

# Adding a Locomotive to a Scenario

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1. From the Home screen, click the Editor button.
2. Select a route from the “Select a Route” list. I used Castle Rock.
3. Select “Scenario Editor” from the right-hand list.
4. Click the Free Roam tab above the middle list and select the scenario that you want to edit.
5. Click “New Scenario” to make an entire scenario from scratch.
6. Select “Free roam scenario” from the drop-down list in the center and then click “Create Scenario”.
7. Enter a name for the scenario and then click the Create button.
8. Double-click the big yellow scenario marker and pull the Properties panel out from the right-hand edge of the screen. Click the pin in the upper right corner to hold the panel open.
9. Fill in the required information: Scenario name, Author.
10. Pull out the top left panel (Toolbox Tab) and pin it. The “Scenario tools” icon on the top row next to the pin should already be selected—square outline around it.
11. Pull out and pin the Browser Tab below the Toolbox. Click the “Engines & Tenders” icon on the left end of the top row, if it is not already selected. This lists all locos available in the game. To add your new loco, click the small blue “Object set filter” icon (below the big blue icon) and pull out the Properties panel from the right-hand edge of the screen.
12. Click the right end of the top field to drop a list of all suppliers of content. You need to know which one made your loco. If you don’t know, try them all until you find it in one of the lists. My Big Boy was from HH, so I clicked HH and then clicked the boxes opposite Big Boy to get as many green checks as I could. This made Big Boy appear in the Browser list.
13. Click your loco to select it in the Browser and then click on the track to place it. Right click to stop placing.
14. If you need to change the direction the loco faces, click it to get a big orange double arrow. Click the arrow to reverse the heading of the loco. If it’s a steam loco, repeat 13-14 for the tender and push it toward the loco to couple it.
15. Now you have a loco in the scenario, but it won’t move without a hogger. With the Scenario tool still selected in the toolbox, click the Driver icon—second from the left in the second row—and click on the loco. There should be a blue & white Driver disc above the loco.
16. Double-click the Driver disc to get the Properties panel. Give the driver a name, which will be the name of the train.
17. You can now click the large orange arrow in the bottom right corner of the screen to enter Drive mode. Click the loco and take off.