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About This Content

Synonymous with the most recognisable period in British Rail's history, the 'Rail Blue' livery carried across BR's roster of diesel and electric locomotives and multiple units stretched across three decades, as represented in this collection of BR Blue diesel and electric locomotives for Train Simulator.

The BR Class 09 is a class of 0-6-0 diesel locomotives originally designed for shunting and short distance freight trips along branch lines. In total, 26 of the Class were built, similar in appearance and specification to the Class 08 but with different gearing to deliver a higher top speed.

The BR Class 33, also known as 'Type 3' or 'Crompton', was built specifically for the Southern Region between 1960 and 1962. A total of 98 locomotives were built with the ability to supply new electric train heating, rather than the ubiquitous steam heating which was prevalent in BR's passenger rolling stock. Although generally based in the southern part of the England, the locomotives were found as far north as York and South Lanarkshire during their operating lives.

The electro-diesel BR Class 73 was one of the few locomotives built by British Rail with dual power control. With an increase in electrification in the Southern Region, the Class 73 was designed to operate on the 650/750V DC third rail system, as well as on non-electrified track with its diesel engine. Between 1984 and 2005, Class 73 locomotives were used as traction on Gatwick Express services, in partnership with Class 489 Gatwick Luggage Vans as 'push-pull services.

With electrification of the Southern Region, BR introduced a number of Electric Multiple Units (EMUs), including the BR Class 416 '2EPB'. Built over a three year period from 1953, the 2EPB was intended for inner suburban passenger services around London, and were in service as late as the 1980s on North London line services between Richmond and North

Woolwich.

The BR Class 421 (originally '4CIG' before TOPS introduction) EMUs were built at BR York Works between 1964 and 1972. The units were originally allocated to Brighton Main Line services, with a second batch allocated to services around Portsmouth, although latterly spent time across the Southern Region. The 4CIG is probably most famous for its 'slam door' nickname, so called as newer units with sliding or plug doors were introduced.

The Rail Blue (or Monastal Blue) livery became standard across BR's roster from 1965 onwards. The colour was, in fact, a dark, greyish blue designed to hide dirt well, although this was often portrayed inaccurately in photographs. The colour was applied to all diesel and electric locomotives, with the exception of the ends, which were painted yellow to improve visibility to lineside workers; the livery was also applied to coaching stock and multiple units with some variations.

The first break in Rail Blue uniformity came in 1976 with the introduction of a blue/grey livery or what was known as BR Corporate Blue at the time, on InterCity 125 (HST) sets – the blue colour being carried around to the front of HST sets. This blue also incorporated a marginally darker and richer blue pigment to further hide the oily residues left by the predominant diesel emissions of locomotives at the time. However, most traction maintenance depots around the country were forced to source their paints from local suppliers. This situation resulted in different shades of both the blue and the yellow being applied to locomotives – some locomotives were almost turquoise in colour while others were almost royal blue.

By the mid-1980s, both Rail and Corporate Blue liveries had been replaced on all BR locomotives and coaching stock in favour of the newer InterCity "Red Stripe" and InterCity Executive liveries.

Also included with the pack are OBA Wagons and General Utility Vehicles (GUVs) to form freight and parcel/newspaper services hauled by the locomotives included in the BR Blue Pack.

The locomotives included in the BR Blue Pack are also Quick Drive compatible, giving you the freedom to drive them on any Quick Drive enabled route for Train Simulator, such as those available through Steam. Also included are scenarios specifically for the [Chatham Main Line: London-Gillingham](#) route (available separately and required to play these scenarios).

Scenarios

Three scenarios for the Chatham Main Line: London-Gillingham route:

- Going Back in Time (Class 421 '4CIG')
- Night Shunter (Class 09)
- Paper Run (Class 73)

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

- BR Class 09 in BR Blue livery
- BR Class 33 in BR Blue livery
- BR Class 73 in BR Blue livery
- BR Class 416 '2EPB' in BR Blue livery

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- BR Class 421 '4CIG' in BR Blue livery
 - OBA wagons and General Utility Vehicles (GUVs)
 - Quick Drive compatible
 - Scenarios for the Chatham Main Line: London-Gillingham route
 - Download size: 476mb

Title: Train Simulator: BR Blue Diesel Electric Pack Loco Add-On

Genre: Simulation

Developer:

Dovetail Games

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 19 May, 2016

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Minimum:

OS: Windows® Vista / 7 / 8

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: Version 9.0c

Network: Broadband Internet connection

Storage: 6 GB available space

Sound Card: Direct X 9.0c compatible

Additional Notes: Quicktime Player is required for playing the videos

English,French,German





CHOCOLATIER[®]

DECADENCE BY DESIGN[™]



Start Game

Change Player



Help



High Scores



Options



Save & Quit

Welcome Back, Vicki!

Copyright © 2009 PlayFirst, Inc. All Rights Reserved.

don't waste your money. Pros:

- Good graphics
- MicroManagement of Equipment and Room Quality
- 30 Guild member
- Tooltips galore

Cons:

- Tedious at later half of the game
- Cant kick guild member , limited roster
- Items\Equipment are mostly useless
- Training too cheap V little effect
- No notifications when a guild member fully replenished

with 5\$ price this game will satisfy your boredom for a couple hours

Only recommended for those who like Simulation Management game

~Civilization V EU V CK V Banished V The Guild. I recommend this game to all kitten fans and achievement hunters! A great way to spend your time racing against friends while on some awesome kawaii characters! Note the game has NO story just casual racing. The game simply looks adorable and was a lot of fun to 100% =3

click more info to read more about review and check out some screenshots

Maps, Customization and more!

- You can outfit the characters with different clothing styles!
- There are different rides (boats/planes/cars) to pick from and you can even change those colors as well. Really makes it a unique experience!

There are 4 tours that I can so far play.

4 Maps that are available and what you can use on the map as follows.

- * Hello Kitty's Happy Town- Cars
- * Chococat's Tropical Island- Boats
- * Little Twin Stars Galaxy- Planes
- * My Melody's Ski Resort- Cars

The game also has an [Adventure Mode] thats a series of mini games on the original main maps. In this mode you do a lot of fun things like race through a time countdown while collecting cupcakes or apples. Sometimes your task is going through as many hello kitty gates before time runs out. You are challenged to do these things on different maps and different vehicles as those I listed earlier.

<http://steamcommunity.com/sharedfiles/filedetails/?id=478531032>

- The controls feel alright, there isn't any difficult and its the usual WSD format.

I recommend controller since I found it more fun and simpler but either way its still easy to control.

<http://steamcommunity.com/sharedfiles/filedetails/?id=478461425>

- Maps are really cute and also simple to maneuver on and learn.

<http://steamcommunity.com/sharedfiles/filedetails/?id=478462061>

- Graphics in the game are not amazing but are cute. Nothing high end.

- Music in the game was alright.

Side Notes

I am not a crazy cat person or anything but was so excited for its launch that I was almost crying! Finally Hello Kitty is on

steam! Am in love <3

Just got 100% on this game after 2.1hrs I had to plug in my controller which made it even more fun and even more easier for me.

My Final thoughts

In the end I feel the game isn't polished enough to be worth \$20 so I recommend picking up this game while it is on sale. I would of expected this game to be worth \$10-\$15 max

A must get for Hello Kitty fans!

#Cats4Life. That crow deserves a vacation.. Factory Levels are designed by Satan himself.

. This series was quirky. The puzzles were fun to figure out after learning the concept of what to do in these games.

Not super time consuming. Easy achievements.

A decent casual series that is not very long.. great old games love them to kill time and some chickens from space. THERE IS STILL BUGS IN IT N IT CRASHES TILL THIS IS FIXED I GIVE IT A NO

Found this game as a result of an ad.

Gameplay is fun, even with the earliness of the development. It pits humans against a disguised alien, a la The Thing. The prime alien must infect every other player - turning them into more aliens - to win. The humans must survive as long as possible, as the escape shuttle only has one seat!

The developer is attentive to the game, and pays attention to bug reports and feedback. There's also a Discord!

<https://discord.gg/u2665u2665u2665u2665u2665J>. I love this game! I guess at first it was odd with the different voices than in Tunguska but still really fun to play :). The only game on the market that really pays respect to the incredible concept that is The Thing. Great game, only needs a bigger crowd backing it up. Look forward to future updates.. My summary in 4 sentences: VCB is a GTA parody game. I believe the story is that it was inspired by a youtube video of some big russian youtuber. The game can give you bunch of laughs and gags, but it's painful to play at times. Once you finish the main story you can't free roam around the town, you have to start again if you want all the achievements.. finished it within 10 minutes. there's more story on the back side of a shampoo bottle.

protip:

prefs -> skip unseen text -> hold ctrl after selecting a chest -> ??? -> 500 achievements. Very good.

Some tough puzzles but all of them are achievable and plausible.

Great visuals and sound and an intriguing story.

Can't wait for the next chapter.

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