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## About This Content

Directly connecting England and Wales, running under the longest river in the United Kingdom, the South Wales Main Line is one of the most important cross border routes in the country, as featured in the beautiful new Extended South Wales Coastal route for Train Simulator.

Isambard Kingdom Brunel was rapidly expanding the Great Western Railway out of London Paddington. By June 1841, the line to Bristol had officially opened and set in stone was a railway line that has proven vital to the west throughout the years. To extend the usage of this revolutionary line, an extension was built out from Swindon and headed north towards Gloucester, only to then turn tail, breach South Wales and head for Swansea via Caldicot, Newport, Cardiff and Bridgend.

The new line to Swansea opened in 1850 and provided Wales with a much needed, albeit quite lengthy connection with London and other major towns along the Great Western Main Line such as Reading, Didcot, Swindon and Bristol. Until 1872, the railway was built utilising Brunel's 7ft broad gauge, as was the entire GWR network. However, despite the potential benefits of this larger gauge over standard gauge, the latter was already gaining momentum as the primary choice for all railways and Swansea through to the west of England was rapidly converted.

A breakthrough for the residents of South Wales occurred in 1886 when the 4 mile, 624 yard-long Severn Tunnel finished completion after a difficult 13 year construction phase. The new tunnel was the longest in the UK, a record it held for over a century, only being superseded by the High Speed 1 tunnels surrounding Stratford in 2007. The tunnel allowed for a new route into South Wales which would bypass the line via Gloucester, massively decreasing journey times beyond no doubt. Following the opening of the new path under the Severn, the former Gloucester route became known as the 'Great Way Round'.

The construction of the tunnel came with many struggles, thanks to a vast pool of water, separate to the Severn River, workers

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who were cutting away under the terrain were faced with multiple, and occasionally severe flooding. Having water pour into the bore of the tunnel on a constant basis was naturally a concern, so pumps were installed to move water away from the tunnel wall exterior in an effort to prevent major incidents.

Severn Tunnel Junction station opened as part of the new route, along with an extensive marshalling yard which would be used to easily distribute Welsh coal to London and the Midlands. Many of the heavy freight services in the steam era were not able to navigate the Severn Tunnel without a pilot or banker locomotive, as the steep gradients could easily bring a heavy service to a halt or cause almost uncontrollable acceleration. In the later years of British Railways, ex. GWR 5101 Class locos were used for this purpose.

With routes running to Bristol, Manchester and Gloucester, the line between Cardiff and Severn Tunnel Junction is 4 tracks wide to ease any potential congestion between the mix of express and local passenger services. With all the passenger services, and also the sheer volume of freight traction which is seen along the line, the tunnel itself has seen upwards of 200 trains run through it daily. In comparison, the railway beyond Cardiff and onto Swansea is only twin-tracked, providing a much more rural feel for the final stretch across South Wales.

Nowadays, the tunnel is accompanied by the M4 Motorway Bridge which connects London to Wales. The bridge, alongside the closure of much of the Welsh coal industry, has seen some decline in rail freight traffic however there are still industries keeping freight alive on the rails. Port Talbot, home to one of the largest steelworks in Europe, sees constant traffic out of its extensive railway yards and sidings, with steel trains travelling the breadth of the country. Back at Severn, the motorway bridge is carefully designed so to avoid putting any weight over the tunnel, as the increased pressure load on the walls could lead to flooding and collapse.

Today the line sees operations from Great Western Railway which mainly provide express services from London into Cardiff and Swansea with Arriva Trains Wales running both local and longer-distance journeys throughout Wales and beyond. One local service in particular, named Swanline, is an every-other-hour timetabled service that operates between Swansea and Cardiff Central. Swanline was introduced in 1994 to coincide with 5 additional stations which had recently opened on the main line; Llansamlet, Skewen, Briton Ferry, Baglan and Pyle and was initially an hourly service formed of doubled up multiple units. In recent years, proposals have been assessed which aim to increase connections in the Swansea Bay area by cutting journeys off at Port Talbot, before returning to Swansea. Any resolution is yet to be brought into fruition.

The Great Western Main Line, and of course the South Wales Main Line, are currently undergoing a major redevelopment to ensure that the Greater West is well suited for the future. As decades have gone by, many of Britain's key routes have been electrified to allow for higher speeds, cleaner trains, for both the environment and the passengers, and more comfortable journeys. The west coast, the east coast, the south coast, all these railways were fully fitted with electric capability by the end of the 20th Century. The Great Western Railway network however, despite being one of the busiest commuter corridors in the country, had managed to avoid the wires.

The South Wales Coastal – Bristol to Swansea route for Train Simulator recreates the 85 mile section of main line from Bristol Temple Meads and Bristol Parkway to Swansea, via the Severn Tunnel. Also included are a large selection of locomotives and freight wagons to replicate services on the line as seen today, including the Arriva Trains Wales Class 175 'Coradia' DMU, Freightliner Class 70, DB Schenker Class 67 and Great Western Railways Class 43 HST.

## **Included Locomotives & Rolling Stock**

- BR Class 175 in Arriva Trains Wales 'Ghost' Livery
- BR Class 175 in Arriva Trains Wales Livery
- BR Class 67 in DB Schenker Livery
- BR Class 70 in Freightliner Livery
- BR Class 43 in Great Western Railways Livery
- BYA Bogie Steel Coil Wagon in DB Schenker Livery

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- MXA Bogie Ballast Wagon in DB Schenker Livery
  - BR Mk1 BG Mail Vehicle in RES Livery
  - BR Mk1 GUV Parcels Vehicle in RES Livery
  - HHA Bogie Coal Hopper Wagon in Freightliner Livery
  - FEA/B Bogie Container Wagons in Generic Livery
  - KTA Pocket Container Wagon in Generic Livery

## Included Scenarios

The South Wales Coastal: Bristol - Swansea Route Add-on includes ten challenging career scenarios:

- Pt 1: 1V40 Manchester Piccadilly to Carmarthen
- Pt 2: 1V40 Manchester Piccadilly to Carmarthen
- 1W48 Carmarthen to Manchester Piccadilly
- 1B41 Milford Haven to Cardiff Central
- Pt 1: 6H23 Margam T.C. to Llanwern Exchange Sdgs
- Pt 2: 6H23 Margam T.C. to Llanwern Exchange Sdgs
- 6V05 Round Oak to Margam T.C.
- 1V05 – 1803 Nottingham to Swansea
- 1M77 – 1905 Cardiff Central to Swindon
- 1M91 – 1630 Bristol Temple Meads to Crewe

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 gameplay. With scenarios being added daily, why don't you check it out now!

[Click here for Steam Workshop scenarios.](#)

## Key Features

- 85 mile South Wales Main Line between Bristol Temple Meads and Bristol Parkway to Swansea, via the Severn Tunnel
- Four trains for you to experience including the classic BR Class 175 and BR Class 70
- Selection of Mail and Freight rolling stock
- Ten challenging Career Scenarios
- Railfan Mode Scenarios

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- Quick Drive compatible
  - Download size: 286.5 mb

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Title: Train Simulator: South Wales Coastal: Bristol - Swansea Route Add-On

Genre: Simulation

Developer:

Dovetail Games

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 17 Nov, 2016

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English,French,German











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Even though I have not played for very long, this is the same as Townopolis, and Romopolis. This game is a fun time killer game just like the others and worth the money. This game is different than the other games, but still same concept just reskinned. You can make your own custom goals, or follow the campaign and continue to finish the game. I have yet to finish all 3 of these games, but it gives me something to do when I am bored in the future. This game is casual and relaxing, and the music is really nice. If you like games like Build-A-Lot, then you will like this game.. Tavuk At\u0131yor Alt\u0131n Tavuk Shoot Tavuk Ate\u015f Et Mineral Degerli ta\u015f Tavuk x Horoz Ate\u015f ediyorum Bam Bam Tavuk Tavuk Alt\u0131n. This is the DLC that will make you click the hardest.. Whew! that was tide!. Does this makes any sense? No, not at all. Is it calming? Yes, and that's enough.

LTBL is just fine if you are tired after work and want some soothing experience.. its a fun game for a very short little while.

- have to beat songs to unlock other songs (not inherently bad but for this game, its pretty \u2665\u2665\u2665\u2665\u2665\u2665\u2665t)
- Multiplayer sucks\u2665\u2665\u2665\u2665\u2665 I tried it with a cousin who used an Xbox controller. whoever screws up has to wait for the other to screw up just so they can keep playing
- have to beat the \"Challenge\" mode for more lives. You basically play the same songs but with different obstacles. Basically relearning that \u2665\u2665\u2665\u2665ing song you just learned to do.
- NO WORKSHOP TOOLS (\u2665\u2665\u2665\u2665ing really?)

They start you off with some Lives incase you screw up and since each time you screw up just once it costs you a life and you get to start almost from where you died, unless you have no lives then you just restart from the beginning. So as i was learning the timing of the first song i used up all my Lives, and this is where the game stopped being fun.

I finished that first song and eventually beat the second. With no Lives at all, just constant restarting and hearing the same loops over and \u2665\u2665\u2665\u2665ing over. Then i got to the 3rd song and its fun and all but super frustrating and once you've made your 100th attempt, you kinda just stop caring.

I put off from doing this review because i normally don't review games but this game made me salty as \u2665\u2665\u2665\u2665.

If you have money and don't rage then maybe this game will be fun for you but damnit this game just needs a few small tweaks to be fun.

Implement:

-WORKSHOP TOOLS

-Don't force people to unlock songs when the \u2665\u2665\u2665\u2665ing songs themselves are \u2665\u2665\u2665\u2665\u2665\u2665\u2665t. I wanna \u2665\u2665\u2665\u2665ing play what i paid for, not be locked out

if one of those is implemented i will change my Review to a positive but only then.

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A casual sideshooter indeed (note the "story-driven" part, which is a rarity in the genre, methinks) with a peculiar visual style and a storyline choke-full of references ("Roadhouse", anyone? No? "American Psycho"? "Commando"? Jeez, these damn kids nowadays...). Also featuring: a de rigueur synthwave soundtrack. The mechanics have their fair share of arcade beat'em up DNA, but with guns, which is a good thing IMO. Lots of weapons, explosions, and snarky bosses, just like we used to have in The Good Old Days(tm).

I'm a simple man: gimme rocket launchers, demons and ninjas, action movie references, hipster-shooting, a synthwave soundtrack, and I'll buy it. Now get off my lawn...

. dont ever buy this dogsht game, my screen was blue and lost me all the game i shoul;d have won, u stupid uneducated s that made this dogsht game. the game is very bare feature-wise right now but that said.. you'll be having fun either epicly striking or flopping your way to victory within minutes.

can't wait to see how this comes along. better than the google maps trees that they were. It's relatively rare that I bother writing a negative review, but this seems warranted due to the current, inexplicably high positive review rate, low price, and alarmingly high number of purchases I'm seeing on my FL. Basically, it seems worth warning people off from this.

I wanted to, erm, not hate this game, shall we say... but...

It really is quite terrible. Despite being a very fast typer, I have trouble mustering the typing energy to even elucidate why.

Perhaps that's because I am afraid of spending more effort writing a review than it takes to make a game as simplistic and terribly flawed as this.

In that sense, I speak as a programmer and a connoisseur of typing games.

So, I'll just quickly list out a bunch of the problems here:

There's (almost) nothing here for fast typers like myself. The game just doesn't scale. Doesn't show enough words on the screen at once (except the stream mode, which, due to its lateral movement, is too hard to visually follow; Lines mode is ok, and maybe projectiles mode in multiplayer, but that's about it).

The whole concept of multiplayer as executed here is fatally flawed. The only way this would ever be remotely fun is if the two players were almost exactly matched, and how likely is that? Not very, considering the huge range of typing ability that exists. The game tries to inject other elements besides just typing speed, but doesn't really succeed, imo. It's just awkward.

The "matchmaking" doesn't even exist as far as I can tell in the modern sense of the word. I think what the dev meant by this is... a server list. Yeah, a server list. But, even on launch day when steam stats say ~70 people are playing, I couldn't find any open games. It also supports direct IP, but then you'd have to fiddle with ports. From what I read on the forums, it sounds like you have to fiddle with ports to even get the non-direct "matchmaking" to work. There's no instructions on that, and maybe I'm wrong, but, whatever.

You can play against AI, but the AI just types words randomly at an EXACT speed. That kind of makes sense, but it's just not fun, especially since, at least for faster typers, their performance against AI especially will be down mostly due their ability to recognize words quickly after they appear (the AI starts typing immediately with no delay), and to not get tripped up by "weird" words that the game throws at you.

Similarly to "matchmaking", yes, the game has steam leaderboards, but they're, erm, silly, shall we say. Mostly they just track number of games won, which isn't well correlated with skill or anything. Then there's other stuff like a leaderboard for the highest difficulty AI opponent won, but that's just a multiplication of the two variables you can set for the AI, and there's pretty cheesy ways for even inexperienced typers to win against the hardest setting, so that, too, is awfully silly and pointless.

There's a variety of other more specific flaws like not being able to cancel out of typing a word you accidentally started - sometimes it's even hard to quickly figure out which word that is since you weren't already looking at it. The lines mode, one of the more interesting ones, has screwy graphics that make words hard to see quickly, which is again, a must for fast typers, if

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nothing else.

The word list is... bizarre. You are given a lot of very weird, obscure words, and lots of random proper nouns, and... roman numerals. It seems to randomly choose between categories of words, so a large proportion end up being proper nouns, and a surprisingly large percentage seem to be roman numerals... how did that ever seem to be a good idea?

There are, of course, no real graphics to speak of.

On the positive side, it's cool that the menus can also be operated via typing (though not entirely original), and the overall feel of the typing is slick and responsive. The general concept is interesting, but interesting ultimately doesn't matter if the execution is inadequate.

So, sure, this is kind of an original idea (at least, I'm not aware of another game that has this kind of direct, mano a mano typing gameplay), but who would this appeal to?

Well, I guess it just might be sort of fun for two friends that don't type very fast and happen to type at very similar rates - so I guess if you fall into that narrow category, then go for it, but otherwise steer clear.

Or, you can try it for less than 2 hours and see for yourself and then just grab a refund like I'm about to. EDIT: or, you can find the free version around elsewhere (I think it's the same except for the server list feature).

There plenty of better\good\decent alternatives for typing games out there. Even if you've played them all and are desperate for variety, this is unlikely to satisfy you in any way. For example, choose Epistory for a generally nice, well rounded typing game on Steam, or Typer Shark for a more simplistic yet challenging typing experience. For a real time competitive game, try Serpentine online (basically a Tangleword\boggle clone), or hi-games for pure, real time typing speed matchups.. This is a very good route.. I hate this equally as much as i hate the spitfire module, they are now tide for me as the worst modules for dcs, i rate the incomplete Hawk that was removed from sale higher, and, would rather fly it. I rate this as my worst financial mistake in my steam account in 13 years.

The instability effect\torque simulation when taking off is ridiculous, words cant explain how hard it is to take off\land. Did not think it was possible to have more high sides than valentino rossi but the bf109\spitfire manages to pull it off. Seriously i've been in more burning wreckages than Richard Hammond, just steer clear. Sticking bees up my \*\*\* is more enjoyable.

The takeoff\autoassist help in the settings makes things worse don't even go there.

Did i mention how much i regret getting these two modules...

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