

Train Simulator Scenario

The GN Cascadian Route:

GN Train 5: The Cascadian (Spokane - Seattle daily local)

1954 Timetable - Summer and Winter

for DTG Train Simulator by Michael Stephan

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Scenario Description and Important Notes

This scenario six-pack models the run of GN Train 5, the westbound Cascadian, GN's daily all-stops local from Spokane to Seattle. Due to the length of the route, the scenario has been split in three parts, each of which is available in summer- and winter setting.

The scenario is based on the 1954 GN public timetable. The Cascadian had just been classified as a "Streamliner", which in its case meant mainly repainted and rebuilt heavyweight equipment and a pair of F7s leading.

Your timetable is pretty tight in the east- and west ends of the route, but fairly relaxed

up in the mountains where almost all of the stops are flagstops (which means you will frequently "miss" stops when you don't get flagged to stop).

Duration: 1st part: 45 minutes, 2nd part: 90 minutes, 3rd part: 100 minutes
Difficulty: at times tight timetable, **random flagstops**
Type: stopping passenger with flagstops
Tasks: mainline passenger run over entire route

A Note on Flagstops:

Many of the stops on your schedule are listed as **flagstops**. That means, you will only have to stop if signaled by the local station agent. In this scenario series, this is modeled by the position of the **train order signal** (see the route manual for more details if you don't know what that means). If it is up (green light), you can pass through without stopping. If the board is down (red light), you have to stop to let passengers board or pick up mail. Needless to say, you really should **approach all flagstops carefully** so that you can still stop at the depot when you get flagged.

Your conductor will warn you before each station whether the next stop is on flag, or a regular scheduled stop.

And no, your "F1" task list will not help! When a flag stop gets called, it will only show up on your task list when you are already within visible range of the station and its train order signal. Your conductor will however assist you with watching the train order boards and tell you when he can see them.

Please note that the flagstops in these scenarios happen at random! Each time you run the scenario, you can encounter different places where you might get called to stop. It might even happen that you can blast through all of them (these are very remote places, after all).

One final note: You will not be able to get a "successful completion" of the scenario (that green check mark at the end). This is because I had to do extensive "scripting surgery" on the scenario in order to make the flagstops work.

I owe great thanks to Wayne Campbell, without whose groundbreaking scenario work on the Kingwood Branch none of this would have been possible.

Installation and System Requirements

System Requirements: You must own the GN Cascadian route and its western expansion to be able to play this scenario.

You can get the GN Cascadian route [exclusively at RWA](#).
You can download the expansion [also 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: www.agenetools.com

From DovetailGames / Steam DLC:

- [US Loco & Assets Pack DLC](#)

From Golden Age of Railroading:

- [EMD SD7 Great Northern \(freeware\)](#)
- [EMD SD7 Milwaukee Road \(freeware\)](#)

- [EMD GP9 Great Northern \(freeware\)](#)
- [EMD GP9 Northern Pacific \(freeware\)](#)

- [DTM F7 Physics Fix and GN Passenger Units](#) (required update for DTM repaints)

- [BN and Predecessors Freight Car Packs \(only the boxcars pack\)](#)
- [GN X200 Class Cabooses \(freeware\)](#)
- [GN 40ft PS-1 Boxcar Pack \(freeware\)](#)
- [ATSF 40ft PS-1 Boxcar Pack \(freeware\)](#)
- [Milwaukee Road PS-1 Boxcars \(freeware\)](#)
- [Northern Pacific Icebox Reefers Pack \(freeware\)](#)
- [TOFC Western Roads \(freeware\)](#)
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Repaints 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

- [G-TraX 4-Pack Lightweight Passenger Cars](#) by Rick Grout (ricksan) (freeware)
- [GN F7 Re-Paints](#)
- [GN 4-8-4 Northern Steam Locomotive](#) by Rick Grout (ricksan) (freeware)
- [GN S2 Glacier Park for Cascadian Northern](#) by Rudi Jaeger (RudiJaeger) (freeware repaint, also requires above download of GN 4-8-4)
- [NP F7 Re-Paints](#)
- [Northern Pacific X200 Caboose](#) by RudiJaeger

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