

High Iron Simulations

Realistic Contemporary and Historical Scenarios for Train Simulator

Soldier Summit + Salt Lake City Route Extension

Scenario Pack 01



About High Iron Simulations

We began serving the Train Simulator community in October 2012 by developing and publishing free Train Simulator scenarios to Steam Workshop — and we're pleased that our series of more than 300 Steam Workshop scenarios have been downloaded by Train Simulator enthusiasts more than 750,000 times.

As a Train Simulator Partner Programme member, we collaborate with Dovetail Games to produce a wide variety of realistic scenario packs for Train Simulator routes.

The Soldier Summit + Salt Lake City Route Extension

Standing tall along the western rim of the Rocky Mountains is the Wasatch Range, stretching from Utah to Idaho. Rugged, magnificent, and daunting, the Wasatch claims peaks as tall as 11,900 feet. The Wasatch Range is also famous for Soldier Summit, the pass through which the Rio Grande pushed its steel rails west in 1882. Soldier Summit is the fifth highest mountain crossing on a U. S. western transcontinental railroad route.

Train Simulator's Soldier Summit + Salt Lake City Route Extension stretches west from Helper to Salt Lake City, Utah, a distance of 118 route miles along Rio Grande's Utah Division. Helper, so named for its role as the place where Rio Grande added helper locomotives, marks the start of the hard westbound climb over Soldier Summit's east slope. From Helper, which stands at an elevation of 5,830 feet, Rio Grande's Soldier Summit route begins an arduous 2.4 percent gradient east slope climb through famed locations such as Castle Gate and Kyune toward the line's summit at 7,440 feet, then drops down the long west slope (with grades of up to 2 percent), reaching Provo (standing at 4,517 feet elevation). West of Provo, the D&RGW served the sprawling Geneva Steel Works and made its way to Salt Lake City, an important interchange point with both the Union Pacific and Western Pacific.

No small part of Soldier Summit's fame over the decades has been due to the hard and unforgiving task that the Rio Grande faced in lifting coal mined in the Wasatch westbound over the Wasatch east slope. But the Soldier Summit route was always bustling with a variety of diverse rail activity. As part of D&RGW's main traffic artery for east-west transcontinental traffic, Soldier Summit was host to priority merchandise freights, intermodal traffic, and, of course, one of America's most famous passenger trains, the California Zephyr. The dome-equipped "CZ" made its debut in 1949, operating between Chicago and San Francisco's Bay Area until 1970, when Western Pacific was allowed to discontinue the train's western route segment. Rio Grande chose not to join Amtrak in 1971, and instead operated its own Rio Grande Zephyr (using equipment from the CZ) until 1983. Following the discontinuance of the Rio Grande Zephyr, Amtrak's Superliner-equipped version of the California Zephyr began operating over the D&RGW and Soldier Summit, and continues to do so today. Now part of the Union Pacific system, Soldier Summit remains an active line, hosting UP tonnage, Utah Railway coal trains, Amtrak's California Zephyr, and BNSF trackage rights freight movements

The Scenarios

This pack includes 10 career scenarios based on authentic D&RGW freight and passenger operations on the railroad's Utah Division during the 1980s.

Career scenario scoring for all freight (main line, local, and switching) operations in the scenario pack are based upon a starting score of 1,000 with deductions made for operating errors. Passenger-service scenario scoring is based upon points achieved for meeting timetable expectations.

All scenarios require Dovetail Games' Train Simulator, the Soldier Summit + Salt Lake City Route Extension, and the GP40-2 Loco Add-On. Select scenarios also require the Western Pacific FP7 California Zephyr Loco Add-On as detailed in the individual scenario descriptions (pages 3-6).

Train Simulator and all required products are available at the Steam Store: <http://store.steampowered.com>

Our additional scenario packs are also available at the Steam Store: <http://store.steampowered.com>

For Train Simulator and scenario product support, visit: <http://dovetailgames.kayako.com/>

For the latest news and information on High Iron Simulations and our scenario products, visit our Facebook page at: <https://www.facebook.com/HighIronSimulations/>

Soldier Summit + Salt Lake City Route Extension

Scenario Pack 01

[SLC 1.01] D&RGW TRAIN 18, PART 1



Following the discontinuance of the California Zephyr in 1970, the Rio Grande continued the Salt Lake City-Denver leg of the "Silver Lady's" schedule, with the train renamed the "Rio Grande Zephyr." Operating tri-weekly in each direction, the "RGZ" utilized ex-California Zephyr equipment. On a winter morning, you are the engineer of D&RGW Train 18 – the westbound "RGZ" – ready for departure from Salt Lake City's D&RGW station and soon you'll be rolling east into the snowy Rockies. This is the first of a three-part scenario.

Featured Equipment: D&RGW EMD F9 and Rio Grande Zephyr.

Scenario Duration: Approximately 50 minutes.

Scenario Requirements: Soldier Summit + Salt Lake City Route Extension; Western Pacific FP7 California Zephyr Loco Add-On; GP40-2 Loco Pack Add-On.

[SLC 1.02] D&RGW TRAIN 18, PART 2



Following the discontinuance of the California Zephyr in 1970, the Rio Grande continued the Salt Lake City-Denver leg of the "Silver Lady's" schedule, with the train renamed the "Rio Grande Zephyr." In Part 1 of this three-part scenario, you proceeded with Train 18 – the eastbound "RGZ" – from Salt Lake City to Provo, and you are now ready to continue the journey east and ascend snowy Soldier Summit.

Featured Equipment: D&RGW EMD F9 and Rio Grande Zephyr.

Scenario Duration: Approximately 80 minutes.

Scenario Requirements: Soldier Summit + Salt Lake City Route Extension; Western Pacific FP7 California Zephyr Loco Add-On; GP40-2 Loco Pack Add-On.

[SLC 1.03] D&RGW TRAIN 18, PART 3



Following the discontinuance of the California Zephyr in 1970, the Rio Grande continued the Salt Lake City-Denver leg of the "Silver Lady's" schedule, with the train renamed the "Rio Grande Zephyr." In Part 2 of this three-part scenario, you proceeded with Train 18 – the eastbound "RGZ" – to the summit of the Wasatch, and you are now ready to continue the journey down the east slope of Soldier Summit to the station stop at Helper, Utah.

Featured Equipment: D&RGW EMD F9 and Rio Grande Zephyr.

Scenario Duration: Approximately 50 minutes.

Scenario Requirements: Soldier Summit + Salt Lake City Route Extension; Western Pacific FP7 California Zephyr Loco Add-On; GP40-2 Loco Pack Add-On.

Soldier Summit + Salt Lake City Route Extension

Scenario Pack 01



[SLC 1.04] D&RGW TRAIN 733, PART 1

D&RGW Train 733 totted coal mined in Carbon County, Utah from Columbia Jct. to the sprawling Geneva Steel Works west of Provo. You are the engineer of Train 733, stopped at the summit of the Wasatch as your helper set has been removed, and you are now ready to begin the challenging descent of Soldier Summit's west slope with D&RGW SD40T-2 power. This is the first installment of a two-part scenario.

Featured Equipment: D&RGW EMD SD40T-2.

Scenario Duration: Approximately 45 minutes.

Scenario Requirements: Soldier Summit + Salt Lake City Route Extension; GP40-2 Loco Pack Add-On.



[SLC 1.05] D&RGW TRAIN 733, PART 2

D&RGW Train 733 totted coal mined in Carbon County, Utah from Columbia Jct. to the sprawling Geneva Steel Works west of Provo. You are the engineer of Train 733, and in Part 1 of this two-part scenario you proceeded to Narrows. You'll be meeting Amtrak Train 6 – the eastbound California Zephyr – then proceeding to the great Geneva Works.

Featured Equipment: D&RGW EMD SD40T-2.

Scenario Duration: Approximately 65 minutes.

Scenario Requirements: Soldier Summit + Salt Lake City Route Extension; GP40-2 Loco Pack Add-On.



[SLC 1.06] D&RGW TRAIN 152

D&RGW Train 152 was a general manifest freight operating from Roper Yard in Salt Lake City to Grand Junction, Colorado. Having been called as engineer for the morning departure, you have just climbed aboard a set of Rio Grande EMD GP40-2s at the Roper engine terminal and, after tying onto your train in the yard, you'll be headed east to Provo where you will stop for a pick up.

Featured Equipment: D&RGW EMD GP40-2.

Scenario Duration: Approximately 65 minutes.

Scenario Requirements: Soldier Summit + Salt Lake City Route Extension; GP40-2 Loco Pack Add-On.

Soldier Summit + Salt Lake City Route Extension

Scenario Pack 01

[SLC 1.07] D&RGW SHORT LINE TRANSFER



D&RGW's job between its own Roper Yard and the Union Pacific's North Yard in Salt Lake City was called the Short Line Transfer. You are the engineer of the Short Line Transfer and are stopped near Salt Lake City's Grant Tower on the return journey to Roper Yard. But you have more switching work, with a Rio Grande EMD GP9 as power, to perform in rainy Salt Lake City before making the final run to Roper.

Featured Equipment: D&RGW EMD GP9.

Scenario Duration: Approximately 45 minutes.

Scenario Requirements: Soldier Summit + Salt Lake City Route Extension; GP40-2 Loco Pack Add-On.

[SLC 1.08] D&RGW F9 FINALE



After the discontinuance of the Rio Grande Zephyr in April 1983, the D&RGW's remaining F9s were placed in secondary freight service. In July 1983, the veteran F-units were assigned to handle ballast trains, including movements of slag ballast off the Bingham Branch. You are the engineer of D&RGW Extra 5771 East with a load of ballast, ready to come off the Bingham Branch at Midvale and head to Sutro, Utah.

Featured Equipment: D&RGW EMD F9.

Scenario Duration: Approximately 75 minutes.

Scenario Requirements: Soldier Summit + Salt Lake City Route Extension; Western Pacific FP7 California Zephyr Loco Add-On; GP40-2 Loco Pack Add-On.

[SLC 1.09] D&RGW TRAIN 101



Among the hottest freight trains on the Rio Grande were trains 100 and 101 carrying priority traffic between Denver and Ogden. You are the engineer of westbound Train 101 stopped at Helper, Utah while a rear helper has been added and, with a trio of Rio Grande EMD GP40-2s on the point, you are now ready for the climb of Soldier Summit's wintry eastern slope.

Featured Equipment: D&RGW EMD GP40-2.

Scenario Duration: Approximately 50 minutes.

Scenario Requirements: Soldier Summit + Salt Lake City Route Extension; GP40-2 Loco Pack Add-On.

Soldier Summit + Salt Lake City Route Extension

Scenario Pack 01

[SLC 1.10] D&RGW MIDVALE TRAMP



D&RGW's well-known Midvale Tramp was based at Roper Yard and worked the railroad's Bingham and Garfield branches which connected with the main line at Midvale, Utah. You are the engineer of the Midvale Tramp, ready to handle a variety of switching duties around Midvale, then make the westbound run to Roper with a pair of veteran Rio Grande EMD GP9s.

Featured Equipment: D&RGW EMD GP9.

Scenario Duration: Approximately 50 minutes.

Scenario Requirements: Soldier Summit + Salt Lake City Route Extension; GP40-2 Loco Pack Add-On

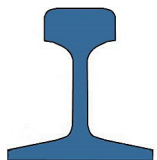
Acknowledgements and Credits

For support in developing this pack, our particular thanks are extended to:

- Simon Sauntson, Third Party Partner Manager, Dovetail Games
- Edward Gates, Third Party Technical Support, Dovetail Games
- Stephen Dark, Product Experience Manager, Dovetail Games
- Members of the Train Simulator beta test team and Dovetail Games QA department

Gary Dolzall authored the scenarios included in this pack.

© 2018 High Iron Simulations, all rights reserved.



High Iron Simulations

Realistic Contemporary and Historical Scenarios for Train Simulator