A-Train 9 V4.0 : Japan Rail Simulator Download For Pc Compressed

About This Game

A-Train 9 - Better Than Ever

A-Train 9 has had many major upgrades to the feature set and gameplay options over the years, with this version, Japan Rail Simulator, being the new pinnacle of the game.

What Is A-Train 9?

The biggest and best city builder, transport simulation game returns with a host of new features.

- Drive a train! Actually step inside the cab and take control.

- New control options.

- Speed restricted track ensure your trains arrive when they are supposed to

- Vehicle groups give you the vision you need to control up to 200 trains

- New track layout options. The offset X junction, very handy for your marshalling yards and control of the entrance to sprawling muti-platform stations

- New road flexibility. City blocks and roads that run at 45 degrees to add greater flexibility to your cities and allow more realistic city-scapes to be built.

With more trains, buildings, trackside objects than ever!

What's New in A-Train 9 V4.0 : Japan Rail Simulator

The new version of A-Train has a stack of new features that focus on the two most important aspects of gameplay: realism and control.

Enhanced Realism

A-Train is about creating working, profitable cities built around a strong transport network. Over the years we have seen our players create some fantastic cities, the scale and scope of which is staggering.

Whether it is the painstaking re-creation of 100 km^2 real-life cities, or imaginative sprawling utopias, A-Train has always allowed the player to use their imagination. The latest version increases the scale and scope of the game 100%. Twice as many vehicles can be placed on landscapes with twice as many art assets. More road and track-side features with new levels of flexibility in the way that road and rail are built.

The player can now use these tools to create more realistic and involved cities either from real-life or from their imagination. This extra realism is balanced by some great new control options which work at both the individual vehicle level and the management control level of the game.

Become the Driver

Have you ever wondered what it might be like to actually drive one of your trains? To actually experience the challenges the engineers may face in keeping to the speed limit, providing a comfortable ride, and delivering the goods and passengers on time? Well, in A-Train 9 V4 Japan Rail Simulator, it's now possible to step on the footplate and take control. Either from the first-person engineers point of view, or from a bird's-eye 3rd person viewpoint, experience your cities like never before.

It's not just trains. Jump on board a car or boat and see your creations from whole new perspectives. Ever wondered what it would be like to be a citizen or a worker in your city? While now you can find out.

Double the Vehicles

Doubling the number of vehicles in the game adds a massive amount of scope and scale to the game, and that brings with it its own challenges. It might be overwhelming to have 200 trains running simultaneously. Understanding what they are all doing and how to optimize their timetables and routes with so much going on would be a challenge for anyone.

Plan Your Routes

A-Train 9 V4 Japan Rail Simulator adds new features that bring you control from the transport planner level.

It's now possible to sort and filter your vehicle by type and group them into color-coded teams. How you use these features is up to the player. You may want to group your trains by the routes they travel, or perhaps separate them into long distance and commuter trains. It might certainly be a good idea to colour code passenger and freight trains separately, but that choice is yours and with the filter and sort options it's very easy to set up.

The control is there, and the choices are yours. Experiment and develop your own system using the new tools provided, and then see at a glance how your network is operating.

Precise Layout Control

The new version of A-Train offers more control than ever. Track laying has been improved, trains can now have their own

custom consist and speed settings, land can be raised and flattened within the game itself (at a cost).

It's your world, creating the perfect rail and road transport system has never been more satisfying.

Assets to Create Realistic Environments

Hundreds of new art assets are included in the game. From roadside elements such as post boxes and bus stands right up to suspension bridges, landmarks airports. You can now create detailed and interesting worlds alive with detail.

Realistic or Model Scaling

Massive areas of land to expand in to. View it all in 4K resolution (with a suitable monitor) and decide whether you want to use the new 1:1 scale modelling in the game which adds a new level of realism. Whether it's the big image or the fine details, A-Train 9 V4 Japan Rail Simulator has scale covered.

Degica – Here To Support You

Degica brings a new level of support to the worldwide release of A-Train. With effort spent on localization before launch and our commitment to continue to support the game with updates, and improvements after launch, you can feel confident that this is the definitive version of A-Train.

Massive Train and Rolling Stock Update

More Than 40 New Trains!

The world of A-Train moves up a step with the introduction of our free DLC pack.
Adding more than 40 new trains, you can now create worlds more diverse than ever. Each train has its own strengths and weaknesses.
Should you choose the slow powerful work-horse capable of pulling large numbers of carriages over long distances economically? Or is the light nimble local commuter the right tool for the job?

Did We Mention – This is Free?

This huge update is completely free to existing owners of the game! It will be added to your Steam account automatically on release day.

Highlights from this DLC include:

303 Series Commuter
A passenger friendly local commuter built to cope with a shortage of trains. Cheap to operate

415-1500 Series
A light stainless steel engine designed for passenger comfort

485 Krishima
With re-introduced green livery. The work horse of the Nippo Main Line

721 Commuter
Efficient and temperature regulated. A short stop sprinter for the busy Sapporo suburbs

883 "Renewal" Livery
A tilting EMU. Handling sharp curves and rapid but comfortable acceleration and deceleration are the strong points of this light, fun vehicle.

A-Train 9 Japan Rail Simulator. The Ultimate A-Train 9 Experience

A-Train 9 V4 Japan Rail Simulator is the latest and greatest version of the game, having all the benefits of all previous versions and these great new features added here.

Whether you are new to the game, or a returning player, there has never been a better time to ride the A-Train.

Title: A-Train 9 V4.0 : Japan Rail Simulator
Genre: Simulation
Developer:
ARTDINK
Publisher:
Degica
Release Date: 21 Oct, 2015

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Minimum:

OS: Windows 2000/XP/Vista/7/8.1/10

Processor: Core2Duo
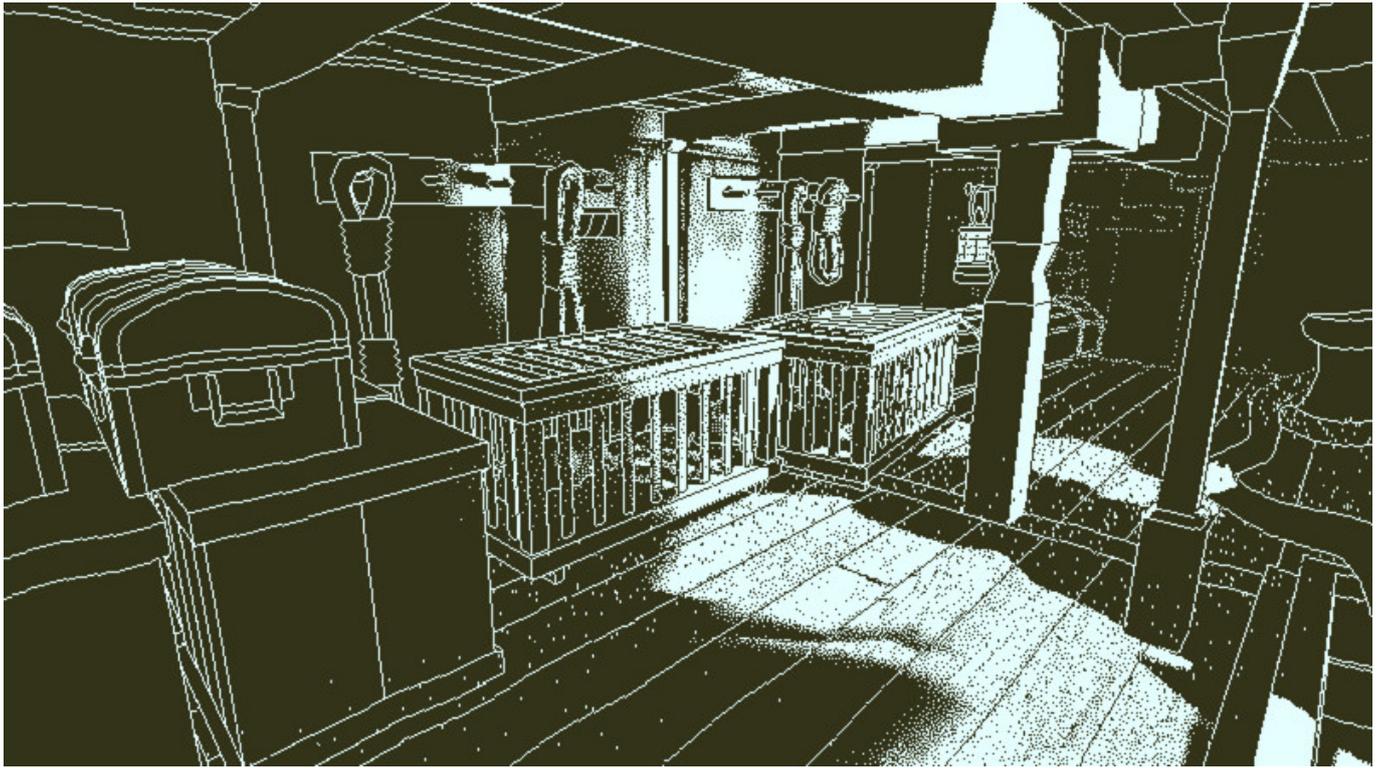
Memory: 2 GB RAM

Graphics: GeForce 9 series or better, RADEON HD4000 or better

DirectX: Version 9.0c

Storage: 2 GB available space

Sound Card: Direct Sound Compatible

English,German

Bought it because of the soundtrack. No regrets.. This DLC needs a second part - the one with actual paint jobs and body parts. You got the wicked racing and tuning part correctly :D. Dead space 2 in my opinion is a better game than the first because the controls are more responsive, and the graphic is better but i would like to see the story more longer. Everything about Cosmophony is just mindblowing. The style of the graphics, the soundtrack, the gameplay, it all leaves your head spinning after every play session. It's a merciless assault on the brain, and is definitely not recommended for epileptics. The game is short but incredibly challenging, with only five levels which progressively increase in difficulty. Obviously, the fifth level is just plain brutal.

This game is worth its inexpensive price, and even though it can be very frustrating at times, it's good for hours of fun. And once those hours of fun are over, you'll have all five of the game's achievements to brag about.. More maps. More good.. So far, so good. Easy to use, and works pretty well. I bought it so I could set a custom scale, and I'm glad I did. Some features I wish it had:

1- Auto determine the scale factor to fill the vertical or horizontal space of the active screen, depending on aspect ratio, so that it only letterboxes two sides and doesn't cut any content.
2- Allow you to set pixel widths of the window borders to adjust this resizing
3- Fill the monitor the window to be expanded is sitting on, not only the primary display
4- Don't black out *other* monitors (so I can unlock mouse from the window and interact with other things on my other monitor.
5- Build the Letterboxing out of a single full-screen black window with a transparent click-through center rather than four separate black rectangles.
7- Create an overlay menu to adjust the scaling/settings/exit? Maybe if you run your mouse into the top of the screen.
8- Use the software to scale a window up, *without* running the letterbox blocks.. A dull, poor man's Puzzle Quest. I only bought it because it was on sale and those PQ games were/are still at a high price point. In this game you battle with yourself... that's it! There's no competition with the computer even in the so-called 'campaign', no skirmish mode, no multiplayer, nothing! It's ridiculous cause even Tetris on the NES had a mode were you could battle the AI and that was my favorite thing to do, same thing in Puzzle Quest, going through the campaign, defeating the ever increasing AI. Also, the way you 'battle' is not intuitive as Puzzle Quest's, the way of handling the chain reactions isn't either. At the end, this is nothing more than a sugar coated Bejeweled. Don't fall for it!

How do you play it? In the description there are no instructions or anything.. You have no idea how hard it is to start a game with this skin, you just want to sit in the character select screen listening to the theme, trust me it's really good.

E.S.C Rocco is an ultimate skin simlar to Gnawrachi where it comes with it's own theme, killing spree, voicelines and lots of small and large details, some small details include his visor moving and his bow turning into a Keyboard\/Gutair hybrid.

My favourite features of this skin is when you use your abilities, when you use Precision Shot, not only the shot has a redesign, but it plays the theme while flying through the air, it feels so trollish when you see this flying and hit some, honestly I can just imagine the "Get out Frog" Spinning his head while this shot is heading for it's next target.

As for Vengeance the theme also plays there, and honestly it fits so well chasing someone while your being funky, overall I love these touches.

E.S.C Rocco has exceed my already high expectations and is easily a must buy.. 15 original monsters and 40 reskins, now imagine killing them for 80 hours while average kill is around 3 minutes....
 fun to have this torture with a friend though\t. Game Information

Off the Record: Linden Shades Collector's Edition is an *Hidden Object Puzzle Adventure game that was developed by Eipix Entertainment and published by Big Fish Games.*

Since this is a collector's edition game, it comes with extra features, that are not available in its' counterpart; the standard edition.

Game Visuals

I want to mentioned that the visuals in the game is well done. The visuals can be adjusted in the game's option menu.

Game Audio

I want to mentioned that audio for the game is well done. Even though the audio is somewhat simplistic and repetitive. The audio can be adjusted in the game's option menu as well.

Gameplay

There are three different difficulty game modes to choose from: Regular; Expert and Insane.

The typewriter keeps tracks of progression in the game. Such as story events and clues.

There is an interactive map in the game. It allows the player to fast travel between each locations quickly without having the need to constantly backtracking. It also indicates that there are variety of tasks that can be completed at various locations within the game. The interactive map is automatically given at the start of the game.

There is a padlock feature that is available to lock the inventory panel in place to make it stationary.

There are some interactive items in the game. Some of the interactive items may require extra components before they can be interact with. All interactive items are marked with a symbol in one of the corners.

The hidden object scenes consists of the following: Find 'x' amount and Traditional word lists. Some of these hidden object scenes may require little or no interaction. Most of the hidden object scenes can be replayed in the game's extra feature section.

The puzzles are fairly easy to solve without having the need to skip any of them. Most of the puzzles can be replayed in the game's extra feature section as well.

There are three sets of collectibles in the game: Alphabets; Toys and Crayons. They are scattered throughout the game for the player to find.

There are twenty different achievements that can be unlocked from playing the game. Each of these achievements does come with some requirements that needs to be completed before they can be unlocked. These achievements are in-game only.

Since this is a collector's edition game, there is a bonus chapter, but it can be accessed only after the main story is completed.

Miscellaneous

There are extra features in the game: Bonus Chapter; Bonus Hidden Object Scenes; Bonus Puzzles; Concept Art; Wallpapers; Soundtracks; Movie Trailers; The Making of the Game and Game's Strategy Guide. Most of these extra features can be accessed only after the entire game is completed.

Final thoughts: I have found the game enjoyable to a certain extent. The replay value for the game is low. I would recommend this game, but not at the game's full price value.. Simple, but with a wide range of different kinds of sound materials, there are a lot of changes since the last update, I really like the new materials in the potions folder. This DLC is worthy, if you are a independent developer, or you don't have a good sound library for app development.. It would be great if i can move more freely (like with other cryengine game at least), it's like playing inside a cage. I feels so restricted. There's many glitches too. The game looks pretty, but is it just me or there's no options to turn off the blur. Buy it if it's on sale.. Dragon games are always fun, burning down complete villages, eating sheeps and humans,
but beware, these humans fight back!
Good controls when flying, and the area's to explore are pretty big.

https://www.youtube.com/watch?v=2R_5svISRjQ. *nice game with various choice that can results in different endings. I honestly have no idea why this game is being heralded as one of the best detective games ever. I bought it solely on the recommendation of Rock Paper Shotgun and I wish I hadn't.*
It was seriously one of the most painfully slow games I've ever played in my life and the gameplay was literally a series of fetch quests running from one end of town to the other to find keys to unlock doors or to read diaries that were conveniently written by absolutely everyone involved in the case. Also the fact that every building in the town looks identical to each other means that it took me a good 4 or 5 hours to get a feel for the layout which just added to the tedium. It was seriously such a slog and there is no detective work involved at any level. Yes, you start to formulate your own theories along the way, but there's no gameplay mechanics to support this.

Now that's not to say the game is entirely worthless but it is not even close to a great detective game. Some of the mechanics are really cool. I like the idea that you've got a camera to photograph anything you want and the way you interact with objects is neat but for the most part I just found myself completely frustrated that practically every room I entered had a locked door or drawer that I couldn't access until I made my way to another room with a locked door\/drawer and eventually found a few dozen keys which let me get access to all of the information. The story was interesting enough for me to want to finish it in one sitting, but the pay off at the end wasn't at all worth it. I'm mind blown that this game is so well reviewed. I'd give it a 4 or 5 out of 10 and I have to mention that I loved Gone Home, Firewatch and even Dear Esther. There was really only two moments during my play time that I enjoyed and that was when I first used the camera and when you have to find a key in a place you've walked past a million times without batting an eye (where you find the key to the church attic). It was a really clever idea and even though the gameplay wasn't any better than the regular fetching, I couldn't help but smile at the ingenuity of hiding something in plain sight.
Overall I can't really recommend this game though which is sad because I love detective\/mystery games.. Run time error will not allow the game to open. Tried recommended fix and it still didn't work. Running Windows 10 on a PC. Too bad, really enjoyed a previous version on Win XP