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About This Content

The diminutive DB BR 361 packs a punch when it comes to serious pulling power, and is now available for shunting duties on Germany's rail network in Train Simulator.

Built between 1956 and 1964, the BR 361 (originally classified as V 60) is a diesel locomotive designed for shunting duties and the occasional light goods train for Deutsche Bundesbahn. In total, 942 of these shunters were produced, with several modifications through their lifetime including new engines and remote control operation.

The first prototype was designed in 1951 as DB had a shortage of small shunters; four prototypes were built in 1955, each built by a different manufacturer - Krupp, Mak, Henschel and Krauss-Maffei. Each featured different engines too, however they still proved to be successful. DB opted for the Maybach GTO 6/GTO 6A engines for their production models, which started to be delivered in 1956.

Even in these early stages of the V 60's life, some models were modified with stronger frames and a higher adhesive weight increase from 48.3 to 53 tons; these heavier shunters were able to haul an extra six tons of ballast compared to the unmodified variant.

Despite this difference, they were all still classified as V 60s until all of DB's rolling stock was reclassified, dividing the V 60s into BR 260s and 261s for light and heavy variants respectively. By 1987, they were reclassified again as minor locomotives (Kleinlok), giving them their BR 360/361 grouping as they are known today.

Despite being built primarily as shunters, the V 60s were also used for transporting light freight and passenger trains, and some

even saw some departmental use. A plan to replace the V 60 in the early 1980s never came to fruition, and DB set about improving the 25 year old V 60s instead.

The V 60 has a maximum speed of 60km/h (37mph), however the diesel motor needs to be pre-heated before it can run; as a result, the earlier models had to have a small coke oven and carry about 150kg of coke to heat the diesel motor, although newer V 60s used oil burners instead.

Today, many of the 942 locomotives are still in service, with around 400 in service for DB and other examples for various private railways in Germany and beyond, including Turkey and Norway.

The BR 361 for Train Simulator is available in DB Cargo Red livery and features dynamic braking, combination throttle/brake, cab and instrument lighting, in-cab signalling, PZB and SIFA safety systems. Also included are SGGRSS container freight wagons.

The locomotive is also Quick Drive compatible, giving you the freedom to drive the DB BR 361 on any Quick Drive enabled route for Train Simulator, such as those available through Steam. Also included are scenarios specifically for the [Munich-Rosenheim](#) route (available separately and required to play these scenarios).

Scenarios

Three scenarios for the Munich-Rosenheim route:

- A Good Day's Deed
- Express Marshall
- Goods Time Marshalling

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

- BR 361 in DB Cargo Red livery
- Dynamic braking
- Combination throttle/brake
- Cab and instrument lighting
- In-cab signalling
- PZB and SIFA safety systems
- SGGRSS container freight wagons
- Quick Drive compatible
- Scenarios for the Munich-Rosenheim route

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- Download size: 421mb

Title: Train Simulator: DB BR 361 Loco Add-On

Genre: Simulation

Developer:

Dovetail Games

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 18 Dec, 2015

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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





Character

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Head	◀ ▶ ▲ ▼	🗑️ 🔄	🟠	Back	◀ ▶ ▲ ▼	🗑️ 🔄	🟡
Neck	◀ ▶ ▲ ▼	🗑️ 🔄		Brows	◀ ▶ ▲ ▼	🗑️ 🔄	🟤
Chin	◀ ▶ ▲ ▼	🗑️ 🔄		Beard	◀ ▶ ▲ ▼	🗑️ 🔄	🟤
Ears	◀ ▶ ▲ ▼	🗑️ 🔄		Cloth	◀ ▶ ▲ ▼	🗑️ 🔄	🟢
Eyes	◀ ▶ ▲ ▼	🗑️ 🔄	🟡	Deco 1	◀ ▶ ▲ ▼	🗑️ 🔄	
Nose	◀ ▶ ▲ ▼	🗑️ 🔄		Deco 2	◀ ▶ ▲ ▼	🗑️ 🔄	
Lips	◀ ▶ ▲ ▼	🗑️ 🔄	🟠	Glass.	◀ ▶ ▲ ▼	🗑️ 🔄	
Hair	◀ ▶ ▲ ▼	🗑️ 🔄	🟠				

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Really, Really good game with decent content. The only problem is that there is too few of players to be a fun multiplayer experience half of the time. The ability to micro manage your economy can sometimes be tedious but it can be fun as well. Playing as the USA means you also have to worry about making the people happy enough to vote for you at election time, otherwise, you can pull a coup and play as a dictator with total control. Military control, for a global-wide conflict can be difficult and winning the game can be impossible. Since the game can be open ended, be ready to rule the world if you take the 'Total Victory' option. I've played hundreds of hours - despite what the tag at the top of this says - and the most annoying thing is when China steamrolls the world. They couldn't hardly feed their own people in 1936 but the AI is given god-like powers and somehow is able to defeat Japan, the Soviet Union, and all of the Axis before 1940, while you can only watch because if you get involved, the game slaps you down with economic sanctions and ruins you. I could go on but I would also say you should play this game if you have lots of time to kill.. Very good game to introduce new people to VR.

Nice tactical gameplay and fast-paced.. A really nice game and its fun to play. Everything a visual novel should be; the writing is beautiful, the translation is on point, the art is lovely and the music is fitting.

The story is strange, sad and a little eerie, with some speculative fiction elements. It's pretty short, around 2 - 4 hours depending on reading speed, but for this type of story the length is perfect.

I really liked the parallel chapter structure. The game is a kinetic visual novel, so no choices, but the structure allows the reader to pick which side of the story they hear first. Depending on which you choose, you'll get a slightly different experience.

Not sure about the price, I've seen much longer visual novels for half the price. This is a high-quality visual novel though. If you're a fan of this creator's work, it's worth it.. great mod,it works awesome,and it is still being updated.The multiplayer is not always up for this mod.. Super awesome game when it was alive. Too bad it's been abandoned and there no longer are any players online. There are so many bugs: a lot of collision bugs, a blonde character with a dark haired sprite, a human enemy with an orc sprite, a character using a bow fighting in close combat, so many useless techniques (the mage is stronger with her knife than with her spells)... And it's not a 10 hours rpg as written on the store but less than 5 hours.. This is one of my favorite VR titles! Exciting gameplay mixed with fun and easy-to-learn controls, as well as decent graphics and few glitches make this one of my favorite games to play on the Vive. I would highly recommend this game to anyone who is into VR. I have a blast playing this game and am excited to see what else you guys work on!. TL:DR: Good soundtrack, fun game play, controller support, would be better with full multiplayer integration.

Kind of reminds me of the old Sega Genesis game: Combat Cars.

First Impression Gameplay: <https://www.youtube.com/watch?v=or6hM-sqz2o>

I picked this game up based on the awesome trailer. Glad I did, because the game is quite fun. You're basically the getaway driver, transporting goonies from heist location to hideout.

Controlling the vehicle while shooting at the cops is difficult to execute, but rewarding when you clear the majority off your tail. I feel that full multiplayer integration would have made this game a bit better. Imagine having 4 or 5 friends sitting in the van, all shooting out while one guy drives.

The art-style reminds me of hotline Miami a bit, with VHS lines and blurring. It adds to the whole 70's heist feel, and I like it. The soundtrack is awesome and fits the game perfectly.

Gameplay does feel slightly repetitive at times, while your main objective to consistently drive from heist to hideout, then heist to hideout, etc. Again, full multiplayer would remedy this, especially if there was cops vs. robbers PvP.

All in all, the game is fun and worth picking up.

I recommend this game, but only to creatives looking for somewhat interesting take on the RPG genre.

As an actual game, I cannot recommend it in its current state. It simply lacks the polish (and I am not talking about the graphics, they are fine for an indie game at this price point).

A good example is the combat. Like many modern RPGs, it has a time-dilation effect during combat., but due to the limited control you have over your group (limited even further by the way the interface is implemented), this effect is often far more annoying than it is useful.

The game really needs a way for you to control your group members without having to track them down in 3D space (and hope nothing is obscuring the buttons on their heads). Something as simple as putting the three buttons next to the icons in the group slots on the left of the screen.

Some other little quality of life items that would go a long way to making the game playable:

- A quest journal, and removing quests from NPCs once completed.
- The ability to sell items to vendors beyond their inventory capacity (this is debatable, but due to the way purchases are implemented it is kind of necessary in this game).
- Better check pointing (I gave up on the game after constantly being pushed back three major fights. The save slots seemed to do nothing).
- Allow the time-dilation to be disabled. As much as I can see that this is meant to be a major part of the game, there just isn't enough control over the group to make it worth it. Leave it for people who want it, but make it optional. It would need a complete overhaul to bring it on par to the time-dilation in other group based RPGs.
- A proper targeting system. You really only have 1 direct attack spell for most of the game (lighting strike), and it is extraordinarily hard to target at monsters that aren't on the same level to you, or who are far away. A more traditional RPG action system of "click to target, numbers to cast" would be much more workable.
- A better way to compare item's stats & more consistency in the colour coding of items.

Having said all this, I do give props to the developer for the ambition and combination of ideas. I think it is a stretch to call any given element of this game innovative, but the combination of mechanics is interesting.

The tower defence & vaguely-MOBAesque elements mixed with a more tradition group based RPG present some interesting possibilities, and while none of those possibilities are fully realised within this game (or the parts I have seen), they were intriguing.. I've finished this game not too long ago and it has the aura of Ark of Napishtim written all over it. You have big bosses and even more of a challenge are the Titanos as superbosses. And since it's an Ys game, it's the first of the newer installments to feature team battling. Most don't get the premise as to why Adol needs to fight on a team but the way of combat done here is rather clever for it's not the usual hack n' slash but more on who you use than how you fight. Its creativity really changes the way the game plays since you're not only playing as Adol, but other characters as well and they wield different weapons thus the concept on the how to fight. In standard Ys fashion, you got your dungeons which have puzzles within itself and for what its worth, it did pose a healthy challenge.

If you are a fan of this series or even that of Falcom itself, Ys never disappoints as an RPG series..I do plan on getting around to Lacrimosa of Dana, but as I said, if you enjoy the series..you'll enjoy this as well as the remake of the original series and Origin.. Very fun but extremely easy, even on the hardest difficulty. I have also encountered a few bugs that don't disappear when killed and one bug that was invincible. In the hardest endless mode challenge I can sit there without getting damaged until the game crashes or until I get bored and let the bugs kill me. Please add a new difficulty where the bugs come a bit faster and faster.. I was bored as\u2665\u2665\u2665\u2665\u2665 on the long car ride down to North Carolina. Then I remembered I had this glitch ridden Anti Insurgent game. It's only \$0.50 buy this\u2665\u2665\u2665\u2665\u2665 Good for boredom.. I've been listening to the OST over and over for months now, with Soundcloud and Youtube and everything. This is one catchy soundtrack that helps to improve an already great game.

It is finally available to officially purchase. No way I'm passing on this.. If you only use keyboard and mouse this game is not for you. I keep getting these free DLCs since I bought the deluxe bundle. Im pretty happy with them :D. Idle game without much interaction and no choice. Not broken in any way but not interesting in any way either.. Good piece of software.

\u2665\u2665\u2665\u2665\u2665 dev. Instead of making it MV resource compatible as promised, the dude goes on and separately releases a slightly ungraded version. Although it would make my life slightly easier, I refuse to buy the upgraded version. I feel cheated enough as is.

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