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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 Krishima**

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

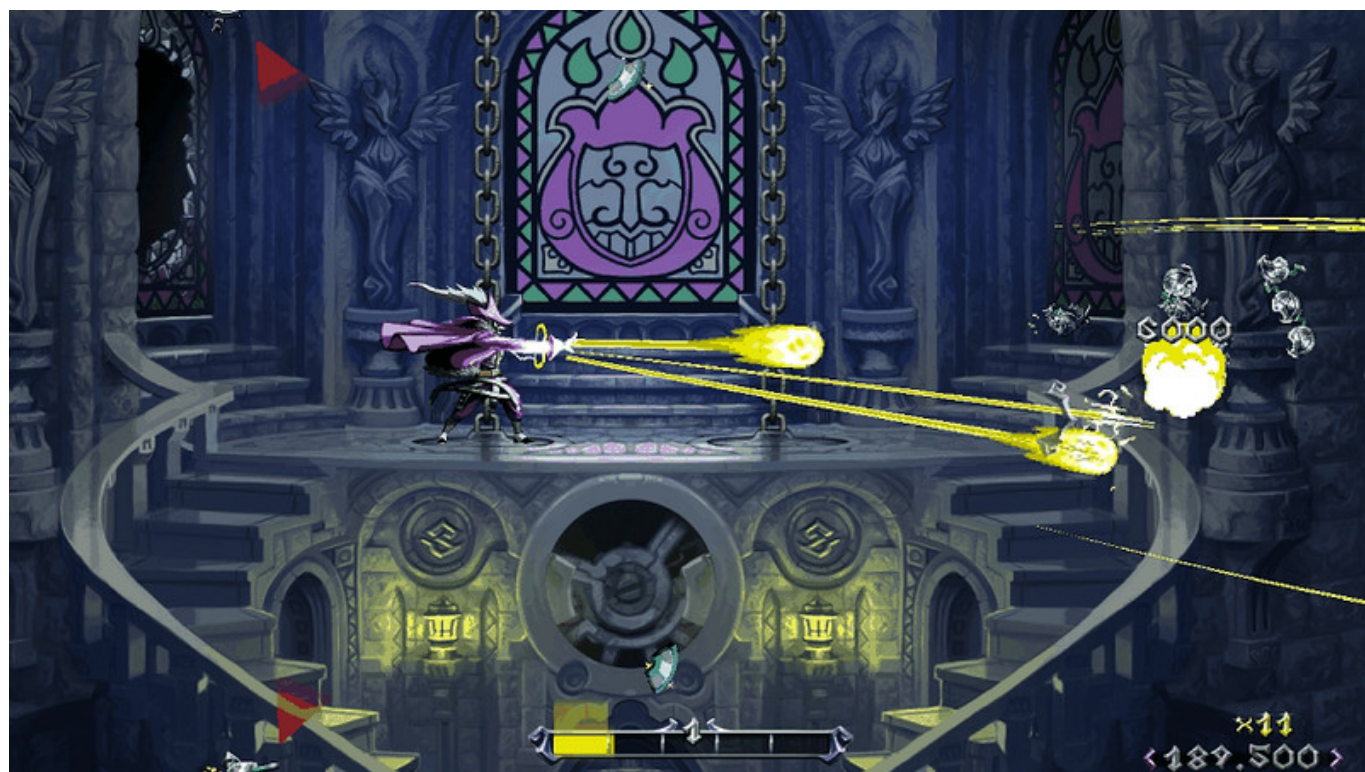
**Sound Card:** Direct Sound Compatible

English,German











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So I'm not the type of person to get easily scared and I won't be having any nightmares after playing this game or anything. But what this game did do is increase my heart rate and build suspense. The VR scenarios this dev created are simply beautifully breath-taking and amazing in creating a sense of dread. Whether it's a crow slowly flying and landing near you or a gate opening or a sound in the distance, you slowly start to feel alone and powerless to stop whatever evil force is coming. The abandoned cabin you are in, suddenly starts to feel too small.

It is true that there isn't much of a game here or a story. However, it's the experience that this dev brings which brings entertainment value. I honestly can't wait to share this experience with my friends and family and see their reactions. Jump scares may be cheap, but it's the buildup with all the little details along the way that make it work in this game versus other games from other devs. Just notice the mushrooms in the grounds, the details of the trees and the ambient sounds. Everything was detailed to bring the maximum horror to such a simple concept.

Sale Price Rating 7V10 Definitely a must buy for horror fans for \$6.79 is a good deal for the content, at normal price of \$19.99 I would only give a tepid recommendation. Even with the amount of financial concepts/theories/applications that this series explained correctly, I regrettably say that the less finance and economics you know, the more you will enjoy this story. While this episode models itself on the actual history of US financial depression in 2007, it still suffers from unrealistic financial scenarios, especially when it departs from real world history to go into its own plot. I was not satisfied with one of its major dramatic turning point of the story, nor the weak ending for that matter.

Otherwise, on a technical front this VN has come a long way since episode 1. Although there is still no voice acting, the music, art, system have come a long way. Overall, I give a weak recommendation to this series.  
6.5/10. Fun concept, I think this game has a ton of potential, and will be following closely as it's developed.

I particularly like the art and music styling. It's light and fast paced.

Game has a good sense of humor and is genuinely fun to play.. Great little time killer with a lot of comedy and choices that matter..... The release of Ep. 3 is an amazing present for this holiday season. To all of us who waited this long, rejoice!

This episode is a spectacular conclusion. After playing non-stop after release, I finally hit the end to an epic journey. The beautiful yet insane world of the lunar surface is the ideal setting for Hal's final showdown. A society filled with human greed, wit, struggle, and love.

#### Pros

Another hype-inducing opening  
Great references to plot points in ep 1 & 2  
Meaningful backgrounds for crucial moments  
Exciting moments like ep 1, with the character growth of ep 2  
An answer to: Hagana please?

#### Cons (potential Pros)

Still a lot of inner monologue  
Many investment terms casually tossed around  
Lengthy economics discussions and explanations  
Last episode (I need more)

At the end of the journey, I can say that I loved World End Economica. All of it. Even though it wasn't perfect, seeing the characters grow and mature was incredible. The dreams of children transformed into the ambition of young adults. The pacing was good, though when the game slows down, it really slows down. Overall, I liked the story's interesting premise and the following themes:

Low risk, low return- Light victories also mean light losses.

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High risk, high return- One moment's decision defines the rest of your life. For better or worse.

WEE wonders: Maybe the giants who live unimaginable lives gambled everything they had to chase their outrageous dreams. Humans may use perfect math but their actions are downright irrational.

For an objective, some characters betray their comrades, act against their conscience, exploit the weak, etc. Is it a sign of evil? Maybe. But that motivation to cast away and move forward, is something Hal fears and admires at the same time.

Ambition is achieved through great loss and great success.

For the expectations I had after the first two games, episode 3 was the emotional payoff. My only regret is that with more CG, full voicing, and more writing, WEE could have shined even brighter. I do want more but if this is how it ends, I'm glad it happened at all.

Thank you Sekai Project for the delayed but awesome finale.

Also another thank you to the developer, Spicy Tails and the writer, Isuna Hasekura.

I expect great things from your upcoming project.

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got the game... played for a coupla hours... small update occurred, now can not play the game, error in installation and Notron picks up a Virus? Fix it!!

. The quality is bad, it's hard to understand what and how to do something and train controls aren't good. This game is like from the past.. From 2010 or something. Maybe I don't understand it but I find it too hard for me.. neat app, i think it is 2gb off my GPU, it says 6gb but i think i have 8gb? small bug?. Fun and cute little space shooter. Recommended! \ud83d\ude4d. run rabbit run is a awesome game u should buy it. I liked the idea of this game - exploration is what VR was made for but I played for an hour and got sick and bored. Firstly I have an Oculus and Teleportation DOES NOT work. The website claims it does, there's even a button for it but it does nothing. Continuous motion moving around is a recipe for motion sickness - that's why every other game uses (or at least offers) teleport.

Also, the game is pretty dull. The environments are pretty bland and don't really give you any feeling of exploring. In any given environment all the areas look pretty much the same with just a couple of repeating objects, a chair, a screen etc. Think Duke Nukem 3D type environments rather than anything modern.

I regret buying this, even on sale, and I really wouldn't waste your time or money.. It's a pretty good game if you don't want to buy cs go. While it is pretty to look at, The Blue Flamingo is rather underwhelming as a game.

1) Control lag and movement inertia. I hope you don't like having fine control over your ship. It makes the game vastly less enjoyable to play as a result.

2) Enemy design is incredibly basic. There's a lot of the same enemy from the last level, who flies the exact same way and shoots the exact same way, over and over, level after level. There are even enemies that literally do nothing but take a bunch of hits. Nothing remotely interesting starts to show up until you've looped the game around six times.

3) Weapons are dull and uninteresting. Leveling up your shot only increases fire rate. No shot type selection or variety to choose from.

4) Color selection. In most games of this type, certain colors are reserved for important information (such as enemy bullets), so they are always visible and clear. The nighttime cityscape background breaks this basic design rule, as bullets and enemies blend seamlessly into the background colors. Lucky for us enemy fire is absurdly predictable.

5) Menus ignore your button config; you always have to press enter to do anything regardless of what you set for your action buttons. Also they use blinking text to show what you are highlighting, meaning you have to wait a second just to see what you're actually selecting.

In conclusion, The Blue Flamingo has sloppy controls and uninteresting gameplay. Not recommended.

If you're looking for good shmups on Steam, I can recommend: Crimzon Clover, Kamui, Jamestown, Alltynex 2nd, Astebreed, Danmaku Unlimited 2, Ether Vapor Remaster, RefleX, and Satazius.. This game is beautiful and a lot of fun.. Fun; cheap; short. I'm kinda stuck on the last level, oh well.

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