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## Train Simulator: DB BR 361 Loco Add-On Download For Pc [serial Number]



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### About This Content

The diminutive DB BR 361 packs a punch when it comes to serious pulling power, and is now available for shunting duties on Germany's rail network in Train Simulator.

Built between 1956 and 1964, the BR 361 (originally classified as V 60) is a diesel locomotive designed for shunting duties and the occasional light goods train for Deutsche Bundesbahn. In total, 942 of these shunters were produced, with several modifications through their lifetime including new engines and remote control operation.

The first prototype was designed in 1951 as DB had a shortage of small shunters; four prototypes were built in 1955, each built by a different manufacturer - Krupp, Mak, Henschel and Krauss-Maffei. Each featured different engines too, however they still proved to be successful. DB opted for the Maybach GTO 6/GTO 6A engines for their production models, which started to be delivered in 1956.

Even in these early stages of the V 60's life, some models were modified with stronger frames and a higher adhesive weight increase from 48.3 to 53 tons; these heavier shunters were able to haul an extra six tons of ballast compared to the unmodified variant.

Despite this difference, they were all still classified as V 60s until all of DB's rolling stock was reclassified, dividing the V 60s into BR 260s and 261s for light and heavy variants respectively. By 1987, they were reclassified again as minor locomotives (Kleinlok), giving them their BR 360/361 grouping as they are known today.

Despite being built primarily as shunters, the V 60s were also used for transporting light freight and passenger trains, and some

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even saw some departmental use. A plan to replace the V 60 in the early 1980s never came to fruition, and DB set about improving the 25 year old V 60s instead.

The V 60 has a maximum speed of 60km/h (37mph), however the diesel motor needs to be pre-heated before it can run; as a result, the earlier models had to have a small coke oven and carry about 150kg of coke to heat the diesel motor, although newer V 60s used oil burners instead.

Today, many of the 942 locomotives are still in service, with around 400 in service for DB and other examples for various private railways in Germany and beyond, including Turkey and Norway.

The BR 361 for Train Simulator is available in DB Cargo Red livery and features dynamic braking, combination throttle/brake, cab and instrument lighting, in-cab signalling, PZB and SIFA safety systems. Also included are SGGRSS container freight wagons.

The locomotive is also Quick Drive compatible, giving you the freedom to drive the DB BR 361 on any Quick Drive enabled route for Train Simulator, such as those available through Steam. Also included are scenarios specifically for the [Munich-Rosenheim](#) route (available separately and required to play these scenarios).

## Scenarios

Three scenarios for the Munich-Rosenheim route:

- A Good Day's Deed
- Express Marshall
- Goods Time Marshalling

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

- BR 361 in DB Cargo Red livery
- Dynamic braking
- Combination throttle/brake
- Cab and instrument lighting
- In-cab signalling
- PZB and SIFA safety systems
- SGGRSS container freight wagons
- Quick Drive compatible
- Scenarios for the Munich-Rosenheim route

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- Download size: 421mb

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Title: Train Simulator: DB BR 361 Loco Add-On

Genre: Simulation

Developer:

Dovetail Games

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 18 Dec, 2015

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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,French,German







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Different model, looking cool

Too expensive to buy standalone. wheres all the other games??? release them please. not like it costs money to port them from mobile to pc. plus i dont want to use a credit card when i can buy with steam wallet. Mind you. I DO recommend Valkyria Chronicles. Top 10 all time for me.

I do NOT recommend the Steam version of such, because it's horrifically defective. Random crashes that make no sense.

If you can, get the PS4 or Switch Remastered edition (This version isn't even the Remastered version!) and save yourself the headache. It's ABSOLUTELY worth playing - just not on PC and likely never will be as it's been over 4 years I believe and still not fixed.. I wanted to like this because it was definitely a different sort of experience. The storyline was sort of cute, though bizarre. The HOG scenes were either really easy, challenging, or nigh on impossible. Some things simply were not visible, no matter how I adjusted the view and zoomed in. The puzzles were a mix of too easy, perfect, and... well, pointless. I'm not big on randomly clicking to determine the correct order for multiple games. Overall, the frustration factor tips the scale on the downside for me. It is aggravating to be forced to use a hint for a HOG scene, then STILL not be able to see the item with a beam of light shining on it. Plus, after looking at two of the sets of directions for mini-games, I was unable to close them and acutally play. The only thing that worked was using the skip button, which meant I couldn't play them and got stuck with silver trophies. While I think the idea of a 3D HOG is cool, and the bright colors were a welcome change, there are way too many issues that make it seem like the items were just sort of thrown in there. \*My hours are so high because I left the game running while running an errand. About two-three hours would be more accurate.. I have this. I have played it.

it is not a game. It is a terrifying experince.

This is some sort of conglomeration of code that looks like a tile game but is so entirely artificial that every moment you spend looking at it makes you painfully aware that you could be doing something else. ANYTHING ELSE.

It's hard to find a reason to play this game for even a few seconds.. This was made a year before I was born so I have no idea what is going on but I'm starting to learn and it's pretty fun!. A very nice game at 1\$ :D. Only play if you have a beefy system. The amount of screen tearing in this made it anything but relaxing. I haven't had a VR headache like the one this game gave me before.

Regions are interesting enough and scenery is relaxing, but on my 1060 system it still made me nauseous. This game is like having to poop but it wont come out, EVER!

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If you're going to buy just one DLC in this game, make it this one. Simple but attractive pieces in an abstract Kholgomery style, coming in either white\green plastic textures, or white\red wood textures. Comes with an impressive tournament environment, will upbeat and catchy music that fits it quite well.

Pretty good for \$6, even better on sale.. Multiplayer would be nice.. Fun RPG with a twist. I really liked how avoiding combat was recommended and there was zero focus on grinding (as it would make you weaker). Combat is fun, with Gallium and charge attacks adding interesting new elements to combat. The story is intriguing, and is different from many RPG's. The fact that you get weaker after every fight really makes the game interesting, and makes you wonder whether the treasure in that chest is worth fighting the monsters in front. On the whole, the game really captures the desperation of old age and fading power well.

On the downside, the game is short, and doesn't hold a ton of replayability value for me, but it was fun for about 10 hours. I got it on sale for 99 cents, and it was well-worth that price. I would probably enjoy replaying the game once and doing a few things differently, but that's about it.

On the whole, a very unique RPG with a couple of twists captured in an adequate, if not entirely sublime, world. Great for RPG fans who are getting bored of the usual grinding for gold and XP and looking for something new. 8.5\10. Selection is terrible, mechanics get stale and repetitious and there's a lot of boring downtime between bosses. Feels like a game still in alpha.. Best VN i've ever played, no enough words to describe it.

10/10 would drown in tears again. GREAT! BUT.....

Too much frequent updates that just fix 1 glitch. make real updates like more maps.. its about .55USD per meg sized game

A lot of care and concern for the end user to spend about 20 minutes of their life running around in the dark with nothing to scare you, nothing to surprise or excite, just your lust for a flashlight, turning on the elevator, and finding the 'hidden; passageway. My achievements didnt even register it seems but who cares...

I nominated for CASH GRAB GAME OF THE YEAR

Im not one to give bums money, but hey, even Scrooge was a little jolly once.

no refund!. good game but why does it show the damned duck hunt dog to shoot 7\10. Pros-

>Chillest background music ever. I'd use it as my white noise for studying if someone can get a clean MP3 of it

>Most of the girls came back

>No scares

>No WALKING IN THE DAMN MINES AND GETTING LOST FOREVER

-Cons-

>No cat girl

>You probably will need to play Everlasting Summer first

>It's not Everlasting Summer

>It's more like Flash Winter with how short (BUT BEAUTIFUL) it is

7/10 with rice. I am a big fan of Digital Eel's Infinite Space series. I bought SAIS shortly after it came out in 2002 and then when Weird Worlds came out I played the heck out of it. It had the same basic gameplay but enhanced resolution and a greater variety of actions.

I recently started playing the 3rd game in the series which transitions to 3D graphics. I don't think that 3D inherently ruins the gameplay of games that make the switch. However, in this case the simple 2D "window" GUI has been changed into an alternate GUI that does most of the same things but in a slower and less intuitive manner. There are some options (combat and otherwise) that seem to be missing.

The change to a 3D planet configuration doesn't change the gameplay in a positive way. It just makes it so that you need to rotate the sector before you move anywhere.

Pros in IS3:

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- + Now you can flee to a star system of your choosing.
  - + The 3D sector map means that you are less likely to get boxed in by nebulas or other hazards than on a 2D map.
  - + The upgrade hull option (only available at each of your ships' respective homeworlds) is a welcome option especially if you are trying to conquer the sector.

#### Cons in IS3:

- Why do the smaller ships not follow directions in combat?
- Why have the fire, turn, move, ram, and grouping controls been changed so much in this sequel?
- Why can ships attack you from outside the battle grid?
- Why can the Zorg no longer teleport in combat?
- Why is no longer a fast-forward option for combat or map travel?
- Why is there no longer an option for an extra small sector map?
- The 3D in some ways makes it harder to quickly identify if your potential travel paths intersect a black hole or some nebula.
- Every action in the game seems to take longer than in previous entries (and not just because of the lack of fast-forward) - trading, switching out equipment, encounters that don't result in combat. This is a problem because games in this series were originally held up as the ultimate lunch-break game. Well no longer. And because of the lack of a save or suspend feature (and no smaller maps), you will probably not be able to have as many SATISFYING short gaming sessions with this game.

#### Neutral

\u2022 A partial flotilla (just some of your ships) retreat in combat is confusing at first (just drag the ships off the combat map), but in some ways it makes the maneuver easier to perform.

\u2022 Balance has been adjusted compared to previous games (Chromium Gong is no longer limitless uses, Hyperdrive takes more time, Damocles drones are a lot more difficult, and enemies in general are a lot more difficult on Hard mode).

In short buy Weird Worlds; pass on this entry.

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