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About This Content

Be a bus driver!

Have you ever dreamt of being a bus driver? Well, now you can take your seat behind the steering wheel of faithfully recreated service buses of the “Wiener Linien”! Fully functional cockpits with lots of animations and realistic sounds ensure high authenticity and create a simulation with the true flair of Vienna!

“Wien 2 – Line 23A” is the second of two add-ons for OMSI 2 placed in Vienna. It includes the route of Line 23A in different variants and traffic routings as well as the appropriate articulated buses of high-floor and low-floor generations.

The interesting and challenging routing has been modeled in a true-to-original way with many objects and details and offers prolonged driving pleasure for beginners and advanced drivers alike.

The buses are completely animated and include lots of functions of the everyday bus rides such as original announcements! AI-controlled passenger cars, buses, trains, trams and subways can be encountered on the route thereby putting the finishing touches on the scenery.

Perfect interplay

An ideal complement to this add-on is “Wien 1 – Line 24A”: The rigid buses which operate on Line 24A start out from the same point of departure as those on Line 23A. Together, both add-ons ensure great variety and driving fun for many, many hours!

FEATURES

- Articulated bus NG 235 M18 (first low-floor generation)
- Articulated bus GU 240 M18 (last high-floor generation)
- Route Vienna – Line 23A up to the year 2005 to Kagran
- New routing Vienna – Line 23A since 2006 up to “Kagraner Platz“
- Lots of new objects and street models
- Real streets and buildings – maximum of authenticity
- Many different routings with original timetables
- Original „Wiener Linien“ bus stop announcements
- AI tram Type E1-c3 and Type ULF
- AI subway Type U
- All vehicles are original replicas of the “Wiener Linien”
- AI trains city train BR 4020 and Taurus locomotive BR 1116 of the ÖBB (Austrian Federal Railways)
- New AI cars and AI motorbikes, perfectly animated – for the first time in OMSI’s traffic
- Interesting and challenging routing
- Many details and authentic scenery objects

Area / Line: Vienna, 22nd District

Line 23A in different routings:

- until 2006: Kagran U – Hirschstetten am Heidjöchl
- since 2006: Kagraner Platz U – Hausfeldstraße S

Title: OMSI 2 Add-on Vienna 2 - Line 23A

Genre: Simulation

Developer:

ViewApp

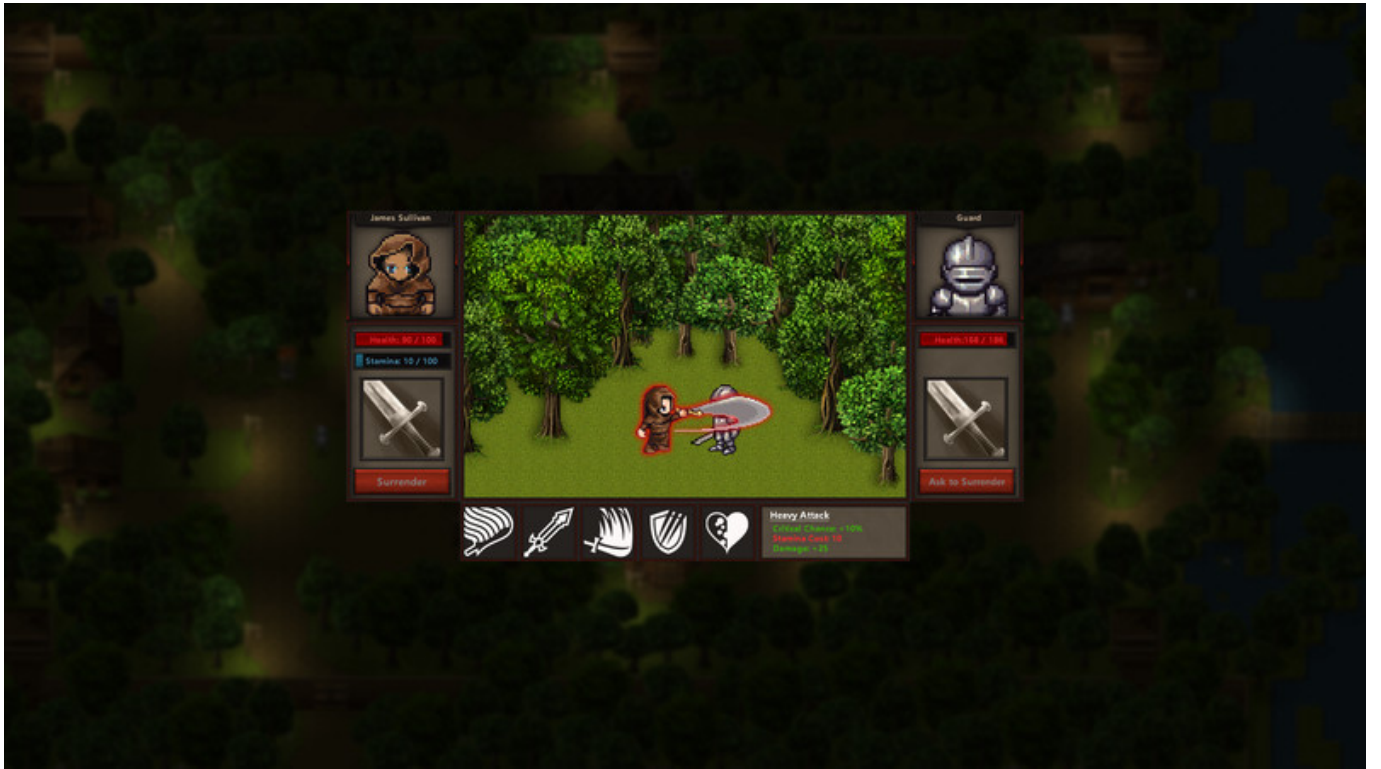
Publisher:

Aerosoft GmbH

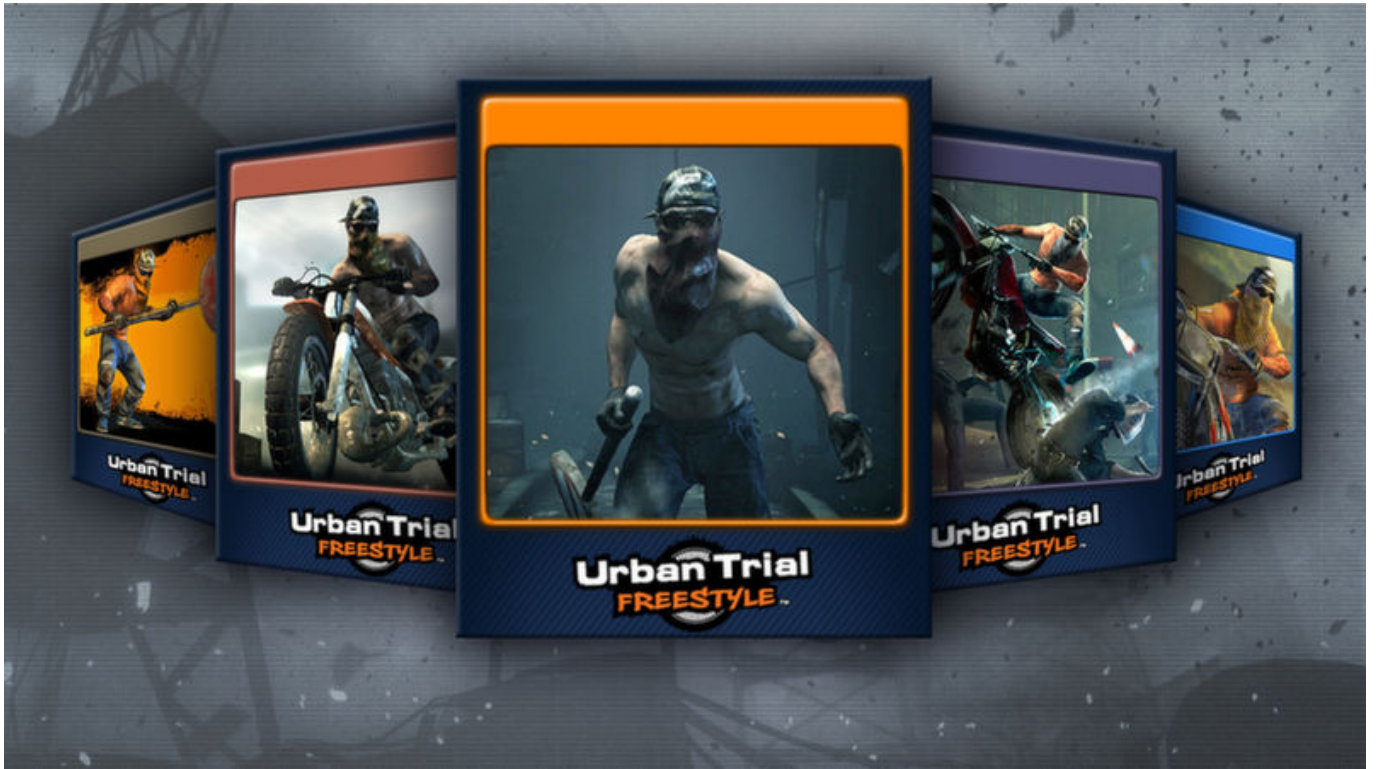
Release Date: 12 Nov, 2015

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English,German







omsi 2 add-on vienna 2 - line 23a

How can they charge for this?, it lasts less then that free desert vr coaster game, no matter what settings you use it has stuttering. If they fix the stuttering make it last longer or add 1 or 2 more tracks id change my review but for now this isnt worth anything..

Many bugs: like, the main character can walk over other characters or even fly (throne room) or game breakers, like you can't progress because you picked something up, you shouldn't have. Or can't be played with your Anti-Virus on.

Loveless art: like, no color-grading, wrong perspective projections, repetitive background, no background

Very small text on Full HD, does not scale.

Many references to other genres and games, but they have no context in the game.

The characters are hollow and have no traits, like empty shells.

Many, many, many spelling and grammatical errors, also in German!. two-for-one armour dlc that's cheaper than the rest? with two of my favourite legions?

sold.

only downside is you can't customize the armour at all. which kind of sucks because the space wolf pack markings will be wrong at times. you also can't combine them with other armour bits.

still, much worth.. A unique and fun puzzle game that kind of needs a story or some sort of progression to be as satisfying as it should be. As it stands, you have a two minute test after which your performance is evaluated and you get a letter grade. I'd really like to see this developed into something more engaging, be it a Papers, Please style slow reveal, or something comical like the old John Cheever story about the radio.

I'll note that the game is wonky sometimes, with "good" solutions flickering between two video clips and the sound jittery. This seems to come and go. If your game doesn't look and sound like the gameplay trailer, try a reboot. Or do what I did and just wait several months.

Recommended even so. It's fun and there's nothing else on Steam quite like it.. THIS IS BOSS DLC ITS AWESOME AND REALLY COOL IT MY FAV KF OF THEM ALL. This is ♥♥♥♥♥in' doesn't sound like cats getting strangled or anything.

Banged out an acceptable track in an hour, with main theme, chorus, beat, soundfx and everything.

It's not easy to learn, but it's much easier than anything else out there. Give it a shot!. Super cute but super short. It's only really worth getting if it's on discount.. I loled with this character she is very funny. 3.5/10

ONLINE CO-OP REVIEW

Although the game technically features online co-op, it isn't listed in the Steam tags. I only found out about this feature via the Co-optimus website. However, after experiencing the online co-op first hand, I may have some guesses as to why you don't see it listed.

I liked that in McDROID, your droid can carry a turret around, and that you automatically begin repairing any devices (including friendly players) near you. Unfortunately, this is where my praise for the title ends.

My co-op partner and I experienced a laundry list of bugs when we attempted to play the campaign together. We saw dialogue at different times, and the sound cut out completely during the levels only to come back when we returned to the overworld. During certain maps I saw no level progress at the top of the screen (what wave we were currently on and how many waves were left) and was unable to actually construct towers. At one point, I saw towers visible on the map (and shooting enemies) that my co-op partner did not see. He asked me to construct towers in certain designated tower spots, but I couldn't, because towers were already there in my version of the map we were playing.

After restarting the level without seeing any improvements, we decided that a refund would be our best option. McDROID may be a very fun tower defense game. However, I purchased the game to play online co-op, and this game mode seems hopelessly broken.. I went to the premier and loved every second of it. GameLoading is less about the process of making games and more about the indie game community. It captures the feeling around the community perfectly.

It is exactly what it says, its a display of a virtual orrery. Its reasonably priced. Only criticism is it needs to be updated for the latest update to the oculus, it dosent seem to be working with the recent update.. Very funny game with good narration, thoroughly entertaining. Got it at 80% off, 10/10.. The concept and depth of the simulation is great. The problem is, you have to transport your raw materials and intermediary goods to the warehouse and than take it from the warehouse to your final goods factory. When you have more than one warehouse (you will need more than one at some point) you have to select the exact warehouse where you are sending the raw materials to. The game should just recognize you have goods on stock and transport them to the factory. I got to a point where a have tons of materials available but I'm not producing any goods because I can't find where they are. This is stupid, it's not the purpose of the game, the chains are already complex enough. Connect all warehouses and routes whenever goods are available and you'll get my thumbs up.. Although I feel that the movement has some issues it is a very fun, laid back game.. -simplesmente jogue,voc\u00ea deve ver e vivenciar essa linda historia,sem duvidas este \u00e9 meu game favorito.

-simply play, you must see and experience this beautiful story, without doubt this is my favorite game.

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