

# World OF SIMULATIONS

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**COVER STORY**

## FARMING SIMULATOR 2011 PLATINUM EDITION

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and more.



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# World OF SIMULATIONS

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## WELCOME!!

**Party poppers are primed, bottle of bubbly is open and we've organised who is going to be our designated driver. Let the celebrations commence!**

We hope that you are as excited as us to flick through all the pages of our first issue of World of Simulations. Simulators are an excellent opportunity to try something that you may never get to experience in real life. Whether you want to drive trains or even run your own oil platform, there is always a great amount of variety and we've tried to squeeze as much as we can into the next 40 odd pages for our first issue. You'll find news, previews, interviews with developers and much more! If you want to tell us what you think of the magazine don't hesitate to write us an email at: [feedback@worldofsimulations.co.uk](mailto:feedback@worldofsimulations.co.uk).

So go on, check out the rest of the magazine, this is only the beginning.

#### The Editor

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# Playing

Ever wanted to fly a space shuttle? Win the World Cup? Maybe you just want to run the best farm in the world.

Whatever your passion, simulation games capture the magic of a real experience like no other, explains **Dominic Sacco**

THE BEST-SELLING PC game series in the world is not Call of Duty. It's not Grand Theft Auto. And don't even think for a moment that it's World of Warcraft.

Not one of the above come close to a franchise that doesn't have any guns, or swords, or ancient clichéd spells that can turn the most vicious of foes into a pile of bones at the click of a mouse.

It's not a shooter, puzzle or strategy title. Nor is it a football game or high-speed racer.

It's a simulation. A collection of games that instead focus on situations found in real life. You can get all kinds of jobs from banker to burglar, throw parties, or even wash dishes all day (if that's really your thing).

If you haven't already guessed, we're talking about The

# with Life

where you can make your own Phil Mitchells and Kat Slaters, and get them to antagonize one another until one moves out of the neighbourhood. It lets you play with life.

And that's the beauty of simulation games. They allow us to experience weird and wonderful activities that we might not have the chance to try in real life. There are no missions that must be completed in a certain way – unless you want to – instead you're left to experience an occupation, journey or event to your heart's content.

Become a Train Driver in...

## *Train Simulator 2012*



Sims. A series that has seen Electronic Arts sell well over 140 million copies to date and one which has amassed one of the biggest global gaming communities ever.

Why is it so popular? As you're reading the UK's first magazine dedicated to specialist simulation games – you probably already know the answer. There are too many reasons to list. Creating your own world. Exploring fantasies. Living out your dreams – as well as your nightmares. It's like the Eastenders of video games,

For almost every passion, hobby or interest imaginable, there is a simulation game to suit. It doesn't matter what you do at work, because at play you can become an astronaut, train driver, pilot, circus ringleader for example, London Underground Simulator lets players drive trains across every platform on London's famous Circle Line meticulously recreated in 3D.

Petrolheads can steer the wheel of a bus, car, tank and more in games like Euro Truck Simulator and Bus Simulator, with real European roads to navigate and explore.

But it's not all planes, trains and automobiles. Several publishing labels specialise on a plethora of obscure



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occupation-based simulation games for you to sink your teeth into such as Contact Sales' Excalibur and Mastertronic's Just Sims line of titles. The latter boasts games like Towing Simulator, while Excalibur presents products including Surgery Simulator, Street Cleaning Simulator, Farming Simulator and even in 2012 Circus World, offering hobbyists a real in-depth insight into professions they want to try out for themselves.

Iceberg Interactive's Space Shuttle Mission Simulator is also a noteworthy experience – especially for prospective astronauts who want to know just how difficult it is to land a space shuttle at 1,650 degrees centigrade.

Gamers with rose-tinted spectacles may remember the magic of Theme Hospital, Theme Park and RollerCoaster Tycoon from the '90s, or the sheer addictiveness of Championship Manager which captured the hearts of football fans the world over.

Who could forget taking Doncaster Rovers into the



The **HIGHLY** addictive **Championship Manager** from Domark.

Champions League, or creating a roller coaster so fast that it made all your park's customers sick?

### The download farm

Let's not forget the new wave of incredibly popular digital games that kids – and bigger kids – will no doubt love. FarmVille might not represent the most accurate depiction of life on a farm but it doesn't pretend to. Game Dev Story pales in comparison to making a real video game, but for a moment it lets the gamer forget about their real life and escape into a world where they manage a world-class development studio.

Although not strictly traditional simulation games, these types of downloadable and online titles are the first experience many youngsters and non-gamers will have with a simulation-like product. More importantly, games on Facebook let you play with friends and

family members, and so do an increasing number of PC simulations such as Railway Simulator and Farming Simulator 2011. Online gaming and downloadable content are here to stay, and may become key aspects of the simulation sector in years to come. Either way, it'll be exciting to see how this digital realm evolves.

### Open worlds

For now, there are hundreds of simulation games out there offering thousands of hours of gameplay to get stuck into, with miles upon miles of roads, water, sky and space to explore.

**“Online gaming and downloadable content are here to stay...”**

So get out there, see the sights and why not share your most memorable experiences with us? You can use our customer service e-mail address to contact us with your views and feedback. [customers@excalibur-publishing.com](mailto:customers@excalibur-publishing.com). Our aim is to be with you every step of the way, whether you love driving trains, flying planes or getting behind the wheel of a tractor, tank or truck.

We'll be bringing you the latest exclusive news, reviews, previews, interviews and more from the world of simulation games, so make sure you pick up a copy of the magazine every few months.

Unlike other genres in the ever-growing video game industry, simulations are what you make them. They're exciting, creative and realistic, offering you a raft of experiences to master. All that's left to do is to experience them for yourselves – and we'll help you get the most out of them.

### Enjoy the magazine.

**Dominic Sacco.**



From 1997. **Theme Hospital** from Bullfrog. **Proof that sims are fit and very healthy with a dark sense of humour.**

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EDITORIAL



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used in controlling snow plows and military Humvee turrets.

It's this high standard of quality that sets CH Products aside from the competition and earns them the respect in the industry as having a product line that exceeds warranty expectations, and made the transition into military applications and simulation training.

Not forgetting their roots, CH Products will continue to develop and support USB products for the latest Windows and Macintosh Operating Systems and popular simulation titles for many years to come.

**Look for exciting new products from CH Products in 2012!!**



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# THE FUTURE OF TRAIN SIMULATION HAS ARRIVED!



**Sequel to the award-winning RailWorks 2 Train Simulator, Train Simulator 2012 has been the talk of the summer among simulator fans. Now available in stores and online, Train Simulator 2012 is also being given as a free upgrade to all RailWorks 2 users. With significantly improved graphics and physics, track superelevation and even new weather effects, Train Simulator 2012 promises to raise the bar for some time to come.**

## Lights, camera... action!

By far the most noticeable advance in the sim is the dynamic multi-point lighting system. Sunlight and locomotive lights illuminate the way ahead, including

other trains and trackside objects, just like the real thing and create realistic shadows which enhance the driving experience and environment.

'We have listened carefully to our users over the past couple of years, and I think that with TS2012 we have produced something that will delight all our consumers, old and new' said RailSimulator.com CEO Paul Jackson. 'The focus is realism, from the lighting and scenery to how the loco's drive, and I think that will make it so much more compelling as a simulator. For example, I love the way that when I am coupling my locomotive to a train, I can tell I have bumped the buffers because the cab suddenly jolts! Details like this put the user right inside the cab.'

## Motive power

Train Simulator 2012 includes 16 locomotives, with everything from classic favourites to future concepts! Steam enthusiasts can pull a local goods train behind a Black 5, while those who prefer a super-modern express train can test their skills inside the cab of the Hitachi Super Express concept, which has been created with cooperation from Hitachi Rail Europe. The roll call of motive power continues with highly-detailed steam, diesel and electric locomotives from the UK, US and Germany - all featuring working lights, working windscreen wipers, realistic physics providing lifelike cab sway and sounds developed from real recordings.

## The routes

With 8 routes and more than 70 scenarios included, Train Simulator 2012 offers hours of driving pleasure. Each route is modelled full-scale, with all the towns, stations, track layouts and landmarks of the real routes included. The scenic realism is considerably improved over RailWorks 2, with draw distances significantly extended to allow detailed distant hills and mountains, plus lakes and rivers with dynamic reflections, and rain which streaks down the loco windscreen as in real life. The overall effect is of totally different moods depending on where and when you are driving: the difference between winter in Germany and high summer in California is a great deal more than merely switching from conifers to cacti! And for customers who purchase

the De-Luxe Edition, there is an additional treat in the form of the iconic Horseshoe Curve, an iconic 45-mile route situated in Pennsylvania deep in the Allegheny Mountains which shows off the capabilities of Train Simulator 2012 to perfection.

## Collect and build

With 8 routes and 16 locomotives, Train Simulator 2012 offers hours of entertainment straight from the box. However, with more than 90 downloadable add-ons offering additional routes and locomotives, from British tank engines to German high-speed express trains, and from Doncaster scrapyard to the New York-Philadelphia line, rail fans of all ages and tastes can find plenty to expand their virtual fleet. If users are still unable to satisfy their need for more miles of track to run on, the answer is simple: use the built-in editing tools to create routes from scratch! All the tools used by our development team to create routes - complete with trackwork, signals and scenery - are included within the game, enabling users to build the railway lines of their dreams.

## Where to buy

Train Simulator 2012 De-Luxe Edition is available to buy exclusively in the UK from GAME. It is also available online as a download from Steam and other leading digital retailers, and in PC game stores around the globe.



# London Underground

The third part of the popular 'World of Subways' series puts you in the driver's cab on the iconic Circle Line of the London Underground. With 35 beautifully recreated stations and both above and below ground sections, this is an opportunity to take control of the world famous "C Stock" tube trains as you follow a detailed timetable and a myriad of custom missions. The entire Circle Line can be explored, including the new Hammersmith extension.

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# Care to make your a little 'greener' in review of Farming Platinum Edition

An edited version of a review posted by Charlotte Woolley on the 12th of October 2011 on the Gamedcast website.

Simulators always have room for improvement, and if any one developer is a true believer in that fact, it's GIANTS Software, the creators of Farming Simulator; one of the biggest selling PC simulators in the world. GIANTS know their audience well and are very much aware of what they want in order to improve their farming experience, and so they give you:

*Farming Simulator 2011* **PLATINUM EDITION**

# r farm n our y Simulator



The biggest change brought forth in the Platinum Edition compared to the retail release of Farming Simulator 2011 is that everything has gone a bit green. There are a ton of new features and vehicles introducing new ways to gain revenue, adding more reasons to spend your waking hours farming.

The additions to the Platinum Edition are a far cry from the norm of Farming Simulator; they aren't all new pieces of machinery. In fact, with some of the new content you needn't toil hard at work to gain

The best deal in simulation!

# ACES HIGH!



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## Farming Simulator 2011 **PLATINUM EDITION**

any money from them; you just leave them to do their business.

If you are looking for easy money, then the best new resource at your disposal are the Beehives; these can be freely placed anywhere on the map when bought and simply reap in the cash; you can even watch the little bees come in and out of their houses. Now who'd have thought that bee-keeping would be such a low maintenance, high reward past-time?

If you prefer to take a more hands-on approach to your farming experience then the greenhouses are for you, they come in three flavours; tomatoes, lettuce and herbs. Much like the beehives they can be placed anywhere you want, as long as it doesn't intersect another entity. Greenhouses are a more demanding addition as you are required to keep them in check with manure and water. You'll need to use the new Lizard mobile water tank to rehydrate the vegetables and the front end loaders to pack the manure into them. If you want your new tools and gadgets to have a purpose, then you'll have the most

fun with the greenhouses; just make sure to put them near a source of manure, or you'll find yourself travelling back and forth a lot.

The more obvious attachments of 'green' farming are the wind farms and solar panels, unfortunately these are practically only present for decorative purposes, which for the high price tag makes them pretty useless. Whilst they do procure some revenue, it is so miniscule over the time frame that it takes, that it almost doesn't feel worth it. So if you want to make your farm look as environmentally friendly as possible, well, it's possible, just don't expect it to make very much of a difference.

If you aren't particularly environmentally friendly or just don't really care, the Platinum Edition does have more to offer the discerning farmer including branded machinery from **Lizard, Amazone, Gilibert, Bergmann, Pottinger, Krone, Horsch, Lemken, and Kotte Landtechnik** across 19 new pieces of equipment.

Most convenient of all are the new mobile tanks that



allow you to carry water, slurry, fertiliser and fuel with you, great for when you're running out of fertiliser at the other side of the island and in dire need of just that little bit extra. They are also fantastic for some co-operative farming online. There's also a selection of new dual-purpose forage wagon's, spreaders, loaders and a direct cutting system just to name a few. If you are an enthusiast when it comes to farm machinery, you cannot possibly be disappointed with the host of new vehicles and implements on offer.

If you are not versed in the mannerisms of Farming Simulator, there are various missions that you can carry out to allow you to learn the practice of becoming an agriculturalist. Unless you are an expert on farming cycles or farm machinery you will need to play through at least a few of the missions to get to grips with the game and it's multitude of features. Sadly, unlike Farming Simulator Gold, there are no new missions added on to introduce you with the new functions.

Farming Simulator 2011 is leaps and bounds above previous iterations in the series, which introduced on-line multiplayer to the vehicular simulator, allowing you to take your time farming the land with up to 10 friends or strangers; as it stands it is one of the biggest selling PC simulators and there are always a lot of fellow farmers about on the public servers.

Farming Simulator also has a huge modding community so if you want even more new vehicles to spice up your farm, or perhaps even a new map layout, there are tons waiting to be downloaded on the Farming Simulator website. Or maybe you want to try your hand at modding; what better place to start than the relaxed, slow paced world of Farming Simulator. Better yet, all of the extras included in the Platinum Edition will work in conjunction with any mods, so you can place beehives on the map that looks like your village, and try out your



Kirovets K-700A with the new Krone ZX 550 GD. Farming Simulator Platinum Edition supports most PC controllers, so we tried it out with an official Xbox 360 pad, and controlling your harvesters with a pad as you reap your crops is meant to be! Whilst there are a few button combinations that are a little fiddly to get the hang of, it is far more engaging to play than on a keyboard and mouse.

As simulators go, Farming Simulator 2011 has a living, thriving world that can look pretty stunning, which is unfortunately let down by the audio which is concentrated too much on the vehicles over the actual world. If you are new to simulators; the bumper-car





physics can be a little ludicrous at times, however thanks to the handy reset vehicles function in the main menu, you can rally up any vehicles that you just can't be bothered to return to your farm.

Farming Simulator Platinum Edition is a shining example of what makes a simulator great; the engaging world of farming is increased with the host of new features that have been added. Whilst some environmentally friendly additions are perhaps not as useful as you might have hoped, there is a wealth of machinery to satisfy the most hungry of fans. If you were thinking of busting into the strange and interesting world of simulators, where better to start, than with the greatest 4/5.

**Farming Simulator Platinum Edition is available to buy from October 21st for the SRP of £24.99. If you already own a copy of Farming Simulator 2011 you can upgrade your game with the Platinum Upgrade that will be available November 4th for an SRP of £14.99.**

It won't be the game on everybody's wish list, but if you have a hankering for some farming, there's no better game to scratch your itch.

**World of Simulations extends their thanks to Catherine Woolley of Gamercast for this review. You can catch up with many more great reviews on-line at [www.gamercast.ent](http://www.gamercast.ent)**



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*London Underground Simulator is the most realistic tube sim on the market.*



## Thomas Langelotz from **TML Studios** has been filling in (and minding) the gaps.

# TML

## STUDIOS

My name is **Thomas Langelotz** and I am from Thuringia in Germany. That is more or less right in the middle of the country. In 2004, my partner and I founded our little developer studio. We did not start literally in a garage, but in our living room, which we transformed into a work room. My dream was, and still is, that simulation games can feature the same look that is typical for action or role-playing videogames. We also wanted to create a more diverse gameplay experience than simple driving from point A to B.

We had already discovered the enormous potential of simulation games during our earlier developments. Now I decided to mix technical simulation games with interesting gameplay. I am also always on the lookout for interesting topics, which will interest players because they are tied into their past and present experiences.



### **World of Subways Vol.3 – London: Circle Line**

*This title looks fantastic - what made you choose to do the Circle Line as opposed to the other underground routes?*



We are choosing the locations of our games with a special exclusion procedure, using certain criteria, which I do not wish to go into at greater length right now.

### ***Did London Underground help you achieve the realism?***

We were lucky, that we were able to work officially with Danny Rose, a trainer with the London Underground. I hope he is fine with me mentioning his name here. Thank you very much for your help once again, Danny!

### ***This is the third in the series - how have the titles evolved since the first one?***

Through feedback from the gamer community we were able to fulfill a lot of their wishes over the course of the series. We keep developing and improving the technical aspects of our games in order to always reach the next goal that we have set ourselves.

### ***What sort of missions does the player get to do?***

We tried to integrate interesting tasks such as accident deployments and work at construction sites, catching up with time schedules and the relieving of colleagues. An interesting aspect is that the player has to partly use KI-trains to reach his destinations.

### ***What challenges did your audio team face when creating the sound?***

Oh, that was not at all difficult. Before my life as a game

developer I had been working in the music business for more than 10 years. I have developed quite a lot of skills during this time which are useful to me now.

## **Bus & Cable Car Simulator**

***With San Francisco being such a wonderful iconic city - I'm probably answering my own question here - but do you have any special reasons for setting it in San Francisco?***

The main reason to choose San Francisco was indeed our fascination with the famous cable car. As we personally visit all of our game locations in real life, I was able to discover that this city offers so much more to me than just this special vehicle. With this, the idea to make this game was born.



***You're giving quite a few different vehicles to drive, 16 I believe, - do you have a favorite?***

No, I do not. The truth is, we simply could not decide. So in the end there were 16 of them.

**Attention to detail is something that your company is getting a great reputation for, can you give us some idea as to the processes you go through to recreate such a well-known place like San Francisco.**

In order to recreate a location to one's best ability, you have to get the atmosphere and the special characteristics of a place right. Therefore it is absolutely necessary – at least in my opinion – to actually have been there and, if possible, more than once and for a longer time. During my stays I take literally thousands of pictures and hour long video recordings, which I can rewatch at a later time. It is a long process with lots of changes along the way until you have recreated the signature look of a city like San Francisco.

**I understand there's a career mode in Bus & Cable Car, what are its key features?**

The key feature is the unlocking of vehicles. Another important feature of the career mode is the refined and extensive reward system. By collecting these rewards the player is able to unlock new vehicles without spending any ingame money.

**You mentioned that there are several hidden extras in this title - can you give us any clues as to what they may be?**

The goal of finding the hidden extras is to improve the standard of living for your character. We have included several possibilities to do this. For example, we have hidden 70 hubcaps in our world, which will bring your character a lot of money. Another task would be working a nightshift, which is not directly related to the actual simulation. Your character can also earn additional money with this. Then there are also different gameplay extras such as sunglasses, which you can buy, and your character experiencing tiredness.

**BUS & CABLE CAR SIMULATOR - £24.99. OUT NOW  
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**TML Studios go to town on the realism with Bus & Cable Car Simulator - San Francisco.**



**An extensive and highly detailed map of San Francisco is included in this title - for the lost.**

RAILWORKS 3

# Train Simulator 2012

OUT NOW!

Sequel to the best-selling and award-winning RailWorks 2, the new sim (referred to as just 'Train Simulator 2012') will launch worldwide on September 23rd and ups the ante with the most realistic graphics and level of detail in the series to date.



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Our current catalogue of releases will enhance your flight sim experience in every way possible, bringing

you aircraft ranging from legendary fighters and luxury bizjets to cargo hauling workhorses and both classic and modern airliners.

If your perfect day's flying means visiting local airfields in a light aircraft, you're sure to find the perfect plane in our Flying Club hangar. The Archer III, Duchess and Seneca will be as familiar to the fixed-wing fraternity as the Schweizer 300CBi and the Robinson R44 are to helicopter pilots.

Spend enough time mastering the multitude of cockpit systems in modern jets and the intricacies of instrument flying and you'll be ready to take the Captain's seat in one of our many modern airliners. If you're not quite ready for the level of technical expertise demanded by these ultra-realistic simulations, the popular F-Lite range provides aircraft designed for the airliner pilot looking for top-quality modelling and accurate flying but without

the highest level of complexity.



*The Captain's office in the A320 Jetliner*

Our classic airliner hangar is also bursting at the rivets with beautiful machines such as the Constellation, DC-3 and Comet all taking to the skies in recent months.



*DC-3 – one of the Legends of Flight series*

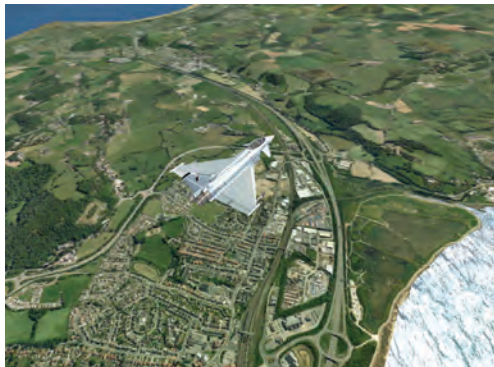
You can also step into the detailed cockpits of painstakingly researched military models which look and fly just like the real aircraft. Whether you're piloting propeller-driven World War II legends such as the Spitfire or Lancaster, flying freight in the mighty Hercules transport or speeding high above enemy territory in the F-117A Stealth Fighter, the immersion factor of Just Flight's range of military aircraft is second to none.



*The Battle of Britain Hurricane – a true flying legend*

Flight sim upgrades don't stop at the aircraft, of course. Innovative add-ons will let you download real-world weather conditions, fly into perfectly rendered airports,

soar above 100% accurate photographic scenery and fill your virtual skies with additional aircraft traffic – and that's just the start.



*VFR Real Scenery – photorealistic flight sim scenery for the whole of England and Wales*

You can even take up a virtual career and compete with a worldwide pilot community in Air Hauler, a truly limitless freight flying and management sim. Ambitious and reliable pilots can sign up to follow a structured career path in Cargo Pilot and Airliner Pilot.

## Rail simulation

There's never been a better time to start exploring the world of virtual railways, with the latest rail simulations at Just Trains offering a realistic and visually stunning driving experience and putting you at the controls of accurately modelled historic and contemporary locomotives.



*A4 Pacific Class – British steam engineering at its best*

Locomotives and rolling stock add-ons are always the Rail Sim best sellers, whether it's weathered freight wagons, the locomotives you'll see very day on the UK rail network or the magnificent steam locomotives which many of us never got the chance to see in their smoky and noisy prime! Our A4 Pacific Class and

Streamlined Princess Coronation Class collections are currently getting great reviews from classic rail enthusiasts, while the likes of the Voyager and Class 153 DMU are delighting drivers who aren't so keen on wielding a virtual coal shovel.



*The best selling Voyager – drive it today*

Cutting edge modelling techniques allow for incredibly accurate simulations of complete real-world routes – drive the 85 miles between Bristol and Exeter or the length of the modern Newcastle to York route and you'll think you've just travelled the real route! Custom scenario packages designed for certain routes give you a chance to put the rolling stock through its paces in typical realistic situations – and provide an enjoyable challenge for even the most experienced driver.



*Bristol to Exeter route – ultimate rail sim realism*

Visit our websites at [justflight.com](http://justflight.com) and [justtrains.net](http://justtrains.net) for a look at the huge range of sim titles in our online hangar and rail shed, and get in touch with us if you'd like to know more!

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# Euro Truck Simulator 2

**There is something oddly romantic about the career of a trucker. You get to travel great distances to deliver cargo, meet interesting people at the service stations and the long roads are great to just take some time out to think to yourself.**

Unfortunately I've driven down a different road career wise and the closest I'll get to handling one of these giant trucks is by playing Euro Truck Simulator 2, coming out in March 2012 for the PC. The original Euro Truck Simulator was released late 2008 and was received well, so the pressure is on to please their loyal supporters and to release a superb sequel that exceeds expectations. I'm sure that they'll deliver... I'm sorry I could not help myself.

If you never had an opportunity to play Euro Truck Simulator, the objective is to pick up and drop off cargo



Rail crossings, a constant time hindrance in real life for drivers... Now also affecting your virtual deliveries!

to other destinations. You have to meet deadlines and drive sensibly on your way to the delivery point otherwise any dangerous or reckless driving will be taken from your fee. Its sequel offers an even better experience.

The graphics have received a massive overhaul. Rightfully so, unless they fitted the trucks with flux capacitors and exceeded 88 mph we are not going to be returning to 2008 any time soon. The consistent demand for higher quality graphics over the years meant that the developers at SCS Software needed to create a new graphics engine. They have already released one game with the new technology called Trucks and Trailers, but a quick look at the screenshots for Euro Truck Simulator 2 reveals that it looks absolutely stunning.



The new engine at work. It is a breathtaking view.

SCS Software admitted that the world in the original title felt a little bit frozen and wanted to really make the landscape feel alive. One of their main inputs was to make nature feel more realistic, rather than immovable trees inhabiting the roadside they plan on making their branches sway in the wind. They have also improved the shadowing and the day/night cycles, essentially they've just been working a great deal to make the game look as good as it possibly can. Of course, this all still depends on the power of your computer, but they've been trying to work hard on getting the game to look gorgeous on a mid range pc.



Improved day and night cycles and textures on buildings make this title come to life.

Alongside graphical improvements SCS has been working on the computer AI that drives cars. In a technical test featuring two roundabouts situated close together it revealed that throwing in a bunch of AI cars the code could handle the demands needed to keep the traffic flowing smoothly. However, while the cars AI have made the travel a little bit easier, they have added obstacles such as roadwork and railroad crossings that slow down your delivery.

The trucks are going to be fully customisable ranging from simply choosing paint colours, to changing the type of rear view mirrors, horns and tyres that your truck is equipped with. But having a pimped out truck is all well and good, but if you have not got anywhere to drive, it automatically makes for an expensive parking space decoration. Thankfully it seems that you'll be spoilt for locations and will have an extensive trip ahead of you with plenty to see. The original games map took around 1.5 man years to complete; they've upped the game as they have spent over eight man years to complete the new map. They have covered a great deal of continental Europe from Poland, Germany, Belgium, Switzerland and more. Thankfully the UK also gets pretty extensive content too.

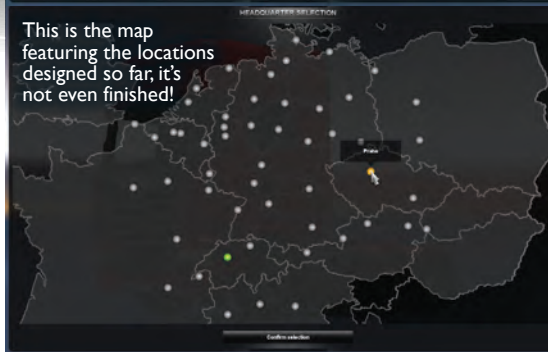
As travelling on the road is a long and lonely place it is suitable that you have some sort of companion to help you get through it, I normally have my mix tape of classic 80's hits but that probably isn't going to help a trucker complete their delivery on time. The route adviser makes an appearance in this game as the must have



Customisation is so versatile that you can change nearly every aspect of your rig.



This is the map featuring the locations designed so far, it's not even finished!



device for any trucker, it has GPS, details on your cargo and information about estimated time of arrival. It's a snazzy little device that is able to keep you going in the right direction.

The team responsible for this title have a workforce of about 5% the size of those responsible for titles such as the Gran Turismo series. It puts into perspective the amount of work that they are trying to complete. Of course, this is still a work in progress so the title may look even better on release but some of these features may not make it into the final game. Impressions are that they are going to achieve their objective in delivering an impressive sequel to one of their most popular titles that can be enjoyed by veterans and newcomers alike. Euro Truck Simulator 2 is expected to arrive before Easter 2012.



# World OF SIMULATIONS NEWS

## Ski Region Simulator



The snow plough is just one of the many vehicles at your disposal.

**GIANTS, one of the power houses of simulations are set to release a title to compliment this lovely time of year, Ski Region Simulator.**



As it seems like we've been getting a higher percentage of snow year on year perhaps the knowledge of how to drive a snow plough could come in very handy! The game's map is set to be 4 square kilometres in size and there are a variety of ways to get around whether it's by vehicle or by foot. The developers are renowned for delivering varied and in depth simulator titles and it



An extensive map means you'll have plenty of places to explore and a wide range of vehicles to do so.

looks that this is not going to be any different.

**Release date: 25th of November**

**Platform: PC**

## Airport Firefighter Simulator:



The controls look set to be incredibly versatile with a great amount of options for controlling the vehicles.

The game's title pretty much explains the concept as you play a Firefighter at an airport and of course as it's present in this magazine it is a simulator. It features



a variety of dangerous situations for you to deal with using various firefighting vehicles including the awesome Panther, a special breed of fire truck designed to be used in airports. All of this is done inside a massive

map totalling around 20 square kilometres so you'll be working those vehicles to the limit. We should expect to see the title in stores early in 2012.

**Release date:** Early 2012

**Platform:** PC

## Police Force

Ever since that iconic police drama left our TV sets last year we've been trying to find a suitable replacement. It seems as though there may be hope as an upcoming police simulation title for the PC called **Police Force** could very well fit the bill.



An on screen GPS system represented by heavenly floating arrows helps to lead you to your objective.

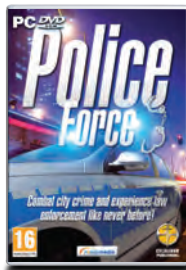
There are a number of scenarios ranging from hostage situations, bank robberies and even murder which are all set within a large German city. While you may start out on foot walking the beat you'll work your way up the ranks and have access to traditional police vehicles to navigate the open environment.

Alongside personally patrolling the streets you also have access to equipment such as radios, fire arms and of course the legendary handcuffs. One of the features that will keep the title fresh long after release is that you will receive dynamically generated emergency calls and daily employment instructions.

**Release date:**

**Early December**

**Platform:** PC



## Oil Platform Simulator

Excalibur Publishing has just released **Oil Platform Simulator** from Rondomedia for the PC.

The objective is to build, develop and maintain a



You start straight from scratch, choosing the location of your first oil platform.

selection of different oil platforms on the go; these are achieved via a variety of missions that you can complete either by performing objectives or scoring a certain amount of points.

One of the interesting factors is that the game has a number of different game play mechanics that range from sailing your ships, repairing the platforms and also controlling the drilling and pumping equipment.

**Release date:** Out now

**Platform:** PC



## Extra Play

Excalibur Publishing has brought out a new range called Extra Play, aiming to deliver some of their best titles at a great new price of around £9.99. Current titles include;

- Euro Truck Simulator
- Farming Simulator 2009
- Digger Simulator
- Crane Simulator
- Air Conflicts
- Bus Driver
- Demolition Simulator

The company plans to introduce additional titles into this range but have currently not named anything officially. It's excellent news to those who may not yet have had the chance to play through these classics.

**Release date:** **Out now**

**Platform:** **PC**

**Price:** **£9.99**



This simulation features a unique flight model allowing highly realistic simulation of the vertical takeoff and landing VTOL characteristics of the Harrier. Even the famous "airshow bow" can be performed! VTOL, STOL and conventional flights can be carried out with complete authenticity thanks to brand new programming technology replicating the exact auto nozzle/flap settings. No other simulation technique can simulate this as accurately.

The product includes an authentic sound set, special effects including exhaust smoke which changes with nozzle position and ground effect effects, cannon gun effect and a fully functional Heads Up Display. Also featured is an advanced radar scope showing AI traffic and other player aircraft if used in a multi-player session - three scanning modes and target information display the locked target on the HUD.

Just about everything in the Harrier cockpit is switchable and all controls are accurately reproduced for an immersive experience. No wonder PC Pilot magazine recently gave this Harrier their coveted PC Pilot Classic Award!



**Are you ready to take the controls and take a bow?**

## PRODUCT SPOTLIGHT

# Harrier Jump Jet

**System Requirements:**

**MICROSOFT FLIGHT SIMULATOR X with**

**SP2 or Acceleration**

**Windows 7, Vista or XP**

**Processor - 2.6 GHz Dual Core or better**

**Memory - 2 Gb RAM**

**Hard Drive - 190 Mb free**

**Video Card - 512 Mb**

**SRP: £24.99**

**For more details:** [www.simstop.com/store](http://www.simstop.com/store)

Wilco unleashes an iconic military classic that roars into life in Flight Simulator X.

The first Harrier took to the air in October 1961, remaining a unique and unrivalled aircraft performing in a wide range of combat roles ever since. The vectored thrust engine and nozzle arrangement has remained pretty much unchanged throughout the type history, right through to the final versions.

# Flight Replicas Cub

**System Requirements:**

**MICROSOFT FLIGHT SIMULATOR X with**

**SP2 or Acceleration**

**Windows 7, Vista or XP**

**Processor - 2.8 GHz**

**Memory - 2 Gb RAM**

**Hard Drive - 2.7 Gb free**

**Video Card - 512 Mb**

**SRP: £29.99**

**For more details:** [www.simstop.com/store](http://www.simstop.com/store)

Seventeen models and 34 paint schemes make this the most extensive collection of Cub aircraft ever brought together in one boxed release for Flight Simulator X.

The Flight Replicas Cub Package features Cub variations that were in production between 1937 and 1949. The Cub has proved so popular and endearing that not only are many of the originals still flying, but there are many



close imitations in kit form still being produced today!

This authentic simulation features 34 variations of the J-3, PA-11 and L-4 Cub paint schemes and configurations, including the limited edition "Flitfire" with RAF roundels. The J-3 and PA-11 are fitted with wheels, float and ski undercarriage, the L-4 "Grasshopper" civilian versions with wheels and the

military paint schemes have wheeled plus float variants. A broad range of aircraft, perfect for STOL performance in all FSX environments, no matter how hostile.

**All you need to do now, is decide if you want to go skiing, fishing or bush flying !**

## The Ultimate QualityWings 757 Collection

The most comprehensive 757 package ever created for Microsoft Flight Simulator.

### System Requirements:

**MICROSOFT FLIGHT SIMULATOR 9 (FS2004) with SP1 or MICROSOFT FLIGHT SIMULATOR X with SP2 or Acceleration**

**Windows 7, Vista or XP**

**Processor - 1.6 GHz**

**Memory - 2 Gb RAM**

**Hard Drive - 1 Gb free**

**Video Card - 512 Mb**

**INTERNET ACCESS IS REQUIRED FOR INSTALLATION**

**Price: £39.99**

**For more details: [www.simstop.com/store](http://www.simstop.com/store)**

The QualityWings Ultimate 757 Collection features fifteen different models and over 125 liveries making this an enormous addition to your hangar. Developed for both Flight Simulator X and 2004, there is truly something for everyone in this collection. Whether you like to fly passengers to their holiday destinations, or deliver



cargo to the far corners of the world, there is a model and livery here to suit your style of flying!

Every 757 variant ever to come off the production line has been reproduced. This choice is not just restricted to the exterior models. Choose to fit each aircraft with either standard 757 panels or retro-fit glass cockpits, you can tailor your flight deck too.

'Mid-Level' systems programming has simplified the flight deck so that you can concentrate on the enjoyment of flying the aircraft rather than complex systems management, yet still gives you both the look and feel of flying a 757. You can simplify the systems even further to make the aircraft a truly 'Lite' version to just jump in & fly.

High-quality sound-sets are provided for both Pratt & Whitney and Rolls Royce engine variants, recorded from the actual power-plants during an engine run through the complete throttle range. Even cabin calls and safety announcements are simulated to make your 757 experience as immersive and authentic as possible.

**Which one will you fly today?**

## The iFly 737NG

### System Requirements:

**MICROSOFT FLIGHT SIMULATOR X with SP2 or Acceleration**

**OR MICROSOFT FLIGHT SIMULATOR 9 (FS2004) with SP1**

**Windows 7, Vista or X**

**Processor - 2.0 GHz**

**Memory - 2 Gb RAM**

**Hard Drive - 1.8 Gb free**

**Video Card - 512 Mb**

**SRP: £39.99**

**For more details: [www.simstop.com/store](http://www.simstop.com/store)**

Published in individual Flight Simulator X or 2004 boxed editions, this extensive package features not just a couple of aircraft models, but the entire range of 737NG 600, 700, 800, 900, BBJ, BBJ2 and BBJ3 models! There are dozens of airline liveries on the disc and many more liveries available for free download.

The iFly 737NG is the most sophisticated and complete 737 add-on for Microsoft Flight Simulator so far. Highly accurate simulation of cockpit and systems, along with features such as ground support and push back, make this a premier expansion to the Microsoft Flight Simulator series. The product has been tested by real-world NG pilots who have been involved in



all stages of development to ensure that this aircraft looks right, flies right and systems perform exactly as the real aircraft. Their contribution has been invaluable to achieve the accuracy required for this simulation.

The boxed product also contains a comprehensive printed manual which explains the essentials and features a

first flight tutorial PLUS full-colour poster-sized panel guide to help you find your way around the flight deck. A 500+ page Operations Manual based on the real aircraft manual, Quick Reference Handbook, extensive tutorial giving advanced training in the use of the FMC and auto-flight system and much more are automatically installed and available in PDF format!

Why not build an entire custom fleet!

The iFly configuration manager not only lets you load & fuel the aircraft and install liveries, but can set up individual panel changes and fittings to match the real world airline configuration. This gives you the ability to build your own custom fleet of aircraft.

## Introducing Excalibur TV



Excalibur TV is the latest addition to the Excalibur Publishing website, aiming to be a fun and informative index of simulation related videos. On it you'll find the latest trailers, features, and other content related to the latest releases in the World of Simulations. You can find out more by visiting [www.excalibur-publishing.com/excaliburtv.htm](http://www.excalibur-publishing.com/excaliburtv.htm)

## Join Our Airborne Armada.

The aircraft are simulated, the adventure is real!



### UAV WATCHKEEPER

Entering service with the British military in late 2010 and still on the secret list, the Watchkeeper is the state of the art in unmanned aerial vehicles.

Designed for Intelligence, Surveillance, Target Acquisition and Reconnaissance (ISTAR) the Watchkeeper is available for a wide variety of missions including Special Forces support.

**OUT NOW!**

### DISCOVER USA

Experience the breathtaking beauty of the United States of America, as Discover USA takes you on a tour of this country of superlatives and scenic surprises.

North and South, East and West, this unique aerial tour leaves no stone unturned in exploring all that the USA has to offer. Fly over the Rockies and the Grand Canyon, visit New York, Washington D.C and Los Angeles and cross thousands of miles of the USA.

**OUT NOW!**



### SHORT SUNDERLAND

Take to the skies in the most authentic Sunderland ever to fly in Flight Simulator with a wide range of liveries from the RAF, Commonwealth Forces and civilian operators.

A wide range of included missions (FSX only) puts your flying skills to the test with challenging sorties around the world!

**OUT NOW!**



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# CHECK YOUR SPECS!

We always advise that you check system requirements carefully before purchasing as you may have difficulty post purchase in obtaining an exchange or refund. Here is a list of system requirements for some of the products featured in this issue of *World of Simulations*. If you need more information we suggest you visit the website shown next to each product.

## London Underground

Operating Software: **Microsoft™ Windows XP (SP2) \* Vista \* 7**  
Processor: **Dual Core 2.6 GHz**  
Memory: **2GB RAM and 2GB HD space**  
Graphics card: **GeForce 9800 or similar ATI**  
Sound card: **DirectX 9.0c**  
Other: **PC DVD-ROM Drive**  
NB: **On-line activation required**  
PEGI rating: **3+**

## Farming Simulator 2011 Platinum Edition

Operating Software: **Microsoft™ Windows XP \* Vista \* 7**  
Processor: **2.0 GHz Intel or AMD**  
Memory: **1 GB RAM and 1GB HD space**  
Graphics card: **NVIDIA GeForce 6800 series, ATI Radeon X850 or S3 Chrome 430 GT (min 256 MB VRAM)**  
Sound card: **DirectX 9.0c**  
Other: **PC DVD-ROM Drive**  
NB: **Internet connection required for activation of extra content and multiplayer mode**  
PEGI rating: **3+**

## Farming Simulator 2011 Official Add-on

**Important:** If you already have Platinum Edition you do not need to buy this add-on. This add-on requires Farming Simulator 2011 to run. Your version of Farming Simulator 2011 should be at least v2.2. If your version is earlier than this a patch/update is on the CD. To install the patch, insert the CD, wait for your computer to recognise the disc, click on the Windows Start icon (bottom left) then click Computer. Right click on the drive that has the disc in and select Open from the menu. You will now see the contents of the disc, double-click the folder called patch. Double-click/run the file **FarmingSimulator2011Patch2.2EN.exe** and follow the on-screen instructions to update Farming Simulator 2011

Operating Software: **Microsoft™ Windows XP (SP3) \* Vista \* 7**  
Processor: **2.0 GHz Intel or AMD**  
Memory: **1 GB RAM and 1GB HD space**  
Graphics card: **NVIDIA GeForce 6800 series, ATI Radeon X850 or S3 Chrome 430 GT (min 256 MB VRAM)**  
Sound card: **DirectX 9.0c**  
Other: **PC CD-ROM Drive**  
NB: **Internet connection required for**

**activation of extra content and multiplayer mode**  
PEGI rating: **3+**

## Train Simulator 2012

Operating Software: **Microsoft™ Windows XP \* Vista \* 7**  
Processor: **2.8 GHz or faster**  
Memory: **2 GB RAM and 6 GB HD space**  
Graphics card: **256 MB with Pixel Shader 3.0\* (AGP PCIe only)**  
Sound card: **DirectX 9.0c**  
Other: **DirectX® version 9.0 included \* PC DVD-ROM Drive**  
NB: **Internet connection and Steam account needed for activation. Steam account is free.**  
PEGI rating: **3+**

## Bus & Cable Car Simulator – San Francisco

Operating Software: **Microsoft™ Windows XP (SP3) \* Vista \* 7**  
Processor: **2.6 GHz or faster**  
Memory: **2 GB RAM and 2GB HD space**  
Graphics card: **GeForce 9800 or similar ATI**  
Sound card: **DirectX 9.0c**  
Other: **PC DVD-ROM Drive**  
PEGI rating: **3+**

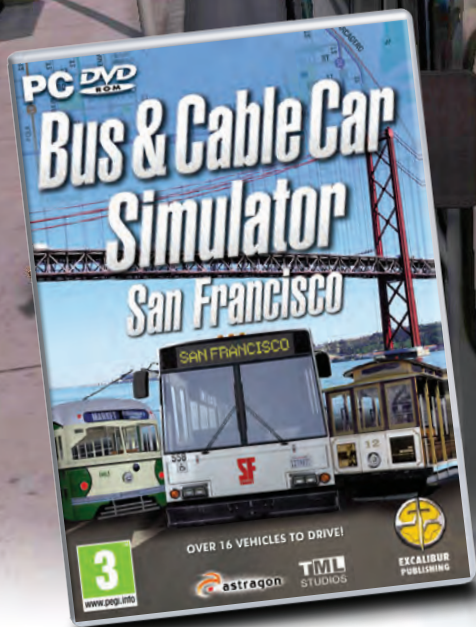
## FIM Speedway GP4

Operating Software: **Microsoft™ Windows XP \* Vista \* 7**  
Processor: **2 GHz AMD Athlon**  
Memory: **1GB RAM (2GB Windows Vista and 7) 4GB HD space**  
Graphics card: **GeForce 7600 Radeon 9800**  
Sound card: **DirectX 9.0**  
Other: **PC DVD-ROM Drive**  
NB: **Internet connection required for multi-play**  
PEGI rating: **3+**

## Pro Farm I

**Important:** Pro Farm I is an add-on for Farming Simulator 2011. You must have Farming Simulator 2011 (version 2.2 or higher) installed to be able to use this add-on.  
Operating Software: **Microsoft™ Windows XP (SP3) \* Vista \* 7**  
Processor: **CPU Intel or AMD with at least 2.4 GHz or better**  
Memory: **2 GB RAM 750MB HD space**  
Graphics card: **3D video card with 512MB (1024MB recommended) On-board video cards are not supported.**  
Other: **Sound card \* PC CD-ROM Drive**  
NB: **Internet connection needed for activation of serial key.**  
PEGI rating: **3+**

# YOU WAIT ALL DAY FOR A BUS, CABLE CAR & TRAM TO COME ALONG... AND THEN ALL 3 COME TOGETHER!!



**One of the greatest British past times and in a way, a bonding exercise between strangers is communal moaning.**

Nothing brings it out more so in a public environment than if the number 23 bus is running a few minutes late. It's common ground between two strangers waiting at a bus stop and the brunt of the blame goes to the poor driver of said bus. Excalibur Publishing along with developer TML Studios lets you experience life as an employee of the public transport service.

It's essentially a bus driver simulator and if you are thinking about just hopping in and picking it up straight away, well, that's not going to happen. I've played a few simulators but nothing as in depth as this, you have your handbrakes, your gears, and most importantly you have a wide range of different controls that affect the ventilation, the bus doors, the computer that sets the route and of course, charging people for the journey. You can even decide if you want to welcome customers into the vehicle with a friendly hello or if you want to miserably mutter your greeting in a way that says you really don't want to be here. They've kept it very rich in content and while at the beginning you'll struggle to get the vehicle to act how you want, it really does add a great sense of achievement when you begin to merge it all together into a fluid motion.

As the game starts out you'll be in a particularly dingy apartment that looks as though it's a student bedsit! It has pizza boxes spread over the apartment and probably an army of cockroaches diligently planning world domination under the floorboards. I'm unsure if this is representative of the actual pay bracket of the regular San Franciscan bus driver but the apartment is a state and you'd want to get out of it straight away. Fortunately, your character wants to make it big in the world of public transport; to be earning enough money to invest in new vehicles and even a new apartment. You have to complete bus routes and also specific missions that don't always involve a bus. For example you could be driving a van to fix a broken down bus fan belt or it could be as simple as searching an old lighthouse with a torch. These side missions make the game feel much

more complete as you are not just performing a single duty throughout the entire game; it's great to offer players variety when you have an expansive map such as San Francisco.

One of the interesting aspects of the title is the rewards scheme. As a real driver, any acts of danger are reported on your drivers licence. This game does the same kind of thing and means that if you crash, go through a red



light or go across a motorway in the wrong direction, it's considered a negative reward and you may even have to pay a penalty fee. However it works both ways and you can get positive rewards as well. Now, they act as though they are similar to an achievement system but they serve a greater purpose. If you complete various rewards you may be able to exchange them for new vehicles. Of course, you can use money to pay for the vehicles, but as you may imagine they are very expensive so it's in your best interest to unlock the vehicles by completing rewards.

*Those that enjoy train sims should find some fun operating the cable cars.*



## BUS & CABLE CAR SIMULATOR ★ REVIEW

Many of the vehicles differ in size and their intended duties. For example a corner would be much more difficult to combat in a long bus than one of the smaller pickup trucks. Turning a corner sounds simple enough doesn't it? Well, technically you have to work on angles and prepare to return the wheel once you're midway through a corner. The steering feels real, unlike action racing games like *Need for Speed* where pressing left or right on a control pad is an instant turn. Of course, this is the intention of the game, it may feel clunky at first if this is your first foray into the world of simulations but this is a traditional game play mechanic.

One of the important parts of the game is the location, and it's incredible that they've managed to fit such a large map into the game. It will take you hours to see everything the map has to offer. This means that the amount of routes available are pretty high and total over 40 different bus and cable car routes that you can complete.

If you are looking for a new bus simulator, then Excalibur Publishing have delivered. The addition of cable cars

and completing other jobs adds an extra level to what would be a perfectly fine game if sold exclusively as a bus simulator. It takes place on a huge map, the graphics look great and you can play the game however you want. If you don't feel like doing a bus route, don't do it! If you want to just cruise around clocking up high speeds, go ahead. It's this feeling of freedom mixed with a high level of optional objectives that make this game shine.



**BUS & CABLE CAR SIMULATOR - £24.99. OUT NOW  
PC DVD-ROM**



***“I’ve played a few simulators but nothing as in depth as this...”***

**WIN!!**  
**A FABULOUS**  
**SAMSUNG**  
**GALAXY TAB**



**WORTH £399!!**

**The innovative Samsung Galaxy P7500 3G Tablet PC is ideal for your mobile life, thanks to its 3G and WI-Fi access.**

With a striking 10.1" high definition touchscreen, the chic white Samsung Galaxy P7500 3G Tablet PC offers a high-resolution display combined with full web browsing, thanks to the Adobe® Flash® Player 10.1 which supports the latest rich-media website and video content.

With 16GB of built-in memory, the Samsung Galaxy P7500 3G Tablet PC offers plenty of space for storing data and multimedia, including any pictures taken on one of the two cameras the Galaxy has!

Offering amazing hubs that include downloading music, E-mail, and reading books or newspapers, the Samsung Galaxy P7500 3G Tablet PC offers so much variety for you to enjoy.

**COMPETITION • COMPETITION • COMPETITION • COMPETITION**

# ***What's the name of the Game?***

Way back in April 2011 **Excalibur Publishing** released this simulation game. We've removed the title and all you have to do to be in the running to win a **Samsung Galaxy TAB** is name the title.

You can send your answer by e-mail to: **competition@worldofsimulations.co.uk** and putting "GALAXY" in the subject line. Alternatively send in by post to the following address:

**Name Of The Game,  
 PO Box 586, Banbury,  
 Oxfordshire OX16 6BY UK**

Closing date is December 31st 2011  
 Full entry rules and conditions can be viewed on our website: **worldofsimulations.co.uk/competition.htm** or by sending a self addressed and stamped envelope to the address above.



**ANSWER:** *The name of the game is* .....

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# London Underground Simulator World of Subways Vol. 3

The **World of Subways** series presents the simulation enthusiast with the most interesting Subway lines around the world for the PC. Following **New York and Berlin** is **Volume 3 – London Underground**.

The complete track of the **Circle Line** is included with the new section to **Hammersmith** that opened in **December 2009**. **London Underground** offers many hours of fun to play with interesting activities along its **27 km route and 35 stations**.

The Circle Line first made its appearance in the London Underground (The Tube) in 1949 and has been called the Circle Line since 1949 – this is because that is precisely what it does – circle the city centre of London. Not originally intended as a separate line, the Circle Line was borne from two different single routes – the Metropolitan Line and the District Line with two short sections added to make the curve of the circle. These connections are between the stations of High Street Kensington and Gloucester Road and Aldgate and Tower Hill in the city.

I must admit, I haven't been terribly fond of World of Subways, much less subway simulation products in general, although this is a matter of my personal choice being classical locomotives and therefore belonging to the traditional rail simulation genre. However this latest World of Subways (London Underground) has changed my opinion and I am totally excited about what TML Studios, the German developer of the World of Subways



series, have accomplished with this subway simulator, demonstrating that they have surpassed themselves at least once!

I found World of Subways Vol. 1 - New York Subway relatively interesting, mainly because of the surface line sections, which – to a regular train driver like myself - brought more variety and “fresh air” to the monotonous and forever dark subway operations.

World of Subways Vol. 2 with the Berlin Subway had been a giant step forward technically and established World of Subways as THE subway simulator, but it wasn't quite as exciting in respect of the gameplay. Now World of Subways Vol. 3 - London Underground is in a different ballpark: a perfect symbiosis of simulator and game with almost perfect technical implementation. Immediately after you receive your driving instructions you get your first impression - THIS is what a simulator should be like! Developers from other train simulators could definitely learn from this one.

Granted that TML Studios are not only experienced in the simulation field but have also made themselves well known with the adventure game "Sunrise". This influence is distinctly noticeable in World of Subways Vol. 3.

London Underground is an exemplary example of



how to integrate the simulator operations and the player. Even as a beginner the scheduling and operating procedures of the London Underground are the finest I have seen.

If you begin the London Underground as a novice there is a great choice and variety of precast instruction missions. As an "apprentice" all systems, controls and operations will be shown, explained and familiarized by the guidance of a driving instructor so that you can get right into the driving seat.

By this you also learn that the rear lights of a Tube train have to be switched on in the backward leading cab. If you start operating the train in the forward leading cab and have forgotten to do this, you simply have to get out and run all the way back to the end of the train to switch on the rear lights!

Besides the instruction missions one can also jump directly into the operation of the London Underground and drive the route by schedule. In comparison to a regular train driver, driving a Tube train can be like driving a rollercoaster. So if you are the type of gamer that likes fast realistic action then driving a Tube train could well be for you, but Casey Jones might find it a bit stressful!

Admittedly, on the surface line sections you just feel like a conventional train driver. The difference to the regular railway is not that big. However, as soon as it goes underground and the visibility is limited by the tight tunnels and sudden junctions, maximum attention is required. Every few yards there could be signals, junctions, speed limits and certainly oncoming traffic emerging.

The switchable monitor displays help you keep on schedule as they display "delay" or "punctual" that is always visible to the driver.

The extremely high visual and audio standard of World of Subways Vol. 3 is genuinely intriguing. If you have ever been on the London Underground, you will never forget the announcement at every station of "Mind the gap!" Generally the sound environment reproduced is so authentic that you might be mistaken that you have truly been transported to a Tube station!

The graphics of World of Subways Vol. 3 is equally as ostentatious as it is detailed. After all TML-Studios had an official licence to examine and photograph the London Underground in order to reproduce this simulator as realistically as possible.

The graphics engine of World of Subways Vol. 3 can be optimally adjusted to weaker PC-systems. The performance of a PC in combination with World of Subways mostly benefits from the technology to adjust the visibility depending upon the distance of the viewer. Far away objects will only be displayed shortly before they are in sight and the result is a significant increase in the frame rate. In the underground area this is not as noticeable due to the visibility whilst driving being only a few hundred yards anyway. However it is significantly more noticeable on the surface sections as distant objects have to be faded out due to performance issues of the PC.

The hardware requirements of World of Subways Vol. 3 are rather modest. It doesn't have to be a high-end PC-system to play and enjoy the London Underground in the best quality. Rarely has a rail simulator fascinated me as much as World of Subways Vol. 3. TML-Studios have managed to develop a rail simulator that is technically excellent and with addictive gameplay - not only challenging but also fun to play.

World of Subways Vol. 3 is one of the best rail driving simulators currently available on the market. From a technical and game play perspective this Subway Simulator has reached near perfection.

The London Underground, whilst made in Germany, represents the technical wizardry and quality that German developers are known for.

**Frank Moellenhof**



# NO BRAKES. NO GEARS. NO FEAR.

## FIM SPEEDWAY GRAND PRIX 4

FEATURES



**If you had asked me to get into a vehicle that didn't have brakes and speed around an oval track at high speeds, I'd call you insane, then make a mental note never to ask you for a lift.**

Speedway is a racing sport where riders drive bikes that have an engine with a maximum of 500cc and they also don't have any brakes. It sounds incredibly dangerous and not a hobby that I'll personally pursue, however I have gathered an interest in at least trying it out. Thankfully, Excalibur Publishing with developers Techland have decided to safely satisfy anyone's curious urges with PC title FIM Speedway Grand Prix 4.

For those who are new to speedway, let's have a quick run-down of the rules. A race is between 4 riders and lasts four laps of the circuit. At all times at least one wheel should stay on the track and no dangerous driving which may result in your own or other people's accidents is permitted. Ideally, you'll always aim to be in first place and your rider gets rewarded points relevant to their position (3,2,1 and none for last or not finishing) which then gets tallied up and the riders with the most points enter the knock-out phase of the GP.



*Races are very close which can make accidents difficult to avoid.*

There are a lot of other rules specifically regarding the Grand Prix and the heats, but these are the very basics to get you started.

There are a dozen modes to choose from including a practice area to sharpen your skills, single matches for a quick race against AI, you can participate in the grand prix season or you can start a career. The game does a great job of allowing you play how you want, races don't tend to last longer than a minute so it's always fast paced. However, game modes such as grand prix season or career do have a longer lifespan that will require more of your attention.

As this is an official licensed product, you can expect to see a range of world





Professional riders and official tracks are available for fans of the real life sport.

class professional drivers from former world speedway champion Nicki Pedersen to the current speedway world champion Greg Hancock. But there are also recreations of famous speedway circuits including Prague, Gothenburg and even Cardiff. Of course, this all depends if you are a fan of the sport as you may not be aware of the riders or the racetracks if this is your first step into speedway. You can casually get into this title without prior knowledge, it isn't going to affect your experience but those who know the names and locations will be pleased with this addition.

Chances are you have played racing games before, whether they are Formula 1 titles, Gran Turismo or even Burnout, these are the more commercially known franchises and FIM Speedway Grand Prix 4 delivers a racing experience that feels very traditional. There is an emphasis on simulation as you need to control your clutch to get the best start, and also decide the best time to ease your bike into a drift to go round corners. Drifting doesn't control the same way as any of the aforementioned titles, it has a different feeling that is difficult to explain, but once you get to grips with it you'll understand how to effectively make a turn. For those who are a little bit more inclined to an arcade experience, you only need to visit the options menu and you will be able to adjust the control settings from simulation to arcade game setting to suit your play style which will make it easier to turn corners.

If you choose to play through the career mode, searching for fame, glory and fortune, you'll be presented with a mixture of racing and management. You don't just breeze from race to race without a care in the world, you've got to make decisions regarding sponsorship,

repairs on your bike and deciding whether to spend money on upgrades. The first decision is to choose from a selection of sponsors, each of them representing different store discounts. Unfortunately you may have difficulty selecting your first sponsor as you don't quite know what parts of your bike will benefit from initial upgrades. Part of your contract with the sponsor is to fulfil their requirements and some even offer bonuses for performing objectives. These range from achieving a placing on the podium a certain amount of times to not crashing in an entire grand prix.

Once you start racing in the career mode you may realise that your bike is in dire need of upgrading in order to place you higher up in the rankings. Between grand prix's you'll be greeted with a menu screen where all of the maintenance needed to your bike is available.

Each race slowly chips away at your bikes health and you'll need to keep bringing in more money to repair it. The decision of whether to repair your bike or spend the money on better parts always becomes a slight issue as you juggle your finances around. It's an interesting game mode for those who are into customisation

and maintenance, but it can be, at times, difficult to understand what you need to purchase. Career mode is for people who really want to get stuck in and live the life of a speedway racer. But it's understandable that some players will prefer to play through the game modes that don't require the player make decisions to repair and upgrade their vehicle.

Overall, the game offers a great selection of tracks, riders and even has the ability to immortalise your best races by saving replays. However, one of the most impressive parts of this title is that while it is sold as a sort of simulation and has a high level of sim style game play mechanics and controls, you have to play it that way. The ability to turn off injuries, adjust game controls and a variety of different game modes means that if you want a title to ease yourself into playing simulators, this might be a great point of entry if you enjoy your racing games.

**FIM Speedway Grand Prix 4 is out now for the PC.**

**Chris Cleveland**



Repair old equipment or invest in new? You have to manage your bike in between grand prix's.



# REVIEW

## Pro Farm I



**Title:** Pro Farm I  
**Format:** PC CD-ROM  
**Price:** £14.99  
**Date:** Out Now  
**Add On:** Farming Simulator 2011  
**System:** Windows XP, Vista or 7

Ah, the countryside, peaceful, relaxing and breathtaking to look at. If you're like myself and live in the city, chances are you'll have heard many people talk about picking up all their stuff and moving into the countryside to live a life of tranquillity.

But some people make a living out of the country, moulding and shaping the landscape to survive, and no, I don't mean Bear Grylls. They are called farmers and if stepping into wellington boots in real life and trouncing through mud is not something you particularly want to do, at least you can do it virtually in Pro Farm I, an add-on to Farming Simulator 2011.

Let's talk about the objective of the game before we get to any of the new additions.

You are an agriculturalist. Which is just a really, really fancy word for farmer. Your objective is to make a vast amount of money from harvesting and looking after cows and you do this by using a selection of vehicles that attach to an army of tools.



The tractor is the most loyal, providing a great amount of versatility acting as the Swiss army knife of the farming world. It can plough, sow, deliver wheat or corn and chances are you'll be spending about 70% of your time driving one while you hire Computer AI characters to control the combine harvesters.

So that's it in a nutshell for those who may not yet have had the chance to play Farming Simulator 2011. But what does Pro Farm I offer?

Well, the main thing that Pro Farm I offers is a new map set in an English fictional area called Riverside. It's appropriately named because of the river separating the map in half. Luckily there's a bridge so you don't have to worry about swimming to get to the other side, but of course you can choose to swim it if you want. There are a few English treats available including road signs and red phone boxes. Unfortunately though the great British breakfast is nowhere to be seen!

The map is actually very good for veterans of Farming Simulator 2011 because you can't move more than a few feet without stumbling across a vast field of wheat



or corn. There are hundreds of yards of fields and you'll be multitasking vehicles like a madman trying to keep up with the work. Initially when I first started, the map looked as though a bomb of combine harvesters hit it but once you begin to master hiring workers to perform the duties of the vehicles then it's much easier to maintain and keep the farm looking good.

Additionally the mod also introduces a selection of vehicles including New Holland tractors and combine harvesters. They have a lot more power than the traditional vehicles which makes it easier to maintain the fields. They've put a lot of work into making these new vehicles really stand out. The interiors have a great



design to them including all of the dials and switches and you can even choose to open and close various windows, I don't believe that it affects the game play, but it's these little things that make you feel more involved and immersed in the game world.

The add-on does its job at delivering a new map and a variety of extra tools and vehicles. You'll still need

to use some of the original vehicles but you're given a greater option of variety. It's easy to set up, you can play as you please and there's a great deal of depth to it. I need to stress that this is an add-on and if you don't own Farming Simulator 2011 then it won't work, but if you've already bought Farming Simulator 2011 and fancied a little bit extra, then this is a welcome addition.



# BUYERS GUIDE

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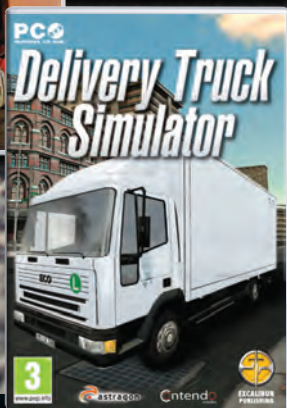
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