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## About This Content

Bring powerful locomotives and hefty freight to life with the action-heavy MRCE Dispolok Pack! With a rich history and lots to play with, this pack is the perfect way to freshen up your collection.

Following the turn of the 21st Century, a handful of Siemens' locomotives, which had recently been shipped to their buyers, were returned owing to technical issues found upon entrance into service. While not ideal, Siemens took it in their stride to repair the faults and ensure the locomotives were ready for service proper, and to avoid working at a loss, took full advantage of the European rail transport deregulation.

The deregulation would allow the leasing of traction and rolling stock to newly-formed private companies, instead of them having to purchase and maintain such stock outright. It was this that saw Siemens set up "Dispolok", a locomotive-leasing division that would put their returned traction to profitable use. The project was a success, and soon more locomotives would be built specifically with leasing in mind.

Before long however, Siemens, who was retiring from the leasing business, reached an agreement for Mitsui Rail Capital Europe to acquire the brand in 2006. By this point, around 100 locomotives were in the Yellow & Grey Dispolok brand, and MRCE added to that by ordering from Siemens around the time of their acquirement of the brand. Two years later, and the company was renamed to MRCE Dispolok, which saw a new Black livery added to locomotives. The brand was further changed to MRCE GmbH in 2013.

Over the years, a multitude of locomotive types have been leased by MRCE/Dispolok to provide operators a reliable choice of traction, that is able to put down as much power required for any duty. The fleet includes Siemens' very own ES 64 F, F4 and

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U2 electric locomotives, and their ER20 Eurorunners. Additionally, EMD JT42CWR's have been a recent popular addition, this locomotive is better known as the EMD Class 66, a Europe-wide favourite with over 650 produced.

Take them for a spin now!

## Included Scenarios

This DLC includes 3 brand new Scenarios for The Rhine Railway: Mannheim-Karlsruhe Route:

- Scenario 1: [MRCEDP] 01. Automobile Deliveries
- Scenario 2: [MRCEDP] 02. Northbound Freight Run
- Scenario 3: [MRCEDP] 03. Winter Run

**Please Note:** [The Rhine Railway: Mannheim - Karlsruhe 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

The MRCE Dispolok Pack features:

- EuroSprinter ES 64 F in Dispolok livery
- EuroSprinter ES 64 F4 in MRCE Dispolok livery
- EuroSprinter ES 64 U2 'Taurus' in Dispolok livery
- ER20 Eurorunner in Dispolok livery
- EMD JT42CWR 'Class 66' in MRCE livery
- Habbins, Simmns & Zags 122 wagons
- Quick Drive Compatible
- Download size: 221.3 MB

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Title: Train Simulator: MRCE Dispolok Pack Loco Add-On

Genre: Simulation

Developer:

Dovetail Games

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 25 Jan, 2018

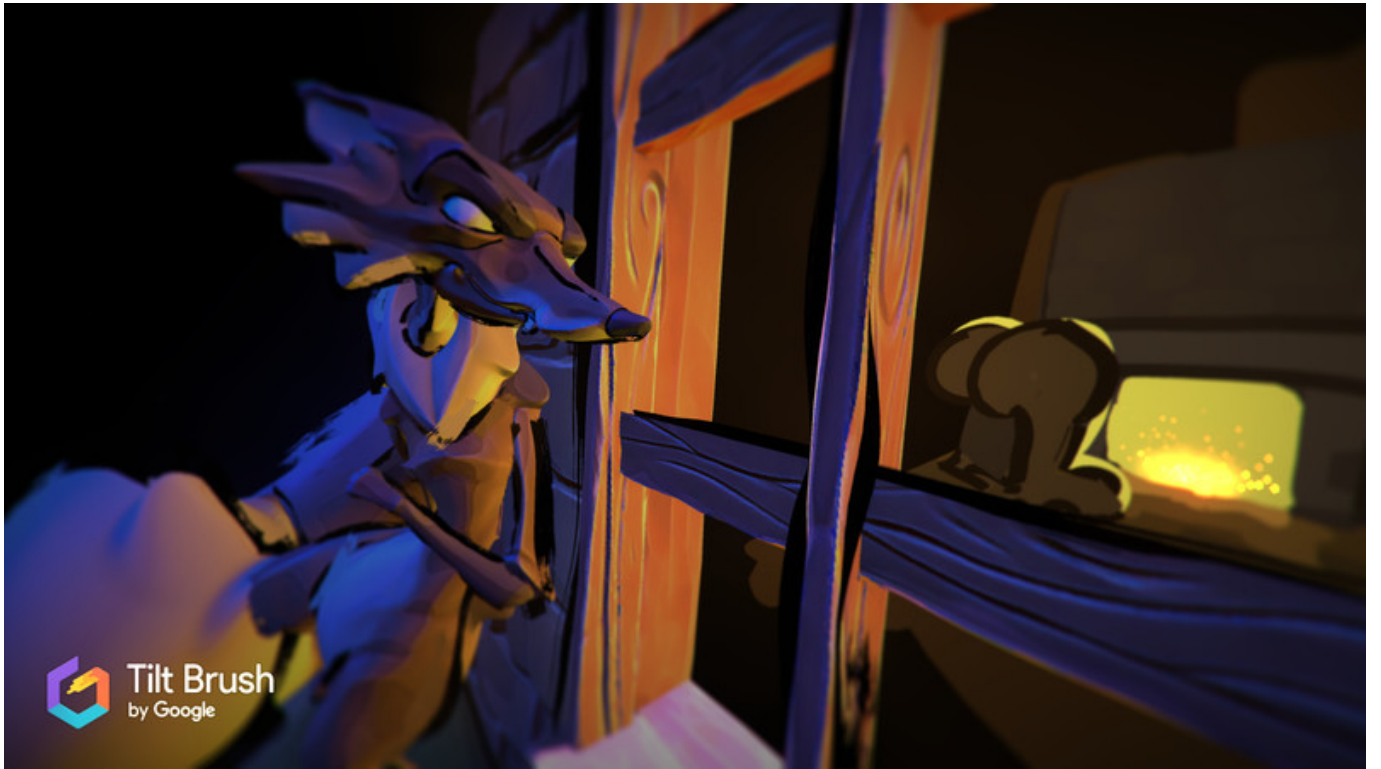
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English,French,German









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train simulator mrce dispolok pack loco add-on

It's a testament to sheer resolve that nowhere in this game's description - neither the brief store blurb at the top nor the more in-depth "About" section down below - are the words "jigsaw puzzle" used. Either the devs are afraid of Big Jigsaw launching a trademark infringement claim, or - and, I think, more likely - this is a product of cheeky whimsy on whoever was responsible for typing up the description text, creating a whole word lipogram for personal amusement and perhaps even verbal enrichment.

But a jigsaw puzzle is exactly what this game is. Nothing more, nothing less. As one can tell from viewing the screenshots (strange that the first five images are all of various menus or cutscenes - are the devs ashamed of the actual game or something?), these aren't the "interlocking puzzle pieces" style of jigsaw puzzles, but rather the "complex solid-color shape" variety. So, color is pretty much irrelevant (compare with most "interlocking puzzle piece" style puzzles, where you can sort pieces by color to get a rough idea of what belongs where). Pure geometry-based puzzles wouldn't be so bad, except the game wants you to complete puzzles "perfectly", without placing a single shape in the wrong place, and pieces aren't shown at their actual size until you click them to put them somewhere. It's not the end of the world, but it is a little bit irritating, and when a game is so slack-jawed simplistic, the ultimate goal is to not irritate.

There's some dull music that could easily be mistaken as "soothing" since it's neither dubstep nor heavy metal, but it's far too bland to merit adjectives of any sort - neither bad nor good, relaxing nor invigorating, up nor down. It's water, and one would be about as hard-pressed to affix an actual taste to water as one would be to write an entire English-language novel without using the letter "e", or write one hundred and forty words describing this game without using the phrase "jigsaw puzzle", or write four hundred and forty-five words reviewing this game without using the word "pointless" or the phrase "why pay money for this, especially the amount of money the devs are charging here, when this exact sort of game can be found elsewhere for free". Looks like I failed at that one, whoops.

Some lipograms are surmountable, and my hat is off to the person who wrote this game's description and to Ernest Vincent Wright, the author of *Gadsby*, a 50,110-word English-language novel without a single word that contains the letter "E". I clearly failed at my own lipogrammatic challenge, but hopefully succeeded - at least a little - as a reviewer of casual digital entertainment.. Fun little game that gives the feel of an old computer game like *The Pit* but with the smoothness and extra "layers" expected from a modern counterpart.. This game has to be one of my all time favourites. I don't really have a bad thing to say about it, except that maybe I wanted it to last a lot longer because it was so much fun for me I went through it too quickly. I even went back to play it a second time as soon as I thought it'd been long enough that I could enjoy it again. So, here are what I found to be the numerous good points:

Storyline:

Brilliant plotline as far as these type of games go. It's very dark for a HOG and that, for me, was a very refreshing change. The main reason I play so many HOGs and escape games is that they can have a fun dark storyline without the need to constantly have to kill things or worry about being killed in the game (I like to do things at my own pace and enjoy it, rather than have to bother with the possibility of impending character death- also, I'm fairly rubbish with controls unless it's point and click.) The problem, of course, is most of the decent horror type games are either survival horror kind of things, or the type of point and click adventure games that often require a lot of leg work and sometimes excessively awkward puzzles (the likes of the *Dark Fall* series, *Barrow Hill*, etc, which can be too damn frustrating without a walkthrough.) So to find such a horror-esque HOG was a very happy thing for me. I waited forever to buy this after trying the demo and am dying for the next one to be available. I won't give away anything about the story but basically it plays out a lot like a fairly good ghost movie. Unlike some HOG plotlines, you would believe that someone put in some decent effort and got paid for writing this one.

It's surprisingly creepy and has some pretty scary stuff for kids in there- for that reason I'd say it's definitely a more adult HOG- maybe better for mom than for the kidlets!

Graphics, sound and cutscenes:

All brilliant, very well done- and, as above, some of the images in the cutscenes are pretty damn creepy. No corny voice overs with characters talking to each other or crappy voice acting.

General gameplay:

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It's a HOG so that tells you what the gameplay is like- but what I liked about it in particular was that it's cut into chapters, in different settings as the story progresses. That saves it from getting too tedious, like just running around one big area and having to go all the way from one daft place to another for a hidden object scene because they've ran out of items you can pick up otherwise.

The extra gameplay:

A lot of collectors edition HOGs have the extra gameplay chapter, sometimes a bit tedious or short- this one had an extra chapter just as good as the main gameplay. Short, obviously, but it was an alright length. Again, I wanted this game to last forever so I didn't find the extra time at all tedious.

Overall, if you like a dark/horror adventure game or HOG, I'd say you need to give this one a go.. This game is extremely fun and has a lot of potential to be a great game in my book. I think if you guys plan to try to add multiplayer intergration, you'll have a fun game that people will enjoy playing all the time! (Maybe a BRV Co-op Survival/TDM Type Multiplayer modes).. Heads up.... Doesnt work on windows 7!!! windows 10 only. This game started well but fell apart at the end. One of the final puzzles is against a time limit using your mouse to hit numbers. You have about 4 seconds to do about 20 mouse clicks in different places. Proved to be impossible when your mouse is a small dot and not easy to even know where it is. Very stupid and pointless puzzle. Good luck if your over 12 and have slower reactions.. Best strategy rpg rts game I played in a long time it's so great right next to warrior king battles I really enjoy it.



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Very Good Game, i line this up with Broke Sword, Monkey Island and the best of Point and Click Adventure Games! It has a great sense of Humor and style .. like cool cartoons from my childhood. And it features Christopher Lloyd and the ACME brand :D !! I LOVE THIS GAME , PLEASE SOMEHOW FINISH TOONSTRUCK 2!. Not Bad Game. Short and creepy experience for free.. go for it :)

You're actually just sitting there and hear what the robot is saying. But it has a very scary atmosphere!

All in all well made!. Hardcube is a game and it has game mechanics.

One game mechanic is the ball

The ball jumps and rolls.

The ball is a deep and compelling character with many layers that come to fruition throughout the game.

The ball is a deep metphor for life.

The ball IS life

Play this game if you want to gain an immediate and great improvement in your life. If you like Platformer games with little to do but jump and speed run the game in 20 minutes, this is for you!. What do you want for 20 cents?.. isn't going to be Mario, but close enough. I enjoyed it for what it is.. a pile of dung that smells like beef stew. You know it looks bad, but you can't help but eat it up!.

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