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## About This Content

The latest route for Train Simulator captures the rugged beauty of South Africa. This route will take you on a 3'6" Cape gauge line through twenty six stations or halts on the way. Experience a range of terrain, from lush green plantations, winding rivers, traversing gorges, numerous tunnels, mountain sides, deep valleys and open plains. Travel through the rolling green hills of Pietermaritzburg at a height of 672 m and end approximately 191 km further north at Ladysmith, 1037m above sea level.

The route starts at Masons Mill's huge railway yard and depot just outside Pietermaritzburg in the KwaZulu Natal province of South Africa. From there it winds with double, electrified track to the first major station on the route, Pietermaritzburg. Travelling north from Pietermaritzburg, it forms two complete balloons (loops) at Boughton station, in order to negotiate the narrow valley at the foot of the first mountain range, then climbing to the first tunnels at Cedara, two single bores each 6km long.

After Cedara, the line continues to progress through more tunnels, river crossings and a few major stations, surrounded by plantations, factories and the occasional traditional village next to the line.

Between Merrivale and Tweedie is the huge wall of the Midmar dam, a spectacle to tourists, which can be seen from the line.

The product features Class 6E1 Series 4 3Kv DC electric locomotives, designed and built for the South African Railways (SAR) by Union Carriage and Wagon (UCW) in Nigel, Transvaal. One hundred locomotives were delivered in 1973 and 1974, numbered E1446 to E1545. The South African Class 6E1 was produced in eleven series over a period of nearly sixteen years, with 960 units produced altogether, all built by UCW. This makes the 6E1 the most numerous single locomotive class ever to have seen service in South Africa and serves as proof of a highly successful design.

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The locomotive is presented in four livery variations, Blue, Red, Red with yellow stripes and Orange.

In addition, a selection of wagons is included along with a passenger car.

## **Career Scenarios**

- My Shift
- In to the Past
- Evening Run
- Pickup at Dawn
- Double Take
- School Rugby Dilemma
- Long Haul Up
- Delivery Masons Mill
- Jack of all Trades
- Uphill

Run long, heavy freight trains over difficult and rugged terrain for the long haul or passenger services along the line. There is something here for everyone.

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!

## **Key Features**

- 191km Route from Pietermaritzburg to Ladysmith
- 26 Stations and Halts
- Large freight rail yards and loco depots
- Class 6E1 locomotive in four livery variations
- Wagons and a Passenger Coach
- Career Scenarios
- Free Roam Scenarios
- Quick Drive Compatible

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Title: Train Simulator: KwaZulu-Natal Corridor: Pietermaritzburg-Ladysmith Add-On

Genre: Simulation

Developer:

Johansteam

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 10 Jul, 2014

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English









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shut up and take my money. Loved this hidden gem on the 360. And I love it here. Definitely worth the price of admission if you're a sucker for Robotron-inspired games like I am.

The arcade mode is just that. You take on wave after wave of enemies until you die. Check the video, and you get the idea.

In the "campaign" mode (there is 0 story), you get to upgrade your robot with credits you pick up from killing enemies. This is fun, but goes by very quickly. If you die, you get to keep the credits you earned for the run making it just a matter of time before you'll be fully maxed out. I would have preferred only keeping the credits that you earned upon completing the level, but I also realize that it probably would have been a huge pain to try and balance properly.

Also, the alternating firing in campaign mode makes for some interesting strategic positioning being required during gameplay.

The most important thing to point out here: This is through-and-through an actual twin-stick shooter. That is, you most definitely want to use a game controller for the "twin sticks". Using a mouse for this particular game just isn't quite right. It would be like playing Quake with a game pad, Street Fighter with keyboard, or driving with your feet.. A well made Touhou style shmup/bullet hell game.. Shipwreck is a retro style top down adventure game that is quite obviously influenced by games in the Legend of Zelda series. It's a fun experience. Basically, your ship gets wrecked on this island, so you need another to leave. You adventure to get one, but the only way to do so is to use the one ship on the island once the mayor allows it. So you end up having to help the mayor solve the island's problem. A ghost showed up recently, locked itself away in the island's lighthouse, and has been causing storms which disrupt the people's way of life. You must stop this evil ghost. To open the lighthouse, you need to obtain four seals, each in their own dungeon protected by monsters. Typical adventure stuff. Go to the dungeons, get new items, use the items to complete the dungeons and fight the bosses. Get the seals. Do the final dungeon, beat the final boss, and win the game. Also, you more than likely will be able to get all the achievements just by playing normally, which is good if you care about getting achievements I suppose. The music is alright. The retro style is nice if you're into that. And you get to run around hitting things with a sword. What can I say? It's fun. However, I feel this game has some rough downsides. While it's clearly inspired by Zelda games, it seems to lack a lot of what makes Zelda games so entertaining.

There's not much story in Shipwreck, instead just surviving on a main plot. That's fine by me, but some people will see this as a point of disconnect. My point of disconnect was more so from the fact that there's a distinct lack of characterization. The main character has no personality or lines, but that's because it's YOU. The part that bugs me is that none of the people in the game have any real personality. Everyone is rather bland and most of the townspeople will say nothing of consequence to your journey or the world building. It makes them feel very forgettable and doesn't motivate you to help them. All the villain does is cause storms, so there's not a lot there to make you really hate them or understand them as a villain, which is sad for the main villain of the game. So your only real motivation to beat this villain is to leave the island and beat the game. Kind of a weak motivator.

Another strange thing is the overworld. Zelda games have overworlds, but... they have things in them for you to do. In Shipwreck, there are a decent number of screens on the overworld to explore, but there's no point in exploring those extra screens. There are no enemies to fight in the overworld. No secrets to find. I believe there are one or two houses to enter. One has an item you'll need, the other might just have some treasure. But there's a desert, a swamp, a forest, even a graveyard in the overworld that are all empty. There are dungeons in four of the areas, a town in the center, and the final lighthouse to the North. That's it. The areas leading to the dungeons are just small mazes. I can understand this being cool for one, possibly two areas. But all four? It feels a little bit like padding. Why not put some enemies in here? Throw in some puzzles or terrain I need my new item from the previous dungeon to overcome. Something more than just a change of scenery would've been greatly appreciated and give the overworld more purpose.

The dungeons aren't too bad. I just can't help but feel like the dungeon bosses could've been cooler. Maybe that's just me. The puzzles in dungeons were also a bit lacking. There could've been more or just trickier ones that required more thought. Still, I will admit the dungeons were probably the best part of the game. I think having more items would've opened up a lot more possibilities here. You can equip any two items at a time, but there are three empty item slots. I can't imagine why. Perhaps I've missed something, but it just feels like there was supposed to be more items than what we ended up with. Plus, none of the items were that creative. Sword and shield are basic. So is a bow. Having two slots for healing items, one for each specific one, is a bit silly since this is the only way to heal on the go. I like that you keep all the health you pick up because of this, but switching to the healing item every time can get tedious. And the pickaxe is probably the saddest item because, while it's cool

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for the dungeon you get it for, it serves no purpose outside of that. Why wasn't breaking rocks to get to new areas or breaking walls in other places part of the gameplay? Why was the pickaxe a one and done dungeon item? It just seems like such a missed opportunity. Also, while I liked the retro look, I wasn't too fond of some of the art and color choices, but that's not a big deal.

Overall, Shipwreck is a cool little game. It just could've been so much more. There's lots of good ideas here, but they need to be explored. The adventuring in this game isn't much, even though the gameplay that IS there is solid. It is also fairly short, as I beat it in one sitting. It's only three bucks at full price. I'd say that, if you're a Zelda fan, or want to get into Zelda games without the stress of learning all the references or paying full game prices... this is a good start. But if you're a Zelda fan... don't come into this expecting Link's Awakening 2. It takes the basics of Zelda games and cuts to the chase, sacrificing most of the charm. If it was more expensive I wouldn't recommend it, but it's not bad for the price. If you're looking to test out Zelda basics, or if you're already a big Zelda fan, you'll probably appreciate this game. Otherwise it might just be too bland for your taste. Make a sequel expanding on these ideas and I'm sure I'd give it much more praise. I'm easily suckered into Zelda type games so make those improvements and you have a sale right here already.

<https://youtu.be/VeP7Q41HetLg>. its simple. its fun. it triggers nostalgia. and it doesnt hurt your wallet.. I mean the game is fun for what it is... but at full asking price comparing this to WO3... its a major letdown. When I finished 4s story all I wanted to do was play 3 again. The grind at the end to get the "unique" weapons are just reskins with a couple more atk pwr added on. Everything about this game from the 3rd is watered down. This is just a cash in not a project made from love. There are games out there for 1/3 this price even with WO4 currently on sale you will have more fun with. EVERY character in WO3 had 2-5 costumes? By the time I finished 4 I had... what 6?.....6 total across 100+ playable characters.... and its no real variation its base uniform with mask...base uniform no mask... thats the customization you get with WO4..... Bonds... are a joke. you raise it with one person and your entire army is BFFS with that character.

[IMO wait for it to be 20bucks. Unless they do something with it.](#)



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Nice little DLC, which includes a companion with a story arc, new race and new class. In my opinion, the price is ok for this sort of content.. <https://www.youtube.com/watch?v=NeTR0vmn-Uw>

[The Throne is Empty, The King is Dead, You have no plans for the Weekend and you're Bored out of your mind. So what can you do? Take the Throne & become the new King of the Middle Ages, but there's 5 other Nobles who the same goal in mind too. Build your County's Resources so that your people will be Happy & Healthy while managing them carefully so you can build an Army to Strike down your Rival Nobles & claim the Crown!](#)

<https://www.youtube.com/watch?v=nepBTni16oE>

[Tagline: "Long Live the King!"](#)

[Released: 1994](#)

[Developed & Published: Impressions Games/Sierra Entertainment](#)

[1-6 Player Strategy. Hello potential buyer.](#)

[I want you to know that most of the old reviews got this bundle at 50% the price, which made the bundle EXTREAMLY high value.](#)

[The normal price of the items in the bundle is ~55\\$ without even including the mount. Which means that 31\\$ even if it is expensive it is still a good value for money.](#)

[However I probably wouldn't/could't spend that much money for that bundle in the current price tag.](#)

[So if you wondering if it's worth it, YES IT IS, if you enjoy the game and have the money to spare, its a great deal.](#)

[If money is kind of an issue for you maybe wait for a potencial sale or other bundle as it doesn't offer anything exclusive with the exception of the DOG,](#)

[or if you are after exclusive items, Ultimate Fan Pack is a much better deal.](#)

[. Good tutorial through the mission phase but dies on the freeplay side. Small maps, slow population growth, villagers get old and die faster than birthrate. No visitors to village.. what can I say? the game has a very good and scary atmosphere, and this is what made me to decide to give thumb up.](#)

[voice acing is poor and the gameplay is not so funny \(i endd myself sometimes bored\) but visuals and the overall atmosphere is very very very well conceived.](#)

[so thumb up, consider buying only if you find this game under 5\\$20ac. Not bad for 49 cents, but the game is super simple in its design with plenty of typos and weird problems. It was worth two quarters, but a dollar would be steep. Some of the questions were fun to answer.](#)

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