Train Simulator: Promontory Summit Route Add-On Download For Windows 10



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# About This Content

In all of America railroading's long history, no event was greater or more enthralling than the completion of the transcontinental railroad in 1869. And now the transcontinental railroad, along with all its steam-era, "Old West" appeal and challenges, comes to Train Simulator with Smokebox's extraordinary Promontory Summit route!

In the 1860s, the Central Pacific (later to become the Southern Pacific) and Union Pacific built east from Sacramento and west from Omaha respectively, with each road energized by the promise of financial rewards and government land grants based upon the miles of road they each constructed. In April 1869 it was agreed that the point of bonding of America's transcontinental rails would be at the summit of Utah's Promontory Range. And thus, at 12:47 p.m. on May 10, 1869, the Central Pacific and Union Pacific rails were joined with the historic "Golden Spike" ceremony, with Union Pacific 4-4-0 No. 119 and Central Pacific's "Jupiter" standing pilot-to-pilot at Promontory Summit.

The Train Simulator Promontory Summit route re-creates the historic stage over which this remarkable railroad drama occurred, with 68 route miles extending from Corinne, Utah over Promontory Summit and along the north shore of the Great Salt Lake to Kelton, Utah. Set in 1869, the route is a remarkable Train Simulator re-creation of 19th century American railroading and its "Old West" environment. Rugged, remote topography, tough grades, spindly trestles, and the rough-and-tumble "tent towns" that dotted the newly constructed transcontinental line all come to enthralling life in the Smokebox route. Centered on Promontory Summit, the route includes segments of the railroad as originally operated by Central Pacific and Union Pacific, and thus provides a perfect and authentic setting to put Smokebox's popular period steam power – which includes Central Pacific's 4-4-0 "Jupiter," CP's 4-6-0 "Buffalo," and Union Pacific's 4-4-0 No. 119 types (all available separately) – to work toting passengers and freight.

Along with the beautifully crafted route, this Add-On includes ten career scenarios and three free-roam scenarios in which you can go to work at the throttle of CP and UP vintage steam power. And among the career scenarios are two scenarios which together provide an end-to-end "guided tour" of the route and its legendary history!

## Included Scenarios

Ten captivating and challenging career scenarios for the Promontory Summit route are included as well as three free roam scenarios.

- C01. Guided Tour – Corinne to Promontory

- C02. Guided Tour – Kelton to Promontory

- C03. Doing the Splits – Blue Creek to Promontory

- C04. Pilot in Command – Victory to Promontory

- C05. Beyond the Great Salt Lake (Part 1) – Kelton to Promontory

- C06. Beyond the Great Salt Lake (Part 2) – Promontory to Corinne

- C07. Morning Prep - Kelton

- C08. Morning Prep – Kelton – (AI)

- C09. Water Supply (Part 1) – Corinne to Blue Creek

- C10. Water Supply (Part 2) Blue Creek to Promontory

- F01. Free Roam @Kelton

- F02. Free Roam @Promontory

- F03. Free Roam @ Corinne

More scenarios are available on the 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

- 68 route miles of the legendary transcontinental railroad of 1869 as operated by Union Pacific and Central Pacific

- Famous and notable locations in "Old West" Utah, including Promontory Summit, Corinne, Blue Creek, the "Big Trestle," Kelton, and the Great Salt Lake

- Extraordinary visual detail and authenticity

- Ten career scenarios including historical tours of the line

- A variety of beautifully crafted "Old West" assets including stations, water towers, turntables, wooden trestles, and lineside structures

- Quick Drive Compatible

- Download size: 502.9mb

Title: Train Simulator: Promontory Summit Route Add-On
Genre: Simulation
Developer:
Smokebox
Publisher:
Dovetail Games - Trains
Franchise:
Train Simulator
Release Date: 21 Mar, 2019

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**Minimum for 32-bit:**

**OS:** 32-bit Windows 7 Service Pack 1, 8.1 or 10 Required (Other OS versions and types are not supported)

**Processor:** Intel Core-i3 4330 3.50 GHz Dual Core or AMD A8 6600K 3.90 GHz Quad Core or Better

**Memory:** 4 GB RAM

**Graphics:** NVIDIA GeForce GTX 750 Ti or AMD Radeon R9 Graphics with 1 GB Dedicated VRAM or Better

**DirectX®:** 9.0c

**Network:** Broadband Connection (May incur additional costs for use)

**Storage:** 40 GB or more available space (Additional Add-Ons will require more)

**Sound Card:** DirectX Compatible Audio Device

**Additional Notes:** Requires low Power version of Xbox Controller specifications (including Intel or Integrated Graphics) may work but are not supported. Updates to Chipset, Graphics and Audio Device Drivers may be required. For information relating to recommended specifications for Train Simulator 64-bit, please refer to the Train Simulator 2019 User Guide.

English

train simulator promontory summit route add-on

This game is horrible, I hope no one bought it for the full price. I got it for around 0.50.- and even that was to much. There are free Pinball games out there that are so much better.. Fun clicker with amazing graphics. Pretty good. Models dissapear at a distance but its fine. One thing i ask is that the voices become naturalized to Chinese and Japanese. IDC if people dont understand its just they dont sound natural right now. I love VR and have been so excited to see it grow, so I've been happy to buy a lot of less polished games for the sake of experiencing something new and supporting new studios doing VR. I was excited to see this because I imagined it as "first party" content. Something polished and worth waiting for.

Wow. No. I was very wrong. This is probably the least polished and least fun game I have played on the vive.

I bought it one of the first days it was out and all the reviews were glowing. "The kind of game that sucks you in" "You will want to play for HOURS." "The sound and visuals are top notch". It sounded perfect.

I would be disappointed by this game if it cost even $5 because of how unfinished it feels. Free VR games have felt better. I look forward to each level ending to give me relief from having to play these games.

The three games are incredibly simple and, more importantly, not fun. In all of them the physics feels so sloppy and floaty that it's hard to predict how to actually play∨move.

Bowshot is fast and chaotic but feels like you're just being assaulted by so many things that it's a race to (your) death. I would pick The Lab's archery game ANY day.

Fracture has just the most insane physics, and to 3-star the levels, you have to destroy EVERY block. That isn't hard in a regular "brick breaker" game, but in this one you're standing in a room with block floating 100ft above you trying to hit a 1ft diameter ball at it. Not at all satisfying. I would guess that maybe I'm awful at this game, but even doing what seems to be terribly I'm in the top 100 global scores so...either no one is playing, or no one is winning.

Smash is a little fun...it's like Holoball but worse. The physics again are weird and floaty, the impact of the balls feels off, the randomness of the powerups is bizarre. And it all takes place in what feels like a futuristic sewer pipe.

That brings me to my next point. The visuals? Garbage. Muddy textures, no shadows, poor reflections, static background. It's really about as poor as I've seen in any VR game. The sound too makes me embarrassed for the creators. The voice of the main AI sounds like an announcer at Chucky Cheeses and they call themselves the "We" which, in that high pitched enthusiastic voice, is impossible to take seriously.

All in all, I have not had any fun in this game, I am disappointed by what they delivered, and I feel faily lied to about what it was. The $30 price tag is outrageous for this type of game, but I can only hope they use those funds to make something more.... I give this game a 10/10, just because, it is fun, you can edit the savefiles, and you can also edit your failed/aborted missions, and put them, to your completed missions. Fun little casual game. Not very long at all. Only have 5 hours played and i've beaten it. If its onsale pretty cheap I would pick it up again.. ing waste of time. I used 7 hours JUST TO ATTEMPT running this game, now I can't get a refund for this piece of♥♥♥♥♥♥ ♥♥♥♥ TML especially. I want my money back, and I can't get a refund for this. Great ♥♥♥♥ing job.. Level One, Begin.
♥♥♥♥♥♥*
Level One, Begin.
♥♥♥♥♥♥*

Yet I'm so addicted

A Fantastic base game that has over time been ruined by extremely poor monetisation, changes to its core to reward grinding and allow for more hybridised characters taking away their own individual weaknesses, extremely long grinds to get to those characters in the first place, and a reduction of the early level designs from interesting and varied in episode 1-3, to lazy simple arenas filled with enemies and very few interesting gimmicks and objectives in episode 4. It is the dictionary definition of a game that has only gotten worse and lost its promise over time and that breaks my heart to think about every day.

 I wish I could recommend this but I can't anymore :(

An old video from 6 months in the game discussing the old monetisation schemes to demonstrate its awkward history; the video ends with a sense of hope....it sadly never lived up to that hope :( https:\/\/youtu.be\/QgKK-kCjndU. A classic builder with great art, sound, and music and a nice smooth difficulty curve. Getting those little houses to upgrade is immensely satisfying, and you'll have to improve as a planner to beat the mid-to-late scenarios.

Couple tips to help you make the most of it:

-Right-click on everything for more info / teaching / fun voice lines by citizens!
-Press 'R' to rotate through all the different statues, you're not stuck with the default!
. Creative, unique, repetitive and boring...

I was really looking forward to playing this one, since I enjoy exploring unqiue games that introduced new gaming mechanics. Unfortunately, the idea itself is the best part.

The game is visually interesting, even though it is very simplistic. That, along side the sound design creates an immersive experience, unfortunately that experience is not very exciting, nor interesting.

A game like this really has a great opportunity to slowly introduce new and more interesting/challenging gaming mechanics, but this one just does more of the same, over and over. I was bored after the first few levels and the rest became tedious...Another of those games you just cannot wait until it is over :(

Good game design does not mean "filler" levels...This is a case of wanting the game to end, since there is nothing to look forward to, but there were way too many repetitive levels implemented. It really feels just like simple mazes that you can only see from the reflected sound waves, just not very fun.

ACHIEVEMENTS: Simply play the game...There are 15 hidden treasures to collect as well.

DISCLAIMER: These are my opinions about the experience I had playing this game. I share them in hopes that people who are like minded will either enjoy a suggested game, or avoid frustration wasting time and money on something I felt was a personal waste. Please feel free to comment positively, but know that anything that trolls or is just simply negative comments will be quickly deleted. The reality is, that my reviews are for people who do not own the game, not to initiate philosophical dialogue about it. If you are passionate about this game, please feel free to share that in your own review. Funny nobody every trolls or bashes a positive review on steam ;). I am sorry, I can't recommend this, due to my (very) short playtime.
My playtime is important here, as I only "Played" this for ~3 minutes, staring at a menu that reminds me of LSD PSAs, before my monitor lost the signal to the PC.

This was only fixed after powering down both my monitor and PC, then power cycling the PC.
Maybe this is an incompatibility with my card, but due to my experience with this game I wouldn't really tell anyone to play it.

My GPU (if that helps): GTX1050TI SSC by EVGA.

P.S. On a sudden hitch I tried to set the game to run in anything else than fullscreen, that fixed the weird flickering. Still, I don't think the menu should give a seizure and make the game unplayable unless you get to the graphics option with a weird tickrate

and without cursor, before your GPU decides to turn this off.. Salty Fish Go! is... WORTH A DOLLAR!

https:\/\/youtu.be\/zhb3Mbdoqhk

Salty Fish Go! is an endless runner in which you play as a fish with a katana, progressing through levels cutting skirts off the ladies and avoiding cats. It's a nice little experience for you to enjoy for just a buck.. There is that huge boss enemy covering almost half the screen, that's exciting. And It's a good thing now we can see where the enemies are coming from with those light tracks. Best of all is that finally korean/japanese titles can be shown, no more gibberish yeeeeah.

Just, why can't I search songs by titles? I am only able to do this by artists and album names. Or did I just not find the right button 0_o

Anyway, it feels so good to have a new version for one of my favorite games. Hope to see more great updates in the future :). The Jackal and The Khan DLC is the 4th DLC for Stronghold Crusader 2. It adds the Jackal and The Khan to the game. These are both Arabic lords. I have played against both in a skirmish match and had a lot of fun doing so. Both AI lords are exciting to play against. This DLC adds a new skirmish trail, 2 new AI lords, new maps, new achievements, new castle designs and new shields. This is a great addition to the base game. I thought the Jackal was a tough opponent to face, but no one can beat The Wolf (myself lol). Overall this is a good DLC and am having lots of fun playing this so far. The Wolf recommends this game. 10\/10.

4 DLC + base Stronghold Crusader 2 adds a lot of replayability to this game and endless hours of fun..
https:\/\/www.youtube.com\/watch?v=AsKFd3Cq8B0

Requires a gamepad.
Controls are good and responsive.
Art style is interesting and the concept is intriguing.
Why are we fighting office supplies?
Who is the eyeball?
Music is fun and bright.
Key oriented gameplay can be a little annoying but makes sense.
Reccommended.