

## THE RAIL SIMULATOR NEWSLETTER

### WELCOME

A warm welcome to you all in the month of October! In this edition of Rail Times, we give you in-depth reports on the two train and sim shows that the demo of Rail Simulator attended recently, and we include a few piccies!

But first.....

*Sabrina*

### PROGRESS REPORT

This month on the website we released information on the making of the Deltic. I just want to reiterate what was stated on the official forums for Rail Simulator; that the images that we show you are still "Work in Progress", so please be patient with us as the engines have yet to go through Alpha Phase – the stage at which all our rolling stock gets a real polish!

Development on Rail Simulator is steady, and you'll be pleased to know the testers brought in last month have settled in nicely.

As some of you might have seen, we released an article on the Rail Simulator Partnership Licence Scheme for commercially created add-ons on [www.railsimulator.com](http://www.railsimulator.com). This is not a press release, but we will be creating a formal statement later, where we will announce those that have joined the partnership, publicising our working relationship with them. The website article sums up what we're doing so far, but more information will be gradually released, so keep your eyes peeled!

### Reporting from the simWare show!

Claire Boissiere (Rail Simulator's Game Director) and myself, (Product Manager) were invited to present Rail Simulator at Belgium's biggest simulation event of the year – the SimWare Show, (visit [www.simw.com](http://www.simw.com) for more information)



Cinquantenaire, a beautiful pedestrian square with a huge archway and the site of the Autoworld Museum, was a great place to hold this event, as this area is one of the main tourist attractions in Brussels.

The show was to last for 2 days, and whilst Claire and I set up the PC and installed the demo of Rail Simulator, warm croissants and coffee were served.

Rail Simulator was situated next to Jean-Francois Gallier's stand – where he was demonstrating his latest add on for Auran's Trainz (find out more info on his work here [www.lafranceentrains.com](http://www.lafranceentrains.com)). Along from him were a few flightsim stands, some with built in cockpits for user's to sit in. Also there were racing car simulators, with a full size formula 1 car parked in the hall! Boat and diving simulators were available to play with as well and all released simware products were on sale for keen enthusiasts to purchase.

The Saturday was busy, we had numerous people from the train simming community come see us, which brought Claire into the more technical discussions of the day. Electronic Arts Benelux Product Manager came along to the show as well, checking to make sure everything was going smoothly! Claire and I took turns in sitting with the players to help them get started with the Demo, needless to say however that those

who had played MSTs or any other train sim took to the demo like ducks to water! It was really great to see how easy it was for them to start using the World Editor tool and construct their own world.

Sunday was even busier, with children being the bulk of our interested visitors. It's interesting to see that when it comes to children, both girls and boys enjoyed playing with Rail Simulator – and without wanting to start anything – the girls were most definitely the better drivers!

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The children were clamouring to get to the keyboard, Claire and I had quite a job to let each child have their turn. It was amusing watching their behaviour, some got competitive in completing the route as quickly as they could, whereas others wanted to finish the route in a more leisurely fashion, and, of course, a few just wanted to crash the train!

Overall an excellent show, and Claire and I enjoyed talking to the visitors and spreading the RS name! We also enjoyed the Belgium beer and waffles, and we would like to thank the organisers of the SimWare show for hosting us, both Eric Belvaux and Fred Goldman – a big thank you!

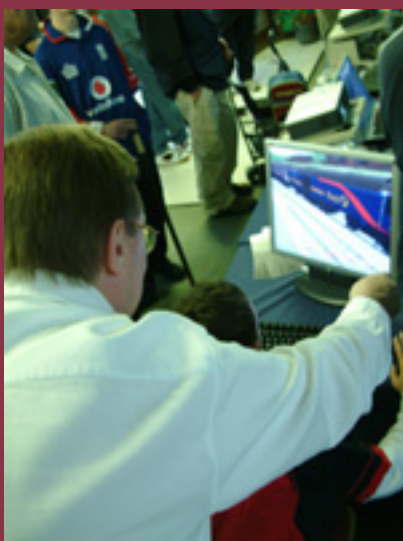


### **Reporting from the Aldershot Train Model show!**

Rail Simulator's 3rd UK appearance came in the form of the Farnham & District Model Railway Exhibition, held in Aldershot, in Surrey, UK. Although the Exhibition is held over two days, Rail Simulator and Kuju's personal attendance was only for the Saturday.

Attending the show, and once again guests to the welcoming UKTrainSim Live team, were Richard Rogerson (Executive Producer of Rail Simulator), Adam Lucas (Subject Matter Expert), & Adrian Cousins (QA Tester).

Opening at 10am, the UKTrainSim Live stand was perfectly positioned in the entrance hall to the exhibition, ensuring every visitor caught a glimpse of KRS before they got into the show. With three large projectors and several additional computers playing various available content and Add-ons, a fair number of visitors spent more time than anticipated, watching and asking questions. The UKTrainSim Live team projected the KRS Demo on one of their screens all day and by the end of it, "This is MSTs and this is KRS" explanations were well practiced!



Several members of the online UKTrainSim community also turned out to take a look at Rail Simulator, some even making it through the crowd to have a play themselves. Many however were content to stand and watch while several minor tutorials took place, displaying various features and functions, as well as improvements over methods used in MSTs. Quite a few sessions on the World Editor were shown, and it's fair to say that the more of the Demo they see, the more they realise just how powerful and friendly this is when compared to MSTs.

All through the day the Rail Simulator computer was busy, mainly with enthusiastic children and parents who were highly impressed with what they saw - the interest of children is an obvious common theme from both shows, proving that Rail Simulator can be provide simple play fun too!

As ever, our thanks to the UKTrainSim Live team for their hospitality.