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About This Content

The commuter BR111 electric locomotive seen across Germany since the 1970s is now available for Train Simulator, with accompanying DBbzf Control Car and double decker passenger coaches.

In the early 1970s, Deutsche Bahn's demand for electric locomotives for passenger trains saw the development of the BR111, a successor to the Class 110 and built to accommodate faster speeds on passenger services. A total of 227 models were built in the class between 1970 and 1982, with the first locomotive delivered in December 1974.

Many of the class were put into service on S-Bahn services, although with ageing locomotive stock serving Intercity routes, some were fitted for Intercity services and operated across Germany. Each of the locomotive's four axles were fitted with motors supplying 4,990hp (3,720 kW) and a top speed of 160km/h (99mph).

The BR111 often operated in conjunction with a rear control car, giving push-pull capabilities on commuter services due to its ZWS remote control, operated from the locomotive. A third generation DBbzf control car is included with the BR111 for Train Simulator, alongside double-decker DBz and DAbz coaches.

The BR111 for Train Simulator is available in two Deutsche Bahn liveries – Orient Red and Traffic Red - and features a DBbzf control car in mint turquoise and traffic red liveries, realistic wheel slip and sanding effects, SIFA driver vigilance device, PZB train protection system and double-decker coaches.

The locomotive is also Quick Drive compatible, giving you the freedom to drive the DB BR111 on any Quick Drive enabled route for Train Simulator, such as those available through Steam. Also included are scenarios specifically for the [Hamburg-](#)

[Hanover](#) route (available separately and required to play these scenarios).

Scenarios

Six scenarios for the Hamburg-Hanover route:

- Celle to Hannover
- Lueneburg to Celle
- Night Service
- RE Hannover to Celle
- RE to Lueneburg
- S Bahn to the Airport

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

- BR111 in Deutsche Bahn Traffic Red and Orient Red liveries
- DBbfz Control Car in mint turquoise and traffic red liveries
- PZB and SIFA systems
- Double-decker passenger coaches
- Quick Drive compatible
- Scenarios for the Hamburg-Hanover route
- Download size: 423mb

Title: Train Simulator: DB BR111 Loco Add-On

Genre: Simulation

Developer:

virtualRailroads

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 8 Jan, 2014

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English,German







train simulator db br 111 loco add-on

This game is more than I expected. And for a price of 10 euros, it's really worth it. It's really, really in-depth, like I didn't expect it to be that in-depth. It's really interesting, I really like office building and so many things to choose for building, like you can build a gym for your office, kitchen, leisure room, etc. etc. (although building can be tricky at times), I also liked how many paths you can choose from when developing your game and the ways that you can hype your game up. There are soo many things in this game that pleasantly surprised me. Playing tutorial is mandatory. The game is a bit difficult I must say, but probably due to my ♥♥♥♥♥♥♥♥♥♥ decisions, but ofcourse, practice makes it perfect.

It's fun to see that the developer is updating the game, listens to community's feedback, If he keeps this up, this game can reach it's potential. If you are a fan of game dev sims - it's a must buy!

. draw a stickman epic 2 in a great game BUT it gliches so much that you can't finish the game because ONLY at the last chapter / level it puts the game inside the top of the monitor and shinks it so you can't see it well. (it gets shunk to 4cm in leghth and 2cm in with at the top left of the screen). >:C. For a indie game. This was well done. I am exactly waiting to see if their will be a alien hallway 3 in the future unless their already is one. But this game was fantastically made. The only I hate about this game is some of the units descriptions. For the defender when upgrading thier shields. Is it shield lenght? or Shield strength? or how many times you can use the shield? Also Idk about the last unit you get but I have to wait to unlcock him. The game is very easy at the beginning but gets very diffecult the more you play. It is a grind\upgrade to win game. But if you been to madmax games, addiciting games, or even most addiciting games I think it was called when you were a kid in middle and played other games like this one like for starters enigmata stellar war, is just like this game, but a whole lot better, cause their is a bunch of stuff to do in it, a bunch of bosses, a bunch of new uints\new upgraded units to see, same graphics but a tad bit better, and both are a upgrade\grind to win type game. But both enigmata stellar war and alien hallway 2 are very good in it's own way. Like I said before, "I am hoping to see a alien hallway 3" unless you already made it, than I would like to see a alien hallway 4. Keep up the good work and maybe next time when you make 3 or 4 add a more detailed description about the units upgrade? It was just only one I know of you missed up on. p.s I Recommend this game. It's cheap, fun, and addiciting. I wouldn't be surprised if this game made it to madmax games or most addiciting games websites. Like age of wars. They need to make a new version of age of empires.. Under Leaves is one of the best hidden objects games found on Steam. It is a relaxing, calm and casual game for all ages. The design is different from most hidden objects games with original paint-like artistic backgrounds and objects that really make this game stand out from the crowd. It is easy on the eyes and sets a fun mood when playing. The game difficulty is around medium with earlier levels being accessible to any age and ideal for children learning to game on the PC. The entire game can be played through rather quickly however so savor it. It should also be noted that whenever you play a stage, the objects are randomly hidden so this makes replaying the game different each time. Recent updates added additional levels and I was happy to go back to this game for more relaxed searching between platforming games. I hope the developer continues adding even more levels over time. Be sure to add this game to your collection if you like hidden object games.. Great fun! Good procedural maps and enjoyable bullet-hell style gameplay. Extremely challenging as well. Great variety of enemies, bosses and environments.

Main gripe however, is the AI. Needs work at this current state. Enemies often get stuck behind walls and seem to have no idea how to properly traverse the arenas. Hopefully that gets fixed soon. Also, a bit of balancing would be welcome in my opinion. The enemies on mission 2 are a fun balance, but by mission 3 they become bullet-sponges. It's quite odd to have such tiny enemies take a ridiculous amount of bullets! Combine that with some of their wild behaviours and it makes for some slightly frustrating gameplay.

I know I've mostly listed cons, but overall the pros far outweigh them. It's great to hop on and blast away at many weird and wonderful enemies and bosses. Definitely worth picking up!. actually started
+played 5 minutes of the game killing everyone i saw

-game crashed

11/10

might start it again one day. <https://youtu.be/8J3s0jdvDj8>

Easily one of the most disjointed gameplay experience every produced by selecting random assets to build a world filled with crossbows, lasers, exploding bunnies and invisible enemies.

The game is technically playable but the only redeeming qualities is the randomness and some reasonable checkpoints.

ITS AWSOME :D. Flatter is Better. Can't recommend.

Runs in slow motion most of the time, especially at level start. Thats at lowest settings. Admittedly my laptop is not the fastest but it can run "Crimzon Clover" without any troubles, also "Saviors" which also has been made with unity, i believe. Both games are shmups with much better graphics than this.

Also that christmas theme... ..dont force stuff like that on your players.. Silly and fun game. Worth a play if you're fan of the Worms series or want to try a different sort of mini golf game. Perhaps if it were in EA, and alpha state, I could see a potential, for an MMO, dungeon diving fun adventure. The problem is it's not Early Access, and it's incredibly unpolished. The idea has potential, unfortunately this feels like a project that ended in the early stages, and trying to grab some money on the way out.

If you take this idea, MMO style, polish the fighting, add in grouping mechinism through steam, it could be really fun. As it stands it feels like the bare minimum was put in to get something out the door.

The fighting, it's like a very early attempt at cloning your MMO style fighting, but with absolutely no polish, and the AI you can kite back until they run in place and seem to get stuck.

The only thing I learned from this game, is I wish someone would come out with a game that would emulate the raids\dungeons of WoW, balance it so you can solo, or do like flex mode in WoW where you can add in randoms. You can even make the trinity required, for groups...would def throw money at a game and dlc for more dungeons and raids.. Decent pixelart game. You will die a lot, and it reminds me of old arcade games which we all loved. No saves, just one run and see how far you can get. I recommend changing music to "Old School" as it gets you in the mood.

Definitely recommended for any old timers out there.. Really funny puzzle game. I just had an impression that it\u2019s an easy game. Here is my vid in portuguese: [PCVR] Crazy Machines VR - Um puzzle diferente e muito divertido

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