Train Simulator: Outeniqua Choo Tjoe Route Add-On Download In Parts

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About This Content

The Outeniqua Choo Tjoe was one of South Africa's longest-lived and most famous steam passenger train services – and now the spectacular and challenging route of the Outeniqua Choo Tjoe is available for Train Simulator!

Tracing a path between the Outeniqua Mountains to the north and the Indian Ocean to the south, the Outeniqua Choo Tjoe operated between George and Knysna in the Western Cape Province of South Africa, a distance of 67 kilometers (42 miles). The rugged line was constructed between 1924 and 1928 – and for eight decades thereafter proved a paradise for those seeking either the scenic majesty of South Africa's Garden Route or the magic of its Cape-gauge (3-foot, 6-inch) steam railroading.

Train Simulator's Outeniqua Choo Tjoe route features South African Railways' Class 24 2-8-4 steam locomotive designed by SAR Chief Mechanical Engineer, M.M. Loubser and constructed by the North British Locomotive Company in 1949-1950. Weighing in at 147,000 pounds, 100 of the stylish SAR Berkshires were constructed and many remained in active service into the 1980s. And the Train Simulator route also includes a variety of authentic SAR passenger and goods rolling stock to re-create not only the iconic Outeniqua Choo Tjoe passenger train but the route's goods and mixed trains.

The route of the Outeniqua Choo Tjoe was one of the world's most majestic and inspiring railroads – and the Train Simulator Outeniqua Choo Tjoe route includes all the remarkable features of the legendary line, from the towering Kaaimans River bridge to the reverse loops of Goukamma to the spectacular Knysna Estuary.

The Train Simulator Outeniqua Choo Tjoe route, from Dovetail Games Partner Programme member Johansteam, recaptures and brings to life all the extraordinary appeal of one of the globe's most captivating steam-operated railroad lines!

Scenarios

The Outeniqua Choo Tjoe Route includes seven challenging and diverse career scenarios as well as two free roam scenarios.

- A grand morning

- Choo Tjoe Part 1

- Choo Tjoe Part 2

- Pickup Part 1

- Pickup Part 2

- Grade 7 Excursion

- Stranded

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 gameplay. With scenarios being added daily, why don't you check it out now!

Click here for Steam Workshop scenarios.

Key Features

- The fabulous Outeniqua Choo Tjoe route between George and Knysna, South Africa, a distance of 67 kilometers (42 miles)

- South African Railways (SAR) Class 24 2-8-4 steam locomotive in clean and weathered liveries

- SAR passenger stock including the L-32 suburban coach, O-38 commuter coach, and N7 guard van

- SAR goods (freight) stock including class STJ-15, class SMJ-2, and class LB-2 wagons

- Seven diverse and challenging career scenarios for the route

- Free Roam scenarios

- Quick Drive compatible

- Download size: 427.1 MB

Title: Train Simulator: Outeniqua Choo Tjoe Route Add-On
Genre: Simulation
Developer:
Johansteam
Publisher:
Dovetail Games - Trains
Franchise:
Train Simulator
Release Date: 22 Sep, 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)
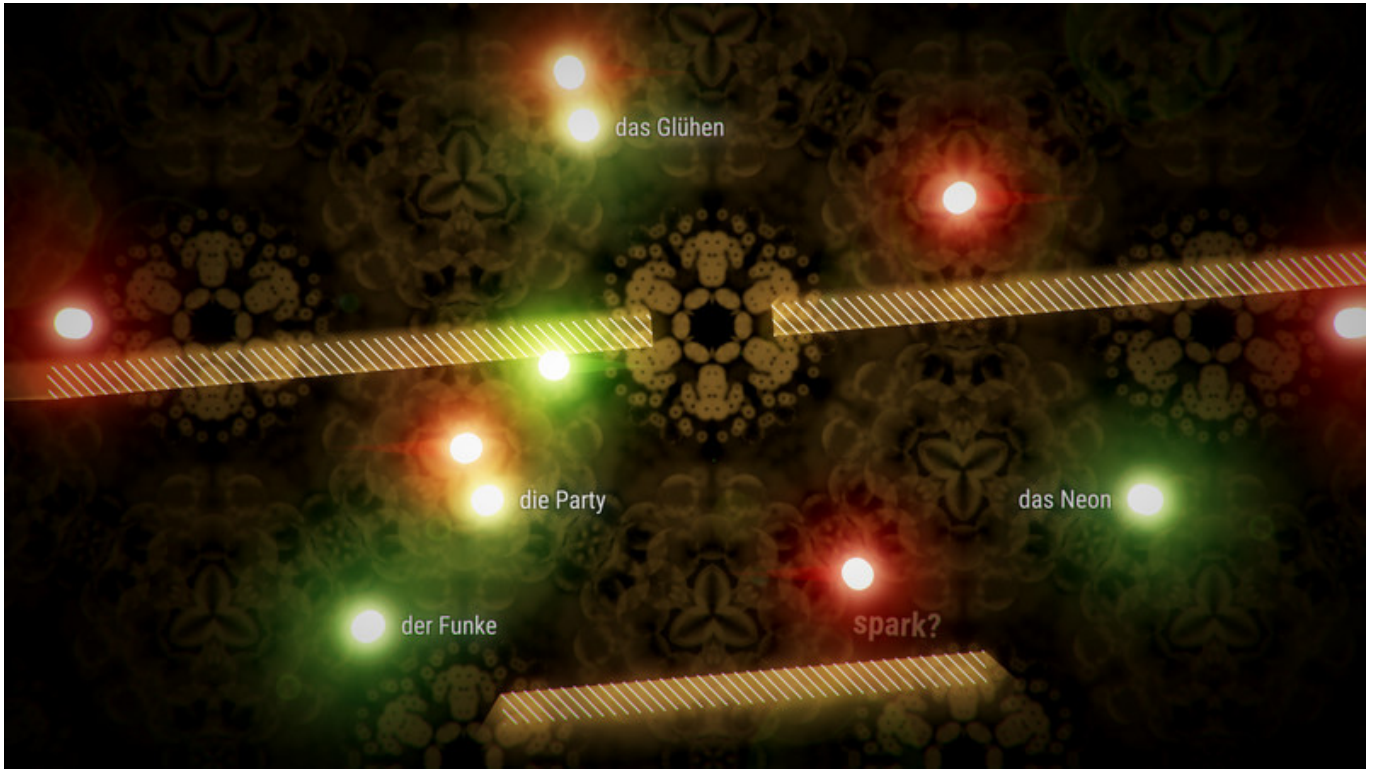
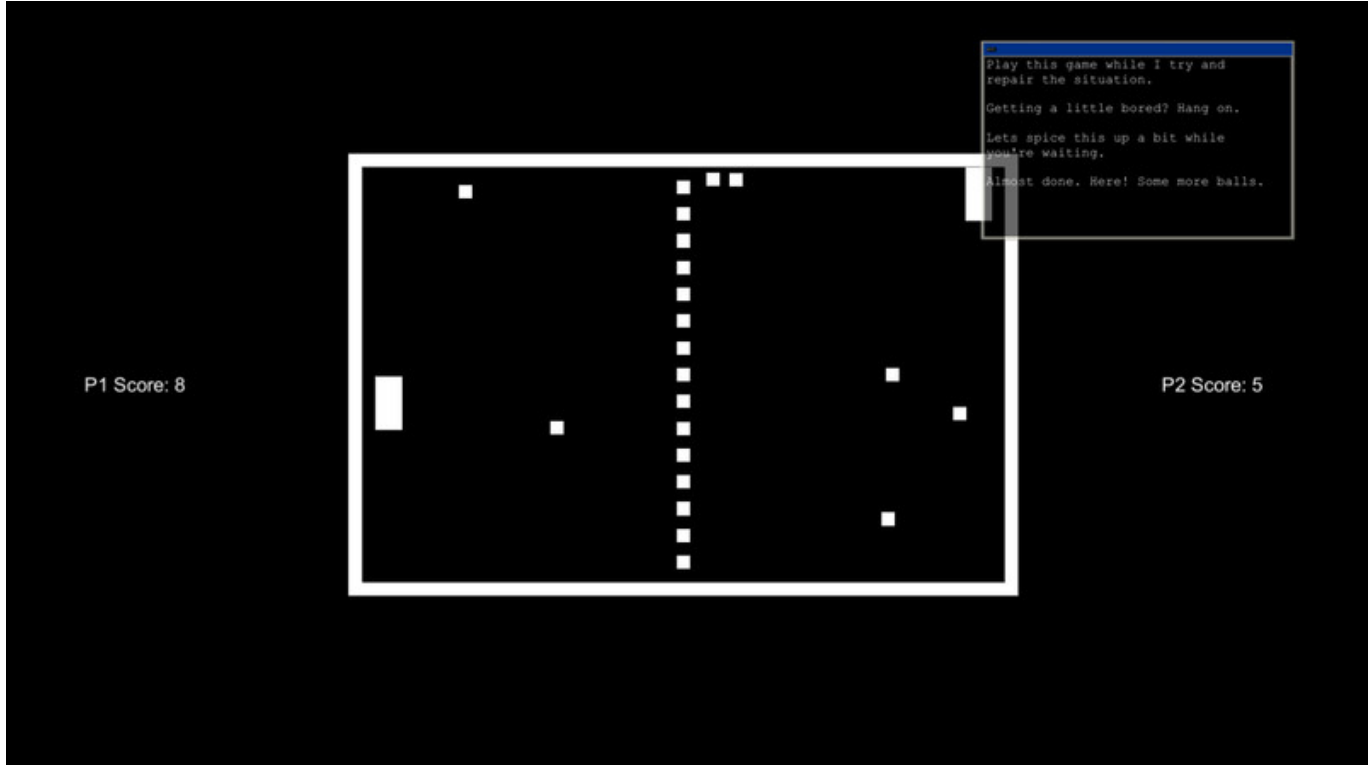**DirectX®:**9.0c

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

das Glühen

die Party

das Neon

der Funke

spark?

P1 Score: 8

P2 Score: 5

Play this game while I try and
repair the situation.

Getting a little bored? Hang on.

Lets spice this up a bit while
you're waiting.

Almost done. Here! Some more balls.

I got this for 15$ on sale once, In the beginning I had no idea what i was doing, nor did I care for it. But then I started working in buildbox and it saved my life. THANK YOU SPRITTER PRO!

I'd love if it saved animations though in one save each animation you export,. This game has a lot of content for a free game. Give these devs a tip for a job well done.. VR and Vive support is lackluster, not enjoyable :(. A very simplistic pay-to-win mobile game that was ported over to the PC platform.

At 3 euros, I still feel like I want a refund.

Stay far away from this game whatever you do.. A small, but interesting scenario, and I'm pleased to say the previous issues with translations present at launch in the base game are largely gone now. Some strange wording here and there, but nothing much to worry about. As for the scenario itself, it's brief, and could have perhaps run a little longer, but for what it is, I enjoyed it, and if you liked the base game already, you'll probably like it too. For the price, it's well worth it, and I look forward to more expansions to come.. This looked cool but it is unfinished and abandoned? I regret buying it.. A pleasant Harry Potter like experience.. \u2b50\u2b50\u2b50\u2b50\u2b50. This game is so immersive and reminds me of all the watchmen comics with precision.
. I always keep a rabbit with me so that I won't feel so lonely and lost in the dazzling scenery.

and how I wish I could make friends so easily with our animal friends in real world.

(Playing with controller is the best choice!!!

Just like UBERMOSH's soundtrack, this one is also great!. Bought this and my rank is still recruit... ghfgfhhgfhgf. Impire is a poorly executed amalgamation of some of my favorite franchises. It could have been oh-so-much more.

The Good
* Its like a MOBA-Squad based Dungeon Keeper
* Its Ardania (I'm a big fan of the Majesty franchise)
* Characters are pretty awesome
* Dialog is great... although the demon's voice is slightly annoying
* Pretty nice graphics overall

The Bad
* Dungeon Keeper clone is not Dungeon Keeper
* Pre-Fab rooms cut down on customization. Training room, for example is a fixed size. Can't be expanded or made into a different shape
* MOBA-style RTS is a poor replacement for the Simulated Life (individual monster AI) of Dungeon Keeper
* Squad-based RTS is tactically uninteresting. Its mostly "Oh A go attack B"
* Pretty-much the same strategy can be used over and over again endlessly with no variation. This becomes grind-tastic quickly because this game has a billion levels.
* Decent graphics, and humorous dialog seem lost on ingame movies with game assets close-up (no high-poly models) who's mouths don't even move. They took the time to do good writing, and make a great engine, but didn't consider high-poly models for close-up briefings and cinematics? WTF.
* Controls feel sluggish and dull
* Hero ladders are extremely annoying and grindy.
* The need for constant teleportation should have informed the game-makers that something was wrong with their gameplay. Perhaps they should have made it so you didn't have to ninja over to hero ladders and perhaps make garrisoning better so you don't have to constantly shift frontline troops back for hero invasions.

I give this a 6.5\/10, which is barely a passing grade, but is still a passing grade. I had fun, even though there's really very shallow in terms of tactics or strategy. The same things work over and over again. Most units don't even need to be used. But the Dungeon Keeper nostalgia and cute dialog put it over the top for me.
. I'm not real sure what I expected. Even at 67% off, this game isn't worth $1.

Update: The game sits in the category "Regrets" in my library - also worth noting, it is the only game in that category.. Don't let the fact that steam is saying I've only played 0.2 hours deter you. I've played mostly offline but changed that so I could leave a review.

Some people have been saying that there is not enough in the game yet, I don't agree with that. Obviously, it isn't a full game but there is still plenty to do and stuff to spend time on.

There is resource gathering, building, hunting, fighting, and much more than that. The building is tons of fun and you can easily spend hours making an awesome custom base.

There is lot's to be worked on but how it is now is a ton better than most early access games that I've played. The frame rate is amazing compared to other early access games. I get a solid 80+ framerate. The graphics are awesome which is surprising.

The movement and character controls are super smooth. I'd say even though it's early access it's really well made. I'm excited for the continued development and have a ton of faith in the development of this game. I will easily give this game my support and recommend that you give it a try.. Useless with a steering wheel , shifter doesnt works th8rs, clutch doesn't work t300 , t500, and tx

Major problem wheel doesnt center at start of a rolling start so you dart off and wreck at green flag.
Had high hopes., purchased 4 copies
. After the update today, December 17th 2015, the 442 is actually worth getting. They fixed the major issues that have been around since it hit the store over a year ago. Why DTG does it take you so long to fix simple bugs that should have never made it into the final product?. The Event system is a mess, and letting users "resolve" Trial events to hire powerful heroes is just over

the top, in my opinion.