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## About This Content

Soak up the sun in the new Miami - West Palm Beach route for Train Simulator and drive the commuter rail line under cloudless blue skies from Mangonia Park to Miami Airport.

The 70 mile (114 km) long route runs parallel to the Southeast Florida coast and has 18 stations along its length. A typical station on the route is composed of two side platforms connected by an overpass and two tracks, one for southbound trains and the other for northbound trains

The most notable station along the stretch of line is West Palm Beach, which opened to passengers in 1925. This station was fully restored in 1991 and is on the National Register of Historic Places, its pastel walls and iconic architecture contrast the heady diesels that roll through.

The new Miami Airport Station features prominently alongside Miami Central Station, although it is still to be officially opened. The two stations are a key point on the route, joining rail, metro, bus and airport shuttle services in one large transport hub

Under an agreement with the Florida Department of Transportation, CSX provides dispatch services, plant maintenance and freight traffic on the route, alongside passenger services operated by Amtrak. The route is relatively high speed too, with a maximum permissible speed of 79mph (127 km/h) for passenger traffic and 60mph (96 km/h) for freight traffic.

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Also included with the route are the P42DC and the Dash 8-40CW locomotives. The Silver Star passenger service is replicated on the route, which originates in Miami and runs all the way to New York along the Atlantic Coast. Between New York and Washington the train is hauled by either ACS-64, HHP-8 or AEM-7 locomotives; between Washington and Miami, P42s are used. The Silver Star has a distinctive set of coaches so travellers can travel the long distance in comfort.

## Scenarios

Eight scenarios for the route:

- Welcome to Florida
- Southern Silver Service
- Rock Through the Night
- Grand Opening
- Dash 8 Yard Work
- Silver Star to Miami
- Mainline Freight
- Florida Storm

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

- 70 mile (114km) route from Miami to West Palm Beach
- Miami Central Station
- New Miami Airport Station
- Stunning Florida coastline
- Historic West Palm Beach Station
- Amtrak P42DC locomotive with Silver Star passenger cars
- CSX Dash 8-40CW
- Scenarios for the route
- Quick Drive compatible
- Download size: 1,273mb



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Title: Train Simulator: Miami - West Palm Beach Route Add-On

Genre: Simulation

Developer:

Dovetail Games

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 18 Dec, 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,French,German





(16,6)

6/8

10/10 Injured 0%

Scene 202, Turn 3

Attack

Vigor

Lv. 8 Exp. 12%

HP 5/72

MP 128/128

Atk 40 Mag

D-Phy 10%

Pow 60

D-Mag 100%

Ret 20%

D-Bow 15%

Crit 13%

Mov 3

Finish Unit Turn

Attack

Heal +3  
28 MP

Pray +2  
0 MP

Holy Smite +3  
42 MP

Bless  
16 MP

Cancel



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*White Haven Mysteries was the first HOG that I've played here on Steam, and also the first game that I've ever tried to review. Gosh, looking back to those couple of sentences that I scribbled and called as a review, I got embarrassed. I decided to run the game for a second time after a year - it's not that lengthy of a game anyhow - and write an appropriate review. I remember getting startled the first time that I've run the game, watching its eerie loading screen. I wondered if I've misread the description and bought myself a horror adventure instead of a HOG. Nope, this is a HOG nonetheless, and also a brief horror story.*

*Our protagonist is a young woman who finds herself in front of an abandoned Asylum called White Haven at the middle of the night. That's about it, that's all we know about our "Jane Doe". She doesn't remember anything. A little girl greets us at the front gate and invites us in for the doctor who would know what to do. As we step into the old building, the girl flees away and leaves us with a somehow distorted reality. Suddenly, a creepy voice that belongs to a young man echoes, calling us "his rats". Creeped out yet? I know I was.*

*Graphics and animations are fairly good within the genre. Background art works are cleverly designed to establish a unique atmosphere of "something's quite not right", and boy, do they manage to do so! The music is annoyingly creepy and background noises such as whispers, cackles and buzzing are always there to play you like a string. The atmosphere is the strongest feature of the game, creating the tension and thrill of the unknown successfully.*

*HOG scenes are usually quite alright. Nothing is too hard to notice, and items are always clearly displayed. But there are certain phases of the game when our character becomes "a bit off her head", then even HOGs turn into nightmares. Those games, I wouldn't ask for my worst enemy! Puzzles and mini games are not often, but the ones that we encounter are quite good. There was one puzzle near the end of the game, asking for us to arrange moon's phases in order as observed from earth. Quite neat, huh? Oh, fair warning: there is no map to track but the game tells you when there is nothing left to solve in an area that you are standing in, so backtracking isn't much of an issue.*

*I should say that I admire the effort put into making this game. It gives you a 3-4 hours of a HOG and a thrill that drives you insane alongside your main character. Does the ending worth it? Oh, I wouldn't know. It satisfied me enough, but I believe there would be people who'd call it a good story cut short. Maybe. We are used to unsatisfactory endings in this genre, so comparatively, it was great. Sadly, this is not the Collector's Edition, which would have a more complete story consistency, probably.*

*It might be important to mention that the game hails from Gogii Games, and their games are always either A+ or a big F. There is no in between. White Haven Mysteries was an A+ on effort, atmosphere, narration and HOG gameplay. Pick it on sale and have a few hours of HOG + psychosis thriller that you'd wish be longer.*

*Please also check out Lady Storyteller's Curator page [here](#) - follow for regular updates on reviews for other games!*

*And also Lady Storyteller's HOG Gems here - for casual games and HOGs you may enjoy!. Fun Game so far but **Do Not Buy***

**Bethesda withheld the information that the game uses Denuvo Anti-Tamper until 24 hours before release. Bethesda also withheld the information that both the pre-order content and Deluxe Edition content require a 3rd-party Bethesda.net account until 24 hours before release on the game's Steam page. Because the main game can be played without a Bethesda account but the DLC content cannot, this in effect holds paid for content hostage until you create a Bethesda.net account. Bethesda's own website does not mention the need for a Bethesda account on their own support page on System requirements (as of 1:40 AM Central Time May 14th 2019, 3.7 hours after release. Withholding this information which would have impacted pre-order sales until right before release should be considered a form of fraud/false advertising. Both measures would have taken more than a day to add to the game's code and Bethesda would have known about it for a substantial amount of time before release. The only reason to have withheld this info would be to prevent the inclusion of these requirements from affecting pre-orders. This is greedy and unethical corporate behavior.**

**TLDR: Good Game but Bethesda withheld critical game info until 24 hours before release in order to gain more pre-orders and are now holding extra content hostage until you create a Bethesda account**

**Addendum: As a response to comments, let me clarify:**



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A: The ease of creating a Bethesda account or the need to do so, as well as the inclusion of 3rd party DRM are not the issue that I am raising. It is the fact that the need create an account and the inclusion of additional DRM was hidden until 24 hours prior to release. The only logical reason to for the Publisher to withhold this information was to protect pre-order sales. I and I suspect many others, waited until system requirements were released before pre-ordering the game. The appropriate time time for this information to be released would have been when the system requirements were released. I know of many people who would have not pre-ordered the game just because it uses Denuvo or requires yet another account to be created. Even after release, the official Bethesda support site article on system requirements does not mention the need for a Bethesda Account (found at [https://help.bethesda.net/app/answers/detail/a\\_id/41842/~/what-are-the-system-requirements-for-rage-2-on-pc%3F](https://help.bethesda.net/app/answers/detail/a_id/41842/~/what-are-the-system-requirements-for-rage-2-on-pc%3F)).

B: As for Denuvo, it is well within reason for a company to want to protect their product from piracy. I do not begrudge the Publisher for including 3rd party DRM. Instead I begrudge them for withholding information on it until 24 hours prior to the games release.

C: As for reviewing the game itself, so far I have found it fun and enjoyable. I am only recommending that you not buy this product due to the way the publisher withheld important information about the product almost to the last minute. It is my opinion that this corporate behavior should not be rewarded by giving a review that is encouraging others to buy the product.. Its crap, just basically the same thing for every mission. I love this game. It really brings back memories of me playing Factory 1.3 on MacOS 9 since my Middle School Years in Philadelphia, PA.. 18 Floors promised, only 2 available. They ran out of funds or ran off with the money but there was running going on. By the way it's buggy on Windows Mixed Reality devices and besides visual artifacts you can't properly rotate notes, which is something you'll want to do a lot. Avoid.. Game is just unsatisfying as a tabletop conversion. The encounters are built for optimization with hilariously overbuffed stats; "Normal" has enemies running around with significantly inflated stats over the tabletop game, and the mechanics behind those don't help either.

Basically the game is designed to be played on Easy or lower if you play the game as an actual RPG. If you're a min-max enthusiast using a mod to respect the poorly-statted companion characters, then you'll be fine on Normal+. Normal is also doable with strong-but-not-full-cheese builds if you enjoy save scumming fights repeatedly.

Goblins shouldn't have 21 AC. Skeletons shouldn't have +12 to damage. I've played a LOT of D&D 3.5, and a fair bit of Pathfinder. Now, someone people think it's great that the game can be made harder. I would agree with them. But breaking the system's core math by inflating enemy stats beyond the curve isn't the solution for Normal difficulty. I know I can take Monk and/or Paladin dips on my melee characters to boost their defenses to outrageous levels, but I should be able to play logical straight-class characters on Normal without having the provided companion Barbarian get one-shot by a skeleton who mysteriously does d12+12 damage per attack.

The description of "The Pathfinder Roleplaying Game is an evolution of the 3.5 rules set of the world's oldest fantasy roleplaying game" isn't wrong, but what has been done here isn't an evolution but a degeneration into a powergamer's death march through absurdly inflated stats and a real lack of imagination on encounter design.. So then, show of hands. Who all here enjoyed them some Witcher novels? Blood of Elves, anyone? Did anyone here want to know what King Foltest, King Vizimir, Queen Meve, Henselt, and King Demavend did in the wake of their stormy roundtable meeting?

Well, this game's story takes place from the ruler's perspective, as Queen Meve of Lyria and Rivia attempts to stabilize her country while trying to deal with the onslaught of invading forces from Nilfgaard. For anyone that enjoyed the f2p Gwent game from GoG, I'm sure you must be looking forward to this: I know I was.

Why then, has this review received a thumbs down from me? Because you don't bloody get to play Gwent like a card game. Throne Breaker expects you to play it like a freaking puzzle. Remember how it was nice and simple, the side with the highest power value wins? And later went on to revise cards to attack the cards of opponents? Well, that's still there, but not in a way that really matters. This game only wants you to win battles by fulfilling some very specific criteria. One example that sticks out is when Meve and her men encounter a torn up farm, where some livestock were being attacked by a cow that went rabid. So the victory conditions are to put the mad cow down. Weird, but easy enough on paper. Well, you better put that cow down quick, because it's surrounded by other cows on the other side of the field, and it will actually attack them each turn. If even ONE of those cows die, you automatically lose. This thing is built like a tank, and the game expects you to win before your second turn is up. Another example that REALLY riled me up in all the wrong ways was when I had Meve attempt to execute the mouthy envoy from Nilfgaard. He doesn't do anything but absorb punishment, with 20 armor points on top of 4 life points. If I don't

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correctly combo all my cards to do lethal damage to him in ONE TURN, his armor points will automatically reset at the beginning of his next turn. The game does not allow me to make changes to my deck, and the match will give me the exact same card draws for both those battles. And no, the game doesn't care if I have a higher score than my opponents at the end of each round. Oh! And I almost forgot, Throne Breaker is very allergic to letting the player have matches that are 2 out of 3; nine times out of ten, it will expect you to win the entire match with one decisive round.

Those are just two of many frustrating matches I've had during the course of my time with Throne Breaker. Does the story make up for it? Maybe, but not even at my most bored and restless hours of my life will I ever play it again. This game is tedium personified, and a case study on awful, banal game design. This actually feels like a game the developer made for a fanbase it genuinely hates, or at least is oozing with contempt for. I seriously expected better, CDPR. Did you set the bar so high with Witcher 3 that you can't even surpass it? I'm already leery enough about Cyberpunk 2077 since someone had the bright idea of putting Lady Gaga in it.

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Very good game to introduce new people to VR.

Nice tactical gameplay and fast-paced.. Crap pathing. You try to maze them they just walk around the outside of the map. Save your money.. Well, at first I was not impressed by this game. It really looked stupid - top down view, graphics and so on. But I've decided to give a second change ... I did purchase it after all. There really are not graphics to get breathless about. But the more I played and got the hang of it, the more I enjoyed it. So much so that I decided to change my vote of No to YES. Jip, this small game has the potential to get really very, very addictive. It's the sort of game that says "give me one more go ... just one".

Happy gaming.. This is a bullet hell game, and it's fantastic. Having only played 2D bullet hell games, there's always that smidge of accuracy that you need in the movement that is impossible to get with a controller or joystick, but physically moving your hand lets you be exactly where you need to. All the waves are similar, just scaling the amount\damage\health\spread of the enemies, with the same boss every 10 waves, but it hasn't gotten old for me because of the upgrades. The fun starts when there's enough enemies to get below above and behind you, which truly captures the essence of bullet hell. This game is good not because it does one thing exceedingly well, but because it includes everything well making a solid game.. You get the artbook which comes with character sketches, scenes and scenarios, promotional art, and this cool completely translated comic that shows you a little mini-story that gives you a further understanding of the relationship between Ritona and Selpine. I have no qualms with the art given in this, for that I am very satisfied.

Now to the complaints I have: there are three language versions for this Chinese, Japanese, and English. The Chinese and Japanese have text for all segments of it even little mini-April Fools comics involving Ritona. However, the English version of the art-book is incomplete. The only comic that is translated is literally the one in the end with Ritona and Selpine. All the other mini-comics here are untranslated despite the fact that the Chinese version has translated characters for all the dialogue boxes in it (and I can tell the difference between Japanese and Chinese). Other things that were left untranslated in the English artbook is entire paragraphs of liner notes next to some of the character sketches; there is some stuff that is translated and others that are not. Again, the Chinese artbook is also fully translated for the liner notes. This really does peeve me a lot especially since I paid for this in addition to the actual visual novel. I do not know enough Japanese to thoroughly understand the mini-comics and I do care about the thoughts of the artist and writer of this so I was very disappointed not to be able to read everything. Another minor complaint is there are a lot of obvious spelling errors that could have been easily avoided with proofreading, come on...

I am satisfied to a degree with this purchase but because of the portions of untranslated content I cannot with good faith recommend this, it only takes a little bit of extra effort to translate this stuff and it is insulting to consumers to be given this incomplete product. I cannot recommend buying this at full price at this moment unless they fix the English translation.. This is a small Winter-themed tileset pack. Some assets are duplicated with both a lighter and darker texture, with a couple being a bit more holiday-themed. It will help flush out a small snow-based area, but there isn't enough for a full game.. Bombslinger is the kinda Bomber Man like concept I've been hoping for for years! I've enjoyed more than a few Bomber Man games but the same ol grid arena battles for the single player mode always felt lacking. Bombslinger has totally figured that scenario out! It plays more like the original Zelda, you can walk around a map in any direction, with seemingly random area designs for each new room you enter. Getting to use the Bomber Man four-way explosion mechanic in a kind of action RPG style game really gives it a feel all its own. Also the 2DV3D Pixel art style looks great and totally works with the overall aesthetic of the game!. tl;dr: Equally frustrating and boring. Do not play.

It is neither healthy nor wise for your player, when playing your game, to at any point think, "Oh dear god there's more." Nor is it healthy or wise for your player, when still in the middle of playing said game, takes time out of their gameplay to begin writing a very scathing review of said game. In "Season Match", the player is at the mercy of a physics engine so wonky, even Gordon Freeman wouldn't be able to make as see-saw out of it. Too many levels depend on the player being able to navigate a herd of gems through a narrow passage, and this is practically impossible between the unpredictable falling patterns of said gems and the unreliable rng creating more gems in an order that throws all strategy out the window. I was able to beat several levels just by furiously clicking around, as the gameplay is artificially lengthened by arbitrary goals of clearing X number of gems. The powerups are useless. The game doesn't even take the time to explain what they do and you can only refill your powerups on certain levels. Just used the magic wand? Too bad! This level only refills the dagger you never use. But wait! There's also gold you can collect and purchase refills for your powerups. Again, the game never tells you that you can do this, and I only found out through a session of random clicking when I was bored. And speaking of never telling you anything, there is no story. The game will make you believe there is, but three frames of animation, character stills, and four paragraphs of text do not a story make. As I crawl closer to the end of the game, all I can think of is that this is babby's first programming. It feels

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so cheaply made and thrown out onto the market as quickly as possible without any consideration of whether or not it's "good". The only silver lining I can find is that it'll make my achievement stats go up. Woo.. I didn't go very far in campaign mode yet. I played it long enough to unlock Survival Mode, and that's what I've played since.

This is meant to be a mobile game, I think, but it works just fine as a time killer on PC. It's cute, polished, and more than a little bit addictive. It's a strategy game more than a puzzle game (in survival mode, anyway.)

Someone else compared it to Triple Town--which I've played a lot of--and it is similar in that three of a given thing joint together to make a bigger thing. The similarity really ends there though because the object here is not JUST to make the bigger thing, but to place it so that it stomps the enemy's things, before the enemy stomps yours. Additionally, you can earn pink crystal thingies which you can use to move a creature, or to buy a creature, and there are fruit thingies which (I think) give you more points, so sometimes it's good to pause and think about where you are actually going to put the nexxt creature.

Great game for those who like small, cheap, cute, colorful, strategy games. I'm happy with my purchase of this one.

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