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About This Content

Just a stone's throw from Dovetail Games' HQ, the Chatham Main Line is one of the main arterial routes from central London through the heart of Kent via the Medway towns, towards the Kent Coast – and you can now discover this picturesque route in Train Simulator.

The line was originally built by the London, Chatham and Dover Railway (LC&DR), starting at London's second busiest terminus, London Victoria. The station originally opened in October 1860 as the eventual terminus for the London, Brighton and South Coast Railway; however, two years later an expansion to the station was built for the LC&DR.

Running from London Victoria, the line passes the famous Battersea Power Station and criss-crosses lines to south London stations such as Clapham Junction. After Wandsworth Road and Clapham High Street, the line diverges through Herne Hill, West Dulwich, Penge East and Beckenham Junction; services can also take the Catford Loop Line, which passes through Denmark Hill, Peckham Rye and Catford.

The lines merge again at Shortlands and head into Kent, crossing the South Eastern Main Line (which serves other London termini such as Charing Cross or Cannon Street) and the main line between Ashford and Swanley.

Between Farningham Road and Longfield, the Chatham Main Line crosses the junction previously used by Eurostar trains from Waterloo International to pick up High Speed One. Although the line still exists, it is reserved for emergency use only by Class 395 'Javelins'. After crossing the River Medway, the line runs through the Medway Towns and follows the North Kent coastal towns to Faversham before splitting to either Ramsgate and Margate or Folkestone and Dover.

The line has passed between several operators in its life; at the time of sectorisation, the line was operated by Network SouthEast and transferred to Connex South Eastern after privatisation. Today the line is operated by Southeastern, part of the Govia Group, who operate Class 375s and Class 465s from the capital to the Medway Towns and the Kent Coast. Southeastern operate via two different routes, services from the Kent Coast travel to Bromley South and via the original route through Kent House and West Dulwich into Victoria, while services originating in the Medway towns frequent the Catford Loop via Denmark Hill into the terminus.

Updates to the line and rolling stock in recent years have seen Southeastern's roster of four-car Class 375 units repainted into the company's new dark blue livery, which at the same time some of Class 465/9s that operate out of Gillingham and Rochester are receiving an interior refresh as part of the refurbishment programme. In December 2015, a new station at Rochester was also opened to cope with modern passenger demand and longer trains operating on the route. The original station had stood since the early 1890s, with the new station sited 500m west of the original structure.

Chatham Main Line: London-Gillingham for Train Simulator recreates the 43 mile (69km) route between London Victoria and Gillingham (Kent), via Kent House and Denmark Hill, including the new Rochester Station. Also included are several EMUs representative of services seen today on the route, such as the Class 465/0 in Southeastern 'Grey Stripe' livery, Class 465/1 in Southeastern 'Blue Stripe' livery and Class 375 (including /3, /6 and /7 variants) in Southeastern 'Dark Blue' livery.

Scenarios

Eight scenarios for the route:

- 1S24 0937 London Victoria to Ramsgate

- 2C74 2103 Dover Priory to London Victoria

- 2K90 0708 Gillingham to London Victoria

- 2M90 0748 London Victoria to Beckenham Junction

- 2M82 1540 London Victoria to Orpington

- 2K78 1452 Dover Priory to London Victoria

- 1B90 0932 Bromley South to London Victoria

- 2K08 0758 London Victoria to Rochester

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

- 48 mile (69km) Chatham Main Line route between London Victoria and Gllingham (Kent), with a short extension to Rainham

- Catford Loop Line serving Denmark Hill, Peckham Rye and Catford

- Orpington Branch serving Petts Wood and Chislehurst

- Standard UK colour light signalling throughout the route

- Class 465 in Southeastern 'Grey Stripe' livery and 'Blue Stripe' livery

- Class 375/3, Class 375/6 and Class 375/7 in Southeastern 'Dark Blue' livery

- Scenarios for the route

- Quick Drive compatible

- Download size: 1,591mb

Title: Train Simulator: Chatham Main Line - London-Gillingham Route Add-On
Genre: Simulation
Developer:
Dovetail Games
Publisher:
Dovetail Games - Trains
Franchise:
Train Simulator
Release Date: 19 May, 2016

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Minimum:

OS: Windows® Vista / 7 / 8

Processor: 2.8 GHz Core 2 Duo (3.2 GHz Core 2 Duo recommended), AMD Athlon MP (multiprocessor variant or comparable processors)

Memory: 2 GB RAM

Graphics: 512 MB with Pixel Shader 3.0 (AGP PCIe only)

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 6 GB available space

Sound Card: Direct X 9.0c compatible

Additional Notes: Quicktime Player is required for playing the videos

English,French,German

train simulator chatham main line - london-gillingham route add-on

One man chemical warfare unit, what's not to like? Will poison the city gleefully for the Horned Rat.. passed first time. Finally, a vaporwave/webpunk game we all deserve. Gameplay feels a bit stiff but visuals and audio are so insanely good that they blow any cons out.
Please, consider trying this if you enjoy experimental and contemporary art. You'll love it.. Excellent game.. "What does it mean to be truly safe? Is it how you avoid danger, or how you face danger with eyes open, and a d!ck erect? I feel it's the latter...What I do...I do for my bike."

- Cr1TiKaL while playing this game.

Needs more "encefalon" injuries. Amazing route. this route is good for the class 67 Diamond Jubilee scenario: Diamond in the rough.. This game is hard only because of the controls. clicking just to get out of aim down sight is a horrible game mechanic.

Just plain, boring game. Story, animations, voice acting, everything is just bad. If you want pirate adventure game, play Monkey Island games all over again! 1/5. The most hard boiled character in the entire series.. To much micromanagement, not fun.. This game is AWFUL. What a waste of game. The controls are poor, the story is very bland, and the game itself reeks of poor coding. Normally I will play a game for a few hours to a tleast give it a chance, I refuse to do that with this game. Not enough checkpoints as well. STAY AWAY!!!!!!!

I dislike this game so much, I won't even give it a full review. TRASH!. OMG I LOVE THIS GAME!!! It's a music styled platformer with charming and fast-paced level design, the game itself it easy to play and difficult to master, it's made especially to make you rage, with a stopwatch and a grade at the upper right corner which tests u how good u are at this game. The bosses, omg i love the boss design so much, but they are hard to beat them, there are in total of 14 unique bosses (counting the minibosses), however the final boss has in total of 8 phases which gives u the biggest challenge in the game. the levels are named "simulation" and the bosses are named "synth". If you find this game too difficult, don't buy it, but i highly recommend to buy it, it's only 7 quid and i have a developer who lives in the same country as me. I don't know about u guys but i got addicted to this game.

Check if i made any spelling mistakes or grammar errors.

Pros:
+Music Based Platformer
+Challenging
+Made in GameMaker Studio 2
+A developer who lives in my current living country

Cons:
-Rather a simple plain platformer
-Bosses are OP

Final Thoughts: 9\/10
I wondered why this has so few reviews, probably because it's way too inspired by many indie games, might be cuz the developer is incompetant or without any ideas to create. At least the idea is to put electronic music on to make it interesting, unfortunately it didn't, however it's not that bad.. You could be forgiven for thinking the Shadowrun universe was written and imagined by William Gibson, author of Neuromancer, Count Zero and Mona Lisa Overdrive - the references here to nuyen, the matrix and even character names such as Armitage are lifted directly from the pages of his work. You can forgive the developers for doing so however, as the original cyberpunk fiction works are the perfect basis for a game and world such as this.

Shadowrun combines the science fiction, 'high tech\/low life' approach of Gibson's cyberpunk with the fantasy sorcery of Dungeons & Dragons, creating an interesting blend of the two genres. This means you can play as an elf, an ork or a Dwarf but carry around a hacking deck and submachine gun too. The best result of this combination is the combat of the game, where isometric, 1990s turn based shooting is interspersed with magic spell including various buffs, debuffs and fireballs.

The story approach of Returns is far more linear than those 90s RPG greats you will think of while playing, as you are pressed from one scenario to another with no free-roaming available, with a chunk of text introducing the area and context as you load in each time. The story itself is a fast paced mystery along side crooked cops, serial killers and hidden overlords, but at times feels a light lore-light. The game could have fleshed out it's character creation and specifically hacking aspects to make the world feel more substantial. The meaty expansion to the game Dragonfall, does rectify some of these issues and the pen and paper universe of Shadowrun (now 30 years old this year) has plenty of backstory available to draw on.

Overall the package is a fast, enjoyable take on the 90s isometric RPG style, but definitely could've used more areas to explore, characters to interact with and opportunities to really 'roleplay', besides becoming a badass in combat. This game is worth playing for the setting alone and combat alone.. A lot of the negative reviews claim that Dead By Murder is merely a luck based strategy murder solving game where one has no actual control over how events turn out. It is also mentioned by several people that there is not enough time to solve cases. Hmmm… Well, after playing for a while and getting used to how this game truly works, I would like to point out that maybe this game isn't meant for everyone in the context that in order to have any sort of actual control over the game itself, one would have to actually understand how an actual investigation process works. In real life there is a very specific process in which an investigation must be done in order to get the fastest results. The design of the game

itself is actually created to follow proper procedures in order to meet the deadlines. If one is completely unaware of how an actual investigation is conducted, then yes Dead By Murder would appear at first glance to be nothing more than a luck based game with not enough time to solve cases. For those who understand proper investigatory skills and procedures will truly enjoy this game for the price. Catch it on sale and it's even more of a win win situation with purchasing Dead By Murder! It's relaxing enough to chill out to, but deadlines somehow keep you on your toes enough to keep things interesting. Great game for what it costs, and keeps you thinking and thinking as the plots go on…. The game is not ready yet, so still a lot of "rough edges" to be taken care of.

Follow my take regarding the core of the game (no bug related)

Pros:
- Playing with physics is a ton of fun
- Great maps
- Many awesome mods around in the community to add to the fun (i.e Traffic Tool)
- Great engine sounds (as of v0.16)
- Community and Development are engaged. Feedback and updates are frequent.

Cons:
- Due to the tech involved, it's (understandable) quite heavy to run. Experience varies from map to map.
- A lot of loading every time, even when making minor changes (time adds up)
- Cars interaction with the scenario (sand, water, mud, fire, signs, rails, vegetation...) is still quite basic or absent, it could be much better even if not physically accurate. Many car parts are "sticky" and get stuck easily on other cars\/objects.
- [AI] is quite dumb, so not much fun with that. Adding to the lack of multiplayer you will eventually get bored.

. I will start off by saying that I personally believe that this game in my opinion is well worth more than the price it is set for. I sincerely hope that this game finds more publicity, because it is a darling little hidden gem. Right from the start the music and story drew me in. I tried to pace myself in hopes that I wouldn't finish it too soon, but as it turns out there is a lot more depth to this darling pixel game than one might think. There is layer upon layer of story to unfold with plenty of delightful puzzles along the way. The mechanism in the game makes it all the more challenging as you try to maintain your sanity. The scene gifts you with more than enough save points as a saving grace to the many death sequences you will face. Best of all, there are multiple endings. Uncovering the secrets of this world a note at a time you will find yourself addicted to the cause of helping sweet Catherine, if for no other reason than to show the game that you can in fact overcome the constant rain of death. There are multiple twists to the story to show that everything isn't as it seems. The depth that it manages was more than enough to mark this game as my new personal favorite.. Perfect for those who like to chase the highscores. For me it was all about the art, lovely art!

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