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About This Content

Considered by some to be the pinnacle of British steam locomotive design, the Class 9F comes to Train Simulator in British Railways black livery.

The Standard Class 2-10-0 locomotive was designed by Robert Riddles for BR and was the last in a series of standardised locomotive classes designed in the 1950s. The Class was originally intended for use on heavy freight trains at fast speeds over long distances; however, it proved extremely capable and versatile, being used on passenger services as well.

In total, 251 locomotives were built in the Class, and 92220 Evening Star was the last steam locomotive to be built by BR in 1960.

Withdrawals of the Class began in May 1964, although some survived until the end of British steam in 1968. Nine locomotives in the Class survived the scrapyards, with Evening Star now being part of the National Collection in the UK and others either in full working order or in restoration.

The 9F for Train Simulator is a former Iron Horse House model, which has been updated to TS2015 standard, including new scenarios and improved exterior modelling. It is available in BR Black livery in both single and double chimney variants with BR1A and BR1D tenders. Also included are 16T mineral wagons and a BR brake van.

The locomotive is also Quick Drive compatible, giving you the freedom to drive the BR 9F on any Quick Drive enabled route

for Train Simulator, such as those available through Steam. Also included are scenarios specifically for the [Western Lines of Scotland](#) route (available separately and required to play these scenarios).

Scenarios

Three scenarios for the Western Lines of Scotland route:

- Border Heavyweight
- Heavy Haul to Kingmoor
- Military March

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

- 9F in BR Black livery
- Single and double chimney variants
- BR1A and BR1D tenders
- Freight wagons, including 16T mineral wagons and Brake Van
- Quick Drive compatible
- Scenarios for the Western Lines of Scotland route
- Download size: 310mb

Title: Train Simulator: BR 9F Loco Add-On

Genre: Simulation

Developer:

Dovetail Games

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 19 Nov, 2014

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English,French,German

Journal Entries

Lissanuela-ahn

Children's Section

C-005 Sailing to the Moon

C-007 When Coyotes Fall Silent

The Dominion

Heavensbreak

Phantasms

History and Records

Essences

Theory, Science and Miscellany

Miscellany and Disclaimer

Extension

Psyche

C-007 When Coyotes Fall Silent

When the coyotes fall silent, the villagers know that she has come to us once again. Only one day every generation does she make the visit, and we know that this is by the will of Kismanito, the universal good spirit who watches over us all.

On the last sight of Harvest Brown, at summer's very end, in the dimmest hour of the day, she appears at the edge of the village. She is radiant, her skin glowing like flowing silver, her hair coruscating black and silver. Some call her the Moon, an obscure term of unknown origin to us. Everyone falls as silent as have the animals of the forest, and the only sound is the popping and crackling of the bonfire. She weaves her way among our number, smiling but ignoring the females of our nation, and assessing the males one by one. We hardly breathe. There is no motion from among us. Her gaze seems to penetrate us each, and she comes to know who each of us is, according to her discerning appraisals.

In a short time she has made her selection, and a male of strong character, one of our brothers, leads her to his tent. We feel released, and we move again, though no one does anything more on that day. Instead, we retreat without words to our own abodes, and bury ourselves under our pelts, and strain to listen. We listen

Void Stream

Save Skip



BLAIRE

"You expect to just run from the palace without consequence? The gorgans will kill us!"



No joystick support for a flight game on PC. I'm beyond disappointed. The PC version brings you up an xbox controller menu. Requested refund.. Edit: Pass this game by, the 30 day turns ruin the game and the only purpose they serve is to artificially help the AI. There needs to be a mod or DLC that changes the turn length to a week or so might make this game believable.

Old review -

Boring and generally a bad design, but it gets points for trying. There are so few real (non-RTS) based strategy games, you could give this one a try. The game is complex and deep, but, by far, the biggest challenge is overcoming the game design. **DO NOT PLAY FOR HISTORICAL ACCURANCY.** The names, dates, and locations are accurate, but the game play isnt. Ai runs single units around like mice, 30 day turns are used to help AI seem smarter, senarios are made with pre-planned outcomes (no what-ifs). Some of the senerios play out as if it has scripted AI. If the senario wants the AI to get to a town, your army will stop moving. In my current game my army is plotted with a 28 day move up only moves one zone per turn just so the AI can get ahead. IF my army is limited in some way the game should not display my total move as 28 days.

I would have returned this game, but I am over the time limit. I recommend people to play for 30 miuntes and if you have ANY doubts, return it without a second thought

Edit #2: Most importantly, the game is unrealistic and feels broken because of the one month turns. You can have an enemy army on the other side of a river and you decide "I will attack". It might take 2 days to cross the river. Once you end turn you will waste 30 days to start the battle. If the enemy retreats one zone, you are 30 days behind. The Ai will detach units and run them around your flanks and run across a dozen zone before you can even engage one of their units. No general in history stuck to a one month plan no matter what. This alone makes the game unhistoric. In one of my turns I was determined to use all of my 30 days of my turn and I ran my army around in a circle. This was one of my single greatest turns because I caught so many 1 and 2 unit armies that the AI made.

It is unbelievable to think that Caeser would say -"Ok troops we are going to march North for 30 days." Sargent says -"North Sir? The scouts say the enemy might be on our west flank." Caeser replies - "Well we will march for 30 days and see what happens after that." **THIS WHOLE GAME IS BUILT AROUND SEEING WHAT HAPPENS AFTER 30 DAYS HAVE PAST.**

The game does not make it clear what is important and what isnt. And things that are important are not emphasized. The UI is a pain and is not clear. It took a bit of reading in the maual to figure out the "build" button was actually a little Eagle figure that looks like UI artwork, not a button. I just count that the UI has about 56 differnent elements and all of them look like boxes or buttons, except two. **WHY JUST THOSE TWO?** Its like they got toward the end of the design then saw the UI looked ugly without art work, but simultaneously realized they needed two more buttons. Game designers - "Hey lets throw the players a curve ball and make these two artwork pieces actually buttons! **PROBLEM SOLVED!**"

While playing the first campaign after the tutorial, I have got to a point where all of my armies are immobile ("not active" in game terms) and I cant move anything, and the game does not make it clear why. Obviously there is a reason, but darned if I know it. It is bad when I have to fight 6 armies in this campaign and I cant move any of my own.

Edit #1: Forgot to mention how hard it is to read the text on some of the windows. Tiny black text on medium gray background. I cant tell if it is the text reading or the game that is giving me a headache.. Great story with wonderful artwork, the music is just perfect as well.

my rate: 9/10. Very nice looking game with surprisingly addictive gameplay. Super easy responsive control. Pretty fun gameplay with nice mechanics. Graphics well polished. Climatic music. Pretty neat multiplayer mode.. It's kind of soulless compared to other Artifex Mundi games. You pick something up here, use it there and rush from one puzzle to the next but without any story or some reason behind it. The tiny bit of story that is there is just too basic, nondescript and formulaic. It's all just ... soulless....

I have no idea what I'm doing. Interesting game, but trading and mechanics are weird.. Edit: Pass this game by, the 30 day turns ruin the game and the only purpose they serve is to artificially help the AI. There needs to be a mod or DLC that changes the turn length to a week or so might make this game believable.

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Edit #1: Forgot to mention how hard it is to read the text on some of the windows. Tiny black text on medium gray background. I cant tell if it is the text reading or the game that is giving me a headache.. Crashes constantly, gameplay isn't very exciting or intuitive. There's not really any help understanding what's going on, and even worse the game is just plain boring.. I really love this game! It's adorable and funny, with a really unique battle system and a super dope world. It feels a little frustratingly hard at points (I kind of wish I didn't have to replay networks from the beginning when I lose a battle), but I've been coming back to it to see all the ways the mechanics get experimented with (the battle system seems simple enough on the surface, but gets explored in a bunch of different ways -- becoming more and more like a puzzle and even meta puzzle) and I've also been coming back to see the new characters and get to the bottom of who the dang glitch witch even is -- the art and writing carry it a long way. Highly recommend the game -- so unique and challenging.. Quite bad actually. Poor bow mechanics, uninteresting gameplay. Jeez, even the tiny mini-game in Valve's 'The Lab' is 10x better than this stinker.. I'm sorry but i cannot recommend this game.

The main reason is that it has more bugs than a outdoor lamp a summer day.

Saved games that get corrupted, crashes, no matter how often you save you will lose your entire campaign sooner or later.

There is no use playing a game that is impossible to finish.

I WANT to like this game, but all the bugs and crashes forces me to not recommend it.

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