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Train Simulator: Chessie System U30C Loco Add-On Free Download [Patch]



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### **About This Content**

General Electric established itself as an independent builder of mainline diesel locomotives in 1959 with its 2,500-horsepower U25B, and throughout the 1960s and into the 1970s, GE produced an ever-expanding – and more powerful – line of “Universal”-series diesels, which came to be widely nicknamed as “U-boats.”

From the debut of the U25B until GE introduced its “Dash 7” series in the late 1970s, approximately 3,500 U-Boats of various

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designations were constructed, and the best seller of GE's U-boat line was the 3,000-horsepower, six-axle (C-C) U30C. First delivered in 1967 and produced through 1976, 600 U30Cs were constructed by GE for 22 original buyers.

Almost universally, the husky U30C was put to work hauling heavy tonnage and, often as not, coal. In 1967-68, the Chesapeake & Ohio purchased 13 U30Cs which saw use throughout the railroad's system. With the introduction of the "Chessie System" livery in 1972, the C&O U30Cs took on that distinctive and colorful livery until the locomotives were retired in the mid-1980s.

Virtual Rail Creations (VRC) now brings the Chessie U30C to Train Simulator in a highly authentic model with advanced controls and a variety of interactive cab and operating features. The U30C offers standard and advanced cold start-up features and is provided in clean and weathered Chessie System livery editions. The locomotive is representative of the U30C "Phase I" carbody style which was virtually identical to its immediate predecessor, the U28C.

The Chessie U30C pack also includes a 100-ton coal hopper in Chessie System and generic liveries and four career scenario for the Norfolk Southern Coal District route (available separately and required to play the scenarios). The U30C is Quick Drive compatible, giving you the freedom to use the locomotive on any Quick Drive enabled route for Train Simulator.

## Scenarios

The Chessie System U30C Loco Add-On includes four challenging scenarios for the [Norfolk Southern Coal District](#) route (available separately).

- U30C King Coal: Move em' in
- U30C King Coal: Load em' up
- U30C King Coal: Shoot em'
- U30C King Coal: Local Switching

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 gameplay. With scenarios being added daily, why don't you check it out now!

[Click here for Steam Workshop scenarios.](#)

## Key Features

- The distinctive and classic Chessie System (C&O) U30C Locomotive
- Advanced operating features, including engine start-up and much more
- Clean and weathered Chessie livery variations
- 100-ton coal hopper in Chessie and generic liveries
- Quick Drive compatible
- Career scenarios for the Norfolk Southern Coal District route (available separately)
- Download size: 184.1mb

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Title: Train Simulator: Chessie System U30C Loco Add-On

Genre: Simulation

Developer:

Virtual Rail Creations

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 3 Nov, 2016

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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

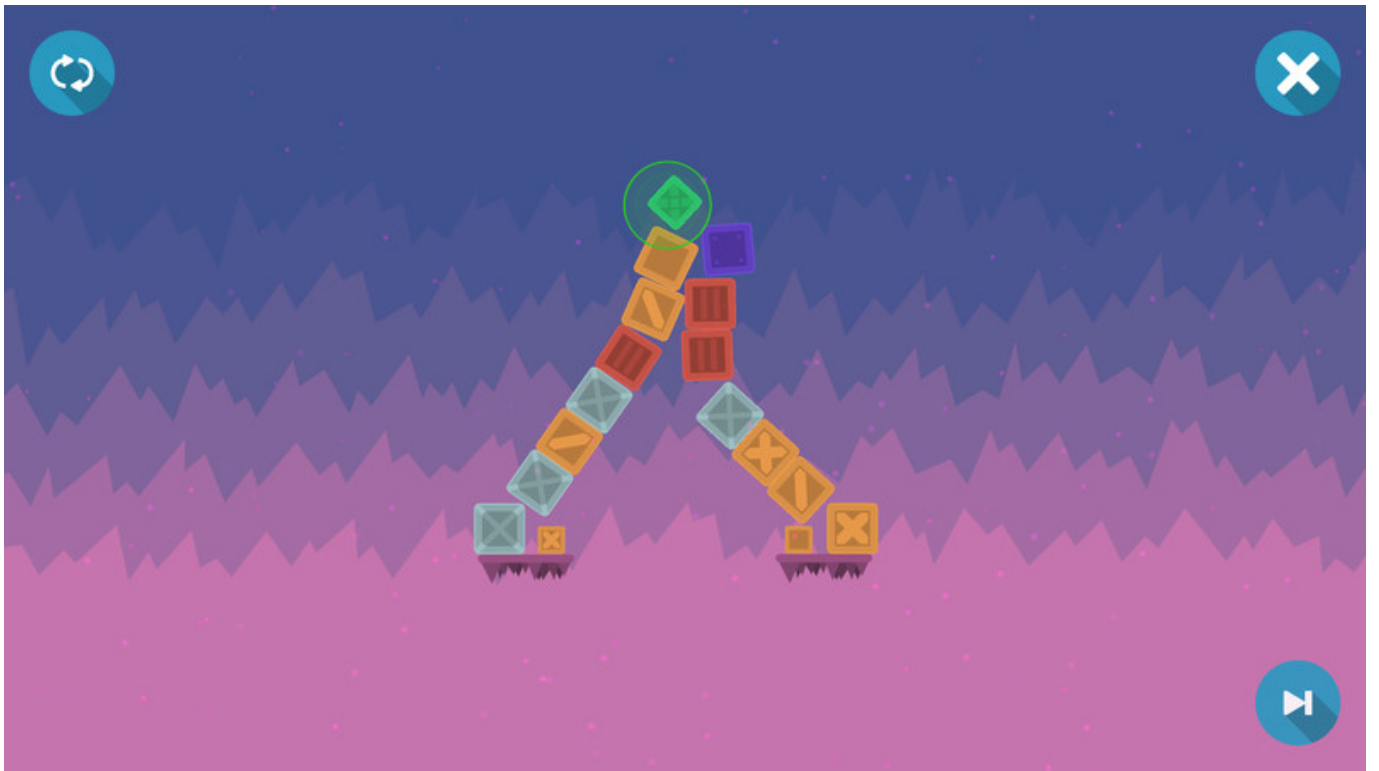
**Hard Drive:**6 GB HD space

**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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Duck hunt on crack. Its short, but intense and fun. This game always puts a huge smile on my face when I load it up :D. I bought this one because of a Steam coupon I got. And for that price it turned out quite a good game.

A bit of bomberman clone, a bit of stealth (hide in the shadows) game, a bit of puzzle. Maybe it becomes a bit repetitive early, but still \u2013 for this price and that simple rules and graphics, it is quite an enjoyable game.

There is one thing, though, which makes me not to recommend this game: the 'Recommend this game' buttons in the game. \u201eRecommendation by convenience\u201d only spoils ratings and should not be accepted or even allowed.. Based on what I've played so far, I can honestly say that this game is NOTHING like Diablo. It IS a clunky old hack and slash with a VERY HEAVY dose of "logic" puzzles. Diablo was neither clunky nor Old (for it's time) and had very little to do with puzzles. This has TONS of little zones many of which are empty and whose only purpose seems to be to confuse you about where you are. (The "map" feature solves that.) Some things are EASY to figure out (like crossing the stream) others (like opening the gate with barrels) are a PIA. If you LIKE puzzles, get it. If you don't... don't waste your money because you WILL have to solve some tough ones to move on. There are NO "work-arounds.". (Thankfully it is VERY cheap, so it is only a minor rip-off if you don't.). Good ol' classics. One of the first games I've ever played on PC.

Scramble all fighters!. Great game  
Great story  
Great RPG

5p worth it. Great game - excellent adult story and graphics, good music and sound effect, very good voices, but the game struggles as classic point and click adventure because it was made with gamepad in mind and it really hurts the controls. You can get used to it after some time, but it it a bit clumsy, so I recommend controller if you own it. Otherwise highly recommended game from me.. This is an excellent game; although, not for me as I found out. It is supposed to be relaxing, but it somehow manages to make me furious. This is probably due to the clunky controls. I played this game on Android - and it was much better there.

However, many people (who are probably not perfectionists in gaming) will find this very relaxing on any platform.. Game is really fun, transition between 3rd person and first person is really well done. There is still some glitches left and right but still a very good game. lovely little game if you want to play something.

maybe you could add an arrow that points at your ball at the start of the level....  
I ehh... couldnt find my ball xD

also maybe more color balls or balls with cool skins like with stripes or with blocks (or a fox xD)  
keep up the good work OP

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Heroes of The West plays surprisingly well for the most part even though some of the maps are unbalanced and look quite ugly. But don't expect too much from a Mod. There are a lot of additions contentwise and if you're tired of the RO2/RS vanilla maps this mod is a welcome addition to the game and it plays a huge role for the longevity of RO2/RS.

Btw, don't get confused by the time-counters on the reviews. It just counts if you use the launcher of this mod even though you can access all the content from the mod by simply launching the normal game so it doesn't get counted for the most part.  
. Hello Friends! I never wanted this dlc as the only thing it does adds more cheats to your game. I am personally against cheating in games like this, but some people like to do it. The only reason i have this is because it came with the Season pass i bought for this game.

Recommended only if your into that kinda thing, but personally, i don't like cheating in games.... I know this is one of those game that awards 0000\u2019s of Achievements for little work but if you\u2019re going to add some game play fix the issues. I don\u2019t rate these \u201cgames\u201d as you get what you pay for but this one struck a nerve.

**You will have to be near as damn it pixel perfect to stay alive, which would be fine if;  
Deadly objects didn't have a larger invisible kill box than the item,  
You didn\u2019t get stuck on the corner of ledges,  
You didn\u2019t get stuck on the corner of movable objects,  
Landing on any movable object with horizontal momentum moves both of you together as if the object in now on soap,  
By the time Level 11 fades in you are dead,  
All of the above have been seen by the developer as it shows them all in the only walkthrough guide on the Community Hub, Authored by the Developer! Great play testing.**

**Their \u2019ve had my rant, \u2019ve got my achievements, in 28min if you were wondering (including time it was minimised as the boss walked back n forth), get it for achievements, ON SALE and try not to get frustrated, cos no one cares, you just paid for 1215 Achievements that have now lost all meaning as you did F all worthwhile to obtain them.. This game is worth it. A pretty unique mechanic to use a rudimentary programming interface to control the most efficient path to mow a lawn. The game is challenging enough to get you through the various levels, and quite easy to pick up thanks to the interactive tutorial.**

**The object is path efficiency and getting the highest score, which is displayed through leaderboards. You use a bunch of buttons to program your mower to go a certain direction, or to turn the motor on or off. The lawn mower with an electrical lead provides a welcome added difficulty where you have to think about when to turn on the motor.**

**I also think the author is hoping for user generated content with the level editor, and a having friend groups competing against each other to beat authors of user generated levels. Since the number of levels are a bit lacking, I would very much welcome more content made by players.**

**If you can see past the programmer graphics, you'll find Mow Problem a very rewarding game.**

#### **Pro's**

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- \* Game mechanics are pretty solid, after a few minutes you get what to do (protip: use the tape measure).**
- \* Nice soundtrack.**
- \* Gradual difficulty.**
- \* Tutorial blends in with the other levels.**
- \* Overall fun and relaxing to play.**

#### **Con's**

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- \* Text "Biggest rival" pops up way too much.**
- \* The colouring scheme makes things a bit confusing at first.**
- \* No "Menu" button or hint text in game for people who haven't discovered the [Esc] button yet (it's in the top left corner of your keyboard).**



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Final score

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8.0 V 10 Gameplay

6.0 V 10 Visuals

7.5 V 10 Sound

7.5 V 10 Fun factor

7.3 V 10 Overall. You'll think that this game is OK for a 2005 release until you realize that the following games also came out the same year:

F.E.A.R.

Battlefield 2

Call of Duty 2

Splinter Cell: Chaos Theory

Star Wars: Republic Commandos

Resident Evil 4

Quake 4

SWAT 4

Serious Sam 2

Snowblind

Area 51

Perfect Dark Zero

Condemned: Criminal Origins

Doom 3: Resurrection of Evil

All of which better than Bet On Soldier!

To be fair Bet On Soldier is NOT a bad game and if you could live forever it would be worth playing but you have to die one day and all the games that I listed are more worth your limited time than Bet On Soldier.. I payed \$5

I beat it in 49 minutes don't buy it.. *The Legacy: Forgotten Gates is a casual Hidden Object Game, a nice one.*

*The story is good and the atmosphere\ambiance where it takes place is great.*

*The graphics are really nice too.*

*For those who played the Lost Lands serie (same developer), the universe of The Legacy: Forgotten Gates is quite similar. The universe is an excellent mixture of ancient civilizations and advanced technology, with a touch of magic.. all this taking place in some kind of other world or planet.*

*I liked the music and the whole soundtrack, but the female characters voices (especially the young one\teenage girl, I found to be irritating and unrealistic).*

*The music is eclectic and really feats the story.*

*Although I usually don't like cutscenes, I have to admit that the videos in The Legacy: Forgotten Gates are beautiful. Some of them are truly awesome, even spectacular.*

*The overall art style of the game is pleasant.*

*As far as the gameplay is concerned it's very decent and I appreciated both my playthroughs.*

*Good game pace.*

*A map allows you to quickly travel from one location to another*

*Puzzles\mini-games rank from easy to average.*

*I liked the H.O. Scenes. They are the dynamic kind, also known as H.O. Puzzles, where you are to interact objects between them in order to trigger other mecanisms. I find them more interesting than H.O.S. by list.*

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*Achievements are not hard to get.*

*I really don't understand why so few people are reviewing or recommending this game. It's a shame because it has everything a game requires to please H.O. Games fans : a fantastic story, a great adventure, several characters, strange funny or scary critters..*

*It just lacks visibility, I guess. But considering the price it's worth giving it a try.*

*The Legacy: Forgotten Gates is well worth discovering !. If you like challenges, then this is definitely the game for you. Take sometimes to get used to the controller but once you mastered it, the game is really fun. It won't take you a lot of time to finish each stage and you can save your progress easily. Highly recommend for busy players, who want to play a game during breaks. Definitely love those bosses in this game.*

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