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## About This Content

The modern and reliable Class 220 'Voyager' comes to Train Simulator, as seen speeding through the west of England on cross country services.

The four-car diesel-electric high speed multiple units were introduced to service in 2001 to replace ageing HST sets and loco-hauled services on cross country routes between Bristol and York. 'Voyagers' were originally operated by Virgin Trains until the cross country route franchise was transferred to Arriva CrossCountry in November 2007 when most of the 'Voyager' fleet was transferred with it.

Today, all 34 trainsets operate exclusively on the CrossCountry network with a 125mph (200 km/h) top speed and a range of approximately 1,350 miles (2,170 km) between refuelling stops.

The Class 220 'Voyager' for Train Simulator recreates the trainset as it currently operates for CrossCountry in the West of England. Available in Arriva CrossCountry livery, standard DMSL, MSRMB, MSL and DMFL coaches are included, alongside a passenger view.

The locomotive is also Quick Drive compatible, giving you the freedom to drive the CrossCountry Class 220 'Voyager' on any Quick Drive enabled route for Train Simulator, such as those available through Steam. Also included are scenarios specifically for the [The Riviera Line: Exeter-Paignton](#) route (available separately and required to play these scenarios).

## Scenarios

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Three scenarios for The Riviera Line: Exeter-Paignton route:

- Back on the Rails
- Troublesome Voyager
- Voyager of the Rails

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**

- Class 220 'Voyager' in Arriva CrossCountry livery
- DMSL, MSRMB, MSL and DMFL coaches
- Passenger view
- Quick Drive compatible
- Scenarios for The Riviera Line: Exeter-Paignton route
- Download size: 181mb

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Title: Train Simulator: CrossCountry Class 220 'Voyager' DEMU Add-On

Genre: Simulation

Developer:

Dovetail Games

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 15 Jan, 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

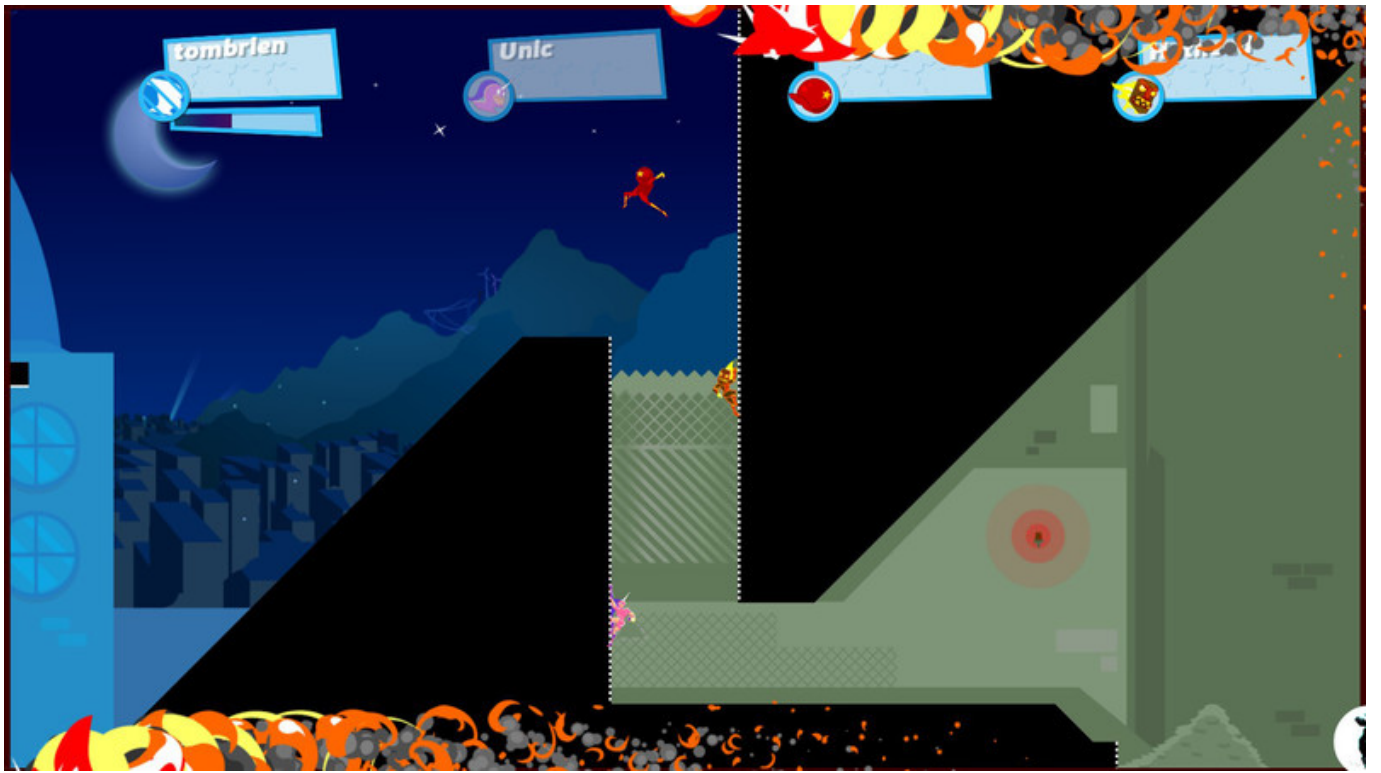
**Hard Drive:**6 GB HD space

**Sound:**Direct X 9.0c compatible

**Other Requirements:**Broadband Internet connection

**Additional:**Quicktime Player is required for playing the videos

English,French,German







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Do you hve kids? Do you hate them? Do you like them?  
Well to bad you will have to kill them all.

I found myself getting attached more than i thought i would for a management game, the devs do a great job of making you feel for the humunculi and making you feel kinda bad after you kill one you like.. This game momentarily reminded me of Tower Madness. Until after a couple easy and moderate levels I discovered a very limited and unbalance game. Tower ranges are poorly designed or maybe its the maps? Some towers on some maps can only be placed so close to the action, which is just barely in range enough to get off maybe one shot.

Pitiful economics and difficulty balancing. Even for a verteran of the genre and being one who welcomes a challenge, I found this TD game to be mediocre at best, and frequently more annoying than fun.. BORING AS ♥♥♥♥. this game is absolutely amazing, i cant wait to see how it progresses, ive only played about half an hour of it, but just through that, i know for a fact that it is going to be my favourite game in a long time. the idea of the game is very cool, and i really like the storyline, so far it seems very captivating. this game is worth every penny in my opinon. cute purrzle game but the background and those spinning arrows make me dizzy :(.

Deep, immersive, interesting, fun. Don't belive the negative hype. Version 4.3 is worth your time.. battlefield 2142? 3/10. A really funny and smooth game with a clean look, easy controls, some nice features, a touch of nostalgia and passionate game devs constantly improving on it since it is a early access game.. Got me 3 times with some jump scares! Good stuff for the low low price of Free.95!. It is what it looks like a pretty simple, 2D, top down space shooter with a huge procedurally generated universe. I am enjoying it thoroughly. I was expecting to have finished it and figured out the pixelfrazzer by this point (about 10 hours of gameplay), but I have not yet... It is on the edge of feeling grindy at this point as I havent seen much new stuff in the last few upgrades of difficulty, but I will give it a few more hours and see how it goes.

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Just crashes at random one you get going.... So...remember all those old "Choose your own adventure," style books from when you were a kid? The Heroes Rise series is like that, but with much less page flipping and with a more engaging story.

The game's not perfect, but for what it is and what it costs, I'd say give it a look. You might be surprised. I certainly was.. If you like to rage and destroy furnitures this is for you. really hardcore game. Absolutely love this game. The whole family plays and it's been a blast. Completely worth the money!!!

I have nerve and muscle damage in my primary arm and this has been a good way to move it and have fun.

Thanks,

:)k. WOW! This not only captures classic 70's tatsunoko anime style aesthetics, but it NAILS all the core elements of a great shooter. Good music, great visual style, fun enemies and dialogue, and your power ups are you combining with other ships to turn into new super robot forms with new attacks!

Hold shot to release your spread shot, and let go of shot once fully charged to do your stronger attack for that form. If you aren't combined with any other ships you fire rocket fists. Tons of bullets, real challenge and fun. Only complaint is that until you knock a few of the achievements out of the way they are huge, linger and cover the screen on the right which makes it tough. Still those are one time only nuisances per achievement so I could care less. Great shmup! Reminds me of a mix between Raiden and honestly Gunbird!. It's an interesting new concept of a real time strategy game. Despite its poor ai, some bugs and unimaginative achievements, it's fun to play and not too difficult to finish.. Great game, good story. If you are a fan of Batman you wont regret it.. This isn't really a game in the traditional sense. I would call this an interactive art piece if I had to call it anything. If you are looking for hours of exploration and boss fights, look elsewhere. This is a very dark story with a perfect soundtrack accompaniment. There is approximately 30 minutes to 1 hour of play and should be played in one sitting. Can't beat the price when it's on sale, but it is well worth it at full price. I highly recommend you check it out.. dat rebecca nurse...

i came twice



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