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About This Content

The seven-car BR 411 'ICE-T' was the first tilting train to enter service on the German railway network, and now joins the stable of ICE trains for Train Simulator.

The ICE-T was developed by Siemens in parallel with the ICE 3 and ICE TD in the early 1990s, designed to operate on lines previously served by slower loco-hauled InterCity (IC) and InterRegio (IR) trains, and traditional EMUs.

Assigned the project name 'IC T', with the 'T' standing for 'Triebzug' (multiple unit), the ICE-T shared many common components with the ICE 3. However, a number of exterior differences distinguish the two trainsets, including a remodelled nose profile and Italian-built tilting bogies.

The ICE-T first entered service in 1994 and has capacity for 372 passengers. Although it is slower than its sister units with a top speed of 230km/h (140mph), the trainset's tilt angle of eight degrees enables it to negotiate the upgraded German railway lines with ease.

The DB 411 'ICE-T' for Train Simulator is available in Deutsche Bahn red and white livery and features scripted tilting technology, improved passenger view and lighting, AFB speed control, SIFA driver vigilance system, and PZB and LZB signalling systems.

The locomotive is also Quick Drive compatible, giving you the freedom to drive the DB BR 411 'ICE-T' on any Quick Drive enabled route for Train Simulator, such as those available through Steam. Also included are scenarios specifically for the [Hamburg-Hanover](#) route (available separately and required to play these scenarios).

Scenarios

Three scenarios for the Hamburg-Hanover route:

- Training: Driving the ICE-T
- DB ICE-T Replacement Train
- DB ICE-T Snowy Winter's Day

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 411 'ICE-T' in Deutsche Bahn red and white livery
- Scripted tilting technology
- Improved passenger view and lighting
- AFB speed control
- SIFA driver vigilance system
- PZB and LZB signalling systems.
- Quick Drive compatible
- Scenarios for the Hamburg-Hanover route
- Download size: 189mb

Title: Train Simulator: DB BR 411 'ICE-T' EMU Add-On

Genre: Simulation

Developer:

Dovetail Games

Publisher:

Dovetail Games - Trains

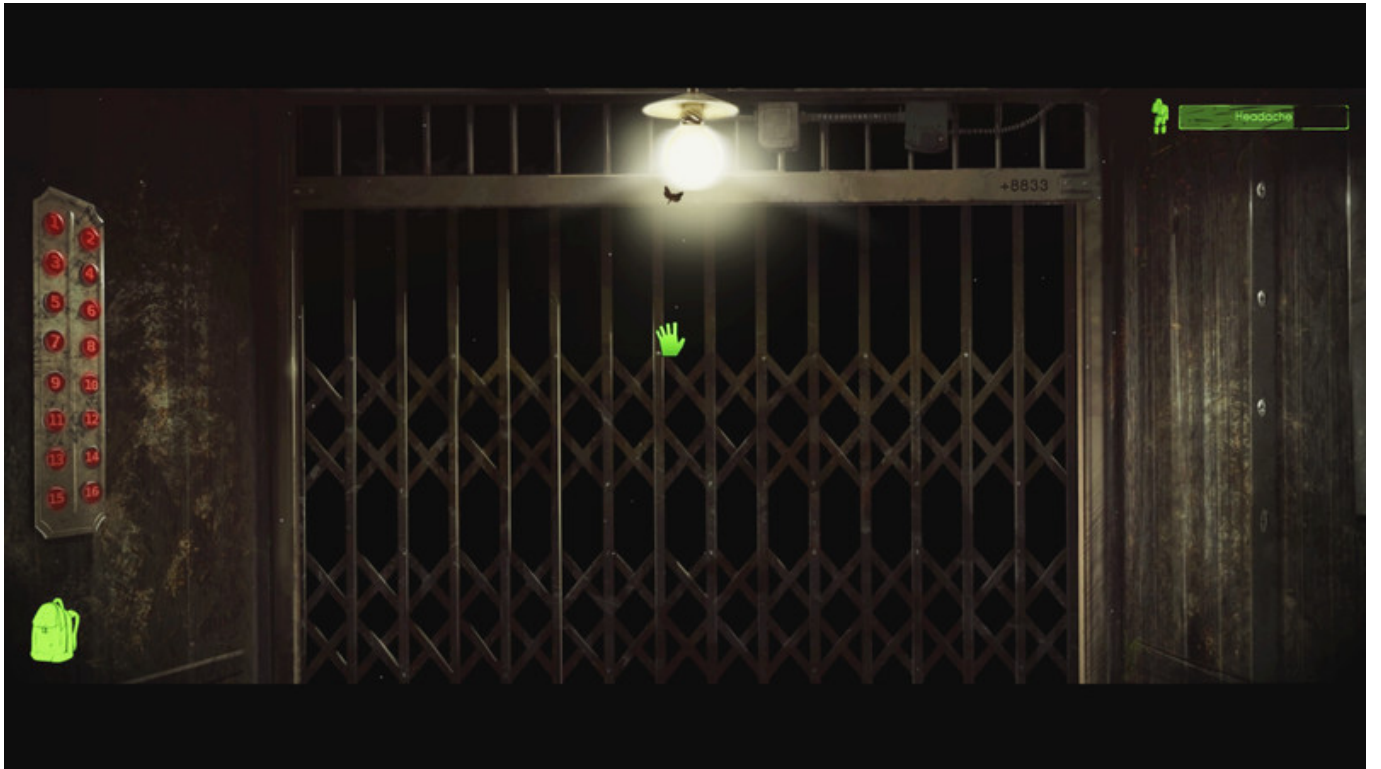
Franchise:

Train Simulator

Release Date: 7 Nov, 2013

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English,German







I played all Deponia series, and indeed this is a delightful series to play. However, I can't understand the embedded racism in the game. So clear and revolting. One of the very few black female characters introduced in the game ended up "sold" to replace a dancing "monkey" who ran away. Yuk!. This is not a music sequencer, it just plays random notes while the game looks pretty and is extremely boring. What were they thinking? It would make sense if it was anything like EVERY EXTEND, which by the way is *free* because that game at least isn't terrible This *is* terrible. Bought it for 1 EUR, regretted it.. >Plays Hakumen "Ha, ya like damage?"

Play CF. This train has been a long time in coming. And now it's out, I don't know what to say; although I will type quite a lot.

Sounds:

Dovetail Games has always had a problem making good sounds for trains. This is why people like Armstrong Powerhouse survive; they provide good quality stuff to cover over the trash that DTG churn out. This train is no exception. With it's 455 default sounds and immediate cut off during coasting, I can't say anything good about the sounds. Apart from the fact that this train has sounds. Which is more than can be said for the 303. I was told that the 455 sounds were "WIP sounds" which either means they were lying or this is an expensive beta. That will never be fixed. Except by giving \u00a35 to people whose job it is to clear up the mess left by DTG.

Model:

The model is very good. While it does look like the train has just come out of the depot, it's pretty good. But wait! There's a floor missing from the MBC (middle coach). See? They can screw even the most basic things up.

Interior:

The train is based in 2015, when 442's are with Gatwick Express. What appears to have happened is that the interior people are in a time warp and so still think it is 2005 and so have given the train a South West Trains interior. Really? Did anyone at DTG say: "Just one thing: why have you given this train a SWT interior?" Sometimes I don't get DTG and this is one of them. No 442's have been with SWT since 2007. So why give a train made in 2015 based in 2015 a 2005 interior? That's just failing for failing's sake.

Cab:

It's OK. But there are problems.

Although a signal bell sounds, you can't reply to it as there is no option to do so. Even the signal button in cab is disabled.

Do you get the idea?

Oh, and there is bird excrement on the side window. Which can only be seen from the in-cab view, not from anywhere else. In many ways, this is an analogy for DTG; it looks good, but then several bir-brained idiots come and defecate all over it and it ends up rubbish. Another analogy is that this train is a polished turd. No matter how good it looks, no matter how polished, it is still a turd.

To sum up: While the train looks amazing, everything else about it is a huge let down. Buy it on sale and then get the sound pack from AP when they release it.

Felix

Note: This is **NOT the worlds fastest EMU. This is the worlds fastest 3rd rail EMU. This train is not faster than the TGV or Class 390 or Class 387 or Class 373 etc. COME ON DTG! DO YOUR SODDING RESEARCH!. I assumed D&D games couldn't dissappoint me, but Daggerdale entirely disabused me of that kind of thinking. A shallow intro sequence foreshadows an even shallower story. The well known AD&D rules system was flattened to the ground and the flame of motivation was doused when i saw myself confronted with 4 bound by class and race characters. Movement felt kind of clumsy, while simple graphics with no love for details made me reconsider my buying decision.. Makes me feel like battlestar galatica!!**

this game is neat and a bit addictive.. (EDIT: While I DO enjoy Draw Rider, I have some serious issues to point out. This game has a horrible learning curve (for lack of better term.) The 12th level in the "Beginning" world (less than half way through) is so difficult as to require a Youtube video to figure out, and I still haven't been able to accomplish it. Effectively, I'm locked out of the remainder of the game, as the other Worlds are far more difficult. This is possibly the HARDEST game of this genre I've ever encountered, and I've played dozens.)

I've only been playing Draw Rider for a few minutes, but I already LOVE it! Fabulous ragdoll physics, tremendous challenge, a multitude of opportunities and a variety of modes. For this low price, quite an accomplishment (in one player's opinion. Admittedly and unashamedly, this is my \u201ctype\u201d of game.)

The goal of Draw Rider couldn't be simpler. Ride a bike (and six other things, apparently) from the beginning to the end. And it couldn't be more complicated either. Using the arrow keys you can move forward or backward and accelerate or brake. BUT.....keeping your wheels on the ground is another matter entirely, and nothing makes this more apparent than the first time you accidentally complete a triple-flip! The 150 courses involve all kinds of leaps and climbs, and a multitude of opportunities for disaster....and worse. You'll frequently find yourself dead, immersed in a pool of your own blood. Or you may succeed, unlocking the next level.

Each level of Draw Rider is timed and has the traditional "three levels of success", gold, silver and bronze. But unlike some games, if you don't get silver, you don't automatically get bronze. No, you MUST finish within the third time range, or you get a "Restart" instead of "Next" upon completion. Perhaps to make up for what may make some players unhappy, when you replay you get a ghost rider to show how you're doing compared to your best (though still failing) score.

Draw Rider has seven \u201cWorlds\u201d in addition to an online mode and a level editor. The worlds are:

- Bonus
- Challenge
- Beginning
- Black & White
- Gravity
- Earth
- Hardcore

While the levels in each World are locked (except the first), none of the Worlds are locked, so if a player gets stumped it\u2019s a simple matter to play elsewhere to gain skill. The opening World menu shows, for each, how many scores of each \u201cmedal\u201d you\u2019ve obtained, and the percentage of completion for that World.

I\u2019ll have more to say about Draw Rider later (as I explore each World), but I didn\u2019t want to wait another minute. For now, be aware that it\u2019s already dirt cheap (\$1.99US), AND on sale. Prepare to enjoy some of the most maddeningly \u201claugh out loud\u201d frustration you\u2019ve experienced lately.

Thank you.. If you played other Quell games than you know what to expect. What I didnt expect is that they made the puzzles harder and thats a good thing, plenty of content for the price tag.. This is not a good game. It is an excuse to waste time and incessantly click your mouse, to put it generously. What's more, the only way to succeed at the game is to play it over and over again -- not to practice, but rather to increase the yield of each click. Your time is better spent elsewhere.. High quality short little experience with a twist ending :). A great classic game well worth the purchase.. I think this is great flight simulation game for kids and adults to play if their bored or just want to feel like an eagle or Iron Man (doesn't have rocket gauntlets). It's really, really fun to mess around with.

The only thing I would like for the upcoming future and development for this game, is the size of the different worlds. Mars is HUGE! But I would like every world to be just as expanded and have more freedom of flight.

Also, this game could use some updates. Not that it's bad, but it's been more than 5 months now. This game just needs more attention than it should have right now.

Otherwise, this game is really fun and I recommend it for anyone! :D

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