



China Clay for Export

A route for Train Simulator 201X

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Acknowledgements

A brief history of the area

The origins of this route can be traced back to one man's vision to build a horse drawn tramway for the transportation of a variety of minerals between Par and Newquay, in Cornwall. That man was Joseph Austen Treffry, whom announced to the world his intention in the year 1835.

The first part of this ambitious project involved construction of the tramway bed between Mollinis (Bugle) and Par, which is the extent of the route modelled in China Clay for Export. The tramway is believed to have opened to traffic in 1844.

By 1872, Treffry's tramway had been leased by the newly formed company Cornwall Minerals Railway, that planned to upgrade and expand the line to enable locomotive-hauled trains.

This, of course, predated any lines that conveyed passengers. The Cornish mainline between Plymouth and Truro was originally broad gauge and was built by the Cornwall Railway in 1859.

Inevitably, these separate lines were eventually linked in 1879 by the sharp curve from Par station to the former station at St Blazey and has remained an important line to this day.

The Freight-only line from Lostwithiel to Fowey (Carne Point) opened on the 1st of June 1869 and was broad gauge. Between 1880 and 1895, the line was closed due to financial difficulties, but was acquired by the GWR whom re-laid it to standard gauge.

This line still provides a vital link in the conveyance of China Clay to the deep water port at Fowey, with shipping arriving daily from all parts of the globe.

Signalling

A brief note about the authentic lower-quadrant signals

These have been designed to work a little differently from the default semaphore signals included with the original Kuju Railsimulator. In an effort to replicate how semaphores were used to control the speed of trains, certain situations will see the player approaching a signal at danger. If the route is set for the player to proceed, the signal should clear as you approach but the train speed should reflect that a complete stop may be necessary.

The signals don't clear in the opposite direction to travel.

Waiting for a signal to clear

When a player has been standing at a signal, i.e., waiting for an AI train to clear the intended path, the player must make a movement forward towards the signal for it to clear. To ensure that the player has the path, always check the 2-D map (View 9).

Reversing at St Blazey

When length of train dictates that the stop signal in the direction of Bugle must be passed in order that the yard point can be cleared, you are permitted to pass at danger. This is common practice as the train won't proceed into the next section. In reality the signalman would grant permission to 'pass the starter' as the train passed the signalbox.

Route Setup

The route is set in 1988. This was chosen as it saw the end of the career for Clay Hoods and the introduction of CDA hoppers, which offered greater carrying capacity.

In reality, very little has altered over the years so the opportunity to run authentic scenarios from the 1960's to the present day are possible.

Scenarios

Local Stopper

As the title suggests, this depicts a local passenger service that calls at all four stations on the route. It begins with the train in the loop at Lostwithiel. When clear to proceed, the player should enter Lostwithiel station, before proceeding to Par, Luxulyan and finally Bugle, where the scenario terminates.

- **Start point** Lostwithiel
- **Date** 24/09/86
- **Season** Autumn
- **Duration** 30 Mins
- **Rating** Easy

Change of Plan

The player is required to return empty clay hoods to Lostwithiel before returning the loco to the depot at St Blazey. However there is an unexpected event that must be dealt with.

- **Start point** Carne Point
- **Date** 17/06/83
- **Season** Summer
- **Duration** 30 Mins
- **Rating** Medium

Tavistock Mixed Clay

This scenario features a Tavistock Junction bound train of differing clay wagons that is ready to depart Rocks Dryers. The wagons are to be placed in the storage siding at Lostwithiel for collection later in the day. The return is booked to bring a train of empties back to St Blazey yard.

- **Start point** Rocks Dryers
- **Date** 02/04/87
- **Season** Spring
- **Duration** 60 Mins
- **Rating** Medium

The Dark Evenings Are Drawing In

The player is tasked with short trips to the local clay works at Pons Mill and St Blazey. It is autumn time and the daylight hours are shrinking. The weather isn't particularly nice either, so plenty for the river to contend with.

- **Start point** St Blazey
- **Date** 17/09/82
- **Season** Autumn
- **Duration** 60 Mins
- **Rating** Easy

Out With The Old

The scenario begins in Chapel siding, Par, just as an up train enters the station. You are required to follow this train, but must wait for it to clear the section ahead. A good indicator of when to proceed is when the down train leaves platform 1.

Clay hoods are taken to Lostwithiel where they are placed in storage before disposal. The return journey sees the player bring a train of replacement CDA hoppers, as the changeover continues.

On arrival at St Blazey, the length of train may require you to pass a stop signal at danger to allow sufficient clearance to reverse into St Blazey's yard. This will cause a 'SPAD' (Signal Passed At Danger) in the scenario report. This was in fact common railway practice. The signal isn't cleared as the train won't proceed into the next section. As the loco passes by the signalbox, the signaller would give the driver permission to 'pass the starter,' so is a legitimate move.

- **Start point** Par
- **Date** 23/05/88
- **Season** Summer
- **Duration** 30 Mins
- **Rating** Medium

Blazing A Trail

The player is responsible for positioning wagons returning to traffic, going for repair and placing a consist at Par station for a train heading north later in the day. Take care to follow the instructions to complete all tasks successfully.

- **Start point** St Blazey
- **Date** 16/08/90
- **Season** Summer
- **Duration** 30 Mins
- **Rating** Medium

Early Morning At Rocks

Rocks Dryers provides a testing exercise for drivers at this extensive clay facility. Before completing the first task to drop a consist to the loaded wagon siding, players must allow for a train to depart the siding. Empty wagons require to be positioned to keep the operation running smoothly, as vast tonnages of this valuable resource await transportation around the world.

- **Start point** Rocks Dryers
- **Date** 08/05/93
- **Season** Summer
- **Duration** 40 Mins
- **Rating** Medium

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