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About This Content

Be a bus driver!

Have you ever dreamt of being a bus driver? Well, now you can take your seat behind the steering wheel of faithfully recreated service buses of the “Wiener Linien”! Fully functional cockpits with lots of animations and realistic sounds ensure high authenticity and create a simulation with the true flair of Vienna!

“Wien 2 – Line 23A” is the second of two add-ons for OMSI 2 placed in Vienna. It includes the route of Line 23A in different variants and traffic routings as well as the appropriate articulated buses of high-floor and low-floor generations.

The interesting and challenging routing has been modeled in a true-to-original way with many objects and details and offers prolonged driving pleasure for beginners and advanced drivers alike.

The buses are completely animated and include lots of functions of the everyday bus rides such as original announcements! AI-controlled passenger cars, buses, trains, trams and subways can be encountered on the route thereby putting the finishing touches on the scenery.

Perfect interplay

An ideal complement to this add-on is “Wien 1 – Line 24A”: The rigid buses which operate on Line 24A start out from the same point of departure as those on Line 23A. Together, both add-ons ensure great variety and driving fun for many, many hours!

FEATURES

- Articulated bus NG 235 M18 (first low-floor generation)
- Articulated bus GU 240 M18 (last high-floor generation)
- Route Vienna – Line 23A up to the year 2005 to Kagran
- New routing Vienna – Line 23A since 2006 up to “Kagraner Platz“
- Lots of new objects and street models
- Real streets and buildings – maximum of authenticity
- Many different routings with original timetables
- Original „Wiener Linien“ bus stop announcements
- AI tram Type E1-c3 and Type ULF
- AI subway Type U
- All vehicles are original replicas of the “Wiener Linien”
- AI trains city train BR 4020 and Taurus locomotive BR 1116 of the ÖBB (Austrian Federal Railways)
- New AI cars and AI motorbikes, perfectly animated – for the first time in OMSI’s traffic
- Interesting and challenging routing
- Many details and authentic scenery objects

Area / Line: Vienna, 22nd District

Line 23A in different routings:

- until 2006: Kagran U – Hirschstetten am Heidjöchl
- since 2006: Kagraner Platz U – Hausfeldstraße S

Title: OMSI 2 Add-on Vienna 2 - Line 23A

Genre: Simulation

Developer:

ViewApp

Publisher:

Aerosoft GmbH

Release Date: 12 Nov, 2015

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English,German







omsi 2 add-on vienna 2 - line 23a

If it moves I rip it off

Gameplay below

<https://www.youtube.com/watch?v=mQww87pf1qk>. I haven't played too much of this game yet, but what I've played of it is fantastic! The movement feels great, and there are interesting and unique gameplay elements the likes of which I had yet to see. I highly recommend it!

EDIT: After more gameplay, I am still more than thrilled. I plan to eventually figure out an optimal path to the game and start to speedrun it.. I'm sad that I have to say no to recommending this game. I am 23 hours in and I have tried damn near everything to try to get my tower to over 4,000 visitors to be able to build over 75. However, despite my best efforts, it seems that I can only get up to ~3100.

Finishing the orders on the side become difficult as my tower is just out of space. This game kicks sim tower's \u2665\u2665\u2665\u2665\u2665 but I don't know how many tenants are in each office or each condo so I'm not even sure how to approach continuing or getting my tower up to the that number.

I've also tried deleting utilities that are no longer necessary (like bathrooms and medical centers that have now overlapped duplicates of the same) and now my tower is telling me there is no medical center when there is a medical center next door to some apartments.

Please developers of the game:

1. Give a number of how many tenants in each size office/condo in the description (ie: Small office provides 4 visitors, small apartment provides 2 tenants)
2. Fix why my condo is asking for a medical center when there is one next door to it.
3. Attractions seem to not attract as much attention as they are described to.
4. Generally, it always seems "too loud" anywhere in the tower no matter what I try. Sound barriers work, but with my limited tower space it seems impossible to find a happy medium.
5. Movie theaters are really loud. Provide better sound protection options for floors above and below all attractions.
6. Maybe add an adviser to help point out problems in the tower and explain what can be done to fix it.

- Pros:
1. elevator system is painless compared to sim tower which was damn near impossible. You just don't add extra elevators to a shaft like in sim tower
 2. elevators seem to be unlimited with no floor limit (thank god)
 3. The spread of showing how much ground a utility covers is huge.

Please do better, I'd like to complete this game but sadly I'm going to have to put it down and go back to drowning my life in Civ VI until you do.

. Single Player Career mode unplayable due to game crash. Not real impressed after spending over \$100 on the game. No help from the developers on fixing the issue. Shame Shame Shame. An old goodie from Sierra's golden days.

This is a fun and simple little game which tasks you with balancing your feudal economies to crank out armies. The voice acting is excellent and the game mechanics are very clean and simple for the time. The combat is very dated, but it is still very manageable and fun.

10/10 and oldie and a goodie. An informative and compelling insight into the birth (and first death) of the video game industry, specifically detailing the history of Atari and Activision. I'm a sucker for well-made video game documentaries, and this one quenched my thirst for the week.. Didn't know if I should recommend this or not. The problem is the performance and the very slow movement of the player and the enemies. The levels, weapons and enemies aren't to bad. Of course it's not even close to Doom or Quake, but maybe give it a try for less than one buck.. wtf is this??

how is in my library??

the worstest game ever

. The Alien Breed Trilogy is a less than decent twin stick shooter with a sufficiently mysterious narrative that actually kept me going to the end (of all three). However, every time I find myself enjoying the game, its short comings slap me to my senses and prevent me from ever getting immersed. This has been an exercise in identifying poor user experience and player discomfort. I cannot recommend this game when there are twin-stick shooters out there, like Shadowgrounds, that I've enjoyed with a lot less effort to stay engaged.

What I liked:

- + Visuals are decent, and do a sufficient job at making things look credible. I found the voice acting to be above what I expected.
- + Good variety of aliens.
- + The length of the game is ok for its price.

What I disliked:

- The controls and camera were highly uncomfortable to use. Your hero aims where your mouse is, which is what you'd expect from a twin-stick shooter. The problem is with the camera. There's a tilt just enough to create a parallax error, which makes it really uncomfortable to aim and shoot, especially when you need to do it quickly before getting swarmed at times.

I highly recommend you enable FPS mouse aim in this file:

Steam\\steamapps\\common\\Alien Breed 3 Descent\\AlienBreed3DescentGame\\Config\\DefaultInput.ini

Change bUsingFPSMouseAim to TRUE.

This will make Alien Breed feel like Shadowgrounds in terms of camera and controls. You always aim north of your screen, with the mouse rotating your guy. This eliminates the parallax error. The problem is, there are specific parts of the game (in all three episodes) that lock the camera and revert the controls back to the original feel. At times, this is fine. At other times, like at specific boss fights, if you have the FPS mouse aim set to TRUE, you're unable to aim, and have to revert the controls to fight properly.

What I also found uncomfortable was the way you use items like grenades or health packs. No quick bar here - you have to tap buttons to browse through your item list, and hold the "use" button (to various durations depending on item) to actually use them. They were clearly not designed to be used on short notice, but I've found myself frequently needing to do so. Most of the time, it was either the flashbang to stun the horde mauling you to death, or a medkit to survive long enough to fight back. Because of the cumbersome way to use these items, I could only use one of them in a hurry, never both.

Speaking of grenades, the frag grenade also weren't designed to be used as a reaction to an incoming horde. You have to charge up the "toss meter" to throw them far enough to avoid killing yourself, but the meter charges up so slowly that by the time it's tossed out, the horde would be in your face. This usually causes the grenade to blow up on impact, which kills the aliens nice, but would also seriously hurt if not kill you.

- No unlimited/quick save. You can only save the game at specific in-game consoles that your hero comes across on the levels. At times, the frequency is fine, at other times, it's rubbish. It's possible to go on for what seem like 30 minutes of game play without encountering one of these consoles. I've once the game crash after a boss fight, only to reload back to a save console a

short distance before encountering the boss in the first place.

- Lack of hit/kill confirmation audio\visual feedback. Shooting the aliens feel weightless and floaty because there's little\no audio indicating hits\kills, just green blood particles and the alien flipping over to die. This makes the gun mechanics feel unrewarding and unsatisfying. The only satisfying weapon is the shotgun, because a lot of stuff die to it in one hit, effectively making the firing sound fx feel like the hit\kill sfx.

- No stamina indicator for sprinting. There are boss fights where you have to manage your sprints, so the lack of a stamina bar makes it annoying to know when you will be forced to stop sprinting, or when you can sprint again.

- Uncomfortable\tedious level design. You are made to backtrack quite a bit to flip switches in sequence so that you can eventually proceed. I found it hard to get immersed in the narrative significance (or lack thereof) of these switches, so it got repetitive quickly for me. To add to the discomfort, your hero sometimes gets caught in the level's props that looked passable, forcing you to back off a bit to walk around them. This can either harmlessly break the flow, or cause you to get swarmed and die. There's also one level with overlaying bars at the top which blocked the camera's view of your hero, which can also be annoying or fatal, depending on the situation.

- Unclear weapon effectiveness. You can upgrade your weapon's damage\reload\fire rate. I've only ever found it worth upgrading the damage since ammo\credits are precious. The problem is, it's unclear how effective the upgrade weapon actually is. The upgrades are described qualitatively instead of hard numbers, so you don't really know how much damage you're dealing. At times, the same alien dies noticeable quicker, other times, they can withstand a longer barrage. It may be due to the range drop off, but it feels random and frustrating, because the inconsistency prevents mastery of how many rounds\long to shoot for each kill. Also, despite the impressive visual fx of the "later game" weapons, their damage output appears disappointing when used on bosses. The shotgun at close range was the best for me almost all the time. Maybe this was by design, but the ammo was so precious on those weapons that I never felt it worthwhile to use them on mobs.. Bought this game because

1. Involved developers.
2. Frequent updates
3. Epic sim concept
4. Already a great game.

Sure they have to balance some thing but that is peanuts !!!
Fun and difficult playthrough with TONS of options.

You like adventure ?
You like sims ?

Then this is a game for you my friend.

Njoy Folks.

As much as i like this game i ALWAYS die on the level "just can't wait to be king" Also WHY CAN'T I RECORD THIS!?! what if i want to Let's play this game? I want to be able to record this. This game is FUN so i want to be able to record it and Let's play it. My Youtube channel Centers on Let's plays and countdowns nowadays. Anyway this game seems to combine the SNES and Genesis Roms. Not fun and crashes frequently :(Bahhh gamee. Dont giveeeeh me achivemntent... T_T. packs neat and all that but i kinda wish there was 10 times more coins. I purchased game as a **single player wild west game**. Now it's going to be *DayZ- Wild West Shoot-on-Sight Gankfest w/cheaters!*. (Minus the zombies..) You might enjoy it when finished, I will not.

Graphics are decent but currently there's not much to do. Tech demo, more of less. Will be unable to re-review it upon release, due to terminal cancer. So glad you delayed the game for a few "MP Only" ♥♥♥♥♥.

I do NOT recommend it. Develoement has come to a stand still. No updates, and no info other than tthe last communication that the MP part of the game that would not slow down game development according to the dev, has indeed slowed it down..

@Developer: Enjoy the donation.. Those puzzless are a lot damn harder, than you would think :)

Brings some real brain challenges for the favourable price.. i love this game :). Pros:

-Enjoyable storyline that's entertaing & fun

-Beautiful music & graphics

-It has Whisper!

-Interesting references to the old kings quest games: they have a song from King's Quest Six in the game (Girl in the Tower) & you come across an owl that strikes a resemblance to Cedric from King's Quest Five

-Graham's biceps (inspires me to go to the gym & do more arm days)

Cons:

-I liked what puzzles were in the game but felt for an adventure game there weren't nearly enough puzzles. I also would have liked to have been able to use items more to solve puzzles & to have the ability to combine two items in the inventory.

Overall great game & I look forward to the next episode. It's nice to see King Graham don on his feathered cap & go on adventures once again.. Definitely has potential. Nice that you aim manually where you want to throw. In time with extra support, could be something special.. As a real life firefighter i had a great time playing this game, it is pretty accurate, the foam' the types of fire, although the tenders are overy powered i still think its a great game for anyone who wants to understand how the fire service' very recommended.

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