



## **GREAT EASTERN MAINLINE 'FREIGHTLINER' SCENARIO PACK**



### **HOW TO INSTALL & UNINSTALL**

#### **Installation instructions: -**

- *Extract the Zipped folder named '[G.G.S.] GEML 'FL' MAIN/FREE Scenario Pack.zip' to a safe location such as the desktop.*
- *Double click on 'GEML 'Freightliner' MAIN/FREE Pack*



*.exe' and follow the on-screen instructions.*

#### **To Remove: -**

- *Go to your Control Panel or locate your RailWorks directory. By default, this would be at*  
***C:\Program Files(x86)\Steam\steamapps\common\RailWorks***
- *Double click the Uninstall GEML 'Freightliner' Main/Free Pack '.exe' and follow the on-screen instructions.*

**Freightliner**



## SCENARIO NOTES

- You must only use 'TAB' when told to do so.
- Although most services are based on true to life services, some are still fictional to add to the enjoyment of the scenario.
- Although saving often is always recommended, there is a high chance that when returning to a scenario from a save it will give erratic and false scenario behaviour. Therefore, it is actually recommended you DO NOT use SAVE > RESUME unless the scenario requires you to do so, in which case it will tell you.
- You should always exit TS before running another scenario.
- Some scenarios maybe demanding on your computer so you may need to turn down your graphic settings.
- Although these scenarios may work in the 32bit version of TS, they are created for the 64bit.
- We can only use assets that are available therefore some trains may not be true to life 100%.
- You MUST have ALL of the required DLC installed as any missing or swapped items will likely make the scenarios unplayable due to being heavily scripted.

## INCLUDED SCENARIO(S) & DESCRIPTIONS



**NAME:** 14:42 Colchester Sudbury Dock to Ipswich OP90

**TRACTION:** 90045

**DURATION:** 35 Minutes

**DESCRIPTION:** A Class 90 that has been on hire to Greater Anglia needs returning to the Freightliner Headquarters at Ipswich.



**NAME:** 06:04 Crewe Bas Hall S.S.M. to Felixstowe North F.L.T. 4L41

**TRACTION:** 86607 & 86628, Option for 70007

**DURATION:** 130 Minutes

**DESCRIPTION:** Coming from the North London line, continue to Ipswich Yard with double headed Class 86's. You will then have the option to continue to Felixstowe.



**NAME:** 09:45 Ipswich S.S. to Ilford Emud Wheel Lathe Rd 4C88

**TRACTION:** 86622

**DURATION:** 45 Minutes

**DESCRIPTION:** Bring a Class 86 out of the loco yard to collect some empty container flats that are to be taken to Ilford for tyre tuning... providing all goes well...



**NAME:** 16:13 Felixstowe North F.L.T. to Coatbridge F.L.T. 4S88

**TRACTION:** 90041

**DURATION:** 95 Minutes

**DESCRIPTION:** Take over from the diesel portion at Ipswich and drive the electric portion of 16:13 to Coatbridge as far as Stratford.

## INCLUDED SCENARIO(S) & DESCRIPTIONS



**NAME:** 04:12 Ripple Lane West S.S. to Ipswich S.S. 6Z35

**TRACTION:** 70009

**DURATION:** 125 Minutes

**DESCRIPTION:** The Freightliner Headquarters at Ipswich receives fuel by rail normally delivered by DB Schenker. This morning Freightliner have had to run the service.



**NAME:** 10:05 London Gateway Freightliner to Ilford E.M.U.D. 0Z99 & 5Z99

**TRACTION:** 66562

**DURATION:** 45 Minutes

**DESCRIPTION:** After being held at a red, you are sent to Liverpool Street station to drag a failed Norwich Greater Anglia set to Ilford depot.



**NAME:** 09:27 Felixstowe South F.L.T. to Felixstowe North F.L.T. 0B42

**TRACTION:** 66562 & 66420

**DURATION:** 25 Minutes

**DESCRIPTION:** A regular loco/loco convoy move from one Felixstowe Terminal to another which runs via Trimley.



**NAME:** N/A Ipswich Loco Yard N/A

**TRACTION:** 66848 & 66518

**DURATION:** 45 Minutes

**DESCRIPTION:** Using a couple of locos, you are required to help reshuffle other locos/stock in the loco yard at Ipswich. (No HUD).

## INCLUDED SCENARIO(S) & DESCRIPTIONS



**NAME:** 00:40 Tunstead Sdgs to Marks Tey Flhh 6Z78

**TRACTION:** 66601

**DURATION:** 60 Minutes

**DESCRIPTION:** A Freightliner aggregates run through to Marks Tey where you will then be required to reverse the train for unloading.



**NAME:** 13:34 Felixstowe North F.L.T. to Lawley Street F.L.T. 4M93

**TRACTION:** 66418

**DURATION:** 155 Minutes

**DESCRIPTION:** A fully loaded full line run from the North Terminal at Felixstowe through to Stratford where a driver change is due to take place.



**NAME:** 15:20 Felixstowe South F.L.T. to Doncaster Ept 4E60

**TRACTION:** 66504

**DURATION:** 60 Minutes

**DESCRIPTION:** First your loco will need moving to the South Terminal so it can then take the 15:20 to Doncaster, with a run round required in Ipswich Yard.



**NAME:** N/A Felixstowe Port Shunter

**TRACTION:** 08691

**DURATION:** 50 Minutes

**DESCRIPTION:** A train is about to arrive at the port which you then need to have unloaded at the South Terminal before taking them to the North Terminal.

## GOLDEN GOLDSMITH SCENARIOS –MODERN ERA–

### IMPORTANT INFORMATION



Golden Goldsmith Scenarios 'MODERN' scenarios try to recreate the feel of being a real modern-day train driver. You will likely be driving for certain companies and carry out their services and tasks.

Every train will be based on those areas real timetabled services if possible.

Every 'Golden Goldsmith Scenarios' modern scenario is designed for cab view unless stated otherwise.

***If you wish to have the scenario(s) function as it was designed to function then you MUST NOT do the following unless stated otherwise: -***

- *Click on ANY other Locomotive/Train.*
- *Change any points/switches.*
- *Hack/Mod/Alter the scenario.*
- *Swap any stock.*

*We hope you enjoy many hours of driving getting your complete money's worth.*

# Thank you (In no particular order)

[Dovetail Games](#) for creating such an amazing product in Train Simulator 20xx.

[Freightliner](#) for permission to use their Logo(s).

[RailWorks Repaints](#) for allowing us to include so many of your assets.

[BH Reskins](#) for allowing us to include so many of your assets.

[Armstrong Powerhouse](#) permission to list DLC.

[Just Trains](#) permission to list DLC.

[Waggonz](#) for allowing us to list DLC and including some items.

[Mungo Design Studios](#) for allowing us to include so many of your assets.

[Phil Baines](#) for allowing us to include so many of your assets.

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Jamie Dunn.

Kevin Wilson.

**All beta testers:** Jay Hickman, Aaron Keith Smith, Daniel Sandow

[ClickTeam](#) for providing the installer.

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