



T H I N S I D E O U T



T  
Y  
C  
O  
O  
N

DESIGNED AND WRITTEN BY

QUIT

*Chris Sawyer*

**MICRO**  **ISE**



---

---

## GAME MANUAL

**MICROPROSE**

The Ridge, Chipping Sodbury, Bristol BS17 6AY, UK  
Tel: 0454 329510

**Game Design and Program Copyright © 1994  
Chris Sawyer**

**Documentation, Packaging and Logo Copyright ©  
1994 MicroProse Ltd**

This manual, accompanying documentation and disks are copyrighted. The owner of this product is entitled to use this product for his or her personal use. Except for back-up copies of the disks for personal use and the quoting of brief passages for the purposes of reviews, no one may transfer, copy, back-up, give or sell any part of the manual or the information on the disks, or transmit in any form or by any means, electronic, mechanical, photocopying, recording or otherwise without the prior permission of the publisher. Any person or persons reproducing any part of this program, in any media, for any reason, shall be guilty of copyright violation and shall be subject to civil liability at the discretion of the copyright holder.

Made in the UK

---

---

# **CONTENTS**

## **CREDITS**

## **INTRODUCTION**

## **BACKGROUND/THE GAME**

- Sorting the Materials
- Installation/Loading
- Copy Protection

## **HOW TO USE THIS MANUAL**

- Section 1: The Rolling Demos
- Section 2: Game Controls
- Section 3: The Gameplay Tutorials
- Section 4: The Reference Guide
- Section 5: Hints and Tips

## **SECTION 1: THE ROLLING DEMOS**

### **BEFORE WE BEGIN**

### **ROLLING DEMOS**

- Rolling Demo 1
- Rolling Demo 2
- Rolling Demo 3
- Rolling Demo 4

## **SECTION 2: GAME CONTROLS**

### **THE MOUSE**

### **THE WINDOWS**

- Moving Windows
- Closing Windows

The Slider Bar  
Scrolling around the World  
The Map Window  
Zooming In and Out

## **SECTION 3: TUTORIALS**

### **BEFORE WE BEGIN**

#### **TUTORIAL ONE: A Road Network**

Manager's Name  
Manager's Face, Company Name and Colour  
    Company Name  
    Company Colour  
Choosing a Place to Begin  
Beginning Construction  
Placing Road Depots  
Positioning Bus Stations and Loading Bays  
Buying Road Vehicles  
Assigning Routes to Road Vehicles  
Selling Road Vehicles  
Saving your Game

#### **TUTORIAL TWO: A Rail/Road Network**

The Main Game Options  
Building a Railway Station  
Buying Trains  
    Assigning Orders to Trains

#### **TUTORIAL THREE: Your First Airline**

Selecting a Site for an Airport  
Building Airports  
Buying an Aircraft  
Giving Aircraft Orders

## **SECTION 4: THE REFERENCE GUIDE**

### **GAME OPTIONS**

- New Game
- Load Game
- Demonstration
- One Player/Two Player Linked Game
- Game Options
- Difficulty Level

### **THE 3D WORLD**

- The Icons
  - The Game Controls Group
  - The Finance/Information Group
  - The Graphs
  - The Transport Group
  - The View Controls
  - The Construction Group
  - Specific Construction Icons
  - Game Options Group
- Windows
- Buildings

## **SECTION 5: HINTS & TIPS**

---

---

## CREDITS

<b>Game Design and Programming</b>	Chris Sawyer
<b>Graphics and Animation</b>	Simon Foster
<b>Original Music</b>	John Broomhall
<b>Sound Design and Programming</b>	Andrew Parton
<b>Quality Assurance</b>	Pete Woods Andrew Lockett Phil McDonnell Jason Sampson Darren Kirby Richard Bakewell Don Witcombe Justin Manning
<b>Manual Author</b>	Nick Stokes
<b>Managing Editor</b>	Alkis Alkiviades
<b>Packaging</b>	Sarah Warburton
<b>Manual Design &amp; Layout</b>	Sarah Kerr
<b>Producer</b>	Steve Ramsden
<b>Publishers</b>	Paul Hibbard Pete Moreland

---

---

## INTRODUCTION

*'Transport Tycoon'* began life in October 1992 as a vague idea I thought would perhaps make a good game. Inspired by many hours playing *'Railroad Tycoon'*, I envisaged trains, buses, lorries, aircraft and ships travelling around a vast detailed 3-D game world, a world full of action, with towns growing and contracting, industries being built, and even trees and grass growing and dying.

The aim of the game would be to transport cargo and passengers, making money by delivering to towns and industries. To add depth to the game, competing transport companies would also be building their own railways, roads and other transport networks, and the player would be able to watch the individual vehicles going about their business.

Due to other commitments, it was the end of 1993 before I had developed my ideas into the first working prototype. The graphics were low-resolution and very simple, only the player-controlled railway transport was operational, and the towns and industries were very basic. Friends and relatives were persuaded to play the rather crude looking game, reluctantly at first, but soon they were engrossed in the 3-D world, building railway lines, routing trains, and making as much profit as possible. I quickly realised that the game had enormous potential, and made the decision to devote all my time to the new transport game.

At around this time I got in touch with Simon Foster. Simon was an established business artist who was hoping to move into computer games graphics, and eagerly drew up some trial

graphics for the new game. The quality and detail of his graphics convinced me to convert the game to high-resolution, and it's thanks to him that the game is so visually attractive.

By early 1994 I had the game running for the first time with Simon's high-resolution graphics. The roads and road vehicles were soon added, along with aircraft and ships. A great deal of thought went into planning a two-player (linked computers) option in the game, which I thought would add a whole new dimension to the gameplay. The next stage of development was probably the most difficult - making the competing transport companies build respectable (and profitable) transport networks without cheating.

This particular aspect of the game I felt was very important - I've often been very disappointed by games where the computer-simulated opposition obviously cheats, or plays by different rules to the player.

Finally, servicing, breakdowns, subsidised services, company sell-offs, prototype vehicles, monorails and town/ company relations were added.

After nearly a year's full-time work, the game I envisaged in 1992 has finally become reality, and dare I say it goes well beyond my initial plans for the game.

I hope you enjoy playing 'Transport Tycoon' - I have certainly enjoyed creating it!

Chris Sawyer



---

---

## BACKGROUND/THE GAME

It's 1930, you're given £100,000 and you've got 100 years to prove yourself a Transport Tycoon

*Transport Tycoon* presents you with a vast game world made up of numerous small towns and raw material resources. You've got a large amount of borrowed money and you've got to prove yourself; to set the wheels in motion to become *The Transport Tycoon*.

Matched against a batch of ruthless rivals, you'll have to act quickly; to build the key routes that will rake in the cash. Build stations, airports, docks and a linking road, rail, air and ship network that will move passengers, mail or goods to the most lucrative destination. As the years roll by you'll have the chance to buy more advanced and faster vehicles and vessels; if you can afford them!

You'll build stations, docks airports and make money by connecting areas requiring transport services. You'll construct complex road - rail - air - sea networks and experience cut-throat rivalry as you try to grab your piece of the action. You'll deal with characteristic town councils that express individual and varying attitudes and cope with disasters such as mine collapses, bus, lorry and aircraft malfunctions.

This is your chance to set the wheels in motion, to become the best, to be THE TRANSPORT TYCOON.

---

## **Sorting the Materials**

Your *Transport Tycoon* package contains this Manual, a Technical Supplement and a set of disks or CD to install the game.

---

## **Installation/Loading**

Please refer to the Technical Supplement for your make of computer.

---

## **Copy Protection**

After the opening screens, you will be taken to the Copy Protection screen. Enter the correct word from the manual using the reference given.

---

---

## HOW TO USE THIS MANUAL

This manual is split into **5** main sections:-

### **Section 1: The Rolling Demo's**

These are on-screen tutorials to guide you quickly through *Transport Tycoon*. This section of the manual briefly details what is happening on the screen. We recommend you watch all the demo's before going any further with the game.

### **Section 2: Game Controls**

### **Section 3: The Gameplay Tutorials**

Designed to get you playing *Transport Tycoon* as quickly as possible. You are recommended to follow each tutorial carefully before you start to play the game on your own.

### **Section 4: The Reference Guide**

This section is intended for the player who is familiar with *Transport Tycoon* and needs to learn more about particular game features.

### **Section 5: Hints and Tips**

This section will help you at all levels of play.



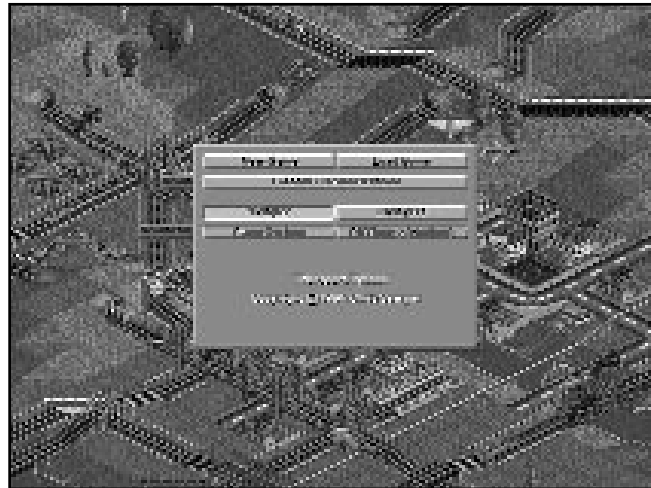
**SECTION 1:**  
**The Rolling Demos**

---

---

## BEFORE WE BEGIN

1. Install and Load *Transport Tycoon* by referring to your Technical Supplement.
2. After the animated introduction you will be taken to the **Manual Protection Screen**.
  - Type in the answer from the manual reference given on the screen. You will then be taken to the **Main Menu**.



*Main Menu Screen*

---

---

## ROLLING DEMO'S

- To open the Rolling Demo's Menu click on the **Tutorial/ Demonstration** bar from the **Main Menu**.



*Rolling Demos Menu*

- Then, select the Demo you want to watch. Remember if at any time you want to leave the Demo and return to the **Rolling Demos Menu**, simply press **Escape**.

---

### Rolling Demo 1

- How to Raise and Lower Land
- Lay Roads and Build Depots
- How to build Stations and Loading Bays
- How to Buy Road Vehicles and give them Routes

---

## **Rolling Demo 2**

- How to lay Railway Track (orientation), Dig Tunnels and Build Bridges.
- Building Railway Buildings and Assigning Orders to Trains.

---

## **Rolling Demo 3**

- Airport construction, How to Purchase an Aircraft and give it its Orders.

---

## **Rolling Demo 4**

- Positioning Sea Ports, Building Docks, and Assigning Orders to Ships.



**SECTION 2:**  
**Game Controls**



---

---

## THE MOUSE

You will require a Mouse to play *Transport Tycoon*.

Throughout the manual you will encounter these instructions:

### ■ **“Clicking the mouse button”**

Unless otherwise stated, refers to the Left Mouse Button (LMB).

### ■ **Point and Click**

Place the mouse cursor over the icon you wish to use and click the LMB once.

### ■ **Click and Hold**

Some of the twenty icons at the top of the screen have a choice of several functions. Click and hold the LMB on these icons to display all of the options. Keep the button held down and drag the highlight bar to the option you want. Release the button to select the now highlighted option.

### ■ **Point and Drag**

To move a “Window” around the screen, place the mouse cursor over the “Window” Drag Bar at the top of the “Window”, press and hold down the LMB, then move the cursor/ “Window” where you want on the screen and release the LMB. It will remain open in the new position.

### ■ **Help**

If you don’t know what an icon does, click and hold the right mouse button (RMB) over it and you will be given a brief description.

### ■ **Estimate Cost**

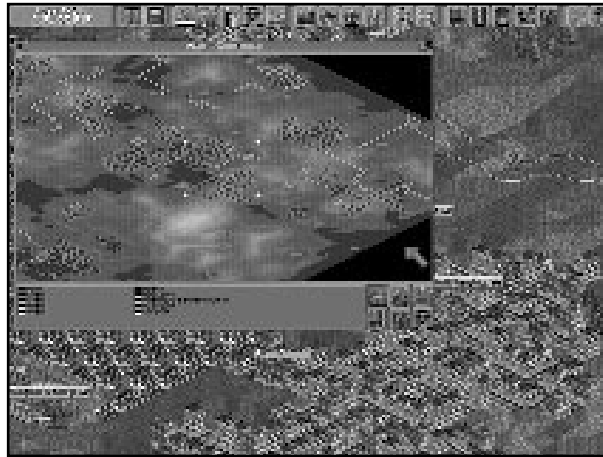
To find out the estimated cost of an action (eg building a piece of track) without it costing you money, perform the whole action with the “Shift” key held down. A “Window” will appear containing the estimated cost.

---

---

## THE “WINDOWS”

*Transport Tycoon's* gameplay centres around a system of Icons and “Windows”. To select options, you use the mouse to click, and click and hold the “Windows” and Icons.



*Map Window*

Although all of the “Windows” look completely different they all work in the same way and have common features.

In the top left of a “Window” there is a small ‘X’.

Clicking the LMB on the ‘X’ will close the “Window”.

Most of the “Windows” contain several Icons, when clicked these either show different pieces of information or open another “Window”. Hold down the RMB over any part of a “Window”/ Icon for a brief description of what it does.

If you try to open a “Window” that is already open, a white line will flash around the outside of the “Window” to let you know that you can’t open the “Window” twice.

---

## Moving “Windows”

You will need to move entire “Windows” around the screen quite frequently.

- To do this, click and hold the **“Window” Title Bar** ( at the top of all “Windows”). With the LMB still held down, drag the “Window” to the position on the screen you want to move it to.
- Release the LMB and the “Window” will remain in the new position.

---

## Closing “Windows”

Eventually, you will have to close “Windows” to prevent clogging up of the main 3-D world screen.

- Simply click the LMB on the ‘X’ in the top left of any “Window” to close it.

---

## The Slider Bar



Slider bar

Window with slider bar

Some of the “Windows” cannot fit in all of their information, so to prevent the “Windows” from getting too big there is a Slider Bar on the right hand side of the “Window” to allow you to scroll up and down. Simply click/hold the slide bar and scroll it up and down or click on the up/down arrows on the slider bar itself.

---

## Scrolling around the World

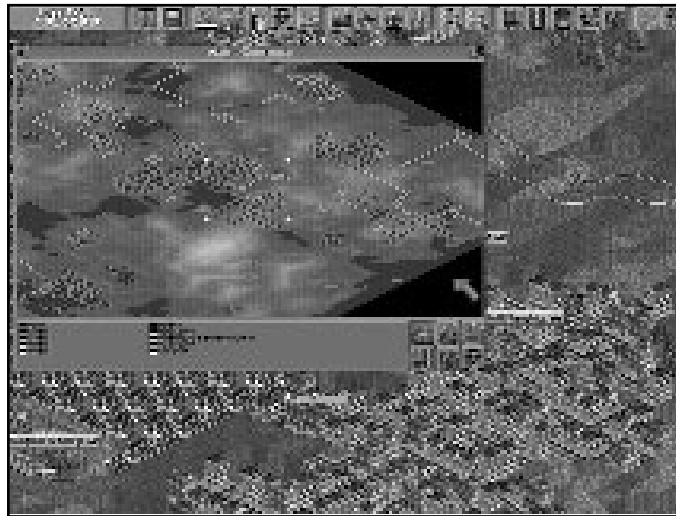
Probably the most common function in *Transport Tycoon* is moving around the 3-D world. To do this simply place the cursor somewhere in the main game (3-D) view and hold down the right mouse button (RMB). Keep the button held down and move the mouse in the direction that you want to go. The screen will scroll in that direction. When you have moved far enough, release the button.

---

## The Map “Window”

Within the game, you will encounter the Map “Window”.

The controls for moving around the Map “Window” are exactly the same for the Main 3-D “Window”.



*Map Window*



*Map Icon*



*Maximise/Minimise icon*

- Open the Map “Window” by clicking on the Map Icon. Place the cursor in the “Window” and hold down the RMB. With the button held down move in the appropriate direction. Release the button when you have gone far enough. If you now click the LMB in the “Window”, you will be moved to this position in the Main 3-D View.

The icon in the top right of the Map “Window” is the maximise/minimise “Window” icon. Click on this icon and the “Window” will extend to its maximum size, click the icon again and the “Window” will return to its original size.

---

## Zooming In and Out



*Zoom In  
icon*



*Zoom Out  
icon*

To magnify or shrink the view in the Main 3-D View click on either the Zoom In or the Zoom Out Icon.

There are three levels of magnification in *Transport Tycoon*, High, Medium and Low.



**SECTION 3:**  
**Tutorials**

---

---

## BEFORE WE BEGIN

For extra information on particular game features, see the **Reference Guide** section of this manual.

---

---

## TUTORIAL ONE

### A Road Network

This tutorial will guide you through *Transport Tycoon*'s basic controls and get you up and running with a small road network.

---

**Remember:** *If you get stuck and don't know how to do something, hold down the RMB over most icons and "Windows" in the game for a brief description of what they do, or refer to the Reference Guide in this manual.*

---

- Load the game as described in the Technical Supplement.



*New Game Screen*



- Select New Game from the Main Menu. You will be placed in the centre of the randomly generated 3-D Isometric World.

The map has randomly placed factories, forests, mills and mines; more will appear as the game progresses and the competition heats up.

On beginning a new game you will be shown a picture of your manager and be prompted to type your name in the Manager's Name "Window".

---

## Manager's Name

Type in your name and press <RETURN>, or click on 'OK'. The "Window" will disappear and your name will appear under your Manager's face. If you make a mistake, click on the Manager's Name Bar (third bar from the left, at the bottom of the "Window") and the Manager's Name "Window" will re-open. Correct the mistake and press <RETURN>.



*Face Selection Window*

---

## **Manager's Face, Company Name and Colour**

From the Manager's "Window" you can also change the face of your manager, the name of your company and the colour scheme for your vehicles.

Your manager's face is set at random, but you can change it.

- To change it, click on the New Face button (bottom left of the "Window"), this will open the Face Selection "Window".

You now have the choice of Male, Female or New Face. Select either Male or Female and click on New Face until you find the face you want, then click on OK.

### **Company Name**

Your company name will default to your Manager's name followed by the word: 'Transport'.

- To change it click on the Company name button (bottom right of the "Window"), delete the name by using the Backspace Key, type in a new one and press <RETURN>/ or click on 'OK'.

### **Company Colour**

Your company's colour is random.

- To change it, click the Colour Scheme Button (second bar from the left, bottom of the "Window"), this will open the Colour Scheme "Window".



*Colour Scheme Window*



*Close  
Window icon*

To scroll through the available colours, click the up or down arrows on the slider bar (right side of the “Window”), or drag the slider bar up and down. Now select your new colour by clicking on the appropriate vehicle colour (clicking on a bus will automatically close the Colour Scheme “Window”).

When you have finished close any open “Windows” by clicking on the cross in the top left corner. Now you are ready to begin.



*Main Screen*

---

## Choosing a place to begin



*Map Icon*

Click on the **Map icon** and open up the world map.



*Map Window*

Place the cursor over the Map “Window” and hold down the Right Hand Mouse Button (RMB). Now, while keeping the RMB held down, move the mouse to scan the map quickly for a site to begin your transport operations.

For this tutorial, find a town that already has a substantial road network. Towns show up in the Map “Window” as brown areas with black lines ( the roads ) marked on them.

When you’ve found a good location.



*Maximise/Minimise icon*

- Click inside the Map “Window” with the LMB and you will move straight there in the 3-D world (your position is shown on the Map “Window” by the four yellow markers).

Generally the greater the population of the town the better. Try to find a town with a population of at least 300, information is accessed by clicking on the place name bar found near the centre of the town, This will open the Town's Information "Window".



*Town Information Window*

You can also rename a town from this information "Window". To make these tutorials easier to understand we recommend that you rename your choice for this tutorial '**TOWN ONE**'.

- Click on the rename bar at the bottom of the "Window".
- Delete the old name and rename it Town One.
- Click on OK or press <RETURN>.

---

## Beginning Construction



*Road Construction icon*

- Close all open “Windows” (by clicking on the X in top left corner).
- Open the Road Construction “Window” by clicking the **Road Construction Icon** in the Construction Group.



*Construction Window*

---

## Placing Road Depots



*Depot icon*

Find a central position in the town and place a Vehicle Depot facing one of the roads.

- Click on the **Depot icon** and again on the point where you want to build. As long as the Depot is built on clear, level ground on the square next to and facing a road it will join the road automatically.

You are now able to buy road vehicles.

---

## Positioning Bus Stations and Loading Bays



*Bus Station  
icon*



*Loading  
Bay icon*

You will now need some Stations/Loading Bay for them to call at. They should be placed in highly populated areas of towns or near industrial sites such as power plants, oil refineries and mills which are linked to a town. Build at least two Bus stations to begin with so that the vehicles have sites to travel between and enable your company to make money on each trip. Don't forget to select the correct orientation.

---

**Remember:** *If you click on 'Show Catchment Area Highlight **On**' and drag the cursor over the main 3-D view, the proposed **Loading Bay** or **Station** position will be represented by the **White** hollow box, the **Catchment Area** by the hollow **Blue** squares.*

---

Bus Stations only deal with passengers and Loading Bays with all Goods including Mail. You can see the status of any Loading Bay or Station (i.e. what is waiting, what it accepts and its ratings by clicking on it from the 3-D world).

---

## Buying Road Vehicles

- Click on the **Depot** you have built, (Depot "Window" will appear).
- Press the **New Vehicles Button** (bottom left of the "Window") and a list of all the available road vehicles will appear.

You can scroll through the list of vehicles by clicking the up or down arrows on the scroll bar on the right of the “Window”.



*New Vehicle Window*

- Highlight the **Leyland Lion Bus** (click on the name of a vehicle to highlight it).
- Click on **Build Vehicle** and it will instantly appear in your Depot.

---

**Remember** *clicking on ANY construction or build icon will cost you money. This is shown by the total cost rising from where the money was spent.*

---

- Now, close down the New Vehicles “Window”



---

## Assigning Routes to Road Vehicles

Now assign the vehicle its route.

- Click on the **vehicle**, (Leyland Lion Bus in this case) and the Vehicle's Information "Window" will open.
- Click the Vehicles **Order icon** to open its Orders "Window".



*Orders icon*



*Orders Window*

- Click on **GoTo**. The cursor will change to the Go To icon and a hollow white box will show which square on the 3-D world you are selecting.
- Move the **Square** over one of the Bus Stations you have just built and click the LMB again. The Station name will now appear in the Orders "Window".
- Repeat this operation for the second Station and your Bus will now have its first route.

- Close down the Orders “Window” and click on the **Vehicle Action Bar** at the bottom of the Vehicle “Window” ( with the red flag and the word ‘Stopped’ on it ). Once selected the flag will turn green and the Bus will begin its designated journey.

This is the most basic transport service you could begin with, but a good start for a profitable road network. Expand your service to link with other towns. Build Depots and Bus Stations, start goods, mail and other routes around the town in exactly the same way.

---

**Remember** to check what Loading Bays will ‘accept’ before building any vehicles otherwise you will waste a lot of money on unwanted transport.

---



*Loading Bay Window*



*Dustbin icon*

---

## Selling Road Vehicles

- From the **Depot “Window”** you can click on and drag the vehicle over the **Dustbin Icon**. The vehicle will then disappear immediately and the amount of money made from the sale will rise from the Depot in the 3-D.



*Game  
Options icon*

---

## Saving your game

- Click on the **Game Options Icon** (one click will select Save Game from the icons menu), this will open the Save Game “Window”.

Your Saved Game will be automatically named (bottom of the “Window”) with your company’s name and the game date. To alter the Save Game name, simply delete the default, type in the new name and click on SAVE .

- Click on the **Game Options Icon** and select ‘**Abandon Game**’.

**Now work through Tutorial 2 using what you have already built in Tutorial 1.**



*Save Game Window*

---

---

## TUTORIAL TWO

### A Rail/Road Network

This Tutorial follows on from Tutorial 1. It will guide you through building a basic rail service and linking it to a road network.

The combinations of linking rail to other transport services are unlimited. As you play, more and more combinations will reveal themselves to you, making your network an ever changing concern. This example will just get you started.

---

**Remember:** *You have other Tycoons battling for all the assets on the map, so you will have to work fast to get to the top and stay there.*

---

---

### The Main Game Options Screen

- Click on **Load Game**, this will open the **Load Game “Window”**



*Load Game Window*

- Simply select your tutorial 1 Game by clicking on the name.

You will now be back at the position you finished the previous tutorial.

In this Second Tutorial you will link two towns via a passenger railway.

Using the **Map “Window”**, choose a town closest to the one you used for Tutorial One (**TOWN ONE**) and centre on it by clicking on the town (the brown areas) in the map “Window”

### **Rename this New Town “Town Two”.**

- Click on the Town name, this will open the Town information “Window”.
- Click on the rename bar (bottom of the “Window”), delete the old name and rename it **Town Two**.
- Close all “Windows”

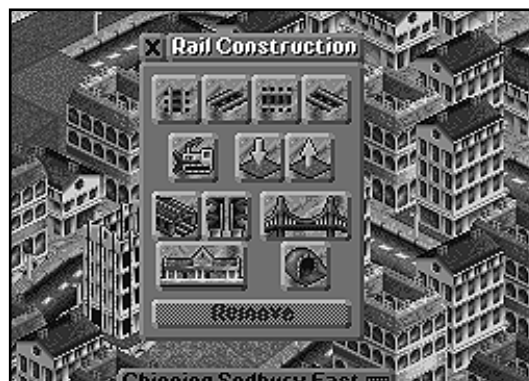


*Rail Construction icon*

---

## **Building a Railway Station**

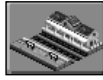
- Click on the **Rail Construction icon**. This will open the **Rail Construction “Window”**.



*Rail Construction Window*



*Build Station icon*



*Station Orientation icons*



*Raise and Lower icons*



*Track Construction icons*



*Build Depot icon*

Choose a site in Town Two to place your first station (preferably as close to Town One as possible).

- Click on the **Build Station Icon**.

Decide on the orientation of the station and click on the appropriate icon.

- Place the Station in the 3-D by clicking on your chosen site. If the land is not level, you will have to raise or lower it using the icons.

Move back to the Town One, either by scrolling the 3-D or using the Map “Window” again.

- Build a second station on the side of the town closest to your first station. You may again need to raise or lower land.

### **Now fill the gap with track.**

- Using the track construction icons, link the two stations together.

Always use the pieces of track that give you the quickest and cheapest route.

- To lay track, simply click on the **Track icon** you want to use, then click in the 3-D on the square you want to build on.

---

**Remember**, you may have to *Raise or Lower areas of land*. Messages will appear warning you when you can't build. You may even have to *Bulldozer certain areas*.

---

When the two stations are linked by the track you must next build a Train **Depot** so you can buy and house a train.

- Choose a level place by the track to build on and click on the **Build Depot icon**.

Choose the correct orientation of the Depot and place it next to the track by clicking on the appropriate square.

All you have to do now is buy the train and assign it with a route.

---

## Buying Trains

Buying a train is very similar to buying a road vehicle.

- Click on the Train **Depot** you have just built.
- Then, in the **Depot “Window”** click on the **New Vehicles Bar** ( bottom left of the “Window”).

This will open the **New Rail Vehicles “Window”**

Using the scroll bar on the right hand side of the “Window” you can scroll through the available Rail Vehicles.

For this Tutorial highlight the **Jinty Class** (Steam Engine) by clicking on its name, then on the **Build Vehicle Bar** at the bottom of the “Window”.

The new engine will appear in your Train Depot and the Trains “Window” will also have opened.

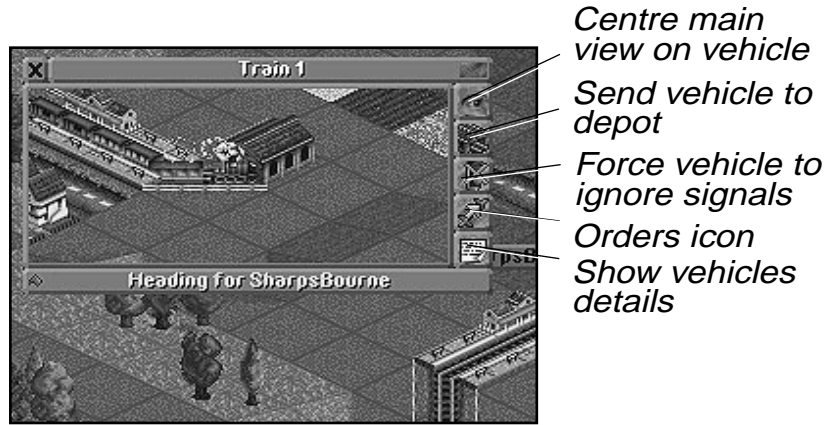
Now, build two Passenger Carriages in the same way.

- Highlight a **Passenger Carriage** by clicking its name,  
then click on the **Build Vehicle Bar** twice.

Now close down the Train Depot and New Vehicles “Windows” by clicking on the ‘X’ in the top left corner of each “Window”.

## Assigning Orders to Trains

All you should have open on the screen is the new **Trains** “Window”.



*Rail Vehicle Window*

To give a train orders follow the same procedure as for road vehicles.

- Click on the **Order icon** (fourth down on the right hand side of the “Window”). This will open the **Trains Orders** “Window”.
- Click on the **GoTo Bar** (at the bottom of the Trains Orders “Window”) and then on the station that you want the train to call at first.

The hollow white square will show you what you are selecting in the 3-D.

- Click on the **GoTo Bar** again and then on the second station. The order will appear in the **Orders** “Window”.
- Close the Orders “Window”.



- To set the Train going, click on the Action Bar (along the bottom of the “Window”). The text on the bar will change from “Stopped” to “Heading For” and will show the name of the station you ordered the train to call at first.

The train will then emerge from the depot and begin its route.

### **Now, save your game.**

---

**Remember:** *Do NOT save two games as the same name, the newer of the two will overwrite the old and you will not be able to recover the older game.*

---

---

---

## TUTORIAL THREE

### Your First Airline

Tutorial Three will show you how to start a small airline service. You can follow straight on from the previous two tutorials or start from scratch.

If you decide to follow on from Tutorial Two, you may find that you soon begin to get short of money. However, you CAN borrow a substantial sum of money. Your loan limit depends on your level of play.

- To borrow money simply click on the Budget Icon, and then on the Borrow bar at the bottom left of the Finances “Window”



*Budget icon*

You will have to build two airports and buy a plane before you can start a service. This makes air transport very expensive compared to road and rail. When playing the full game, it is unlikely that you would contemplate starting an airline until you have a substantial amount of money.

---

**Remember** *the more you borrow, the higher the Loan Interest Repayments will get and the harder it will be to make a profit.*

---

---

## Selecting a Site for an Airport

Choose two large towns, preferably not neighbouring but not too great a distance from one another.

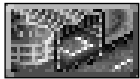
If possible, find a large flat area on the outskirts of the towns, because this will cost you less in levelling or raising the land. Don't worry if there are trees on the site.



*Airport  
Construction  
icon*



*Raise/Lower Land  
icons*



*Build Airport  
icon*

---

## Building Airports

- Open the Airport Construction “Window” by clicking on the **Icon**.
- Flatten the land if the area is not already suitable using the Raise / Lower Land icons
- Click on the **Build Airport Icon**
- Place the cursor and the white grid over the flattened land and click the LMB.

The airport will be appear instantly.

Now, do exactly the same at the second town.

- Move to the second town by scrolling through the 3-D or using the Map “Window”.
- Choose a suitable site and level it (if necessary).
- Click on the **Build Airport Icon** and click again on the location.
- Close all open “Windows”.

---

## Buying an Aircraft

Now, you should have built both your airports, and only need to buy an aircraft and give it orders to set up a service.

- Centre on one of the new airports and click on the hanger. This will open that airports Hanger “Window”.



*Airport Hanger Window*

- Click on the **New Aircraft Bar**, this will open the New Aircraft “Window”.

You will probably only have one aircraft available in 1930 but more will appear as they are designed and manufactured.

- Click and highlight an aircraft, then click on the **Build Aircraft Bar** at the bottom of the “Window”.

The Plane will appear in the Hanger “Window” and the Aircraft “Window” will also open.

If you make a mistake on the choice of aircraft you buy you can sell it from the Hanger “Window”.



*Dustbin icon*

- Click and drag the aircraft you want to sell over the **Dustbin Icon** in the **Hanger “Window”**. Release the mouse button and the aircraft will disappear from the “Window”. The amount that you made from the sale will rise from the Depot in the main 3-D view.

Close down all the “Windows” except the Aircraft “Window”, by clicking on the ‘X’ in the top left hand corner of the “Windows”.

---

## Giving Aircraft Orders



*Aircraft Orders icon*

Ordering aircraft is very similar to ordering any vehicle in *Transport Tycoon*.

- Click on the **Aircraft’s Orders Icon**, this will open the Aircraft’s Orders “Window”.
- Click on the **GoTo Bar** (centre bottom of the “Window”).

This will change the cursor to the GoTo cursor. A white hollow box showing which land square you are selecting.

- Click on the first airport you want the aircraft to call at.

Do exactly the same for the second airport.

- Click on the **GoTo Bar** and the second airport you want the aircraft to call at.

Both sets of orders will have appeared in the Orders “Window”.

- Close the Orders “Window” by clicking on the ‘X’.

Click on the **Aircraft Action Bar** (bottom of the Aircraft “Window”) to make the plane begin its route.

Your plane will now begin it’s route.

**Now you have completed the Tutorials you are ready to start your own company.**

---

**Remember,** *if you don't understand something refer to the Reference Guide in this manual or click the RMB on any Icon.*

---



---

---

**SECTION 4:**  
**The Reference Guide**

---

---

## GAME OPTIONS



*Main Game Options Screen*

The Game Options screen appears when you load *Transport Tycoon*, allowing you to select either:

- **New Game**
- **Load Game**
- **Demonstrations**
- **One Player/Two Player Linked Game**
- **Game Options**
- **Difficulty Level**



---

## New Game

Select **New Game** from the Game Options screen.

You will now begin a New Game.



*Beginning of Game Screen*

You will be placed straight in to the 3-D Main Game Screen with a new randomly generated map.

---

## Load Game



*Load Game Window*

If you select **Load Game** from the Game Options Screen, it will open the Load Game “Window”.

The names of all the saved games in the *Transport Tycoon* directory are displayed in a “Window”. To select one of those listed, simply click on the name of the game you want to continue.

---

## Demonstration

When you select the **Demonstration** button from the Game Options Screen, the Demonstration Menu will open.

You have **Four** on-screen Tutorials to choose from.

- Raising / Lowering Land and Building a Road Network



*Demonstration Window*

- Building a small Rail Network
- Positioning Sea Ports, Docks and giving orders to Ships.
- Airport Construction and assigning orders to Aircraft.

You're advised to watch them all in order. They will help you quickly learn many of the options available in *Transport Tycoon*.

---

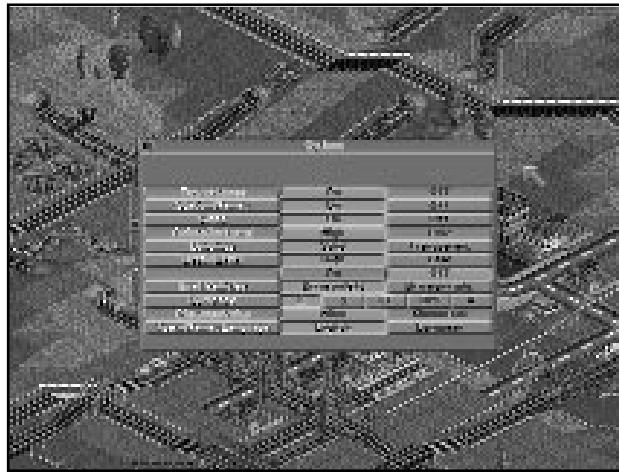
## One Player/Two Player Linked Game

This Option is available in the PC version of *Transport Tycoon*.

See the Technical Supplement for details.

---

## Game Options



*Game Options Window*

Clicking on the **Game Options Bar** opens the **Options “Window”**

Please refer to the Game Options Icon section (see later) for a detailed description of the Game Options.

---

## Difficulty Level

From the **Difficulty Level “Window”** you have the choice of three default levels, **Hard**, **Medium** and **Easy**. Or, you can create a personalised level of play from the **Custom** button.



*Difficulty Level Window*

Clicking on the Custom button will allow you to change the listed game options.

This Custom button will give you the option to customise all of the difficulty associated features in *Transport Tycoon*.

---

---

## THE 3D WORLD

---

### The Icons

Selecting New Game from the Main Menu will catapult you into the 3-D World. In the top left of the screen is the present date and the total amount of money you can spend. The amount you begin with depends on the level of play.

Across the top of the screen are twenty icons. Remember, holding down the Right Mouse Button (RMB) over any icons in the game displays what features they control.

From left to right these icons are:

#### The Game Controls Group



*Pause icon*

**The Pause icon:** Pauses the game. The game will freeze in time allowing you to consult the manual or scroll around the map.



*Game  
Options  
icon*

**The Game Options icon:** This icon gives you the choice of **Saving** your game, **Abandoning** a game or **Quitting** *Transport Tycoon* altogether.

**Save Game:** To save your game click on the icon and the **Save Game “Window”** will open. You can either keep the default name for the save, or delete the default and rename it. When you are ready to save, click on **Save Bar** (bottom right of the “Window”).

As you play you will build up more and more save games. To remove an old save game, click on the **Name of the save file** in the **Save Game “Window”** and then click on **Delete** (bottom right of the “Window”), the old save will be removed from the list and from your hard-drive.



*Save Game Window*

**Abandoning Game:** To **Abandon** a game but, not leave *Transport Tycoon* altogether. Click and hold the **Game Options icon** down, drag the highlight bar down the menu to **Abandon Game** and release the LMB. You will be asked if you are sure you want to abandon the game.

**Quit to DOS:** To **Quit to DOS** click and hold the **Game Options icon** down, drag the highlight bar down to **Quit to DOS** and release the LMB. You will be asked if you are sure you want to Quit.

### **The Finance/Information Group**

**The Stations icon:** this icon allows you to view all of your own or rivals stations including airports and docks.



*Stations icon*

Click and hold the **Stations Icon** down, drag the highlight bar down to the company's name that you want to view and release the LMB. If you want to see your own stations just click on the Stations icon.

This will open the **Stations "Window"**, clicking on a Station name from the list that appears will take you to that Stations position in the 3-D world.

Next to the Station names are small symbols representing what kind of station it is i.e. a plane for an airport, also what cargo is waiting at the station.



*Map icon*

**The Map icon:** Click and hold the **Map Icon** and you have the choice of opening the **World Map “Window”**, the **Town Directory “Window”** or the **Subsidies “Window”**.

The **World Map “Window”** allows quick access to any point in the 3D, simply by clicking anywhere in the “Window”. Moving around the Map “Window” is the same as for the main 3-D view screen. Click and hold the RMB, then move the mouse in the direction you want to scroll. When you have moved far enough, release the RMB, and click the LMB on the area you want to move to in the main 3-D view.

Down the right hand side of the Map “Window” are six icons which alter the information that the Map “Window” will give you:



*Land  
Contours*



*Vehicles*



*Industries*



*Transport  
Routes*



*aVegetation*



*Land  
Owners*

Show Land Contours on the map.

Show Vehicles on the map.

Show Industries on the map.

Show Transport Routes on the map.

Show Vegetation on the map.

Show Land Owners on map.

At the bottom of the “Window” is the **Key** for the six different icon views.

The **Town Directory “Window”** gives quick access to any town on the world. Click on the name of a town to move to its position in main 3-D view screen.

The **Subsidies “Window”** lists the present subsidies on offer from any of the Town Councils, also the Services that have already been subsidised.



*Town Directory Window*

Subsidies are offers made by Town Councils to entice Transport Companies to provide a service that they want.

These Subsidised Routes can be very profitable and are worthwhile if you want a quick return on your money.



*Budget icon*

**The Budget icon:** displays any company’s financial information, and is very useful to keep an eye on the opposition.

Click and hold the **Budget icon**, this will show the list of all the Tycoons, drag down the highlight bar over which Tycoon’s budget you want to view and release the LMB.

Your Company Budget information is always at the **Top** of the list. You can get to your personal “Window” quickly by simply clicking the Budget icon once.

From within the **Finances “Window”** you can also **Borrow** and **Repay** money.





*Company  
Information  
icon*

**The Company Information Icon:** clicking on this icon allows you to view information about the total number of vehicles you own, **Change your Manager's Face, Name, Company Name and Colour**, as well as view rival Tycoon's vehicles.



*Company Information Window*

To see the other Tycoons company information, click and hold down the **Company Information Icon**, drag the highlight bar down to the company you want to see and release the LMB.

### **Changing Your Manager's Face**

- Open your **Company Information "Window"** and click on the **New Face bar** (bottom left of the "Window" ).

This will open the Face Selection "Window"

- Choose either **Male** or **Female** gender for your manager.
- Click on **New Face** until the face you want to keep appears. Then click on **OK**.

### Changing Managers' Names

- Click on the **Manager Name bar** (third from the left at the bottom of the **Company Information "Window"**).

This will open the **Manager's Name "Window"**.

- Delete the old name using the **BackSpace Key**, type in your new name and click on **OK**, or press **<RETURN>**.

The Manager's Name "Window" will close automatically when you click on OK.

### Changing Company Name

- Click on the **Company Name Bar** (bottom right of the Company Information "Window").

This will open the **Company Name "Window"**.

- Delete the old Company Name using the **BackSpace Key**, type in the new name and click on **OK**, or press **<RETURN>**.

### Changing Company Colour

- Click on the **Colour Scheme bar** ( second from the bottom left of the "Window").

This will open the **New Colour Scheme "Window"**.

- Use the **Up** and **Down** arrows on the **Scroll bar** to see all the available colours.
- Click the **LMB** on the **Coloured Vehicle** you want.

This will change all your Vehicles and Station Names to the new colour.



*Graphs icon*

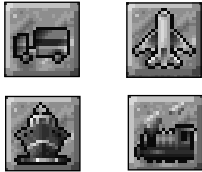
## The Graphs

**The Graphs icon:** This icon allows you to view six different graphs to give you an accurate overview on how you are doing against the rival Tycoons.

- The Operating Profit Graph
- The Income Graph
- The Delivered Cargo Graph
- The Performance History Graph
- The Company League Table
- The Cargo Payments Rate

The first four Graph “Windows” have a **Key** icon in the top right corner. Clicking on this icon will open up a **Key “Window”** which shows what the data in the graph represents.

## The Transport Group



*Transport icons*

**The Transport icons:** The next four icons have similar functions but for each of the four different modes of transport: Rail, Road, Sea and Air.

These icons allow you to view all your own /or rivals trains, planes road vehicles and boats. Also, to see their present position in the 3-D by clicking on them from the list of vehicles displayed.

At the bottom left of the Transport “Windows” there are **New Vehicles** buttons. To use these buttons you must already have a Depot built for the type of vehicle you want to build.

The vehicle will be built in the first Depot built for that type of transport.

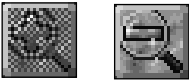
Clicking on one of the vehicles will open its **“Window”** giving you access to all of that vehicles information ( Age, Running Costs, Annual Profit and Servicing / Reliability Information).



*Vehicle Information Window*

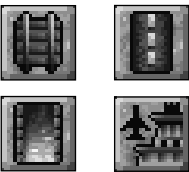
From a vehicle's "Window" you can increase or reduce the servicing intervals of the vehicle. Remember the smaller the intervals the increase in reliability.

### The View Controls



*Zoom in and Zoom out icons*

**The Zoom In, Zoom out Icons:** allow you to choose from **three** levels of magnification. The icons are ghosted when you reach the maximum or minimum magnification for that icon.



*Construction icons*

### The Construction Group

The next four icons open related Construction "Windows". These "Windows" contain more icons, some for general construction and some specific to that mode of transport.

General Construction icons: **The Bulldozer, Raise/Lower Land Icons** are present in all of the construction "Windows".



*Bulldozer icon*

**The Bulldozer** is used to demolish anything on a square of land i.e. trees or buildings. The Bulldozer does not lower the land, it simply clears anything from the square. The cost is determined by the size of the object you want to demolish and its location.



*Raise and Lower icons*

**The Raise and Lower Icons** allow you to change the level of land up or down.

- To raise or lower land select one of the **Raise** or **Lower icons** and then click on the side of the square you want raised or lowered. That half of the square will then rise or fall. The **Raise** and **Lower icons** alter squares of land half a square at a time.

  
*Remove  
Bar icon*

The **Remove Bar, Tunnel and Bridge icons** are only available in the **Rail and Road Construction “Windows”**.

The Remove Bar is used to erase half a square of road, one piece of railway track or signals without damaging anything else on or around that square.

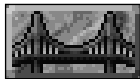


*Bridge  
icon*



*Tunnel  
icon*

- Select the item you wish to erase, (a piece of track for instance) from the **Construction “Window”**.
- Click on **Remove**
- Click on the object in the 3-D you want to remove. (There is a hollow red square to show which object you are going to remove in the 3-D).



*Bridge  
icon*

The Bridge Icon is used to enable a Rail or Road network to span a piece of land without the need for levelling or raising it. Bridges are used to cross shallow valleys (these can be any length but only one square deep) and previously built Roads and Railways.

The choice of bridges available is determined by the length of the proposed bridge. You can also build a bridge on flat land over a road or railway in exactly the same way.

To build a Bridge to cross a valley or river:

- Click on the **Bridge Icon** (the cursor will change to a bridge).
- **Click and Hold** the **LMB** on the square you want the bridge to start from (this square must be sloped and the valley cannot be deeper than one square).
- Still holding the LMB down, drag the cursor from the first square to the square that you want the Bridge to end (this end square must be sloping in the opposite direction to the first).



*Building a Bridge*

Once the route for the Bridge is highlighted by the white squares and appears correct, release the LMB.

The white boxes will disappear and the **Select Road Bridge “Window”** will open.

Choose from the “Window” which style of bridge you want.

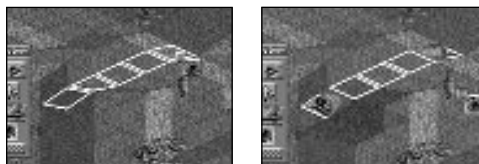
All Bridges have a maximum speed limit that any vehicle crossing cannot exceed. The more expensive the Bridge, the faster that vehicles can pass over them. You will have to decide which bridge is suitable each time you come to build a new one.

The Tunnel icon allows you to excavate through any size hill or mountain so long as both ends are suitable for building, i.e. sloping in the correct direction. When this icon is selected the route for the proposed tunnel will be highlighted in the 3-D by linked white hollow squares.



*Tunnel icon*

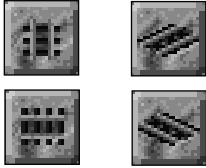
- Click on the **Tunnel Icon** and place the cursor over one of the proposed Tunnel entrances.
- If the route shown by the white hollow squares is correct click the **LMB** again and the Tunnel will be constructed.
- If the route is not correct or the white squares do not show a route at all, you will need to level some land before you can build the Tunnel.



*Building a Tunnel*



*Rail Construction icon*



*Track Orientation icons*



*Station and Depot icons*



*Signals icon*



*Road Construction icon*



*Road Orientation icons*

## Specific Construction Icons

**The Rail Construction icon:** This opens up the Rail Construction “Window”, which contains the **Track Orientation Icons**, allowing you to build track in any direction.

**The Train Depot and Station Icons**, both when clicked require you to select the **Orientation** of the building.

The **Station Icon** also requires you to select the **Station Size** and **Number of Tracks**.

Station size greatly influences how efficiently your trains can be unloaded. The number of tracks limits how many trains can be unloaded at one time, so busier stations will need more than one track.

---

**Remember**, you can always demolish an old station and replace it with a larger one.

---

**The Signals Icon** is needed when railway networks begin to get more complicated, especially when more than one train is using the same segment of track.

When your railway network gets busier, you may find that you cannot afford to build a parallel track next to a previously built one; even though there is demand for another service on that route. The answer is to have two trains on the same track controlled by signals, (otherwise the consequences can be catastrophic).

All you need to do is build two passing places on the main line and put signals just before both entrances to the passing places.

**The Road Construction icon:** Clicking here opens up the **Road Construction “Window”**, containing the two **Road Orientation Icons** which build sections of road half a square at a time

- To build a section of road, select the icon for the direction of road you want built.
- Click in the centre of one of the sides of a square, this will build a section of road in half of the square.
- Click in the other half of the square to completely fill it with road.

For long straight roads select the correct road orientation icon, click and hold on the road's starting point in the 3-D, now drag the cursor to the road's finishing point and release the LMB, the whole 'straight' will be built at once, so long as you can afford it.

To build a road around a corner in one square:

- Place one piece of road with one of the orientation icons in the square.
- Select the other road construction icon and place another piece of road in the same square.



*Depot, Bus Station  
and Loading Bay  
icons*

**The (Road Vehicle) Depot, Bus Station and Lorry Loading Bay icons:** When clicked, you will have to choose the **Orientation** of these buildings similar to the **Train Depot icon**.

Make sure you select the correct orientation or the vehicles will not be able to leave or enter any of the Buildings.

The Road Vehicle Depot must face a road.

Decide on a site to build the depot and choose the correct orientation facing the road.





*Dock Construction icon*



*Ship Depot icon*



*Build Dock icon*

**The Dock Construction icon:** Clicking this icon opens up the **Dock Construction “Window”**.



*Dock Construction Window*

This “Window” contains the Build Ship Depot and the Build Dock icons. Depots are used to build and service ships.

Docks are required for loading and unloading all goods and passengers.

To build a Dock, click on the icon and place the cursor over the area you want to build.

Two hollow white boxes highlight the area in the 3-D that you are selecting. One of the two boxes must be placed on the shore and one of the boxes over the water. When the boxes are in the correct position, click the mouse button again to build.

Click on the Dock name to see what it will ‘accept’.

**The Airport Construction icon:** Clicking on this icon opens the **Airport Construction “Window”** containing the Build Airport icon, You will have a Large and Small Airport to choose from, depending on what stage you have reached in the game.



*Airport Construction icon*



*Build Airport icon*

---

**Remember,** to start an airline service you will have to build two airports and buy an aircraft. Airports also have to be built on a large area of level land so this form of transport can be initially very expensive.

---



*Tree icon*

**The Place Tree/Sign icon:** Holding down this Icon highlights two options: **Plant Trees** and **Place Signs**.

If you highlight **Plant Trees** and release the LMB, the Trees "Window" will appear giving you eight different Trees to choose from.

- Select the tree you want to plant and click the LMB where you want in the 3-D.

Planting trees will increase your company's popularity in that area but you can only plant one tree per square in the 3-D.

If you highlight **Place Sign**, the Cursor Icon will change appropriately to a signpost. Place the cursor over the position you want to label and click the LMB. You will then be prompted to type in a name for the sign. Click on OK and the new sign will appear in the 3-D.

To delete a sign simply click on the sign in the 3-D, delete all the text from the "window" and press <return>. To change a sign, alter the text and press <return>.



*Options icon*

### **Game Options Group**

**The Options Icon:** Holding down this icon highlights five options: Query Land Block, Transparent Buildings, Game Options Difficulty Settings and About *Transport Tycoon*.

**Query Land Block:** Dragging the highlight bar down to Query Land Block and releasing the LMB changes the cursor to a Question Mark. Click on any square in the 3-D (a white hollow box highlights which square you are about to query) and an information box will appear with all the information about that square. For instance, what type of land it is, how much it would cost to clear and who it is owned by.

**Transparent Buildings:** This option allows you to see through all buildings and trees on the 3-D world, making it a lot easier to work on a rapidly growing town or city.

**Game Options:** If you highlight this option and release the LMB the **Game Options “Window”** will be opened. This is the same window that is available from the main menu and contains options to aid gameplay.

---

## “Windows”

**Information “Windows”:** Update “Windows” will appear throughout the game, giving you information on new developments, constructions and new services. These will keep you well informed on transport systems progress and offer ideas for possible new services.



*Information Window*

---

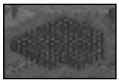
## Buildings



*Coal Mine*



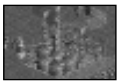
*Power Station*



*Forest*



*Sawmill*



*Oil Refinery*



*Farm*



*Factory*



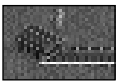
*Oil Rig*



*Iron Ore Mine*



*Steel Mill*



*Railway Depot*



*Railway Station*

**Coal Mine:** Coal Mines only produce coal. They don't 'require' anything.

**Power Stations:** Power stations require coal for fuel.

**Forest:** Forests require nothing to grow and produce wood (required by Sawmills).

**Sawmill:** Sawmills require wood from forests and produce Goods.

**Oil Refinery:** Oil refineries require oil from land based drills and in later years from sea-based oil rigs. They produce only goods.

**Farm:** Farms do not require anything but produce Livestock and Grain.

**Factory:** Factories require Livestock, Grain and Steel, and produce goods to be taken to factories.

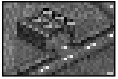
**Oil Rig:** Oil Rigs do not require anything but produce oil.

**Iron Ore Mine:** Iron Ore Mines do not require anything and produce iron ore (required by Steel Mills).

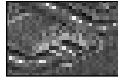
**Steel Mill:** Steel Mills require iron ore from mines and produce steel.

**Railway Depot:** Railway Depot's are used to build and service all Railway Engines and Carriages.

**Railway Station:** Railway Stations will accept passengers, mail and all goods. You will need the appropriate carriages to transport them.

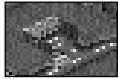


*Road Depot*



*Bus Station*

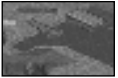
**Road Depot:** Road Depots are used to build and service all Road Vehicles.



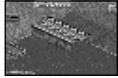
*Loading Bay*

**Bus Station:** Bus Stations only accept passengers, you cannot order any vehicle other than a bus to call at a station.

**Loading Bay:** Loading Bays accept Mail and Goods but no Passengers.



*Ship Dock*



*Ship Depot*

**Ship Dock:** Docks accept Oil en-route to a refinery from an Oil field, They also accept Passengers and Mail.

**Ship Depot:** Ship Depots are used to build and service all Ships and Ferries.



*Small Airport*



*Large Airport*

**Airport (Small/Large ):** Airports accept Passengers and Mail.



---

---

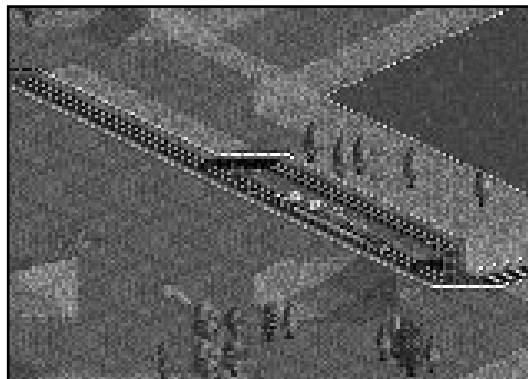
## **SECTION 5:**

### **Hints & Tips**

- 1 Don't borrow too much money to begin with, the interest payments will bankrupt your company.
- 2 Use the Map "Window" to find industrial and agricultural areas, it is a lot faster than scrolling around the main 3-D view.
- 3 The further you transport any commodity the more money you will make on each trip.
- 4 Keep a close eye on all of your vehicles. As they start to get old, they will begin to cost you more money than they are earning through breakdowns and the traffic jams they will cause.
- 5 It is possible to land the faster aircraft at the smaller Airports, however the risk of a crash is much higher.
- 6 Pressing the PAUSE icon stops everything in the game world but still allows you to scroll around the Main View of the World and the Map "Window".
- 7 Subsidies offered by the Local Councils carry financial rewards for whoever completes the request first. These can help when first starting a business.
- 8 New vehicles are offered to you exclusively for their first year of production. Not taking on a prototype vehicle will see the offer passed on to one of your competitors.

If you do decide to take a vehicle for the first year, they are likely to have a higher rate of breaking down. However if you take a vehicle exclusively but don't buy any, you are unlikely to be offered further prototype vehicles for the following year.

- 9 Keep checking the graphs to see how you are progressing in relation to your competitors.
- 10 Placing trees around a station will attract more passengers to it. Very useful if you have a rival's station very close to one of yours. The trees will draw the passengers to your station instead of the rivals.
- 11 Build stations with two tracks if you can afford it, this will save time later if the route picks up and you want to have another train on the same route.
- 12 Rename towns that you have a network in so that you can easily find them from the Town or Stations "Window".
- 13 When building any type of station, clicking on the Catchment Area On Icon will show you (in the Main 3-D view) how much of the surrounding area the Station will provide its service to.
- 14 Using passing places on a single track will allow you to run more than one train along it.

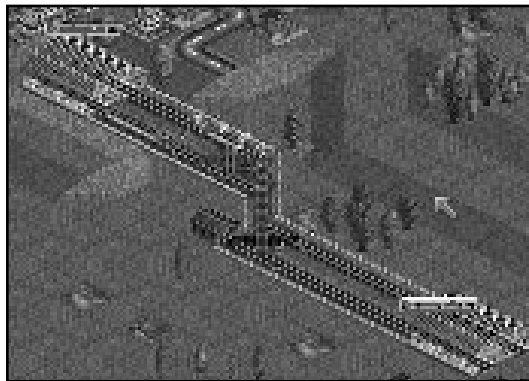


*Passing Place*



You must place signals at both ends of the passing place on the main-line track to prevent crashes.

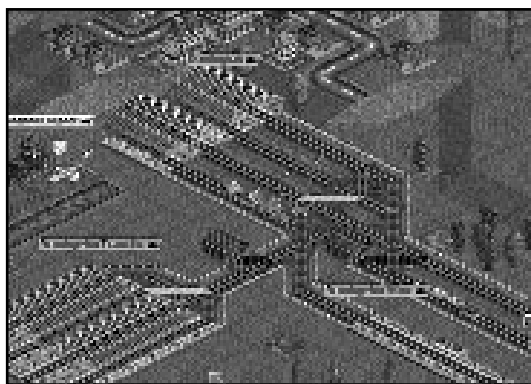
**15** The use of cross over points when you have two railway lines running parallel with each other, will allow you to run many more trains along the same piece of track. Place as many intersecting pieces of track between the two lines as you want, but remember to position signals both sides of any passing place on the main-line track.



*Cross Over Places*

**16** Multiple track stations quicken loading and unloading times because you can unload more than one train at a time. The length of time taken is shortened again if you join all the tracks to all available stations.

In doing this make sure that there are signals just outside all the stations on all the tracks. Also for maximum efficiency make sure that a train can get into any available station from any track.



*Multiple Track Station*

- 17** Building long straight lengths of road or track:
- Select the correct orientation icon.
  - Click and hold the cursor on the starting point in the 3-D.
  - Drag the cursor with the LMB still held down to the road or tracks finishing point.
  - Release the LMB to build the 'straight' length of road or rail all at once.

- 18** Estimate Cost: To find out the estimated cost of an action (eg building a piece of track) without it costing you money, perform the whole action with the "Shift" key held down. A "Window" will appear containing the estimated cost.