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## About This Game

### A-Train 9 - Better Than Ever

A-Train 9 has had many major upgrades to the feature set and gameplay options over the years, with this version, Japan Rail Simulator, being the new pinnacle of the game.

### What Is A-Train 9?

The biggest and best city builder, transport simulation game returns with a host of new features.

- Drive a train! Actually step inside the cab and take control.
- New control options.
- Speed restricted track ensure your trains arrive when they are supposed to
- Vehicle groups give you the vision you need to control up to 200 trains
- New track layout options. The offset X junction, very handy for your marshalling yards and control of the entrance to sprawling multi-platform stations

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- New road flexibility. City blocks and roads that run at 45 degrees to add greater flexibility to your cities and allow more realistic city-scapes to be built.

With more trains, buildings, trackside objects than ever!

## **What's New in A-Train 9 V4.0 : Japan Rail Simulator**

The new version of A-Train has a stack of new features that focus on the two most important aspects of gameplay: realism and control.

### **Enhanced Realism**

A-Train is about creating working, profitable cities built around a strong transport network. Over the years we have seen our players create some fantastic cities, the scale and scope of which is staggering.

Whether it is the painstaking re-creation of 100 km<sup>2</sup> real-life cities, or imaginative sprawling utopias, A-Train has always allowed the player to use their imagination. The latest version increases the scale and scope of the game 100%. Twice as many vehicles can be placed on landscapes with twice as many art assets. More road and track-side features with new levels of flexibility in the way that road and rail are built.

The player can now use these tools to create more realistic and involved cities either from real-life or from their imagination. This extra realism is balanced by some great new control options which work at both the individual vehicle level and the management control level of the game.

### **Become the Driver**

Have you ever wondered what it might be like to actually drive one of your trains? To actually experience the challenges the engineers may face in keeping to the speed limit, providing a comfortable ride, and delivering the goods and passengers on time? Well, in A-Train 9 V4 Japan Rail Simulator, it's now possible to step on the footplate and take control. Either from the first-person engineers point of view, or from a bird's-eye 3rd person viewpoint, experience your cities like never before.

It's not just trains. Jump on board a car or boat and see your creations from whole new perspectives. Ever wondered what it would be like to be a citizen or a worker in your city? While now you can find out.

### **Double the Vehicles**

Doubling the number of vehicles in the game adds a massive amount of scope and scale to the game, and that brings with it its own challenges. It might be overwhelming to have 200 trains running simultaneously. Understanding what they are all doing and how to optimize their timetables and routes with so much going on would be a challenge for anyone.

### **Plan Your Routes**

A-Train 9 V4 Japan Rail Simulator adds new features that bring you control from the transport planner level.

It's now possible to sort and filter your vehicle by type and group them into color-coded teams. How you use these features is up to the player. You may want to group your trains by the routes they travel, or perhaps separate them into long distance and commuter trains. It might certainly be a good idea to colour code passenger and freight trains separately, but that choice is yours and with the filter and sort options it's very easy to set up.

The control is there, and the choices are yours. Experiment and develop your own system using the new tools provided, and then see at a glance how your network is operating.

### **Precise Layout Control**

The new version of A-Train offers more control than ever. Track laying has been improved, trains can now have their own

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custom consist and speed settings, land can be raised and flattened within the game itself (at a cost).

It's your world, creating the perfect rail and road transport system has never been more satisfying.

### **Assets to Create Realistic Environments**

Hundreds of new art assets are included in the game. From roadside elements such as post boxes and bus stands right up to suspension bridges, landmarks airports. You can now create detailed and interesting worlds alive with detail.

### **Realistic or Model Scaling**

Massive areas of land to expand in to. View it all in 4K resolution (with a suitable monitor) and decide whether you want to use the new 1:1 scale modelling in the game which adds a new level of realism. Whether it's the big image or the fine details, A-Train 9 V4 Japan Rail Simulator has scale covered.

### **Degica – Here To Support You**

Degica brings a new level of support to the worldwide release of A-Train. With effort spent on localization before launch and our commitment to continue to support the game with updates, and improvements after launch, you can feel confident that this is the definitive version of A-Train.

## **Massive Train and Rolling Stock Update**

### **More Than 40 New Trains!**

The world of A-Train moves up a step with the introduction of our free DLC pack.

Adding more than 40 new trains, you can now create worlds more diverse than ever. Each train has its own strengths and weaknesses.

Should you choose the slow powerful work-horse capable of pulling large numbers of carriages over long distances economically? Or is the light nimble local commuter the right tool for the job?

### **Did We Mention – This is Free?**

This huge update is completely free to existing owners of the game! It will be added to your Steam account automatically on release day.

### **Highlights from this DLC include:**

#### **303 Series Commuter**

A passenger friendly local commuter built to cope with a shortage of trains. Cheap to operate

#### **415-1500 Series**

A light stainless steel engine designed for passenger comfort

#### **485 Krishna**

With re-introduced green livery. The work horse of the Nippo Main Line

#### **721 Commuter**

Efficient and temperature regulated. A short stop sprinter for the busy Sapporo suburbs

#### **883 “Renewal” Livery**

A tilting EMU. Handling sharp curves and rapid but comfortable acceleration and deceleration are the strong points of this light, fun vehicle.

## **A-Train 9 Japan Rail Simulator. The Ultimate A-Train 9 Experience**

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A-Train 9 V4 Japan Rail Simulator is the latest and greatest version of the game, having all the benefits of all previous versions and these great new features added here.

Whether you are new to the game, or a returning player, there has never been a better time to ride the A-Train.

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Title: A-Train 9 V4.0 : Japan Rail Simulator

Genre: Simulation

Developer:

ARTDINK

Publisher:

Degica

Release Date: 21 Oct, 2015

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**Minimum:**

**OS:** Windows 2000/XP/Vista/7/8.1/10

**Processor:** Core2Duo

**Memory:** 2 GB RAM

**Graphics:** GeForce 9 series or better, RADEON HD4000 or better

**DirectX:** Version 9.0c

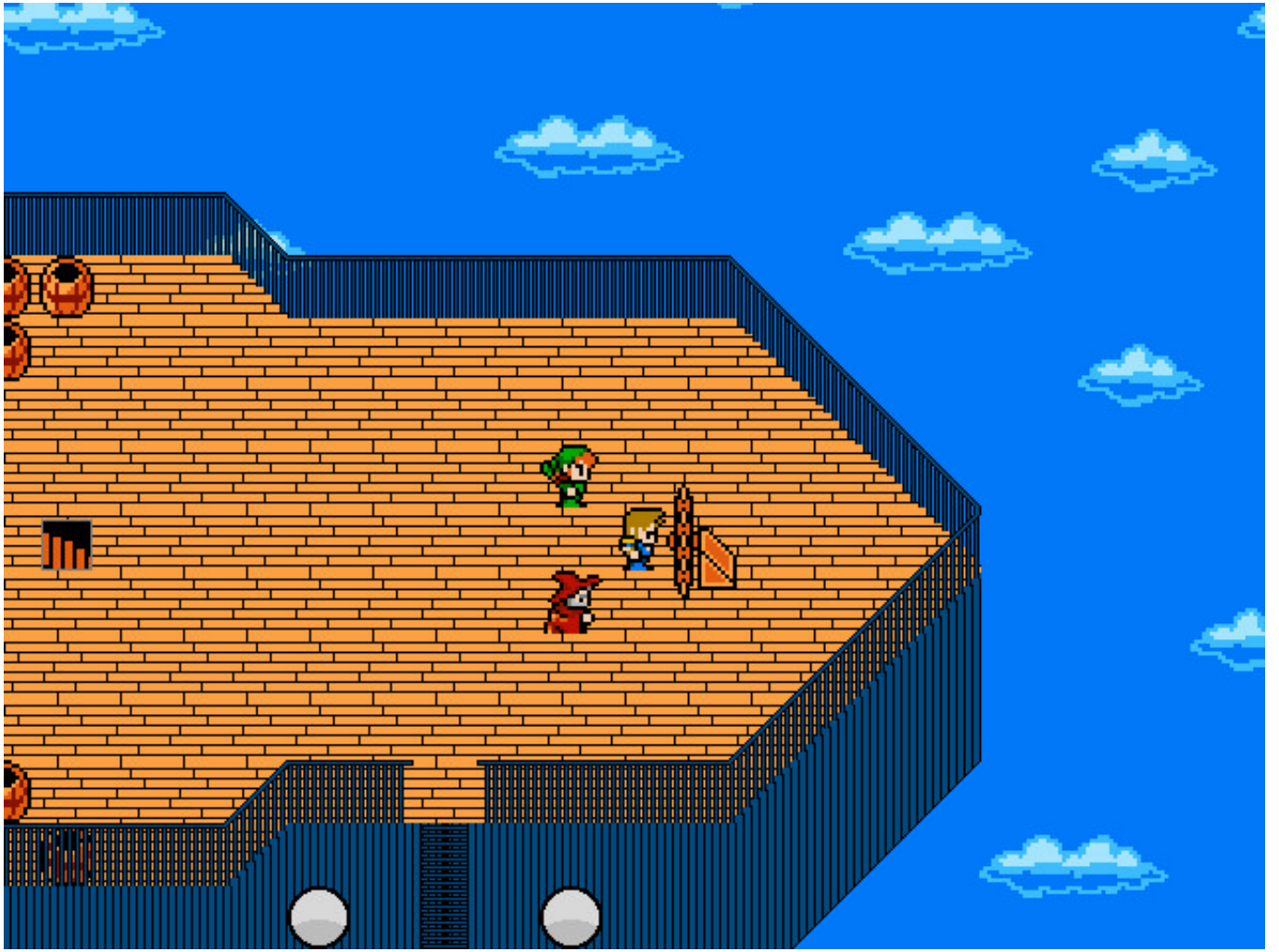
**Storage:** 2 GB available space

**Sound Card:** Direct Sound Compatible

English,German









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Exactly what it should be.. A lot of fun, and an external mixer is not compulsory! Perfect for trying out mixing before doing larger investments to REAL MACHINES :-). Simple and straightforward. I bought this when it called in 2 elite panzer IV, now it has been replaced. you can't change stuff after purchase, this is \u2665\u2665\u2665\u2665\u2665\u2665t!. Never played any of the Borderlands games. Wasn't fan of the Wolf Among us and the Walking Dead season 2.

This was one of the best game I've played all year. Great plot, characters, action sequences you name it...Telltale clearly had a lot of fun developing this and it shows. So if you enjoyed any Telltales products, or just want to play an interactive tongue-in-cheek adventure game with great characters you should get this.. I have just bought this and I have no idea what to do. There are no instructions and trying to do anything is a real pain, there are arrows pointing to things and I don't know what I'm supposed to do. I can't recommend this at all. Perhaps I'm missing something... Wish I hadn't wasted my money.

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its pretty gud . done. "In what room do you take a shower?" level bad.. This is absolutely in my top 3 games of all time. I've poured hours into not just playing the game, but studying socioeconomics, immigration, civil rights policy and more. The more you know about the realworld economy, the better you perform in the game. Not only is it a unique challenge with a steep learning curve, but there are endless amounts of possibilities and outcomes from policy decisions. I've made space fairing civilizations that live in peace and prosperity and i've made communist dictatorships where the poor are exploited.

Take a chance on this game. It has broadened my interests in economics and helped me understand how a balanced society operates.. Ugh, so this game.

I was so excited for it. A whole summer as a witch at a camp making friends and uncovering secrets? Yes please, said I. What I actually got is a short linear game with dozens of typos, no alternate routes and an extremely clumsy plot.

First off, the good.

The art is fantastically distinct and expressive and there's loads of it. However, I found there were very few different expressions for characters. Most of them have only around three, then the same amount of different poses, so the characters move around enough to be dancing during any conversation. Not a big thing, but there.

What is a big thing is the writing, or lack there of. Oh boy is this game short. It took me under 3 hours to complete the whole plot, other than some self-contained side friendships which have no impact on anything else. The choices you make do nothing but determine which side events you see and badges you get. No bearing on the main story whatsoever; that always stays the same and takes up about 3/4 of the play time. This might, just maybe, be okay if the plot was good and the game was around the \$5 mark instead of triple that, but it is neither. I didn't realise I was at the climax until halfway through the scene and then I just went "What?" because there is zero build-up. I didn't think the plot had even left early rising action and then wham! Suddenly at the end.

Part of this is because I thought the game was going to last, you know, the whole summer. Since it is about a summer-long summer camp. In reality, it lasts less than a week in game. I think 6 days? You meet the bad guy once before you're at the final showdown with him, and it's glaringly obvious who it is and glaringly not-at-all obvious why he is doing anything he does. It just comes out of nowhere and it's totally extreme. Then you don't even get to see all the ends tied up--it just goes straight to credits right after the climax. No explanations for anything at all, nope.

A character gets injured severely, and you don't even get to see them alive and well before the end. One other character just gives you a thumbs up about their condition and that's all the closure we get. This injured character is your best friend, by the way. There's just one variable at the end for who you became friends with and the text is completely stock for this--it could apply to any of the characters.

So the game's script is short, plot poorly handled, and to top it all off there's like 20 typos I caught just from a casual reading. I lost track after a while though, so don't quote me.

This just promises to be so much and it ends up being...so little. It's a story-based game with a very bad story. That's really all it comes down to. A bad, short, linear story. Not what I look for in a visual novel.

What you can quote me on? I requested a refund out of disappointed disgust when I reached the end (calling it that might be a compliment). This game disappointed me in basically every way possible. I went in thrilled and came out sorely disappointed in under three hours. This game is not what it promises to be, at all. So disgusted still.. TL:DR adding golf to the Worms universe has actually worked quite well here and has made for a fun game

Full Version:

A pretty good spin on the Worms games usual formula, this adds golf into the mix. You have the familiar 2D maps but this time instead of battlegrounds they're golf fairways and greens. You simply aim your shot, hold down the button to power it up and release to take the shot. The fun part comes in the different power ups and obstacles the game gives you. As you play you unlock power ups such as reverse gravity or rocket boost. The different levels also have stuff like cannons and portals that can help you navigate the ball to the green.

There are 4 courses with 18 holes or levels each. Each course has a different theme with Brittania, pirate, cemetery and carnival

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themed courses. Each level has collectable coins and crates which can be used to unlock stuff to customize your worm golfer.

Good points:

- a fun twist on the Worms games formula
- some great level design that offers a decent challenge
- the power ups give you some much needed help while the obstacles also add to the challenge
- has hot seat multiplayer which is great for some local co-op

Bad points:

- the collectible coins feel a bit pointless as I ended up with loads of coins despite not really trying to collect them. Yet every level has loads which need to be collected to 100% that level
- more courses would have been nice.. On a first view - it's quite a simple platformer, but it has randomly generated levels, and that is really cool thng. And chance of transitional - distinguishing feature of Green Cat!

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