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About This Content

Boasting over 570 km of truly rapid inter-city travel, the Southwest China High Speed Network, available for Train Simulator, is a wonder in and of itself; watch high-flying viaducts and scenic valleys soar past as you embark on one of the fastest sets of rails in the world courtesy of Partner Programme Developer Just Trains.

China has the largest High Speed Rail network in the world, with new, passenger-dedicated lines spanning a phenomenal 22,000 km across the mammoth nation, whisking millions of passengers between 29 of the country's Provinces at speeds in excess of 350 km/h.

This vast network began in 1997 when a radical series of 'Speed Up' campaigns were undertaken to improve the sorry-state railways of China. Diesel-powered passenger trains were forced into sharing tracks with freight across the country, and when combined with the limiting topography that governed the network, many services were losing out to road and air traffic.

Between 1997 and 2004, five total 'Speed Up' campaigns were undertaken. Extra track was laid, many routes were electrified, steep grades were shallowed with tunnels and viaducts plus much more. By December 1994, the Guangzhou-Shenzhen Railway was operating at 160 km/h, the first line to offer such a speed – only years later, this would be increased to 200 km/h post-electrification. This railway was also the first to separate freight and passenger operations, this was made possible in 2000 and 2007 by opening a third and fourth track; for sure, the Guangzhou-Shenzhen Railway served as a model for what the whole country was destined to become.

By 2007, the first high speed rail lines had been completed, allowing for 250 km/h operation. Following the initial success, new routes would start sprouting across the country, and it wasn't long before 350, even 380 km/h service was possible between the

prominent cities and regions of China.

To lessen the impact on journey times, and to avoid the costs of land acquisition, a significant percentage of the Chinese High-Speed Railway network is built upon vast viaducts. Similarly, many tunnels are also present, further keeping the track as level as possible for the trains that cut through the landscape.

By 2011, passenger numbers had surpassed those of the major short-haul local flights, which found themselves all but replaced by high speed rail; people would opt to travel on the cheaper and hassle-free journeys through the countryside. Fast forward, and China's high speed railway network handled over 1.44 Billion passengers in 2016, a record-breaking feat.

In order to operate this vast network, China was in need of various high speed train designs that would be capable of rapid acceleration, maintaining comfort, and above all – achieving high speeds. Ensuring local self-sustainability in the Chinese manufacturing plants, technology transfers were requested as part of the rolling stock bid; this would allow foreign successes to be utilised on the growing high speed lines.

One company in particular, Bombardier, had been sharing technology with China since 1998 and was able to provide their Regina family for 250 km/h operations on the new dedicated high speed lines. Construction of the new EMUs, which were classified as the CRH1A, was a joint venture between Bombardier and China's manufacturers and a total of 186 8-car units exist today. Another of Bombardier's designs, based on their Zefiro 250 family, was ordered as the CRH1E; a 16-car high speed sleeper EMU, the first of its kind in the world.

From Just Trains, the Southwest China High Speed Network delivers the breath-taking experience of racing through 570km-worth of Chinese valleys and hills.

Included Rolling Stock

- CRH1A EMU
- CRH1E EMU

Included Scenarios

The Southwest China High Speed Network includes 15 challenging scenarios:

Career

- CRH1E-1. Night Express
- CRH1E-2. Short commuter run
- CRH1E-3. Evening Express

Standard

- CRH1A-01. Introduction to CRH1A
- CRH1A-02. Fast Service to Jijin
- CRH1A-03. Bad weather run
- CRH1A-04. Short passenger run
- CRH1A-05. Night express
- CRH1A-06. Commuter service

-
- CRH1A-07. Evening Express to Nanchong
 - CRH1A-08. Wusheng to Suining Express
 - CRH1A-09. Guang'an to Nanchong Express
 - CRH1A-10. Chongqing to Wusheng
 - CRH1A-11. Suining to Chongqing North
 - CRH1A-12. Chongqing Borth to Nanchong

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

- 570km high-speed network in Southwest China
- Chengdu – Suining: 146km
- Suining – Chongqing: 156km
- Suining – Nanchong: 63km
- Nanchong – Chongqing: 170km
- Wusheng – Guang'an: 35km
- Two modern high speed trains
- 15 challenging scenarios covering the vast route
- Quick Drive compatible
- Download size: 552.6mb

Title: Train Simulator: South West China High Speed Route Add-On

Genre: Simulation

Developer:

Just Trains

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 6 Apr, 2017

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English



Undead King:
IT IS TIME.....



KATAKURA HIBIKI'S
LORDS OF DARKNESS
GRAPHIC PACK





As the evening went on, we all shared a delicious meal together, laughing and reminiscing on times past.

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Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn.. Remember those old games on the Nintendo where you had a spaceship and shot enemies above? This brings back that retro feel but modernized.

There's a map editor, singleplayer and multiplayer. Excellent!. Now you're thinking with portals. Stunning game, keeps you intrigued the whole way through. Tricky at times but nobody likes an easy game. Controls are good as it is controller compatible. Great music too, especially the last few levels...tense!

Really pleased I have it.. Hey, I bought this DLC, but it hasn't went on my game yet. I already bought this on my phone and seen I can buy again so I did. I'm wondering if that's the problem and if so then why could I buy it again if that was gonna be a problem? I read it and it didn't say anything about that. Did I waste 20 bucks or can I get a refund?

Edit.

Guess I'm just out of luck... Can I at least get the gems? Since this is un-refundable.

I'll be honest: I only bought this game because I saw that it had just come out today, November 22, 2017, and that it had no user reviews. Since it was so cheap, I decided to buy it and write the very first review. As I write these words, I see no other reviews of this game. If it's not, and someone somehow gets to it before me, I don't really care.

This game isn't really worthy of a paragraphs-long epic on how terrible it is. It's more of just a kinda mediocre, confusing, hard-to-control holiday cash grab game. If your kid super super wants to buy it, like, okay, whatever. There are better games out there for 8-year-old Susie that have more passion and effort put into them.. I can highly recommend this if you enjoy these kinds of games.. This is a fun game with a low price. Don't pay for hints and have fun figuring things out. If you feel that you need hints, then don't play this game. You get free hints anyway... I've been playing without hints and it's fun. There are quests and puzzles and more. Try it if you're actually interested and get a refund if you don't like it. I'm having fun with it. It is definitely a casual game though!. Got this piece of DLC on sale and I still think it is not worth getting even with a discount. I really like the FSX and its missions, that is why I bought this DLC. I did read the reviews and knew this had some flaws, so I waited for a sale. First, let us talk about the positive things: the idea is good; I would really like to fly in and out of dangerous airports. The flight routes are taken from real life flights and usually go over scenic terrain. Now let's focus on issues.

First of all is air traffic control (ATC), as it stands there is no mention in the product description that ATC is missing from all the missions. In user reviews it is pointed out, that ATC is missing and the developer responded by writing own review and stating that ATC is impossible due to limitations of core game engine. It demonstrates that the developer clearly knows that most of users have an issue with ATC not being there and still did not put this critically important information in the product description what makes the product description simply misleading. The ATC either must have been patched out before releasing the DLC either the missions should have been designed in such a way that players would not need this feature and state this information in the product description.

Second, the mission compass is missing too. Currently this is mentioned in the product description and if ATC had worked, it would not be an issue. It is mentioned in the description that basically it could not be used for these high precision approaches. It leads me to the main issue: if game engine does not allow proper approach control, then what is the point of this DLC. Some of you might say that real pilots do not have mission markers or sometimes even ATC on these approaches, then I would ask where is the content worth of 16.99 EUR at full price? I could find using Google a dangerous airport and some flights that come in or out of it, program them into a flight plan in free flight mode and have mostly the same experience free of charge.

Good narration could reduce need for ATC, but again narration just is not good. The statements by narrator are very basic like "Take off when ready" or "Fly towards 13000 feet" and that is all she says. The narration is so quiet that I needed to change my sound settings to even hear it, when this problem does not exist in missions of the original game.

What you are left with is a vague text description of how you should fly this mission, which contains a runway number you are supposed to land on if you are lucky. No maps, which would describe the approach path and possibly could substitute missing ATC, mission compass and lackluster narration. The descriptions does not contain information on how long each scenario will take, so when going into a mission you can spend anywhere from 20 minutes up to 3 hours according to product description. At least these are missions, which generate rewards. However, this is a standard feature even for free user made mods available to download from the internet.

I really wanted to like this DLC, but it has a minimal amount of effort and content put into it. Almost every aspect you touch just falls apart. The developers instead of fixing the issues just explain why these cannot be fixed, but at the end of the day these explanations does not make the final product any better or worth more money. You could get the same experience with some Googling and free flight planner. Just do not buy this even if you think "if I don't like this, I will get a refund" since Steam's new refund policy covers only first 2 hours of play and some of the scenarios are longer than that. This leads me to the conclusion: do not buy this DLC, even on sale.. it's good for simple games but no scripting. Game is junk

. **Tomb Raider** is a 3rd Person Action Adventure. When the Endurance is grounded on the shores of an island while on an archaeological expedition, young Lara Croft must face the armed and dangerous inhabitants of the isle in order to save her friends while discovering the mystery that has been causing shipwrecks and airplane crashes for centuries.

Pros: This reboot of the franchise takes the game in a whole new direction where your young and naive character learns to survive against the harsh weather and homicidal community, all the while exploring the island. You train your skills with the experience points you amass from battle and from uncovering tombs and dozens of hidden collectibles, including relics and

journals left from the earlier Yamatai Empire and other people who ended up on the island through the centuries. You also collect salvage and parts with which to craft and upgrade your various weapons. The story is pretty interesting in itself, you'll feel halfway between *Lost* and *Indiana Jones* through most of it. The platforming and environmental puzzle solving is optimized for a game controller, and the rest of the gameplay is ducking and shooting which seems pulled right out of the *Uncharted* series.

Cons: The interaction with the environment can break the immersion in subtle ways, from the climbable cliff sides that are exclusively located at way too convenient locations, to the fact that there usually is only one specific pre-determined way to solve puzzles or reach specific areas. Ammo is also too convenient: loot an enemy who was attacking you with a bow, and it just happens that the only ammo he has is the one for that machine gun you haven't reached full ammo capacity, yet. The more cinematic scenes are often resolved by a quicktime event involving timed or repetitive button pressing. A mere handful of side characters get any development, and there's nothing you can do to save those that will face a story-determined death.

Verdict: ★★★★★☆ - Next on your list!

This game is much better than I expected it to be. It might not be genre-defining, but it's a franchise-changing success that convinced me to get my hands on [Rise of the Tomb Raider](#). Fans of the original games beware: this one is very different. But if you never cared for the franchise before, you really should reconsider and give this iteration a try!

This was just my opinion.

If you found this review helpful, please consider giving it a thumbs up, and feel free to check out more of my (purely opinionated) [reviews](#). This game has a very strong story, nice aesthetic, and unique monsters and gameplay. The jump scares aren't too scary, but sometimes catch you off guard.. Worth every penny!

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