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About This Content

Charles Collett 1871-1952 succeeded G.J Churchward as Chief Mechanical Engineer of the GWR in 1922. Collett has been accredited more with the implementation of the locomotives designed and planned by his predecessor than of his own original works. However, Collett made huge improvements on the manufacturing processes, design improvements and standardisation within the GWR. This can perhaps be best appreciated on his design of the coaches of the GWR. His Collett coaches were produced as a follow on of stringent testing and standardisation of the best bogie designs, to ensure the carriages offered the best in ride and comfort. To replace ageing "Dreadnought" and "Concertina" express coaches, mainly 70ft, Collett set about a new design of smaller windowed, shorter coaches generally known as High Waisters. These were produced in various diagrams and proved to be successful, apart from rather dark interiors, due to dark wood and the small windows. Collett would later modify the designs to bring about the Large Window Colletts to improve lighting. The "Excursion" diagrams were nicknamed "Sunshine" stock due to these improvements.

GWR High Waist Collett Coaches Pack 01 for TS Marketplace includes the following coach types in GWR Chocolate and Cream, BR Crimson and Cream and BR Maroon livery:

- Corridor Third
- Brake Third Left Hand
- Brake Third Right Hand

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- Brake Composite Left Hand
 - Brake Composite Right Hand

Title: TS Marketplace: GWR High Waist Collett Coaches Pack 01 Add-On

Genre: Simulation

Developer:

Matrix Trains

Publisher:

Dovetail Games

Franchise:

Train Simulator

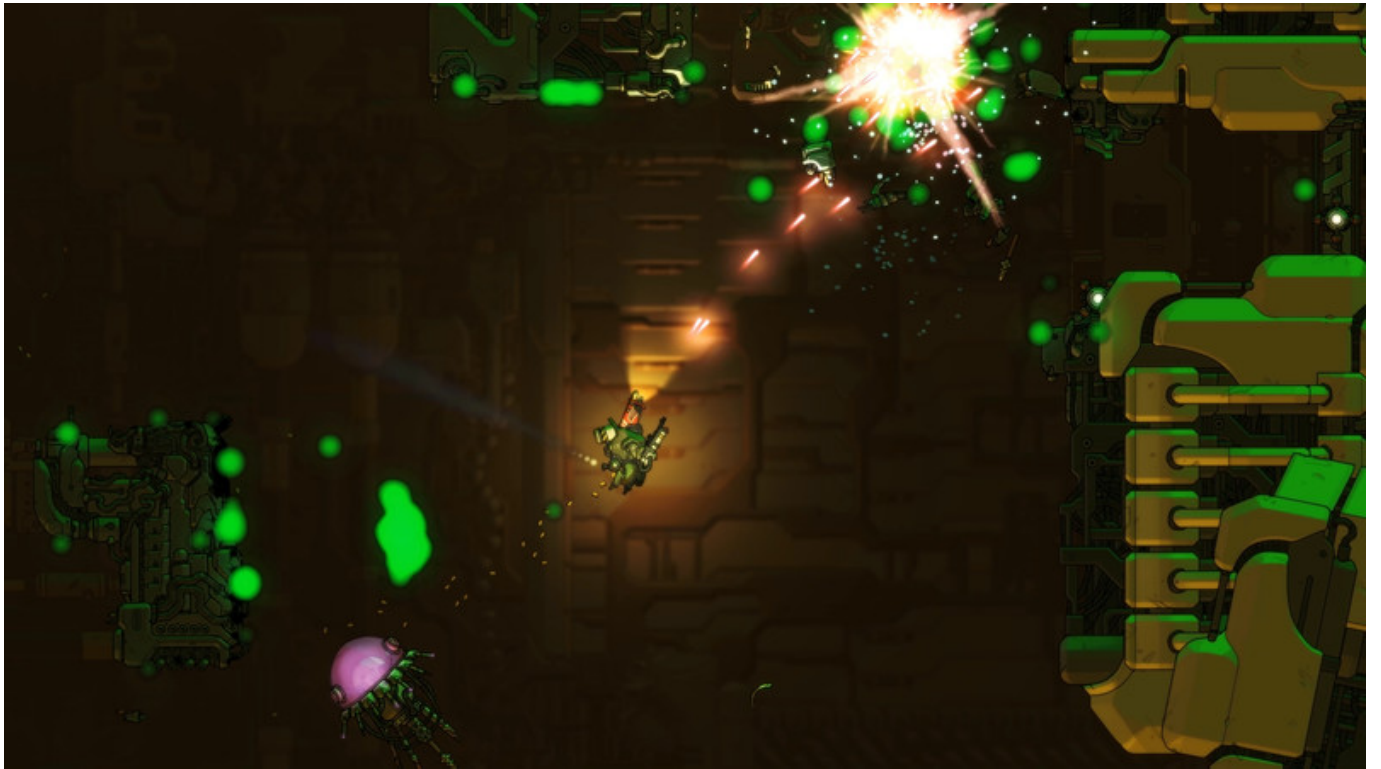
Release Date: 21 Apr, 2017

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English







I enjoy this type of games very much and Airship Dragoon is not an exception. Game offers nice techniques and a lovely gameplay. It even runs on older machines. You have to try this!. Not a great VR game for those prone to motion sickness. I can play vive optimized games for hours with no issues but this made me ill within a few seconds. If you could control the movment of the machine with your head that would solve it.. It's a bit cheeky that RSC (Now DTG) would release a payware reskin, especially when all the other addons at the time were released with several different liveries. You would think that RSC would improve on the sounds and the modelling of this reskin, considering the Kuju HST was already 3 years old at that time, but of course they didn't.

On to the quality of the skin itself, quite frankly it's rubbish. The colours are a bit off, compared to images of the train in real life, the colours are a bit too saturated on the TS version. Furthermore the green on the TS version is way too dark compared to the real life livery. The First logo on the TS version has a black background on it, I'm assuming RSC forgot to remove it before selling this to the general public, despite the fact that it is an incredibly obvious mistake.

Despite the fact that the mistakes are so blatantly obvious, the fanboys cannot admit that RSC has made a mistake. I feel like I'm the only sane person in the world sometimes.

Avoid at all costs.. When I first started playing Sojourner, I was expecting a fairly typical jRPG made from RPG Maker. Instead I got a rather charming and earnest RPG with humorous writing, good gameplay depth, and a fair difficulty pace for newcomers and jRPG veterans alike. It's hard to believe the game was made by one man for the most part, and it turns out he's a really nice guy as well!

I even listened to him on some indie spotlight podcast or something, and Mr. Squirrel was quite inspiring. Maybe I'll try my own hand at making an RPG Maker game some day because of him.

The only real complaint I have is that a few of the enemy sprites look a bit odd for some reason, but doesn't matter much compared to how well written the game is.

The game is good, probably better than Mother 3. (says someone who's never played Mother 3). Okayish game, too expensive. I didn't play this game a lot, but I usually really invest time before doing reviews.

Not so much this time, because the Devs ditched this one quite a while ago in a unfinished state full of bugs and balancing issues. The game itself is not bad, it's actually pretty fun but there's quite a few bugs that hold back your characters potential power, making it way too hard in later stages.

TL;DR don't buy.. Maybe the other translations are better, but I can't recommend the English version of this game. The music is nice but overpowering at times (with nil option to change the volume or mute) and the drawings are as-on-the-box, but the translation is nigh unintelligible. Also, the skip button doesn't work and the pacing with choices is very uneven.

I think the game characters say it best:

"At first you seemed to me normal. And after it, I even don't know."

"Did you see that? She seemed such good at first [given the 'mostly positive' ratings on steam]."

- Square brackets added, but otherwise - yes, those are direct quotes, and the level of translation you can expect.

Interesting game, graphics remind me of pixel piracy for some reason, I feel that the way the controls are setup really reduces the enjoyability of the game even despite a tutorial explaining, they're just awkward controls. Could have been done a lot better and then maybe the game can actually be played instead of fighting with my keyboard trying to make my character do what I want it to do.. That's really the only problem is the controls , if that was fixed (which I doubt it will be since the game basically revolves around this bizarre hotkey setup at it's core) then it would be a very fun little survival rpg.

Also wow really.. the system to control your villagers is SO broken, if the controls were not already so confusing I would probably be able to tell if the villager\worker system is really broken or if I'm just not using it right.. Seems broken to me.. Terrible motion mechanics. I have never felt such terrible motion sickness before, essentially you are swinging yourself through zero gravity which is jerky and makes you nauseous. I just completed the tutorial and couldn't go any further.... Another port of a PS2 title in the series, it's a perfect conversion with just one problem-it appears you can't play in fullscreen\widescreen\stretch-it doesn't take up the entire screen. If you can live with that it's good for the price, esp if on sale (I got it for \$2). Just be warned-in Arcade the Boss I-No may be THE most difficult boss ever, and I've beaten my share of very difficult ones.. Just buy this game, don't look up things about it, just play the game and enjoy yourself. Worth the money.. very good stealth game
good story
good visuals

8V10. If you want a harder fortrix, thats the way you could go

This game is way less fanservicey than the other ones audiovise
Its also casual and fun once you are totally bored and have nothing to do

7 carddrops - since they are anime around 13-17ct each.. thats most of the buyprice on the current sale
Couldnt rly complain about that

Pro:

- Easy achievements
- Being able to lower difficulty to a babymode every small child could beat (kappa)
- Simply casual game
- steep difficulty
- "fanservice" for those that rly wanna have this its a plus
- cheap
- Many carddrops and no cheap ones either
- Music is quite okay

Con:

- 1,5-2hrs playtime if you rush
- No real replayability (mahjong\poker at least had)
- The backgrounds often make barely any sense.. walking around in a bikini at a tanabata event... rly?

75V100 pretty solid overall

Price is okay for what you can get. This game was awesome.I had a lot of fun playing this game, especially with friends.This game is nothing like NFS but I loved it.The best way to play this game is with friends.. Brakes do not release, throttle does not operate, headlight does not work. In short this vehicle cannot be moved.

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