OMSI 2 Add-on Vienna 2 - Line 23A Crack Activation Code Download

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About This Content

Be a bus driver!
Have you ever dreamt of being a bus driver? Well, now you can take your seat behind the steering wheel of faithfully recreated service buses of the "Wiener Linien"! Fully functional cockpits with lots of animations and realistic sounds ensure high authenticity and create a simulation with the true flair of Vienna!

"Wien 2 – Line 23A" is the second of two add-ons for OMSI 2 placed in Vienna. It includes the route of Line 23A in different variants and traffic routings as well as the appropriate articulated buses of high-floor and low-floor generations.

The interesting and challenging routing has been modeled in a true-to-original way with many objects and details and offers prolonged driving pleasure for beginners and advanced drivers alike.
The buses are completely animated and include lots of functions of the everyday bus rides such as original announcements! AI-controlled passenger cars, buses, trains, trams and subways can be encountered on the route thereby putting the finishing touches on the scenery.

Perfect interplay
An ideal complement to this add-on is "Wien 1 – Line 24A": The rigid buses which operate on Line 24A start out from the same point of departure as those on Line 23A. Together, both add-ons ensure great variety and driving fun for many, many hours!

FEATURES

- Articulated bus NG 235 M18 (first low-floor generation)

- Articulated bus GU 240 M18 (last high-floor generation)

- Route Vienna – Line 23A up to the year 2005 to Kagran

- New routing Vienna – Line 23A since 2006 up to "Kagraner Platz"

- Lots of new objects and street models

- Real streets and buildings – maximum of authenticity

- Many different routings with original timetables

- Original „Wiener Linien" bus stop announcements

- AI tram Type E1-c3 and Type ULF

- AI subway Type U

- All vehicles are original replicas of the "Wiener Linien"

- AI trains city train BR 4020 and Taurus locomotive BR 1116 of the ÖBB (Austrian Federal Railways)

- New AI cars and AI motorbikes, perfectly animated – for the first time in OMSI's traffic

- Interesting and challenging routing

- Many details and authentic scenery objects

Area / Line: Vienna, 22nd District
Line 23A in different routings:

- until 2006: Kagran U – Hirschstetten am Heidjöchl

- since 2006: Kagraner Platz U – Hausfeldstraße S

Title: OMSI 2 Add-on Vienna 2 - Line 23A
Genre: Simulation
Developer:
ViewApp
Publisher:
Aerosoft GmbH
Release Date: 12 Nov, 2015

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English,German

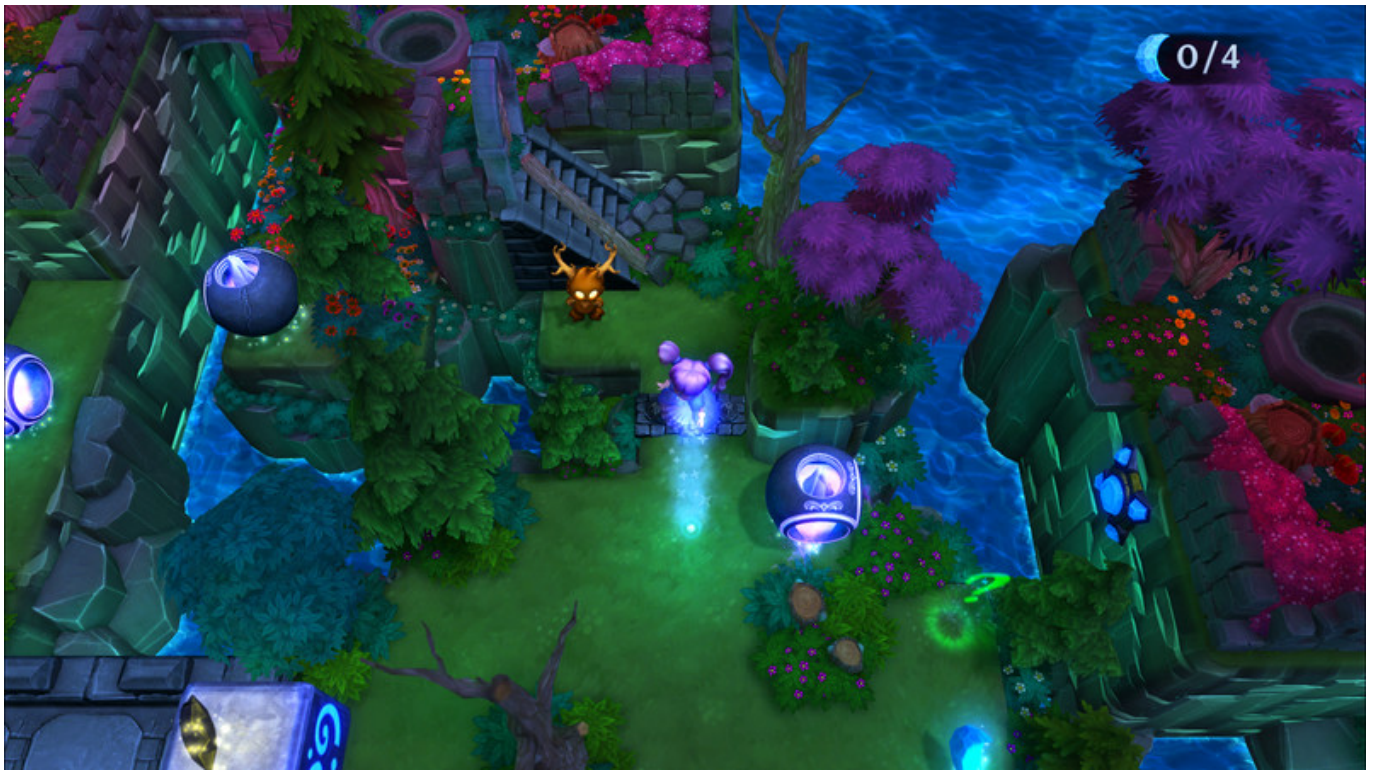## A SCAVENGER'S END
Dreadnaught Class

RESOURCES: 9724

Cannons	Turrets	Launchers	**Systems**

Fusion Drive	Quantum Drive	Defense Guns	Defense Lasers	Fighter bay
550	1750	500	2000	1075

Bomber bay	Shield	Advanced Shield	Repair Core	Power Core
2275	3150	5350	1975	1675

Armored
Structure
345

Max speed:	225 Qps
Acceleration:	8 Qpss

Herberov

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Heroes & Generals would be a nice game if only the devs were thinking while developing new updates.

After all this years there are still the same 5 (FIVE) maps for the assault mode (main mode), and two of them are the same airport. They're pushing out new vehicles when there are no variety of battlegrounds. I mean, with THAT engine (old) and THAT level of detail (low) it's pretty easy to add 2-3 more maps instead of a useless boat-tank when there isn't even enough water to make it useful. I swear, you can even rycicle them or use fractions of the 5 maps to add Smirmish smaller maps (like a Church based map). Just do something.

There is a huge conquerable map with all the cities from Europe and yeah, on every city spot there are those 5 damn maps.

Going back to play World War II Online: Battlegrounds would be a wiser choice.. This game got my attention since I love shooting alien scum and VR shooters and this game offers it for very good prize, cool weapons and powerups, smooth addictive gameplay, location and enemies variety. Took me over hour to finish it on first try, you have to master usage of guns and shield to survive. Felt badass shooting down big ship with minigun holding under my leg as debris flew above my head :D. the thing that is really annoying about RPG Maker MV and all its dlc is that fact that almost all of it is bs! all they are doing is giving you pictures instead of clothing generators. it would be nice to actually get parts to make new characters instead of pictures to add to the game. this and other dlc are basically a waste of money. Well, maybe I'm just a little evil at heart ...Cuz, I enjoyed this game or maybe it was just the fact that I could pick a person to kill, lol....In fact, liked it so much I played it twice!...I mean don't get me wrong, it's not perfect ...but with a few improvements like more characters and maybe some more history about each them, this could be a really nice game..It's so different that I couldn't help but like it...I not going to add all the other facts like how long the game play is or graphic's ect, Cuz others have already stated this..But if you like dark, short story driven games and don't mind putting the effort into reading, this could be a game you enjoy!..The price here on steam is set a little to high, but you can pick this up on sale or in bundles for real cheap!. Prison Architect + Project Highrise + Saints Row 3 (Yeah really) = phenomenal fun game.

Great little game, unigue takes on the genre. Lots of content and ability to play as you please. Pretty deep when you get into it. Management mechanics are good, gangstyle RPG elements, pretty interersting characters to choose from. Was some early concern from folks about translations, but as of now it's perfectly fine and had no problem with the translations, so, certainly English players welcomed now. The game offers three types of mode, which are: story, empire and custom. The differences between the story and empire modes are: in the Story mode you start with a substantially larger sum of money but unlocking locations in Pompeii takes longer. In the Empire mode, all locations in Pompeii are immediately available via your GPS, but you start with a lot less money. You can also customise your warden in more detail. For complete game customisation, choose the custom mode, where you have options to customise everything, from funds available at the start of the game, to how much tax you'll pay, to how many reputation points you'll receive by finishing a task, along with plenty of other options.

I've had a lot of fun building, choosing my prison teams to do my bidding and overall fun with the atmosphere, I can certainly tell this will enter my 100+ hour games easily,..lol They made the dlc and prices more reasonable and the developers are certainly keeping the content and tweaking coming. They seem to love their game and it shows in excellent gameplay. Highly recommended. Especially the full package for 10 bucks (winter sale 2018).. I don't know where this came from but its not fun. Skip it.

Fun, stylized graphics. Well made simulations of classic arcade games. A ticket system to let you buy prizes (some classic toys are in there). Leaderboards, multiplayer, lots of polish. In-game supersampling and player scale options. This is absolutely one of the most enjoyable Vive games out right now. Great job Mechabit!. it's pretty trash.. Interesting block breaker game, not much to explain.

1= ♥♥♥♥♥♥ 5= average 10=epic

graphics 3
sound 5
gameplay 4
replay 7
user interface 5
story -

overall 4

suggestion only buy at discount. great indie RPG :) <3. i liked this game. its amazing, its cheap, it's random, and i love it. I have fond memories of this game so I'm probably pretty biased. But it's definitely one of my favorite RTS games of all time. Highly recommend to anyone and everyone.. Good game when you are bored. Game does not work for me. "Fatal error" on startup. There are several comments in Discussion Board about this problem but I did not see ANY responses from developer... only complaints.

Another issue with the game is that the badge page says "No card drops remaining" but it shows no trading cards earned.. Please port tactics, tactics advance, and tactics a2