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About This Content

Please Note: In order to get full value from all of the scenarios featured in this pack, you will need to own Train Simulator's Feather River Canyon Route Add-On, Sherman Hill Route Add-On and Western Pacific GP20 Loco Add-On.

Bringing 8+ hours of new railroading challenges to Train Simulator's Feather River Canyon route, this new scenario pack features 10 realistic career scenarios.
Feather River Canyon Scenario Pack 1's career scenarios bring to life the Western Pacific and early Union Pacific eras on Train Simulator's popular Feather River Canyon route. Closely based upon actual railroad operations, the scenarios represent a diversity of tasks – from priority mainline freights to local work to switching operations – across the full breadth of the magnificent Feather River Canyon route.

The scenario pack provides a variety of authentic operating challenges to you as an engineer, whether it be lugging the WPX ("Western Pacific Expeditor") up the rugged west slope of Feather River Canyon with a quartet of Western Pacific U30Bs,

hauling tonnage with veteran WP EMD F7s, local switching at Oroville with a lone WP GP20, totting lumber on the "Inside Gateway" line, hauling grain west with Union Pacific SD40-2s, or even putting a leased UP SW10 Hammerhead diesel switcher to work on the Quincy Railroad short line.

Each of the pack's scenarios require the Feather River Canyon route (available separately) and select scenarios also require Train Simulator's Union Pacific Sherman Hill route or the Western Pacific hi-nose Electro-Motive GP20 Loco Add-On (each available separately).

Feather River Canyon Scenario Pack 1 will provide 8+ hours of additional and realistic railroading challenges and enjoyment for users of Train Simulator!

Included scenarios:

- Western Pacific WPX, Part 1

- Western Pacific WPX, Part 2

- Western Pacific WPX, Part 3

- Western Pacific Symbol MDX

- Western Pacific Second OME

- Western Pacific Local KGT

- Oroville Morning Call

- Inside Gateway Train 137

- Union Pacific Symbol TGW

- Quincy Hammerhead

Title: TS Marketplace: Feather River Canyon Scenario Pack 01
Genre: Simulation
Developer:
High Iron Simulations
Publisher:
Dovetail Games - Trains
Franchise:
Train Simulator
Release Date: 7 Jul, 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

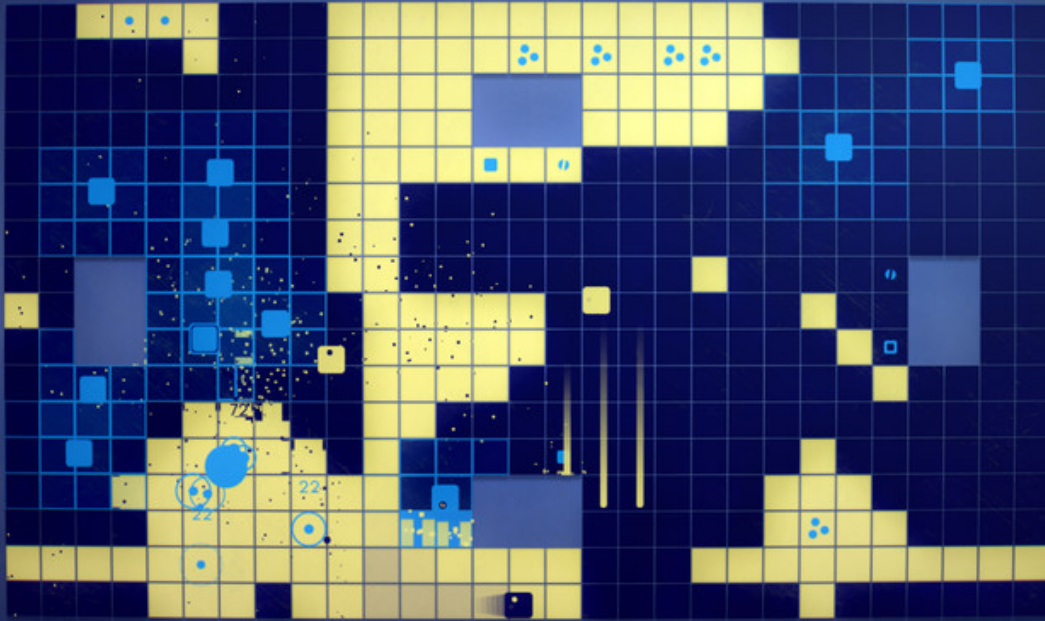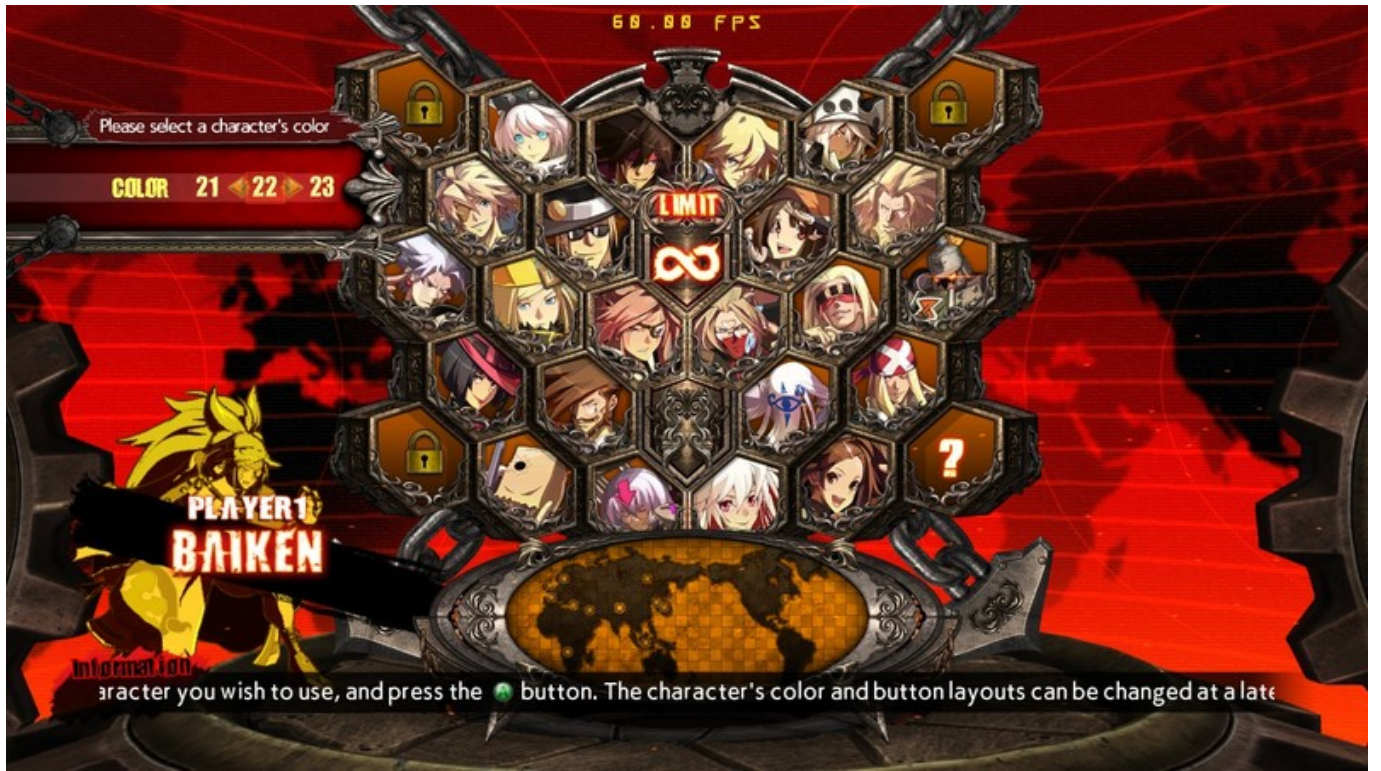**Additional:**Quicktime Player is required for playing the videos

English

For what it is..... decently entertaining.. I LOVE THIS LOCO!!!!!!!!!!!!!!!!!!!. Not worth the full $15 price, but a great game to pick up when it goes on sale.

Don't set a goal to sit down and beat this game. It isn't that type of experience. This game is great for picking up and playing whenever you have an hour or two to kill.. I am a Kickstarter backer, and I am liking what I see so far. I don't normally play a lot of alpha or beta games other than just dipping my toes in the water to check it out from time to time. The development looks good and there were no major bugs or anything of poor quality. They look to have delivered on their goals and promises to far, and I'm definitely liking the direction of the game. I would like to see some defensive options, the ability to put troops in various "lines" instead of all in one line.. This game is AWESOME, solid 5\/7 would buy extra copy for my dog to play

. I think if you are reading reviews for this game you will know that its an early acess game, and as all games in this state this one is not finished and needs polish.

So what can you expect from the current early access version.

The Good
- interesting unit variety
- simple economic model
- Decent faction variety
- moving factories!
- Simple but cute graphics
- Simple but serviceable Ai compared to games like starcraft 2

The bad
- unfinished ui
- unbalanced unit stats
- numbers battle for the most part
- lack of some commands or default key combinations used in regular RTS`s
- (Personal complaint) game is too dark, but it gives some personality

Should you buy this game?
- Well i got the game to support it`s development cause i think it has a lot of potencial, and should you feel the same way go ahead and buy it.
- If your looking for a more finished product to fill your RTS needs, either wait for the game`s release or go buy an already released game.

Cheers and happy gaming.. This is one of those games that you wish for then it happens and it fulfills all your wishes.
I loved the archery game in the Lab but wanted more simple but harder with the ability to upgrade and move around.
This game gives me all that and a great work out.
Seriously if you like to shoot bows and arrows this is the game for you.. The control scheme is madness.

w,a,s,d - forward, back, and strafe
arrow keys - forward, back, and strafe
number keys - hotkeys (skills include basic attack)
click mouse 1 - interact with objects (no attack) (unchangable)
hold mouse 1 - pivot camera with mouse (does not turn character) (unchangable)
hold mouse 2 - rotate character with mouse (unchangable)
I - hides HUD

No idea how to open an inventory page or manipulate the hotkey abilities.

Movement is clunky as heck. I just want my character to be able to turn without me having to hold down the right mouse button for how many hours long this game is.

I'd make some joke about a game called "Spellbind" barely having enough changable keybinds, but I just can't care anymore..
So many people are saying this game is crap.
I tried it nonetheless and i have to say if you get past lvl 5 it has very interesting mechanics which afford a lot thinking and planning.
Currently stuck on Stage 17.
Does somebody know how many stages this game has?

After all i had much fun and frustration with this game

Overall 7\/10. 0.38$ game, 5min long, good music, very fun

Puzzle□□. Played for ten minutes; my shoulders hurt for two days straight. Would recommend.. Lol there isnt any word to describe this trainwreck. It is a knock off childs version of world of tanks. This game is a fun simulation of the decline of the USSR that balances the complexity of geopolitics and the fun of shaping the world to make an enjoyable, yet imperfect experience. The gameplay revolves around managing the spending of the USSR, maintaining international diplomatic relations, and gently stepping through domestic policy. This means you'll have to lose a few times before you start to get the hang of the game. The main flaws of the game, however, are the poor job done to explain what everything does (you won't figure out what funding something does until someone gets mad at you for cutting their pay) and the English translation, which is somewhat sloppy at times. At $4.99 it's worth the buy but on sale it's especially worth picking up.. Only AI, theres no PvP. This game is amazing! but it needs more single player levels and maybe an survival mode with all weapons!. Not enough in this game to warrent a $30 price tag. There is barely any depth to the gameplay that is here. Bowshot is decent but less satisfying than The Lab. Visuals are polished but simple to a point where not much amazement can come from a series of cubes. If you are interested, wait for it to go on sale, paying $30 will leave you dissapointed.. I was about to post a review about how I couldn't get the achievment for "lv 0" no matter how hard I tried, but I quitted the game and it immediately downloaded an update (intcluding some more achievments), and now everything works fine and I got the achievment at first try. Thanks for a great free game!

EDIT: I still can't jump while standing next to some things though.. There is not really enough here to form any kind of recommendation, positive or negative. Anyone buying should be well aware of what it is, and that what they are actually doing is supporting the developer in the (probably vain, given the months of no updates) hope for continued development.

Start with the positives: this general type of thing is something I'm always glad to see (and surprised at the lack of) in VR. Abstract 'adventure game' experiences piling on interactive vignettes with more regard to conveying tone and mood than any actual narrative. Some particular little bits were cool, and I'd like to see more of them - I'd like to see more in general.

Negatives: lack of clarity in what is happening. I understand 100% that is 'the point', but eg. unlabelled generic buttons with unclear effects, random props of no apparent purpose in otherwise relatively spartan scenes. There were multiple later scenes which I 'solved' by some total mystery, with the seemingly-intuitive interactions not actually working.

There is not really enough here to form any kind of recommendation, positive or negative, and so I will default to 'positive' . Anyone buying should be well aware of what it is, and that what they are actually doing is supporting the developer.

Constructive criticism for the developer: disable locomotion altogether if adequate space is detected, to prevent the player messing up the alignment, and give some constant subtle indication of the play area bounds in the virtual space. Drop the weird proprietary chaperone (unless there was some point to it I missed).