
Train Simulator: DR BR 86 Loco Add-On Download For Pc [full Version]



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About This Content

Experience the thrill of controlling classic German steam traction in the form of the DR BR 86, which is available now for Train Simulator.

The Standard, or Einheitsdampflokomotive Class 86 was built between 1928 and 1943 by many of the German locomotive manufacturers of that era, it was a 2-8-2 tank locomotive and 776 were built. The first 10 locomotives were built with counter pressure brakes to be operable on mountain routes.

The Class 86 was designed to be operated on goods trains across branch line routes throughout Germany and beyond with Deutsche Bundesbahn, ÖBB (Austrian Federal Railways) and PKP (Poland) all being buyers of this locomotive.

After 1942, the Class 86 started to be built as 'transitional war' variants to simplify the design, making construction and maintenance cheaper and easier during the Second World War, changes were made to the cab windows and the wheels to name a few.

The first member of the class was retired as early as 1945 by ÖBB who withdrew their entire fleet by 1972. During their operating life this class did haul incredible ore trains with the aid of the DBR Class 52s. Deutsche Bundesbahn retired all engines in 1974, the DR used the engines till 1976, with two of the engines being re-activated in 1982 until 1988. The last loco to be withdrawn was 86 0001, making it the longest serving of all the standard locomotives in a scheduled service by a national railway at an impressive 60 years old.

Twelve Class 86s have survived into preservation today with 9 stored in Germany, 2 in Austria and 1 in Poland. One loco has

been preserved, the DB BR 86 457 which unfortunately got extensively damaged in the fire at the Nuremberg Transport Museum.

The DR BR 86 for Train Simulator recreates the Class 86 steam locomotive as it operated for DB and DR as a mixed traffic locomotive in the common black and red livery from the 1930s used by Deutsche Bundesbahn. As a steam locomotive that operated into the 1970s and 1980s, it is fitted with modern safety systems such as PZB and also comes with UCS wagons in black and white with the DB logo and Shimms wagons in DB Schenker and Railion livery.

The DR BR 86 features Driver Assist which provides you with real-time feedback on the handling of the locomotive, and can teach you how to provide optimum control input in order to keep the engine at peak operating condition.

The locomotive is also Quick Drive compatible, giving you the freedom to drive the DR BR 86 on any Quick Drive enabled route for Train Simulator, such as those available on Steam. Also included are scenarios specifically for the [West Rhine: Köln-Koblenz](#) route (available as part of Train Simulator 2016: Steam Edition and required to play these scenarios).

Scenarios

Three scenarios for the Köln - Koblenz route:

- Going On An Adventure: Part 1
- Going On An Adventure: Part 2
- Steaming Through

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

- DR BR 86 In DB Black & Red Livery
- UCS wagons and DB Schenker & Railion Shimms wagons
- Driver Assist
- Quick Drive compatible
- Scenarios for the Köln - Koblenz route
- Download size: 97MB

Title: Train Simulator: DR BR 86 Loco Add-On

Genre: Simulation

Developer:

Dovetail Games

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 20 Oct, 2015

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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

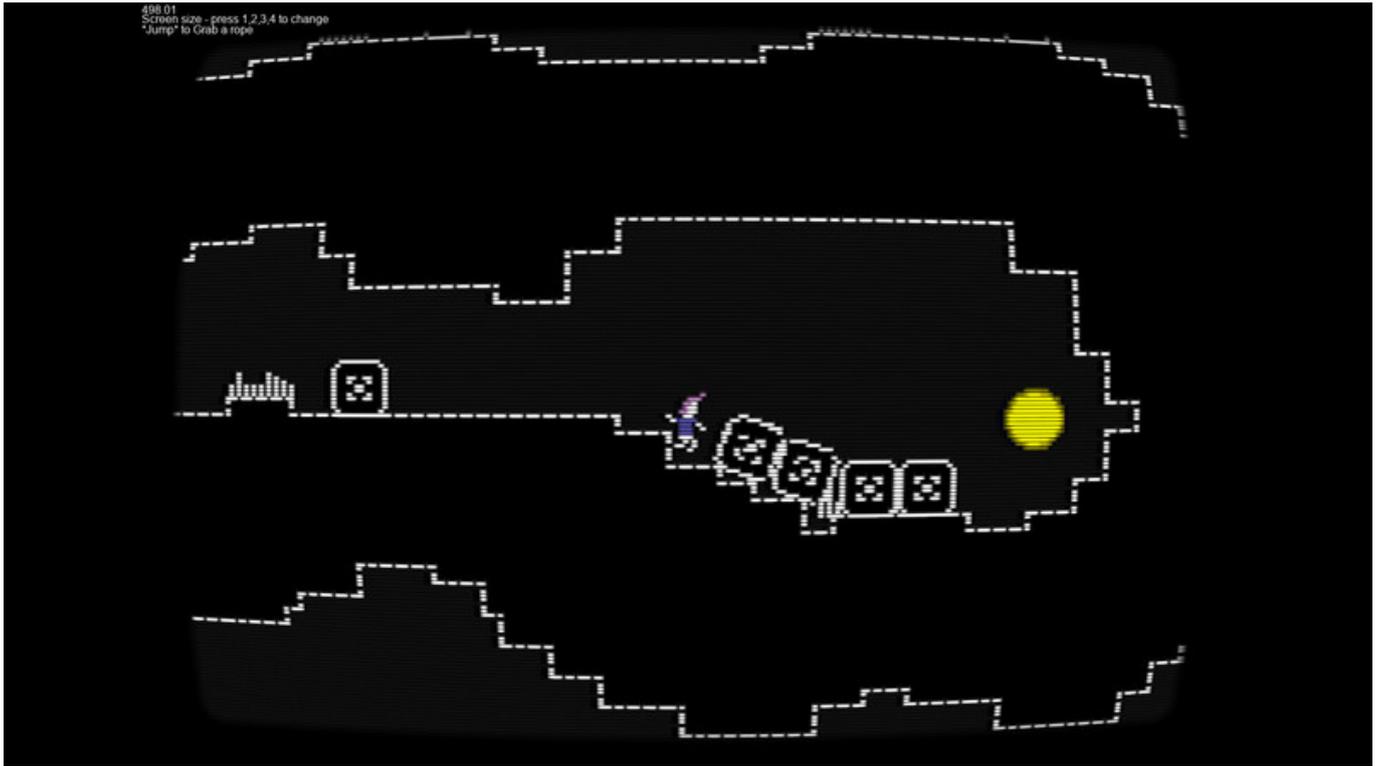
Sound:Direct X 9.0c compatible

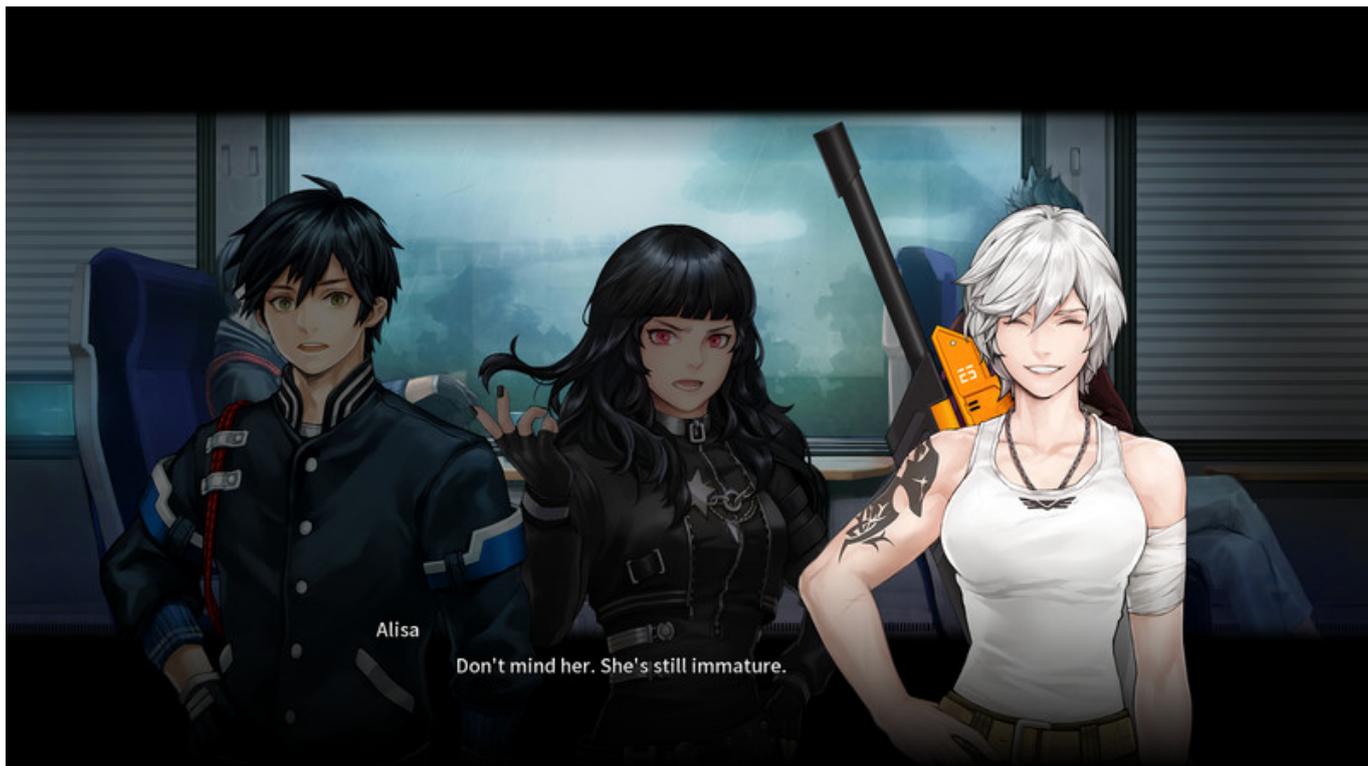
Other Requirements:Broadband Internet connection

Additional:Quicktime Player is required for playing the videos

English,French,German

888 01
Screen size - press 1,2,3,4 to change
Jump to Grab a rope





SILENT ESCAPE
INDUCTION



train simulator dr br 86 loco add-on

Spent a good amount of time just TRYING to get this to work properly. It does not. I sat at the menu screen for ages just trying to fix the resolution. Checking the other reviews, I see that I'm not the only person with this problem. In fact, it seems like at least half the people who tried this game found that it had been released in a broken state. Broken abandonware for \$15? No thanks.. I do not understand why people give bad ratings to this game, it is not bad game. I think it was a bargain for 60 cents..

\u2764 Audience \u2764

\u2611 Beginner

\u2610 Casual Gamer

\u2610 Normal Gamer

\u2610 Expert

\u263c Graphics \u263c

\u2610 Bad

\u2610 Alright

\u2611 Good

\u2610 Beautiful

\u2610 Fantastic

\u266c Music \u266c

\u2610 Bad

\u2610 Alright

\u2611 Good

\u2610 Beautiful

\u2610 Fantastic

\u2620 Difficulty \u2620

\u2611 Easy

\u2610 Average

\u2610 Easy to learn V Hard to master

\u2610 Hard

\u2610 Unfair

\u00a7 Bugs \u00a7

\u2610 Bugs destroy the game

\u2610 Lots of bugs

\u2610 Few Bugs

\u2610 You can use them for speedrun

\u2611 Nothing encountered

\u262f Story \u262f

\u2611 There is none

\u2610 Bad

\u2610 Alright

\u2610 Good

\u2610 Fantastic

\u2694 Gameplay \u2694

\u2610 Frustrating

\u2610 Sleepy

\u2610 Boring

\u2611 Fun

\u2610 Challenging

\u06de Game time V Length \u06de

\u2611 Really short (0 - 3 hours)
\u2610 Short (4 - 8 hours)
\u2610 Few hours (10 - 20 hours) [if you focus on the main story]
\u2610 Long (40-60 hours) [if you complete everything]
\u2610 Very Long (61-100 hours)
\u2610 Extremely Long (101+ hours)

\$ Price \u2264 Quality \$

\u2611 Full price
\u2611 Wait for Sale
\u2610 Don't buy
\u2610 Refund it if you can
\u2610 Free. I originally posted a review when the demo first came out detailing the excellent presentation but lacking enjoyable gameplay. The developers replied more recently and kindly asked if I could give the demo another go. So today I did.

The demo has changed from the first time I played it, again they've stepped up the polish, it's very charming. The problem still remains, the gameplay is dull. Sorry devs, you're clearly talented guys, the visuals, style and original steampunk weapons are lovely. I played the latest demo for 5 minutes and gameplay just isn't fun. The crawling clockwork rats just aren't interesting, and the weapons lack punch when connecting with the rats. Which is odd as smashing the boxes and barrels is convincing.

It clear a lot of work has gone into this title, I'd recommend anybody to try the demo before purchase, maybe this game just isn't for me.. Not Bad Game. This game is potentially the beginning of something special. Yes its on rails and yes ultimately its just a shooter, but the immersion and satisfaction of feeling like you are controlling a mech is incredible. For those that are saying its to expensive, well I feel sorry for you as I am not quite sure what you expect from game makers these days, maybe you should drop your expectations or better still, try creating a game yourself and see what its like have everybody criticise your hard work. Seeing as im in my late 30's and was around when gaming began and a huge mech fan to boot, this game has fulfilled my fantasies, not since Steel Battalion on the Xbox have I felt more in control of a mech.

Production value is epic in scale and you really feel for the main character and share his anger rage.
Graphically its very good and clearly more than a tech demo
For me the replay value is high
So much is going on when under attack that you loose focus on all the little discrepancies

I play with the Rift and Touch and I can see this type of game progressing in many ways if the right production budget was given to the development team. in future updates or a potential sequel i would like to see the following:

Show the rest of Gabe/Gabby's body sat in the chair
Provide more functionality of the cockpit
Provide actual control of the mech via the sticks and give the freedom needed
Improved detail of the battlefield, buildings, weather effects, enemies
Ability to pick up objects to use offensively and defensively
More noise from the legs/louder stomping when walking to improve the sensation
particle effects from walking when looking down ie; clouds of dust, waves and ripples in water, large splashes, cars/containers exploding when walked over
Defensive abilities; flares, chaffs, EMP pulse, communications jammer, use of buildings to provide cover
Up close 1 to 1 battle with enemy mechs!

SWORD!!! every mech has to have a sword!!!
ELBOW ROCKET!!! ok i can only dream about that one lol!!

Personally I would like to thank Skydance Studios for fulfilling one of my fantasies. As I said above the potential to what this game can lead on to is extremely exciting and exactly what the VR world needs.

Just get it!!!

this game makes me remember my childhood life (minesweeper in 2018). Awesome game!. If you like music & you like games & you like music games & you like out of body experiences then you will love Laserlife!. This game came in a bundle for me. Typically games I'm not interested in at all, like date (aka ♥♥♥♥) simulators, I shovel off to other people, but this one stood out to me due to the whole homicidal maniac thing, so I went ahead and kept it.

Played through it a couple times and I have to say, it's actually pretty entertaining. The characters are all pretty typical tropes, but that's okay. In this case, it works. You can play through the game trying to bed virtually every woman who shows up in the game, or you can go through it without any of the sex. I honestly found that playing it like a thriller was the most entertaining: a love interest with one of the characters but otherwise focused on solving the case.

Regardless of how you play it, I think it's pretty enjoyable. It's regularly \$5, but goes on sale (like it is at the time of this review) to \$1. I'd say it's worth it. It's a little different from your typical domestic affair date simulator.. Sorry boys, if it's finicky during the tutorial (wouldn't let me grab the first canister) I'm not gonna waste my time. I enjoyed the Stairs. Story was a bit confusing but once I put two and two together at the end it turned out to be a wonderful game. Had quite a few scares definitely worth it if you want to get a few jump scares. Story is actually very grabbing at the end once you get the whole idea.. Very repetative but really fun!. It is, what it is.. What an anticlimax. Was a very dull experience. Clearly trying to be sophisticated and stylish but the main character is not compelling enough. Also the dreadful ending. Why on earth did they use that 'stock' girls scream?? With all the care and effort in the production they spoilt it with that? At least make her sound like she is seriously suffering with gasp's for a quick death. Take a look at the original Alien film for inspiration on the sounds of death. In fact take a look at Alien period on how fear should be part of the essence of this tosh.. my games BUG on chapter 3, help me how to fix this.

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