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About This Content

The Bo-Bo Class 20 'Chopper' is now available for Train Simulator in BR Green livery, complete with scenarios for the stunning Western Lines of Scotland route.

Built initially from 1957 to 1962, and then again from 1966 until 1968, the 228 locomotives in the Class were designed to haul freight, but were often pressed into service during the summer months on seaside specials. The first batch of 128 locomotives were built with head code discs and painted in BR green with a grey roof; the second batch of 100 locomotives were fitted with head code boxes.

Known by their nickname 'Choppers', a name derived from the distinctive beat that the engine produced under load and resembling the sound of a helicopter, the Class 20's relatively low power output – 1,000 horsepower – saw many operate in pairs across the British rail network. This was also due to the poor visibility caused by their long nose, which saw the locomotives run almost exclusively cab first.

As freight operations on the network decreased, the Class 20 started to become obsolete and disappeared from regular appearances on the mainline. However, many locomotives were transferred to private operators, including Direct Rail Services and for use on the construction of the Channel Tunnel and High Speed 1.

A total of 26 models have also been preserved, including the first of the Class built – D8000 – which is part of the National Railway Collection at the National Railway Museum in York, UK.

The Class 20 for Train Simulator is a former Iron Horse House model, which has been updated to Train Simulator standard,

including new scenarios and improved exterior modelling. It is available in light weathered British Railways Green livery, representing a model from the first batch of Class 20s built and featuring changeable front and read head code discs. Other detailing includes slow speed control for 'merry-go-round' trains, cab and instrument lighting, and 16-ton mineral wagons.

The locomotive is also Quick Drive compatible, giving you the freedom to drive the BR Class 20 on any Quick Drive enabled route for Train Simulator, such as those available through Steam. Also included are scenarios specifically for the [Western Lines of Scotland](#) route (available separately and required to play these scenarios).

Scenarios

Four scenarios for the Western Lines of Scotland route:

- Simple Controls Tutorial: Class 20
- Expert Controls Tutorial: Class 20
- Stranraer Struggle
- Tanker Train

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

- Class 20 in light weathered BR Green livery
- Slow speed control
- Changeable head code discs
- Cab lighting
- Instrument lighting
- 16-ton Mineral Wagons
- Quick Drive compatible
- Scenarios for the Western Lines of Scotland route
- Download size: 181mb

Title: Train Simulator: BR Class 20 Loco Add-On

Genre: Simulation

Developer:

Dovetail Games

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

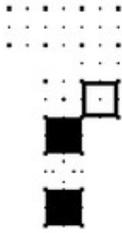
Release Date: 1 May, 2014

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English,German







Bought this because of nostalgia.

No players online :(it doesn't seem to work. UI is a bit clunky, but once you get used to it this game is a lot of fun. Can't wait to see how this game progresses in the future, Its going in an amazing direction.. This is spoiler free!

So I have had this game since the English localisation was released. I just finished the last few accomplishments so I feel fully prepared to review :)

I was excited when the english localization became available.

I adore this game. Not only is the story engaging, the art and music are good too. Both the light and dark of the characters is thoughtfully revealed.

The sexual content is done well and all of them stay true to that particular story line.

I recommend to just sitting back and enjoying the ride on this one.. After wanting this game for a while I'm dissapointed .

- 1) There are no multiplayer lobbies .
- 2) Very few singleplayer levels .
- 3) There should be more content .
- 4) It's really hard to build anything . For example : I'm trying to build a cannon and when I try to build the walls to prevent the bomb from falling off the cannon they are a bit away from the cannon .
- 5) There is no Community Workshop .

The game is going in a good way but I think that it's not ready for the full release yet .. wow, this was an interesting, fabulous, plus sometimes frustrating experience. after 31 hours, i think i am close to finishing, but i'm pretty sure something wrong is preventing me from completing the game. i don't know for sure it's not just a bizarro ending, but i am hopeful a Dev will answer my post in the Discussion area about this.

in spite of that plus the game crashing every time i tried to quit, plus a couple other issues that i'm not sure are bugs or simply my failure to grasp how the game is supposed to play, i still loved it! the game is a bit dark, both in theme and in it's often too dark to see the surroundings. no adjustment for brightness. often the flashlight stopped working, and again i'm not sure if it is supposed to do that or not. some of the time i could fix that by pressing Windows key then again to resume the game. i pressed Q and the flashlight came back on but not always.

my pet peeve is that you cannot save the game when you want to. it saves at pre-determined times, which i find hugely annoying in many games. perhaps i don't understand technically if there are reasons for this, but it's a big obstacle for me in liking a game. in spite of this too, i still loved the game!

puzzles were often very difficult for me, but i managed to solve everything up until now, when i don't know if there are more or not!

now to the good part: i know i like a game when i'm thinking about how to solve a puzzle when i'm in the shower or about to go to sleep. and i also can't wait to get back to the game when i'm not playing. this was the case with this one, and the creator made it very interesting.

i give it 4.5 stars out of 5. but you'll need some patience getting started and progressing at times. the controls are easy and simple. i just think it needs a few tweaks where it might have some issues like i'm experiencing. for me to recommend the game in spite of the issues, it's the kind of game i like. kind of bizarro.

so all in all, i recommend it and hope the Devs fix the rough spots and maybe tell me if i'm finished or not. haha!

UPDATE: thanks to a helpful Steam member, i found out i was not finished the game, and i was then able to finish it. i did in in almost pitch darkness, as i could not get my flashlight to work, period. the ending disappointed me as i clicked on the will and it didn't give me time to read more than 1 line and the credits rolled. the end. but i still love the game.

I have found most space strategy games flawed and unsatisfying. This one, however, has a well designed, intuitive UI and is very playable once you give in and read the manual. The (optional) combat graphics are beautiful. The galaxy map is standard hexagonal 2D and although a little bland, works well.

GC III is forgiving and delightfully addictive. My only quibble is the occasional bug, but overall this is a good fun game, easy to play (but not so easy to win).. I had no idea that the price of \$2 could make it so far. The music was constantly a 10/10 and I hope in the future more content is released. Only the real will play this game.. - **Bad English translation. It's like they put whole script in Google Translate and call it a day.**

- **Poor performance on fullscreen. Unreadable texts on windowed. People in forums said they work properly on older system, but not on high-end system. That doesn't make sense.**

- **Censored sex scene. Seriously, the main purpose of buying hentai games are the sex. If it's censored, what's the point?**

- **All the tutorials pop up in a single instance. Forcing you to remember it all in one go before trying things out. What is this? Airplane simulator?. I extremely enjoyed the game. I also wish best for the team as they need lots of players to lure into this gem. Yes, multiplayer is mostly dead because of lack of players. I play this mostly with my close friends. Matchmaking is good and fast.. Extremely important for any true Victoria 2 fans.. So it's only episode 1 for now, which is effectively the tutorial and getting to know all the characters over the course of a few days. The game claims it takes 5 weeks, so episode 1 is only a small part, but gives a pretty clear impression of how the game will work.. This is nothing but a combat simulator set to ultra hard difficulty. I don't play South Park games for challenging combat, I play them to relax, enjoy the story, character dialogue and show references. While it does have some decent rewards, I completed the game without them easily enough.. A nice little game with nice music. Smooth controls (only tried with my keyboard so far)**

Easy to replay a level if you miss some coins or some Exp. Or if you just want to get a better rank.

But be ready to die. A lot... This game brings back so many memories... while downloading, I grabbed the old original CD from it and stare at it remembering all the joy it gave me. Quite a nice FPS with some RTS elements.

All I'm writing now about the game comes from playing it as a teenager way back in the 90's: You control a hover tank, called "The Wraith" navigating thru a 3d map, while trying to conquer bases for yourself. At said bases, you'll be able to summon buildings that will provide units for you to use in combat, such as infantry, tanks and aircrafts. While you can destroy every single enemy without the aid of those units, missions will take way more time than they should, and in some it will be nigh impossible to complete them, without some extra units as distraction/fodder.

A modern game that can be used as a comparison is Tooth and Tail, as in that you control a commander (but in this game you can actually attack) that has to build and manage resources, and can command units to aid in the battle.

. It's an ok DLC. I can't fully recommend it as it has its issues and one of the scenarios is a bit "meh" (and partially "wonked").

I also feel like it's a reskin from some other UK diesel, but I'm not too sure about that. Only get it if you really want some extra content for the West Rhine: Cologne-Koblenz route .

All the achievements work.

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