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## About This Content

### CONTAINER PRODUCTS – 20/40FT DRY VAN CONTAINERS

Some months ago, when I was walking around a large shipping terminal in Waigaoqiao, Shanghai, I saw many colourful containers stacked together - which came from all over the world - looking like towering blocks of beautiful skyscrapers. From that time, I planned to make and place these cool iron boxes into my favorite simulator, making our experiences more awesome and more realistic.

Now, you will get a total of 10 styles of 20ft and 40ft dry van containers in your railroad world. You are able to carry them by X2K double-stack container well wagons.

Features Include:

- 10 styles.
- Normal Maps.
- Weathered.

### X2K DOUBLE-STACK CONTAINER WELL WAGONS

If you intend to travel between Shanghai and Beijing by train, maybe you'll pass a train with double-stacked containers - chances are it will be these, as the X2 series well wagons are the only double-stack container wagons in China.

The X2 series double-stack container well wagon is specially designed to carry container traffic. Once a X2 wagon equips ZK6 bogies, it's called "X2K", and its max speed is up to 120 km/h.

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Three colors of X2K wagons are included, which should be mixed in a long train for a more realistic effect!

Features Include:

- Normal Maps.
- Weathered.
- Rear Sign Light.
- Load Product.
- LOD System.

### **CONTAINER YARD**

Need a place to show off your containers? Here it is. This original container yard references the Luchaogang container yard. It's a new yard

in Shanghai, used to storage containers which were carried from Yangshan Deep Water Port and transit by trains. Though its length has been reduced to 500 meters, and it can stack a maximum over 1,000 containers.

Features Include:

- Normal Maps.
- Weathered.
- Animate objects.
- Can stack over 1,000 Containers.

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Title: Trainz Simulator DLC: CONTZ Pack - Standard Edition

Genre: Simulation

Developer:

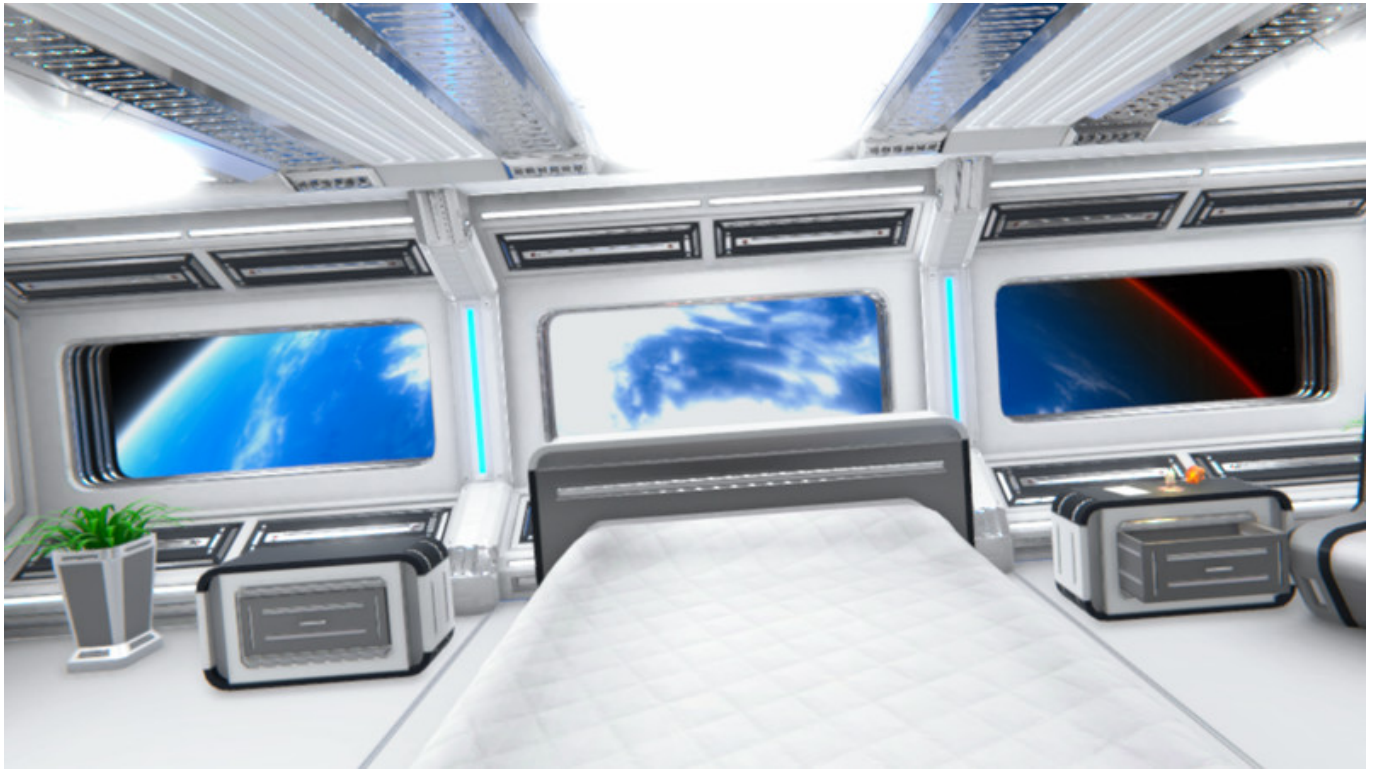
N3V Games

Release Date: 12 Aug, 2014

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English





## Ivan Dorovich XIII

His greed is not for gold riches,  
nor for pride, but for the pure sorrow  
and hate he sees in everyones eyes;  
when they lay down their hands  
and lose all they can.

Ivan played against bishops and kings  
until they caught and tortured him  
to reveal his cheats.

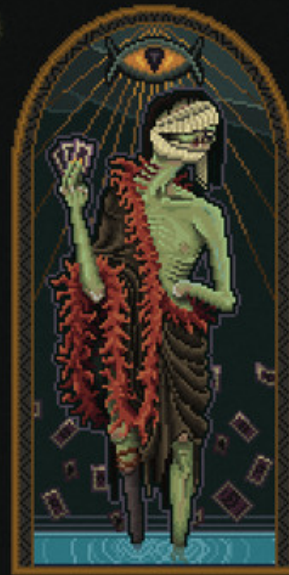
His lips stayed sealed until he had none.  
But rum soaked drunkards say  
he lost a bet to the Sea...

### START:

3x Cultists  
4x Mermen

### ABILITIES:

Longer Range  
Mermen Regenerate



Alpha Build

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I recommend it.. A lot like Luftrausers at a basic mechanics level, but with some nice narrative thrown on top and a good soundtrack.. This mod is insanely good. I haven't finished it yet, and from my hours you can tell I have not played much, but believe me, it gives what is promised. But, the only flaw is that the trailer has spoilers (IMO you can call that spoilers). Other than that, definitely play this after finishing portal.. EDIT: Changing this review to negative now that the studio has come out and said they ran out of money and the game will never be completed.

Basically it's an indie Silent Hill meets Obscure without any combat. The graphics look halfway between a PS1 and PS2 game and there's a slight unpolished feel to things. Controls are weird (WASD to move, spacebar to sprint?) and cannot be changed. I would say a gamepad is almost mandatory.

That said I would still recommend it. The atmosphere is creepy. For most of the time there is only one enemy but it's creepy as hell and you never know where it's going to pop up and send you into a panic attack trying to get away. While the graphics are primitive and performance unpolished, it has that unique art design most Frech games have and it works. At less than \$5 it's worth the price if you're into survival horror games.

One gameplay complaint I have is they never explain to you how health or dying works. You have a "mental state" that seems like health but I never noticed it do anything when it got low. When the enemy catches you, sometimes it's an instant death, sometimes it's harmless. I played through this episode twice and I still have no clue about either. "Health" doesn't seem connected to the enemy killing you and your mental state sometimes degrades on its own. The game tells you to use inhalers to restore your mental state but there's a VERY limited amount and you are never given any clue when or why you need to use them because you never notice mental state affecting anything. There's still more episode to go so hopefully they'll fix that.

One STORY complaint I have is you coming across a document related to the central plot that is such a blatant X-Files reference (right down to one of the people having the exact same name!) that it breaks the immersion a bit.. Cute book, I love how every story has its own uniqueness to it but explains an important life lesson.. Very bad is the first thing I have to say.

The hidden objects are just random things, and sometimes the things are more times in the same place, so you have to try every last one of 'em to find the right one.

Some of the items are impossible to find, because of too much stuff, and so small and argh I can't even describe it!

The story had some potential, but that it's an unfinished job, is just very easy to spot, and it seemed they were just getting more and more lazy, as time goes on, way to short game, with so many bad things, that I will not proceed.

Just keep away from this mess.. The game starts off fairly buggy, if you try to skip the beginning intro sequence, it'll automatically exit out of the game.

That's only a small problem, the problem that arises is that the game is literally unplayable.

You begin the game with 0\$ and are not given a default vehicle, The price for the cheapest vehicle is 1000\$ the only way to earn cash is to race. But without having a vehicle you cannot. Therefore the game is unplayable.

12.99\$ for a game that doesn't even play and is glitchy in the beginning.. Are you ♥♥♥♥♥ing kidding with this♥♥♥♥♥♥♥♥♥♥

Who okay'ed this? Seriously.

Is Riot Games directing this?

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but, like

this entire game is about picking who you're going to kill

this is the honest to god literal opposite of a postmortem

what are you doing. The beatmaps in this DLC don't seem as good as the original game. (This is on expert)

The beatmaps in the original game flow much better and "feel good" when you hit the notes correctly.

In the DLC most songs have multiple sections that don't flow well and don't "feel good" to play.

The original maps felt challenging. Most of these maps feel annoying. (Note: I have completed all the original songs on Expert). Don't trust this app this is extremely ♥♥♥♥♥♥♥♥t....Can't even save my video. I suck at Pivot XL. I feel it's much harder to get a hang of this one than Righty Tightly XL.. Cool Game, Fun, but unable to save... If you want to start over every time try it....

PROS-----

- Very interesting characters.
  - Sashiro, the main character, shows to be very mysterious within the first few chapters.
  - Qi, a psychopathic sangophile who is also Sashiro's adopted brother.
  - Janna, a medic and investigator who is just as mysterious as Sashiro.
  - Ronald and Dan, both seem to be pretty interesting, though their faces were never shown (at least in Chapter 0).
- Plot's good so far-- nothing amazing, but it works.

CONS-----

- Short instrumental piano music clearly synthesized via FL Studio. I'm not really fond of how the melodies sound. The editing is a bit awkward, too.
- Not enough choices. The story is trying to give you multiple choices for each situation to make it more interactive but it's limited only to random conversations that don't have any affect on the plot.

VERDICT: The novel's okay so far. Not as good as I thought it was in my head, though-- but hey, I'm still on the second chapter when I made this review. My opinion might change. Just make sure you have the volume off so you don't have to listen to the music.. it makes sticky noises when you roll around. stay away from this game.



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