

CLW East Metro Rebuild Activity Pack

Included with the installer are ten new activities for the East Metro Rebuild released by All Aboard. The features Columbus Locomotive Works fine SD7's . Before installing this activity pack you sure secure and install the CLW EMRR SD7 pack first. Click on the link below to acquire this set.

[Columbus Locomotive Works](#)

<-- click this link to access the website page



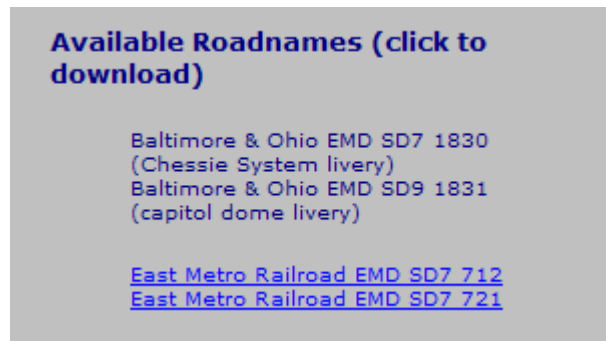
(Partial screen grab, results may vary)

The home page varies with the picture shown. Note the menu which runs across the top of the screen. Choose Products.



(Partial screen grab, results may vary)

Click on the link the yellow arrow is pointing to. The next screen will be the SD7 selection screen. Scroll down until you come to the following:



(Partial screen grab, results may vary)

Once the files are downloaded proceed to install them as the directions included say so. Please bear in mind that CLW and All Aboard are two separate entities and all questions regarding these engines need to be forwarded to CLW and not All Aboard.

Activity Installation

Just like all Aboard products, you only need to point the installer to your copy of MSTs the East Metro Rebuild resides in. This activity pack is not password protected and is provided to you free of charge. Have fun!

Designer Notes

Activities are one of the last big hurdles to completing a route project and hence they tend to suffer in the haste to bring a route project to release. In the East Metro Rebuild project it was my desire to include 25 varying activities which focused on more of an introduction to the route rather than a full fledged “let’s railroad!” To me a route is stepping through a portal to a world of its own and the route should be detailed enough in scenery as well as railroad authenticity to create such an immersive environment. To acquaint the user to the many industries as well as railroad operations itself is no easy task. At All Aboard we let the activities do much of the explaining as well as make use of Don Hughe’s schematics and the route manual to assist in this endeavor.

But it’s really the activities that come after a route project is finished when we get to really sink our teeth into activities that push the envelope of reason from game to actual simulation. If the framework is done properly then by the time you reach these activities you should be well acquainted with East Metro rail operations as well as the two smaller industrial railroads. And you should be acquainted with the industries you are likely to switch for. But are you ready for railroading?

This activity pack will bring you one step closer to what keeps the railroads operating. Like any business the railroads work in harsh environments with fluid conditions that can perplex even the best of us. More than just a game a simulator should answer many questions like, why do they do it the way they do? Book reading is essential but a hands-on experience of railroading is what makes activities an artform in itself.

Welcome back to the East Metro railroad. Your overall and hat are still in your locker. Please, observe all safety conditions and many thanks to Cameron Lashley, founder of CLW, for the use of his EMRR SD7s.