OMSI 2 Add-on Rheinhausen Password

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About This Content

Variety is the spice of life. And the OMSI 2 Add-On- Rheinhausen is certainly jam-packed with variety. As well as the challenges of driving a bus in urban traffic, virtual bus drivers also have tempting opportunities to manoeuvre a large vehicle safely through traffic on interurban routes.

Rheinhausen captivates visitors with its densely built-up urban area with fascinating architecture and with the rural charm of its surroundings. Beyond the city limits, more passengers are waiting to be chauffeured to their destinations safely and on time.

Rheinhausen is not modelled on any real city, but it reflects a pattern of urban development with links to a rural hinterland which is common in Germany.
The OMSI 2 Add-On- Rheinhausen offers 10 completely driveable bus lines serving the city and the surrounding countryside. Two regional lines carry additional passengers into the inner city and back out to the edge of town.

Driving routes, junctions and stops are sometimes shared with the town's light rail service; drivers must be especially careful

here.

Over 500 new 3D objects have been created for Rheinhausen. They include new residential dwelling houses, a theatre, the town's train station, supermarkets, and commercial premises as well as new bus stop shelters, signs, rubbish bins, post boxes, parking machines and more. New, high-resolution textures have been used for streets and pavements.

Rural areas are also shown in rich detail!

Numerous 3D objects such as a football pitch, a playground and a footbridge for hikers inject even more lifelike realism into this little world.

More than 110 bus stops and 200 new junctions are located along approximately 50 kilometres of driving routes. The AI vehicles travel on realistic city streets, country roads, dual carriageways and motorways.

The buses for both urban and interurban routes are supplied by a bus transport operator with a large and fully driveable central depot.

The game includes a suitable interurban bus which was created in rich detail specifically for this add-on and given its own special livery.

Time-controlled events such as bins that are put out for collection in the streets on certain days and roadworks that necessitate diversions at times ensure the traffic flow is realistic. But random events such as illegal parking and weather (with dynamic snow) also crop up and make the lives of bus drivers harder.

Professionally recorded bus stop announcements and original sounds for the supplied bus ensure a realistic audio backdrop.

The schedules have been drafted following real norms. The realistic frequency intervals between buses reflect bus scheduling in many German cities.

This regular-interval scheduling ensures a steady flow of passengers.

As you drive from town out into the countryside with the OMSI 2 Add-On- Rheinhausen, you will enjoy varied driving experiences in an environment created with meticulous care and shown in fine detail.

FEATURES

- Detailed cityscape with numerous typical buildings

- Rural areas created with meticulous care and appropriate objects

- Over 500 new 3D objects, from modern traffic signs to residential and industrial buildings

- About 50 kilometres of driving routes with over 110 bus stops

- 10 completely driveable bus lines with mostly discrete routes, including 3 night bus routes and 2 regional lines

- A bus transport operator with a fully driveable depot

- Additional new AI vehicles

- Over 200 new junctions in diverse road environments

- Time-controlled events (roadworks), random illegal parking and scheduled roads cleaning

- Realistic scheduling using different intervals in town and in the countryside

- New, realistic dynamic passenger information (DPI) displays with variable spacing

- Authentic interurban bus with many functions and its own livery

- Special bus stop announcements and original bus sounds

Title: OMSI 2 Add-on Rheinhausen
Genre: Simulation
Developer:
Halycon Media
Publisher:
Halycon Media
Release Date: 27 Oct, 2016

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Minimum:

OS: Win 7

Processor: Dual-Core e.g. Core i5 with 2,8 GHz or simliar

Memory: 4 GB RAM
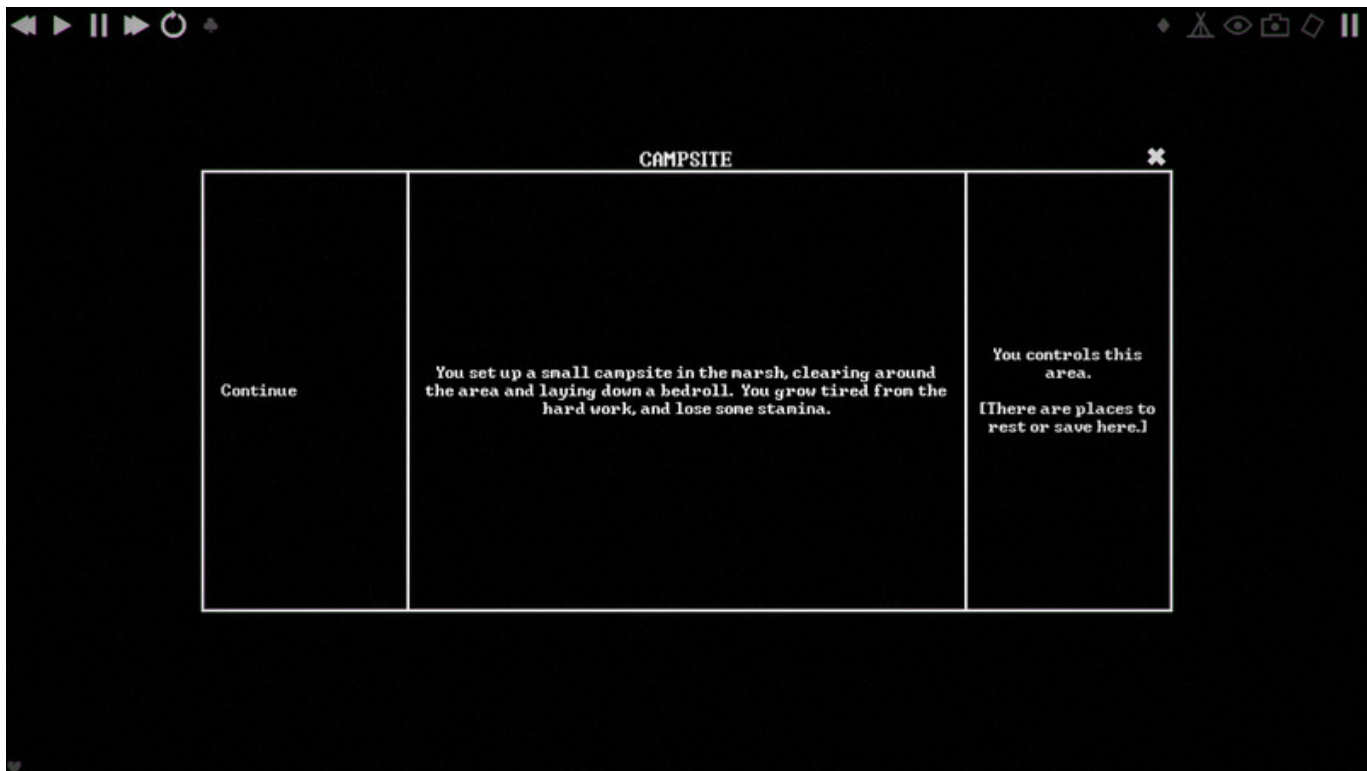
Graphics: 3D graphic crad with min. 1.024 MB

DirectX: Version 9.0c

Storage: 3 GB available space

Sound Card: Yes

Additional Notes:

English,German

CAMPSITE

Continue

You set up a small campsite in the marsh, clearing around the area and laying down a bedroll. You grow tired from the hard work, and lose some stamina.

You controls this area.

[There are places to rest or save here.]

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Lord Momonga?! Is it.. is it truly you? (\u273f\u2697O\u2697)
Did you come to give me strength in defeating the hordes of bloodthirsty enemies? (\uff9f \u2200\uff9f\u4eba)
Oh, it's no time for tears of joy. (\uff34 \u25bd\uff34)
It's time to lay waste to all our enemies!
For Lord Ainz Ooal Gown!!!
(\u256f\u25bc\u25bc)\u250f)\uff9fo\uff9f) (\u30ce\u00b4\u0414`)\u30ce \u30fd(\uff9f \u0414\uff9f)\uff89 (\uff9f \u0434\uff9f) \u03b5\uff1d\u03b5\uff1d\u03b5\u250c(;\uff9f\u0434\uff9f)\u2518. I don't know what this game is, but I absolutely love it. The graphics are really good, they look fantastic in all aspects. Everything in the game is adorably cute and it is super pleasant all the way through. I don't know what I'm supposed to do, or where to go, but it seems as though its open to the player's choice to do what they want to complete the task at hand. All in all, beautiful game.. Started playing the game and it was really good, then i found out that only limited saves are available... I HATE SUCH GAMES!!! I don't care about the idea behind the limitation. Good luck i only paid approx. \$3 for it. However, considering the fact that i only played few minutes, It was well overpaid. Never going to buy another Hitman game again...!. This game BLOWS!. If you like racing at the speed of a commercial airliner this is the game for you. An incredibly smooth, fun game. Honestly, I'm surprised by just how high quality it is for an indie game I've barely heard of before. The animations alone are a joy to watch. That said, the combat loses it's luster when you're not constantly running. Enemy types are limited and having to fight the same dudes multiple times in a row due to dying is boring. It's not actually that hard though. I barely noticed any differences between all three difficulty levels, so that was underwelming. There are also a few technical glitches, at one point forcing me to install the game again to proceed. Still, not a bad little game.

I am a Kickstarter participant. I had access to every version of Spriter since its very beginning, and I was a member of the community, following Spriter's development since day one.

This is one of the most impressive animation tools I've ever used, and I've used a lot of them. It keeps getting better. It never lets me down. The only down side is that the API is community-driven and unstable... or at least it used to be. It seems to be getting pretty good as time goes by. There is great support for Construct, Game Maker, and C#/Unity, but I haven't had much luck with the Flash API, which seems to lack much community interest at this point.

I will provide more details soon. For now, just know that Spriter is great to work with.. Short words: I owe many games and that was the only one, that I want to return.. I Loved it, well, it does what it does!. **Non-Spoiler Review:**
   Honestly don't really know what I just played. Game had seemingly no direction and was very repetitive and the story ???? wot in the heck was it supposed to be exactly? I collect mushrooms and skulls and then i find a fox who flies in the sky and then i find an orb and become powerful. ???? Don't understand any of that but alright,

Definitely glad I got this game on sale because that was quite the bad and weird game.

 Spoiler Review:
 Walked in the woods https://www.youtube.com/watch?v=n38Qxi7TVWo and was collecting shrooms and skulls with no explanation because yes. *quality game design*

Eventually found a fox who flew into the sky and then I sacrificed myself to Satan with an orb after I killed some bird lady who was seizing out. gg 10/10 would sacrifice agin. . Awesome adventure game! If you liked the first one you'll surely LOVE this one!

Pros:
- pretty good in its genre (point & click)
- funny, exciting and interesting story
- great voice acting
- much more content than in the first game (about 8 - 9 hours!)

Cons:
- controls needs to be get used to

- music is dull. Best game ever. Absolute fun. 10/10. ahhh i got motion sick cz of this game.... This game is really, really long. It outlasts its gimmick very soon, and becomes a chore.. sadly this game sucked.... we need a GOOD dnd game. This game only costs 1$??? This is freaking awesome! Best inversion ever!!!