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## About This Content

One of the UK's most important rail routes and also one of the busiest freight routes in Europe comes to life in the fantastic West Coast Main Line Over Shap route for Train Simulator, from Krossrails.

The first section to open of what is now the West Coast Main Line was in 1837, connecting Liverpool and Manchester to Birmingham, via Crewe, Stafford and Wolverhampton. Over subsequent years, other branch lines along the East Coast opened, with the final sections of what is now the WCML opening in the late 1800s.

The WCML competed fiercely with the rival East Coast Main Line, operated by the London and North Eastern Railway, for London to Scotland traffic. Nicknamed the Race to the North by British newspapers, attempts were often made to reduce journey times between London and Glasgow, which saw the route host such famous locomotives as the Princess Coronation Class.

Modernisation by British Rail in 1955 saw the line upgraded and electrified in stages between 1959 and 1974. Full electrification of the line heralded the introduction of BR's InterCity brand, drastically cutting journey times along the route. New style passenger coaches were also introduced and many stations demolished and rebuilt to accommodate faster and longer

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trains, paving the way for the West Coast Main Line that operates today.

West Coast Main Line Over Shap represents the 90 mile section from Skew Bridge Junction (Preston) to Carlisle Upperby, and on to Dumfries via Gretna Junction, set in the BR blue period of the 1970s.

An important interchange for services to and from Manchester, Bolton and Blackpool, Preston is considered to be the approximate half way point between London and Scotland, therefore is the point of crew changes on services running along the route.

On departure, the route runs through the northern industrial and suburban areas of Preston, passing the Church of St Walburge, a significant landmark in the city, and under the M55, before entering open countryside. Crossing impressive viaducts and through high embankments, the route passes through Lancaster, at which point the branch to Morecambe Bay heads westwards and the WCML passes the coast at its closest point.

Brushing the edge of the Lake District, northbound trains are soon faced with the steep five mile (8km), 1:75 incline from Tebay over Shap, a challenge still for heavy freight trains and steam charters. The summit at Shap Quarry is 916ft above sea level and is the highest point on the English section of the West Coast Main Line, and limestone and aggregate workings are still aplenty on the hills around Shap.

The gentle run down to Carlisle follows the River Leith and past a number of old village stations that have long since closed. Carlisle itself remains a major rail hub and interchange for services coming off the Settle and Carlisle line, the Cumbrian Coast, the Tyne Valley and the former Glasgow and South Western Railway route to Glasgow via Dumfries.

Impressive viaducts, lost stations and numerous branch lines are aplenty on this stunning route, developed by Crossrails. Ministry of Defence facilities at Longtown, Salmstown and Eastriggs are also included on the route, alongside various depots and yards, the Morecambe and Heysham branch lines, Maxwelltown Branch west of Dumfries, and a number of prominent landmarks along the route. New to this route are also neutral sections between power districts, replicating real-life situations, as well as accurate braking which is affected by the length of the train.

Rolling stock is also in abundance, including a BR Blue Class 87, BR Blue and BR Large Logo Class 47, Mk1 RMB and BG, Mk2 BR blue/grey and Mk3 BR blue/grey passenger coaches, FSA/FTA container freight wagons, HAA hoppers, OAA open wagons, PCA tankers, PGA hoppers TTA liquid tanks and YGH hoppers.

## Scenarios

16 Scenarios For the Route:

- Class 87 Tutorial
- Navigating Neutral Sections
- Down Royal Scot
- Icy Climb
- Long Haul Sleeper
- Night Train to Scotland
- North by Northwest
- Northern Liner (two parts)
- Power Trip (two parts)

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- Stone Cold
  - The Up Boat Train (three parts)
  - A Tour of the WCML

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

- 90 mile West Coast Main Line route from Preston Dumfries, via Carlisle Upperby
- Morecambe Branch, Heysham Branc and Maxwelltown Branch lines
- Variety of freight depots and yards
- Neutral power sections throughout the route
- BR Blue Class 87
- BR Blue and BR Large Logo Class 47
- Mk1 RMB and BG passenger coaches
- Mk2 BR Blue/Grey passenger coaches
- Mk3 BR B lue/Grey passenger coaches
- Assorted freight wagons, including FSA/FTA container freight wagons, HAA hoppers, OAA open wagons, PCA tankers, PGA hoppers TTA liquid tanks and YGH hoppers
- Scenarios for the route
- Quick Drive compatible
- Download size: 1,879mb

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Title: Train Simulator: West Coast Main Line Over Shap Route Add-On

Genre: Simulation

Developer:

KrossRails

Publisher:

Dovetail Games - Trains

Franchise:

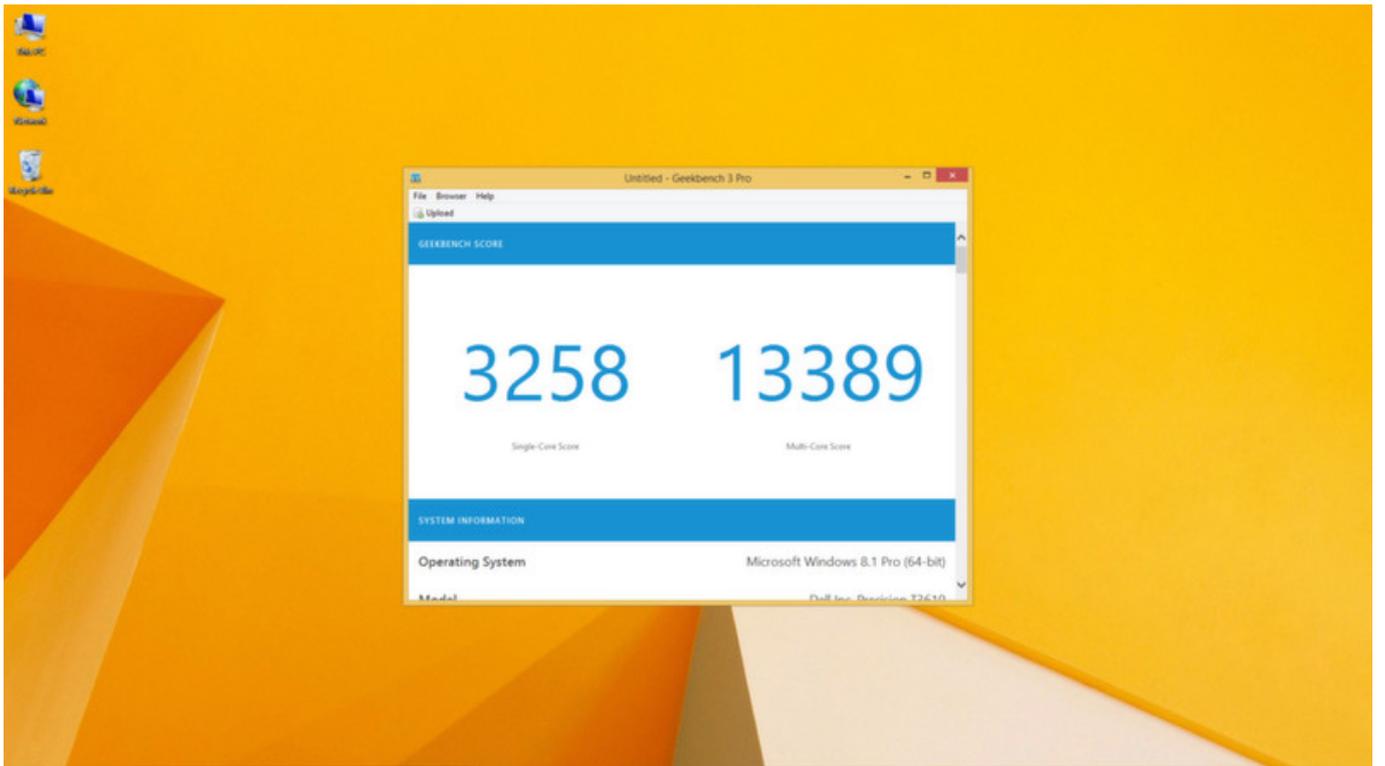
Train Simulator

Release Date: 16 Jan, 2014

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English







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tbh the reviews dont do it justice...

ok the voice acting is bad \*really bad

but the game is fun IMO

there are 2 types of enemies human, and zombies. zombies come in a variety. humans dont. survival mechanics include limited ammo, need batteries for yr flashlight, health packs and adrenaline which gives u full stamina. story is short but not awful like some reviews say. gameplay is actually pretty gun play is very solid, when u shoot u can see smoke particles from the gun, there is also fire delay depending on the gun you use which is a nice bonus. It also has a pretty big selection of guns.

final result 6.9/10 gunplay is really nice.. nope, but yep. quite interesting. hope for ti7 videos. It's great. Not too many decent skier themed games on the market so it gets an added bonus for that too.

Well worth the price for this charming game.. Super chill. I have enjoyed taking the ambience in one bite at a time, leaving new things to explore and surprise me.. GAME HAS NO STORY 1/10. \u2665\u2665\u2665\u2665ing garbage! Unfinished buggy, and completely broken. Even if it were finished it would still be unplayable state, this is one of the failures that gives early access a bad name!

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A clean, classy, Super Monkey Ball inspired work of art with huge open levels and a relaxing design. At times it makes my PC tank (largely because my pc is♥♥♥♥♥♥♥♥, but it is very fun nonetheless. I definately recomend it for any fan of rolling platformers.. This game is not that bad, considering it's a demo. It's scary, but only if you want it to be. But then again, that holds for every horror game out there.

The player hands really need some work though. The alignment feels off (I'd rather the hands be aligned with my own hands rather than the controllers) and the skinning is absolutely terrible with fingers getting bent out of shape like a rubber doll. All in all, a promising demo, though it needs a lot of work put in to become a full-scale game.. Honestly, I don't think that the asking price is justified based on the amount of content in the game. You pick an animal and cause as much damage as possible. Score enough points and you can move on to the next map (there are about 7 if memory serves). While there are different animals to play as on each map, the overall gameplay felt empty and just wasn't fun. I'm sorry to say it, but my Android phone has games on it that are both cheaper and more in-depth than this.

[https://www.youtube.com/watch?v=EmcMCvRJo\\_w](https://www.youtube.com/watch?v=EmcMCvRJo_w). Ah yes, Chip's Challenge... God what the hell can I say about this... It was a MAJOR part of childhood (Granted, I wasnt good. at all.), and memorable. I eventually forgot it's name, but it always stuck in my mind... until I found it on steam. I do wish I could get the old graphics, but I do love the new ones equally. A fantastic 'modernization' of an old gem, I cant say anything bad... except it's hard to figure out levels, but nothing comes close to that "ah-ha!" moment you get when you do figure it out. 10/10, strong recommendation if you played it before, or want apuzzle game with challenge.. so much problems with this game... i cannot recommend this game in this state... waiting for updates... the gaming industry in this days..... great game! love the cut scences, plays out like a little film, hopefully see the 2nd one soon???? . Not split into an episodic series.

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