Train Simulator: Berlin - Leipzig Route Add-On Activation Code Free

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About This Content

Originating the 1840s, the railway that connects Berlin to the likes of Wittenberg, Bitterfeld and Leipzig has seen many upgrades throughout the decades to make it the high speed railway known today. Before the wires dominated over the rails, the line was considered as one of the most important of its kind throughout Germany. Be ready at the controls as Berlin-Leipzig is now available for Train Simulator, courtesy of Partner Programme member, Aerosoft.

The Berlin-Anhalt Railway Company was responsible for building many of Berlin's railway connections throughout the mid-19th Century. Their main railway, the Anhalt Line, ran from Berlin to Köthen via Wittenberg and opened throughout 1840 and 1841. From Köthen, a connection was made to the nearby Magdeburg-Leipzig railway allowing for services to Halle and further to Leipzig. By the late 1850s, various connections were made faster with new, more direct routes.

The Anhalt Railway was quickly established as a major long-distance route, one of the most important in Germany. Express services were departing Berlin daily to destinations such as Halle, Leipzig, Dresden, and even beyond Prague. By the late 1930s, as many as 33 trains a day were on the move between Berlin and Bitterfeld before branching off to multiple destinations. This frequency of long-distance travel was the highest of every other railway in the country.

World War Two was harsh on the Anhalt Railway, many platform and lineside structures were destroyed along the route and only the most essential were repaired. The line also saw some changes in years to follow, the rise of the Berlin Wall meant services from Halle and Leipzig were no longer allowed to enter their former terminus. This would not be rectified until sections of the Berlin Outer Ring were completed, allowing direct connections to continue without approaching the wall. Several compromises had to be made and service numbers suffered.

The reunification of Germany saw the Anhalt Railway lose a portion of its importance, many services ceased following the fall of the Berlin Wall and a new stable timetable was not introduced for some time after. Several years later and even more services stopped operating across the line, with new high speed routes offering a faster connection.

A plan was put into place to upgrade the Anhalt Railway to 160 km/h running, with 200 km/h a distant provision. To achieve this higher speed and increase journey times, all level crossings were to be replaced with bridges and every station would be modernised. By 1995, the journey time between Berlin and Leipzig was only at 100 minutes, but with further modernisation was expected to be under an hour in years to come. Just over a decade later and a majority of the Berlin to Leipzig route was 200 km/h ready. Further upgrades to allow this included the restoration of the old Anhalt route in Berlin, connecting to the new main station for the city and just outside Bitterfeld, the longest set of points in the world were installed; safe for up to 220 km/h operation featuring 59 metre-long point blades weighing in at 120 tons each.

With higher speed allowances, ICE services began to operate between Berlin and Leipzig at journey times of around 1 hour and 10 minutes (non-stop services could travel the gap between the two cities in as little as 57 minutes). The upgrades were a success and ICE passenger numbers alone soared upwards, with regional services also adding to the increasing popularity of the line.

Some reconstruction has taken place in recent years, old metal 'Y-shaped' sleepers from the days of slower running were suffering from rust and needed to be replaced. Speed limits drastically dropped during the period of repairs, and following the initial issue the line speed is currently no higher than 160 km/h, with 200 planned to be re-introduced in 2017. Future projects along the line will see signal boxes replaced by larger signaling centres, with the old structures likely to see demolition after they have lived through their purpose.

Undoubtedly, the line owes its important heritage to the fact that it terminates in the world's largest railway station by floor area, Leipzig Hbf. This goliath-like transport hub ensured that many passengers would want to travel to Leipzig either as a destination or as a waypoint along their journeys.

With high speed operations, both express and stopping, serving one of the most important lines in Germany's railway history, the line between Berlin and Leipzig is unlike any other.

Scenarios

The Berlin - Leipzig Route Add-on includes nine challenging career scenarios for the route:

- Autumn Leaves

- Night Flight

- S-Bahn to Bitterfeld

- S-Bahn to Leipzig

- From Elster to Elbe

- From Elbe to Elster

- Empty train to Leipzig

- RB to Schönefeld

- RB from Schoenefeld

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 gameplay. With scenarios being added daily, why don't you check it out now!

Key Features

- 195km twin-track, electrified main line from Berlin Central Station (low level) to Leipzig Main Station

- Includes the Berlin Brandenburg Airport branch line

- 18km S-Bahn line including rolling stock from TTB for AI use only

- 46 detailed stations / stops

- Depot at Wittenberg with extensive shunting possibilities, diesel depot, coal bunker and water crane

- Yard Grossbeeren with several connections for shunting scenarios and container loading

- Detailed Ks-signalling system

- Including PZB (500/1000/2000Hz magnets) by virtual Railroads

- LZB from Railtraction.eu

- Mileposts every 200m

- Superelevation

- Custom 3D vegetation

- Detailed and animated night effects

- Tram in Leipzig including rolling stock for AI traffic

- Rolling stock IC and double-decker coach RE160 with matrix display

- Nine challenging career scenarios for the route

- Quick Drive compatible

- Download size: 1.1 GB

Title: Train Simulator: Berlin - Leipzig Route Add-On
Genre: Simulation
Developer:
Aerosoft GmbH
Publisher:
Dovetail Games - Trains
Franchise:
Train Simulator
Release Date: 11 Aug, 2016

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Minimum:

OS: Windows® Vista / 7 / 8

Processor: 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®:9.0c

Hard Drive:6 GB HD space

Sound: Direct X 9.0c compatible

Other Requirements: Broadband Internet connection

Additional: Quicktime Player is required for playing the videos

English,German

This is one awesome route to have. I was amazed by the quality of the scenery and it is very well build.

I would strongly recommend this route, in one word: AWESOME!. Very good long high-speed German route for TS!

I have owned Berlin - Wittenberg route and I say it's an improvement due to it has PZB, LZB and it extends all the way down the Leipzig. Now let's talk about the pros and cons about this route has to offer.

PROS:
+A lot of rolling stock to create a lot of traffic.
+Has PZB and LZB!
+Improvement of the old route.
+Lots of detailed scenery and rail objects!
+9 career scenarios!
+A mini S-Bahn tram system in Berlin but since the route is not about that, you can't drive it.
+A few yards for some shunting\/switching scenarios in the Workshop.
+EXTREMELY LONG!
+It has announcements when you arrive or depart to and from stations.

CONS:
-The locos (BR101 and BR151) were original and made by Kuju when Rail Smulator was made back. Also, this limits the PZB and LZB functions in this route. If you have Munich - Augsburg or newer and you want to use the PZB, SIFA, LZB, and AFB. You can clone a scenario through build and replace the loco. Prehaps, they will be workshop scenarios to introduce much more better trains to drive.
-You can't drive the cab car on the IC consist that came with the route nor drive the double deck coach.

I would rate this 8.5\/10!. very good route. you dont get the s-bahn. While the route looks great the provided trains have poor functionality which ruins the experience of the route. Superb route, beautifully crafted. Get it!. This route is an awesome 3rd party dev. project.

It is actually the "Berlin-Wittenberg"-route, with further updates\/redesign, + "an addon" to Leipzig city.
Some of the best ger- 3rd party developers for TS were involved in this project and the signaling is top notch.

Some szenarios have announcements and there is a lot of (TTB) AI, which is very good.

The standard (Aerosoft) rolling stock is not good (of course),
but with the TTB (train team berlin) pluspack content for the 101 and 151 (extra payware)
you can get the most out of the scenarios, because those pluspacks simply overwrite the very old Kuju-rolling stock which comes with this route. (TTB = much better sounds\/ at least a simplified PZB and some extra features)

Concerning the standard scenarios, there is also an extra package by the developer available for free and for this route:

http:\/\/www.virtualtracks.net\/downloads\/berlin-leipzig-a-szenarien.rwp

The extra package contains scenarios for the following trains:

ICE2 (RSC\/DTG)
Talent 2\/ BR 442 (DTG)
vR BR140 (EL) and
vR DB 112 (EL)

This route is one of the longest and finest german routes available for TS.

I'd guess we'll see a lot of workshop scenarios with different rolling stock very soon :)

9 out of 10 (with TTB plus packs installed). This an extremely well crafted and long route, with highlights to me being extremely well done naturally looking forestation and the fine detail in overhead wiring, signaling and stations. On the downside, I find the traffic while busy, monotonous: I think this route deserves a richer selection and variety of stock to see and drive. Another minor downside for me is that the current set of career scenarios are a bit devoid of action (boring) - which maybe is induced just due to the length of this route - and perhaps a touch of ADHD on my part. But at least these scenarios are not long because of driving 20mph..

So despite a couple of drawbacks, highly recommendeded - it's a very high quality route and top 5 material.

The Berlin - Leipzig route by virtualTracks is an obviously lovingly crafted, long route, tons of detail, lots of mixed traffic in the scenarios, gorgeous stations and scenery. Unfortunately the provided DB BR 101 locomotive is quite feature-free. None of the features included with the tracks are operational, you cannot even use the in-cab throttle, AD keys, HUD or controller only. No instrument lights, cab light or passenger view. No AFB makes the runs challenging, and there is already plenty enough going on to keep you busy. The manual does point to the virtualRailroads website where you can purchase detailed locomotives, but no scenarios are included.

The manual also points to a link to a zip file with "A" variants of all scenarios, but the link is broken, think you would have to buy the locos for these, which is fine (if it worked).

I provisionally recommend this route, hoping there will be some advanced locomotives made available for it including good career scenarios, or some enterprising folks here will develop Workshop scenarios that can take full advantage of the huge potential of this route. Meanwhile, I will very much enjoy the content that is provided.... So far - Sensational!

In train and station announcements bring the route to life. Driving without the HUD - you can really sense and see even small changes in gradient.

Shrubs growing between the tracks look very realistic. Good amount of AI traffic.

Rolling stock a weak point otherwise 10\/10. Extra package can not open and route missions don't include trains with PZB or LZB. So only can use them in QuicDrive with train what support it. Otherwise nice route, compare to other routse with LZB and PZB, this route signals work slower or LZB work after signal, mean that train don't break before signal if speed dropping.. This is really a stunning route. The scenery is just fantastic and the track work is some of the best I have ever seen in any DLC. The route is very, very long by the way. Worth every bit the selling price! An easy 10\/10.. recommended 100%!. PZB is not working on BR101 locomotive. It's shame, because all this route scenarios (exept one) about BR101. PZB is one of main features of Berlin - Leipzig route, so this feature should be implemented in default scenarios.. I just got this route, and the first impression is pretty good. It's a lengthy route (180km) with speed limits up to 200km\/h. The route has a similar set up as Hamburg-Hanover, but is slightly hilly. Quick Drive lets you run over the main line, which means you're skipping any platforms that aren't directly adjacent to the main line. There's still plenty of stations to stop at. The route includes large sections of 200km\/h line speed (unlike Hamburg-Hanover, where the sections are pretty short). Quick drive allows you to start on Berlin, Ludwigsfelde, Wittenberg and Leipzig. There is some AI traffic on Quick Drive, but not a lot.

Only downside is that this route includes no locomotives other than the European Loco & Assets Pack. Several reviews mention LZB not functioning. To clarify; LZB works fine on this line, but this DLC includes no locomotives that support LZB. I just did a run with the BR120 (not included) and LZB works just fine.

So to fully enjoy this route, make sure you have a locomotive that supports LZB, AFB and can achieve 200km\/h.. Love the route and how there's so much AI activity on it, but what I hate is how there are no passenger views for any coaches and you can't even operate the cab cars of other coaches. I'm just going to edit out all the scenarios and either replace them with Railjets or other better rolling stock.

Hectic crack fix

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