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



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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:

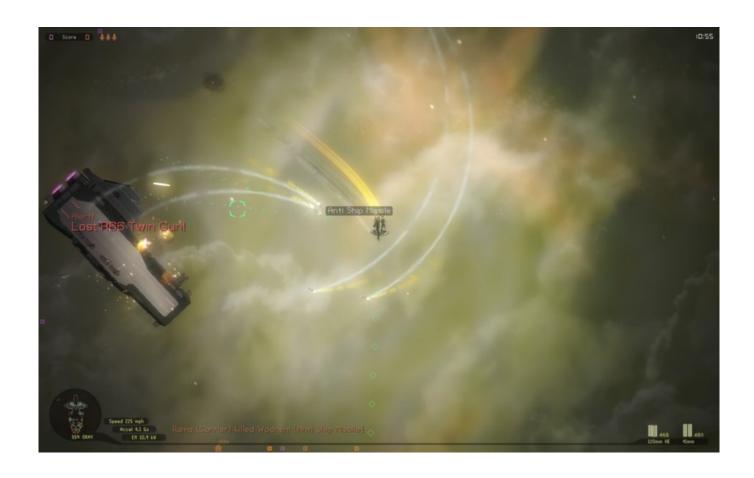
Dovetail Games - Trains

Franchise: Train Simulator

Release Date: 6 Apr, 2017

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English







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If you want to see just how bad it is and laugh and the horrid quality, feel free to try it (but get it on sale if you do...). I thought I was halfway in, and suddenly everything expanded again. I really am in love with the aire of mystery there is in this game, and how much it reminds me of my first PC. (Well, Apple Plus 2, but still) The puzzles are chewy, and even when I thought I had it figured out, there's just another twist to look forward to story and mechanics wise.. you should buy this game if you like classic platformers also it gives you something to do if you're bored.. If you enjoy puzzle games that remind you of Myst, ignore the negative reviews here and give this game a shot. Elansar is pretty good game. The puzzles and plot both make sense and tie together well. The game had an engaging story, and it's definitely worth at least the \$1 it's being sold for.

It's true that it's short and has little replay value, but there are no bugs and it does come across as a finished product. I felt a sense of accomplishment when I beat it. One minor issue is that once you beat the game you can't play anymore unless you manually delete your save data or reinstall the game, but if you solved this game's puzzles then this is no problem.

Bottom line: If being stuck on a mysterious island appeals to you, give this a shot to cut your teeth on before moving up to some of the longer, more difficult games.. All in the activation order, the random end of turn to the next of turn lets 2 turns happen for one player. This is deadly and is a sure kill, hate games that auto kill you for rang rolls.. Received this game from Humble Monthly and, this being a little extra game, it is not bad.

It is a fun platformer with a good soundrack and a bit of customisation.

However, as soon as I reached the world 3 boss (there are 5 worlds) things went downhill very very quickly. I got stuck in multiple places, some levels immediately killed me when they started, others where nearly impossible to finish. The unnecessarily annoying features, combined with the terrible level design of basically everything past world 3 made me wonder wheter the developers even tested these levels or not.

For free, or a couple of dollars, probably a fun 3/5th of a game, but not worth the full price

i hate that i bought it. A great game to play with your friends if you want to lose them. Try it.. Not much there, yet. It's really light, but I suppose it's 'normal', since it's just 'Chapter 1' of a many-chapter thing?

Probably would recommend it, if it's on sale, or unless you REALLY want it. Did this first part in about 70min, while taking my time.

It's more of a 'Prologue' really, if you think about it and consider its really short length.

(I will say that the *VIOLENT THUMPPPPP* sound effects are weirdly placed and rather annoying.). Less than an hour of gameplay and I already have all achievements. QQ. \u2b50\u2b5b\u2b5b\u2b5b\u2b5b\u2b5b\u2b5b\u2b5b\u2b5b\u2b5b\u2b5b\u2b5b\u2b5b\u2b5b\u2bba\u2b5b\u2bba

Also it has been translated in Neapolitan dialect, because the developer is an handsome southern guy who drinks a lot of Italian coffee and has a mustache. It's a cool little tangram-like puzzle game, but where overlapping the tiles creates negative space. I enjoyed figuring them out and playing with it, even though it's taken less than an hour to complete it.

It's not perfect - after you play for a while, the dots in the middle of the screen start to disappear which can obscure things. It also freezes every time I open the steam overlay which isn't ideal.

It's also so minimal that the game doesn't end when you finish the last level, the only feedback you get is the Steam achievement popup.

But hey, it's super cheap and definitely worth the money.. Decent interactive story with some (as far as I can tell) impactful choices

Sadly, it must be coded like\u2665\u

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