GREAT BRITISH
RAILWAY JOURNEYS

USER MANUAL

POWERED BY

DOVETAIL GAMES
TRAIN
SIMULATOR

Based on a BBC Programme   **B B C**

CONTENTS

1 GETTING STARTED

Great British Railway Journeys offers a highly realistic train driving experience: if you have never driven a train before, don't worry, the basics are explained below.

1.1 Main Menu

The main menu shows the different areas available when starting Great British Railway Journeys:

Drive

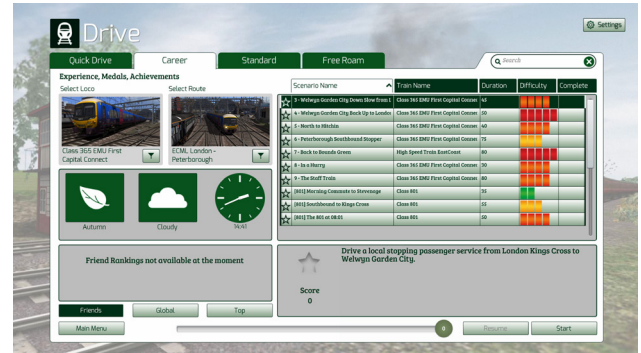This is where you can choose from the different styles of driving available.

Profile

Check your progress and the progress of your friends.

Academy

Academy features some basic tutorials to get you started on your journey as a train driver.

1.2 Scenario Types

There are several types of scenarios available in Great British Railway Journeys, all of which are described opposite.

Quick Drive

This feature allows for the selection of a start and end destination, the type of locomotive, time of day and weather. Once selected, press Start to jump right into the action.

Career

These are objective based scenarios that monitor and rate performance. Experience Points and achievements are accumulated and ranked against other players who have also run these scenarios.

Academy / Tutorial

These are objective based lessons. They involve being taught various aspects of operation through camera sequences, on screen messages and prompts.

Standard

These are the same as Career scenarios, but do not feature performance monitoring and scoring. Complete objectives at your own pace without any pressure of competition.

Free Roam

These scenarios are for free exploration of a route. They normally feature several locomotives in the vicinity of the camera when loaded up, allowing a choice of trains, by clicking on a locomotive to use it.

2 DRIVING CONTROLS

2.1 Academy
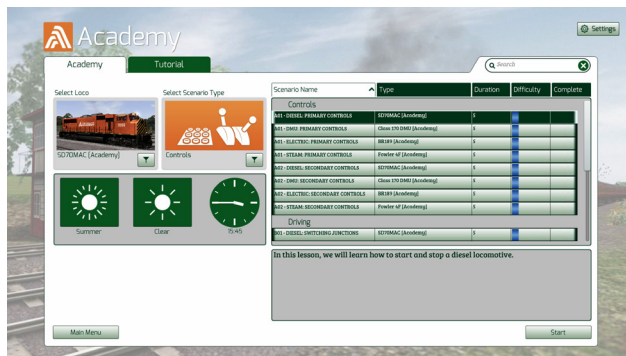
The Academy displays a list of available lessons where you can learn how to drive different types of train, as well as various railroad operations such as coupling or picking up passengers. Lessons are separated into chapters, each chapter covering a specific aspect of operating locomotives in Great British Railway Journeys.

Move the highlight strip to select a lesson. Note the scenario description in the bottom right changes to show details of the highlighted lesson.

Click on the Start button at the bottom right of the screen to begin. Once loaded, follow the on-screen instructions to progress. Some lessons do not require any interaction.

2.2 The Heads Up Display (HUD)

The HUD, shown opposite, provides a general overview of the status of your train. It combines a simple point and click control interface as well as providing basic critical status information such as guidance on the route ahead and current throttle and brake settings.

Review the chart below and opposite for a description on each of the sections shown.

Item	Keyboard Cmd	Description
1	9 F1	2D Map (9), Task Log (F1) and Coupling display buttons. 2D Map shows you a stylised drawing of the route you're driving on. The Task Log shows any tasks to complete and the Coupling display enables coupling and uncoupling of vehicles in your consist.
2		The Force Meter indicates the forces being applied to the train as you drive. The meter moves in any direction with up/down relating to acceleration and braking forces. The more extreme the force applied, the greater score lost.
3		The current task pane displays the current time, the location and type of your current objective, the time you are required to complete the objective, the distance remaining and your current estimated time of arrival.
4		The current speed (larger number), the maximum permitted speed (smaller number) and engine speed (in rpm) and traction current (in Amps).
5	A D	The throttle control and indicator.

Item	Keyboard Cmd	Description
6	W S	The direction control and indicator.
7	; '	The brake control and indicator. Note that the brake control is influenced by the brake mode selector buttons to the right.
8		The brake mode selector buttons enable switching between the various brake types typically employed on trains. By default the "Train" brake is engaged and when moving the brake control, all vehicles will apply brakes simultaneously.
9		The air brake status indicator typically displays the current volume of air in reserve for braking as well as any air currently being used to apply brakes.
10		The fuel tank indicator displays the total amount of fuel available based on the capacity of all relevant fuel tanks.
11		Switch panel control enables activation of secondary systems such as wipers, headlights, horn and bell. It also includes a push button for loading and unloading.

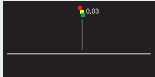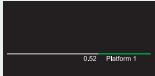| Item	Keyboard Cmd	Description
12		Switch between or recall any on-screen messages that have previously been displayed to you.
13	Q	The alert indicator displays a visual indication of any in-train warning/safety systems that have been activated. Clicking the button cancels or acknowledges any such alert.
14		The emergency brake and engine start/stop controls enable you to activate the emergency brake system or start up or shut down the engine.
15	Esc	Pause (Esc) and capture screenshot buttons (Ctrl + S).
16		The camera control panel enables you to switch between various camera operation modes so you can change the current preferred viewpoint.
17		The Route Monitor displays an at-a-glance view of the route ahead to a maximum distance of around 2 km (or 2 miles depending on the current unit of measure) including any signals, speed limits, gradients, mileposts, stations or points of interest.

2.3 The Route Monitor

The Route Monitor displays an at-a-glance view of the route ahead. Real drivers spend a great deal of time learning a route. They have learned where all signals, speed limits, stations, etc are on the route and know exactly when to begin accelerating or braking. To save you this steep learning curve, the Route Monitor advises you of important points of interest such as a change in speed limit, or the location of signals, so you can manage your train appropriately. The information provided can be vital to ensuring you are at the correct speed ahead of reaching the change in speed limit or adverse signal.

The Route Monitor provides you with information pertaining to:

- Location of, and distance to, changes in speed limit, either lower or higher than the current line speed.
- Location of, and distance to, signals.
- Location of, and distance to, destinations such as sidings, freight loading or unloading points and stations.
- Location of, and specific information pertaining to, gradients.

Note that real time indication of signals is not shown. You must instead observe the indications on signals in the 3D Environment and take the appropriate action as indicated.

Speed limits when lower than the current maximum permitted, you must reduce to the speed shown before you pass the sign. For speeds that are higher than the current maximum, you must wait for your entire train to pass the sign before you can begin to increase your speed.

Symbol	Description
	Signals are depicted as three coloured spots and do not indicate what is actually shown on the signal. You must therefore observe all signals in the 3D Environment and take the appropriate action. The distance to the signal is shown alongside and displays in the units of measurement currently set (either as a decimal fraction of kilometres or a decimal fraction of miles).
	Changes in the maximum permitted speed is shown as a black number in a yellow box. You must ensure you comply with any reduction in speed or increase in speed appropriately. The distance to the change in speed is shown alongside and displays in the units of measurement currently set (either as a decimal fraction of kilometres or a decimal fraction of miles).
	Destinations are shown in the same way as presented on the 2D Map Schematic View. Green indicates a station platform or passenger loading and unloading point. Orange indicates an industry freight loading and unloading point. Yellow indicates a siding or stabling point. The distance to the start of this destination is shown alongside and displays in the units of measurement currently set (either as a decimal fraction of kilometres or a decimal fraction of miles).
	Gradients are shown in the lower left-hand corner of the Route Monitor and shows the extremity of the grade. If the value is positive, the grade is a rising grade (uphill) and you should increase power to compensate for the weight of your train. If the value is negative, the grade is a falling grade (downhill) and you should reduce power and/or begin braking to compensate for the weight of your train.

3 THE 2D MAP SCHEMATIC VIEW

The 2D Map Schematic can be accessed via the appropriate icon on the HUD or by pressing the 9 key. It displays a geographically accurate schematic view of all track in the active route including switches, signals and destinations as well as any active or inactive trains and rolling stock.
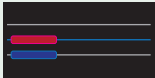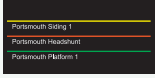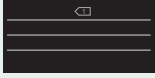
From this view it is possible to set appropriate junctions for the navigation of the train. The set path of the train is represented by a blue line. If this ends at a junction, it means that junction is not set to allow the train to pass.

Only manual junctions can be set (unless a Free Roam scenario is being played, in which all junctions can be set), by clicking on the represented blue node. This is especially useful for setting paths through complex yard areas.

The 2D Map also displays the tasklog and highlights each task on the map to provide the player with actual location information for each task.

Clicking the Centre Player button will move the viewpoint to that of your own train.

The zoom control on the right enables you to zoom in and zoom out of the current view (or you can use the mouse scroll wheel). You can also pan the view by pressing and holding the right mouse button and moving the mouse.

Symbol	Description
	The 2D Map consists of a number of lines. Grey lines depict actual track locations with blue lines depicting the current set path for the Player's Train. The active Player Train is coloured in red with all other vehicles depicted in blue.
	Junctions are displayed on the 2D Map and their current set position is depicted with a brown line. Automatic Juctions do not have any interactable button (Career & Quick Drive) and therefore cannot be set. Manual Junctions have a blue spot which is interactable and clicking this will change the direction of the junction.
	Signals are visually represented with a coloured spot to indicate their current basic status. The white line protruding from the spot indicates the direction the signal is facing. If the line is facing toward the train, the signal is facing toward you when you approach it and vice versa. If the white line has a perpendicular cross, it means that particular track ends at that signal and the train cannot proceed beyond it. Signal numbers are also shown on the map to aid identification.
	Destinations such as sidings, loading points or stations, are represented in different colours. Yellow indicates that location is a siding or stabling point and will typically contain loose consists (consists with no locomotive). Orange indicates a freight loading or unloading point such as an industry or fuelling point. Green indicates the location is a station or passenger loading and unloading point. These destinations typically show their location name beneath to aid in identification.
	Mileposts are shown as a hollow arrow with the measured distance typically shown inside the arrow or alongside it. Other symbols shown are fuelling points for diesel, coal and water.

4 CHANGING THE CAMERA VIEW

There are many different cameras to choose from. Whether you prefer to view from the driver's perspective, the passenger's perspective or love to just watch your train from the outside, there's a camera made for you.

The cameras can be selected from the top-row number keys, or from the HUD. Simply press the corresponding button to select your camera of choice as shown in the table opposite.

Additional controls you need to know are:

Right Mouse Button: Press and hold whilst moving the mouse to pan your view in any direction. Use this to look around the 3D Driving Cabs to see controls off the screen.

Scroll Wheel: Rotate the mouse scroll wheel to either zoom in or zoom out. Some cameras don't support zoom and instead actively change the Field of View (how much of the view you can see on screen at any one time).

Cursor (arrow) keys: Use the cursor keys to reposition your camera if available.

Keyboard Cmd	HUD Cmd	Action
1		**Cab View** The driving position is where you'll spend most of your time.
2		**External Forward Camera** Camera is positioned on the outside at the front of your consist.
3		**External Rear Camera** Camera is positioned on the outside at the rear of your consist.
4		**Track Side Camera** A dynamic camera placed in advance of your approaching train. The camera automatically repositions to a point further down the track in varying positions.
5		**Passenger View** The passenger's perspective (if provided).
6		**Coupling Camera** Camera is positioned on the forward coupling.
7		**Aerial Camera** Camera is positioned outside at high altitude looking straight down at your consist.
8		**Free Camera** Camera is unlocked from any driven consist and is free to move around using the cursor keys.

5 ADDITIONAL CONTROLS

See the table below for some additional controls that are also particularly important and are required for some scenarios.

Keyboard Cmd	HUD Cmd	Action
T		**Load / Unload** Commences the loading or unloading of passenger or freight.
H		**Exterior Lighting** Cycles through the various exterior lighting configurations. Shift + H can be used to cycle in the opposite direction.
V		**Windscreen Wipers** Cycles through the various windscreen wiper modes (if fitted). Shift + V can be used to cycle in the opposite direction.
B		**Bell / Second Tone** Activates the exterior bell (if fitted) or can be used to sound the second tone of a two-tone horn (if fitted).
⎵		**Horn** Sounds the primary horn or the first tone of a two-tone horn (if fitted).
Q		**Alerter Cancel / Acknowledge** Cancels/Acknowledges any active alert sounding at present.

6 SETTINGS

The visual quality and performance of Great British Railway Journeys can be adjusted through the Settings menu to adapt for computers with higher or lower capabilities than is required. The following outline provides greater detail on the individual settings provided.

Item	Description
Master Detail	This quickly sets the options based on performance. To set an individual feature, click on the Advanced button below.
Resolution	Set the screen resolution to be used. This cannot be set larger than the computer is already operating at. Note that higher resolutions require more processing power and can lead to a drop-in performance.
Full Screen	Switch between Windowed, Full Screen and Borderless modes.
Dynamic Lighting	This enables dynamic shadow and lighting effects which significantly enhance the appearance of the game.
Contrast	Changes the representation of lighter or darker elements in the scene.
Brightness	Change display brightness - only available in Full Screen mode.
Ambient Light	Changes the quantity of "Fill" lighting that impacts the scene. Move the slider to the left to reduce the amount of ambient light (for a cloudy or foggy day, for example) or move to the right to increase the amount of ambient light (for a sunny day, for example).
Sunlight Intensity	Changes the quantity of "Direct" lighting in the scene. This can help improve how cast shadows are represented. For example, in summer, moving the slider to the right will strengthen the sunlight as direct lighting is more intense in this season. Conversely, in winter, moving the slider to the left will weaken the sunlight as direct lighting is typically less intense.
Default	Restore the graphics settings to the default values at installation.
Advanced	Customise the graphical options individually rather than using the Master Detail option above.

6.1   ADVANCED SETTINGS

Item	Description
Master Detail	This quickly sets the options based on performance. To set an individual feature, click on the Advanced button below.
Anti-Aliasing	Defines whether geometry appears to have coarse edges or whether they are smoothed. Higher settings can significantly impact overall performance requiring powerful graphics hardware.

Item	Description
Texture Filtering	Defines whether textures appear to be smoothed or not. Higher settings requires additional processing capability and may impair smooth performance.
Scenery Quality	Defines the complexity and quality of represented scenery in routes.
Scenery Density	Defines the amount of scenery displayed. Lower settings will reduce the visual quality ultimately saving on processing overhead.
View Distance	Defines the render distance of viewable scenery. Greater distances will render further out requiring greater processing overhead and therefore more powerful hardware.
Field of View	Changes the Field of View (FoV). Moving the slider to the left narrows the FoV whilst moving the slider to the right widens the FoV. This can also be set from the Pause menu during a driving session.
Shadow Quality	Defines the shadow quality. Higher settings will provide sharper shadows but will significantly impact performance requiring much more powerful graphics hardware.
Water Quality	Defines the quality and clarity of reflections rendered in water.
Procedural Flora	Toggles the display of automatically generated grass near the camera.
Adaptive Bloom	Toggles light intensity when moving from areas of darkness into areas of brightness or vice versa. This can be toggled using the Ctrl+Shift+F1 keyboard shortcut whilst in a scenario.
Ambient Occlusion	A shading and rendering technique used to calculate how exposed each point in a scene is to ambient lighting. This can greatly enhance the quality of soft shadows and lighting in a scene making the scene look considerably more realistic. Higher settings will require substantially more powerful hardware. This can be toggled using the Ctrl+Shift+F2 keyboard shortcut whilst in a scenario.
Depth of Field	Sets the distance between the nearest and the farthest objects that are in sharp focus in the scene. This artificially blurs the background and foreground to simulate the effect. This can be toggled using the Ctrl+Shift+F4 keyboard shortcut whilst in a scenario.
Dynamic Depth of Field	A camera mode that will dynamically adjust based on the scene presented. Note this is a camera creative mode and should not be used whilst driving. This can be toggled using the Ctrl+Shift+F4 keyboard shortcut whilst in a scenario.

6.2 GAMEPLAY SETTINGS

Item	Description
Train Controls	Select from Expert or Simple methods of train control.
Auto Coupling	Toggles whether vehicles are coupled automatically on contact.
Auto Fireman	Toggles whether the computer-controlled Fireman is operating.
Passing Danger Signals End Game	When selected, if a signal is passed when it is at danger (red), the scenario will automatically end.
Auto Braking	Toggles whether brakes apply if the train exceeds the maximum permitted speed
Allow All Coupling	Toggles whether differing coupling types can be coupled together.
Auto Pause	Toggles whether the game is paused whilst message boxes are on-screen.

6.3 AUDIO SETTINGS

Item	Description
Master Volume	Controls the overall volume of audio.
Ambient Volume	Controls the background audio when driving trains.
Menu Music	Toggles whether music is played in the menus.
Enable EFX	Toggles enhanced audio effects whilst driving such as echo in tunnels and stations, and reflected audio whilst passing cuttings or bridges.

6.4 CONTROL SETTINGS

Item	Description
Control Input	Allows for automatic detection of the Xbox controller if one is connected. If set to Mouse/Keyboard, any connected controller will be ignored.
Sensitivity	Affects the response time of control inputs from the chosen device.
Vibration	Toggles whether controller vibration is enabled (if supported).
Invert Y-Axis	Switches the vertical direction of the controller's up/down operation.

7 SUPPORT & TROUBLESHOOTING

Great British Railway Journeys requires a specific configuration of computer in order to run properly. If you are experiencing any problems with the operation of this software, please ensure that your computer meets or exceeds the minimum system requirements shown below.

Operating System:	32-bit Windows 7 Service Pack 1, 8.1 or 10 Required (Other OS versions and types are not supported)
Processor:	Intel Core-i3 4330 3.50 GHz Dual Core or AMD A8 6600K 3.90 GHz Quad Core or Better
Memory:	4 GB RAM
Graphics:	NVIDIA GeForce GTX 750 Ti or AMD Radeon R9 Graphics with 1 GB Dedicated VRAM or Better
DirectX:	Version 9.0c
Network:	Broadband Internet Connection Required (May incur additional costs for use)
Storage:	20 GB or more available space (Additional Add-Ons will require more)
Sound Card:	DirectX Compatible Audio Device
Additional Notes:	Requires mouse and keyboard or Xbox Controller

Please Note: Laptop, Notebook, Mobile or Low Power versions of the above specifications (including Intel® or Integrated Graphics) may work but are not supported. Updates to Chipset, Graphics and Audio Device Drivers may be required.

7.1 Verify Your Files

Please follow the instructions below to perform a file verification. After this process is complete, any missing files will automatically be re-downloaded. If you've been encountering a problem before the file verification, please attempt to reproduce the issue after the process is complete, to see if it has resolved the issue.

Before you begin, it's important that:

- You perform this overnight or when you're not using your computer as the process can sometimes take a long time. We would recommend you allow at least 12 hours for this process.
- You allow the process to fully complete, do not interrupt, close Steam or restart your computer until you are satisfied it has completed.
- You understand that any modifications to the software (that were not downloaded from Steam) may be removed by performing this process:

  1. If Steam is not running, load Steam and navigate to your Game Library.
  2. Right-click once on **Great British Railway Journeys** and select **Properties**.
  3. Select the **Local Files** tab and left-click on V**erify Integrity of Game Files**.
  4. Allow the process to complete and allow Steam to download any files that need to be reacquired.
  5. Once completed, it's important that you restart Steam by selecting **Exit** from the **Steam** menu.

Note it may also be necessary for you to restart your computer. If you continue to experience issues with Steam or Great British Railway Journeys, please try restarting your computer as a final step. If you continue to experience problems, please try clearing the game cache or, alternatively, contact our Customer Support Team.

7.2 Clear Cache

Clearing the game cache can also help to alleviate some common issues that are experienced with Great British Railway Journeys. To clear the game cache, simply launch Great British Railway Journeys and click the Settings button, then click Tools and finally, Clear Cache. Great British Railway Journeys will ask you to restart so it can carry out the task – please confirm this.

7.3 Customer Support

To contact our Customer Support Team, who can provide you with more detailed guidance on any problems you are experiencing with Great British Railway Journeys, please visit: **http://dovetailgames.kayako.com/**

If you are experiencing problems with Steam or need help with your Steam Account, please contact Steam Customer Support at **http://store.steampowered.com/**