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About This Content

CONTAINER PRODUCTS – 20/40FT DRY VAN CONTAINERS

Some months ago, when I was walking around a large shipping terminal in Waigaoqiao, Shanghai, I saw many colourful containers stacked together - which came from all over the world - looking like towering blocks of beautiful skyscrapers. From that time, I planned to make and place these cool iron boxes into my favorite simulator, making our experiences more awesome and more realistic.

Now, you will get a total of 10 styles of 20ft and 40ft dry van containers in your railroad world. You are able to carry them by X2K double-stack container well wagons.

Features Include:

- 10 styles.
- Normal Maps.
- Weathered.

X2K DOUBLE-STACK CONTAINER WELL WAGONS

If you intend to travel between Shanghai and Beijing by train, maybe you'll pass a train with double-stacked containers - chances are it will be these, as the X2 series well wagons are the only double-stack container wagons in China.

The X2 series double-stack container well wagon is specially designed to carry container traffic. Once a X2 wagon equips ZK6 bogies, it's called "X2K", and its max speed is up to 120 km/h.

Three colors of X2K wagons are included, which should be mixed in a long train for a more realistic effect!

Features Include:

- Normal Maps.
- Weathered.
- Rear Sign Light.
- Load Product.
- LOD System.

Title: Trainz Simulator DLC: CONTZ Pack - Basic Edition

Genre: Simulation

Developer:

N3V Games

Publisher:

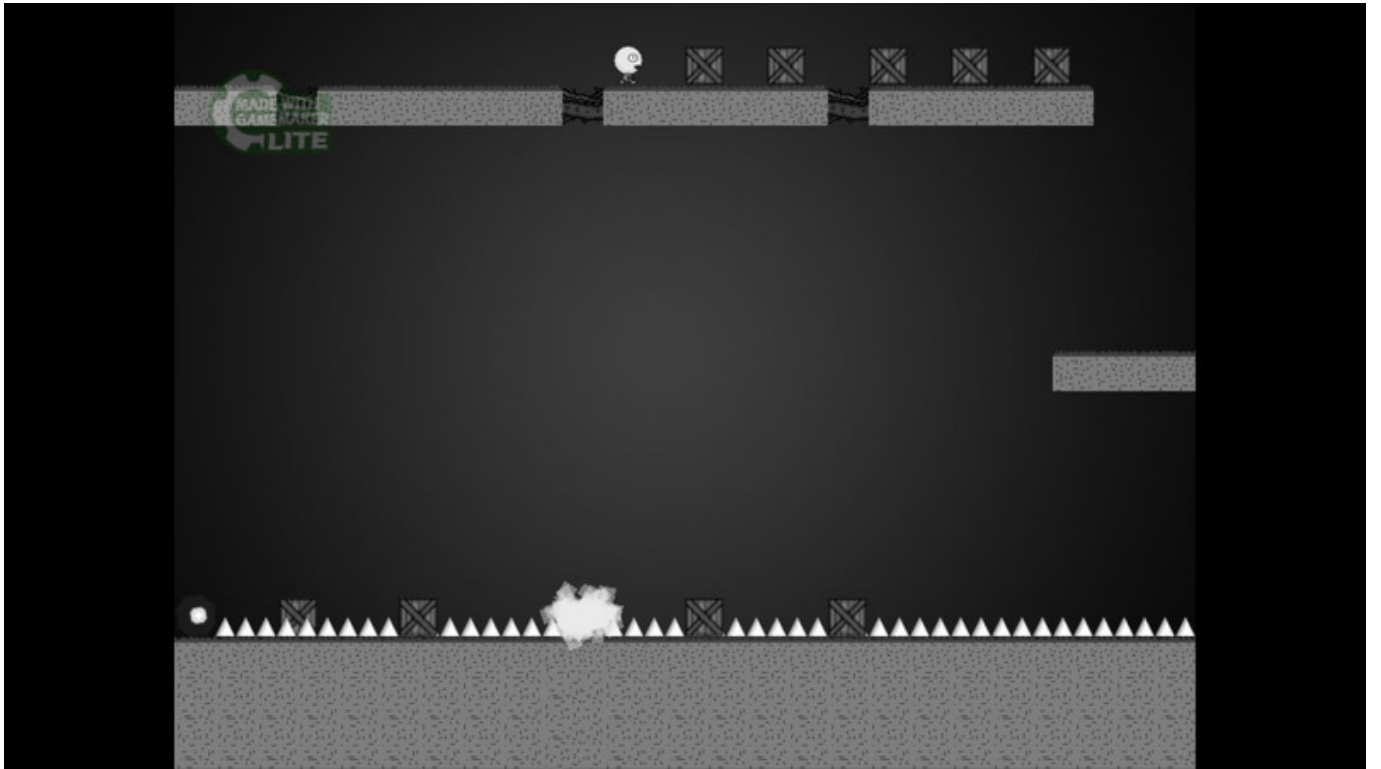
N3V Games

Release Date: 12 Aug, 2014

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English







This game is so awesome, graphics are swedish (sweet).

Replayable? I enjoy replaying missions to improve my rewards that enlarge my army for multiplayer.

I replay missions just for the hell of it to experiment and might decide to destroy the entire landscape.

The attention to detail is great, there is even a discussion thread about faction characteristics!

The game is very well made and super challenging, you can't just grab your army and attack, you will command different units to specific jobs using common sense to bring your self to victory.

The devs are great, they listen and respond promptly, and will change things if your request is concrete.

Some complain it's too hard, that is why this is a good game.

Completely recommended.

40 years of videogaming under my belt.

. DLC cash grab for an unsupported pile of garbage.. it's good, needs part two.. I liked this game.. Underwater rollercoaster in an open top thingy, graphics aren't the best and just the 1 ride. It doesn't really feel like you're riding it either unlike some coasters.

Hard to recommend as there are better coasters out there, there's also better underwater experiences as well,

I won't be refunding as I appreciate some effort has gone into it, just wish it had more content as well and more polished graphics.

Wish steam would add a neutral button as it falls into the inbetween category, neither great nor terrible.

As I only have 2 options I'd have to give it a thumbs down even at a low price.. Miaw maw maw miao miaw maw-maw miaoooooo!. I bought this game a few years back so I went ahead and got it on steam since it was so cheap. The thing I really like about this game is how immersive it is in the simulation. It tells results of the other fights in your league and how the health can drain after a match so there is always a fighting chance. Fighters seem to retire from the league and new ones come in. You almost look forward to the chance of getting to fight some of these guys and can follow there progress. This gives the game a real world feel kinda like the very first Smackdown game. Graphics I can look past because I focus more on how the mechanics work with in the individual game. The only thing I don't like are exploits like leg sweeps that you can do over and over and kill the pc for a cheap win. Other than that I wish more fighting games would use the concept of a league season where health can give you some flukes.. We talk a lot about games ageing poorly, and it can often be hard to tell precisely what that means and what it is that makes a game subject to it. A prime example of this phenomenon is *Sonic the Hedgehog, 1991 critical darling and Harbinger of Screaming Children. The Sega Mega Drive's biggest success is still cited today as a great title, usually to the effect of: "How did they pull it off? Up this franchise so colossally?"* I don't know if it's the headachy, precise level design, slippery, high-speed controls, or the way these things combine with the tiny view distance to create a game that only a purpose-built robot could play without having memorised level patterns actually, that pretty much says it all.

Sonic is the Ubisoft sandbox of the last generation; a game so vapid and poorly designed that its continued popularity is nothing but a glaring testament to the amount of nostalgia junkies who just never got around to replaying it. When you're holding down right and pounding along at 300 km/h it's lovely, with the admittedly excellent Mega Drive graphics dashing by at mach speed, but it's when the game suddenly and without warning transitions into a Mario-esque platform hop over spike pits that it gets hairy. The only way you'd know this obstacle is coming is by knowing the level, so on your first playthrough you're utterly bewildered. It's not just retrospectively awful game design; in 1991, Sonic was still a steaming pile of garbage and now, stripped of the value that its aesthetics gave it then, it stands as a monument to

just how far you could get on graphics alone in an era before they existed on this scale. Unless you loved it as a kid and are willing to spend a couple of hours in denial, avoid Sonic the Hedgehog like you\u2019d avoid an actual hedgehog that moved that fast.. Its terrible dont buy unless you like being cheated out of 12 bucks the voice acting is horrific , the mechanics are trash and the animation is meh

-10\10 Lmgs

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The Cult of Our Lord and Savior Tachanka

4/10!

Open game and leave running = all achievements.

Plus i have my own achievement in the game so definitely worth the download!. Very nice, beautiful, and relaxing game. This is not for someone wanting to blow things up, instead it is simply a very nice diving game where you collect things, heal animals, and destroy "trash" on the ocean floor. I would very much recommend it for children and for older folks (I'm 62). It's well worth the cost!. very fun game :0. I recommend this game for anyone who has a taste for fantasy RPGs and various concepts that are interwoven into a single game to make something new and fresh.

This game has great music, I could honestly see myself just listening to it casually while working or going to sleep as it is also very soothing. Very nice melodies that bring the game to life.

The artwork is very nice. In fact, each design invokes emotion. The Portal Demon actually scared me when I first played the game off the creator's site and Candy Mountain is one of my favorite areas aside from the sadly memory wiped Fureta Jungle (it actually looks like it is falling apart and "shutting down", adding to the emotions embeded in the situation).

I honestly don't see anything to complain about in terms of the characters. Hellana is cute. Diamond is bravey. Christina is snarky. And Melrose is complex. I can actually relate a bit to Melrose as I have been severely bullied myself throughout my entire school career and I can easily sympathize with her on that note.

EDIT (AFTER FINISHING):

As for actual game play, this is very good. The ending was sad and funny at the sametime. Watching Melrose in the real world fall to her death on the left nearly made me cry and the happiness in the Dream World on the right was very uplifting. The two meshed well and kept me from bawling my eyes out for the whole house to hear.

The storyline is still very good. Sure finding all of the ingredients for the good armor was tedious but well worth it. I still highly recomend this game. I am currently on the Plus Story now and still enjoying the music and art. Also, the Virginitphosbius (how ever you spell the third form of Farah that was once called Agraphobius) is easily the most distrubing, scary looking monster in the game. It beats the portal demon, hands down in design and representation.

That's another thing, all the phobius represent a specific fear. Arachinphobius represents the fear of spiders while Agraphobius represents the fear of sexual abuse. Very clever there Rose Portal Games. It definitely show that they know quite a bit about pshycology. This game gets more brownie points from me!. I'm not sure if this DLC was playtested before being released, I've played a few times and I can't get past the beginning of the story because it bugs out. The original game's bugs were frustrating but this is entirely unplayable here.. I cant Explain how BAD This Game is!

Dont Try it By Yourself! Its a Waste of Time!

0V/10 Worst game Ever Played!. Very playable in it's current state, has great potential to be that space game that all of us old Freelancer fans are looking for. i can not recommend this game. the game itself could be good if it was finished but not right now.

the developer is not responding if he is still working on this game.

don't waste your money and buy something that has a chance to get out of early access some day, this title is dead on arrival.. This version fixes some of the issues from the original - you start with more chars and they all have more abilities. However it is basically the same game but with worse camera issues.

I could not bring myself to keep playing it because of the camera issues. Everytime I selected a new charactor, the camera would zoom in, turn, and tilt. This makes it really annoying to "pause" and start telling each team member what to do during combat.

It also removed the ability to move around and look at places your chars are not standing. So basically it was the camera that drove me nuts after an hour that I decided it was not worth my time.

It is a good game, funny game, and interesting if you like comic book style stuff ~ however you need to like micro RTS with 2-3

units and bad camera issues to really get a good play out of it.. quality game changed my life drastically!
price is a bit steep but trust me it's worth it!!!!

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