



### **What is Train Simulator 2012?**

Train Simulator 2012 is the sequel to RailWorks 2, based on the new TSX game engine®. Train Simulator 2012 is the most realistic train simulator in the world, with the best graphics and sound available, along with a wide range of quality content and optional add-ons, plus modelling tools to allow you to make your own rail environment.

### **If I own Railworks 2 will I have to purchase Train Simulator 2012?**

No, Train Simulator 2012 launches on 23 September. Upgrading is easy, we do it for you! Just make sure you are online and RailWorks 2 will be replaced with Train Simulator 2012. Make sure you backup your own creations before this date!

### **Will Train Simulator 2012 work on my PC system?**

Yes, while Train Simulator 2012 will make use of the latest graphical technology and special effects, we have worked very hard to ensure it will continue to work on RW2's minimum system requirements. Obviously to enjoy all the enhanced graphics you will need to have a more up to date system.

### **Will my old RailWorks 2 DLC (downloadable locomotives and routes) still work with Train Simulator 2012?**

Yes! Any DLC you have purchased from RailSimulator.com for RailWorks or RailWorks 2 will continue to work with Train Simulator 2012. Any DLC you purchase from us up to and after the launch of Train Simulator 2012 will also be compatible. We also plan to upgrade existing DLC over time to take full advantage of the new Train Simulator 2012 technology. This programme will commence shortly after the release of Train Simulator 2012, starting with the NEC. A full schedule of DLC upgrades will be announced in due course.

### **Will there be a multiplayer mode in Train Simulator 2012?**

Before we can implement multiplayer in TSX® technology, we need to create specific game content for multiplayer and establish a sufficiently robust server network complete with the necessary security and support. When we launch multiplay we will ensure that it is a compelling and engaging experience in a safe environment.

### **Are any new locomotives or routes included with Train Simulator 2012?**

Yes! Train Simulator 2012 will retain all the locomotives and routes previously included with RailWorks 2, PLUS a brand new EMD F7 locomotive and a new UK locomotive to be revealed shortly. Also, we will have an amazing new route, fully optimized to show off all the new technology, this will be available bundled with every new purchase of the Train Simulator 2012 Steam Edition. Existing users will be able to buy this new route as DLC from our Steam store.

### **Will users be able to edit and build routes like in Railworks 2?**

Yes! Train Simulator 2012 incorporates a number of new features designed especially to improve the editing and world-building facilities, including improved asset lists, improvements to the scenario editor and faster scenery laying. However, if you have created your own routes in RW2, it is always good practice to back them up before the launch date!

### **Will there be DLC for Train Simulator 2012?**

Yes! We will have exciting new locomotives and routes available for you to download soon after the launch of Train Simulator 2012. These will all be optimized with the new technology.

### **When do I get to see some video?**

21 July 2011

### **What do I do next?**

Get excited! Oh and make sure you keep an eye on [RailSimulator.com](http://RailSimulator.com) & [TrainsSimulator2012.com](http://TrainsSimulator2012.com). By far the best way to keep up to date on TS2012 is to join our [Facebook](#) group.



Great news! Existing RailWorks 2 users will receive Train Simulator 2012 absolutely free of charge – all you need to do to receive Train Simulator 2012 is load up RailWorks 2 with Steam in Online mode, and the switchover will happen automatically on September 23.

Across the sim, an extraordinary number of innovations and changes have been made to improve the player experience right from the beginning. We have taken into account the requests and wishes raised by RailWorks 2 users since last autumn in order to create the train simulation experience that train-simmers have been waiting for. Key upgrades include:

### **Gameplay**

- Multiple-source dynamic lighting: allows streetlights & headlights to illuminate the ground and nearby objects
- Extended terrain draw distance and terrain shadows
- Multiple-headed consists to allow consists to be powered by different types of traction
- Particle effects on locomotive windows – e.g. rain drops
- Working wipers which clear away rain drops
- Improved skies with stars and moving clouds
- Water with depth and reflections of nearby objects and terrain
- Depth of field can be switched on to give a camera focus effect
- Soft shadows mimic real daylight shadows
- Consist speed limits realistically enforced
- Improved track unevenness and cab camera movement increasing with speed
- Smoothing of vertical curves on tracks.
- New, user interface and loading screens
- Superelevation creates accurate simulation of curved tracks

### **Editing & building**

- Improved browser list and functionality plus other improvements to the asset editor
- New stopping point feature to simplify scenario creation
- New way of simplifying display of editor features
- New way of authoring marshaling of AI trains – particularly useful in yards
- Ability to lay blocks of assets
- Improved terrain modeling and better import tool
- Ability to preview lofts in the asset editor

The popular RS Career System, Cab Control and world editor remain in place with enhancements.



## **PRESS RELEASE**

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## **Train Simulator 2012 Announced for September 23**

Sequel to the award-winning RailWorks 2 features incredible detail and realism

Chatham, UK—July 14, 2011— Railsimulator.com Ltd. announced today that RailWorks 3: Train Simulator 2012 ('Train Simulator 2012') will launch on September 23.

Train Simulator 2012 promises to be the most advanced consumer train simulator in the world, with the most realistic graphics, the best train models and the most engaging gameplay. These elements combine to create the most immersive sense of reality seen in a PC simulation as every aspect of gameplay and the in-game world is designed to make the player feel that they are really controlling the locomotive.

Train Simulator 2012 includes 15 highly detailed and accurate locomotives from the age of steam to present day and eight different routes featuring authentic signalling, stations and landscaping, Train Simulator 2012 will provide hundreds of hours of challenging gameplay. The RS Career System® allows players to compete against other drivers around the world. Built-in tutorials make it easy for newcomers to get in the cab and start playing right away.

Train Simulator 2012 enables enthusiasts to expand their virtual railroad in any way they wish. Train Simulator 2012 contains everything a player needs to set up and begin operating an extensive railroad, including train simulation, landscaping tools and downloadable content, and the software is updated automatically after purchase. Beyond the basic kit, users can choose from a wide variety of add-ons, scenarios and expansions to build the railroad of their dreams.

"We're amazed and delighted by how enthusiastically the community has supported the RailWorks simulation line," said Paul Jackson CEO of Railsimulator.com. "RailWorks 2 was a worldwide success last year not least because the wealth of add-ons allowed players to make the game truly their own. Our fans will be excited by what we've achieved with Train Simulator 2012, and newcomers to our products will be simply amazed."

### **About RailSimulator.com**

Producer of cutting edge simulations and modelling tools for enthusiasts and industry, RailSimulator.com is a British success story and developer of the world-leading RailWorks 2: Train Simulator. The company has seen rapid growth and built an industry-leading portfolio of more than 80 downloadable add-ons. The company is based in Chatham, UK.