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About This Content

Directly connecting England and Wales, running underneath the longest river in the United Kingdom, the South Wales Main Line is one of the most important cross border routes in the country, as featured in the beautiful new South Wales Coastal route for Train Simulator.

The South Wales Main Line branches off from the Great Western Main Line to allow a direct connection between London and the South of Wales. The line was opened in two stages - the first exclusively in Wales, running from Swansea to Chepstow in 1850; the second section was in England, branching off from Royal Wootton Bassett towards Patchway in 1903.

Crossing the River Severn was always an engineering challenge, with trains initially heading north from Swindon to traverse into Wales, joining the South Wales Main Line at Chepstow. Construction of the four-mile Severn Tunnel began in 1873, and by 1886 it became the fastest route between the two countries, making the 'Great Way Round' only a backup way of crossing the Severn, for example when the tunnel was closed.

With the Welsh coal mines running at their peak, the line became an important trunk for freight traffic, which is still the case today. Connection to various docks on both sides of the Severn meant there were always heavy coal trains running to Portishead Docks from around the south of Wales. The SWML is also credited with a major role in the expansion of Fishguard Docks, the Great Western Railway's main connection to the USA.

Today, the line is operated by Arriva Trains Wales and also sees First Great Western services originating from London Paddington into Cardiff, and beyond. Freight remains a key part of the route, be it imported coal or steel works movements. The line is also one of the last major inter-city routes in Great Britain to remain un-electrified, although there are plans to

electrify the line by 2018 to allow the new Hitachi Super Express Electro-Diesel and Electric Multiple Units (Class 800 and 801) to replace ageing HST units on London to Cardiff services.

The South Wales Coastal – Bristol to Cardiff route for Train Simulator recreates the 39 mile section of main line from Bristol Temple Meads and Bristol Parkway to Cardiff Central, via the Severn Tunnel. Also included are a number of locomotives and freight wagons to replicate services on the line as seen today, including the Arriva Trains Wales Class 175 ‘Coradia’ DMU, Freightliner Class 70 and Great Western Railways Class 43 HST.

Scenarios

Eight scenarios for the route:

- Cardiff to Holyhead
- Holyhead to Cardiff
- Cardiff to Cheltenham Spa
- Cheltenham Spa to Maesteg
- Wentloog to Southampton
- Taunton to Cardiff
- Portbury to Rugeley PS
- London to Swansea

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!

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

Key Features

- 39 mile South Wales Coastal main line between Bristol Temple Meads and Bristol Parkway to Cardiff Central, via the Severn Tunnel
- Arriva Trains Wales Class 175 ‘Coradia’
- Great Western Railways Class 43
- Freightliner Class 70
- Freightliner HHA Bogie Coal Hopper
- Freightliner FEA/B Container Flats
- Freightliner KTA Pocket Wagon
- Scenarios for the route
- Quick Drive compatible

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- Download size: 2,284mb

Title: Train Simulator: South Wales Coastal Route Add-On

Genre: Simulation

Developer:

Dovetail Games

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 7 Apr, 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,French,Italian,German,Polish,Russian







train simulator south wales coastal bristol - swansea route add-on. train simulator south wales coastal route add-on

<http://forum.nordicgames.at/showthread.php?180811-Frontlines-Fuel-of-War-servers-online> some 1 make onlin work :). Thank you for supporting 3D monitors and 3D TV's! Outside of the Nintendo 3DS and VR, it is very rare for videogames to support stereoscopic 3D nowadays.. I really enjoyed this game. Great rendered graphics, really good puzzles and a good length of game. My only criticism is that there are quite a few little bugs that still need ironing out and some appeared to stop me advancing until I searched through the community hub for help.

I didn't like that I had to remember to save my game by finding one of the tape recorders scattered about - I can't see any reason why there couldn't have been an auto-save before exiting the game just in case you forget.

I particularly enjoyed being told off by the voice that follows you around as there was quite a bit of humour in that - although the strange whining sound that started up whenever I left my computer with the game still running was a bit much.

Overall, a great effort and much appreciation to the devs for a very enjoyable few days while I negotiated my way to the end. Unfortunately, the code for the follow-up website thingy (not sure what it is because I never got there) didn't work no matter what I tried (even using all caps and adding a zero rather than the letter O didn't help) - so I missed out on that little extra.. Small adventure, recommended for a relaxing couple of hours. Like a small tale, is light and fresh.

Love the idea of making sound effect with human voices and the minimalist design, and aslo a gorgeous OST. Will not connect to any matches. My people generally spend their time gyrating, being stuck, and ♥♥♥♥ing off in the corners of the map instead of doing ANYTHING useful. I assume the devs didn't put much effort into AI and it shows.

HEAR THAT DEVS YOUR LACK OF EFFORT IS APPARENT! GOOD JOB!

I like the concept of the game, I really do. I loved banished and I know I would love this game if it didn't feel like every game is a gamble. When you start a new game you never know what resources will be available and even if you do have a good assortment there is almost no guarantee that your ♥♥♥♥nut populace will give a♥♥♥♥♥♥♥♥♥♥ They just gather things to gather regardless of what they need. I had people starve to death while collecting wood even though chickens and wheat were harvestable. WTF!

I've had to restart my game countless times because my ♥♥♥♥ing moronic people don't do anything unless I force them to with that blue aura♥♥♥♥♥♥♥♥♥♥(which doesn't work well) and even then if you're guiding more than one person at a time and one of them grabs something they ALL go back, half of them empty handed.

I'll be back to play in a couple more months when a few more updates happen and maybe I'll recommend this game. Until then, avoid this game no matter how cheap. It should be free until they fix their♥♥♥♥♥♥♥♥♥♥. GAMEPLAY
Thanks in no small part to the seminal 1980s classics like Robotron and Asteroids, we now have more twin-stick shooters than we can swing a twin-stick at. The principle is the same as it's always been: kill tons of enemies and avoid bazillions of missiles. Screens are confined by boundaries so the action is tight and restricted and incredibly intense. Its main gimmick, like Waves, is a slightly overpowered special attack which kills anything within a small radius around your ship. Each level lasts about 40-60 seconds. Most enemies have one hit-point but with power-ups aplenty the usual sight is to see a monumental stream of bullets issuing forth from your ship and swarms of enemies exploding into smithereens.

PRESENTATION & DESIGN

The start-screen doubles as the level-select screen so moving your ship to the right scrolls through and uncovers the map of levels. Be warned though, it's a badly designed mess with no explanation or description given as to how navigating through the game actually works. Sound is a mixed bag as well: pumping, trance-like tunes get you into the zone but while in the menus the peculiar soundtrack coughs and splutters like a badly distorted fart. Graphics are fine, comparing similarly to the game's closest competitor, Mutant Storm Reloaded. The progression system in Scoregasm is disorientating to say the least. You get a score at the end but this gets lost to a broken online connection. However the high-score, best combo score and rank (S, A, B, C, D, E and F) for each individual level, if beaten, are stored and can be viewed on the stats page afterwards.

CONCLUSION

Scoregasm still remains one of the most intense Asteroids-inspired V twin-stick shoot \u2018em ups of all time. Clearing tricky

levels by a split second through skill and dexterity is always greeted with satisfying relief. Although it may not have the polish and class of a Geometry Wars it gets a lot more things right than other games of this ilk such as Bullet Candy, Gran Vitreous or Death Ray Manta. On the other hand it would benefit from giving the player the option to play individual levels (like in Mutant Storm Reloaded). The alternative Challenge levels are also too ridiculously tough for casual players. Still, the sheer enjoyment gained from the main part of the game is immense and largely makes up for these minor quibbles.

3/5

For the full review of this and other games please check out or follow my curator page at:
[Parsons' Garden](#)

CASE: Animatronics sh*t me up so much that I screamed like a b*tch and threw my headphones at my monitor. That was a couple months ago and I'm still not ready to try again.

15 minutes playtime, I know I'm a p*ssy this game's good.

8/10. Great HOG with good storyline, fair puzzles and a good length. Big thumbs up from me!. This is a true love letter to Megaman X!

= Pros =

- + The setting/level design is creative, no two levels look alike
- + The controls are responsive, platforming is fun but challenging, making you deserve your boss fights
- + The enemies are varied and all require patience/strategy to take out
- + Weapons don't have ammunition, instead they act as balanced tools to exploit the enemies pattern
- + The cutscenes are surprisingly fun to read, making the story interesting

= Cons =

- The cutscenes would benefit from voice acting or a little sound effect with each line. The feel blend compared to the rest of the game's presentation
- The difficulty of some stage is crushing. I guess there were some of these in Megaman games as well. They're meant to go back to after you've acquired some weapons and upgrades. I like a challenge so I don't mind
- No Steam Achievements :(

=+- Conclusion -+=

This game would be a perfect successor to Megaman X. The different powerups and tough enemies promote a smart playstyle.

NOTE: I'd start with "Mystic Mage" to get the boots if I were you. They help alot!. Outbreak: The Nightmare Chronicles is a short but nice old school like horror game, so let's get into story.

You play as Lydia, after escaping the city with the few remaining survivors she could find and then blowing up a bunker, her and her friends are chased to a cliff by the monsters.

There they only have two choses getting ripped apart by hellish undead, or jumping off the cliff to a river below, after jumping Lydia and her friends are swapped away from one another and Lydia winds up to a shore and is alone. Now alone she sees a major, but what hells a wait her there?

Now it's time for the likes, I like the old school resident evil/older horror game feel to the game and it was nice that the game gave you the chose to play with tank controllers or not.

I liked that even those I have not played the other two games in the series this game tells you what happened in them so you don't feel lost.

I liked the title of the game being said like in the resident evil games, and the notes you could read were nice, and lastly the enemies we see were scary looking.

Now it's time for the dislikes, the game was a bit too short I now this is an episodic game but I would have liked the first episode was a bit longer and that it had trips as well.

I all so would have liked to have seen more unique enemies and at the end of the episode I would have liked to fight a unique boss.

And lastly maybe have some bad/cheesy voice acting like the first resident evil game, but that's just me.

Now that I have said all that, Outbreak: The Nightmare Chronicles despite having a short episode is still a nice old school like horror game and I cannot wait to play the other episodes.

. I strongly recommend skipping this chapter. The puzzles on Nessa's story arc are un-intuitive and very frustrating. I had to look up how to solve them. It's like the developers didn't play-test this.. Started with a bad review citing lots of bugs in this game. Game has been patched and bugs are fixed. Recommend game!!

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