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About This Content

The superbly detailed EWS Class 66 V2.0 is now available for Train Simulator.

When British Rail's freight operations were privatised in 1996, EWS brought most of BR's freight operations, including many locomotives that were unreliable or at the end of their useful life. EWS approached General Motors to seek replacements for the ageing fleet, which saw the Class 66 enter service in 1998. The model was a replacement for the Class 59, from which it used the same body shell but was updated with new internal fittings, control systems, 3,000hp engines and power units. More than 440 models were built, and seeing their success as part of the EWS fleet, many heavy freight companies ordered their own models, including Freightliner, Direct Rail Services and EWS.

The EWS Class 66 V2.0 for Train Simulator is a re-worked model of a previous version, with an updated and improved interior and re-modelled exterior. Available in EWS livery, the model features accurate brake control and centre-sprung brake lever, accurate engine and horn sounds, JGA aggregate hopper wagons and OTA timber wagons.

The model also comes as Quick Drive compatible, giving you the freedom to drive it on any Quick Drive enabled route for Train Simulator, such as those available through Steam. Also included are scenarios specifically for the [West Coast Main Line North](#) route (available separately and required to play these scenarios).

Scenarios

Three scenarios for the West Coast Main Line North route:

- Hoppers for Hunterston
- Leaving Law
- Timber Treatment

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

- Re-worked Class 66 in EWS livery
- Improved cab interior
- New exterior
- Accurate brake control and centre-sprung brake lever
- Accurate engine and horn sounds
- JGA aggregate hopper wagons
- OTA timber wagons
- Scenarios for the West Coast Main Line North route
- Quick Drive compatible
- Download size: 71mb

Title: Train Simulator: EWS Class 66 v2.0 Loco Add-On

Genre: Simulation

Developer:

Dovetail Games

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 28 Feb, 2013

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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

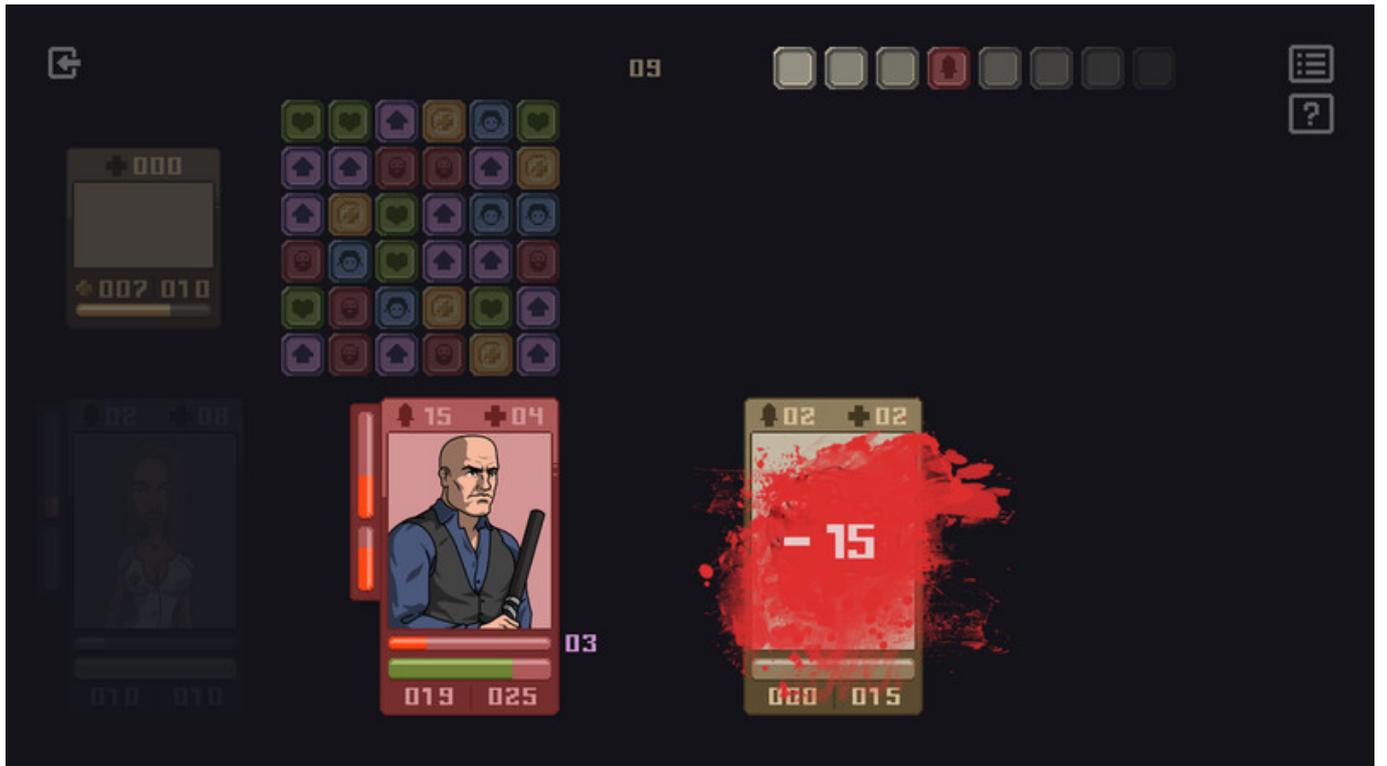
Sound:Direct X 9.0c compatible

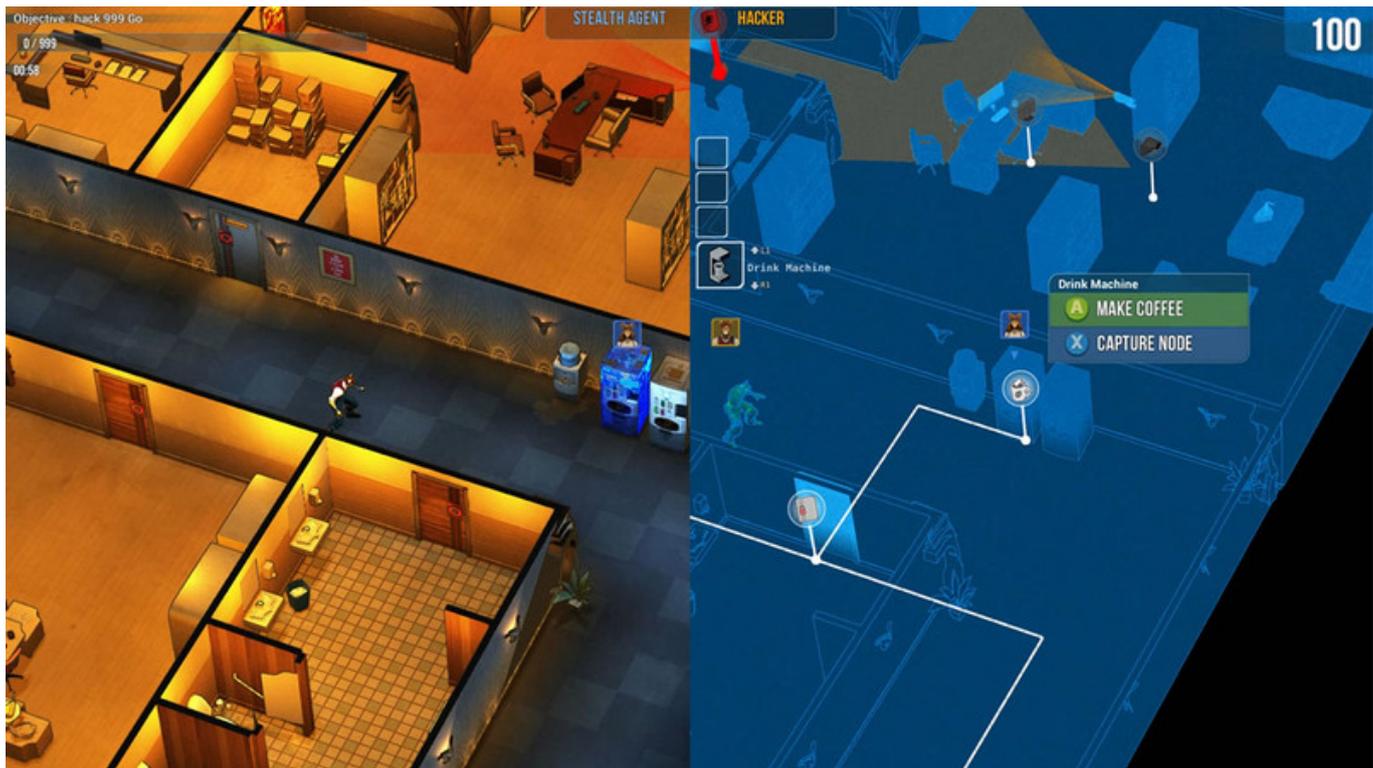
Other Requirements:Broadband Internet connection

Additional:Quicktime Player is required for playing the videos

English







This is a superb route, the drive through the rugged scenery is just so life-like.. Glad to have Sinkr on my laptop/tablet. It's smooth, peaceful, and serene. Works nice with the touch screen or mouse pad. I definitely recommend this game if you like puzzles and games like Unblock Me. The game helps you to relax. You just sit back and think about how to use the hooks to maneuver the discs into the circles. Nice, simple, chill game. The levels of course increase in difficulty and that keeps you playing.. This is a comment o Subways 4 -7th Ave. Line / I doubt anyone will read this but I feel I must make a quick comment. Although born and raised in Wash. D.c., all my family lived in New York or one of itw boroughs. I fell in love with the RED BIRF. The one i thengame is NOT it . There is no subway sound...no grinding hum when staarting or when decelerating. No hight-pithced wail whentearing down the tracks. No "electrical" pops when going over a short. Until these arfe corrected or addedI will savemyh money and continue to be disappointed.

Jerry Cohen. so much hentai

this game should be 18+. Being a visual novel junkie (and poor), I feel like I had to pick this up.

It is an overall good experience. Granted, the experience is very short by VN standards.

Who is Mike is still easily one of the better novels for its length and price.. Not really recommend to buy now because the only server that's available at this moment is China (only if you can play in China server)

Pros:

- Great graphic
- Interesting combat

Cons:

- Laggy
- Only China server available
- Difficult to find games in matchmaking session

Will i come back for this game?

Definitely yes because the whole concept of this game is quite interesting although it is similar to PUBG. Really love how they interpret the chinese martial art into this game. Hope for the best for the upcoming updates!

Beautiful Random Open World Game.. This game is like a little peice of history, and it's wonderful to see it on steam.

I'd recommend it for coop experience or if you're into some retro-gaming.

The most dated aspects of this game are the graphics and some of the controls can be a little bit frustrating, but otherwise this is fun diablo clone type game that (at the time) was breathing some fresh air into the other clones.. I like the setting of the stone age immensely so I expected I'd love this more than I would the same type of game but set in a different era, but, sadly, truth be told it's just an incredibly shallow game lacking anything close to progression. Shame, I was really, really looking forward to liking this but it's just so boring and easy. It needs a lot more variety and complexity because it's shallow simpleness make's it so that you can experience the entire game in like half an hour.. Ellerria and her allies find themselves in an alternate timeline where events took a grimmer turn. She will now have to go head to head against her other self in order to stop the impending threat.

- + Story
- + Character design
- + Battle mechanic
- + Puzzles

- Graphics

. This masterpiece is only \$2.99 and it literally simulates you chasing your dog who \u2665\u2665\u2665\u2665\u2665 everywhere. Demo Version or Part 1: Easy breezy adventure puzzle game. Pleasant to play.. With the English patch (check the discussion forum), this is currently the most easily understood Lunatic Dawn game in the store. The Legends Pack also has patches for each of its games, but this one is more complete from what I've seen so far.

Passage of the Book is an open-ended, party-based dungeon-crawling RPG. It begins by having you create a world according to a few simple parameters, and then you're thrown right into it with some basic equipment and money. You recruit other party members via inns and through talking to other adventurers, and over time improve all your characters by fulfilling requests and plundering dungeons. There is no overarching narrative; rather, you're left to do as you like and become as famous\infamous as you please.

Creating a character invovles selecting certain criteria from a small window and selecting someone from a list of generated results. Age and gender can affect one's stats in different ways - a mid-20's character will generally be stronger than a much older one, but an older one may have much more charisma, for example. There aren't strict classes as much as there are stats which determine what kinds of actions a character is best at performing - a warrior is going to prioritize strength over intelligence, a mage will do the opposite, so on and so forth. Again, very freeform and the details are largely up to the player. Party members are NOT created by the player - they are recruited once the game starts.

Passage of the Book is tough. Enemies can be very powerful and there's little indication as to what kinds of enemies will be in different dungeons, but with persistence and a full party you can usually make it out ok. Equipment is straightforward - bought at shops, can be improved X number of times, and different folks are better with different weapons. Inns allow you to talk to various individuals, including your own party members, as well as purchase supplies. Lamps are especially important for dungeons - you can get stuck in the dark without one! There are also item shops, temples, training areas (where you raise your own skills in exchange for money), and an information broker through whom you can search for info on specific people and places.

Battle is a turn-based affair similar to other Japanese console RPG's, in that you select an action then watch as everyone takes their turns. The difference, though, is you only have primary control over your own character - your party acts independently, but can be encouraged to focus on particular enemies or utilize certain strategies (this is largely similar to the other Lunatic Dawn games in the Legends Pack). After battle, loot is divided amongst your party and can be won through a competitive game. Once divided, loot belongs to each person, not to the player exclusively, and dividing loot is also what helps maintain cohesion within your party (members can become dissatisfied and leave).

Overall, it's a very open, freeform experience that I've never really encountered elsewhere. I'd almost call Passage of the Book more of a sim than a traditional dungeon crawler. Either way, it's a unique experience that fans of old-school dungeon crawling will appreciate, as the mechanics are solid and the sense of accomplishment grows very quickly. Definitely recommend giving

this one a go.. So you like everything Mortal Kombat, and you even love the original movie? OK, well you better just dump your expectations in the trash because this whole series is a bland, cheese-flavored snack and nothing more.

Do not expect your appetite to be sated.

Do not expect your favorite characters to do everything they're known for at one point or another.

Do not hope for Noob Sabot.

Do not even think you'll get fap worthy material from the girls.

Because none of it is here.. This game does not work for me and glitched me in the ground in the home screen. No one else seems to have the same porobmles as me.This game is unplayable.. buggy buggy buggy, :) the last acheivement is a lie 98% is all it has

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