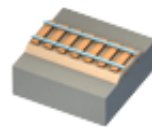




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## About This Game

Train Valley 2 is a train tycoon puzzle game. Take your railroad company from the days of the Industrial Revolution and into the future, meeting the needs of the valley's cities and industries. Build railroads, upgrade your locomotives, and keep your trains on schedule without delays or accidents. All aboard — the train is leaving the station!



Enjoy engaging and addictive gameplay, combining puzzle micromanagement with tycoon elements.



Discover the history of railroads in elegant low-poly graphics!



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Keep your trains running on schedule across 50 levels in Company Mode.



Upgrade your stock of locomotives and acquire advanced engines, with 18 models to unlock.



Produce and ship increasingly sophisticated goods in more than 45 types of train cars.



Jump into our Level Editor with Steam Workshop integration and create your own Valleys - or play levels from other players!



Create your own mods with custom locomotives, train cars, industries, and resources from your favorite time or universe.

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Title: Train Valley 2  
Genre: Casual, Indie, Simulation, Strategy  
Developer:  
Alexey Davydov, Sergey Dvoynikov, Timofey Shargorodskiy  
Publisher:  
Flazm  
Release Date: 15 Apr, 2019  
  
a09c17d780

English,French,Italian,German,Japanese,Polish,Russian,Simplified Chinese,Korean,Turkish,Czech,Swedish









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Micro management with trains! You basically harvest resources and move workers from one location to another to get a desired product. All while racing to get a good time and those bonus stars!

Here is my first look video if anyone wants to see me fail and blow trains up :).

Twitch: <https://www.twitch.tv/videos/253498311>

Youtube: <https://www.youtube.com/watch?v=eWsGvBITA9I>

If you enjoyed my review please consider following and joining my Steam group

[Mature Minded Gamers](#)

We have free game giveaway's every month for all Members, just click Follow and Join!. Train Valley 2 is a very good game and its price justifies what you get. Its unique in the puzzle that it provides, yet very easy to wrap your head around its concept. When the level editor comes in, which I believe it will due to how positive the review are for all their games, it would be endless fun for little price.

The only negative is that we no longer have trains going on their own like in Train Valley (1). The concept was good as it was and I'd love to see the devs add some levels which are Train Valley 1 style, or for us to have this option in the editor when it comes out.

You'd love Train Valley if you loved games such as Overcooked and Snake Pass.. I love the changes and additions since Train Valley. It makes it even more puzzle-y.

It's early access, but feels like a fully finished game!. I loved the first one and I got this one in early access. I'm writing this review after I got all the stars and all of the achievements. It's a great game. It's different from the first in that you need to send certain trains to certain cities and there is a timer. I got used to it quick. If you like trains and puzzles this is a great game for you.. This is a great game for people who like puzzling and having a bit of time stress put on the puzzling.

The challenge it puts on you is keeping track of all the moving trains, what recourses to produce and how to get them to the destination in time.

It was a lot of fun for me, also the possibility of replaying the levels trying to get all the stars will keep me busy with it for a while still, furthermore there is a lot of content on the steam workshop which is great to try out.. Big fan of the first one and they added a whole new layer of puzzles with the second. While the first was a race against time to juggle your trains to their respective stations before you ran out of money, this one has you directing trains to stations to create various building materials and then sendng them off to whoever needs them. Completely different strategy is needed in this one compared to the first one. No more building giant round-a-bouts; this game and the levels that were created really force you to think about the paths you build and what is the most cost efficient route.

Graphics and music are very similar to Train Valley 1 which can be good or bad depending on your opinion of the first and what you're looking for in the second. The ability to upgrade and buy new trains is a great addition and another level of money management a sequel needed to not be so similar to its predecessor. This could have been a mediocre sequel with the same old formula that was safe but ultimately DLC with a number 2 tacked on, but instead it has some real thought behind it and I believe it will give you hours of fun trying to hit 5 stars.

Hint: After you meet 5 stars the game compares you to everyone else playing the game and how well they did which is a fantastic inspiration to keep gettnig better and become that Train Master.. I loved the first Train Valley for it's challenge aspect, but that's all gone in the sequel. Train Valley 2 has moved towards a resource transportation simulator, and the pressure and challenge is gone. It has the same look and feel, but the gameplay is not the same as the first. I applaud that they branched out

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and went with something new, but personally for me it's a miss.. This is a great simple game.. few bugs with a few null references (as expected in early access).. but not enough bugs to detract from gameplay.  
Very enjoyable and highly recommended



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Maybe you came to this game because you played Transport Tycoon games in the past and steam suggested Train Valley 2 to you. However, Train Valley 2 is not a tycoon game and if you expect something like TTD etc, then you will be disappointed. As was with me.

Lately, I gave the game a second try while not expecting anything from it. Et violá, Train Valley 2 is real fun. Its rather a puzzle game than a tycoon game and you can play it for hours; either by beating yourself at the different levels or by creating our own levels for the workshop. I very much recommend this game!. When I wrote this, 3/5 of the content was released. 3 ages, with additional mechanics introduced as time went on.

You can probably finish the game in 5-10 hours... except that I've managed to spend ~250h in the community generated maps until now (finishing most of the maps there as well)

This game is addictive, and I can't wait for the next community-generated maps.

If you've already played the 1st game, it's more of that, with a couple new mechanics.

If you haven't, it's a juggling game: you're throwing trains in your rail network and need to pay attention if you don't want everything crashing into everything else. Abusing the pause key helps... most of the time...

Should you play the 1st game before buying this game? no, the user-generated content already dwarfs anything you could get in the 1st game.. "The most fun slingin' boxcars I've ever had." - Oscar (Confirmed Hobo)

This game, Its amazing community (on Steam), and its developers devotion to gaming and train lore, have triple-handedly reignited my love of all things train. Construct elaborate track systems to overcome devious logistics puzzles. The level editor is actually simple to use allowing easy level development. FUN.. Really fun, the sequel isn't just more of the same - the game improved a lot and it is now quite a lot more puzzly and deep.

It's already a good game and devs have a track record of doing early access well and actually implementing community suggestions. Only reason to wait till release is the fact that it's a bit of a one shot game. I never came back to train valley 1, and I expect I'll miss 40 levels not yet made as well. Still happy with my purchase.

Only thing I'd change is those dumb special level tasks. I don't ever want to crash or mismanage trains on purpose, I don't want to spend more money than I have to. Those are annoying.

(there are some minor control quirks and performance issues, but for an early access game it's really solid)

(Edit: ok, just lost my save 19 levels deep. Not as solid as I initially expected.). I played the first Train Valley quite a bit - I thought it was quite smart and although it had a difficulty curve which sometimes got frustrating, I had some fun.

TV1 was, at its heart, a train scheduling/points switching game - it was a bit twitchy but it also rewarded common-sense planning and could be played "off the cuff"

Train Valley 2 is VERY different - it's a puzzle and a time management game combined - erm - not that well.

Every level has a build order you'll need to figure-out as the level unfolds - a layout which will only become obvious as the level progresses and then there's the time-management 'running' of that which is basically a watered-down TV1 - altogether it's just more clutter and less fun.

I MUCH preferred TV1's more cavalier/open-ended approach - even when it got buggy or unfair you got better and better at it (whereas every level here is a new learning process)

I'd rather have seen the rough-edges and bugs knocked-off TV1 but this is a new and different thing and one I just cannot seem to enjoy.

YMMV but this is a big disappointment for me - back to TV1 I guess...

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