the previous one, but I found it a bit difficult sometimes to know which actions corresponded with which 'hero strategy'. I also disliked the game changer actions that didn't have any kind of warning and only told you that you had basically severed all romantic ties with either of the two female love interests AFTER you made your voting choice. I assumed that the romantic aspect of it was just going to be strained a bit maybe, but instead it seemed to just end it.

...OH! duh, one more thing. It would be WONDERFUL to have some kind of temporary save option at the end of each chapter or at least at the end of each 'PART'(part1, part 2, part3) so that you DON'T have to restart if you accidentally touchscreen the wrong option or misread a name. (suspect im a bit dislexic since I got rex and victons names mixed up for about 5 pages at the end of the story....)

All in all, even though I've probably restarted my game at least 20 times and redone the first 8 chapters so many times that I could do it blindfolded in order to redo an important decision that I didn't realize was THAT important, I still recommend this game to anyone who has even a passing interest in DC, Marvel or Choose your own Adventures.. Do NOT lower the resolution heavily on this game. I did and I literally am unable to play it because the back button isn't visible. Unless you have a good PC don't buy.. Pigs flew and my tractor became sentient.

10/10. Charming pixel art adventure with light puzzle and hidden object mechanics. Very good sound effects and music, and an excellent sci fi story about survival, companionship, memories, regret, mistakes, and love. There's an AI character that's one of the better AI's out there in fiction if you ask me, and the protagonist is a goofy but capable settler/explorer that insists on wearing a scarf...over a spacesuit. Also perfect from a technical standpoint, not a single glitch, 100% controller support, and surprisingly lengthy. Having said that, gameplay might be a bit samey for some because it's very structured. Then again, the situation in the story calls for it. Solid 8/10. Very bad is the first thing I have to say.

The hidden objects are just random things, and sometimes the things are more times in the same place, so you have to try every last one of 'em to find the right one.

Some of the items are impossible to find, because of too much stuff, and so small and argh I can't even describe it!

The story had some potential, but that it's an unfinished job, is just very easy to spot, and it seemed they were just getting more and more lazy, as time goes on, way to short game, with so many bad things, that I will not proceed.

Just keep away from this mess.. I love it! <3

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