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## About This Content

The Class 156 DMU, also known as a Super Sprinter, was built from 1987 to 1989 by Metro-Cammell as part of the effort to replace the ageing fleet of first-generation DMUs dating back to the 1950s. The Class 156s were all built as two-car sets, each set comprising a pair of driving motor units. Powered by 6-cylinder diesel engines, Super Sprinters are rated to run at 75mph and are used mainly for suburban and short-haul branch line duties. All units have now passed from British Rail ownership into private hands, and are currently in operation with a number of train operators including Scotrail, Northern Rail, East Midlands Trains, and National Express East Anglia.

\*\*Please note that the Class 156 cannot be controlled using the in-game HUD driver interface or Xbox controller.

## Updated Features

- Projecting exterior headlights for low light visibility
- Cab night lighting (activated using Shift + L)
- QuickDrive Compatible

## Key Features:

- Advance Warning System (AWS) self-test routine.

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- Fully functional destination blind (operates during game-play).
  - Westinghouse notched brake system.
  - Animated cab accessories such as windows, sun blinds and arm rest.
  - Fully functional wheel slip protection (WSP) with realistic speedo fluctuations.
  - High quality audio with stereo cab sound effects.
  - Semi-functional “compressor speed up” feature.
  - Realistic cab night lighting effects.
  - Driver to guard buzzer.
  - Drivers Reminder Application (DRA).
  - 6 liveries:Regional Railways, Express, CT, ONE, Northern and Scotrail.

### **Scenarios:**

Scenarios for the Great Western Main Line route, East Coast Main Line (Newcastle to York) route and Test Trak route:

- Northern in the South
- Norwich Knowledge
- Where should they go?
- Sprinting the ECML
- Midnight-moon
- Shunt move

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Title: Train Simulator: Class 156 Loco Add-On

Genre: Simulation

Developer:

Oovee® Game Studios

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 5 Apr, 2016

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English







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Buggy piece of software with a very unintuitive user-interface with some super old documentation to boot.

One of the guides was three years old now with one of the comments from three months ago asking if a bug with the skins feature was being fixed. The dev said to look forward to Spriter Pro 2 and to not expect for a fix in this version (though it said it should be free if you own Spriter Pro). The skins were really the only reason I got this in the first place, yet it's an unfinished experimental feature. I haven't seen any info on Spriter 2 either.

Making prefabs of skinned sprites or in fact making prefabs in general seems to not exist in this at all as well. Performing simple actions like joining bones, copying bones, copying sprites, copying keyframes, selecting keyframes, managing sprite hierarchy, etc. are also very cumbersome to do. Working with the animation timeline especially is very tedious.

I really think it doesn't do anything well. I wish I had known to just get Spine instead.. This game is pretty broken. The movement feels weird, the hitboxes seem inaccurate, the graphics are meh, sometimes when you try to jump it doesn't recognize it and you will just fall. This makes the game pretty difficult and really frustrating.

But the worst thing of all is: you will get addicted. **YOU CAN'T STOP PLAYING ANYMORE.** you need to get to the next checkpoint and even your girlfriend in underwear won't stop you from reaching your goal.

This is why i will give this a positive rating without a doubt. I recommended this game!. I love this software is really easy to learn...

Is a good choice to start making sprite animations and is really smooth and powerful!

9/10 recommended :D. This game only costs 1\$??? This is freaking awesome! Best inversion ever!!!. very spooey. Delta Force, the game which revolutionised the FPS shooters and started the entire military shooter genre.

Delta Force is an old military simulator from 1998, developed by Novalogic, a company which was developing simulators for US Military. The game has clearly aged quite well graphically, but the AI is quite good and the capabilities of the engine are stunning even for modern standards. The engine supported huge, infinite maps thanks to voxels. They may look a bit blocky for modern gamers, but it still looks good.

The gameplay is simple and quite well done. You get inserted by "Black Widow" (the Black Hawk pilot who accompanies the Bravo squad through the entire campaign) and you have several objectives to complete before you get extracted by Black Widow. The objectives are usually simple such as "Destroy the SAMs on OBJ Knight" or "Attack OBJ Whiskey" etc. There is a simple satellite map you can use for navigation and it is configurable in settings menu. The game has a checkpoint system with checkpoints usually being recommended routes. However you can ignore checkpoints completely and focus on objectives.

The weapons do not have any recoil, but many weapons have usable sights and multiple firemodes. The game has a ballistics simulation, meaning bullet drop is present.

For example the standard M4 with M203 has a 4x magnification sight and 3 firemodes (burst fire, semi auto and grenade launcher).

The game has a loadout system, meaning you can choose your primary weapon, secondary weapon and equipment before you start the mission.

Multiplayer is still active and has COOP mode, CTF and Team Deathmatch modes.

Simply a classical shooter.

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Ehh. It's an interesting concept, but not terribly well executed. There's only the one ship, and as far as I can tell only the one strategy of missile spamming for dealing with fighter swarms. The 6 missions are done in under an hour. Voice Acting is annoying (just random phrases from a small pool). Biggest problem in the end game is that you have black cross hairs against a dark background.. Great game and nicely done. Enjoy playing but after awhile I start getting the motion sickness as others had mentioned. Otherwise I enjoy playing up to that point and after a break can come back... if you don't get motion sick, you'll love this game.. This game is pretty good. The platforming is tight and the mechanics are nice and varied. The art style is something else so love it or hate it. It is a good platformer so if that is your thing, you should pick up this game.. After 5 hours of gameplay my progress is just gone for what exact reason?

I had genuine fun and really wanted try to get most of the achievements for this, but now I am not so sure anymore. ∴. I dont recommend only cause of the price vs content.  
Take it when it's on sale.

The game resonate with joy for what it offers;  
It is your arcade reflex type of game with scoring. I like the polishing, I like the simple art that looks good even if simple.  
I like the randomness of the obstacles.

However, there is only one gamemod. The one that never save your progress, you start always on level 1 making the game offer not lot of play time and lot of repeat. Its really hard, I think the level 1 could be level 3 and level 1 should be easier, this will let the players have some more play times and sense of progression.

For the price, there should be a way to start at the beginning of the levels you reached which will be like a noob mode with no competitive scoring. Or more gamemods or more content or a lower price.

Normally I dont say what the game should have in a review, however I need to acknowledge that when the price vs content apply.

My goal is to reach level 4 :D



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