Train Simulator: DB BR 361 Loco Add-On Download Epic Games

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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

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

- Download size: 421mb

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

16 FPS

Vertical Fall
垂 直 降 下

TOTAL SCORE
合計スコア
0402326

MAX DEPTH 最大深度 BUBBLES シャボン玉 MAX SCORE in ONE PLAY 1プレイ最大スコア Trophy トロフィー
−1298m 12 129820 7 2 3 2

Green WoodPecker グリーンウッドペッカー 8
Quetzal ケツァール 28
SeaEagle シーイーグル 2
Macaty マカティ 3

Spore 胞子 16
Melon Flour メロンの花 3
Oriental Melon 甜瓜 1
Squid イカ 10

Cucumber キューリ 4
Flamingo フラミンゴ 16
Sula nebouxii アオアシカツオドリ 44
Condor コンドル 1

7 2 4

1 8

Init 初期化 LostScore 直前のスコア 0129820 Return 戻る

First of, I want to point out that it really pains me to click the thumbs-down button on this game. I really wanted to like it and I did enjoy it for quite some time. The Cave Story like graphics and story telling, my unfounded love for Grappling Hooks. It seemed like the perfect game for me! Unfortunately, it soon turns into a massive exercise in frustration. Obviously you want your game to get more challenging as time goes on, but there's hard platforming and there's actively spiting your player.

The camera is too close to your character, which makes it hard to judge where you're falling, where you're grappling and most importantly, when you have to grapple. As an example, the game makes you jump very high on a jump pad, so you falling back down can build up momentum. It then expects you, as you're falling down at full speed and can't see where exactly you're going, to grapple on to a one or two tile high wall and release the grapple button after the exact amount of milliseconds to not either smash against the ceiling (and lose all your momentum in the process) or slingshot yourself at a downwards angle which also results in your death.

Thankfully, the checkpoints are placed reasonably fairly, so retrying the jump isn't awful. However, there's only so many times I want to bang my head against the wall (in this game, sometimes literally) before I get tired and frustrated with something. Later on, the game requires you to make multi part jumps. Build up momentum, slingshot yourself upwards without losing too much momentum, grapple onto the next thing and so on and so forth. You get the idea. After retrying the first part of the jump 20 times, I'm so surprised to finally make it through that first part that I completely fumble or miss the next part, making me start the whole ordeal from the beginning.

After about 100 tries I finally manage to chain all the required parts together and make it through the room. There's definitely a feeling of elation and happiness when you finally make it but for me, it was more relief to finally be done with that crap than anything else. If you ask me to redo that room again, it'll probably take me another 100 tries. I never feel like I get better or learn anything, it more or less feels like chance and luck to finally make it through a room.

I'm currently stuck on a room where two lasers overlap and I seriously have no clue whatsoever what I'm doing wrong or what to do to get past it. And frankly, at this point I've lost almost all motivation to try.

If you have an extremely high tolerance for frustration and don't mind retrying things up to 100+ times, feel free to get this game. If you don't, I'd stay away.

Edit: I also want to mention that the lack of resources or help for this game don't do it any favors whatsoever. This is obviously not the developers fault at all, but there's hardly any discussion in the Steam Forums, there's no YouTube videos (except for a couple of speedruns that skip like half the game) and there's no Community Guides either. Just looking up how to get through a room is next to impossible so unless you figure stuff out yourself, you are completely and utterly SOL.. HOW DO U REFUND. I played the second part and decided to buy the first, good games, I like the atmosphere of loneliness and this terrible music. If the third part came out, I would buy. An Instant Childhood Point-and-Click Classic from the Days of my Childhood, which consist of the old MS-DOS, Windows 3.1, Windows 95, Windows 98 & Windows 98SE PCs. Another Personal Favorite game of mine in which you help Putt-Putt get back Pep, his Calculator, History Report & Smokey the Fire Engine Lunchbox which are scattered across The Time Continuum in 4 Different Time Periods: The Mesozoic Era (220-64 Million BC), The Middle Ages (410-1499 AD), The American Frontier (1800-1929) & even The Distant Future.

Putt-Putt Travels Through Time is also out for the iOS App Store if you want to play it wherever you go on either your iPhone or iPad.. I have to say, I enjoy playing this game. I'm 55 year old, old school gamer, so the graphics are not an issue, for they are realistic enough. I wish there was a larger following of this game, and I wish there were other options in ATC type games. Younger folks who complain about this game need to learn to use their imagination, which seems to be lacking in many much younger folks.

This is one of those games you can run in a second screen, while you are doing other things at the same time, yet, if you want something that demands more attention, turn up the complexity. I guarantee, there will always be a level that you can't keep up on. It also a small educational example of 3D thinking in your head. You will need to track and assign aircraft at different altitudes. Its actually a lot of fun.. Not bad if you just want a casual relaxO game....I beat it in 3 hours, it does have a bug though..when you are moving along occassionlly all the action selections are blanked out, and you are unable to select any of them... My work around was to hit the menu button then hit main menu button...It refreshes your game to where you left off stat

wise and level of dungeon, but starts you out at a diffrent spot. It's alright but wouldn't pay anymore than the $3.74 it is now..$1.99 would be a fair price imho.. Definitely a very interesting puzzle game. It's basically... building trees, in the computer science sense. Very strictly logical and heavily sequence-based. There's some nice piano music in the background of the puzzles and the visuals are pleasant. The puzzles range from simple to quite challenging by the end, and I kind of ran out of patience with a few puzzles in the last set after throwing probably an hour of my time at each and coming up with nothing to show for it... the sequences can get a bit long at that point, mostly, and the restriction on number of moves came into effect very heavily. I'd still highly recommend it though, it's a good exercise for the mind.. A nice story, with amazing arts! Can't wait for the next chapter. Make the golems bigger please and add ragdoll deaths. I\u2019m enjoying the game, the concept is good and the puzzles are fun to solve and reasonably challenging. I don\u2019t know if I\u2019ll finish every level as the solutions are all a bit similar. I wish there were targets or constraints or stats from other players to incentivise efficient optimised solutions rather than just hacking something together that gets the job done.

A great combination of mineweeper and RPG, I love both and find the game quite addicting. I had fun the first hour, then because of a bug could not pass through. After coming back to my shop I receive a message: "Your item was sold for xyz ammount", wow but there is no way to close that message. :[

Also, there is no way to begin another game. REinstallation didnt help either, you continue from the same point.

. If you like fighting games and have time to dedicate yourself to the game, this is the game for you, the graphics are the best in any Fighting game the music ROCKS and the roster is superb, the gameplay is no Street fighter 5 , like any Guilty Gear or Blazblue(both from arc system) you need to play at least 100 hours to play decently, and belive me even playing 100 hours you will be humiliated online.the combos the variety of combos, the difficulty of execution is insane, you need to play many hours and study very well the frame data to play above average.As everything in life, hard work always brings reward and this game is marvelous for those who know how to play it.. Painkiller: Recurring Evil

cons:
poor map design. small enclosed rooms.
unoriginal game design. ai enemies, ai bosses, all ripped off from painkiller black edition.
slow\/boring\/repetetive gameplay. uninspiring infinite spawn waves and flood waves of repetetive enemies.
lazy developement. copy+paste ai minions and bosses from painkiller black edition. no new enemies.
lazy story design. half cut story production. characters don't even match. for example last boss is represented as a copy+paste boss from painkiller overdose.

sucks.. 8 year old Fortnite boy gets sent into \u2665\u2665\u2665\u2665ing outer space and murdered by robots. Felt obligatory to write a proper review for this game.

This is a good game, just not centered to the most common steam users out there.

Couple things to note:

First - You NEED a controller for it. No exceptions.
Second - you need friends, controllers for each of them, preferably a coach and a big TV.
Third - like Gang Beast, chaos is a significant element in this game. Much more fun with 8 players than 3 or 2.

Many reviews diss this game for not suiting their need without justifying it's main audience is couch gaming.

So, here goes the actual review:

Gameplay mechanics are good and simple. The UI could use clearer explanations for sure, but everyone knows the control in a minute.

Map \/ gamemode variety is just enough or at bare minimum, repetitive yes, but doesn't bother us.

Game pacing is *very* good, where the balance between quick reflexes and tactics are strikingly neat.

One suggestion though - if winning and losing matters more and provide an incentive to players, this game would be fantastic for friends to get together and just casually battle each other. Something like a winner\u2019s screen with summary of funny stats would suffice.

Already a very fun game consider the price, just need some more polish here and there.. 1.Downloads game
2.Tells friends to download
3.Opens game
4.Still trying to open game
5.Gets in
6.Waits for friends
7.All friends get in
8.Friend gets hacked and losses all money in steam account
9.Friends get perma banned from their accounts...
10.Friends computer gets hacked paint opens up says f#ck you f@gg0t

11.Shuts downs game and rethinks life decisions.

10/10 would reccomend...

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