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Train Simulator: Norfolk Southern GP38-2 High Hood Loco Add-On Free Download [full Version]



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## About This Content

The general purpose GP38-2 road switcher joins the Norfolk Southern stable for Train Simulator.

As the successor to the previous GP38, more than 2,000 GP38-2 models were built by General Motors between 1972 and 1986.

The majority of models were put into service on US railroads, although some were exported to Canada, Mexico and Saudi Arabia.

Their modest power output of 2,000 horsepower from a 16 cylinder engine saw them classified as road switchers, but were adequately able to haul light freight across the US railroad network. Many remain in service today, more than 40 years after entering service.

Most GP38-2 locomotives were built with a low hood, although some were built in high hood variant, as portrayed in the EMD GP38-2 for Train Simulator, which comes in Norfolk Southern black and thoroughbred liveries. Also included are low gondola freight cars, NS box cars and flat cars.

The locomotive is also Quick Drive compatible, giving you the freedom to drive the Norfolk Southern GP38-2 High Hood on any Quick Drive enabled route for Train Simulator, such as those available through Steam. Also included are scenarios specifically for the [Norfolk Southern Coal District](#) route (available separately and required to play these scenarios).

## Scenarios

Four scenarios for the Norfolk Southern Coal District route:

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- Training: GP38-2 NS Simple Controls
  - Training: GP38-2 NS Expert Controls
  - Sorting Scrap
  - Run Lilly Run

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

- EMD GP38-2 in Norfolk Southern black and thoroughbred liveries
- Low gondola freight car
- NS box car
- Flat car
- Quick Drive compatible
- Scenarios for the Northern Southern Coal District route
- Download size: 177mb

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Title: Train Simulator: Norfolk Southern GP38-2 High Hood Loco Add-On

Genre: Simulation

Developer:

Dovetail Games

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 24 Jul, 2014

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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

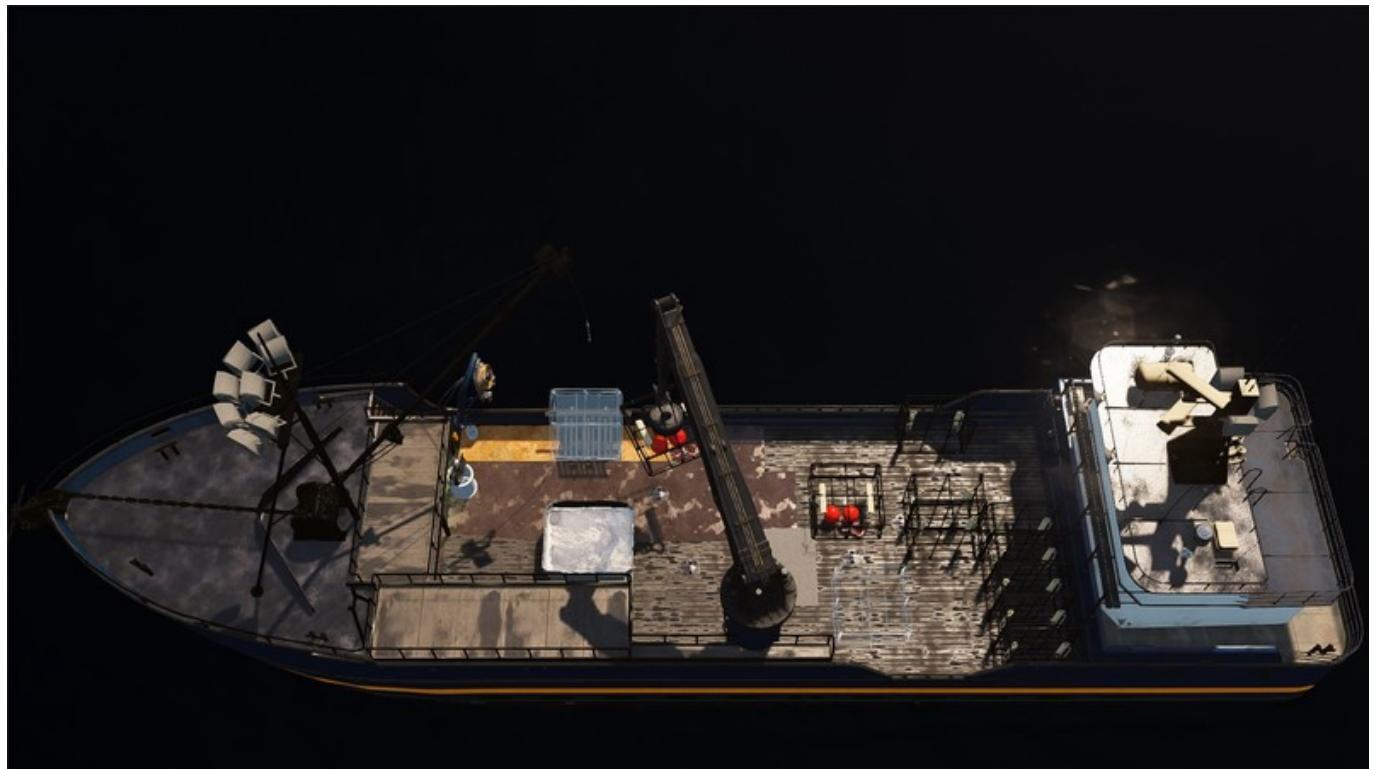
**Sound:**Direct X 9.0c compatible

**Other Requirements:**Broadband Internet connection

**Additional:**Quicktime Player is required for playing the videos

English,German







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I really enjoy this game!

I've been waiting for the release of it for a long time and I'm not disappointed.

There are some minor flaws but nothing bad! The price of the game like this is a bit expensive.

I would wait for a reduction.

I recommend for those who like independent games, scary and dark ambient.. Amazing game so far! Has plenty of neat and silly things going on. Also the best part are references similar to the game. Haha i would recommend this to everyone.. +Good soundtrack.

+Auto fight or manual.

+Equip gear automatically or manual.

+Graphics is nice.

+You can unlock all things without paying a cent.. i played only 20 minutes. had no idea what was going on. didnt see an option screen, it wasnt absolute♥♥♥♥♥but not worth the 3 bucks i spent, will not play again....

edit: even though i did not enjoy this game, a developer messaged me and gave me a key for the game excellent work on their behalf trying to improve!! always good,,, ехсов "Нежность".

Ингредиенты:

Мука пшеничная — 200 г

Пудинг (любой, у меня ванильный, 1 пакетик) — 37 г

Разрыхлитель теста — 3 ч. л.

Сахар — 150 г

Молоко — 100 г

Яйцо куриное (средние) — 3 шт

Масло сливочное (мягкое, или маргарин) — 200 г

Ванильный сахар — 1 пакет.

Рецепт:

1.Перемешать пудинг с мукой и разрыхлителем и просеять через сито.

2.Добавить остальные ингредиенты

3.И взбить всё миксером минуты две, до полного исчезновения комочеков.

4.Выложить тесто в формочки. Если формочки железные, то смазать их маслом и присыпать мукой. Если силиконовые, то смазывать не надо. Хотя я почему-то боюсь рисковать и всё равно их смазываю по старой привычке :-D

Выпекать в разогретой до 180 градусов духовке 25 минут!

5.Готово. this is a great locomotive great for the SDJR route

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11/10 came for cute girls got japanese tradition lessons xD. Risk is always a fantastic game, but im sad it doesn't have online multiplayer.. This game is one of, if not the worst game on the entire Steam store. The 30 minutes I've played have been trying to play multiplayer with a friend. We've fallen through several mountains, have flown upwards, got stuck in the starting screen, and lost our cursors on the menu screen countless times. Here is a other list of flaws that we have found

- The menu sliders are messed up. Sometimes it uses an entirely different slider than the one you want to use
- The colour select screen also doesn't really work. It always picks a colour more to the left than the one you want
- Some maps are basically impossible. The Dune and the French map are just flat.
- The terrain is a weird mix of Unity models, extremely low-res textures that look like they have been made on a free trial of Paint 3d, and just straight-up Google Earth
- On the Alps map, there is a blue parachute with someone there. If you walk on the parachutes you fall through the map.
- Multiplayer is a mess. You can only host or join while gliding, so you can't start together without some tedious planning.
- Multiplayer hardly works. You're lucky if you can join, even luckier if you can leave the menu while in a multiplayer game and extremely lucky if one of you sees the other. We haven't been able to actually glide with eachother.
- If you have a dual-monitor setup, and play it in windowed mode (You have to do this if you want to use a cursor in multiplayer), it starts in the middle of the two monitors. That's right, it starts on both monitors
- The tutorial is impossible. You are prompted to use certain buttons, but those buttons crash the game.
- If you press the "I" button in multiplayer, you are teleported to the start, but your glider keeps on gliding. From the start, you can walk around to remotely controll your glider.
- The game crashes a bunch. Be prepared to restart it a lot.
- A very specific flaw, but I'm still amazed at how they screwed it up. One of the menu sliders' labels is too long, so if you slide it to 10, the last part of the label dissapears.
- You can fly upwards in a spiral if you want. But be careful, if you get underneath the map (not difficult), you can crash by hitting the bottom of the map.
- If you crash, you have to go back to the menu, and have to repick the map if you want to try again.
- After flying for about 20 minutes and landing, my friend had 4 points. Just 4.
- If you're gliding, you are much smaller than if you are walking, and are smaller than the NPC's on the ground.
- I've got stuck in the "Missions" sign 2 times, without even trying
- I've said it before, but this game might be the most hideous game I've seen on steam.  
This game is a joke, which is also the only reason you should buy it. My throat is sore from laughing about how terrible this is. I would almost recommend this game for the fun it has brought me, but I can't let myself give any bit of kudo's to the maker(s) of this game.. Interesting idea for a puzzle game even though the game is rather easy. However, it gets harder with more twists being added.

The controls are very smooth and intuitive. Finished the game in a little bit over one hour (~70 min).

I definately recommend this game.. I really liked beta-testing this game, it has potential, especially for only one developer. If I had to play an F2P shooter with a bunch of friends, I'd probably choose this one; anybody can run it, and

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it's quite easy to make a game.

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