

TOY TRAIN RUN ROOM - SSPRR

PHASES 1, 4 – Power

Main Layout Cart

(N – north S – south)

TIU 1

Var 1 – red N Fxd 1 – blk N

Fxd 2 – blk S Var 2 – red S

TIU 4

Var 1 – blu N Fxd 1 – brn N

Fxd 2 – brn S Var 2 – blu S
Tipple Diner Sidings

Z4K 3

Trk 1 – orange

Trk 2 – blk, red, blu, brn

PHASE 2 – Power

Industrial area and Helix

TIU 2

on Ceiling Track Cart

Var 1 – blk, brn Fxd 1 – blk
Helix Sidings

Fxd 2 – blu Var 2 – brn S
Lower Helix and
Helix Access Track

Z4K 2

On Industrial Yard Cart

Trk 1 –

Trk 2 – blu, blk

PHASE 1 & 4

(Access and Lighting) Main Cart

ZW 1

A brn w Or tape 14V
S. Access

B black 16V
2 TIUs, RC trks, Diner

C red sws 13V
(Z-Stuff Sw Machines)

D blu w Or tape 14V
N. Access – RC Tracks

(pulled S spares blk blu brn)

KW on North end

A blue 16V
(windmill)

B brown 12V
Lighting

PHASE 2 – Industrial area

(Access and Lighting)

Z 1

A red sws 14-16V

B red 16V Access

C orange 14 – 15V
Access – RC Tracks

D brown 12V
Lighting North

ZW

A blue 8.1+ V
AF drum loader

B black 12 - 13V
Lighting South
Load Barrels & Rotating Beacon

C yellow 10V
spare?

D

PHASE 3 – Power

Ceiling Cart

TIU 3

Var 1 – blk
(Ceiling, Upper Stub, & Top 2
Helix Loops)

Fxd 1 – red, blu, prp, yel
(Ceiling)

Fxd 2 – brn, or, red (stub)
(Ceiling & Upper Stub)

Var 2 – brn (Lower stub)

(One 13V tap for Z-Stuff Sw
Machines)

Z4K 1

Trk 1 –

Trk 2 – blk, red, blu, brn, or, yel,
prp
(Ceiling and Helix)

blk, red, blu, brn, or, yel
(Stub Tracks)

SOUTH CENTRAL CART

South V on South Cart
V for Lights & Accessories

A 12V blk/dark blu
postwar Rocket Launcher

B 14V+ Red

C 12V Blu

D 17 – 18 V Brn/Yel
modern Rocket Launcher