Train Simulator: Norfolk Southern SD40-2 High Nose Loco Add-On Xforce

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About This Content

The SD40-2 High Nose is a classic US diesel locomotive for Train Simulator, and a great add-on for fans of the Norfolk Southern Railroad.

The SD40-2 first rolled on the rails in 1972 and its 3,000 horsepower engine and hauling ability soon made it a popular choice for railroads across the US. The High Nose is one of many variations based on the original design which were created to suit the requirements of different operators, such as Norfolk Southern. The Norfolk Southern Railroad is a major Class 1 railroad in the United States, with 21,500 route miles in 22 eastern states, the District of Columbia and the province of Ontario, Canada. The most common commodity hauled on the railroad is coal from mines across several states. The railroad also offers an extensive intermodal network in eastern North America.

The "high nosed" variant of the SD40-2 is so called due to the full-height hood in front of the cab area, whereas other SD40-2s usually have a low hood with windshields above.

Includes

- SD40-2 High Nose in Norfolk Southern livery

- 2 Bay Ballast Hopper

- Auto Parts Box Car

- Low Sided Gondola

Title: Train Simulator: Norfolk Southern SD40-2 High Nose Loco Add-On
Genre: Simulation
Developer:
Dovetail Games
Publisher:
Dovetail Games - Trains
Franchise:
Train Simulator
Release Date: 3 Aug, 2012

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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
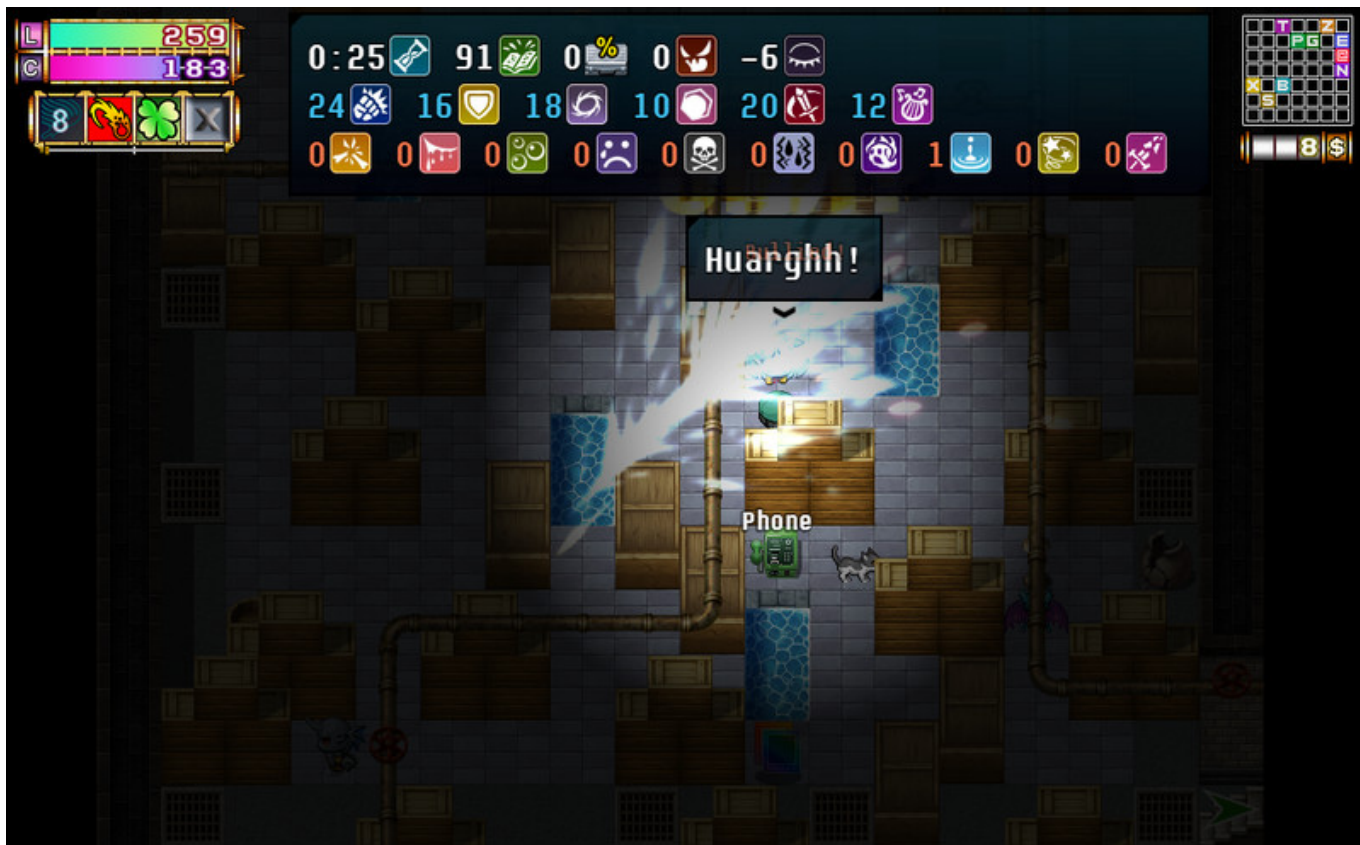
Hard Drive:6 GB HD space

Sound: Direct X 9.0c compatible

Other Requirements: Broadband Internet connection

Additional: Quicktime Player is required for playing the videos

English

The Harbinger's Head

by Kim Berkley

Show Stats   Restart   Menu

Captain McDowell blinks, clearly startled by your blunt inquiry. "How did you know about that?"

You explain that you've heard rumors about the incident.

"And why exactly," asks the captain, his eyes intent upon your face, "are you interested in this alleged incident?"

- ⦿ "I'm trying to help someone right a wrong that was done to them."
- ◯ "It's a matter of grave peril. I can't say more than that."
- ◯ "Please. My life depends on it."

Next

Having been a fan of squad-based strategy games for many years, I just had to try Fallen: A2P Protocol. This game has promise as a great title, even though it is difficult to visualize the final product in its current state as Early Access. Set in a post-apocalyptic United States, you take command of a rag-tag group of scavengers that stumble upon a mystery of the wasteland. Each member of your squad can equip a variety of ranged and hand-to-hand weaponry, from makeshift swords to rocket launchers. Medikits, grenades, and armor are also available.

The developers helped to sell the post-apocalyptic setting by reducing the availability and limiting your access to weapons, equipment, and ammunition, both through NPC shops and on the battlefield. Granted you can buy and equip your squad with any items from the game at Level 1, assuming the NPC shop has it in its inventory and/or access to early dead body loot. However, ammunition is scarce, and you may only have one shot with that shiny new rocket launcher you have.

In battle, the game tallies and records all actions. Meaning, whenever a good guy or bad guy, shoots, throws an item, or uses a medikit, the game will make sure that item is expended, even after the end of the battle. Those item tallies will affect the items that can be looted from dead bodies. Example: If an enemy sniper has six bullets, and takes three shots by the time your men kill the sniper, looting his body will only get you the three remaining bullets, and his rifle of course.

The battlefield is also affect by weather conditions. Acid rain, extreme heat, and sandstorms are just a few examples. Each weather condition can appear and disappear without warning and will affect the battlefield for a random period of turns. Each weather condition will affect the battlefield in a different way, forcing you to change strategies in the middle of a fight.

There are a few drawbacks to this title that I do feel I need to mention. There a significant lack of roamability, random questing, and the ability to be a murderous vigilante to this post-apocalyptic world. The developers have emphasized (to my general disappointment) that Fallen: A2P Protocol is intended to be quite linear, and there will not be much deviation from the main story missions. Random encounters may be added to this title in the future, but that seems unconfirmed.

Another issue I see with Fallen: A2P Protocol is the lack of character individuality. (I am hoping in the long-term this evaluation is no longer applicable..) Every character you control in the game is a complete copy of the next, in terms of character stats, allowable equipment, and skill tree. (This is Early Access, so I will ignore the copy/paste character models and animations.) There is no variety for being a bunch of random misfits running around the ruins of the United States.

In conclusion, Fallen: A2P Protocol is a "Flubber" of a title. There is just enough content to feel interesting and worth peeking at. But it is not developed enough to know where it is going. It is too amorphous and not a lot of shape just yet. I do believe this game can be a great play option, like I said at the beginning of this review. However, I would only recommend this game to anyone who will actively participate in the Early Access improvement plan.. I played for almost an hour, after the first 3 missions\/level things, I had to play in multiplayer to get better. Multiplayer could be fun, but it is just full of people who payed money to beat everyone else and it is just boring too because you have to also pay money to do most of the things in the game. The creators of this game could improve by removing most Pay to Win options. I would recommend you keep away from this game.. Best game in the world, one of them.. I love this game soundtrack and a lot of concept art.
. Like many early access games, there will be certain problems that will drive someone away from paying for this game, let alone full price. However I believe WayForward will handle this better than most if not all Early Access titles on steam: https:\/\/www.youtube.com\/watch?v=A4mjkNHq21I. Let's say the game have potential. That's it.

- Orrible UI.
- Servers not adeguated to the number of players.
- Not even an explanation on what key press for play.
- Graphic / Animations are orrible. Didnt then even try?
- Gameplay seems to much "cheaty" and not responsive (even with only a little lag at 3 A.M)

At this state of development i would not raccomend this game to anyone.

-> 2/10 "An idea with a game -not- built around". This game is an absolutely fun side scroller. To those that have played any of Astroport's mech side scrollers then this will be a much welcomed upgrade on their previous titles.

Word of advice for all those coming in fresh, if you truly want to experience the storyline/evolution of the game go in this order: Supercharged Robot Vulkaiser, Armed Seven, Wolflame, Gigantic Army, Satazius then this. I know some people say games like this have weak stories but if you play all the games together you get to see the rich timeline and growth of the universe these games take place in. This game essentially bridges them all together in a nice little package.

Some features new to this game include:
-Multi-part levels and checkpoint systems
-Unlimited continues
-Saving functions
-Better mouse targeting system
-Multiple weapons and upgradable strength

Altogether Steel Strider is an amazing game. Upgrading the various sprites from previous games and making the gameplay more exciting. The battles are more interesting and fast paced as well as featuring enemies from the previous games.. It's okay if you like early 2000's racing games. XD

I got this game super cheap but I found it just wasn't for me. I get the sense this is a sole developer, not a team or anything like that. Hats off, he's done more than I could. What I thought this game would be, based on the description, would be a fairly simple space combat simulator... Take Freelancer, strip out the mining, trading, and exploration, replace all that with loot and upgrades, so then you get something like Diablo in space right? Action combat with some RPG elements? Unfortunately it just doesn't work. It plays more like a tech demo or proof of concept than an actual game.

At least it was cheap?. This is a fairly standard hidden object game and provides everything you would expect from this type of game. There is one significant problem, the story has all the worst, stigma reinforcing mental health clich\u00e9s. So overall I'd recommend checking out other hidden object games first, but if you can overlook the negative stereotypes then this is decent enough.. Let me start out by saying this game is mostly for Doers. If you like to play Minecraft and consider yourself pretty handy when it comes to building stuff (especially houses) then this is your game. In other words: Having a creative mind helps. The sky is practically the limit with this game in terms of building and doing whatever you want. Though, it can be a bit overwhelming at first with all the projects coming at you.
Villagers have quests for you and the more you do for them the closer friends you become etc...
You get mailboxes from the Mayor that are for future residents that you place down and lists what you need to make the house. (This will take awhile, I personally chose to go on creative mode for buildings.)
There are festivals, fish, bugs, seeds, food and work stations that have you craft certain items.
That's about all I have for now, i'm on a new world because it has been awhile since I've played and there were a lot of updates--Which is a major Pro to this game, seeing as how the developers are very committed to updating the game.

-P.S. Mods make life easier and more entertaining if you so choose to browse the Workshop.
. For some reason, I'm So Lonesome I Could Cry" shows up as "King of the Road". If you want King of the Road, they do have it under Roger Miller.. Not a good game, extemeley boring and the text to speech is horrible for voice acting. I wonder if it gets more fun as the game continues but I couldn't sit throguh the beginning, too boring.

If this does recive more content, fun levels and better voices I will definitley buy again.. Alea Jacta Est is an absolutely wonderful game. Focusing on any Roman time period of signficant importance from the times of the dictator "Sulla" to Julius Caesars glorious rise to power, and even the war of control by his heir Octavian. I won't lie, like many AGEODS titles this game requires patience to learn, but the tooltips soon become your friends and you are playing without a doubt the most detailed game focusing on the period. Nothing is left out, even Senators of the time can often be spotted commanding entire legions. I try a Sulla Campaign here, I hope it gives you an idea of what to expect. Ave and good luck!

https://www.youtube.com/watch?v=DEkGUxdVoB4. The game is very pick-up and play, making it easy to just jump in and have some fun, while still retaining a high skill ceiling. Competing for high scores with friends or any users worldwide offers a lot of replayability. The visuals are very atmospheric despite their polygonal look, with some very relaxing music in the background. Having a lot of different customization options for the ball adds a fun little touch. Overall a very fun game for those looking for a new experience like Super Monkey Ball.

You can watch me play through the first 20 minutes of the game in this video:
http://steamcommunity.com/sharedfiles/filedetails/?id=598588900