



East Coast Modern

A Route for Train Simulator – Dovetail Games

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A Brief History of the Route

The first incarnation of the East Coast Main Line dates back to 1850 when London to Edinburgh services became possible on the completion of a permanent bridge over the River Tweed.

However, the route was anything but direct, would have taken many, many hours and would have been exhausting.

By 1852, the Great Northern Railway had completed the 'Towns Line' between Werrington (Peterborough) and Retford, which saw journey times between York and London of five hours. Edinburgh to London was a daunting eleven.

Over time, the route has endured harsh periods, not helped by two world wars. It only benefited from very little improvement. Nevertheless, journey times did shrink. Names and companies synonymous with the route, such as, LNER and Gresley have secured their place in history, along with the most famous service - 'The Flying Scotsman'.

Motive power also developed with an ever increasing calibre including A3s, A4s Class 55s and HSTs that have powered expresses through the decades.

The introduction of HST services in 1978 saw the Flying Scotsman reach Edinburgh in only five hours.

A combination of remodelling, track improvements and full electrification has seen a further reduction to what it is today, which sees the Scotsman complete the 393 miles in under four and a half hours in the capable hands of Class 91 and Mk4 IC225 formations.

Route Requirement

Included in the package is CreativeRail's free asset pack for customers that haven't already got this installed.

Scenarios

Belmont Yard – York Freight

Climb aboard your Class 66 loco at Carr Depot and make your way into one of Doncaster's vast yards to collect a train of coal empties that are to be taken north to York's South Yard.

- **Start point** Doncaster
- **Date** 22/08/99
- **Season** Summer
- **Duration** 60 min
- **Rating** Hard

Doncaster – Newark Freight

You are tasked with assembling a southbound container train at Doncaster Railport and taking it forward to Newark where you will be relieved of duty. The loco of choice is the dependable EWS Class 66.

- **Start point** Doncaster
- **Date** 25/07/98
- **Season** Summer
- **Duration** 60 min
- **Rating** Hard

Grantham – Doncaster Non-Stop

This service begins at Grantham in the capable hands of the Intercity HST 125. With limited stops, your progress should be rapid as you head north to Doncaster, but don't forget to allow passenger loading/unloading to complete successfully.

- **Start point** Grantham
- **Date** 07/05/98
- **Season** Summer
- **Duration** 35 min
- **Rating** Medium

Hexthorpe – Marshgate Freight

This Doncaster-based scenario sees you pay a call to the plant works before transferring a short train from Marshgate Yard to Decoy Yard. Care needs to be taken as you navigate your way around the Doncaster Station area.

- **Start point** Doncaster
- **Date** 24/08/96
- **Season** Summer
- **Duration** 35 min
- **Rating** Hard

Newark – Doncaster Works

You are tasked with assisting a complete failure of an Intercity 225 set and take it forward to Doncaster Works for assessment and repair. Your loco is an EWS class 66 for this empty coaching stock working.

- **Start point** Newark
- **Date** 03/07/99
- **Season** Summer
- **Duration** 50 min
- **Rating** Medium

Peterborough – Tallington Freight

Your journey begins adjacent to Peterborough station before heading north to the industrial site at Tallington. You are tasked with collecting a short train of empty flat wagons that require being placed in Peterborough's West Yard.

- **Start point** Peterborough
- **Date** 16/11/87
- **Season** Winter
- **Duration** 40 min
- **Rating** Hard

Peterborough – York Non-Stop

If pedal to the metal is your thing, then look no further. Take control of this non-stop express service leaving Peterborough and not stopping until you reach the end of the line at York's magnificent train shed. There will be more than sparks flying as you make your way in the impressive Intercity 225.

- **Start point** Peterborough
- **Date** 27/06/97
- **Season** Summer
- **Duration** 65 min
- **Rating** Easy

Selby – York

Take control of this local passenger service which employs Regional Railway's Class 158. The route to York now sees this service join the Selby bypass before heading north.

- **Start point** Selby
- **Date** 09/01/96
- **Season** Winter
- **Duration** 25 min
- **Rating** Medium

York – Doncaster Works

You are tasked with collecting several preserved locos from York Museum's yard and delivering them safely to Doncaster in time for a planned open day at the works. Care needs to be taken when following the list of tasks. Traction is provided by the EWS Class 66.

- **Start point** York
- **Date** 14/08/97
- **Season** Summer
- **Duration** 70 min
- **Rating** Hard

Operating Notices

Signals at Danger

In situations where a signal is at danger and doesn't clear, despite the player having the path, press the tab key. This should grant you permission to pass at danger without activating the train protection system.

Known Signal Fault

A known fault with the included (Kuju) signalling, which you may encounter on some occasions, causes signals that should be showing flashing yellow or flashing double yellow aspects to show no aspect at all.

Unmarked Speed Restrictions

Drivers should regard all sidings as having a speed restriction of 10 mph unless clearly marked otherwise.

When entering Depots/Workshops you should proceed at 5 mph.

Acknowledgements

CreativeRail would like to thank Dovetail Games for supplying such an extensive rolling stock package to accompany the route, thus enabling users to enjoy a much more authentic picture of this iconic railway line.