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## OMSI 2 Add-on Hamburger Buspaket Activation Code [PC]



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### **About This Content**

The vehicle expansion “Hamburg Buses” adds three of Hamburg’s city buses from the latest 2017 generation to OMSI. This includes the 21 metre long large-capacity articulated bus with 4 axles as well as the solo and articulated variants with 12 and 13 metres, respectively.

Compared to the add-on “Three generations”, all vehicles now have completely new 4K exterior textures and reworked 3D models. The first thing to note from the driver’s seat is the newly modelled dashboard following the “B2E” operation standard.

True-to-original exterior sliding doors and interior swing doors, various advertising liveries along the lines of Hamburg’s buses, realistic new engine sounds both from the inside and outside, as well as 4 speed and 6 speed automatic transmissions offer a whole new driving experience.

The 4K repaint templates allow users to create their own liveries.

The buses were optimised for use on the HafenCity map, supporting the special rerouting plans and special announcements. They are also compatible with other maps and ticketing systems.

# **FEATURES**

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- Recent Hamburg city buses of the latest 2017 generation
  - Large-capacity articulated bus with 21 metre length and 4 axles
  - Solo and articulated variants with 12 and 18 metre length, respectively
  - Completely new 4K exterior textures and reworked 3D models
  - Newly modelled dashboard following “B2E” operating standard
  - True-to-original exterior sliding doors and interior swing doors
  - Various advertising liveries along the lines of Hamburg’s real ones
  - Realistic new engine sounds from inside and outside
  - 4 speed and 6 speed automatic transmission with new sounds
  - 4K repaint templates for custom liveries
  - Optimised reduced AI models

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Title: OMSI 2 Add-on Hamburger Buspaket

Genre: Simulation

Developer:

Darius Bode

Publisher:

Aerosoft GmbH

Release Date: 15 Mar, 2018

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English,German









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TL:DR Not good or bad. A pretty average eroge.

I pretty much ticks all the boxes and is decent for an eroge. I definitely plays things safe. It's not extreme in anyway. Middling story with not much drama nor surprising twists. No glaring plot holes and all the heroines get pretty much equal screen time to flesh out their backstories (technically Nene gets more but so much of her 2nd route is rehashed it doesn't seem like that much more to me). It plays the true love conquerors all card a bit heavy handedly but I suppose that's par for the course. It's sprinkled with a little humor and thankfully doesn't stick to repeating gags that get annoying. I felt that the sprites lacked in variation with most characters and I didn't like the lazy designs of some of the clothing. The CGs are pretty solid but there's not a ton of them. The h-scenes are pretty tame in general.

So why recommend it? Well, for better or worse it kept my interest and I did a 100% playthru. Tbh there are a fair number of VNs I never finish. I can't really comment on the accuracy of the translation but there at least wasn't any glaring errors in the english and I don't recall any spelling errors. This was the first Yuzusoft game I've played. I'd be up for more in the future.. That music tho. Classic Sherlock Holmes game. Really cool hearing his logical deductions.. You can finish this game in 1 hour. It's a really little game and u cant expect much.

But I liked to play it. It's easy and a good way to passing the time.. I have the CELEBRATION PACK but the game does not allow me to play the other parts of the Saga, so called my MANIA-PLANET account is linked to another STEAM account, or that NO, thanks for the loss of money OR that I am NOT linked to another account

HELP

J'ai le CELEBRATION PACK mais le jeu ne m'autorise pas à play aux autres volets de la Saga, sois disant mon compte MANIA-PLANET est lié à un autre compte STEAM, or que NON, merci pour la perte d'argent OR que je ne suis PAS lié à un autre compte

HELP. I absolutely LOVE this game and this author. I wholeheartedly recommend it to readers and interactive story adventures alike, along side all of this man's excellent work. Praise be Mr. Kevin Gold, please for the sake of this avid reader's adventurous heart keep writing such wonderful works.. First of all, I really loved how this game pretty much only uses ASCII symbols for its graphical design. Very retro-y, while still visually pleasing for a modern game. It was nice seeing variety in level designs and mechanics, and I think the enemy mobs are cute.

The movements are smooth, and the weapon aiming is very responsive. I also really liked the variety of weapons and how you can combine all of them with different types of ammo.

So overall it's a pretty good game and I'm happy with my purchase.

I almost don't have anything negative to say, but one issue is that it seems to freeze and crash at random. This unfortunately removes all the progress I made while in the caverns, but whenever I return to the surface it seems my things are saved for good. It doesn't happen too often, and it's mostly easy to catch up, so it's just a minor issue.

One other thing is that the levels with the swirly mist effect make me kinda dizzy and uncomfortable, but when I get those I just rush to the other level and all is fine again, haha.

What I personally hope to see in this game in the future is difficulty settings. I felt it got really easy at some point, and I got through the game (minus collecting all the gems) in less than an hour. It didn't take away much of the fun, but still, it would be nice to test our skills on a higher difficulty. One thing I found out is that once you get further, you can practically collect infinite money and buy infinite health kits to stack your health up so high that a horde of mobs isn't really a threat anymore.

There could be more feeling of progression. Collecting gems and saving up for items is still nice, but it ends up feeling like you keep doing the same thing just to collect all the things. Maybe you can make some kind of levelling system so people can slowly earn their stats instead of buying temporary increases, among other things, like unlocking weapons or something.

And otherwise it would just be nice to see more content in general. Maybe also a story around it, for more immersion and to build up interest.

(I hope this doesn't sound negative, cause I really liked it and wish you the best!)





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