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## About This Content

Amtrak's Electro-Motive SDP40F – a memorable, historic, yet star-crossed diesel locomotive of the 1970s and early 1980s – now comes to Train Simulator!

On May 1, 1971, Amtrak took over most passenger-train operations in the United States and faced an immediate need for diesel motive power. Amtrak contracted with Electro-Motive for a new model – to be designated SDP40F – and soon ordered 150 of the husky diesels.

The SDP40F utilized many of the components of EMD's successful freight-service SD40-2. Like the SD40-2, the SDP40F was rated at 3,000 horsepower and powered by an EMD 645-series, turbocharged, two-cycle V-16 power plant. The big six-axle passenger diesel was wrapped in EMD's distinctive "cowl" carbody and, with steam generator and water tank, weighed in at nearly 400,000 pounds.

Amtrak's 150 SDP40Fs (Amtrak 500-649) rolled out of EMD's plant between June 1973 and August 1974, but the tenure of the

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big diesel was tarnished by problems including derailments at speed and Amtrak soon chose to build its diesel fleet of the future around the more versatile and nimble EMD F40PH. Amtrak would retire its last SDP40Fs in the early 1980s, but while the service careers of the SDP40Fs on Amtrak were relatively short, the big diesel nonetheless served a historic role for the passenger carrier and endured long enough to wear three Amtrak liveries (Phase I, II, and III), each of which are included in this DLC. As an extraordinary bonus, the Amtrak SDP40F pack, masterfully created by DTM, also include a complete set of Amtrak's ex-Santa Fe high-level cars as made famous in Santa Fe service on the El Capitan/Super Chief and Texas Chief, and which served Amtrak for decades. Four scenarios for the Donner Pass Southern Pacific route (route available separately) are featured in the pack.

## Included Scenarios

Four career scenarios for the Donner Pass Southern Pacific route are included:

- San Francisco Zephyr Trials, Part 1
- San Francisco Zephyr Trials, Part 2
- San Francisco Zephyr Trials, Part 3
- San Francisco Zephyr Final Trial

**Please Note:** [Donner Pass: Southern Pacific Route Add-On](#) is required, as a separate purchase, in order to play the scenarios featured in this add-on.

More scenarios are available on the 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

- Amtrak Electro-Motive 3,000-horsepower SDP40F passenger diesel locomotive
- SDP40F in Amtrak Phase I, II, and III locomotive liveries
- Highly authentic cab, controls, and operating features
- Complete set of Amtrak's ex-Santa Fe Hi-Level passenger cars, including baggage-express, baggage-dorm transition car, coaches (two versions), diner, and lounge
- All passenger cars in Amtrak Phase I and Phase III liveries
- Four career scenarios for the Donner Pass Southern Pacific route
- Quick drive compatible
- Download size: 321.5mb

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Title: Train Simulator: Amtrak SDP40F Loco Add-On

Genre: Simulation

Developer:

Digital Train Model

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 13 Sep, 2018

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English







# EKRANOPLAN SELECTION

## ORLYONOK

Orlyonok 1 - (Donated to Michail Bulgakov)



YEAR OF PRODUCTION:  
1979

STORAGE CAPACITY:	28960	MAX CRUISE SPEED:	412
FUEL CAPACITY:	29000	MINIMUM CREW:	6
DIMENSIONS:	16x66x30	MAXIMUM CREW:	160
FLIGHT HEIGHT:	3000	WEIGHT (UNLOADED):	70000
ENGINES:	3	ARMOR:	100

SPEED (Km/h)	412 (100%)
ARMOR (%)	100
WIG HEIGHT (m)	3000 (100%)
HANDLING (%)	100
FUEL (L)	29000 (100%)
EFFICENCY (%)	100
WEIGHT (%)	100
FIRE POWER (%)	100
HEAVY AMMO (%)	64 (100%)
LIGHT AMMO (%)	100 (100%)

MISSIONS ACCOMPLISHED	0
MEDALS WON	0
HOURS FLOWN	00:00:00
ENEMIES DESTROYED	0

CANCEL

OK

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This is a game that I enjoy for something different. Keeps the mind active but I would suggest the the first time you play select the slow options first.

For the price I think it is a reasonable buy and I look forward to some updates later on.. Kind of wish there was a more neutral option than just Yes/No.

The biggest problem with this game is that there is a crash on Exit that will force you to remove your VR headset to dismiss the crash dialog when you want to stop playing. While this doesn't impact gameplay this is a huge inconvenience in general. (Used Vive, did not test Rift and don't know if the crash happens there or not.)

Furthermore, this game is predominantly viewed from different angles by grabbing and rotating the map. If you have ever seen or played a game called Echochrome it's basically like that although without the perspective gimmick. This means, unfortunately in my opinion, that there is no real reason for this to be a VR title, BUT I do appreciate the developers' contributions to diversifying the genres and perspectives available for VR.

The game seems fairly straight forward and simple, there is no real penalty for death as far as I can tell except you start at the last checkpoint which are frequent. It's a good game for beginners, kids, or people who just want to have a slightly different VR game in case the stuff they're already playing gets stale.

This game is also perfect for playing seated.. yes this game is like total war but there are some crucial differences,  
-of course one man cannot provide the same graphics as creative assembly but this is already the only negativ difference, although it should be mentioned that the graphics are amazing for a one man project  
-this game is a rts: no round-based movement exploits like in total war, so army movement on the campaign map is also part of stretegic gameplay as it should be, no helplessly watching armies taking your undefended cities  
-logistics are part of warfare in this game, interrupt enemy supply lines and make sure your supply trains will reach your armies, overcrowding a region with too many soldiers also may lead to supply shortages  
-this game has an ecomonic system, that is worthy being called an economic system  
-to occupy a region is not the same as to conquer it  
-etc.

second, this game is a scenario with variabllle start dates to select, comparable to the heart of iron series, the earlist start date is 1750, as mentioned it covers a scenario and not an epoche like the total war sereies or paradox titles

there are also some scenario battles

regarding economics, on first sight it may be hard to understand the economic parts of the game, but who did understand every aspect of a paradox title after half an hour play time?

no, there is no need for neverending micro management, it is an economic system you have to balance, develop and adjust to your country's needs

about bugs, i bought the game in january 2016, the dev is constantly updating the game and all of the reported bugs in other reviews or in the steam forum are fixed, sometimes there are some new bugs coming along with new features, but given to the limited recources of the dev it's not that big issue as those bugs will be fixed anyway as soon as the bugs are reported

a few words to the dev Oliver Keppelmüller, he's constantly working on this game, listens to the community feedback and is open for ideas

i can fully recommend this game for players who like in depth strategy games, because this game combines aspects of existing strategy games to a new subgenre of strategygames, that hopefully will succeed

Sry for my english as it is not my native language. It crashes everytime you die. Really entertening game to play with friend on LAN or online, easy to start playing at unlocking new dynasties!! Map are AMAZING and how they get destroyed is even better. Hope they program a 2vs2 mode, it should be great to play as a team using discord with a friend !! Best Wishes!! Another

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ridiculous speed running game. Jump and dodge at a million miles per hour, laugh as you die for the billionth time because survival requires absolute perfection in timing. While some games make this kind of gameplay fun, challenging and interesting, SRBR does not. The art is nice, and it does run smooth. But I'd rather play Rogue Legacy, Super Mario World, House of Dead Ninja, etc etc. Without combat it just feels empty, the jumping and dying thing is for a very specific kind of person, not my cup of tea and I doubt it is many peoples cup either. So I'm not recommending it, the types of people who like these games don't require a recommendation to decide to get it.



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Sorry, the old feeling of the game is gone.

- + Yes less bugs
- Cant do options tho in game
- There's different levels now instead of one world.
- No char generation
- UI used to be better.
- UNITY worst game engine ever.

Nice to try fast stuff in but bad for stable heavy loaded gaming.

+ models V textures look fine tho

. First of all this game makes no effort to explain anything of what's going on. I had no idea what I was doing, there were no objective markers and everybody was just kinda shooting their cannons at anything that moved.

Secondly this game is slow as hell, taking a ship to battle takes ages and when you're there you have no idea how to fight.

Thirdly, this game is dead. There are no players anywhere even though the game is now free. My guess is that people try it once, don't get it and abandon it forever.

And finally, this game is ugly. A five year old could have done better.

I'm sorry devs, but the fact that you charged money for this is horrible. Even now that it's free it's not worth downloading. This kind of gameplay will never be the most popular game on steam, but if you give a damn about getting your game out there make a damn HUD at the very least. Show players what to do.. Another amazing story, in spite of being once again buried in internet lingo. The third installment of the series doesn't disappoint, delivering the same chuckle-worthy comedy you'd expect from Vinty and her antics, but also this time giving a soul-crushingly bittersweet tearjerker of a side story as well.

#### PROS:

- + Funny jokes
- + Excelia and Vinty
- + NEW cast members of relative import
- + Nice, thematic musical elements
- + Clever use of multimedia
- + An interesting new plotline and background arc
- + A valuable life's lesson
- + A low price tag
- + A funny "jumpscare" at the end.
- + "OHHH, VINITY!!!"

#### CONS:

- Internet lingo ahoy! Seriously though, I get that it's 2019, but really dude? You can lighten up a little there, bud.
- They STILL didn't give Excelia a decent, passable excuse as to why she risked all back in melborne.
- Not as many videos as in part two. (I think. I may be wrong on this one.)
- In one scene, there's a link to a website that my browser flagged as insecure, and that I didn't recognize. It seemed simple enough on the surface, just type up a short message and then hit submit, and it'll post the message on the board, as anonymously or not as you want it to be. But, all the same, I'm paranoid, so I'm running a full security scan and max-detail security checks even now.
- No choices. Again. I'm sorry to say, but I'm probably not gonna get part 4, if this keeps up. The bizarre array of choices was what drew me to like part 1 so much in the first place.

#### FINAL VERDICT:

7 out of 10, Above average.

This story did lack some things. This I cannot deny. But it's an interesting read nonetheless; I totally recommend reading it, but only if you've read the previous two in the series.. Trauma is a short game, and maybe best bought when on sale. Nonetheless it is enjoyable, emotional despite the stark photography and simplistic voiceover, and with an interesting concept and execution. I

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would recommend trying to find all the photos and endings, as a way of stretching it out longer.. great game and i love reading the discussions which go along the lines of:

"omg why did u not include random massacre of random place which killed 200 billion people"

"vuvuzuela have bad economy xD"

"if u dont show what i want den bad gam!!!"

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