

# **(BLXT) The Far North Scenario Pack 01 (Train Simulator 2015)**

## **Introduction**

In this pack are included 10 scenarios to play on the route "The Far North". Payware and freeware rolling stock is also necessary.

Languages of the scenarios: English, German, French and Italian.

## **Route**

The route (and patches) can be downloaded here: <http://www.railsim-fr.com/forum/index.php?app=downloads&showfile=832>.

## **Required rolling stock**

Some rolling stock is required:

- 1) Rolling stock included in the route package
- 2) <http://railworksamerica.com/download-library/rolling-stock-repaints?view=document&id=128:g-trax-4-pack-lightweight-passenger-cars&catid=19:rolling-stock-repaints> (G-Trax 4-Pack Lightweight Passenger Cars)(Freeware)
- 3) <http://railworksamerica.com/index.php/download-library/rolling-stock-repaints?view=document&id=1509:arr-lwt-passenger-cars&catid=19:rolling-stock-repaints> (ARR lwt Passenger Cars)(Freeware)
- 4) <http://railworksamerica.com/index.php/download-library/rolling-stock-repaints?view=document&id=793:alaska-railroad-arr-wide-vision-caboose-re-paints&catid=19:rolling-stock-repaints> (Alaska Railroad Wide Vision Caboose)(Freeware)

Only for "P" scenarios:

- 5) < From Steam: currently unavailable outside the US > (BN GP-38)(Payware)
- 6) < From Steam: currently unavailable outside the US > (SD70MAC Pack 03)(Payware)
- 7) <http://railworksamerica.com/index.php/download-library/engine-repaints?view=document&id=1507:alaska-railroad-sd70mac-weathered&catid=18:engine-repaints> (Alaska Railroad SD70MAC weathered) (Freeware)
- 8) <http://railworksamerica.com/index.php/download-library/engine-repaints?view=document&id=1506:alaska-railroad-3007-gp38&catid=18:engine-repaints> (Alaska Railroad 3007 GP38)(Freeware)

## **List of the scenarios**

The asterisk next to the title allows you to locate easily the scenario(s) containing at least one payware content.

### **01) Discovering the Far North** ( )

Summary: In this first scenario, you will be travelling through the lovely (but icy !) landscapes of the Far North.

Date: January 14, 1999

Duration: 50 minutes

### **02) It's time to cut some wood (part 1)** ( )

Summary: You are starting at Big Pass and you will be bringing some lumberjacks to their working place at Wood Valley Camp.

Date: September 13, 1996

Duration: 25 minutes

### **03) It's time to cut some wood (part 2)** ( )

Summary: In Grum Valley Camp some cords of cut wood have just been loaded. You must then add some other wagons at Gold City and Wood Valley and your journey will end at Inuk Bay.

Date: September 13, 1996

Duration: 65 minutes

#### **04) Gold City to Inuk Bay** ( )

Summary: It's the evening and some people need to turn back to Inuk Bay where a boat is waiting for them. Call at Sparks and Big Pass en-route.

Date: December 16, 1998

Duration: 30 minutes

#### **05) Running through the Northern plains** ( )

Summary: Plenty of tourists from the US has just disembarked in Inuk Bay. They are now ready to join their entertainment places here in Alaska. Drive them safely to their destination.

Date: August 16, 1998

Duration: 35 minutes

#### **06) This is not gold but...** ( )

Summary: Winter is approaching and more coal is needed at Big Pass. From Inuk Bay, drive a consist of hoppers that you will load at the mine of Wood Road. Once done, unload this coal at Big Pass freight yard.

Date: October 16, 1998

Duration: 50 minutes

#### **07) From the border and back** ( )

Summary: You are waiting in Big Pass for a freight train from Canada to Inuk Bay. You will bring it southwards and drive another consist back northwards.

Date: November 13, 1997

Duration: 60 minutes

#### **08) Shunting challenge** ( )

Summary: You have to marshall two freight consists in Gold City.

Date: November 11, 1997

Duration: 45 minutes

#### **09) Loaded to be unloaded** ( )

Summary: Starting at Gold City, you will load some containers that need to be shipped from Inuk Bay's harbour.

Date: April 29, 1998

Duration: 50 minutes

#### **09P) Loaded to be unloaded\*** ( )

Summary: Starting at Gold City, you will load some containers that need to be shipped from Inuk Bay's harbour.

Date: April 29, 1998

Duration: 50 minutes

#### **10) Evening express** ( )

Summary: An evening express train is ready to depart from Inuk Bay. Drive it as far as Gold City.

Date: January 20, 1998

Duration: 55 minutes

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Summary: An evening express train is ready to depart from Inuk Bay. Drive it as far as Gold City.

Date: January 20, 1998

Duration: 55 minutes

### **Installation**

These scenarios are packaged in the same ".rwp" file. Install it through Train Simulator 2015 package manager that you will find in your railworks folder (Utilities.exe).

### **Thanks**

I'd like to thank all route and rolling stock/reskin creators.

Thanks to:

- Ralf Kroneberg for the german translations.

To report any problem or feedback, please send an email to [railworks@beluxtrains.net](mailto:railworks@beluxtrains.net).

Have fun !

Christophe Durvaux (February 2015)

<http://www.beluxtrains.net/>