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About This Content

One of the busiest commuter routes through the UK's capital city is stunningly recreated for Train Simulator in this new route add-on.

The North London Line spans approximately 17 miles between Richmond and Stratford, and is today part of the London Overground network. The line is a heavy commuter route with trains every 15 minutes, and also a key corridor for freight traffic, connecting the inner suburbs north of London. Despite the line's short length, the route is almost entirely dense inter-urban railway, with trains taking more than one hour to traverse the route when calling at all 23 stations.

Built over a total of 25 years in five connecting sections, the first portion of the line was opened as the Eastern Counties and Thames Junction Railway in 1846 between Stratford and North Woolwich, with the last portion opening in 1869 between South Acton and Richmond by the London & South Western Railway.

The 1980s started to see closures across the line, the most notable being the closure of Broad Street station, a once major terminus for the City of London that became a dwindling station with very few passengers. Other notable closures on the line included the Tottenham Hale to Stratford link, and more recently the section between Stratford and North Woolwich in 2006. Where that track once stood is now used by the Docklands Light Railway and will also become part of the Crossrail branch to Abbey Wood in 2018.

The line is electrified mostly with 25kV AC overhead catenary between Stratford and Acton Central, made so that dual voltage Class 313s could use the line and also open it up to electric freight locomotives. The section between Acton Central and Richmond sees third rail power, and between Gunnersbury and Richmond there is also a fourth rail as the London Overground and District Line shares this stretch of the network.

Today the line is populated by Class 378/2 'Capitalstars' forming the London Overground services, D78 Tube Stock for District

Line services between Richmond and Gunnersbury, and Class 66s, 70s, 90s and 92s hauling freight.

The North London Line for Train Simulator recreates the 17 mile route as it operates today between Richmond in the South West of London and Stratford in the North East, with the track curving in a rough semicircle shape to avoid the centre of London. The route includes standard British LED signalling throughout and the modern TfL Class 378 'Capitalstar'.

Scenarios

Seven scenarios for the route:

- Coming From Clapham

- Quattro Service

- Late for Work!

- Stratford Slurry: Part 1

- Stratford Slurry: Part 2

- Early Morning Run

- Camden Showers

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

- 17 mile North London Line between Richmond and Stratford

- Landmarks including Gospel Oak, Hampstead Heath Tunnel, Finchley Road, Willesden Junction, Acton Central and Kew Gardens

- 25kV AC overhead catenary, third rail and fourth rail power supply

- Standard British LED signalling throughout

- TfL Class 378 'Capitalstar' EMU

- Scenarios for the route

- Quick Drive compatible

- Download size: 1,860mb

Title: Train Simulator: North London Line Route Add-On
Genre: Simulation
Developer:
Dovetail Games
Publisher:
Dovetail Games - Trains
Franchise:
Train Simulator
Release Date: 22 Oct, 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
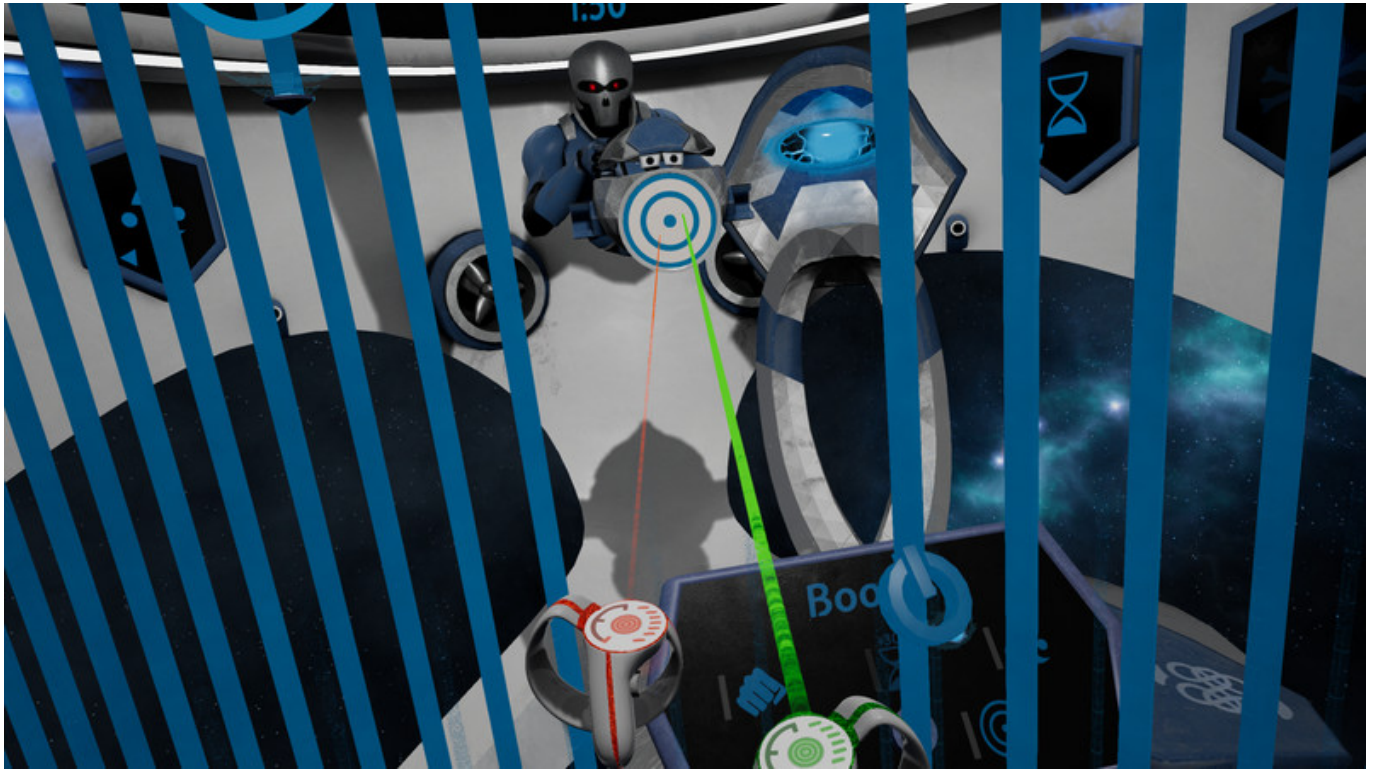
English,French,German

EXIT GAME

Human Tank

"Uwaaaaaaaahhhhh!!!!!"

CLICK

Latest release 2.0.6 is great! Runs fine on my older Win 7 machine. Amazing RC heli flight sim with great support and updates.. I would have had more fun if i put the money up my\u2665\u2665\u2665\u2665. really didnt know what to expect with the game but it was 4 bucks so I bought it. Haven't played a city builder in a long time. I love the simple graphics and the complicated systems. Really excited for the final product and to experience the game as it grows.. I'm definitely out of the target age bracket for this, but I can still appreciate it for what it is. The graphics were definitely a good idea as, even though they look dated, the black and white simplified style makes sure they still work perfectly and look decent on modern systems. Therefore, this is a great game for kids. It is a point-and-click adventure, but without the puzzles, inventory, or other higher-level things you are likely used to in such games. Rather, it's all about just clicking things to see what they do, with fun things like typewriters, painting easels, telephones, and other things included that you can click on and play with. For myself, the initial amusement faded rather quickly, as I want more out of a game, but I still recommend it for those that don't need more than that, because it is well made and would no doubt be entertaining for a long while for the right players. Really, it's more than worth it as a bonus game in the bundle.. I played this game when I had my wisdom teeth removed. I had a blast! Even sober this game is silly and charming. The karaoke in the main menu was a wonderful touch.

Couldn't get past level 3, maybe bugged or too high an IQ for me to complete, who knows. I'm bad and cant get to A7, fml no Demonspawn 4 me.. I guess it's alright. It's like chess, but like, not chess. But seriously though, the mechanics work really well. The rules are very simple, it's easy to pick up, yet they lead to a lot of diversity in strategy.

I do have two problems with it though. Despite what some sources may lead you to believe, there is an element of RNG: fairies. They randomly spawn on the map and they give mana, allowing you to make more actions. I understand the logic here with adding some level of chance to make things a bit more interesting but lucky fairies early in the game lead to some very serious snowballing. My suggestion would be to delay fairies until turn 2, or maybe prevent fairies spawning next to druids during turn 1.

The other problem is to do with the limited screen resolution options (limited to 4:3), but it doesn't bother me too much. I want to play it windowed anyway.

Overall, a mechanically great game with a cool artstyle! We need more people on multiplayer.

UPDATE (2\/4\/2015): So I randomly lost my campaign savegame... No idea how it happened, but it happened. Oh well. Multiplayer is where it's at!. Thought it would have more zombies, and be more sexy! worth 1 dollar. NOT 4. 5 minutes of fun, not replay value imo. its 5 boss fights with no challenge. teleport away, shoot, teleport away, shoot... rinse wash repeart. I was happy to finish all the achiements and move on. Music was awful.. Just purchased the product and can not add the winter hat prop to my dog character help.. Apparently planes in 1912 were actually people on the ground with a floating ring on their heads.

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