

# TOTHAM

## PASSENGERS, POWER & FREIGHT

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## **INTRODUCTION**

**TOTHAM** Designed specifically for RailWorks 2, Totham is an all-new UK route of around 30 miles in total length, giving you a great range of tasks and a variety of interesting places to visit.

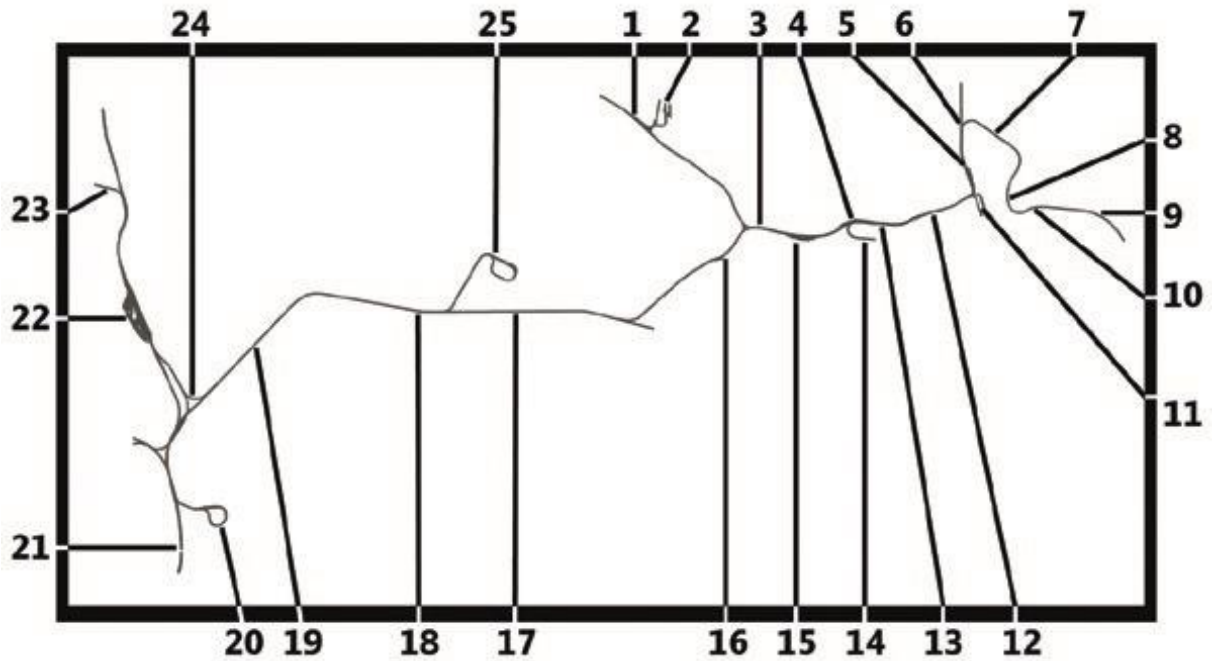
Included with the route are Five custom scenarios which use the default RailWorks 2 stock. Totham is designed to give you the best of all rail simulation worlds, with halts and stations for intense passenger services and Intermodal container and freight depot marshalling yards for freight operations. If you want heavy haulage, then there are two coal-powered merry-go-round power stations as well as a nuclear power plant on the Axford branch line which requires high security deliveries. The inclusion of a mail depot and car terminal ensure that there is always lots to do!

Parts of the route are based around an estuary which houses a large oil terminal near to the Traincare facility. Large parts of the route are electrified, allowing to you use your own overhead electric stock.

From bustling urban Portsbridge, north to the flat estuary area of Bleaton, due west past the docks and freight depots and through to the beautifully laid out countryside past Plainview Halt and to the end of the line at Merryhill Parkway, Totham is a complete route for you to savour and enjoy.

# TOTHAM

## ROUTE MAP



- |                                |                            |
|--------------------------------|----------------------------|
| 1 Axford                       | 14 Royton South Dock       |
| 2 Axford Nuclear Power Station | 15 Westerton Container     |
| 3 Westerton                    | 16 Hantsberry              |
| 4 Royton Container             | 17 Plainview Halt          |
| 5 Nortsholt Traincare Depot    | 18 Warmwell                |
| 6 Bleaton                      | 19 Forde Parkway           |
| 7 Fairley Grove                | 20 Merryhill Power Station |
| 8 Merlin Riverside             | 21 Merryhill Parkway       |
| 9 Shollet                      | 22 Totham Yard             |
| 10 Walming                     | 23 Calverley Mail Depot    |
| 11 Foreley Refinery            | 24 Halloaks Junction       |
| 12 Portsbridge Central         | 25 Burntash Power Station  |
| 13 Royton                      |                            |

# SCENARIOS

If you purchased Train Simulator after 20 September 2012, you will require the European Loco & Asset Pack (available to purchase via [Steam](#))

**All Stops** – Drive a Class 166 from Merryhill Parkway to Bleaton on an all-stations service.  
Year: 2007

**Double Trouble** – Drive 47303 and 47309 on a container train from Westerton Container Terminal to Totham Yard. Year: 2011

**High Speed Sunset** – Drive an Intercity Swallow-liveried HST non-stop from Portsbridge Central to Merryhill Parkway on a crisp winter evening. Year: 1996

**Well Oiled** – Drive 47157 on an oil train from Foreley to Halloaks Junction on an overcast rainy day. Year: 2004

**Free Roam** – Pick a train by clicking on it and explore the route.

**Quick Drive** – Five start points with several end points.

# SCENARIO HINTS AND TIPS

This selection of useful hints and tips has been compiled by Just Trains to help you understand the basics of RailWorks 2, and will enable you to make the most of the scenarios included with both the main RailWorks 2 package and our add-ons, helping you complete them in a timely and accurate fashion.

Areas covered by the guide include the on-screen display panels, loading and unloading of both passenger and freight trains, changing cab ends, coupling up to other rolling stock, using the map view.

RailWorks 2 Train Simulator has a HUD (Head-Up Display) that is activated by the F4 key on your keyboard.

All the previous function (F) key views and functions are still available as described but you will need to note that when the HUD is selected then the views controlled by the F3 and the F5 keys do not display. Turning OFF the HUD (F4 key) means the F3 and F5 views do display. You cannot have the F3 and F5 views on screen at the same time as the F4 HUD view.

Please note that the type of scenario, the type of driving mode (Simple or Expert) and the type of engine that you are driving will decide what information and controls are available via the HUD. For full information on the HUD and its options and features, refer to the RailWorks 2 Train Simulator manual.



1. Current in-game time and scenario instructions – in this case the time is 12:02:29 and you are at Paddington Platform 5.

2. Engine information – in this case RPM and Amperes.

3. Your current speed and track speed limit – in this case 0.0 (zero) and with a line speed limit of 10 MPH.

4. Power controller. Up/forward = more power with a % figure shown at the top

5. Reverser – selects the direction of travel. Up/forward = forward. Down/back = reverse. Middle = No direction selected.

6. Brake. Fully up/forward = maximum braking. Fully down/ back = no braking effect.

7. Train brake.

8. Brake cylinder pressure indicator and brake pipe pressure indicator.

9. Fuel tank quantity indicator.

10. Control panel – wipers, lights, load/unload passengers or freight, wheel sander, horn, bell (some items in Expert mode only).

11. Emergency brake control.

12. Engine start control (Expert mode only).

13. Pause game button.

14. Take screenshot button.

15. Views control panel – head out left, cab view, head out right, track side, overhead, external front, external rear, passenger, move forward and move rearwards (in external view), coupling, yard overhead view, free view, zoom in, zoom out.

16. Alerter indicator (Expert mode only).

17. Status indicator area that displays: track incline, distance to next signal, speed limits and in-range stations.

18. The engine you are driving.

19. The carriages/wagons that you are pulling.

20. Station name.

21. Toggle buttons for: map view, scenario instructions, coupling information.

22. Scenario information panel showing: ETA (Estimated Time of Arrival), due time and distance to destination

# CREDITS

## **JUST TRAINS TEAM**

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## **PRODUCT DEVELOPMENT**

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## **Special thanks**

Special thanks to Richard Armstrong for creating the scenarios.

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