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About This Content

Take control of pure power with the latest entry to our Pro Range! Created in exacting detail and with a variety of realistic operating features, the Norfolk Southern General Electric C39-8 is a six-axle (C-C), 390,000-pound, 3,900-horsepower locomotive capable of tying onto the heaviest unit coal trains, yet also able to hustle intermodal traffic.

A member of General Electric's "Dash 8" locomotive line that featured advanced microprocessor control for efficiency and improved reliability and modular components for ease of maintenance, the C39-8 was constructed by GE from 1984 through 1987 and 161 units (including a slightly modified C39-8E model) were constructed. Far and away the largest customer for the C39-8 was Norfolk Southern, which purchased 114 C39-8s from 1984 through 1986.

The NS C39-8 as crafted by Virtual Rail Creations is an authentic re-creation of Norfolk Southern's distinctive units, which were configured to primarily operate long-hood forward with a single bi-directional control stand. The husky GEs were both powerful and resilient, and C39-8s served Norfolk Southern for a quarter-century before being retired in 2009. The Norfolk Southern C39-8 is packed with realistic operating features, including cold-start options, a detailed and interactive master controller and rear-of-cab control panel, working Head-of-Train and End-of-Train devices, and Pennsylvania Railroad-style cab signals. And the locomotive is provided in clean, weathered, and snow-dressed versions of the classic Norfolk Southern livery.

You want to put this big GE diesel to work, so the pack contains four career scenarios on the Train Simulator Horseshoe Curve route (route available separately). Along with the Norfolk Southern C39-8, this pack also includes a range of rolling stock, highlighted by NS's innovative Triple Crown 53-foot RoadRailers in two variations (smooth-side and ribbed), as well as modern 2-bay covered hoppers in Norfolk & Western and Southern liveries, and a Norfolk Southern 100-ton, three-bay coal hopper.

Included Scenarios

Four career scenarios for the [Horseshoe Curve Route Add-On](#) are included:

- The Hostler
- The Grinder
- Dynamic Help
- Road Railed

Please Note: [Horseshoe Curve 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 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

- Norfolk Southern General Electric C39-8 in clean and weathered liveries
- Advanced operating features, including engine start-up procedures and cab signals
- Working HOT and EOT devices
- Norfolk Southern Triple Crown 53-foot RoadRailers (two versions)
- 2-bay covered hopper in Norfolk & Western and Southern Railway liveries
- Norfolk Southern 100-ton open-top hopper
- Career scenarios for the Horseshoe Curve route
- Quick Drive compatible
- Download size: 318.3 MB

Title: Train Simulator: Norfolk Southern C39-8 Loco Add-On

Genre: Simulation

Developer:

Virtual Rail Creations

Publisher:

Dovetail Games - Trains

Franchise:

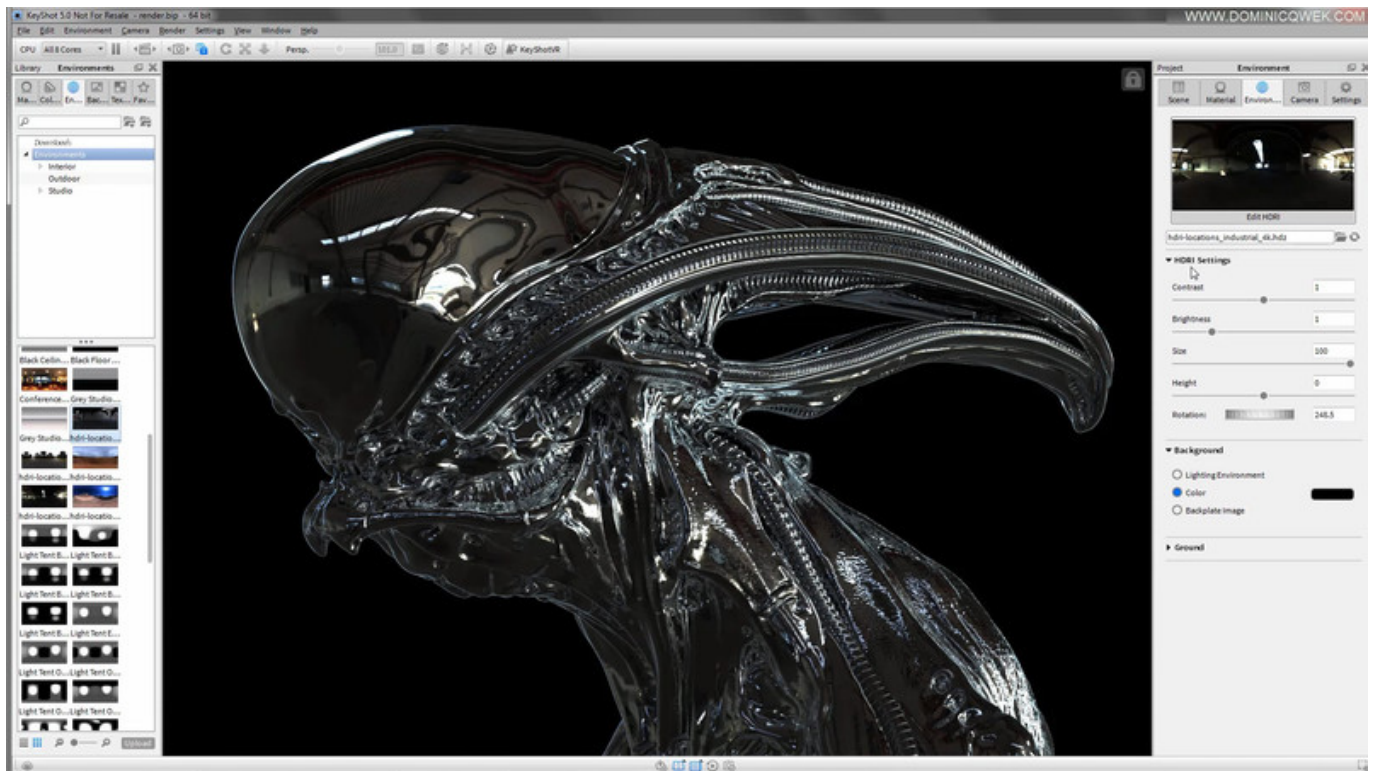
Train Simulator

Release Date: 15 Mar, 2018

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English





HARDWARE

FUNDS \$1,200

MOTHERBOARD View Motherboards

CAE Styx L-01

PROCESSOR	2.4 THz	Upgrade (Show List)
GATEWAY	3 GBPS	Upgrade (Show List)
FIREWALL	4 / 4	Upgrade: \$313
BODY	4 / 4	Upgrade: \$50
RESPONSE	3 / 4	Upgrade: \$264
MASKING	4 / 5	Upgrade: \$250
SENSORS	1 / 2	Upgrade: \$51
STORAGE	30 GB	Upgrade: \$250 / 20 GB

MOD: **ONION** View MODs

MOTHERBOARDS

SAMURAI LX-20	\$271
PROCESSOR SLOTS:	2
FIREWALL:	6
RESPONSE:	5
MASKING:	7
BODY:	12
SENSORS:	3

<i>SAMURAI LX-20</i>	More Info
<i>CAE STYX X200</i>	More Info
<i>KRAUSS 9-M5</i>	More Info
<i>AURORA PRIME 650</i>	More Info
<i>MAX H700</i>	More Info
<i>DES 8000L</i>	More Info
<i>AURORA P-900 PRO</i>	More Info
<i>ASG OMEGA</i>	More Info
<i>FARLIGHT</i>	More Info

PROCESSOR SLOTS

SLOT 1:	ATLAS R300	24	MODIFY
SLOT 2:	**NONE**	0	MODIFY
SLOT 3:	**NONE**	0	MODIFY
SLOT 4:	**NONE**	0	MODIFY
SLOT 5:	**NONE**	0	MODIFY
SLOT 6:	**NONE**	0	MODIFY
SLOT 7:	**NONE**	0	MODIFY
SLOT 8:	**NONE**	0	MODIFY
SLOT 9:	**NONE**	0	MODIFY
SLOT 10:	**NONE**	0	MODIFY

TOTAL PROCESSING POWER: 24

AVAILABLE CONTRACTS

TURN IN CONTRACT

CANCEL CONTRACT

The Look And The Concept Of This Game Is Ok But The Initial Gameplay Is Very Basic And Repetative And That Would Be Alright But After 20 Minutes I Found Myself Bored I Know Its Still In Development But I Still Have To Say I Didnt Like It Sorry :(At £4 this is a steal, though only if you are into Quadcopters OR if you enjoy difficult yet fair controls. I personally enjoy both.

You do have to realise that the game is developed by just one man, and normally I'd not feel that was worth mentioning as I'm very much rate a game on the games merit, however in this instance he's also fairly priced the game.

The UI is a little tricky, you have to have a small understanding of trim/deadzones etc depending on your controller, although you can, which is fantastic! Plug in your official RC controllers, I don't have one but I've seen youtube of people practising for real life outdoor comps using this software.. I enjoyed Red Turn more than Black turn, because, it has some difficulties sometimes (sometimes), i had trouble with 2V4 missions, overall still too ez, but not as ez as black turn. I just regret this game doesn't have defensive missions, just offensive one. Cool dlc, not worse 10 bucks, but ok on sales, for fans of UoC ofc.. Really enjoy this game! It's great as something to jump on for 15 minutes and play some quick rounds when you have time. Highly suggest if you enjoy card games! Also the art is great.. Had this game for a while and came back to see if it had been improved any... NOPE!!! There are still game breaking bugs and the AI is as crippled as ever. The robot in the intro will insist objects are already closed when they are open, etc. If I could order the robot to step in the shower and turn it on, I would have. Save your money.. Okay - very simple game, you can't play through. It's just a little survival mode steering your ball not into obstacles. Slowly it gets faster + faster, but it's still very, very easy cause the obstacles are the same after 5 minutes and don't vary. One of the "hardest" achievement is to survive 180 seconds, but this is not a big deal! I personally suck in those games and could make it to ~ 440 points/seconds easily! Bad are 2 achievements - catching the rare Virus 25 times is taking some time - even more to die 100 times...that's just annoying..

Only 3V10, but still recommend cause cheap, easy to complete achievements + cards!. when i play it there is no dinos ive only seen one or two and i am wondering if anyone else has had this problem . I dont know but ive been told. Great big wargame gets real old.. There is a reason that you don't see a lot of the design decisions of old games in more modern games. That reason is frustration.

Seriously, go back and play the very first megaman game, then play any of its sequels. Go play Castlevania on the NES. Or Contra. Or the original Shinobi, or any old arcade game. You will learn very quickly how frustrating those games can be, and how unfair some of their design is. Granted some of this is down to the limitations of the hardware at the time, but what is often mistaken for "brutal hardcore difficulty" is actually just glitches, lessons which have not yet been learned due to when these games came out, or poor design decisions.

Oniken sadly, in its fervent zeal to deliver a faithful oldschool experience, does exactly that. TO THE LETTER. It even has some of the classic mistakes that older games made. Unlike the actual retro games of the 80s and such, though, it has little excuse for this. They made those mistakes because it was new, it wasn't something that had been encountered fully before, with full colour graphics, higher resolution, scrolling backgrounds, complex controls, more than 16k of memory and the like... Oniken has had years of examples of mistakes not to make and deliberately seems to set out to make them. This results in a 100% faithfully retro game, for good or ill..

Now, honestly, I like my games to be challenging, but not dickish. Oniken fails in that regard. I find it difficult to want to sink more hours into a game which requires you to be practically precognizant to avoid dying horribly at every single turn. I do applaud its faithfulness, but honestly it's not a game I feel has been worth my money or time. That saddens me quite a bit because there's clearly a lot of love put into this game. The attention to detail is great. It even FEELS like I'm playing an old NES game. Hell I would honestly have trouble not believing you if you told me this WAS a NES game just running in an emulator like FCEUx with a custom frontend on it.

I'm gonna vote this as a non recommendation, but i will add a caveat saying that if you want an authentically retro-styled game that 100% matches the games of ages past, then this absolutely is worth looking at in every respect. The spritework is fantastic, the music is pretty cool, the gameplay is pretty solid, but oh my god be prepared to hit walls of frustration a mile high.. Interesting game but very basic and short for a 5 dollar price tag, Eversion is the same price and its about twice as long as this and more interesting, id suggest play that instead or buy this when its on sale.

This game is NOT worth it because you can not see the items clearly enough to find them. Other than game being a little blurry it is a great game.. Ugh. Where to begin?

The stock images as backgrounds was jarring. Worse still, were the videos of the cruise ship. We get it. You're on a boat.

Story and characters not interesting, but by far the worst part was--THE ♥♥♥♥ING MINIGAME.

You're supposed to be on vacation and people are chasing you around the whole time to fix their♥♥♥♥♥♥ The game is so boring and gets really irritating after the billionth time someone breaks their tablet, and as it has been stated before, is not important to the game. It's not even a fun minigame. There's no option to skip it.

Just...no.. Eh, I mean, it's a point and click adventure puzzle game, but there's barely any puzzle, and the story doesn't even make up for that. The only cool thing are the scenes you unlock along the way, but even they lost their novelty after 4 or 5.. Fun little game, very short. Nice concept. Would like to see a full release. Very challenging puzzles. I'm struggling. Not used to struggle with puzzles. Good game, I very much like the theme.. It's a fun dialogue-focused game that'll keep you engaged for a little under an hour. The island has a charming artstyle and lots of cute but inconsequential secrets to find.

I liked the writing -- it takes on a memey, naturalistic and self-aware style that a lot of games are taking on nowadays (think a looser, exaggerated Night in the Woods with more question marks). Sometimes this style frustrates me, but in Frog Detective it's restrained and idiosyncratic enough to avoid reading like somebody's Tumblr posts were dropped inside of a speech bubble. The dialogue is often very simple, and while none of the lines are gut-burstingly funny, they'll make you smile. To be honest, I got more of a laugh out of the frogdetective.net stories, and the botched English of the clipboards. I would have appreciated more of this kind of humour in this game.

The only gripe I have with the story is how loosely the characters' quirks tie together in the end. The dance party and the new photo on the detective's wall achieved this fairly well, but I would have appreciated seeing MysteryMonkey impressed by Mo's dancing (especially after I picked Mo as the winner) and the koala fulfilling his dream to zoom around on a boat using his magnet. It sounds nitpicky, but small payoffs often make stories like this so warm, fuzzy and enjoyable for me.

The gameplay is a vehicle for more dialogue, and for that purpose, it works well and gets out of the way pretty quickly. I'm okay with this in visual novels, where the gameplay is literally a button to deliver dialogue, but in Frog Detective, the experience felt slightly hollow. I think my issue comes from the addition of movement without a jump button and the uselessness of the magnifying glass. The former is a weird observation considering a jump mechanic would be entirely pointless, but I find that in simple games the addition of a jump feels natural and adds agency to an otherwise uninteresting movement system. As for the latter, a useless magnifying glass is a good joke, and I found some fun in using it to distort characters' faces, but I would have appreciated some small-clue hunting to make me feel like I was a real frog detective.

Overall though, this was a great first entry in the soon-to-be-multi-million-dollar Frog Detective franchise, and I'm looking forward to the next adventure.. This game surprised me, I have always had a certain love for god sims, but this one is different, the cared game element mean you need to think before u throw cards away, and the small details, like getting too much faith early game being a problem, or researching a knife before domestication, added a strategy element, this isnt a game that is gonna take 1000 hours of your life, i have almost finished it after 4 hours, but for such a price, and for such a well though out game, i would reccomend this game, for a few hours of relaxing strategy/godsims or even just to support the devs who did such a wonderful job. gae horse niooooo. cant get the game to work right

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