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About This Content

Variety is the spice of life. And the OMSI 2 Add-On- Rheinhausen is certainly jam-packed with variety. As well as the challenges of driving a bus in urban traffic, virtual bus drivers also have tempting opportunities to manoeuvre a large vehicle safely through traffic on interurban routes.

Rheinhausen captivates visitors with its densely built-up urban area with fascinating architecture and with the rural charm of its surroundings. Beyond the city limits, more passengers are waiting to be chauffeured to their destinations safely and on time.

Rheinhausen is not modelled on any real city, but it reflects a pattern of urban development with links to a rural hinterland which is common in Germany.
The OMSI 2 Add-On- Rheinhausen offers 10 completely driveable bus lines serving the city and the surrounding countryside. Two regional lines carry additional passengers into the inner city and back out to the edge of town.

Driving routes, junctions and stops are sometimes shared with the town's light rail service; drivers must be especially careful here.
Over 500 new 3D objects have been created for Rheinhausen. They include new residential dwelling houses, a theatre, the town's train station, supermarkets, and commercial premises as well as new bus stop shelters, signs, rubbish bins, post boxes, parking machines and more. New, high-resolution textures have been used for streets and pavements.

Rural areas are also shown in rich detail!

Numerous 3D objects such as a football pitch, a playground and a footbridge for hikers inject even more lifelike realism into

this little world.

More than 110 bus stops and 200 new junctions are located along approximately 50 kilometres of driving routes. The AI vehicles travel on realistic city streets, country roads, dual carriageways and motorways.

The buses for both urban and interurban routes are supplied by a bus transport operator with a large and fully driveable central depot.

The game includes a suitable interurban bus which was created in rich detail specifically for this add-on and given its own special livery.

Time-controlled events such as bins that are put out for collection in the streets on certain days and roadworks that necessitate diversions at times ensure the traffic flow is realistic. But random events such as illegal parking and weather (with dynamic snow) also crop up and make the lives of bus drivers harder.

Professionally recorded bus stop announcements and original sounds for the supplied bus ensure a realistic audio backdrop.

The schedules have been drafted following real norms. The realistic frequency intervals between buses reflect bus scheduling in many German cities.

This regular-interval scheduling ensures a steady flow of passengers.

As you drive from town out into the countryside with the OMSI 2 Add-On- Rheinhausen, you will enjoy varied driving experiences in an environment created with meticulous care and shown in fine detail.

FEATURES

- Detailed cityscape with numerous typical buildings

- Rural areas created with meticulous care and appropriate objects

- Over 500 new 3D objects, from modern traffic signs to residential and industrial buildings

- About 50 kilometres of driving routes with over 110 bus stops

- 10 completely driveable bus lines with mostly discrete routes, including 3 night bus routes and 2 regional lines

- A bus transport operator with a fully driveable depot

- Additional new AI vehicles

- Over 200 new junctions in diverse road environments

- Time-controlled events (roadworks), random illegal parking and scheduled roads cleaning

- Realistic scheduling using different intervals in town and in the countryside

- New, realistic dynamic passenger information (DPI) displays with variable spacing

- Authentic interurban bus with many functions and its own livery

- Special bus stop announcements and original bus sounds

Title: OMSI 2 Add-on Rheinhausen
Genre: Simulation
Developer:
Halycon Media
Publisher:
Halycon Media
Release Date: 27 Oct, 2016

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Minimum:

OS: Win 7

Processor: Dual-Core e.g. Core i5 with 2,8 GHz or simliar

Memory: 4 GB RAM

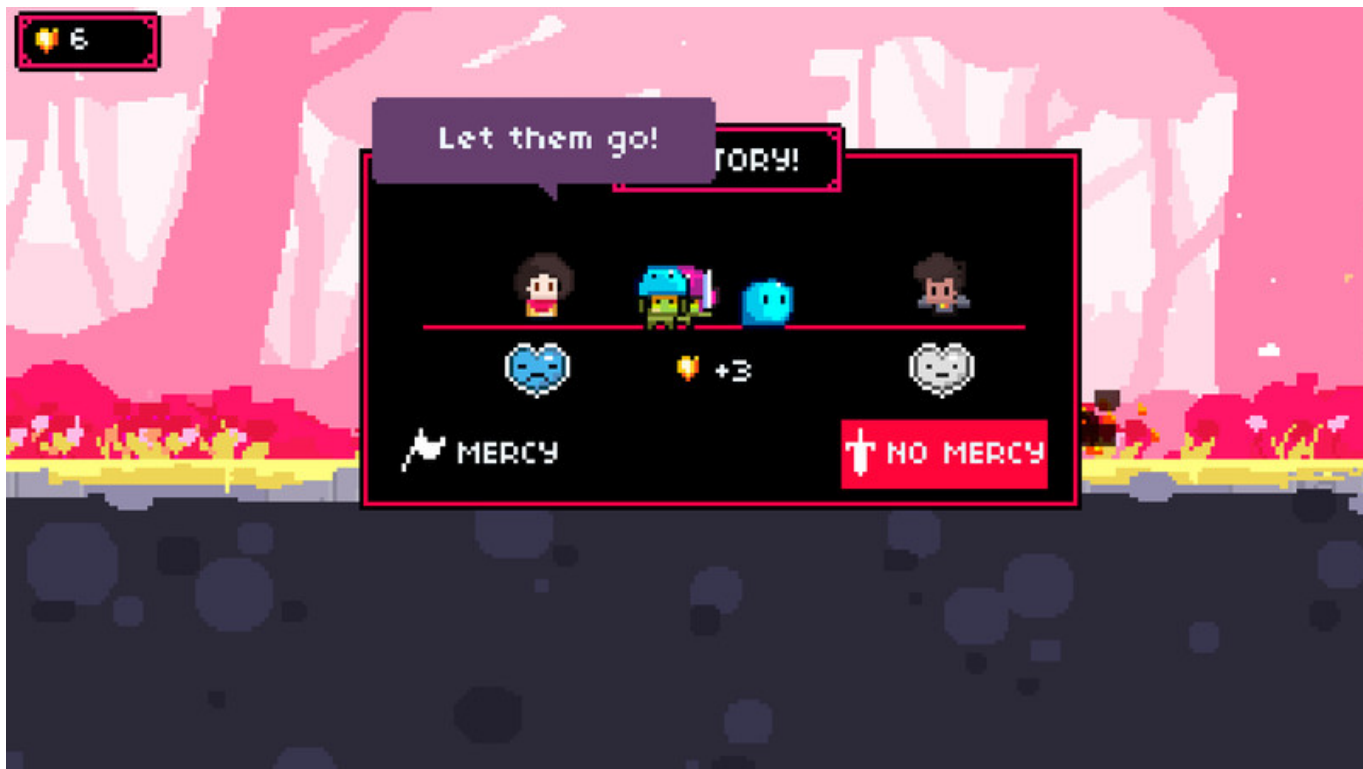**Graphics:** 3D graphic crad with min. 1.024 MB
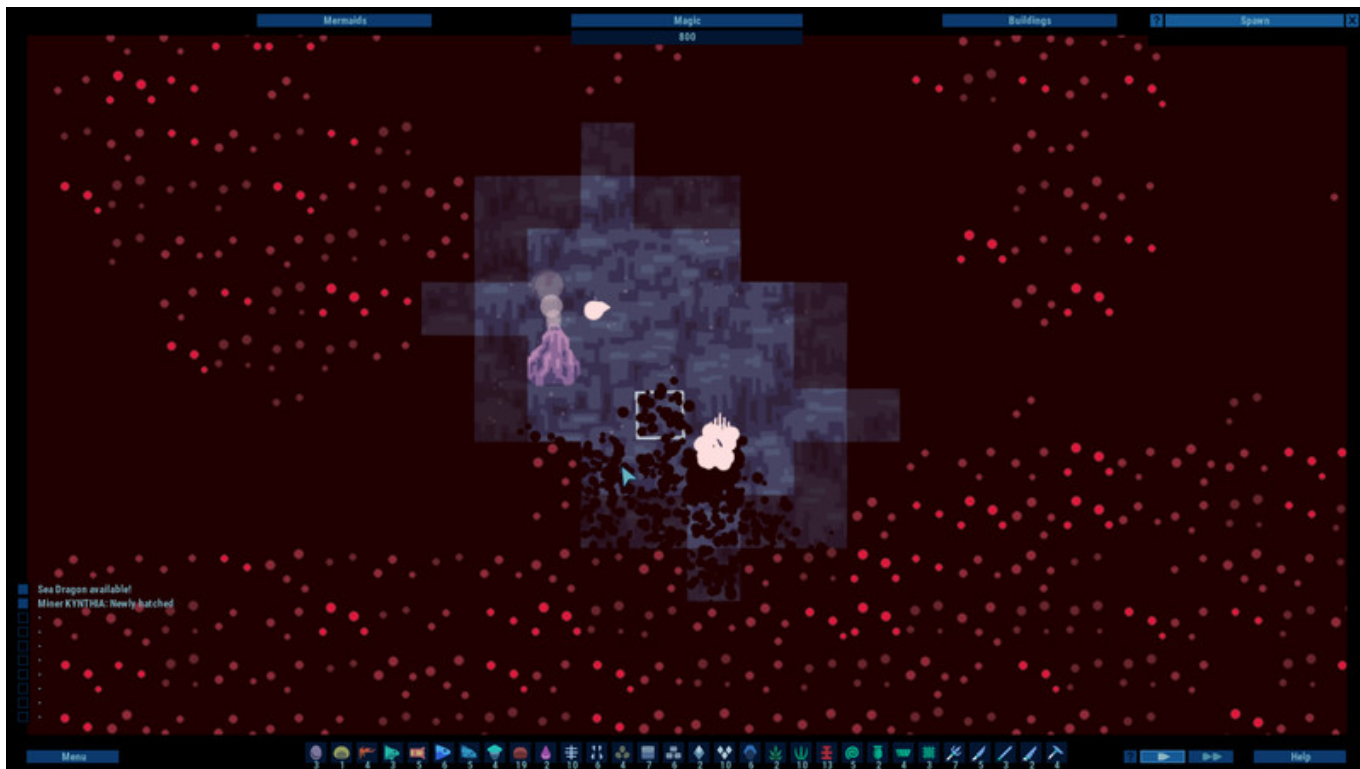
DirectX: Version 9.0c

Storage: 3 GB available space

Sound Card: Yes

Additional Notes:

English,German

6 / 9

Sea Dragon available!
Miner KYNTHIA: Newly hatched

Menu   Help

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Fresh out of drugs? Try this game.. enjoyable good 4x game :3

easy customizable too :D. sick art game with better gameplay than most game games. I got this game in a giveaway but I'm not happy with it. Just played some minutes, but I think it was enough to take this conclusion: the game should have a tutorial (you are forced to figure out the controls) and more options in the menu "Options" (all you get it's the music's and fx's volume). Glacier you have a lot of work to do.... This one was my favorite out of the series. It have full mouse integration . No more typing commands. The story-line is funny and pulls you in from start to end. If you like puzzle \/ point and click games, you should enjoy this one.. Everything about this Dlc is good, Other than the God forsaken "For whom the bell tolls" event. Literally one of the worst events out there and even though i've never actually had a campaign ruined by it, I still think it's poorly done, Since your characters personal combat skill, martial, and other combat related traits don't affect the "Not today" response to the event. Really tired of being the greatest duelist in the entire game but still only getting a 20% chance of winning the fight.. Amazing Game! It does get a little glitchy here and there but, sometimes it works in your favor haha! I haven't even beat it yet! there is so much to do and so many ways to do it!. That kind of game that you launch when you need to feel disgusted and throw up.. Hello Friends! This dlc pack was a thank you from deep silver to the players of the game when it first came out. It was a apology for the bugs that were released when the game came out. AS most games are released before there finished, that is why this DLC was created. At least they gave you free items for their game when it first came out.

Recommended because it adds new clothing for free!. Asethetic is nice but the game itself is hardly a game. Cool concept but this feels like a ps1 game.

WOW... this game <3... ok guys this is my first ever review of any game either on steam or anywhere so yeah bear with me that im not that good at this but here goes.

This game is Awesome!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!. With this DLC anv Patchlevel 1.34 Blade of Destiny has developed to great game. This DLC adds a few very hard fights and dungeons to the game.
Have fun!. This is the most annoying game that I have ever played ... I almost hulk smashed my pc a couple of times ... this will raise you stress level to the highest degree possible ... this game will give you a heart attack for sure it almost gave me one ... it looks beautiful but you cannot play it on a controller that would made this game better if it did... but buy it at your own risk.

Check out my YouTube channel (Hovac One) & Gameplay Playlist Enjoy:
https:\/\/www.youtube.com\/watch?v=6eBRyf1rne0&list=PL6SSkFqkg_mXEUsXvPUz-g8-pRqU3PLja&index=1. So far I have played 1 game and it is fun a different way to play multiplayer but is great and i look forward to updates in the game and how they change it.. Let's go over the good and the bad.

1. This game is NOT an open-space game. You have to play missions and skirmishes to unlock parts, which allow you to build bigger and better ships that use those parts so you can acquire even more parts in said missions.

2. There are really only two levels of difficulty. REALLY bloody bleeding edge hard, and super stupid easy where you have to actually try to lose in order to lose. For example, the types of enemies you face will either be teeny ships that pose zero threat to you, or really big ships that can blast you with all kinds of firepower. And inside those, there are only two types of AI. The first type is simple 'shoot at player and try to kill them" AI, and the second is the impossibly hard to fight "RAM PLAYER WITH EVERYTHING WE'VE GOT AND DON'T STOP RAMMING UNTIL ONE OF US IS DEAD". When you find a big ship utilizing ramming behavior, you pretty much always lose.

3. The ship building on this game is really really fun. However, the point of a mission is to take your ship, and blast through it, complete all the goals, and not die while leaving the warp gate. If parts of your ship get blasted off, you can recover all of them. But if they do get blasted off, you cannot re-attach them until you've completed the mission. The problem is, this makes some kinds of ship builds not very interesting. I'd love to make a 'ramming' ship, but you can't because you'll be lucky to kill two other ships before you no longer have a battering ram to ram with. Meanwhile, ramming is super effective VS you.

Okay, that was a mixture of the good and bad. This game is really unintuitive and not very fun at first, but if you can get past the clunky controls you'll have to mess around with, the awkward camera (It's being worked on as of this review), the hit and miss AI (Also being worked on), and other quirks of the game, you'll find a really solid gem of a game. I do not believe the game is currently worth $15, but if you can get it on sale for $5, it's very worth it!

I hope to see the developer continue to update and make this game great!