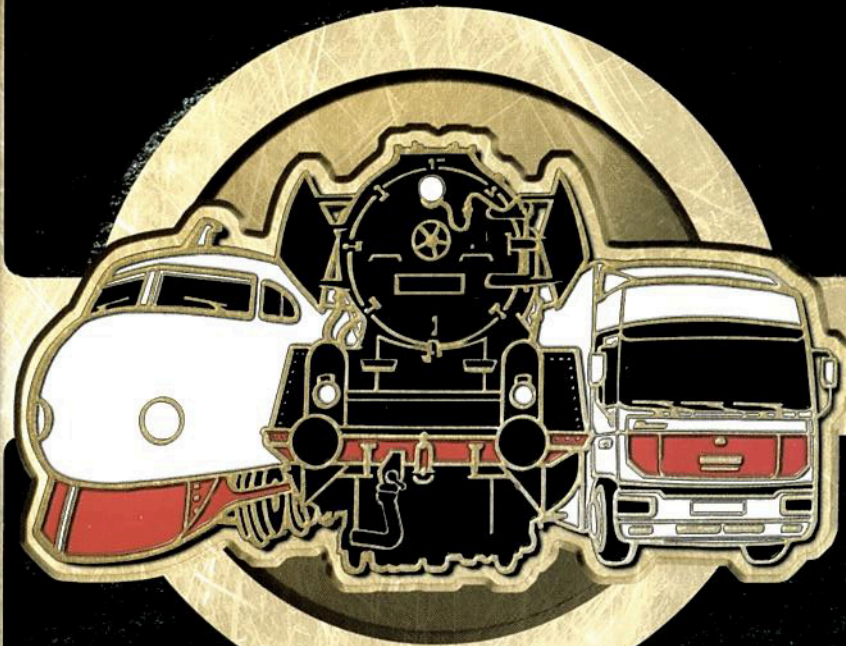


TRAINS & TRUCKS TYCOON™



1820 – 2020

MANUAL / MANUEL / MANUALE

Before you begin – a gaming shortcut

Whether you are a beginner or a logistics pro, we fully expect most of you will be anxious to play not to read. But before that, you need to do the following:

1. Install the game
2. Read the latest news in the readme file.
3. Start the game
4. Play the Tutorial – and enjoy playing it!

- Installation/readme is a separate chapter – please read it if needed, we do hope most gamers should be OK just following the directions on screen.
- Start the game selecting DirectX if you are in doubt, pro's may select OpenGL graphics.
- Select Tutorial and play (at least) the Operation part.
- If you finished the full tutorial we recommend you to follow the campaign, you may however go for a "Generated Map" if you are familiar with economy rules.

Note: There are online hint's in the tutorial – and before you make assumption use this manual!

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THE STORY - INTRODUCTION

In Trucks&Trains Tycoon the player takes the role of an industrial Tycoon a Transport Magnat. As Transport Magnat the player invests and builds and operates a 3D-world transportation company. He makes profits by transporting goods and passengers. Main element is the realistic construction of roads and tracks into a optimized network for goods transportation and the successful scheduled operation of trains and trucks between industries connected in an economy network.

HISTORICAL AND PRACTICAL BACKGROUND IN TRANSPORTATION

The whole world noticed practicality and the chance for profitability from the start and whole countries, notably the United States of America have been built upon the success of railroads as a common means for transportation. At the time of train invention there really was no competition in mass transport of goods and passengers with speed and capacity like that under any weather condition.

The Origins of Railroad Transport – Main Elements

When we think of railroading, we think of George Louis Stephenson who in 1825 was responsible for construction of the "Active", better known to all of us under the final name of "Locomotion" which pulled the worlds first passenger transport on the Stockton & Darlington Railroad line.

Railroad Transport was from it's beginning a competitive triumph for inventors and engineers right after the day when Stephenson's "Rocket" was selected for the Manchester-Liverpool Railroad after a fierce competition called Rainhill Trials. The overwhelming success led to the sales of 8 "mass produced" vehicles with the same efficiency and capacity. Then building a track of iron to almost anywhere which could support great weights or large transport volume was a breakthrough. Topped with the invention of the schedule it made volume transport fast and independent of rivers or almost any other naturally predefined limitation.

Freight and passenger trains are usually owned by a company that operated according to a schedule along a fixed route of tracks, where a train traveled from station to station, loading and unloading goods and passengers as needed on the way. The owner needs a relatively high level of initial investment for planning and track building. Trains cannot stop everywhere but they have to travel on the track, stopping and being supported only at certain points along the route. Where they still excel is in the sheer volume of transportation possible.

The Origins of Truck-Transportation – main elements

Road transport is probably the oldest form of transportation – especially if you include dirt roads. A road is defining itself by a route that was used by travelers until it became obvious. Roads, with few noticeable exceptions were always a common commodity, the connection between places A and B. – Optimizing roads has been a common public task since the time of the roman empire and since that time it also has remained a task funded largely by public funds around the world.

The invention of the internal combustion engine by Otto and Diesel in the beginning of the 20th century redefined road transportation. Self propelled power became available beyond what "horsepower" as the major form of force ever had made possible. A comparatively small "fuel tank" allowed continued operation of loaded carriers for hours far from any support facility and very little need for maintenance.

Immediately thereafter people transportation using a engine driven vehicle called "car" became available. Nowadays the most common "car" for goods transport, the truck, started it's rise to the top as the means of flexible and fast transportation.

Trucks are very flexible, relatively cheap to buy, own and operate and their scalability is beyond what people dreamt of in the humble beginnings of modified cars. Freight and passenger trucks may be owned as a single vehicle driving on "free" public roads, they may be operated by a single person owner or a huge company that according to a schedule along a flexible route loading and unloading goods and passengers at the exact places needed. – What they lack in capacity compared to trains, they more than balance with flexibility.

From the time of truck invention there really is no competition in cheap medium size transport of goods and passengers with speed and capacity easily matched.

INSTALLATION– GET STARTED

1. Turn on your computer and start Microsoft Windows(c) (Windows 95 or above)
2. Insert the CD into the first CD-ROM drive.
3. Follow the instructions given on screen

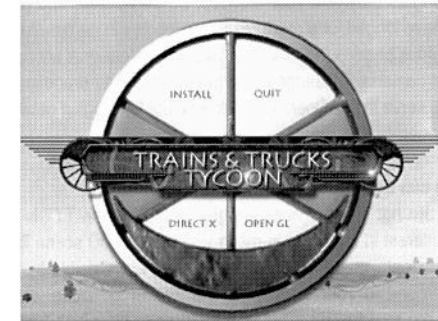
If your computer does not support automatic installations, please manually execute the following steps:

1. Use „explorer“ or some other means to locate „setup.exe“ in the root directory of the CD-ROM drive containing the game CD.
2. Start „setup.exe“ by double-clicking on the icon
3. Follow the instructions given on screen

Note: We do recommend full installations.

Start the game

- Simply insert the CD-ROM into the drive if you have an autostart system and select „play“.
- In case you need to start manually: Insert CD-ROM, double-click the „Trains and Trucks Tycoon“-Icon which is either directly on the desktop or in the Start Menu.
- Please select your choice of graphics drivers as either „DirectX“ or „openGL“. Both are fully supported by the game. Performance will vary across different brands of graphics cards and drivers. If you are in doubt we recommend DirectX as a safe choice. Performance may be higher with newer openGL cards and supporting drivers.
- Click on the Start Game Button.



PLAYING THE GAME: GAME ELEMENTS AND MENUS

Foreword: Please play the tutorials. They give you a thorough introduction into the game and you can learn everything you need while playing and having fun. Here we are going to explain only specific details on game elements and how you may probably better use them.

This game lets you build and operate a transportation company network in „a real 3D world“. The world is „there“ - you don't have to build it. The world lives and it will change during the course of the game thus sometimes challenging you – or present you with opportunities when cities grow and new buildings and roads become available.

What you need to build yourself is your own network of tracks and roads. We have however made building of your transportation network as simple as possible. Just select track/road and place your routes where you need them. Building in Trucks & Trains Tycoon is fully 3D and every position and angle of any object is possible. Curved bridges and tunnels with grade, bridges over bridges and no restrictions. In fact you could use Transport Magnat to build up a fully functional Virtual model railway if you want.

But there's more to TTT than just building: TTT is an economy simulation, a tycoon game with you as the tycoon. You do start with a certain amount of seed money for building up your transport network. But once this money is spent, your further development is depending on whether you are doing something useful to your little 3D world.(*)

(*) Note: We have made preparations for people that only want to build without limits. They select what we call sandbox mode. Unlimited funds, almost no restrictions – no need to follow any requests for connection.

Economy to the max

Useful does mean your selfbuilt network connects industries, buildings or cities (marketplaces) and goods and passengers may rent your facilities, be transported and pay for transportation. Actually players who have longed for a more realistic economy in games like this will be satisfied: Transport Magnat provides besides the "standard" also a "professional economy model" based on the rules of supply and demand: Passengers and goods have their predefined destinations. To be successful you have to serve them. Operating a closely knit far ranging network is more profitable than with many little separate stretches.

Have a look and you can see

If you like to play but are not really a "numbers guy" don't despair. TTT is a visibly living world. Almost everything of interest in the game is made visible in the 3D scene itself. Passengers and goods are waiting at your stations, the utilization of industries is visible by the smoke-density or wheel speed. Look around in your world from the sky or go close, walk through cities as pedestrian and watch the street traffic – but watch out and better look around if things are slow time is money after all.

No this is a game so never mind. Save your game at any point and go enjoy watching your Vehicles turn on illumination by night and during rain, watch your steam engines have animated rods and are emitting grey smoke. All vehicles accelerate and decelerate according to the terrain and close to switches and tracks. You should come close and hear individual engine sounds for starting, accelerating and braking. By the way: Nature is living! See the waves washing the coast and hear the birds chirp in the trees. Don't be surprised if you meet animals or people – in sky, land or water.

Competition

You will almost always have a head start but it will happen. Their strategy is real but they aren't: Artificial Intelligence Opponents. Computer controlled players have different personalities varying from game to game will be available, sometimes appear for a challenge. And please note some of them aren't gentlemen TTT is a competitive world after all.

History

The game is Historical stuff in that it is situated between the years ranging from 1820 well into the 3rd millennium. One game year lasts about 6-7 minutes in normal mode, but there is also a time-lapse and a slow motion function. - Vehicles in the game are taken from history and we tried to make them technically and optically as true as possible to their originals. The result should be impressive for everybody who knows them.

More

- The game is as difficult as you want it to be. Besides easy - medium - hard difficulty settings TTT has a sandbox mode where funds are unlimited and the player is free to do whatever he can handle.
- One last word on sound. More accurate on 3D Surround Sound with many effects. If you do have several speakers placed around you while playing the game you'll really be immersed even deeper. There are also many atmospheric music tracks and a player to select the music for your mood.

OK. You do insist on not playing the tutorial.

At least read the explanation of how to operate the camera and control panel.

MAIN MENU

The Main Menu is your entrance into the game click on:

Load Game - to load a game you've previously saved on disk.

New Game - to start a new game from scratch

Tutorial - to be „tutored“ i.e. have fun learning operation and gameplay live

Options - to set and customize various aspects of gameplay

Quit - to go back and watch the intro



In this manual we will slightly change the order of things for simplicity:

- The „Load Game“ is a simple dialog
Select the game clicking on the name you have previously given.
OK does the loading
- The Tutorial is the place where you should go after reading this manual thus we'll explain this first.
- The New Game Dialog goes into deeper layers – it's explanation will follow then.

Tutorial

The Tutorial is actually part of the game. We really recommend you to follow it from the beginning at no.1 to the end. Actually there are two smaller scenarios embedded in the tutorial which should present a small challenge to you while learning how to play.

Controls – shows you how to control your movements in the game

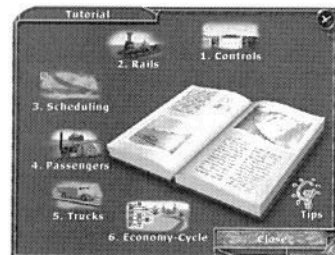
Rails - shows you how to plan, place and build railtracks

Scheduling – shows you how to buy and operate vehicles

Passengers – go operate your first passenger train transport line

Trucks – shows you how to operate trucks from planning roads to operation

Economy Cycle – shows you how to survive and be profitable in our economical background



New Game

The New Game menu gives the main venues of play for this game:

Campaign - play out a career in transportation

Scenario - special transportation challenges

GeoScenario - real World Maps for play

Generated Maps - select parameters and generate literally billions of almost random maps where each one presents a new and unique setting

Campaign Menu

The Campaign Menu is where you can play out a career in transportation. Starting with the very first train transportation, you can play various

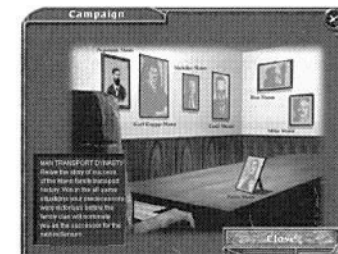
characters in the history of a transportation family. Only if you have succeeded you will be allowed to take the next post. Only after you win every scenario you will be nominated tycoon. click on the portraits on the wall

The Manns – a History in Transportation

The Manns are what you could call a „transportation dynasty“. They are quite bourgeoisie in a way, oriented more towards trade & technology than aristocracy but not without wealth. The family fortune paired with mobility created a wide range of entrepreneurs in Trade & Transportation almost in every country around the world. - At different times in history and mostly with new technology in new places different members have risen to be a transport Magnat with trucks and trains.

There were quite a few young aspiring members of the family who wanted to follow in the steps of their ancestors, you the player are one of them.

But before you can climb to the top of the Mann hierarchy, you will have to follow the established ritual of proving yourself worthy of old Mann historical achievements. If you want to lead the family clan into the year 3000, you will have to be as successful as your predecessors. Succeed in the situation they have proven successful, one after the other from successful past to successful future. Play hard because only when you show continued success from the year 1829 to 2010 you may reach Level „7“, the one with the lucky Chinese number where you can rule the transport-future of the Manns.



STEPHENSON'S ROCKET'S

THE "RUHRGEBIET"

MOBILIUS MANN

LES HALLES

REBUILDING EUROPE

MODERNIZATION

BEYOND ALL LIMITS

- Passenger Transport 1822 –
- Heavy Transport around 1890 –
- Local traffic 1920-
- Supply a Metropolis 1935-
- Europe 1949-
- Modernisation in the year 1985-
- The Final Audit 2010-

Scenario Menu

The Scenario Menu is where we present you with special challenges in transportation. select one of the images with a click, double-click the image to start read the on screen goal for this scenario click OK and have fun playing



TRANSPORTANIA

New challenges in the land of transportation. Start at a leisurely pace and loose the game. Learn to fight for what you've got or the competition will "be all over you".

MOUNTAIN WAYS

It's steep in high mountain ranges. It's narrow there as well. Go have a fast look and build don't crawl since it may turn out too narrow a competition.

TOUR DE FRANCE

Not what you might expect from the title. But yes it's all about transportation in France. And it's about people driving around France.

ISLAND SWITCH

Dependency is the name of this game. Transport is nothing without goods to transport. With perfect co-operation this will be the perfect game.

THE "@ SCENARIO – ARE YOU ONLINE YET?

We've selected one special "surprise" scenario labeled "download" or "@ scenario". This scenario can be "refreshed" if you are able to visit the game website under www.trainsandtruckstycoon.com. Online, in the internet, we will present you with modified and new challenges that may be downloaded, placed in an "online directory" and played.

We will present you online with new challenges for free.

But we also expect those of you that like online communities to share your "generated maps" (and their solutions) so that we all may have "online fun". And Yes, if you feel you do have a novel idea for a transportation challenge, why not go online and let us know. If it's good, we will give it your name, implement it and share it with the world-wide player community.



Geo Scenarios Menu

The GeoScenario Menu is where you can play out a real live global career in transportation.

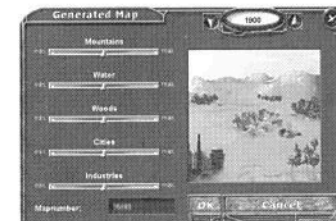
- select one of the countries with a click
- read the on screen goal for this scenario
- click OK and have fun playing

THE GEO-SCENARIOS:

EUROPE, FRANCE, GREAT BRITAIN, GERMANY AND AUSTRALIA

- another country a different challenge

We've selected five different areas around the world for you to play GEO-SCENARIOS. Another country a different challenge – but all of them do present realistic maps actually generated from satellite data and real industry distribution so that you can replay the economy of that area. Of course you can save your successful games, analyze and replay the situation for a better solution. – Those of you that consider their solution special may even think about going online and letting us and the rest of the world know.



Generated Maps Menu

The Generated Maps Menu is where you generate billions of your own and seemingly random maps

- select the parameters using the sliders
- or
- enter some random map number
- click OK and have fun playing

MAP GENERATION PARAMETERS

At your command you do have billions of new transportation Scenarios under your control. The actual generation is random but the terrain is generated after geological principles and cities as well as industries are placed with algorithms that make the setting actually playable. Generation thus results in a different country, different challenge, every time you select and generate

How should you select your parameters ?

You Select the parameters you like using sliders and LOOK at the picture for a general CHANGES

Date

You can select the correct historical background with the year to start.

Mountains - Water - Wood

These will form you landscape. If you hate water or are afraid alone in the woods just use the sliders accordingly. Building in mountainous areas is usually very expensive and takes great planning skills. It may or may not look good, depending on whether you like tunnels and many curved roads and tracks – just experiment.

Cities

You should always have at least two cities. Most players will be quite satisfied this way. Those of you with a lust for many cities should note that it could all be megalopolis transport and a jungle of buildings needs quite high performance and is indeed hard to overview and plan – more limiting than giving options.

Industries

With a few industries, you'll locate them easily and optimization may be more successful. Beginners should start this way. Many industries do need more computing power for both, you and your PC. Many industries in close proximity will make local transport easy. Your transport skills are not needed as much and short distances usually also make for low pay! Nevertheless: If you feel up to it give it a try it may turn out to be unique fun.

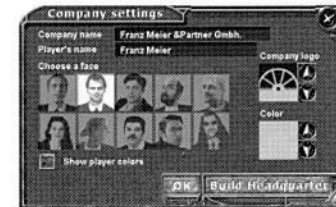
Mapnumber

Type in a random number for this setting. You can always regenerate any setting directly with this number.

PLAYING: IN GAME MENUS AND CONTROLS

Company Selection Menu

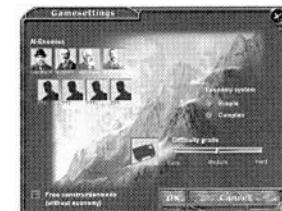
The company selection menu let's you define and customize you own transportation company a little more to your taste. – It is completely optional. If you want to remain close the menu right away



- Give your company a name
- Select your company color
- Select your company logo
- Select the operating managers type
- Place your headquarter on the map by clicking at a suitable location (only empty places are possible !)

Note: Your company headquarter will change during the course of the game. You mostly start with a small ramshackle building and will (hopefully) end up with an impressive high-rise when your are profitable and close to achieving your goals and the end of the game.

Gamesettings Menu



The Gamesettings will appear every time where you can select your level of play. Do you like it hard or soft, easy or tough - this Menu is the place to decide.

AI-Enemies

Select with whom you want to compete. Four characters are defined, four more may be selected at random – up to a maximum of 8 opponents. – More than enough, even for the best of players.

Economy System

Select which type of economy you like. We recommend the complex system – it's much more fun and challenging. Please read the chapter on economy in this manual if you are unsure. The simple/classic model where every industry does wait for every good and is willing to pay for transport – or the one we do recommend, which you might call professional, but is a bit more complex in that you need to build a functional network where goods have to go to the right places to be processed, processed goods need to be delivered to the next "customer" in line.

Difficulty grade

From simple to hard the way to a transport victory is from flat to steep and you may select here.

Free construction Mode

This Mode is the way to go if you are a model builder. No enemies no economy, no finances to worry about.

The Control Panel: Operation

The operation is where you run the game

It's basically divided into four parts: left, center right center and right

<|> If you want a full screen view of your press <spacebar>

<|> If you don't find your menu press <spacebar> and it will reappear.

<|> Some people like the menu on the upper edge of the screen.

Press <ctrl-U> to check whether you like it better that way.

Press <ctrl-U> again if you prefer it to be at the bottom



Before we explain anything else in BUILDING things:

Please note that you always PLAN things first.



Only when you click EXECUTE things you've planned will be actually build.



Planned things are green or red while moving the mouse.

If they stay red they cannot be built here, move a little for a better place.

Once you place things they are grayed until you actually execute building.

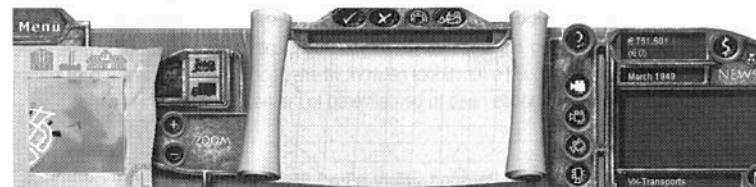
In the on screen menu there is a figure in orange showing you how much it would cost to build currently planned things.

Note when you execute the orange figure becomes „0“ but your funds, shown in green will be reduced by the amount spent for construction. While you build you may MARK almost anything by clicking on it directly.



You can DEMOLISH marked things

Note: The menu changes in these three parts and we are going to explain only the changes, not displaying the new image all the time.

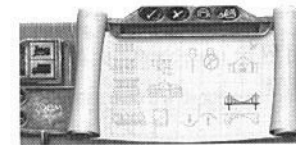


THE CONSTRUCTION AREA

The construction area may be the most important place in the game for those of you that keep on building. Every action is via clicking:

Select a vehicle type on the left – truck or train

Then do one of the following:



In the Train Menu select

NOTE: The cursor will mostly change to show which type of action you are currently trying to complete.

Note: Press [ESC-key] or right mouse-button to cancel.

a track

click icon, in 3Dworld place a track with two clicks. 1st for beginpoint, 2nd for endpoint

a double track

click icon, in 3Dworld place a double track with two clicks. 1st for beginpoint, 2nd for endpoint

a station -track

click icon, in 3Dworld place a station with three clicks. 1st for beginpoint, 2nd for endpoint

a switch

click icon In 3Dworld click on a track where switch starts, 2nd for endpoint. Shortcut: click in road mode directly.

Note: make sure that you keep a certain distance to track. Move mouse cursor. Too near or too far and the switch cannot be built – the preview remains red.

Warning: Switches are real. You will not be able to „turn“ at a switch if you come from the wrong direction !

Hint: Come close and look at the way a switch is oriented when you see something strange!

a train depot

click icon, in 3Dworld place 1st for beginpoint, rotate, 2nd for endpoint

Note: Make sure the depot is connected to a road.

Note: Depots are expensive but absolutely needed in reasonable distance.

Note: Try to connect Depots with switches so that any train can enter and exit to the left and to the right !

a station building

click icon, in 3Dworld click a road in front of building or industry where you need a stop.

Note: Station Buildings are mainly a highlight to mark your station – expensive – use with care!

add a signal-light

select icon, in 3Dworld click at track where you want to place signal

remove a signal-light

select icon, in 3Dworld click at signal you want removed

Hint: click on the track between the lights if you keep missing.

a bridge type a**a bridge type b**

select icon for the type of bridge you want to build next. Bridge is automatically built according to your selection when you cross a river or crevice.

to raise/lower land where clicking

select icon, in 3Dworld place click where you want to raise/lower land. One click, one action.

Note: Make sure you do not only dig ugly holes – widen your area.

review of your currently running trains

click icon – a list of your currently operating trains does appear.

review your currently working train schedules

click icon – a list of your currently defined train schedules does appear.

<!> Hint: You always need to build a train-depot. THIS is where you buy trains.

Note: Do not confuse a station (loading track), the train depot (buy trains) and a station-building.

<!> Hint: There is also direct way of building switches. Just click on the rail where your switch should start, move your mouse cursor where it should end click to place it.

<!> WARNING: Remember you are planning only! <EXECUTE> plans often to be in control!

In the Truck menu select

NOTE: The cursor will mostly change to show which type of action you are currently trying to complete.

Note: Press [ESC-key] or right mouse-button to cancel.

**a road**

click icon, in 3Dworld place a road with two clicks. 1st for beginpoint, 2nd for endpoint

a crossing

click icon. In 3D world make 4 clicks for each endpoint – or shortcut just build two roads directly crossing each other.

a t-crossing

click icon. In 3Dworld click on a road where t-crossing starts, 2nd for endpoint of t-crossing. Shortcut: click in road mode directly

a loading area

click icon, in 3Dworld place 1st for beginpoint, rotate, 2nd for endpoint

Note: Make sure the depot is connected to a road

a stop - BUS and TRUCK

click icon, in 3Dworld click a road in front of building or industry where you need a stop.

Note: while a stop is a direct connection, for trucks a loading station may be more efficient.

Note: You will have a stop on both sides of the road but if an industry has several roads surrounding it, you might want to select the road directly.

Warning: If you have 2 stops in direct neighborhood, make sure you access the right one. – One might be a bus stop, the other one attached to the market place!

remove a stop

select icon, in 3Dworld click stop you want removed

a vehicle-depot

select icon, in 3Dworld place 1st for click beginpoint, rotate, 2nd for endpoint

Note: Make sure the depot is connected to a road

a bridge type a**a bridge type b**

select icon for the type of bridge you want to build next. Bridge is automatically built according to your selection when you cross a river or crevice.

to raise/lower land where clicking

select icon, in 3Dworld place click where you want to raise/lower land. One click, one action.

Note: Make sure you do not only dig ugly holes – widen your area.

review of your currently running trucks/busses

click icon – a list of your currently operating trucks/busses does appear.

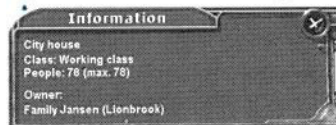
review your currently working truck/bus schedules

click icon – a list of your currently defined truck/bus schedules does appear.

THE ASK AND LOOK AREA

Info and camera Buttons

The big question mark „?“ on top does change your mousecursor into a inspection and info button. Click on everything in sight and you will get detailed info on what you see like information on a building shown in the picture.



Hints: Most parts of the game give information by double-clicking on objects. Just give it a try.

The cameras are useful to change your view.

On top you have the vehicle camera. Click on it and afterwards on any vehicle to move with this vehicle, take a leisurely drive around or inspect your route. Hold the right mouse button and move, move the mouse roller and move – experiment a bit and you'll have great views available.

<|> A second click on this camera button and you „jump off“ and stay where you are. Useful when you want to inspect an area you travel by. The last three cameras are fixed views for people which may get lost or just prefer to go immediately into a fixed view. We call them pedestrian view, iso-view and top view which hopefully is descriptive enough.



HINT: Actually it's much easier to just click and see then to describe what they do. – Test it!

THE MINI MAP AREA

On the left you do see a graphical 2D representation of the game world – in short: A MAP. Use it as you would use any intelligent map in the real transportation world. Zoom in and out using the „+“ or „-“ buttons. Use the mouse and click to go to that place on the map. Use click and hold with mouse-move to go to a place and move the map.

The mini-map knows everything – and it can even explain!

- If you click on the business-shirt-button it will show you where you and your competition are and clicking the „L“egend button will show you who is who!
- If you click on the industry button it will show you which industry is where and clicking the „L“egend button will give you the industry explanation, even a small economy overview.
- If you click on the station button it will show you where your stations are and clicking the „L“egend button will show you who is who!
- If you click the legend while in normal map mode you see a brief resume on landscape types.



BUSINESS



STATIONS



INDUSTRY

THE INFO ACCESS AREA

On the right you do see an area where immediate information and immediate control on your world is combined in a convenient arrangement.

- (\$) Financial Statements
- (note) Jukebox
- (News) News Window
- (Flag) Company Info

Use the mouse and (double-) click the areas labeled. They will present more information in extended window dialogs which are explained elsewhere in this manual.

The JukeBox Menu

IF you click on the musical notes icon (/I) in the control panel the juke-box menu will appear. The juke box does show you which music you have selected for play. It's like a piece of hifi-audio equipment. If you press the dropextension button (>>) you may even select from a list of songs available and prepare to shuffle them for replay.



THE PANEL MENU BUTTON

The Panel SaveGame Menu

In the SaveGame Menu you enter a name for the game you want to save. Since the dialog shows which games you've saved already you are able to compare and choose a new one. OK saves the game under the name given Cancel brings you back



OPERATING VEHICLES – DEPOT – SCHEDULES

No Transport Magnat can begin a career and then survive successfully without the most important skills of buying and operating his fleet of vehicles. The secret in success is as follows:

- Build vehicle depots (train/truck depots) where needed.
(in important locations connected to tracks/streets)
- Buy suitable vehicles in depots – recycle them if aged or ineffective.
(double-click on the depot – select vehicle – select trailer)
- Define schedule for vehicle
(click on schedule icon – select stations: only good routes for this combination)
- Drive scheduled vehicle
(click on the start flag for this vehicle in the train depot)
- WATCH and CHECK
(many things can go wrong even if they seem correct in the beginning: wrong cars, wrong sequence, wrong industry, bad competition... watch and check)

BUY – The Train/Truck Depot Menu

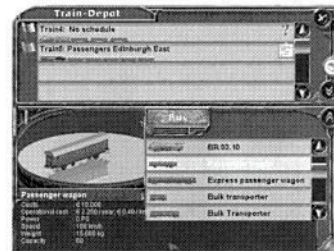
The Train/Truck Depot is where you buy, equip or recycle your Trains/Trucks.

Select Train/Truck - scroll up and down the lower listbox until you find a suitable train click on it to select and check the data

Buy Train/Wagon – either double-click on the train/wagon or press BUY while selected

Add Train/Wagon – select again in lower listbox and double-click or BUY

Recycle Train in Waste Bin – select the train (or parts) in the upper list box, drag and drop it into the waste bin on the upper right



- <?> - click on the question mark to schedule travel of the selected train.
- <schedulesign> - This train has a schedule. Click here to modify
- <Flag> - click on the flag to start a train (Note: without a schedule the train will leave, go somewhere and come straight back)
- <Wastebin> - drag-drop train/wagon here to recycle it and get some money back.
- <redsignal> - This train cannot start. The exit is blocked. Free a block of rails for example by erecting signals.



DRIVE - New Schedule



The Schedule Menu is where you command your trains to travel between different stations and where you can tell a train to lower or raise transport prices to fight competition.

Select Station - best you click station-icon first. You see large icons where you stations are located. Click on a first station to start a schedule. The station name appears in the list below the map. – With only one station a schedule is red.

Select 2nd Station – Click on another station to expand a schedule. The station name appears in the list below the map. The schedule turns green.

If this station cannot be reached via the network you've build, it will remain red. In this case check whether you've really connected all your tracks without gaps. Check whether you've connected the train depot as well.

Select nth Station – Click on even more stations to expand your schedule. Note that the order of stations is important. Transport will start with the first station on top to the last station in the bottom. HINT: NO GREEN SCHEDULE ? – Schedules only become valid if the stations you specify can be reached with this vehicle. If a schedule remains red it usually means that your depot or one of the stations is not connected to the network!

HINT: NO STATION ? – Stations or Stops are placed right from the control bar after selecting the type of vehicle train/truck. Trains have train-stations only. Trucks may have stops and loading stations. Busses should stop at stops only.

Stops are cheap – if you have many, don't mix them while you are scheduling.

HINT: WRONG DIRECTION ? The schedule is followed in the order you set. Do not be surprised if the vehicle drives to the end of the world before it starts to pick up goods – this is what it was told to!

HINT: CANNOT LEAVE/ENTER DEPOT? – A vehicle can only leave the depot when nothing is blocking it's path. Another train on the same track and a train leaving would just crash into it. – You have to build signals or double-tracks! We recommend double-tracks in high volume areas. Signals are cheap but please plan before you place and operate them.

HINT: TRAIN DOES NOT ENTER SOMEWHERE ? – A train can only enter another track if the switch that is connecting does point into the right direction ! Check by inspection in close distance. Make it a habit to build two switches – one for going left, one for going right!

HINT: TRAFFIC JAM ? – Operating 20 trucks one after the other does produce traffic jams – like in real life :-). Try to make separate routes, go into opposite directions, upgrade a few trucks with new, high capacity vehicles. – Other than that there is little to do – except wait for “green traffic lights”.

HINT: TRAIN JAM? – Operating several trains on the same track is not a simple task for most of us. If you, or rather one of your trains, does get stuck there is no magic solution we can offer except one: “Inspect routes and try to build more signals at critical locations”. If your inspection fails to give any conclusions we rather discourage you to build “even more signals”. Some situations are complicated and we recommend what real life train companies do: Build more tracks! Double tracks, one for each direction are the way to go – like in real life!

<TRANSPORT PRICING> - you may lower or raise the transportation price for a train on this schedule clicking and moving the volume. – This can be helpful if this train has to fight of competition or if you are in a monopoly situation and want to make a higher profit for a short time. – Generally you would leave it on normal.

<cancel> - click on the cancel button in front of a station if you want to remove it from the list of scheduled stations

<station> - click on the stationbutton to see which stations are available.

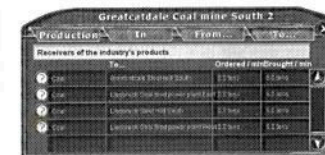
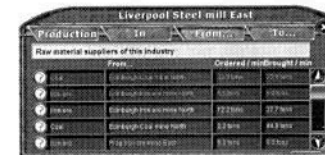
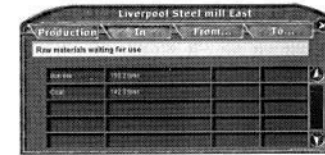
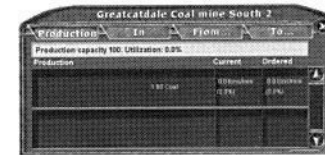
<industry> - This train has a schedule. Click here to modify

<competition> - click on the competition to see the transportation network that has been built by you and your competition.

<legend> - click on the legend icon to see additional information.

<+> - enlarge map (zoom in)

<-> - reduce map (zoom out)



INDUSTRY DETAILS FOR OPERATION

(Double) Clicking at any industry gives you information about it's current status.

Operating your industries

You do get information on

- what this industry is producing (Production)
- what materials are present (In),
- where the raw materials come from (From)
- where the finished goods are being delivered to (To).

As you can see in the pictures shown the information is quite detailed for analysis.

Note: You can show the city/industry names directly in the 3D map pressing the “s” key. Note using the “s” key twice switches names off again.

Warning: This is the “lower-case ‘s’”.

Operating (checking) building and objects

(Double) Clicking at almost any object gives you information about it's current status. – If you want to check the population in order to decide whether a bus line or a stop should be placed, click on the buildings that are in that area and you can count numbers.

VEHICLE DETAILS FOR OPERATION

If you notice any of your trains „in action“ and are in doubt what this train is supposed to do – just do what you should always do. **CLICK ON IT.** Same for your trucks – **CLICK IF YOU NEED INFORMATION.**

The Dialog that is shown will give you a large amount of detail on what this vehicle has done and does now. It even allows you to give some commands for reconfiguration.

WHAT HAPPENS WHILE YOU OPERATE YOUR COMPANY ?

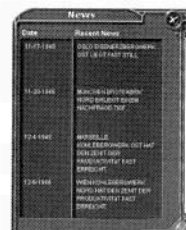
NEWS

During the course of the game, many challenges and opportunities are coming up for you the player. Newspapers report on what happens in the world. The newspaper will tell the world of some of your successes. What are your opponents doing ? The newspaper will sometimes give you valuable information.



NEWS TICKER

The news ticker is like a financial news service. It will let you know when some industries are in a good or in bad situation, when you have a business chance. If you are flexibel in your play and not pressed for time, you should look into the news window on the lower right. If the last opportunity needs to be reread, just double-click into the news window to recall the latest ticker news for reference.



FINANCES

Year End Statement

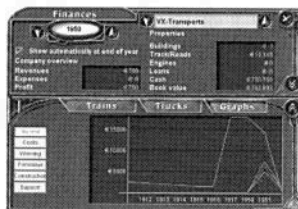
At the end of every fiscal year the game will give you information about your financial performance – and that of your competition if any. The Menu shows this years and your performance by default. Using the boxes, you may select previous years and other players. There is a checkbox where you may deselect your every year financial report since it is always visible clicking the "\$" sign in control panel. – Warning: Do not simply ignore your finances for an extended period of time or you will end up loosing the game when your company goes bankrupt.



Finance Details - Graphs

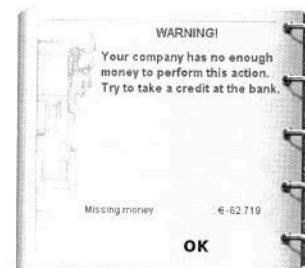
If you click the foldout button ">>" you will be able to see information in quite more detail, for trains and trucks separately for the last few years. (Note: You may still select year and company on top).

Read and use this info if you are "a numbers guy" – it sure is helpful. But if your rather like a graphical readout, the "Graphs section" will show your performance curve. For those of you that rather need "more space" than more finance J: another click on the expansion button ">>" will reduce this dialog to minimum.



CREDIT – NO CASH – BANK LOANS

If you are running out of Money, you will not be able to build - in the game as in real life !



However if you want to make further investments, like buying a new train in the train depot for example, the bank will be willing to give a **BANK LOAN**. Bank loans are not free, they will be only given if you still have collateral's and you will have to pay interest on them. Bank loans are not given to any enterprise. Only if the company value is higher than the sum of all loans (book value) is positive, the bank will consider a loan. Bank loans are only given to the amount needed for the investment. They can seldomly be used as an extension in a cash crunch. Bank loans are immediately cashed back if you've got the cash – this saves on the amount you have to pay in loans

THE OPTIONS MENU

The game does have quite a few options for you to fiddle around with. Mostly we expect you to play and be able to ignore them completely. There is one notable exception: Performance tuning.

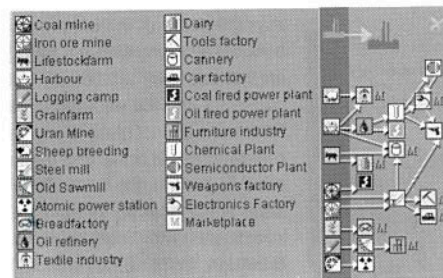
Screen Resolution: The game does run in 640x480 which may be your only choice with old graphics cards anyway. We usually recommend 1024x786 for standard computer performance but please reduce/enhance to find an optimum between screen size and slow performance.



Textures: If you have a graphics card with little on board memory please do select lower detail. Loading and unloading of textures to the card will severely reduce performance. If you need to modify this setting please fiddle a little with a few combinations – it can only be done on your computer with you as the

THE ECONOMY

While the basic economy is quite simple in design it may be reasonably complicated in operation: 26 industrial places can and should be connected with a transportation network in the game.



NOTE: You don't have to memorize the industrial model.

(1) The "industry mini-map" will show you everything you need in legend view. Click mini-map-industry, then "L" legend. What you see on screen is the picture given here.

(2) You may also refer to the industry model picture in this manual. Open it and place it next to your monitor if you prefer.

BIG WARNING – THIS GAME IS ALIVE

This is a game of (somewhat) real life - it lives even if you are not operating and controlling everything!

The game economy is alive - the industries in the game do exist at locations that are always connected with a mechanism of transport that we'd like to call "individual". Individual transportation is slow and low volume – you may just imagine it be operated by "individuals" like in "take a ton of coal on your back and bring it somewhere". This does work – like in real life. It will support a certain amount of traffic – like in real life. It's good for low volume, close proximity – like in real life.

But this is clearly looking for improvement – for an industrial entrepreneur, a tycoon like you who is going to revolutionize transport with high volume long distance network. Keep this in mind if, on deep analysis of a certain situation, you decide on a course of action that may turn out to be incomplete and, pardon the expression "short distance and short sighted". Note some examples of what may happen are explained below.

SIMPLE ECONOMY MODEL – THE CLASSIC CASE

The game does feature a simple economy model which you can select in the options menu. In the simple economy model you will be rewarded for whatever goods you haul from whatever place to some other place. – This model is sort of a classic but also sometimes almost boring and haven't you ever wondered where all this coal goes to while the rest of the economy really doesn't care for any transport at all? – Fun with simple rules – unless you want more that is!

RAW MATERIAL TO ADVANCED INDUSTRIES TO THE MARKET PLACE – TRANSPORTATION CRITICAL ALL THE WAY

As a general rule start with the lowest level of the transportation chain, raw materials (on the left) supporting industries higher up in the economy. Don't forget that you always need to transport everything needed for a good efficiency. In the end, the final buyer, the marketplace in a city, needs to be connected or things will fail.

INDUSTRIES & GOODS IN A DEPENDENT TRANSPORT NETWORK

Right in the beginning most industries are living on a small, sort of subsidized level supported by individual transport. They operate but their future well being depends on you! Industries just need "better" transportation. They will use a new train station even if it is "some distance away". The will sometimes even use your station that was intended for a different industry in the neighborhood! (Which makes you lucky since you can build one station for two or more industries). Industries may not always trust your "new" transportation line. Usually they will only send a small "test sample load" to check out the new line before going full scale, then even growing with the new opportunity. Industries that are not fully supplied will always operate below maximum capacity – check their data. (Example: Don't you need more coal than iron to produce steel?) Industries that are not fully connected in the network may even drop in performance later. (Example: How can you produce steel without coal? How can you produce huge amounts of steel without some tools industry or the like buying that steel). Some industries are plain "better" than others. While almost all industries will grow when you give them the supplies needed, some will become "giants" while a few may stay at the "big" level. This does primarily depend on the supply and demand situation as created by you but there are limits. (Example: The end of the world is a good place for high income transport but industries may "feel lonely").

SOME SPECIALITIES

In the beginning the economy is waiting for you. Later it is easier to get a few things wrong in the game. Goods have to get into a place to be transported. They also have to get out (as finished product). The industry will not produce things that are not complete or not wanted somewhere else so go ship finished goods too if you want efficiency! At any rate: Do NOT expect everybody and everything to be "in place" and "waiting" for transport to far places. As already said above, you don't always need to be that close but expect to be dropped as the transporter of choice if somebody else comes closer. Be warned: Industries will switch to another station if that station is located closer to them and is "more efficient". Bad if this new station belongs to a competitor (– worse if it is your big new line not correctly equipped!). If your train/truck-station is "far out of town" some goods have to be transported closer. Build mixed train/truck(bus) networks if it seems appropriate! The market in the city is buying! People might never go to a far away station – better you install a (main? Circle?) bus line once you notice a lack of transport in (and out of) big towns. Go fast:– (Some) Goods do perish – people do vanish ... if they have to wait for transportation too long. At least keep this in mind if you see people waiting on the station and not serve them or if you arrive with less food than when you started by a "rocket" powered train last year. –) If you change scheduled transport – not just adding more – expect a certain amount of drop in productivity until the industry supplied does adapt to the new situation. In other words: Don't change things that work unless you are sure that there are better solutions.

KEYBOARD CONTROLS

The game is fully playable via the mouse. Some players may prefer to learn about shortcuts as the game does also feature quite a few keyboard shortcuts.

CTRL + b	play slow (=“bit by bit”)
CTRL + f	play fast
CTRL + g	show landscape grid
CTRL + l	Quick-load (load “default.sav” (if exists))
CTRL + m	increase depth of view - monitoring
CTRL + n	decrease depth of view - monitoring
CTRL + q	changes quality of landscape rendering
CTRL + r	show framerate and other information
CTRL + s	Quick-save: (save current game as “default.sav”)
CTRL + u	userinterface location top/bottom
a	autozoom on/off toggle
b	bend roads & tracks (round them)
B	Block roads & tracks (make them blocky)
c	camera on/off (drive with vehicles)
C	camera jump (drive with next vehicle in list)
f	fog on/off toggle
g	Shortcut single-track-building
G	Shortcut single-track-building
l	show blocks in tracks/roads
n	open MENU
o	open Options dialog
s	show names on/off toggle
v	smooth landscape on/off toggle
arrow-keys	move camera position left/right/up/down (faster pressing CTRL)
UP	look upward
DOWN	look down
Pos1	position camera upwards (faster pressing CTRL)
Ende	position camera downward(faster pressing CTRL)
Pause	pause game on/off toggle
SHIFT-Key	shift height of track in build mode use mousemove to shift current point up/down
+	zoom in (enlarge 2D-map)
-	zoom out (decrease 2D-map)
~	it's getting dark
SHIFT + ~	rain will start soon
Esc	end current action/close current dialog
SPACE	userinterface on/off toggle

PERFORMANCE

The main place to look for performance optimization is the „Options Menu“. But before you go there ask yourself whether you've really followed advice in defragmenting your harddisk. A suitable screen resolution is probably the most important factor. We recommend 1024x768 if possible you may go as low as 640x480 on old voodoo 1 type graphics cards (not recommended) Select a suitable combination of texture and graphicdetails. Note: This combination probably has the highest impact on visible graphics quality and you should experiment a bit. Particleeffects like steam, smoke etc. may be switched off if you are in desperate need of performance. Note that if you switch of particles your cash register display is gone too! Lights may be switched off but the impact is small and who would really want to drive around in the dark ... unless you really need the last bit. Weather is only effecting performance under certain conditions. If however you experience a severe drop in performance while it's raining, your graphics card really doesn't like rain. You may want to switch rain then, also of course if you get depressed by bad weather .-) Playing lots of different Music on some machines produces a short break during decompression. If this annoys you stick with only one or two titles. Hardware Mouse cursors may yield a very smooth maneuvering – but they may also be ugly to non working on certain types of hardware.

PACKAGE CONTENTS

Your package should contain a manual (technical reference), a CD-ROM a CD-ROM Booklet. In addition it may contain a registration card and some additional information on UBISOFT products.

SYSTEM REQUIREMENTS

Computer: The game requires a Pentium III or AMD at 400 MHz CPU. We do recommend a Pentium III or AMD above 600 MHz. Memory: 64 MB DRAM Memory are required 128MB or more are recommended. Graphics: A 3D Graphics card with at least 16MB and DirectX Support is required. (Note: 4MB 3D Cards may work with lower detail. Some Graphics cards do show superior performance with OpenGL supported by the game – please check this on your own) Sound: DirectX compatible Sound required. The game supports 3D sound and the use of 3D soundcards and speakers is highly recommended to enjoy “ambient sound”. OS: The game has been tested to run under Microsoft Windows 95,98,ME,2000 with the DirectX extension as also supplied on the game CD.

(Note: Due to the status of graphics card drivers as of this date you may experience problems under Windows XP with certain graphics cards. Please install the newest Microsoft certified drivers).

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UBI SOFT UK TECHNICAL SUPPORT

On-line Support Options

Ubi Soft offers several on-line support options for their software products. One of these is our website at: <http://www.ubisoft.co.uk/support/>

If you have a specific problem that is not addressed on our site, you can send your question to us via e-mail at: techsupport@ubisoft.co.uk

Please be as specific as you can be about the problem you are experiencing. Also include in the body of your e-mail: the name of the manufacturer of your computer system; the brand and speed of the processor; how much RAM you have, the version number of Windows you are using (if you aren't sure, right-click on the My Computer icon on your desktop and select 'Properties'), and the manufacturer name and model number of your video card, modem, and sound card.

Other Support Options

You can also contact Ubi Soft Customer Support by phone and fax. When you call, please have all of the above mentioned information ready.

Technical Support: 0870 739 7670- National Rate Call - Open from 8 a.m. - 11 pm
Hintline: 0906 906 0200- Premium Rate Call - open from 8am-11pm
Lines are open 7 days a week

Hours: Monday through Friday 8.00am - 11.00pm GMT
Mailing Address:

Ubi Soft Entertainment,
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Minorca Road,
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KT13 8DU.

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

Rail Vehicles:

- Steam Locomotives

01. Stephenson's Rocket (1820-1860 / + tender)
02. Adler (1835-1900 / + tender)
03. Saxonia (1839-1909 / + tender)
04. Munich (1841-1909)
05. Iron Duke (1847-1912 / + tender)
06. Dragon (1848-1909)
07. S3/6 (1908-1930 / + tender / bk and gn / changed to bk and wte by GMod)
08. BR78 (1912-1935 / also referred to as T18 in the game / bk and gn / changed to bk and wte by GMod)
09. DB BR39 (1922-1967 / + tender)
10. DB BR01 (1925-1939 / + tender)
11. DB BR44 (1926-1956 / + tender)
12. DRG BR 03 (1939-1969 / rd / streamlined locomotive + tender / bk, mod. by GMod)

- Diesel Locomotives

01. DB V140 (1935-1950)
02. DB V200 (1953-1965)
03. DB BR 211 (1961-1988 / V100 / rd / re-installed) #
04. DB BR 212 (1962-1989 / V100 / changed to blue by GMod)
05. Union Pacific SD-40 (1962-3000 / also referred to as GP30 in the game)
06. DB BR 216w (1963-2004 / wte) #
07. DB BR 216 (1964-3000 / rd)
08. DR BR 232 (1970-3000 / Ludmilla) #
09. DB BR 218 (1971-3000 / gn) #
10. NS 6400 (1989-3000 / rd)

- Electric locomotives

01. Sbb Be 6/8 (1920-1960 / Crocodile)
02. DB E41 (1954-1975)
03. DR E11 (1961-1989) #
04. DR E42 (1962-1989) #
05. DB BR 103 (1970-1997)
06. DB BR 151 (1973-1995)
07. DB BR 111 (1974-3000 / rd) #
08. DB BR 111w (1974-3000 / wteor) #
09. DB BR 152 (1995-3000)
10. DB BR 101 (1997-3000)
11. DB BR 185 (2000-3000) #

- Railcars

01. VT859 (1924-1954 / rd-painted / reinstalled)
02. VT859r (1924-1954 / rd-painted, changed by GMod) #
03. VT795 (1955-1978 / railbus / railcar + carriage)
04. SNCF TGV (1978-3000 / or / railcar V-H + 3 carriages / wte-painted, chang. by GMod)
05. DB ICE 2 (1990-3000 / wte-painted / railcar V-H + 1 carriage / + 1 bistro car #)

- Freight cars

01. W-1 (8x / 1829-1964 / short freight cars / all types / Cars from 1908 onwards)
02. W-2 (8x / 1950-3000 / long freight cars / all types)

- Passenger Cars

01. Rocket Passenger Car (1820-1900)
02. Adler Passenger Car (3x / 1835-1900 / Car B+C subsequently activated #&)
03. Iron Duke Passenger Car (1848-1912)
04. Passenger Car gn (1918-1972 / also referred to as Regional Car III in the game)
05. DR Double-Deck Car (2x / 1986-1993 / bl) #
06. DR Double-Deck RW (1987-1993 / bl / for push-pull trains) #
07. DB Double-Deck Car (1993-3000 / rd) #

- Express train carriages

01. Express train carriage I (1908-1940 / rd and bn / chang. to dark bn by GMod)
02. Express train carriage III (1930-1980 / bn / changed to bl by GMod)
03. Dining car (1965-2004 / rd) #
04. Express train carriage DR (1969-1993 / gn) #
05. City Express (1976-2001 / wte and ye) #
06. Express train carriage IV (1970-3000 / wte and bk / chang. to wte and bl by GMod)

Road vehicles:

- Trucks without trailers

01. Altmann (6x / 1901-1940 / all types except Auto Transport)
02. IHC Speed Truck (1929-1940) (only crate and oil drum transport)
03. Opel Blitz (1931-1945 / lowboard only)
04. Atkinson (6x / 1938-1975 / all types (lowboard + cars)
05. Büssing (2x / 1950-1980 / lowboard [+ cars] and livestock only)
06. Faun (4x / 1951-1980 / lowboard, enclosed, stakes, refrigerated only)

- Trucks with trailers

01. MAN F2000 Evo HD (1972-1990 / closed body only / also referred to as NAM F2000)
02. Merc Cooling Van (1979-1991 / refrigerated only)

- Tractor units for semi-trailers

01. GMC Brigadier (1970-1990 / or / also referred to as MCG Brigadier in the game)
02. MAN Gas Turbine (1975-3000 / bl / also referred to as NAM Gas Turbine)
03. MAN TGA XL (1985-2010 / bk / also referred to as NAM TGA XL in the game)
04. Steinwinter (2004-3000 / wte / flatbed, fast)

- Semi-trailer trucks

01. SA MAN (7x / 1970-3000, all types)

- Vans

01. Merc L508 (1972-1990 / rd / closed only)

- Buses

01. Marienfelder (1901-1929 / retrofitted) #
02. Himmelberg (1912-1932)
03. Kaessbohrer MAN (1936-1950)
04. Ford Bus (1940-1962)
05. Setra Bus (1953-1974)
06. Merc O 3500 (1953-1972 / public bus)
07. MBO 305 (1974-1995 / city bus / details modified by GMod)
08. Merc Bus (1900-2000 / public bus)
09. Neoplan Cityliner (1993-3000 / coach)
10. Neoplan Megaliner (1999-3000 / coach)

Test Vehicles:

01. Ford Transit MultiScan #&
02. Franz Jaeger Wagon #&
03. Track Lock (for parking wagons without a locomotive) #&
04. S-train (1980-3000 / railcar + wagon) #&
05. Opel Blitz retro (1931-1945 / lowboard only) #&

= only in new games in "Generated Map" mode

#& = only with add-on in new games in "Generated Map" mode
(Status: TTT 1.3 / GMod 1.03)

