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About This Content

The Class 455 EMU is typical of the new generation of multiple units introduced in the 1980s to replace aging and out-dated 'heritage' units. Designed for use on Southern branch-line and suburban services with numerous stops and little need for high top speeds, the Class 455 runs in 4-car formations up to a maximum speed of 75mph, and remains a familiar sight around South London and all along the Southern network. A total of 137 Class 455 sets were produced, and with regular refurbishments taking place the type is still playing its part to keep Southern England moving.

The Class 455 for RailWorks 2, developed by Thomson Interactive, includes 3 liveries, accurately reproduced drivers cab and controls including functional DRA (Drivers Reminder Appliance), independent wiper selection, functional glare screen visor and opening cab windows (animated in-cab and external view), and all-new sounds recorded from a real Class 455.

Includes

- Class 455 4-car train (DTSO/MSO/TSO vehicles)
- British Rail Blue & Grey
- Network Southeast
- South West Trains

4 Scenarios

- Guildford Bound
- Sunday Shuttle
- End of Shift
- Pushing the Boundary

PLEASE NOTE: The [Portsmouth Direct Line](#) Expansion Pack is required to play the scenarios included with the Class 455.

Title: Train Simulator: Class 455 EMU Add-On

Genre: Simulation

Developer:

Thomson Interactive

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 28 Jul, 2011

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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

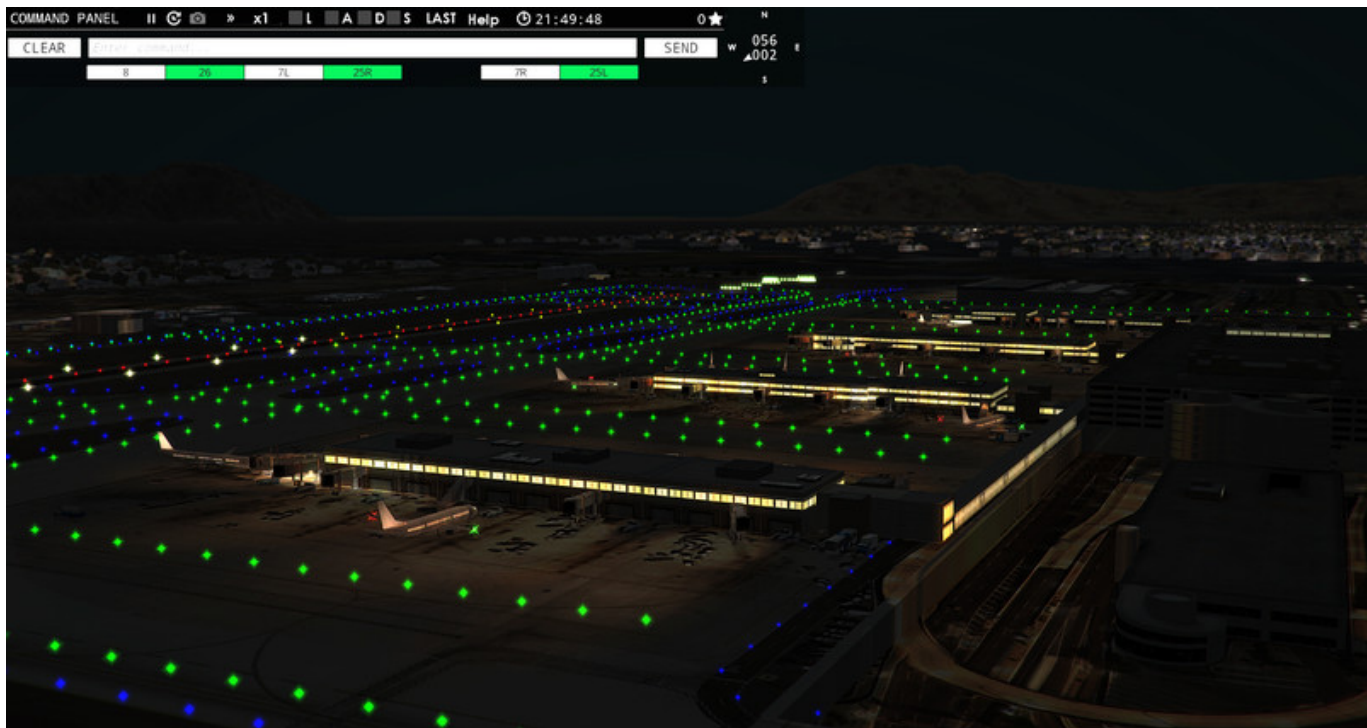
Hard Drive:6 GB HD space

Sound:Direct X 9.0c compatible

Other Requirements:Broadband Internet connection

Additional:Quicktime Player is required for playing the videos

English





11 Pallets Delivered

£88

Next Rank: (in 3 pallets)
Pallet Master

Get the bottles to the drop off

3. 

MENU 

26:00

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This game is a cute little excuse to spend that spare buck burning a hole in your Steam wallet. It's short, it's a little tropey, it recycles music and interface from the creators' previous games, but it's just something short and sweet to kill an hour on if you don't wanna do anything else before you need to go somewhere.. Has most of what I've looked for in card creator software and doesn't require you to learn some new scripting language. The dev is responsive and updates regularly. If you need to easily create/manage/print decks of cards, I recommend this. The only issue is for people who like the use of scripts to create their decks, but personally I would rather create my decks with a gui rather than by writing script files.. once theres more content i could see myself playing a lot more and even with friends is multiplayer is ever implemented. Only suggestions i have would be to nerf the starting pistol a little its kinda op, and also buff the assault rifle, its weaker than the starting pistol. EDITED REVIEW: With the 11 March 2016 update (v 1.0.2.16), the developers finally fixed most of the mechanics which made this game unplayable before. About the only thing they didn't fix was the squiggly background in the sorting tray at the bottom of the puzzle. Unfortunately, even though I can now play the game (and finished it after 23 hours of game play with 100% Achievements), I'm still not recommending it. My lack of recommendation, though, is now borderline. The big problems now are:

- The pictures are not very good for jigsaw puzzles. In general, they consist of vast fields of background (rocks, water, sky) and a picture of a bird somewhere therein. Usually, the background is partially blurred due to depth-of-field. Sometimes instead of a bird or two, there's a flock of birds. These pictures are not object-oriented enough for a jigsaw puzzle.

- Of the 26 pictures in the game, 6 of them are 220 piece puzzles and 1 is a 350 piece puzzle. On my 24" 1920x1200 monitor, the pieces for the 220 piece puzzles became much too small to work with (can't really see the shapes or connectors, and the amount of picture on the piece is too small to be useable). The single 350 piece puzzle is even worse. Now, if you have something like a 28" monitor (or bigger), maybe this particular problem would go away. But, for me, those biggest 7 puzzles were nothing but a pain (especially coupled with the poor pictures).

- It's a small issue compared to the above two, but the picture numbers and progression through the pictures in the game don't make sense. You'd think the progression through the game would be from smallest number of pieces to largest number of pieces and the picture numbers would reflect that. Nope. It's almost arbitrary. It doesn't really make any difference to the puzzles, but it's just odd.

Again, my lack of recommendation is borderline. If you have a 28" monitor, I'd say it's probably worth trying. With a 24" monitor, it's pretty iffy. Anything less would probably drop it into the avoid category.

ORIGINAL REVIEW: With the current interface on "Pixel Puzzles 2: Birds," there's no way I can recommend it. The biggest

problem is that for some unknown reason, they've decided to have:

- the pieces float underwater in the pond instead of on the surface,
- the pond, itself, to be filled with a squiggly background,
- the UI controls float around taking space in the pond,
- the puzzle table has a squiggly background
- the sorting tray at the bottom has a squiggly background.

All of that conspires to make it almost impossible to see (let alone find) the pieces. On the very first puzzle (the easiest one with the biggest pieces), it's almost impossible to even see which pieces are edges as they float in the pond. Picking them up and dropping them on the sorting tray is of no help, since the background image there is worse than the background image in the pond. Ditto for seeing pieces (properly positioned or not) on the table, itself. Plus, if you expand the sorting tray so it appears at the bottom of the screen, it just pushes the top of the screen (i.e., the top of the pond) right off the display. So, pieces can float around up there and you have no idea they exist.

Adding insult to that injury, the main screen for the game seems to be a set of advertisements for the company. There's a list of "channels" along the right hand edge that you scroll through to see other games (including this game). I bought and paid for this game. I sure don't want to be subjected to advertisements for other games right at the start. All of that stuff needs to go away. Instead, when we start the game, it should put us into the actual starting screen (the one that currently comes up when you select this game from the channels).

Hopefully, Decaying Logic\KISS will revise this UI to remove the pointless noise. "Picture Puzzles: Japan" was a beautiful, restful game to play. This game is making me blind. I'm putting it away for now as unplayable and hoping for a UI update.. Get this if you just want a tiny more boost to your crusaders and plan on using Jim for his buff....its "ok" but you won't use him in formations with "low numbers" of crusaders. Jump. Jump. Jump.

Jump.

That's it. Nothing else. Hit the gas and jump.

It also somehow still suffers from lag on systems far more powerful than the recommended requirements.. A great game that blends the thing with Aliens. What more do you want!. This game does not work on Windows 7. Do not waste your money if you have an old computer.

The game has potential, but a lot of bad things kinda drag it down. The story is interesting and well executed so far. Combat is fun, if a little easy. The sprite work is great and the sniping is a little simplistic but enjoyable as an aside to the main combat. With that said, the movement is terrible. Walking is the default movement and it's unbearably slow, running needs you to keep the button pressed down, and it's still ridiculously slow. The side quests seem straightforward, but they give you really poor directions which combined with large maps and insanely slow movement lead to some real frustrating stuff. The equipment system just feels tacked on. The game wants to go for a more narrative style with sparse combat during key events. Maybe it could do without an equipment system.

Maybe it will be better once it's out of Early Access, but right now, not recommended.. Child game but one of the best game I played. Its a grindfest and fails at the most basic tooltips, save your time dont buy.. About 20 hours of funny puzzles for a low price (got it in complete pack in discount). It sure is worth the price !!! To be honest, I was skeptical about purchasing this game at first. My friends were hyping it... A LOT. They kept showing me trailers, and were all like "check this Sh*t out!" "SO SICK BRO!" "It's like a Bad A\$\$ Zelda/Diablo hybrid Game!" "We get to quest together and kill monsters and Sh*t!" At \$15 I wasn't sure if the quality/content would be worth the price. But peer pressure got the best of me and I said "F*ck it" and dropped my hard earned cash. Now I have a new addiction to add to my list of things controlling my life.

ABSOLUTELY DO NOT BUY THIS GAME UNLESS YOU ENJOY BEING UP TO ALL HOURS OF THE NIGHT KILLING BADDIES AND QUESTING WITH BROS WONDERING WHERE THE TIME WENT.

↑ if that sounds ok to you, THEN ABSOLUTELY BUY THIS GAME!

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