

OOOC: <http://mlpforums.com/topic/34600-planning-train-ride-headed-west/> (Direct Link)

"You plan on travelling to some Equestrian town far to the west. You begin your Journey in Ponyville and you have an hour to board on the train in time. Once there, your journey begins. The ride has various stops, goes through various terrains, and last several days, but there are outside events that divert you from your original journey. There are no real antagonists, only Nature and mechanical failure. The journey ends once you reach the destination."

This is an RP focused on travelling to the west by train. You (the player) have some reason to head west, whether it be for the sake of adventure, because you have urgent business there, or simply because you just wanna get away from it all.

Whatever the reason, you're on a train for several days and you need to make the otherwise boring trip enjoyable. Luckily, you're among fellow ponies.

The trip isn't just one continuous trip. There are stops along the way, such as Appaloosa and Dodge Junction and Twentynine Hooves. The terrain isn't constant either, and there are things that can throw your trip "off-track" (pun FULLY intended).

Your ticket is waiting at home, and you have just packed up everything you'll be needing. Make it to the train on time and enjoy the trip.

General Guidelines, Part 1 (I think saying "rules" is too strict):

- Due to height and weight restrictions, Alicorns are not permitted (Cheater; You can teleport, anyway), unless said character small enough and can execute "clever censorship" (IE, hiding your wings and passing yourself off as a unicorn, but that shouldn't be the case, anyway).
- There are no physical antagonists in the sense that they're some sort of physical entity, like Nightmare Moon or a changeling. The only thing that can go wrong is nature (having to pee excruciatingly bad, an earthquake, dust storm, etc) and mechanical failure (I thought the red zone was supposed to be a good thing). These can be discussed in the OOC thread.
- Yes, you can also bring up your own ideas. The more random, the merrier; Be sure to discuss it in the OOC first.
- Unless you (or I) want a specific event to be a surprise, the exact timing of a specific event has to be more or less agreed upon in the OOC.
- Same goes for train stops; Note that it doesn't have to be limited to Appaloosa, Dodge Junction, or Twentynine Hooves. The geography just needs to make some sense. For example, if Appaloosa were comparable to, say, Arizona, Twentynine Hooves (whose geography would be comparable to southern California) would be farther west than Appaloosa.
- A comprehensive lists of events and stops will be created as the RP goes along, some of the events will be announced in advance in the OOC. (Note: Just because you, the player, knows what's gonna happen, doesn't mean your character knows.)
- **Be excellent to each other.** Post and keep up-to-date at your convenience, though at least

one post a week is recommended. (Inactivity will be subject to your character being dropped off at the next stop. See General Guidelines, Part 2. Notify me in the OOC if you're gonna be delayed.) Also, try not to ninja each other; I recommend at least five or ten minutes for a cooldown period (more is better, though) between each post if things become fast-paced.

- The final destination must be agreed on first. (Though as the creator, I'd go for [Miramare](#). What would you pick, though?)

General Guidelines, Part 2 (The first set of rules were aimed at the participant, whereas these rules are more for the character of the participant):

- Once the RP begins, train tickets will have been distributed to the households of each participating pony. Be ready to leave by then.
- If you miss the train, you gotta wait for the next train. The trains wait for nopony.
- Each stop will be used as an opportunity for the train to refuel, which should take an hour. You can use the time at each stop to take a breather, or if you're like Pinkie Pie and had to hold it in, hop around awkwardly besides the outhouse and desperately knock on the door hoping whoever's inside can hear you. Consider such stops as a checkpoint, but be back on the train in time. If you miss the train, you gotta wait for the next one.
- If you decide to turn back for any reason or get off at any one of the stops and don't wish to continue, you will be dropped off at the next stop (or left behind at the current stop if it's the latter) and another pony will take your place from the same stop. **(In other words, if you don't wish to continue in the RP, your place will be up for grabs, and the new player will continue from whatever stop the former player was dropped off at. Inactive players will also be dropped off in a similar fashion.)**
- Don't forget to bring your stuff, and bring something to ease the boredom. It's a long ride, anyway.
- Don't try to decouple the cars. After the apple tree hijacking, there are now locks that keep the cars from becoming uncoupled.
- The caboose can be used for leisure or privacy. It is in need of a paint job, since there are leaf stains all over the walls.
- There are sleeping cars and dining cars affixed to the train, just so you know. Use them to your advantage, and save me some cake.
- All cars on the train can be used for socialising if you so desire. Be wary of the "Do not disturb" signs, if any.
- Don't pee into the boiler's furnace just because you had to. I don't care if you've been drinking three liters of sarsaparilla or if somepony triple Diamond Dog dared you to!!!
- Did I mention you don't have to be IN the train?

Tickets have been distributed to the following ponies:

- Ganaram Inukshuk (That's me)
- [RESERVED FOR JADEFIRE]
- [RESERVED FOR ELECTROBOLT]
- [RESERVED FOR MOTION SPARK]

There are three more tickets to distribute, though. First come, first serve.

[quote name='Hellken' timestamp='1349991170' post='1286986']

Hypothetically, what if the double stacked highway functioned like regular NWM? If you used the "Draw Paths" command for example, it would be like any other NWM but the upper/lower parts would be "just for show".

[/quote]

Still not worth it.

Also worth noting is this: Only a few places in the world (Philippines, but it's mostly southeast Asia) have double-stacked highways. Only a few places in the world have 16-lane highways. Only a few places (actually, one) in the world have 18-lane surface streets.

If it's not practical or not prevalent enough, then it's probably not ever gonna be added at all.

The celestial body of the day had been hovering over Ponyville, as it always has been, so it would normally be an uneventful day for most ponies.

However, for Ganaram, it wasn't a typical day. He had finished packing up for a journey for the past half-hour, with the train ticket that had been given to him only an hour prior. He bound the ticket to his body and began to walk out.

The sound of a train whistle can be heard from a distance as he began taking the dirt road down to the train station. As nervous as he was, he knew that this trip was going to bring up old memories, but he had the suspicion that he was not the only one who had a similar journey...

All other RP participants, your tickets have been given to you. You have two hours to pack up and get to the train station. Enjoy the ride.