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## Train Simulator: PRR GG1 Loco Add-On Torrent Download [Ativador]



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### About This Content

The GG1 electric locomotive is a true icon of North American railroading, and now you can drive this impressive loco in Train Simulator!

The fantastic, futuristic shape of the GG1 has been instantly recognizable to rail fans around the world since it first rolled out onto the Pennsylvania Railroad in 1935. The GG1 (so named because it ran on an articulated pair of 4-6-0 frames, or 'G' frames in PRR terminology) was built by General Electric to run on 11,000 volts AC supplied by overhead power lines. It had twin crew cabs positioned some distance from either end of the loco with small windows for forward vision, giving a driving compartment much like conventional steam locomotives. The GG1 was a truly impressive locomotive, measuring over 79 feet long and weighing in at 475,000 pounds (215 metric tons), and capable of 100mph on lines like the Northeast Corridor. 140 were built for the PRR, eventually passing into new ownership and continuing to work for Amtrak, Conrail and Penn Central with several remaining in preservation today.

PLEASE NOTE: The GG1 requires the [Northeast Corridor Expansion Pack](#) (available separately) in order to run and play these scenarios.

### Includes

- Gg1 Electric Locomotive In PRR Livery
- P70 Passenger Coaches

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## Scenarios

4 Scenarios

- Electric Revolution
- High Voltage
- Run This Town
- Last Night on Broadway
- Plus 4 free roams

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Title: Train Simulator: PRR GG1 Loco Add-On

Genre: Simulation

Developer:

Dovetail Games

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 9 Dec, 2011

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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









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Pros+

Monster Girls, lots of Monster Girls

Neptune/Purple Heart

Half Decent Gameplay and art by various artists on the cards.

Cons-

The whole Fia/Fear translation threw me for a loop. You could at least get them to match localization team.

Not nearly enough Horas.. Like watching one of those crappy low budget sci-fi channel movies.. tl;dr :

Lots of potential and care, executed with flaws in all areas that add up too high. Try it out only at a sale price.

Long version:

Source Outbreak is a 3rd person cover based shooter, with interesting visual designs and characters that attempts to tell a multi-perspective story, but has gameplay flaws that become too hard to ignore as the game goes on.

The team AI is passable, but can't be relied upon to do the job for you, enemy AI is very simple but has fair aim and reasonable aggression.

Said enemies however are bullet sponges, of which the game throws more and tougher ones at you, until you are overrun by armored mooks that do not care about your popgun weapons. This game's weapons are weak, feel weak and enemies are too tough even if the weapons were stronger. Headshots become mandatory, your best bet becomes the sniper rifle which can remove a helmet with one shot and score the kill with the next. Anything else becomes ineffective. At some point in the game you encounter melee-based aliens, that can oneshot you with an attack leap in a game that is not made for melee combat.

The controls are clunky in general, and if you can actually shoot out of cover is unpredictable. This leads to a ton of frustrating deaths where you are being shot in cover, can't shoot back and die as you try to get away from the magnetic cover.

The story starts interesting, then plummets down to one of these moments where one intelligent question would prevent an entire drama, only to end unfinished in a very sudden bossfight.

The freshest thing the game has to offer is an attack or shield power, with the shield being useful and the attack power becoming irrelevant due to bullet sponges. An XP system rewards action in certain categories with useful perks, which feels rewarding.

Can't say anything about the multiplayer, since there were no matches to be found. Botmatches however gave me the impression of very small matches with an unpredictable damage system.

All in all I really can't recommend this at full price, which is a shame because I believe this is not a cash grab. The devs put work and effort into their game, but in the end all the flaws start adding up too high and are too annoying to ignore.

I hope lessons are learned from this, because it's a damn shame if caring people are doomed by lack of experience.

More luck in the future.. It made me cry. I love the story and voice. Mori so cute <3. Finished this pretty quick tbh. Makes a great party game



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