Train Simulator Scenario

The GN Montana Hi-Line Route:

GN Train #2: The Empire Builder (Seattle to Chicago Streamliner)

1955 Timetable

for DTG Train Simulator by Michael Stephan

- **1** Scenario Description and Important Notes
- **2** Installation and System Requirements
- **3 Copyright, Repaints, Distribution, Warranty**
- 4 Support, Dovetail Games Disclaimer

Scenario Description and Important Notes

This scenario lets you run GN Train #2, the famous Empire Builder, across the Montana Hi-Line route (GN 1950s Version).

You will be running the entire route from **Shelby to Havre**, where the Builder has regularly scheduled station stops. **Chester is a conditional stop** to receive and discharge passengers if requested. The scenario uses the 1955 GN Employee Timetable and lists arrival timings for all stations on line, including those that you only pass through. You'll find that the timetable is not too tight. Your conductor will let you know in Shelby if somebody wants to leave at Chester. Also, there is a chance that somebody wants to board there, in which case the station agent will signal you to stop by lowering the train order signal. Approach the station at Chester slowly in case you get signaled to stop to receive passengers.

The scenario's script will randomly select whether or not you have to stop at Chester, so there is a chance for a different outcome every time you play the scenario. The corresponding "pick up passengers" task for the stop at Chester will only show up on your task list (F1) if your conductor tells you before setting off in Havre that somebody wants to leave your train in Chester, or if you can get a lowered train order signal on approach to Chester.

Duration:	115 minutes
Difficulty:	not overly tight timetable, random stop at Chester
Type:	express passenger with one conditional stop
Tasks:	mainline passenger run over entire route

Installation and System Requirements

Route Requirements: You must own the Montana Hi-Line Route, GN 1950s/60s Version from the Steam Workshop and its prerequisites.

You can get the GN 1950s/60s Hi-Line route in the Steam Workshop.

This scenario also requires the GN Cascadian route as I'm using plenty of its rolling stock in this scenario.

You can get the GN Cascadian route exclusively at RWA.

Installation:

- 1. Download the RWP file and save it in a secure place on your hard disk.
- 2. Now install the RWP file with Train Simulator's Package Manager. To access that tool, launch utilities.exe in the main Train Simulator installation folder.
- 3. Note: You can find utilities.exe by right clicking on the Train Simulator title in your Steam Library, selecting Properties, and then clicking the Browse Local Content button on the Local Files tab.
- 4. Once the Utilities are running, go to the Package Manager Tab, click the Install button, browse to the file from step one, click Open. The package will be installed now, after which you can already run the scenario in the game!
- 5. You'll find the scenario listed in the Standard Scenarios Tab for the selected route.

REQUIRED DOWNLOADS

The add-ons and DLC packs listed below are needed to play this scenario.

Read this if you do not want to download or buy quite so many files: With the help of

Mike Simpson's RW_Tools suite of utilities you can quite easily substitute any piece of equipment used in this or any other scenario. Please read on here for more information about RW_Tools: <u>www.agenetools.com</u>_

From DovetailGames / Steam DLC:

- <u>US Loco & Assets Pack DLC</u> (required for locomotive audio!)
- GN 1950s/60s Hi-Line route in the Steam Workshop

From Golden Age of Railroading:

- EMD SD7 Great Northern (freeware)
- EMD GP9 Great Northern (freeware)
- DTM F7 Physics Fix and GN Passenger Units (required update for DTM repaints)
- BN and Predecessors Freight Car Packs (only the boxcars pack)
- <u>GN X200 Class Cabooses (freeware)</u>
- <u>TOFC Western Roads (freeware)</u>
- GN Ore Hoppers (freeware)
- GN 65' Mill Gondola (freeware)

From the RailworksAmerica File Library:

In case the **direct links below** don't work, please use the file library search for the phrases in quotes OR use Google to find the relevant download pages by typing this into the search field: "[Name of the link in quotes from the list below]" site:railworksamerica.com

- GN Cascadian route exclusively at RWA
- <u>G-TraX 4-Pack Lightweight Passenger Cars</u> by Rick Grout (ricksan) (freeware)
- GN F7 Re-Paints
- <u>G-TraX GN RS-1 Diesel Locomotive</u> by Rick Grout (ricksan) (freeware)
- Additional Liveries for the ALCo S2 by Michael Calvin (freeware, includes GN loco)
- <u>ALCo S2</u> by Richard Chargin (Dogmouse) (freeware)

Copyright, Repaints, Distribution, Warranty

All of the contents of this software are copyrighted material and may not be further distributed or reused, whole or in part, without express written permission by the author and publisher, Michael Stephan.

This software is provided to you on an as is basis without any express or implied warranty of any kind, including but not limited to any warranties of merchantability, noninfringement, or fitness of a particular purpose.

Support, Dovetail Games Disclaimer

Support & Contact Information:

Please visit <u>www.golden-age-rails.com</u> for more information, or write an email to <u>contact@golden-age-rails.com</u>.

A Word from Dovetail Games:

<u>IMPORTANT NOTICE.</u> This is user generated content designed for use with Dovetail Games Software.

Dovetail Games does not approve or endorse this user generated content and does not accept any liability or responsibility regarding it.

This user generated content has not been screened or tested by Dovetail Games. Accordingly, it may adversely affect your use of Dovetail Games' products. If you install this user generated content and it infringes the rules regarding user-generated content, Dovetail Games may choose to discontinue any support for that product which they may otherwise have provided.

The Train Simulator EULA sets out in detail how user generated content may be used, which you can review further here: www.dovetailgames.com/terms. In particular, this user generated content includes work which remains the intellectual property of Dovetail Games and which may not be rented, leased, sub-licensed, modified, adapted, copied, reproduced or redistributed without the permission of Dovetail Games.