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About This Content

The Settle-Carlisle Expansion Pack is a superb modern recreation of this famous and beautiful British route, complete with 5 locomotives and rolling stock.

Famous for its Ribbleshead Viaduct and stunning scenery, the Settle-Carlisle line has long been a favourite amongst rail fans – especially since it famously escaped closure in the late 1980s. It is also well-known as a triumph of engineering against the odds, as a huge workforce was assembled to work in extremely tough conditions. The line is home to some dramatic constructions, such as the Ribbleshead Viaduct and Blea Moor Tunnel, and rises to the highest point on the British main line at 1,169 feet (356m) above sea level. The line endured and won a five-year battle against closure in the late 1980s, and has since remained a favourite with enthusiasts who come from far and wide to ride on the line every year.

Now you can drive trains along this inspiring stretch of line, battling the gradients through the ‘three peaks’ and admiring the views as you drive over (and sometimes beneath) this wonderful landscape. With modern and preserved locomotives to drive, there is something for everyone on the Settle-Carlisle.

Key Features

Highly detailed route from Settle, North Yorkshire to Carlisle, Cumbria including the Ribbleshead Viaduct, Carlisle Station and all stations and landmarks along the line.

- Class 66 locomotive in EWS livery

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- Class 37 locomotive in EWS livery
 - Class 158 DMU
 - Leander' Jubilee Class 4-6-0 steam locomotive
 - Preserved LMS 4F 0-6-0 steam locomotive
 - Rolling stock including HAA and HTA hoppers, PCA tankers and Crimson Mk1 coaches

Scenarios:

- Learning the Ropes Pt1 (Class 66 EWS)
- Learning the Ropes Pt2 (Class 66 EWS)
- Learning the Ropes Pt3 (Class 66 EWS)
- The Final Run Pt1 (Class 158 DMU)
- The Final Run Pt2 (Class 158 DMU)
- A Fair Return (Class 158 DMU)
- Waking Up the Neighbours (Class 37 EWS)
- Left Behind (Class 66 EWS)
- Midwinter Rescue (Class 37 EWS)
- Settle Down (Class 158 DMU)
- An Uphill Struggle (Class 37 EWS)
- Taking Stock (LMS Jubilee 'Leander')
- The Ribble Run Around (preserved LMS 4F)
- Plus 3 free roams

Title: Train Simulator: Settle to Carlisle Route Add-on

Genre: Simulation

Developer:

Dovetail Games

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 5 Apr, 2012

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English







train simulator settle to Carlisle route add-on

The advertising says enough about the tone and angle of this game. I enjoyed it and I assume you would too if you are thinking about buying this game. What I'll add is this game is short and uses the classic gameplay we all know, with nooooo deviation. This is a good thing and a bad thing. I have a love/hate relationship with grinding and mostly just a hate/hate relationship with a beastery that over relies on status effects for its difficulty curve. I would prefer the use of team coordination for both players and enemies. Things like turn swapping, set up and knock down tactics that both enemies and allies have to use in order to be effective. Who can spam the most status effects is just tiresome. The skill gauge is a nice idea but it takes too long to fill and doesn't carry over between fights making it very unreliable. This sounds like a lot of negatives but I'm assuming the developers might see this review and find something useful in it. The game is filled with puns and insults and maybe add the option to taunt enemies in battle in the sequel.

SPOILERS

I don't know what the deal with the final boss was. I thought I needed to use the bell during the fight but couldn't and so I proceeded to go through that arduous battle for who knows how long until I realized he won't die even without any hitpoints. It's a battle you have to lose but I honestly don't know if the cut scene I got only happens if you take his health before he beats you or if you can just bend over and take it at the beginning and still get the same ending. Yes I am recommending this game but they doesn't mean it won't trol you.. It's for helping people.. I have played games for 30 years now and this one may get into top 10.

I only have 40 hours on record because I then jumped to the New Horizons mod not on steam. Please buy this game, learn the ropes with the basics and then jump to New Horizons. I have hundreds of hours on it.

This game is so good, so strategic deep and so much fun it is better than Heroes of Might&Magic 3. Even the story is interesting and full of humour. I am still speechless how some random Russian guy was able to pull this up.. Our old favourite, the AoE1 Wololo Monk, is back!
Wololo/Wololo, now go forth and convert those heathens!

(check scenario editor for Priest; he will also make the proper sounds). A really well polished game, the details are astounding. DM, TDM and S&D (with conquest on its way) works for all sorts of crowds.

In my eyes, in terms of gameplay, it's in the middle of Pavlov and Onward.
Opening doors slowly, your teammate rolls in a grenade while another teammate covers the perimeter.
Epic stuff.

The player base is no problem if you just join the discord and get a few guys with you.
Steady growing community with enthusiastic devs.

Recommended!

Dwarf Tower is an interesting cross between Scorched Earth, Dungeon Keeper, Rock-Paper-Scissors, Battleship, and probably a few others, all squished down into a quick fight that feels a bit like a hand of poker.

Gameplay: You and your opponent each build a tower and try to destroy the enemy tower. There are several phases, each played simultaneously with your opponent. To start you get "cards" to place in and on your tower. Examples include new structures like tower pieces, new rooms like libraries, or new spells or abilities like Lightning. The cards you get are random and this is where most of the luck in the game comes into play; if you get unlucky and don't draw a "firefighter" card for example, you can be in trouble. The next phases are Utility, Combat, and Repair, during which you get to use the corresponding ability types. Combat spells damage enemy tower parts and the goal is to destroy the enemy Archmage Chamber.

You can't see inside the enemy tower. This is the Battleship part of the game. With targeted spells you mostly have to guess where an opponent's rooms are based on the tower shape. For example, crystals and libraries are more effective the higher they are, so attacking the top of the tower is likely to hit one.

Games are short, sometimes only a few minutes, so it's not particularly frustrating to lose due to BS circumstances like if the enemy started with 2 dynamites and they both hit your Archmage. When the match ends, another one immediately starts. There's no delay or setup time. It feels more like dying in a deathmatch FPS and respawning right away.

The game isn't particularly polished or balanced, and it doesn't really explain how things work, but it's simple enough that that's okay. This is a lot of fun multiplayer. Definitely pick it up if you have a friend to play with, or just challenge random people online. Against the AI the game is a little too easy.. Audience ♥

- Beginner
- Casual Gamer
- Normal Gamer
- Expert

👤 Suitable For 👤

- Kids
- Teens
- Adults
- Human
- Alien

👤 PC Requirements 👤

- Potato
- Decent
- Rich boiii...

✧ Graphics ✧

- Bad
- Decent
- Alright
- Good
- Beautiful
- Fantastic

🎵 Music/Audio 🎵

- Earrape
- Bad
- Not too bad
- Alright
- Good
- Fantastic
- Eargasm

happy now" ♥♥♥♥♥♥♥♥t.. The hardest part of this game ? Creating a character, all names have been taken.. Yeah this game is dope. 2hu bootlegs, witty writing, less than a dollar. Pick it up.. Good game and good price. It's not the kind of game you get into and stay in for more than an hour because it gets frustrating after the few couple deaths. When that occurs, just exit game and re-play the next day or after a few hours. You'll notice you'll progress much faster that way.

I'd wanna say this is a 7/10 game overall.. Its not a bad game and its nice that you're able to play to youtube but this game lacks depth and variety. With only 2 game modes there isnt any replay value.

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