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## About This Content

The beautifully rural Mon Line running through the heart of Pennsylvania springs to life in this new route for Train Simulator, complete with mile-long coal trains and distinctive street running.

The original Monongahela Railroad was a joint venture between the Pennsylvania Railroad (PRR) and the Pittsburgh and Lake Erie Railroad (P&LE). Through the early 1900s, the two companies acquired many lines in the area and by 1930, the Monongahela ('Mon Line') was operating more than 170 miles of track serving numerous coal mines.

At the heart of Pennsylvania's coal country, the rural Mon Line is today owned by Norfolk Southern with CSX Transportation also having trackage rights. Coal mines dominate the route, with important facilities at Bailey Mine and Emerald Mine connecting with a staging yard at West Brownsville from where coal trains continue on their way to power stations or to ports for export.

More than 20 million tons of coal is annually transported along the line, much of it to Loveridge Secondary where it is transhipped from rail to river barges. The route is primarily made up of four branch lines – Manor, Ten Mile Run, West Brownsville and Loveridge, and includes the unusual spectacle of full size coal trains sharing the public highway with cars along Main Street in West Brownsville.

The route is relatively level, following the west bank of the Monongahela river, as far as Millsboro, then Ten Mile Creek to Waynesburg and Emerald Mine. The line then turns north east, closely following the twists and turns of Browns Creek. This final 15 miles to Bailey is completely rural in nature until it reaches the loop at Bailey, when the dominant coal industries take over.

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Included with the 50 mile section of the Mon Line from Bailey Mine to West Brownsville for Train Simulator is a Norfolk Southern-liveried ES44AC diesel locomotive, part of GE's Evolution Series. Its mammoth 4,400 horsepower and 75mph top speed make it an ideal locomotive to head the long coal trains seen on the Mon Line.

Engineers can also create their own coal loads at Bailey Mine and Emerald Mine with working coal loading facilities, and experience the rail served businesses along the east bank of the Monongahela River, including a metal recycling yard north of Brownsville, river barge repair and construction yard to the south, and a rail/river coal transshipment facility at Alicia.

## Scenarios

Seven scenarios for the route:

- Training: ES44AC Expert Controls
- Training: ES44AC Simple Controls
- Running the Manor
- Emerald Coal Run
- Power Supply
- Monumental (Part I and II)

More scenarios are available on Steam Workshop online and in-game. Train Simulator's Steam Workshop scenarios are free and easy to download, adding many more hours of exciting gameplay. With scenarios being added daily, why don't you check it out now!

[Click here for Steam Workshop scenarios.](#)

## Key Features

- 50 mile Mon Line from Bailey Mine to West Brownsville
- 10 mile branch on the east bank of the Monongahela River
- Norfolk Southern ES44 AC diesel locomotive
- G11 round tub coal gondolas, with full and empty loads
- Working coal loading facilities at Bailey Mine and Emerald Mine
- Dash 9-44CW diesel locomotive (AI only)
- Scenarios for the route
- Quick Drive compatible
- Download size: 1,286mb

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Title: Train Simulator: Norfolk Southern Coal District Route Add-On

Genre: Simulation

Developer:

Dovetail Games

Publisher:

Dovetail Games - Trains

Franchise:

Train Simulator

Release Date: 17 Jul, 2014

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**Minimum:**

**OS:**Windows® Vista / 7 / 8

**Processor:**Processor: 2.8 GHz Core 2 Duo (3.2 GHz Core 2 Duo recommended), AMD Athlon MP (multiprocessor variant or comparable processors)

**Memory:**2 GB RAM

**Graphics:**512 MB with Pixel Shader 3.0 (AGP PCIe only)

**DirectX®:**9.0c

**Hard Drive:**6 GB HD space

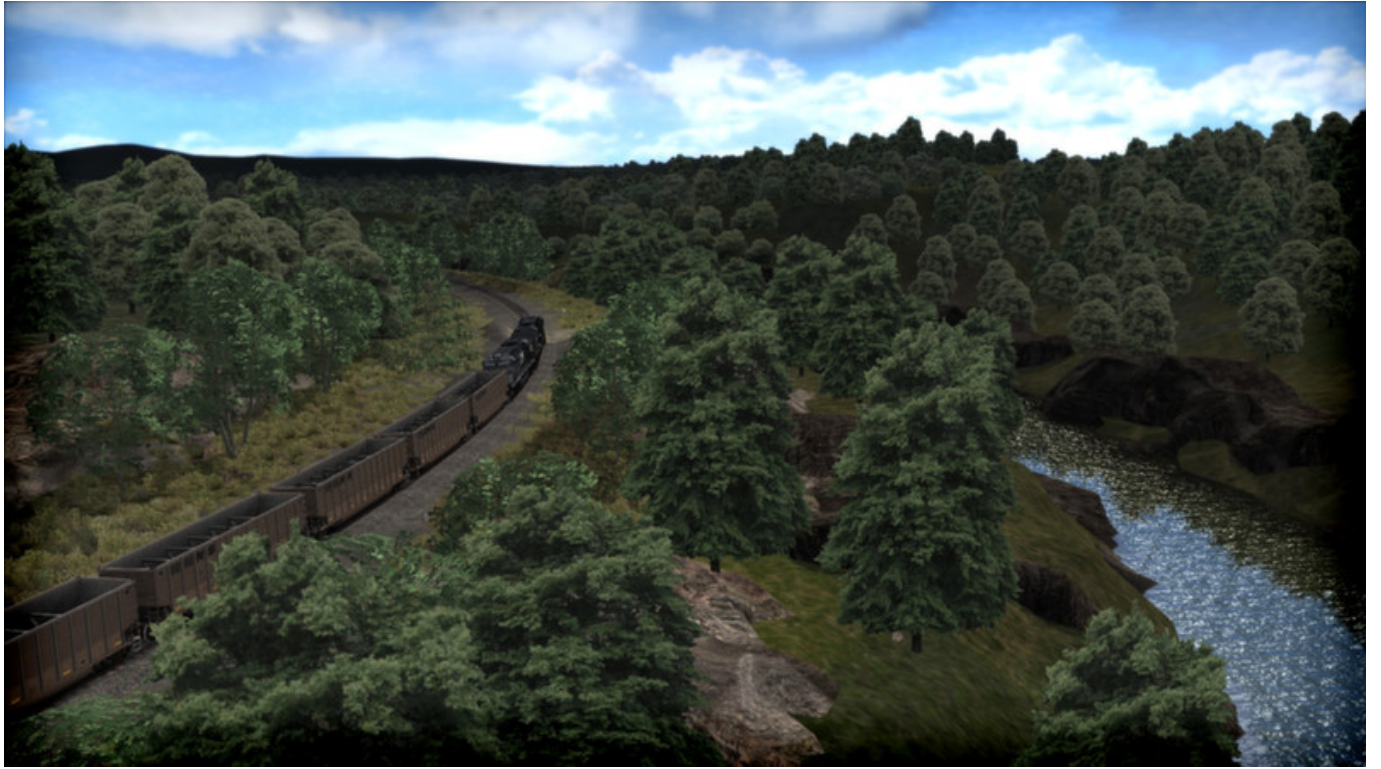
**Sound:**Direct X 9.0c compatible

**Other Requirements:**Broadband Internet connection

**Additional:**Quicktime Player is required for playing the videos

English,German,French,Italian,Polish,Russian







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I have a bit of mixed feelings. The route itself is great, but some of the career scenarios are not playable, which is a pity. Even though I think I played well, I was 21 seconds late at the first go via point. DTG blew it when they updated this DLC. I filed a bug, but it is completely unclear if they will change. At least one scenario is not playable. Therefore I changed my recommendation to negative. Just like my review on Marias Pass, the Norfolk Southern Coal District is definitely a true masterpiece by DTG. Amazing scenery, detail and loads of fun to drive! Starting at West Brownsville Yard, you run across Main Street then all the way to Emerald Mine then the 15 mile Mannor Branch to Bailey Mine. A shorter 10 mile track on the other side of the Monongahela River is featured along with the Alicia Rail to barge coal transfer facility. Rolling stock is an ES44AC, Dash 9 and G11 Coal Hopper all with the Norfolk Southern livery. The ES44AC has the new braking system first introduced with Canadian Mountain Passes route. It is pretty much the same as the NS Heritage ES44ACs, has the flashing ditch lights, same horn, bell ETC. The Dash 9 according to the store page is AI only but it is drivable to the player and as for the coal car, it is well designed. The scenery is great including the street running through West Brownsville, PA featuring a huge church that is accurately designed! The main freight traffic on the route is coal with a few local freight operations between Brownsville and Waynesburg. One minor flaw with this route is that quick drive always crashes so don't use it on this route unless DTG fixes it. Other than that this route is just amazing!. I have just recently purchased this route (4V24V15), and I must say that ALREADY this is one of my favorite routes, and let me tell you why!

#### Route itself:

The route itself is a perfect length, not too long, not too short! The speeds on the line vary anywhere from 10 MPH (the town of Brownsville) to 40 MPH. The slow(ish) speeds in certain places really give you the chance to look around and admire the scenery that RSC apparently took their time with. The scenery looks very full, with lots of trees and small details. The route does require a fairly decent system, due to the detail, but I tweaked my graphics a little and managed to get it to around 25 FPS average. As pointed out by a real-life engineer, the route also features prototypical super-elevation on the corners.

#### Rolling Stock:

This was where the route took a downturn. The locomotives included are the Norfolk Southern C44-9W (most of you probably have this already from the orig RSC D9 pack), and a Norfolk Southern ES44DC (basically a reskin of the NS Heritage GEVO). The Dash 9 has, of course, the default ES44 sounds that we have all come to know and hate. The ES44 has the same soundset as the Heritage ES44's, which is not great, but far more realistic than the original ES44 sounds. The worst feature of the rolling stock is that the route comes with only 1 TYPE of car, and that is a coal hopper. I know that there is a lot of coal on this line, but there is definitely MORE than just coal in real life.

#### Scenarios:

The scenarios were okay, to start. There are 5 career scenarios, no standard scenarios, and no free roam scenarios. The 5 scenarios that are included utilize JUST the ES44, and there are no scenarios using the Dash 9. The scenarios themselves were alright, though they seem to be very similar to each other, and were very rushed. For example, I was going the speed limit on one scenario, and I ended up being 45 seconds late and getting 36 points chopped off my score :P. Good thing there are quite a few workshop scenarios for this route.

Overall, I do like this route, but I do wish that it came with a little more variety. If you are more into the scenery than the rolling stock, then this is a must have! I give this route a total score of 8/10.. There is an AI locomotive blocking the way on the one scenario I have tried so far. According to some of the reviews, you have to nudge it out of the way. Unacceptable. Apparently the rest may be quite buggy as well, which is ridiculous for PAID content!. Great DLC and the freight car sounds that come with the G11 coal hopper BUT, the ES44AC is kinda glitchy, sometimes I apply the brake and it takes it about 1 minute to finally kick in. And sometimes you put the brake on 13% and in the end it ends up stopping the whole train even after I have released it. Also with the ES44 is the long time it takes for the train loco to get moving, but overall a great addition to your TS game if you're looking to add some realism to it.. As American routes go for Train Simulator, the Coal District is quite a bit smaller than most others. There's no passenger service to be found here and you'll find most of your freight runs are slow, solitary affairs as much of the route is single-tracked and <30mph. That said, there's a lot of great scenery here and tons of potential for building interesting scenarios. It's a must-grab if you like making your own content for the game or are fond of the region, but you can pretty easily skip this if you're looking for a route with more variety off the bat.. This is a great route, detail and scenery are good. My only complaint is some of the scenarios don't work.. Don't buy! Total waste of time... The scenarios don't work and the train physics are, well, up the wall.

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If you like looking at scenery, which is bit like watching paint dry, then this could be your cup of tea. That said! You can watch paint dry on utube on they won't charge you.... Nothing else to be said.. This is an interesting route and the loco sounds have improved since cajon pass\US Loco and asset pack. But there are good and bad things to talk about here.

**PROS-**

The route is highly detailed and the loco looks awesome anywhere.

The route is split into to lines and is incredible each way

The scenarios are good and fun.

**CONS-**

The coal wagons are very laggy and makes everything go slow

Scenario MOMUMENT PART1 has a lot of faults in its coding

Would I recommend?

Just



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I think its a really good addon, The scenery is awesome, i just wish it was fully animated like the DD40AX UP. Yes i recommend this game. I give it 5 stars.. This route is a Great route and I mean GREAT!!!! Though Dovetail could have included more scenery in some points and a NS SD80mac I do see potential and with the upcoming RF-16 " sharknose " and a hopeful Super 7 dlc some Monongahela power we could see even better for this route. overall a 9.7 out of 10. So hopefully Dovetail releases a Super 7 DLC and Monongahela rf-16's or NS SD80mac's. Only get if you are really into heavy freight movements. The line speed does not go above 25 mph. The scenery is absolutely beautiful however and makes up for it greatly. I can't rate down the route for the speed limits as they would be accurate so in that case 8/10. Terrific route. I will try to keep this unbiased, as I do not necessarily like single-track slower routes with less traffic, but I bought this for the locomotive/rolling stock that comes with it.

This route is long, mostly single-track with slow-ish speed limits compared to busier North American mainline routes. It has two coal mines served by the railroad, and one large rail yard at the end of the line opposite from the furthest coal mine. The locomotive/Rolling stock are of good quality, due to an update shortly after TS2016 was released. The Norfolk Southern ES44AC comes with cab lights, working headlights, relatively good sounds, etc. The Norfolk Southern C44-9W also comes with this route, but it is a low-poly model with little features like the one from the Dash 9 pack. It is meant for AI trains only in its current state.

This route also covers a section of track that crosses the river and goes past the Alicia Transshipment Company, where coal can be unloaded after coming from the mine.

The only rail car that comes with this is a Norfolk Southern Coal Gondola. It has a great model, and the coal inside looks nice as well. After the TS2016 upgrade, you may have noticed that the rolling stock from Sherman Hill sounds much more realistic. The rail car sounds as they pass by sounds nearly like the real thing. The same thing happened with the rail car from this route. It also sounds very realistic when passing by.

Overall, I definitely recommend this route, as it is of good quality in terms of its scenery and rolling stock.. It is a shame that more than a year and a half after release the dynamic brake sound loop issue is still not fixed on the Norfolk Southern ES44AC locomotive that comes with the route.. Hey train simulator add Norfolk Southern Kenova WV district please. Another DLC where a career mode scenario is broken and has been for years despite being easily fixable.. Where to start with this interesting route. It's a slow paced run 'max speed is 25mph I think' there is a lot of twists and turns and a chance to drive down a town street but saving is ideal with the slow and long runs. The scenery is lush and vibrant and disused structures add to the atmosphere.

Included are the expected coal cars, the ES44AC in NS livery and the Dash 9 in NS livery but is AI only. Seven scenarios are included but two are tutorials so they don't really count but all up there's over 300min to keep you busy. There's a reasonable amount of DLC and scenario making possibilities.

There are some down points but some mostly involve recent updates to the route not long ago. First is the brakes, as an attempt to add realism and or challenge DTG has started to re-do the brakes on US loco's and wagons with an adjustable difficulty of between 1 and 3. With this in place the trains can be harder to control on the rollercoaster grades to be found and rough handling will result in a broken coupler. This is effectively a game over as most attempts to rejoin the train result in the stationary wagons suddenly gather speed and slam into the player derailing them.

The second involves a recent update causing one scenario to become unplayable as a AI loco refuses to move blocking the player. So far a fix to this hasn't come forth yet or ever will.

Despite its Classic label the \$19.99 is still hard to justify considering the problems and numerous additional DLC. I wouldn't really recommend this route unless you need the assets for the workshop or if you are a determined scenario builder. Since I got it for free I did save a few bucks as there's no way I would have bought this route on my own accord.

5/10

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