

Simulation Came, Railroad Management, Urban Development

A-Train 8 Online Manual

ver. 1.00

About A-Train 8

Outline
Starting / Ending the Game
Tutorial

Game Modes

File (File)

Report (Report)

Train (Train)

Diagram (Schedule)

Rail (Track)

Station (Station)

Construction (Construction)

Project (Project)

Market (Market)

Option (Options)

Help (Help)

Map Construction Mode

File (File)

Report (Report)

Train (Train)

Diagram (Schedule)

Rail (Track)

Station (Station)

Construction (Construction)

```
Option (Options)
Help (Help)
```

Tool Bar / Other Functions

Tool Bar Stn. Settings / Points Settings Short Cut Keys

Tips

Varieties of Train
Freight
Locations in Which Construction Can / Cannot be Performed
Effective Laying of Track

Compensating for Slow Frame Rate

Copyright 2008 ARTDINK. All Rights Reserved.

Outline

<Back to Top Page

What is A-Train 8?

Game Mode and Map Construction Mode

- · About Each Mode
- · Controls Unique to Map Construction Mode

The Game Screen and Basic Controls Settings

What is A-Train 8?

▲ TOP

A-Train 8 is a simulation game which combines the enjoyment of running a railway company with the thrill of creating your own city.

You will become the owner of a budding railway company, manage your trains and develop subsidiary companies. Your ultimate goal is to get your funds up to a trillion.

Once you achieve the financial goal you will clear the map that you are playing. However, you can continue to play on any map even after clearing it, allowing you to create your own ideal city.

On the other hand, if your funds remain in the red for too long the game will end. You must therefore pay close attention to your funds.



Game Mode and Map Construction Mode

▲ TOP

About Each Mode

A-Train 8 features two modes. In "Game Mode" you aim to get your funds up to a

trillion through development of a city and rail system. In "Map Construction Mode" you can create entirely new game data which can then be used in Game Mode.

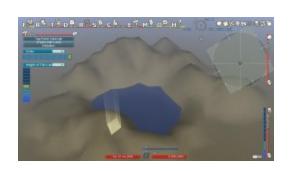
Controls Unique to Map Construction Mode

In Map Construction Mode you can create an entirely new map for use in Game Mode. The menu and basic controls are similar to Game Mode, but Map Construction Mode also has the following unique features.

· Create Terrain

The Editor menu is added from the main menu. This editor allows you to alter the basic terrain of the map.

* The Project menu is not available during Map Construction.



· Limits Off

Limited exclusively to Map Construction Mode, the limitations on some controls are released.

- "Trees," "Coast" and "Roads" can be created from the Construction menu
- Materials are not required when performing construction
- · No money is required for any action
- The construction area for certain buildings can be selected
- You can select the construction level of high and super high buildings



· Creation of New Game Information

When registering a new game you can input the following information.

- · Game Name: Enter a name for the game
- · City Name: Enter a name for the city
- Company Name: Enter a name for the railroad company

• Game Description : Enter a description to be displayed upon selecting the new game

• Funds Settings : Select the amount of available funds at the start of the game

• Start Date Settings : Select the date at the

start of the game

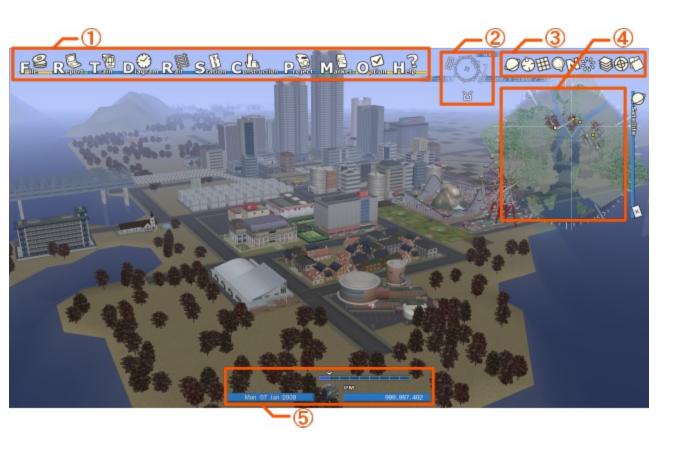
• Start Weather Settings : Select the weather at the start of the game



The Game Screen and Basic Controls



▲ TOP



① Main Menu

Click to open the selected menu

File : Start a new game, or save the game in progress.

Report : View information on your city and company.

Trains : Perform train-related commands, such as purchasing, placing,

removing and selling them.

Schedule : Use the Schedule Wizard to set up a schedule for stations and

points.

Track : Lay or remove track.

Station : Build or remove stations, station concourses and material depots.

Construction: Build or remove other types of building.

Project : Plan for construction of a bullet train or maglev in your city.

Market : Buy or sell stocks, borrow money and sell subsidiary companies.

Options : Alter various game settings.

Help : Open the online manual and official site.

2 Grip

Displays the current status of the camera. You can also drag the grip to move the camera around.

③ Tool Bar

Click to turn each tool on and off.

Display satellite view.

Oisplay grip.

Display a grid overlaid on the map.

Display information of selected building.

Point the camera to the north.

Remove all menus from the window.

Open the height cut menu.

Open the train tracking menu.

Display the stop timer.

4 Satellite

Displays an overview of the entire map. Click anywhere on the satellite image to move to that location.

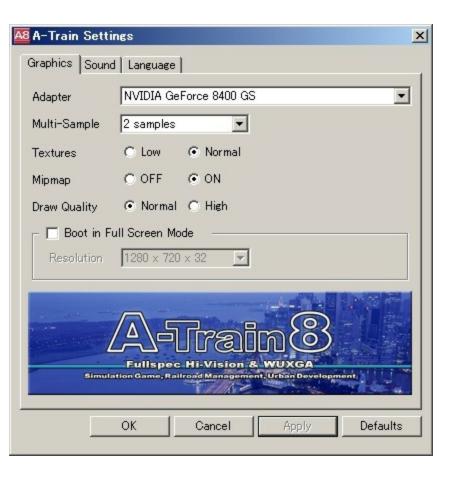
⑤ Date, Time, Funds

Display the current date, time and funds.

Click the time and in-game time will pause.

You can also adjust the speed at which in-game time passes using the slider above the time.

All controls other than entering text are performed by clicking menus or buttons. Hold the left button and drag the game screen or satellite image to move it around. Hold the right button and drag the game screen to change the direction of the camera.



Select "Program" from the "Start" button, then "ARTDINK" - "A-Train 8" and then click on "A-Train 8 Settings" to open the computer settings for A-Train 8. In "A-Train 8 Set Up" you can alter the display and sound options for A-Train 8.

· "Graphics" Tab

① Adapter

Displays the video card being used.

2 Multi-Sampling

Performs anti-aliasing, smoothing out the display of lines during the game. The higher the sampling rate the smoother the image will be, but the slower the frame rate will fall.





None

6 Samples

Select depth of colouring for textures.

Normal selection is 32bit, low is 16bit.

If you don't have much VRAM you can select low to improve your frame rate.





Textures Low

Textures Normal

4 Mipmap

Automatically create textures for buildings displayed in the distance, making them appear cleaner.A

If you don't have much VRAM you can turn this "off" to improve your frame rate. However if you have enough VRAM the frame rate will be higher with this turned "on."





Mipmap OFF

Mipmap ON

5 Draw Quality

When set to "High" mountains, water and other terrain will be gradated according to height.

When set to "Normal" this gradation will not be applied, but the frame rate will improve.

6 Boot in Full Screen Mode / Resolution

Check this box and the game will boot in full screen mode. (The game will boot in a window if this box is not checked.)

If this box is checked you can also select the resolution and depth of colour (for full screen mode.)

· "Sound" Tab

① Music

Set the volume of in game music.

② **SE**

Set the volume of in-game sound effects.

3 Only Use Software Mixing

If there is noise intruding on the in-game sound try turning this setting on.

Depending upon your settings this may reduce such noise.

· "Language" Tab

Select Language

You can choose the game text language from English, French, Italian, German and Spanish.

Copyright 2008 ARTDINK. All Rights Reserved.

About A-Train 8

Starting / Ending the Game

<Back to Top Page

Starting the Game

- · Booting Up the Game
- Start Menu

Ending the Game

Uninstalling the Game

- · About Uninstalling
- · How To Uninstall... If You Must

Starting the Game

▲ TOP

■Booting Up the Game

There are two ways in which you can initially boot the game.

- Double click the "A-Train 8" icon on your desktop.
- Select "Programs" from the "Start" button, then "ARTDINK," "A-Train 8" and then "A Train 8."

Start Menu

Once the game boots the opening will be displayed. Once the opening ends the start menu will be displayed.

· Game Mode

New Game : Start a new game using map data pre-loaded into the game.

Registered

Game : Start a new game using data created in Map Construction.

Load : Open previously saved data and continue play.

End : Close the application.

· Map Construction Mode

Create New : Edit a map, initially flat at height 2.

Revise

Registered : Revise a map already registered for use as a new game.

Game

Load Map In Open a previously saved map in progress and continue

Progress editing.

End : Close the application

Ending the Game

▲ TOP

Click on File from the main menu, then "End" and then "End Without Saving" to a display a message asking if you want to return to the start menu.

However, when ending the game any progress since you last saved it will be lost. Be sure to "Save" the game prior to ending if you have any progress you do not want to lose.

To end the application click "End" from the start menu, and then click "End Game" to display a message asking if you want to close the application.



Uninstalling the Game

▲ TOP

■ About Uninstalling

Uninstalling will totally remove the A-Train 8 program data from your hard disk. Perform an uninstall if you want to totally delete A-Train 8 from your computer.

- * If you have changed the name of installed folders and files the uninstall may not complete correctly.
- * Data you have created during the game (save data etc.) will not be deleted even if you perform an uninstall. After performing the uninstall you must directly delete this data yourself if you want to remove it.

■ How To Uninstall... If You Must

- ① Open the "Control Panel" from the "Start" button.
- ② Open "Add or Remove Programs." (Called "Add / Remove Programs " in Windows 2000.)

- ③ Select "A-Train 8" and click "Change / Delete."
- ④ Follow the onscreen directions to perform the uninstall.

Copyright 2008 ARTDINK. All Rights Reserved.

Tutorial

<Back to Top Page

Forward Basic Controls

Running Your Rail Company

- · Facilities for Passenger Lines
- Facilities for Freight Lines

City Development

Schedule Settings

Track Laying Techniques

Some Final Advice

Forward

A-Train 8 is a simulation game which combines the enjoyment of running a railway company with the thrill of creating your own city.

You will become the owner of a budding railroad company, manage your trains and develop subsidiary companies. Your ultimate goal is to get your funds up to a trillion.

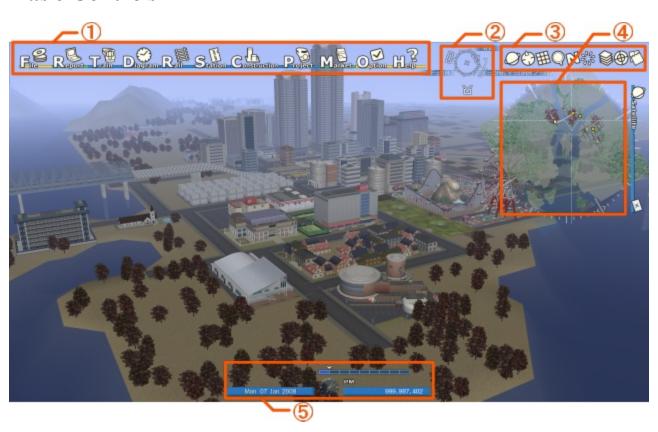
Once you achieve the financial goal, you will clear the map that you are playing. However, you can continue to play on any map even after clearing it, allowing you to create your own ideal city.

On the other hand, if your funds remain in the red for too long the game will end. You must therefore pay close attention to your funds.

Here the map "From the Mountains to the Sea" will be used to explain basic game controls.



▲ TOP



First, take a look at the game screen and basic controls. Boot up "A-Train 8" and start the "From the Mountains to the Sea" map and a game screen like that shown above will be displayed.

1 Main Menu

Click to open the selected menu.

File : Start a new game, or save the game in progress.

Report : View information on your city and company.

Train : Perform train related commands, such as purchasing, placing,

removing and selling them.

Diagram : Use the Schedule Wizard to set up a schedule for stations and

points.

Rail : Lay or remove track.

Station : Build or remove stations, station concourses and material depots.

Construction: Build or remove other types of building.

Project : Plan for construction of a bullet train or maglev in your city.

Market : Buy or sell stocks, borrow money and sell subsidiary companies.

Option : Alter various game settings.

Help : Open the online manual and official site.

Displays the current status of the camera. You can also drag the grip to move the camera around.

3 Tool Bar

田

Click to turn each tool on and off.

Display satellite view.

Oisplay grip.

Display a grid overlaid on the map.

Oisplay building information on the cursor.

Point the camera to the north.

Remove all menus from the window.

Open the height cut menu.

Open the train tracking menu.

Display the stop timer.

4 Satellite

Displays an overview of the entire map. Click anywhere on the satellite image to move to that location.

⑤ Date, Time, Funds

Display the current date, time and funds.

You can also adjust the speed at which in-game time passes using the slider above the time.

All controls other than entering text are performed by clicking menus or buttons. Hold the left button and drag the game screen or satellite image to move it around. Hold the right button and drag the game screen to change the direction of the camera.

Running Your Railway Company

▲ TOP

■ Facilities for Passenger Lines

The basics of running your company are "construct stations," "lay track" and "place trains." Follow the steps below to learn the basic controls related to these

activities.

- ① First construct a station. Click "Station" from the main menu.
- ② The Station menu will open. Click the type of building you want to construct. For now, select an "Elevated Station."
- ③ Click somewhere on the map to build an elevated station. Now, in order to create a track that will link to point A, this "Station-001", you need to create a station to be point B. Create another elevated station in a position to link directly with the "Station-001" platform 2.
- ④ Now you are set up to lay some track. Lay track from point A, the initially placed "Station-001", running toward point B. Click "Track" from the main menu.
- ⑤ The Track menu will open. Click to select the type of track to lay. Here use "flat track."
- © Click somewhere on the map to determine starting point for the track. Then move the cursor and the intended track to be laid will appear on the map. Then click again on the ending point to actually lay the track. Lay track to start from platform 2 of point A "Station-001", and finish at the point B elevated station.
- 7 Now the stations are connected by track. The next step is to set up a train to run between these two stations.
- (8) Click "Train" from the main menu.
- The Train menu will open. The "Train









List" will open, from which you can manage your trains. The boxes that are shown with a train inside indicate trains that have already been purchased.

- ① Click a box that does not have a train inside it and then click "Buy."
- ① A list of the available trains will appear. Select a regular "AR3" model and then click the "Buy" button.
- ② The AR3 has now been added to the previously empty box. Click the box to select it and then click on the track to place it and start the train running.

A new train is now running through your city.

These basic controls will create the foundations of your company. Master them so that you can lay exactly the track that you require.

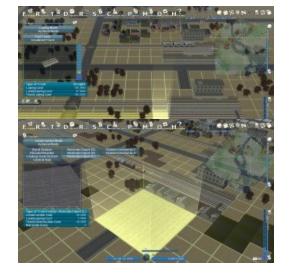
■ Facilities for Freight Lines

Once people start to flow into your city the area around your stations will start to develop. However, you can only construct new buildings if you have a supply of the required "materials." Creating material factories and Freight stations will secure a supply and further development of your city.

- ① Now try creating a Freight line linking point A with point B in order to create a supply of materials. First you need to create a "Control Hub" close to point B, the elevated station you previously built in the "Facilities for Passenger Lines" section of the tutorial. A Control Hub can be selected and built from the Station menu, just like any other station.
- ② Next extend track from the third platform of point A, "Station-001", and connect it to

the Control Hub placed at point B.

- ③ Next buy a Freight train from the Train menu. Purchase a "DC4" Freight train.
- ④ Place the purchased DC4 on the newly created track.
- ⑤ Now you will need to create a "Materials Depot" at point B in order to store the materials carried there. You can create a "Materials Depot (S)", "Materials Depot (R)" or "Materials Depot (L)" from the Station menu.
- **(6)** Move the cursor close to the control hub placed at point B and click to place the materials depot.



Now the factory at point A will also supply materials to point B, allowing construction of buildings around both locations (As well as using material factories already placed on the map you can build new ones from the Construction menu).

As well as at control hubs it is also possible to load and unload Freight at rural and elevated stations. However, using a control hub is cheaper than laying Freight track through passenger stations.

City Development

▲ TOP

Once you have secured both an influx of people and materials your city will naturally start to develop. However, by tailoring the area around each station to specific needs you can further boost population and help your city develop even further.

- ① Create an office building around point A, "Station-001." Click Construction from the main menu.
- ② The Construction menu will open. Click

on "Office Building."

③ Click on "Building Name" to display the types of buildings that you can build. Click any office building you like, place the cursor in the area of point A and click to create the office building.





④ Follow the same basic steps to place a "House" near point B, the elevated station created in "Facilities for Passenger Lines."

This will create commuter traffic between the new office building and residential area, leading to further city development.

Schedule Settings

▲ TOP

After a train is placed it will run on a schedule of "stopping for an hour" at every station. Trains will run under this setting, but will continue to do so even late at night and other times when they are few passengers, meaning that line will soon be in the red. Effective scheduling can reduce unnecessary running of trains and bring down your costs.

Don't worry too much about setting up a complicated schedule to start with. Begin by simply setting the start and end stations.

- ① Click on point B, the elevated station created in "Facilities for Passenger Lines" and a menu will open to set the schedule for that station.
- ② Click on "Train List," "Action Mode" and then "Start Time" and set the "Departure Time" for the "AR3" placed during "Facilities for Passenger Lines" to "08:00" (or any time you wish).
- ③ In the same way, at point A "Station-001", select "Action Mode" then "Departure Time" for the "AR3" placed during "Facilities for Passenger Lines" and set it to



This sets the AR3 to "leaving the residential area at 8:00 in the morning, and leaving the office district at 17:00 in the evening," a schedule perfect for commuters. Putting together a schedule like this will reduce inefficient running of the trains late at night and at other slow times.

Track Laying Techniques

▲ TOP

Once your company begins to make money a "loop line" is a good way to promote further development. A "loop line" is a circle of connected track. This configuration allows you to run a number of trains at the same speed along a single track without them getting backed up or interfering with each other.

Here, extend the track from point C, "Station-004" and point D, "Station-005" to create a loop line. Simply placing track means that passengers can still only get on or off the trains at "Station-004" and "Station-005," so you should also add 2 or 3 new stations.



You can also used elevated track, single crosses and other track techniques in

addition to loop lines to increase the complexity and coverage of your rail network, running trains more effectively than along single lines.



Some Final Advice

▲ TOP

This covers the basic controls required to play "A-Train 8." Use these controls well and your company should run smoothly and your profits increase. However, the map still contains many undeveloped areas. Here are some tips to take that money and put it back into further developing the city and your company.

Understand the Terrain

Maps also feature obstacles to city development, such as mountains and rivers. Before laying track and placing buildings you'll need a firm grasp on exactly which areas of the map are ripe for development.



• Understand Your City and Company Status

The Report menu can be used at any time to find out the status of your city and company. Keeping a firm grasp on this information will allow you to effectively develop your city.



Money Matters

If your funds remain in the red for too long while playing "A-Train 8" the game will end. Keep a close eye on your remaining money.



Game Modes

File

<Back to Top Page

Click "File" from the main menu and the File menu will open. The File menu allows you to start a new game or load a game currently in progress.

New Game Registered Game Load Save End

New Game

▲ TOP

Click the "New Game" button and the "New Game" window will open. From this window you can select one of the pre-registered maps to play from the beginning.

A list of new game data will be displayed. Click the map you want to play and then click the "Start New Game" button to begin.

Registered Game

▲ TOP

Click the "Registered Game" button and the "Registered Game" window will open.

From this window you can select a map that has been created in map creation mode and registered as game data.

A list of registered game data will be displayed. Click the map you want to play and then click the "Start Registered Game" button to begin.

Load

▲ TOP

Click the "Load" button and the "Load" window will open. From this window you can load previously saved game data.

A list of saved game data will be displayed. Click the data you want to play and then click the "Start Saved Game" button to begin.

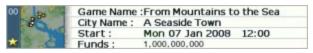
Save ▲ TOP

Click the "Save" button and the "Save" window will open.

From this window you can load previously saved game data.

A list of boxes for save data will be displayed. Click a box that does not contain any data and then click the "Save Game" button.

If you want to overwrite save data select a box that already contains save data by clicking on it and then click the "Delete Saved Data" button. A message will appear confirming that you want to delete the data. Click "Yes" to proceed.



A box containing save data



A box without save data

End ▲ TOP

Click "End" and the "End" window will open.

From this window you can end the current game in progress and return to the start menu.

Click the "End Without Saving" button. A message will appear confirming that you want to end without saving the game. Click "Yes" to proceed.

* When you end the game current game progress will not be saved. If you wish to save the game be sure to use the "Save" function prior to ending the game.

Copyright 2008 ARTDINK. All Rights Reserved.

Game Modes

Report

<Back to Top Page

Select "Report" from the main menu to open the Report menu. The Report menu can be used to view information on your city and company.

City Data Railway Company Data Business Data Balance Sheet

City Data

▲ TOP

| City Name | A Seaside Town | | |
|------------------|---------------------|------------------------------------|--|
| Outline | Village | | |
| Туре | Agricultura | | |
| Population Chang | ge / Year | 4785 | |
| | | | |
| Industries | A aria ultura | 100.0004 | |
| Industries | Agriculture | 100.00% | |
| Industries | Industrial | 55.63% | |
| Industries | Industrial Commerce | 55. 63 % 63. 09 % | |
| Industries | Industrial | 55.63% | |
| Industries | Industrial Commerce | 55. 63 % 63. 09 % | |

Click on the "City Data" button to switch the display to "City Data." Here you can view information pertaining to your city.

City Name

: The name of your city. Click and you can use the keyboard to enter a name.

Outline

: Displays "Village," "Town," "Small City," "Regular City" or "Large City" depending on the scale of your city's development.

Туре

: Displays which industry is central to your city's development.

Population

Change

: Displays the changes in population over the last 30 years.

Industries

: Displays a chart showing the development and bias of your city's

industry.

| Company Name | AR |
|--------------------------|-----|
| Station | 5 |
| Platform (Track Number) | 10 |
| Points | 2 |
| Public Crossing | 11 |
| Number of Trains | 5 |
| Tunnel | 0 |
| Steel Bridge | 2 |
| Total Length | 162 |
| Transport Infrastructure | |
| Road | 946 |
| Port | 0 |
| Airport | 0 |
| Bullet Train | 0 |
| Maglev | 0 |

Click the "Company Data" button to switch the display to "Company Data." Here you can view information pertaining to your rail company.

Company : The name of your company. Click and you can use the keyboard to

Name enter a name.

Platforms : The total number of platforms on the map.

Points : The total number of points on the map.

Public Crossing

: The total number of public crossings on the map.

Number of

Trains

Roads

: The number of trains you have.

Tunnel : The total number of tunnels on the map.

Steel Bridge: The number of steel bridges on the map.

etal Length: The total length of track on the map, including tunnels and

Total Length bridges.

: The total length of roads on the map.

Port : The total number of ports on the map.

Airport : The total number of airports on the map.

Bullet Train: The number of bullet train tracks brought to the city.

Maglev : The number of maglev tracks brought to the city.

| Capital | 1,002,899,816 | Subsidiary Profit / Year | 1,128,500 |
|------------------------------|---------------|--------------------------|-----------|
| | | Materials Factory | -309,000 |
| | - 1 | Station Concourse | 1,437,500 |
| | | Shop | 0 |
| | | Hotel | 0 |
| n d | | House | 0 |
| Railroad Profit / Day | y 19,037 | Office Building | 0 |
| I I was a second | | High Rise Building | 0 |
| lal _{gag} talatalan | | Super High Rise Building | 0 |
| - | | Entertainment Facility | 0 |
| | | Sports Facility | 0 |
| Subsidiary / Day | 0 | Landmark | 0 |
| Subsidial y / Day | - v | Exhibition Center | 0 |
| | | Conglomerate | 0 |
| late a sta | | Port | 0 |
| | | Airport | 0 |
| | | AR Building | 0 |

Click the "Business Data" button to switch the display to "Business Data." Here you can view information pertaining to the profits of your company and its subsidiaries.

Capital : Current capital and capital changes in the last 30 days.

Railway Profit / Day

: Today's rail profits and changes in profits over the last 30 days.

Subsidiary: Today's subsidiary profits and changes in those profits over the

Profit / Day last 30 days.

Subsidiary

Profit /

Year

: The total profits from all subsidiaries since the 1st of January this

year, and the profits of each individual subsidiary.

Balance Sheet

▲ TOP

| | 01 Jan 2008 - | - 10 Feb 2008 | |
|------------------------|---------------|----------------------|---------------|
| Total Returns | 27,815,799 | Total Debt | 1,117,801 |
| Railroad Returns | 20,518,499 | Loans | 0 |
| Port Returns | 0 | Unpaid Income Tax | 0 |
| Airport Returns | 0 | Unpaid Property Tax | 0 |
| Stock Sale Returns | 0 | Unpaid VAT | 1,117,801 |
| Subsidiary Returns | 7,297,300 | Total Capital | 1,265,152,416 |
| Dividends and Interest | 0 | Capital | 1,002,899,816 |
| Total Costs | 24,915,983 | Facilities Appraisal | 116,887,000 |
| Railroad Costs | 18,747,183 | Trains Appraisal | 69,577,200 |
| Port Costs | 0 | Port Appraisal | 0 |
| Airport Costs | 0 | Airport Appraisal | 0 |
| Stock Purchase Costs | 0 | Subsidiary Appraisal | 75,788,400 |
| Subsidiary Costs | 6,168,800 | Stocks Appraisal | 0 |
| Public Investments | 0 | Total Funds | 1,000,000,000 |
| Charges | 0 | Funds | 1,000,000,000 |
| Paid Interest | 0 | Carry Over Profit | 0 |
| Returns Shift / Year | Expenses Shit | ft / Year Profits Sh | nift / Year |
| | | | |

Click the "Balance Sheet" button to switch the display to "Balance Sheet." Here you can view an overall report of your company's finances for the current year, starting from 1st of January.

Total Returns A list of all profits, including those from your railway, ports and airports, selling of stock, subsidiary companies and interest from stocks, and then the total.

Total Costs

A list of all expenses, including those incurred by your railway, ports and airports, selling of stock, subsidiary companies, public facilities such as schools and parks, the charges for purchasing stock and interest paid on loans, and then the total.

Total Debt

A list of all debts, including money borrowed from the bank and income tax, property tax and VAT to be paid at the next tax date, and then the total.

| | Tax Period End Date | ayment Date | Tax Rate |
|-----------------|--|----------------------|------------------------------------|
| Income Tax | Period ends 31st December each year | following | 10% of profits |
| Property Tax | Period ends 31st December each year | 1st May following | 5% of all capital aside from funds |

| | At the end of each month | llet l | 5% of all returns aside from stock sales |
|--|--------------------------|--------|--|
|--|--------------------------|--------|--|

Total Capital The total appraised worth of your capital, track, stations and other rail facilities, appraised worth of all of your trains and appraised worth of all the ports, airports, subsidiaries and stocks, and then the total.

The total of your funds plus profits carried over from the

Total Funds : previous year. Funds in this game also refers to the money that

you begin a new game with.

Returns Shift / Year

: The change in returns over 30 years.

Expenses
Shift / Year

: The change in expenses over 30 years.

Profits Shift

Year : The change in profits over 30 years.

Copyright 2008 ARTDINK. All Rights Reserved.

Train

<Back to Top Page

Select "Train" from the main menu and the Train menu will open. From the Train menu you can perform all operations related to trains, such as buying, placing, removing and selling them.

* The train data included in the game is fictional, and may differ from actual trains.

Train List

Actions from the Train List

- Buy Trains
- · Place Trains
- Remove Trains
- · Sell Trains

Train List

▲ TOP

On the Train menu the "Train List" will be displayed, showing the status of all registered trains.

You can purchase or place trains from this list. You can register up to 40 trains at once.

* You can choose to set the number of registered trains allowed simultaneously to 60 from the Options menu.



This box is yet to be filled with a purchased and registered train. You can purchase a train from here.



This train has been purchased but has not been placed on the map yet. You can place or sell this train.



This train has been placed on the map. You can remove the train or reverse it.



* The • mark displayed by a placed

Slowing Down, ●: Stopped

Actions from the Train List

▲ TOP

■Buy Trains



Click a box with no train registered to it and then click the "Buy Train" button to display a list of trains that can be purchased. Then click the train from here that you want to purchase and click the "Confirm Sale" button to buy the train.

* You can only buy super express trains if you have set up a bullet train or maglev from the Project menu.

| Туре | The type of train, such as commuter or rapid express | |
|------------------------|---|--|
| Mode Name | The model name of the train | |
| Cruising Speed | The speed the train will travel on the map | |
| Train Configuration | The number of carriages in the train. Click to change. | |
| Capacity | The train's capacity (Maximum Load for Freight trains). | |
| Passenger Load (%) | The train's maximum passenger load (Cargo Load (%) for Freight trains). | |

| Purchase Price The cos | et to buy the train. |
|------------------------|----------------------|
|------------------------|----------------------|

Trains are also broadly divided into passenger and Freight types. Passenger trains carry people, while Freight trains carry materials.

| I | 4 | |
|---------------------|------------------------|-----------------------|
| Passenger Trains | Commuter | Passenger Load : 200% |
| | High Speed Commuter | Passenger Load : 180% |
| | Passenger | Passenger Load : 160% |
| | Express | Passenger Load : 140% |
| | Limited Express | Passenger Load : 120% |
| | Express | Passenger Load : 110% |
| | Underground | Passenger Load : 200% |
| Freight Trains | Freight Train | Cargo Load : 100% |
| | Express Freight | Cargo Load : 100% |

■ Place Trains

Click a train not yet placed to select it and then click a section of straight track longer than the number of carriages the train has or a station to place the train.

When placing a train click on the height bar at the side of the train image to align it with the height of the track.

The following data is displayed for a placed train.



| Туре | commuter or rapid express | | |
|------------------------|---|--|--|
| Mode Name | The model name of the train | | |
| Train Configuration | The number of carriages the train has. | | |
| Capacity | The train's capacity (Maximum Load for Freight trains). | | |
| Number of Passengers | The current number of passengers on the train (Cargo for Freight Trains). | | |
| Profits / Day | Today's total profits from the selected train. | | |
| Costs / Day | Today's total costs for the selected train. | | |



Remove Trains

Click a train already placed and then click the "Remove Train" button to remove it from the map.

Sell Trains

Select a train that is not currently placed on the map and click the "Sell Train" button to sell the train.

Trains are sold at 60% of their purchase price.

Copyright 2008 ARTDINK. All Rights Reserved.

Diagram

<Back to Top Page

Select "Diagram" from the main menu to open the Schedule menu. The Schedule menu allows you to use the Schedule Wizard to create a schedule for your trains according to the routes they currently take.

Schedule Menu

Stn. Settings / Points Settings

- · Stn. Settings
- · Points Settings

Schedule Menu

▲ TOP

A menu for opening the Schedule Wizard

Click to select the train you wish to use the Wizard with from the menu and then click the "Start Wizard Settings" to start the Schedule Wizard.

When finishing with the Schedule Wizard be sure to click the "Apply Wizard Settings" button.

* If you turn on "Restore Time on Schedule Wizard" from the Options menu you will be able to abort the Wizard as it is running, as well as having the choice to reset the times to prior to using the Wizard rather than simply applying the results once it finishes.



Stn. Settings / Points Settings

▲ TOP

Stn. Settings



When a train running the Schedule Wizard reaches a station you can choose from the following options.

One Hour

Stop

: Depart one hour after stopping in the station.

Pass

Through

: Don't stop in the station.

Passage

Depart after train coming from the other direction clears the

station, (including pass throughs).

Wait for Overtake

Depart after a train coming from the same direction clears the

station, (including pass throughs.)

Wait for Arrival

Time

Depart after the next train arrives in the station (not including

pass throughs).

Departure

: Use this setting to indicate a specific departure time.

Depart on

Set the time for the first train of the day.

00:00 00:00

Set the interval between trains departing the station.

Interval Daily

Select the days to apply these settings to.

Monthly

Select the months to apply these settings to.

Stop

: The train will not leave the station after arriving.

Straight

The train will continue in the direction it entered the station in.

Reverse

The train will reverse and travel back in the direction it came

from.

Do Nothing : Do not load or unload cargo.

If the freight train has space and there is an available factory or

Load : materials depot within range then materials will be loaded onto

the train.

If the freight train has space and there is an available factory or

Unload : materials depot within range then materials will be unloaded

from the train.

If the conditions for loading are met materials will be loaded,

and if the conditions for unloading are met materials will be

unloaded.

* If you turn on "Set Station Settings By Platform" on the Options menu you can create a different schedule for each platform.

* If you turn on "Minimize Units of Time on Schedule" on the Options menu you can set the schedule times down to the minute.

■Points Settings

Load &

Unload



When a train running the Schedule Wizard reaches points you can choose from the following options.

Straight : The train will pass straight over the points when it reaches them.

: The train will branch off from the points when it reaches them. Branch

00:00 -Specify the time the train will proceed down the branch track.

23:59

- * Branch settings can only be set when "Set Branch Time in Point Settings" under Options is turned on.
- * If you turn on "Minimize Units of Time on Schedule" on the Options menu you can set the branch schedule time down to the minute.

Copyright 2008 ARTDINK. All Rights Reserved.

Game Modes

Rail

<Back to Top Page

Select "Rail" from the main menu to open the Track menu. You can lay and remove track from the Track menu.

Laying Mode

- Flat Track (Straight / Curved)
- Flat Track (Points)
- Flat Track (Tunnel)
- Gradated Track

Removal Mode

Laying Mode

▲ TOP

■Flat Track (Straight / Curved)



Click the "Laying Mode" button and then click "Flat Track" to start laying flat track.

"Flat Track" allows you to lay straight or curved track across terrain of a uniform height.

Click the point you want to start laying track from and then try moving the cursor. You'll see yellow track (laying guide) leading from the starting point to the cursor. Click again and the displayed track will be laid. (The track will be displayed in red over locations in which it cannot be laid.)

If you want to lay elevated or underground track use height cut or the height bar next to the track image to select the height before laying.

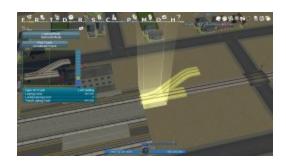
* You can right click to cancel the laying guide.

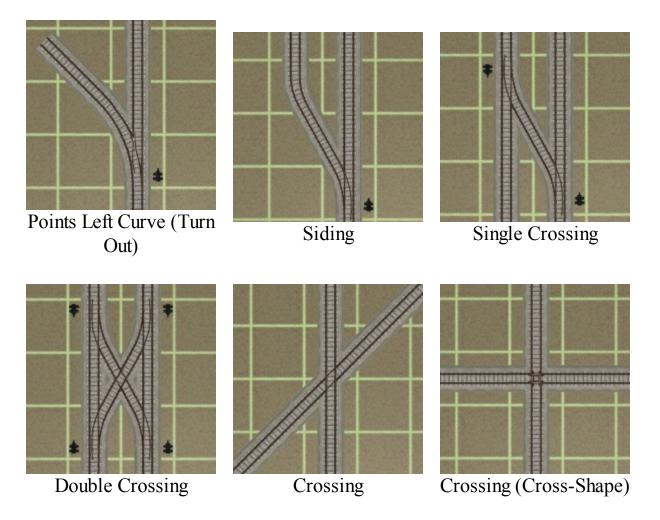
Flat Track (Points)

With construction of flat track turned on click on already laid track and a temporary point will be created in yellow on the track. Click the same spot again to cycle through the point types.

Once you have selected the type of point you want to place move the cursor to extend the track and then click to place the point and connecting track. (The point will be displayed in red over locations in which it cannot be placed.)

There are numerous different types of point, each of which should be used depending upon circumstances. At a crossing, unlike points, the track does not branch. (A cross-shaped crossing allows two flat tracks to cross each other.)





■Flat Track (Tunnel)

If you lay track toward a mountain a tunnel will automatically be placed. However, there are limitations on the places in which a tunnel entrance can be placed - the mountain face must be at a 45 degree angle to the ground. (The tunnel will be displayed in red over locations in which it cannot be placed.)

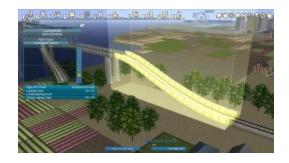


Gradated Track

Click "Laying Mode" and then select "Gradated Track" to lay gradated track. "Gradated Track" can be used to lay track at varying heights.

Right click to decide facing, and then move the cursor to the desired location and click to place the gradated track. (The track will be displayed in red over locations in which it cannot be placed.)

You can also use the height cut or height bar next to the track image to freely adjust the height of gradated track. This allows sections of elevated track to be linked together, or underground tracks to be linked with those on the surface.



Removal Mode

▲ TOP

Click "Removal Mode" to enable removal of track.

Place the cursor over the area you want to remove and click to remove the track.

* If you select "Turn On Removal Via Area Select" from the Options menu you



can select an entire area from which to remove all track. Area select is performed by clicking the start and end points of the removal area.

Game Modes

Station

<Back to Top Page

Select "Station" from the main menu to open the Station menu. From the Station menu you can build and remove stations, station concourses and material depots.

Construction Mode

- Station
- Station Concourse
- · Material Depot

Removal Mode

Construction Mode

▲ TOP

Station

Click "Construction Mode" and then click one from "Rural Station," "Elevated Station," "Underground Station" and "Control Hub" to build a station.

At stations, people can board or disembark, and freight can be loaded or unloaded from trains.

Click to select "Station Size" and "Number of Platforms," right click to select station facing, move the cursor to the location in which you wish to build the station and click to start construction.

The height of elevated and underground stations can also be adjusted using the height bar next to the image of the station (The station will be displayed red in locations in which it cannot be built).

| Rural |
|---------|
| Station |

The area around a rural station will develop more slowly than that of other station types.



| Elevated Station | The area around an elevated station will develop more quickly than that of other station types. This type of station can also be built on high ground. |
|------------------------|--|
| Underground Station | Can only be built underground. Underground stations will facilitate above-ground development. |
| Control Hub | A station at which materials can be loaded or unloaded. Even if you have passenger trains stop here they will generate no profits for you. |

Station Concourse

Click "Construction Mode" and then click "Station Concourse 1" or "Station Concourse 2" to create a concourse in front of a station. A station concourse will facilitate development around the attached station.

Right click to select concourse facing and then move the cursor to the location in which you wish to build it and click to start construction (The concourse will be displayed red in locations in which it cannot be built).



■ Material Depot

Click "Construction Mode" and then click "Materials Depot (S)," "Materials Depot (R)" or "Materials Depot (L)" to create a materials depot.

Materials depots can be used to store materials.

Right click to select materials depot facing

and then move the cursor to the location in which you wish to build it and click to start construction. If you line the height cut up with underground you can build material depots underground anywhere aside from beneath mountains. (The concourse will be displayed red in locations in which it cannot be built.)



Removal Mode

▲ TOP

Click "Removal Mode" to activate removal of buildings.

Place the cursor over the building you wish to remove and click to remove it.

Game Modes

Construction

<Back to Top Page

Select "Construction" from the main menu to open the Construction menu. The Construction menu allows you to build and remove buildings from the map.

Construction Mode Removal Mode

Construction Mode





Click "Construction Mode" to active creation of buildings.

Click "Type of Building" and "Building Name" to select them, right click to decide the facing of the building, then move the cursor to the location in which you wish to perform the construction and click to begin the work (The building will be displayed red in locations where it cannot be built).

* Types of buildings can also be cycled through by clicking on the building view.

Materials

Factory

: Can create building materials.

Public Facility:

Includes schools and parks. As these are public facilities they

will not make any profit for you.

Shop

: Mainly includes buildings that increase commerce values.

Hotel

Mainly includes buildings that increase commerce values.

House Office : Mainly includes buildings that increase population. : Mainly includes buildings that increase business values.

High Rise
Building

Mainly includes buildings that increase business values.

It will take a number of weeks to complete construction of a high rise building.

Super High
Rise Building

Mainly includes buildings that increase business values.

It will take a number of weeks to complete construction of a

super high rise building.

Entertainment . Mainly includes buildings that increase leisure and culture

Facility values.

Sports Facility: Mainly includes buildings that increase leisure and culture

values.

Landmark : Includes buildings that add character to your map.

Super : Includes airports and ports.

Removal Mode

Structure

▲ TOP

Click "Removal Mode" to activate removal of buildings.

Place the cursor over the building you wish to remove and click to remove it. You can only remove buildings that you can also build from the Construction menu.

* If you select "Turn On Removal Via Area Select" from the Options menu you can select an entire area from which to remove all buildings. Area select is performed by clicking the start and end points of the removal area.

If you choose to build a new building on top of an existing one removal ⇒ construction will automatically be performed. This cannot be performed on top of a Public Facility. If you wish to remove a Public Facility you must do so manually.

| | Construction Cost (Remove) | Land Usage Cost |
|--|-------------------------------|--------------------|
| Construct Own Company Building on Vacant Land | Construction Cost | Land Purchase Cost |
| Remove Own Company Building | Removal Cost | Land Sale Value |
| Build Own Company | | |

| Building on Company Land | Construction Cost | Removal Cost |
|--|-------------------------|---|
| Remove Other Property | llRemoval Cost | Land Purchase Cost - Land Sale Value |
| Build Own Company Building on Other Company Land | ll('angtruction ('agt | Removal Cost + Land Purchase Value |

st Construction cost is 20% of the building's value.

^{*} Land sale value is 60% of land purchase cost.

Game Modes

Project

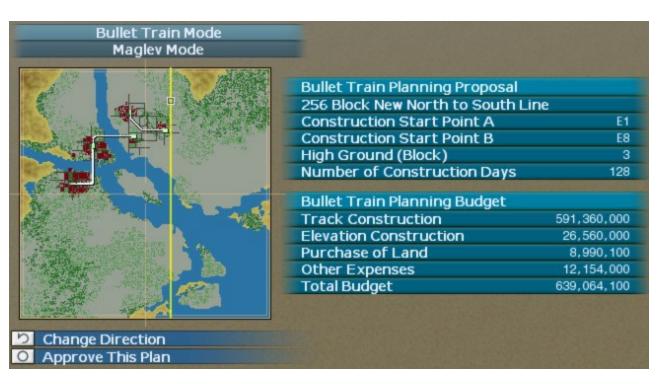
<Back to Top Page

Select "Project" from the main menu to open the Project menu. You can use the Project menu to bring a bullet train or maglev to your city.

Bullet Train Mode Maglev Mode

Bullet Train Mode

▲ TOP



Click "Bullet Train Mode" and you can initiate a plan to bring a bullet train to your city.

Click the "Change Direction" button to select a direction in which to build the track, then move the cursor and click to decide the position of the track. The number of days required for the construction and the budget will be displayed. Confirm the details and then click "Approve This Plan" to begin the construction.

- * Bullet train track can only be laid in a straight line across the map.
- * If the track is displayed in red then it indicates that the special elevated track cannot be built in that area, due to mountains or other obstacles.
- * A massive amount of money is needed to bring a bullet train to your city.
- * The construction of the special elevated track required by a bullet train takes top construction priority, meaning that any buildings in the way of the

intended track construction will be removed.

- * The special elevated track required by the bullet train cannot be removed once it has been placed. Consider its placement very carefully.
- * Once bullet train construction begins the project cannot be aborted.
- * Bullet train track is special elevated track at level 5 height.
- * It is not possible to run trains purchased from the Train menu on the special bullet train track.
- * After bringing bullet train track to your city you will be able to purchase bullet trains from the Train menu.

Maglev Mode





Click "Maglev Mode" and you can initiate a plan to bring a maglev to your city.

Click the "Change Direction" button to select a direction in which to build the track, then move the cursor and click to decide the position of the track. The number of days required for the construction and the budget will be displayed. Confirm the details and then click "Approve This Plan" to begin the construction.

- * Maglev track can only be laid in a straight line across the map.
- * If the track is displayed in red then it indicates that the special elevated track cannot be built in that area, due to mountains or other obstacles.
- * A massive amount of money is needed to bring a maglev to your city.
- * The construction of the special elevated track required by a maglev takes top construction priority, meaning that any buildings in the way of the intended track construction will be removed.
- * The special elevated track required by the maglev cannot be removed

once it has been placed. Consider its placement very carefully.

- * Once maglev construction begins the project cannot be aborted.
- * Maglev track is special elevated track at level 6 height.
- * It is not possible to run trains purchased from the Train menu on the special Maglev track.
- * After bringing Maglev track to your city you will be able to purchase maglev trains from the Train menu.

Game Modes

Market

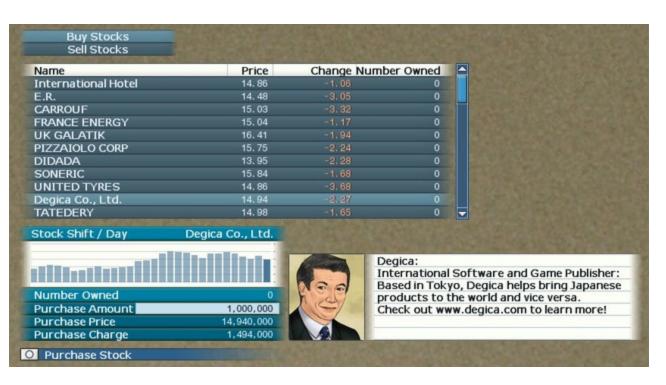
<Back to Top Page

Select "Market" from the main menu and the Market menu will open, From this menu you can buy and sell stock, take out a loan or sell off subsidiary companies.

Share Exchange Bank Real Estate Sale

Share Exchange

▲ TOP



Click on the "Share Exchange" button to display the share exchange screen. Here you can buy and sell stocks.

Click on the "Buy Stocks" button to buy stock, and the "Sell Stocks" button to sell stock.

Click to select the name of the stock you wish to trade then click on the "Shares to Purchase" or "Shares to Sell" to select the number of stock to deal in.

Then click on the "Purchase Stock" or "Sell Stock" buttons to purchase or sell the indicated number of stock.

* Company names, details of their business and stock prices are fictitious and totally unrelated to any real companies or stock.

Click on "Bank" to display the bank screen. From here you can take out a loan.

Click to select "One Year Loan" or "Two Year Loan" and then click "Loan Amount" and enter the amount you want to borrow.

Then click the "Take Out Loan" button to borrow the indicated amount.

- * The maximum amount you can borrow is 60% of your current total capital minus any other current loans.
- * The loan amount will be taken automatically from your capital on the repayment date.
- * Click on the loan list and click the
- "Repay Loan" button to immediately pay back the corresponding loan.



Real Estate Sale

▲ TOP

Click on "Real Estate Sale" to display the real estate screen.

From here you can sell buildings belonging to your company.

Click on the type and name of the building you want to see and then click on "Sell Property" to sell buildings that belong to your company.

You can also click on "Jump to Property Location" to jump the screen to the location of that property.

| Super I | erials Factory House High Rise Building Land Mark | Shop Office Building Entertainment Facility Super Structure | | Hotel Rise Building erts Facility |
|----------------|---|--|-----------|---|
| | Yoperty Name | Returns for th | es Period | Profit Rate |
| 01 5 | Station Concourse 1 | | 7,699,300 | |
| | actory (Small) | | | |
| | actory (Small) | | | |
| 04 F | actory (Small) | | | -3035.67% |
| 05 \$ | Station Concourse 1 | | | 29.63% |
| | actory (Small) | | | -500,71% |
| 07 F | actory (Small) | | | -650.00% |
| 08 F | actory (Small) | | 27,000 | 2071, 1116 |
| | actory (Small) | | 954,000 | -12.63% |
| | | | | |
| Proper | ty Name | Station Concourse 1 | | |
| Profit ! | for this Period | | | |
| Total P | rofits (10 Years) | | | |
| Price V | When Purchased | 8,290,000 | | |
| Evalua | ted Value | 1,509,700 | | |
| Sale Pr | Ke | | | |
| Sale C | varge | | | |
| | o to Property Locat | OF BUILDING SHOWS AND ADDRESS OF THE SECOND | | |

Option

<Back to Top Page

Select "Option" from the main menu and the Option menu will open. From the Options menu you can change various options relating to game display and settings.

Side Menu

- · Satellite Display
- Display Grip
- Display Target Information
- Display Height Cut Bar
- Tracking Device
- Timer

Map Display

- · Display Water Surface
- Grid
- Image Clipping Settings
- · LOD

Weather

- · Time-Based Palette Changes
- Display Weather

Time

- Time Stops When Window Opens
- · Pause Prior To Event Occurring
- Pause Before Final Accounts (1st Jan)
- Boost Maximum Passage of Time Speed

Schedule

- · Set Station Settings by Platform
- · Set Branch Time in Points Settings
- Display Simple Schedule
- Display Train Numbers
- Mark Point Branches
- · Restore Time on Schedule Wizard
- · Display Time on Schedule Wizard
- Minimize Units of Time on Schedule
- · Expand Maximum Number of Trains

Data Display

- Attach Description to Name of Stocks
- Attach Description to Train
- · Colour Company Buildings

- · Limit Subsidiary List to Within Screen
- · Sort Train Purchases in Descending Order
- · Select Language

Area Select

· Turn On Removal Via Area Select

System

- Sound
- · HDTV Safe Area

Side Menu

▲ TOP

Satellite Display

Turn display of the satellite image on or off.

· Increase Transparency

Increase the transparency of the displayed satellite image.

This option can only be clicked and altered when "Satellite Display" is turned on.

· Auto Refresh Display

The satellite image will automatically refresh.

This option can only be clicked and altered when "Satellite Display" is turned on.

■ Display Grip

Turn display of the grip on or off.

The grip allows more precise control of the camera.

· Frame Rate

From the data displayed on the grip, the data indicating horizontal rotation will be replaced with display of frame rate.

This option can only be clicked and altered when "Grip Display" is turned on.

Display Target Information

Turn display of target information on or off.

· Display Target Name

The name of a building beneath the cursor will be displayed.

This option can only be clicked and altered when "Display Target Information" is turned on.

Display Target Data

The data of a building beneath the cursor will be displayed.

This option can only be clicked and altered when "Display Target Information" is turned on.

Height Cut Bar

Turn display of the height cut bar on or off.

Height cut functions can only be used when the height cut bar display is turned on.

■Tracking Device

Turn display of a menu allowing control of the tracking device on or off. Tracking device functions can only be used when the menu allowing control of the tracking device is turned on.

■ Timer

Turn display of the stop timer on or off.

Map Display

▲ TOP

■ Display Water Surface

Turn display of the water surfaces on or off.

Grid

Turn grid display over the map on or off.

■Image Clipping Settings

Set the maximum distance at which buildings will be displayed. Buildings beyond the set distance will not be displayed.

* This setting also affects limits placed on zooming the camera.

· Clipping (Close Scenery)

Only buildings in the direct vicinity will be displayed. This setting displays the least number of buildings.

This option can only be clicked and altered when "Image Clipping Settings" is turned on.

You can also only select one from "Clipping (Close Scenery)," "Clipping (Intermediate Scenery)," "Clipping (Distant Scenery)" and "Clipping (Horizon Scenery)" under this option.

· Clipping (Intermediate Scenery)

Buildings within an intermediate range will be displayed.

This option can only be clicked and altered when "Image Clipping Settings" is turned on.

You can also only select one from "Clipping (Close Scenery)," "Clipping (Intermediate Scenery)," "Clipping (Distant Scenery)" and "Clipping (Horizon Scenery)" under this option.

· Clipping (Distant Scenery)

Buildings will be displayed a considerable way into the distance.

This option can only be clicked and altered when "Image Clipping Settings" is turned on.

You can also only select one from "Clipping (Close Scenery)," "Clipping (Intermediate Scenery)," "Clipping (Distant Scenery)" and "Clipping (Horizon Scenery)" under this option.

· Clipping (Horizon Scenery)

Buildings will be displayed even further away than on the "Distant" setting. This setting displays the most number of buildings.

This option can only be clicked and altered when "Image Clipping Settings" is turned on.

You can also only select one from "Clipping (Close Scenery)," "Clipping (Intermediate Scenery)," "Clipping (Distant Scenery)" and "Clipping (Horizon Scenery)" under this option.

Turn simplified display of distant buildings on or off. With this option turned on distant buildings will be displayed in a simplified form, helping to improve frame rate.

Weather ■ TOP

■ Time-Based Palette Changes

Turn palette changes due to time and seasons on or off. If turned off, the current state at that time will be maintained.

Display Weather

Turn display of the weather on or off.

If turned off the weather will remain clear at all times.

· Display Rain

Turn display of rain on or off.

This option can only be clicked and altered when "Display Weather" is turned on.

· Display Snow

Turn display of snow on or off.

This option can only be clicked and altered when "Display Weather" is turned on.

Time ▲ TOP

■ Time Stops When Window Opens

Turn in-game time stopping when the main menu is opened on or off. However, even when turned off opening the File menu or Schedule menu will stop in-game time.

■ Pause Prior To Event Occurring

Turn automatic event pausing on or off.

Events include "attaining a capital goal" and "game over."

■ Pause Before Final Accounts (1st Jan)

Enable/disable the game automatically pausing at 0:00 on 1st January game time. The final accounts for the year are performed at the end of 31st December each game year.

■Boost Maximum Passage of Time Speed

Increase the passage of time beyond even that possible using the slide bar displayed above the time in-game.

However, the frame rate will fall with this setting turned on.

Schedule

▲ TOP

■ Set Station Settings by Platform

Enable/disable setting individual schedules for each platform in a station.

■ Set Branch Time in Points Settings

Enable/disable the ability to set a time for the train to depart from a point after selecting "Branch" in point settings.

■ Display Simple Schedule

Turn a simple schedule display for stations on or off.

■ Display Train Numbers

Turn display of train numbers on or off.

· Display Running Time

Display the running time for the train since it left its last station.

This option can only be clicked and altered when "Display Running Time" is turned on.

Mark Point Branches

Turn display of branch marks on or off in point settings.

· Display Everything

All branches will be marked in point settings.

This option can only be clicked and altered when "Mark Point Branches" is turned on.

Restore Time on Schedule Wizard

Enable/disable the ability to restore time on the Schedule Wizard. When turned on you will be able to "not apply the Wizard changes and return time to the point the wizard was opened" and "apply the Wizard changes and return time to the point the wizard was opened" after using the Schedule Wizard.

Display Time on Schedule Wizard

Turn passed-through stations display on or off during the Schedule Wizard.

■ Minimize Units of Time on Schedule

Enable/disable the ability to stipulate time down to the minute on "Departure Time," "Point Settings," "Branch" etc.

Expand Maximum Number of Trains

Select from being able to use 40 or 60 trains at once.

Trains numbered 41 - 60 acquired with this turned on cannot be removed or sold if the option is then turned off.

If this option is then turned back on, the trains can be controlled again as normal.

Attach Description to Name of Stocks

Enable/disable the option to attach a description to the name of stocks in the Market menu.

Attach Description to Train

Enable/disable the option to attach a description to a train in the Train menu.

Colour Company Buildings

Enable/disable the colouring of buildings belonging to your company.

Limit Subsidiary List to Within Screen

Enable/disable limiting the subsidiary companies displayed during a property sale in the Market menu to those currently displayed on the screen.

Sort Train Purchases in Descending Order

Select ascending or descending order when making a train purchase from the Train menu.

■Select Language

You can choose the game text language from English, French, Italian, German and Spanish.

Area Select

▲ TOP

■ Turn On Construction Via Area Select

Allow entire areas of track and buildings, from the Track and Construction menus respectively, to be selected and removed at once.

■Sound

Turn in-game sound on or off.

· Music

Turn music on or off.

This option can only be clicked and altered when "Sound" is turned on.

· SE

Turn sound effects on or off.

This option can only be clicked and altered when "Sound" is turned on.

■HDTV Safe Area

Enable/disable menu displays in the centre of the screen.

Use this if, when outputting your PC to your TV the menu sticks off the edge of the screen.

Game Modes <Back to Top Help Page Select "Help" from the main menu to open the Help menu. From here you can open the online manual and the official site. Manual Home Page **Version Information** Manual **▲** TOP Open the "A-Train 8" online manual (this manual.) **Home Page ▲** TOP Open the "Degica Co., Ltd." Official Home Page. **Version Information ▲** TOP

Check the version information for your copy of "A-Train 8."

Map Construction Mode

File

<Back to Top Page

Click "File" from the main menu and the File menu will open. The File menu allows you to start a new game or load a game currently in progress.

Create New Revise Registered Game Register New Game Load Map In Progress Save Map In Progress End

Create New

▲ TOP

Click the "Create New" button and the "Create New" window will open. This window will call up a flat map at height 2.

Click the "Start Creating New" button to proceed.

Revise Registered Game

▲ TOP

Click the "Revise Registered Game" button and the "Revise Registered Game" window will open.

From this window you can use Map Construction to revise a map previously created and registered.

A list of registered game data will be displayed. Click to select the map you want to play and then click the "Revise Registered Game" button.

Register New Game

▲ TOP



Click the "Register New Game" button to open the "Register New Game" window.

From this window you can register the map currently being edited as a new game, allowing it to be played in the normal Game Mode.

Click each category to input text. Once you have created the required data click the "Register New Game" button.

- · Game Name: Enter a name for the game.
- · City Name: Enter a name for the city.
- Company Name : Enter a name for the railway company
- Game Description: Enter a description to be displayed upon selecting the new game
- Funds Settings : Select the amount of available funds at the start of the game
- Start Date Settings : Select the date at the start of the game
- Start Weather Settings : Select the weather at the start of the game

Load Map In Progress

▲ TOP

Click the "Load Map In Progress" button to open the "Load Map In Progress" window.

From this window you can save the map currently being edited (You can continue to edit the map after making the save).

A list of saved map data will be displayed. Click to select the map you want to play and then click the "Load Saved Map In Progress" button.

Click the "Save Map In Progress" button to open the "Save Map In Progress" window.

From this window you can save the map currently being edited. (You can continue to edit the map after making the save.)

A list of boxes for save data will be displayed. Click a box that does not contain any data and then click the "Save Map In Progress" button.

If you want to overwrite save data select a box that already contains save data by clicking on it and then click the "Delete Saved Map In Progress" button. A message will appear confirming that you want to delete the data. Click "Yes" to proceed.

| 00 | Game Name | :From Mountains to th | e Sea |
|----|-------------|-----------------------|-------|
| 4 | City Name : | A Seaside Town | |
| | Start: | Mon 07 Jan 2008 12 | :00 |
| | Funds: | 1,000,000,000 | i i |

A box containing save data

| 00 | Game Name : |
|----|-------------|
| | City Name : |
| | Start: |
| | Funds: |

A box without save data

End ▲ TOP

Click "End" and the "End" window will open.

From this window you can end the map currently being edited and return to the start menu.

Click the "End Without Saving" button. A message will appear confirming that you want to end without saving the game. Click "Yes" to proceed.

* When you end the map any progress will not be saved. If you wish to save any changes to the map be sure to use the "Save" function prior to ending your editing.

Map Construction Mode

Report

<Back to Top Page

Select "Report" from the main menu to open the Report menu. The Report menu can be used to view information on your city and company.

City Data Railway Company Data **Business Data Balance Sheet**

City Data

▲ TOP

| City Name | Α | Seaside Town |
|------------------|------------------------|---|
| Outline | | Village |
| Туре | | Agricultural |
| Population Chanç | ge / Year | 4785 |
| | | |
| Industries | Agriculture | 100, 00% |
| Industries | Agriculture Industrial | 100.00 % 55.63 % |
| Industries | _ | 100.00 % 55.63 % 63.09 % |
| Industries | Industrial | 55.63% |
| Industries | Industrial Commerce | 55.63 % 63.09 % |

Click on the "City Data" button to switch the display to "City Data." Here you can view information pertaining to your city.

City Name

Outline

: The name of your city. Click and you can use the keyboard to

enter a name.

: Displays "Village," "Town," "Small City," "Regular City" or "Large City" depending on the scale of your city's development.

: Displays which industry is central to your city's development. Type

Population

Change

: Displays the changes in population over the last 30 years.

: Displays a chart showing the development and bias of your city's **Industries**

industry.

| Company Name | AR |
|--------------------------|-----|
| Station | 5 |
| Platform (Track Number) | 10 |
| Points | 2 |
| Public Crossing | 11 |
| Number of Trains | 5 |
| Tunnel | 0 |
| Steel Bridge | 2 |
| Total Length | 162 |
| Transport Infrastructure | |
| Road | 946 |
| Port | 0 |
| Airport | 0 |
| Bullet Train | 0 |
| Maglev | 0 |

Click the "Company Data" button to switch the display to "Company Data." Here you can view information pertaining to your rail company.

Company : The name of your company. Click and you can use the keyboard to

Name enter a name.

Platforms : The total number of platforms on the map.

Points : The total number of points on the map.

Public Crossing

: The total number of public crossings on the map.

Number of

Trains

Roads

: The number of trains you have.

Tunnel : The total number of tunnels on the map.

Steel Bridge: The number of steel bridges on the map.

etal Length: The total length of track on the map, including tunnels and

Total Length bridges.

: The total length of roads on the map.

Port : The total number of ports on the map.

Airport : The total number of airports on the map.

Bullet Train: The number of bullet train tracks brought to the city.

Maglev : The number of maglev tracks brought to the city.

| Capital | 1,002,899,816 | Subsidiary Profit / Year | 1,128,500 |
|-------------------------------------|---------------|--------------------------|-----------|
| | | Materials Factory | -309,000 |
| | | Station Concourse | 1,437,500 |
| | | Shop | 0 |
| | | Hotel | 0 |
| n d | | House | 0 |
| Railroad Profit / Day | y 19,037 | Office Building | 0 |
| I I was a second | | High Rise Building | 0 |
| lalgage database data garaga garaga | | Super High Rise Building | 0 |
| | | Entertainment Facility | 0 |
| | | Sports Facility | 0 |
| Subsidiary / Day | 0 | Landmark | 0 |
| Subsidial y / Day | - v | Exhibition Center | 0 |
| | | Conglomerate | 0 |
| | | Port | 0 |
| | | Airport | 0 |
| | | AR Building | 0 |

Click the "Business Data" button to switch the display to "Business Data." Here you can view information pertaining to the profits of your company and its subsidiaries.

Capital : Current capital and capital changes in the last 30 days.

Railway Profit / Day

: Today's rail profits and changes in profits over the last 30 days.

Subsidiary: Today's subsidiary profits and changes in those profits over the

Profit / Day last 30 days.

Subsidiary

Profit /

Year

: The total profits from all subsidiaries since the 1st of January this

year, and the profits of each individual subsidiary.

Balance Sheet

▲ TOP

| | 01 Jan 2008 - | - 10 Feb 2008 | |
|------------------------|---------------|----------------------|---------------|
| Total Returns | 27,815,799 | Total Debt | 1,117,801 |
| Railroad Returns | 20,518,499 | Loans | 0 |
| Port Returns | 0 | Unpaid Income Tax | 0 |
| Airport Returns | 0 | Unpaid Property Tax | 0 |
| Stock Sale Returns | 0 | Unpaid VAT | 1,117,801 |
| Subsidiary Returns | 7,297,300 | Total Capital | 1,265,152,416 |
| Dividends and Interest | 0 | Capital | 1,002,899,816 |
| Total Costs | 24,915,983 | Facilities Appraisal | 116,887,000 |
| Railroad Costs | 18,747,183 | Trains Appraisal | 69,577,200 |
| Port Costs | 0 | Port Appraisal | 0 |
| Airport Costs | 0 | Airport Appraisal | 0 |
| Stock Purchase Costs | 0 | Subsidiary Appraisal | 75,788,400 |
| Subsidiary Costs | 6,168,800 | Stocks Appraisal | 0 |
| Public Investments | 0 | Total Funds | 1,000,000,000 |
| Charges | 0 | Funds | 1,000,000,000 |
| Paid Interest | 0 | Carry Over Profit | 0 |
| Returns Shift / Year | Expenses Shit | ft / Year Profits Sl | nift / Year |
| | | | |

Click the "Balance Sheet" button to switch the display to "Balance Sheet." Here you can view an overall report of your company's finances for the current year, starting from 1st of January.

Total Returns A list of all profits, including those from your railway, ports and airports, selling of stock, subsidiary companies and interest from stocks, and then the total.

Total Costs

A list of all expenses, including those incurred by your railway, ports and airports, selling of stock, subsidiary companies, public facilities such as schools and parks, the charges for purchasing stock and interest paid on loans, and then the total.

Total Debt

A list of all debts, including money borrowed from the bank and income tax, property tax and VAT to be paid at the next tax date, and then the total.

| Income Tax Period ends 31st December each year Period peach year Period ends 31st December each year Period ends 31st December following year Property Period ends 31st May December following from funds | | Tax Period End Date | Payment Date | Tax Rate |
|---|------|---------------------------|------------------------|----------------|
| Property ends 31st 1st May 5% of all capital aside Tax December following from funds | ll l | ends 31st December | 1st April following | 10% of profits |
| each year year | * * | ends 31st December | 1st May following | 1 * |

| | At the end of each month | llet l | 5% of all returns aside from stock sales |
|--|--------------------------|--------|--|
|--|--------------------------|--------|--|

Total Capital The total appraised worth of your capital, track, stations and other rail facilities, appraised worth of all of your trains and appraised worth of all the ports, airports, subsidiaries and stocks, and then the total.

The total of your funds plus profits carried over from the

Total Funds : previous year. Funds in this game also refers to the money that

you begin a new game with.

Returns Shift / Year

: The change in returns over 30 years.

Expenses
Shift / Year

: The change in expenses over 30 years.

Profits Shift

Year : The change in profits over 30 years.

Train

<Back to Top Page

Select "Train" from the main menu and the Train menu will open. From the Train menu you can perform all operations related to trains, such as buying, placing, removing and selling them.

* The train data included in the game is fictional, and may differ from actual trains.

Train List

Actions from the Train List

- Buy Trains
- · Place Trains
- · Remove Trains
- · Sell Trains

Train List

▲ TOP

On the Train menu the "Train List" will be displayed, showing the status of all registered trains.

You can purchase or place trains from this list. You can register up to 40 trains at once.

* You can choose to set the number of registered trains allowed simultaneously to 60 from the Options menu.



This box is yet to be filled with a purchased and registered train. You can purchase a train from here.



This train has been purchased but has not been placed on the map yet. You can place or sell this train.



This train has been placed on the map. You can remove the train or reverse it.



* The • mark displayed by a placed

Slowing Down, ●: Stopped

Actions from the Train List

▲ TOP

■Buy Trains



Click a box with no train registered to it and then click the "Buy Train" button to display a list of trains that can be purchased. Then click the train from here that you want to purchase and click the "Confirm Sale" button to buy the train.

* You can only buy super express trains if you have set up a bullet train or maglev from the Project menu.

| Туре | The type of train, such as commuter or rapid express | |
|------------------------|---|--|
| Mode Name | The model name of the train | |
| Cruising Speed | The speed the train will travel on the map | |
| Train Configuration | The number of carriages in the train. Click to change. | |
| Capacity | The train's capacity (Maximum Load for Freight trains). | |
| Passenger Load (%) | The train's maximum passenger load (Cargo Load (%) for Freight trains). | |

| Purchase Price The cos | et to buy the train. |
|------------------------|----------------------|
|------------------------|----------------------|

Trains are also broadly divided into passenger and Freight types. Passenger trains carry people, while Freight trains carry materials.

| I | 4 | |
|---------------------|------------------------|-----------------------|
| | Commuter | Passenger Load : 200% |
| | High Speed Commuter | Passenger Load : 180% |
| | Passenger | Passenger Load : 160% |
| Passenger Trains | Express | Passenger Load : 140% |
| | Limited Express | Passenger Load : 120% |
| | Express | Passenger Load : 110% |
| | Underground | Passenger Load : 200% |
| Freight | Freight Train | Cargo Load : 100% |
| Trains | Express Freight | Cargo Load : 100% |

■ Place Trains

Click a train not yet placed to select it and then click a section of straight track longer than the number of carriages the train has or a station to place the train.

When placing a train click on the height bar at the side of the train image to align it with the height of the track.

The following data is displayed for a placed train.



| Туре | commuter or rapid express |
|------------------------|---|
| Mode Name | The model name of the train |
| Train Configuration | The number of carriages the train has. |
| Capacity | The train's capacity (Maximum Load for Freight trains). |
| Number of Passengers | The current number of passengers on the train (Cargo for Freight Trains). |
| Profits / Day | Today's total profits from the selected train. |
| Costs / Day | Today's total costs for the selected train. |



Remove Trains

Click a train already placed and then click the "Remove Train" button to remove it from the map.

Sell Trains

Select a train that is not currently placed on the map and click the "Sell Train" button to sell the train.

Trains are sold at 60% of their purchase price.

Map Construction Mode

Diagram

<Back to Top Page

Select "Diagram" from the main menu to open the Schedule menu. The Schedule menu allows you to use the Schedule Wizard to create a schedule for your trains according to the routes they currently take.

Schedule Menu

Stn. Settings / Points Settings

- · Stn. Settings
- · Points Settings

Schedule Menu

▲ TOP

A menu for opening the Schedule Wizard

Click to select the train you wish to use the Wizard with from the menu and then click the "Start Wizard Settings" to start the Schedule Wizard.

When finishing with the Schedule Wizard be sure to click the "Apply Wizard Settings" button.

* If you turn on "Restore Time on Schedule Wizard" from the Options menu you will be able to abort the Wizard as it is running, as well as having the choice to reset the times to prior to using the Wizard rather than simply applying the results once it finishes.



Stn. Settings / Points Settings

▲ TOP

Stn. Settings



When a train running the Schedule Wizard reaches a station you can choose from the following options.

One Hour

Stop

: Depart one hour after stopping in the station.

Pass

Through

: Don't stop in the station

Passage

Depart after train coming from the other direction clears the

station, (including pass throughs).

Wait for Overtake

Depart after a train coming from the same direction clears the

station, (including pass throughs.)

Wait for Arrival

Depart after the next train arrives in the station (not including

pass throughs).

Departure

Time

: Use this setting to indicate a specific departure time.

Depart on

00:00

Set the time for the first train of the day.

00:00

Set the interval between trains departing the station.

Interval Daily

Select the days to apply these settings to.

Monthly

Select the months to apply these settings to.

Stop

: The train will not leave the station after arriving.

Straight

The train will continue in the direction it entered the station in.

Reverse

. The train will reverse and travel back in the direction it came

from.

Do Nothing : Do not load or unload cargo.

If the freight train has space and there is an available factory or

Load : materials depot within range then materials will be loaded onto

the train.

If the freight train has space and there is an available factory or

Unload : materials depot within range then materials will be unloaded

from the train.

If the conditions for loading are met materials will be loaded,

and if the conditions for unloading are met materials will be

unloaded.

* If you turn on "Set Station Settings By Platform" on the Options menu you can create a different schedule for each platform.

* If you turn on "Minimize Units of Time on Schedule" on the Options menu you can set the schedule times down to the minute.

■Points Settings

Load &

Unload



When a train running the Schedule Wizard reaches points you can choose from the following options.

Straight : The train will pass straight over the points when it reaches them.

: The train will branch off from the points when it reaches them. Branch

00:00 -Specify the time the train will proceed down the branch track.

23:59

- * Branch settings can only be set when "Set Branch Time in Point Settings" under Options is turned on.
- * If you turn on "Minimize Units of Time on Schedule" on the Options menu you can set the branch schedule time down to the minute.

Map Construction Mode

Rail

<Back to Top Page

Select "Rail" from the main menu to open the Track menu. You can lay and remove track from the Track menu.

Laying Mode

- Flat Track (Straight / Curved)
- Flat Track (Points)
- Flat Track (Tunnel)
- · Gradated Track

Removal Mode

Laying Mode

▲ TOP

■Flat Track (Straight / Curved)



Click the "Laying Mode" button and then click "Flat Track" to start laying flat track.

"Flat Track" allows you to lay straight or curved track across terrain of a uniform height.

Click the point you want to start laying track from and then try moving the cursor. You'll see yellow track (laying guide) leading from the starting point to the cursor. Click again and the displayed track will be laid. (The track will be displayed in red over locations in which it cannot be laid.)

If you want to lay elevated or underground track use height cut or the height bar next to the track image to select the height before laying.

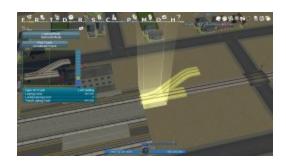
* You can right click to cancel the laying guide.

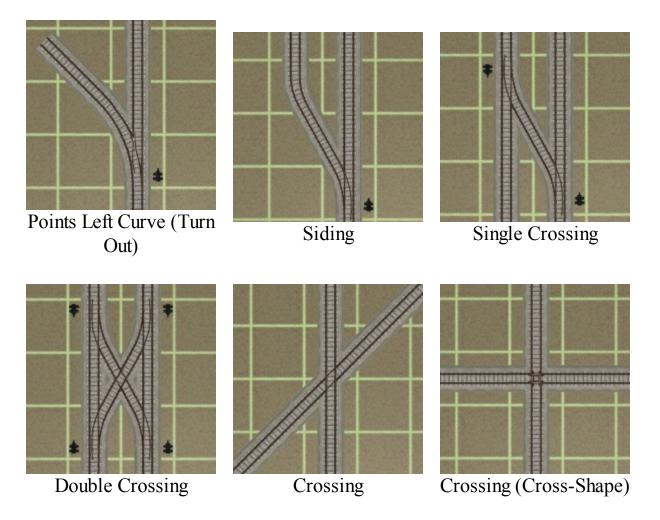
Flat Track (Points)

With construction of flat track turned on click on already laid track and a temporary point will be created in yellow on the track. Click the same spot again to cycle through the point types.

Once you have selected the type of point you want to place move the cursor to extend the track and then click to place the point and connecting track. (The point will be displayed in red over locations in which it cannot be placed.)

There are numerous different types of point, each of which should be used depending upon circumstances. At a crossing, unlike points, the track does not branch. (A cross-shaped crossing allows two flat tracks to cross each other.)





■Flat Track (Tunnel)

If you lay track toward a mountain a tunnel will automatically be placed. However, there are limitations on the places in which a tunnel entrance can be placed - the mountain face must be at a 45 degree angle to the ground. (The tunnel will be displayed in red over locations in which it cannot be placed.)

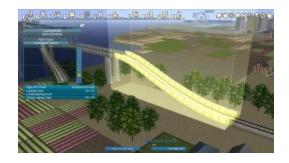


Gradated Track

Click "Laying Mode" and then select "Gradated Track" to lay gradated track. "Gradated Track" can be used to lay track at varying heights.

Right click to decide facing, and then move the cursor to the desired location and click to place the gradated track. (The track will be displayed in red over locations in which it cannot be placed.)

You can also use the height cut or height bar next to the track image to freely adjust the height of gradated track. This allows sections of elevated track to be linked together, or underground tracks to be linked with those on the surface.



Removal Mode

▲ TOP

Click "Removal Mode" to enable removal of track.

Place the cursor over the area you want to remove and click to remove the track.

* If you select "Turn On Removal Via Area Select" from the Options menu you



can select an entire area from which to remove all track. Area select is performed by clicking the start and end points of the removal area.

Map Construction Mode

Station

<Back to Top Page

Select "Station" from the main menu to open the Station menu. From the Station menu you can build and remove stations, station concourses and material depots.

Construction Mode

- Station
- Station Concourse
- · Material Depot

Removal Mode

Construction Mode

▲ TOP

Station

Click "Construction Mode" and then click one from "Rural Station," "Elevated Station," "Underground Station" and "Control Hub" to build a station.

At stations, people can board or disembark, and freight can be loaded or unloaded from trains.

Click to select "Station Size" and "Number of Platforms," right click to select station facing, move the cursor to the location in which you wish to build the station and click to start construction.

The height of elevated and underground stations can also be adjusted using the height bar next to the image of the station (The station will be displayed red in locations in which it cannot be built).

| Rural |
|---------|
| Station |

The area around a rural station will develop more slowly than that of other station types.



| Elevated Station | The area around an elevated station will develop more quickly than that of other station types. This type of station can also be built on high ground. |
|------------------------|--|
| Underground Station | Can only be built underground. Underground stations will facilitate above-ground development. |
| Control Hub | A station at which materials can be loaded or unloaded. Even if you have passenger trains stop here they will generate no profits for you. |

Station Concourse

Click "Construction Mode" and then click "Station Concourse 1" or "Station Concourse 2" to create a concourse in front of a station. A station concourse will facilitate development around the attached station.

Right click to select concourse facing and then move the cursor to the location in which you wish to build it and click to start construction (The concourse will be displayed red in locations in which it cannot be built).



■ Material Depot

Click "Construction Mode" and then click "Materials Depot (S)," "Materials Depot (R)" or "Materials Depot (L)" to create a materials depot.

Materials depots can be used to store materials.

Right click to select materials depot facing

and then move the cursor to the location in which you wish to build it and click to start construction. If you line the height cut up with underground you can build material depots underground anywhere aside from beneath mountains. (The concourse will be displayed red in locations in which it cannot be built.)



Removal Mode

▲ TOP

Click "Removal Mode" to activate removal of buildings.

Place the cursor over the building you wish to remove and click to remove it.

Map Construction Mode

Construction

<Back to Top Page

Select "Construction" from the main menu to open the Construction menu. The Construction menu allows you to build and remove buildings from the map.

Construction Mode Removal Mode

Construction Mode





Click "Construction Mode" to active creation of buildings.

Click "Type of Building" and "Building Name" to select them, right click to decide the facing of the building, then move the cursor to the location in which you wish to perform the construction and click to begin the work (The building will be displayed red in locations where it cannot be built).

* Types of buildings can also be cycled through by clicking on the building view.

Materials

Public Facility:

: Can create building materials.

Factory

Includes schools and parks. As these are public facilities they

will not make any profit for you.

Shop

: Mainly includes buildings that increase commerce values.

Hotel : Mainly includes buildings that increase commerce values.

: Mainly includes buildings that increase population. House

Office

: Mainly includes buildings that increase business values.

High Rise

Building

Mainly includes buildings that increase business values.

Building

: It will take a number of weeks to complete construction of a

high rise building.

Super High Rise Building Mainly includes buildings that increase business values.

: It will take a number of weeks to complete construction of a

super high rise building.

Entertainment

Sports Facility:

Mainly includes buildings that increase leisure and culture

values. **Facility**

Mainly includes buildings that increase leisure and culture

values.

Landmark : Includes buildings that add character to your map.

Super

Structure

: Includes airports and ports.

Tree : Includes trees.

: Includes lakes, breakwaters etc. Coast

Road : Includes roads etc.

- * Click on a high rise building or super high rise building to open a menu allowing their height to be adjusted.
- * Tree, Coast and Road options are only available in Map Construction.
- * During Map Construction no materials are required in order to build anything.
- * If you select "Turn On Construction Via Area Select" from the Options menu you can select an entire area in which to build "House" and "Office Building" constructions. Area select is performed by clicking the start and end points of the construction area.

Removal Mode

▲ TOP

Click "Removal Mode" to activate removal of buildings.

Place the cursor over the building you wish to remove and click to remove it. You can only remove buildings that you can also build from the Construction menu.

* If you select "Turn On Removal Via Area Select" from the Options menu you can select an entire area from which to remove all buildings. Area select is performed by clicking the start and end points of the removal area.

If you choose to build a new building on top of an existing one removal ⇒ construction will automatically be performed. This cannot be performed on top of a Public Facility. If you wish to remove a Public Facility you must do so manually.

Map Construction Mode

Editor

<Back to Top Page

Click "File" from the main menu and the File menu will open. The File menu allows you to start a new game or load a game currently in progress.

Top Point Controls
Create Flat Land
Initialize

Top Point Controls

▲ TOP

Click on "Top Point Controls" to open the Top Point Controls window. From here you can make the block of terrain under the cursor higher or lower.

· Altering Terrain

With the Top Point Controls window open click on the map and the terrain under the cursor will increase in height. If you click on the map while holding down [Space] the terrain under the cursor will lower in height.

* You can also roll the mouse wheel up or down while holding down [Space] to alter the height of the terrain.

· Maximum and Minimum Height

Adjust the "Maximum Height" value or click to adjust the bar below it on the left to set the highest point to which the terrain can be altered.

Adjust the "Minimum Height" value or click to adjust the bar below it on the right to set the lowest point to which the terrain can be altered.



· Undo and Redo

Click on "Undo" or on the bar beneath it to undo / redo changes to terrain.

Create Flat Land

▲ TOP

Click on "Create Flat Land" and the Create Flat Land window will open. From here you can transform the terrain under the cursor into level, flat land at the specified height.

· Altering Terrain

With the Create Flat Land window open click on the map and the terrain under the cursor will be transformed into flat land at the specified height.

* You can also press [Space] to flatten the land. Hold down [Space] and move the cursor to smoothly create a wide area of flat, level land.

· Height of Flat Land

Adjust the "Height of Flat Land" value or click to adjust the bar below it to set the height of the flat land created.

Also, if you set "Height of Flat Land" to "-", rather than selecting a specific height you can instead create a slope linked to the height of the terrain around the outside of the cursor.

Undo and Redo

Click on "Undo" or on the bar beneath it to undo / redo changes to terrain.



Initialize

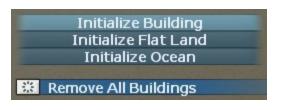
▲ TOP

Click "Initialize" and the Initialize window will open.

From here you can remove all buildings from the map or turn the entire map into flat, level land.

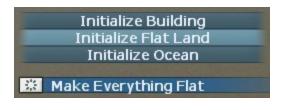
· Initialize Building

Click the "Remove All Buildings" button and a confirmation message will be displayed. Select "Yes" to remove all buildings from the map.



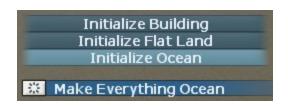
· Initialize Flat Land

Click the "Make Everything Flat" button and a confirmation message will be displayed. Select "Yes" to remove all buildings from the map and then make the entire map level 2 flat land.



· Initialize Water

Click the "Make Everything Ocean" button and a confirmation message will be displayed. Select "Yes" to remove all buildings from the map and then make the entire map level 0 ocean.



Map Construction Mode

Market

<Back to Top Page

Select "Market" from the main menu and the Market menu will open, From this menu you can buy and sell stock, take out a loan or sell off subsidiary companies.

Share Exchange Bank Real Estate Sale

Share Exchange

▲ TOP



Click on the "Share Exchange" button to display the share exchange screen. Here you can buy and sell stocks.

Click on the "Buy Stocks" button to buy stock, and the "Sell Stocks" button to sell stock.

Click to select the name of the stock you wish to trade then click on the "Shares to Purchase" or "Shares to Sell" to select the number of stock to deal in.

Then click on the "Purchase Stock" or "Sell Stock" buttons to purchase or sell the indicated number of stock.

* Company names, details of their business and stock prices are fictitious and totally unrelated to any real companies or stock.

Click on "Bank" to display the bank screen. From here you can take out a loan.

Click to select "One Year Loan" or "Two Year Loan" and then click "Loan Amount" and enter the amount you want to borrow.

Then click the "Take Out Loan" button to borrow the indicated amount.

- * You can borrow an infinite amount of money in Map Construction.
- * The loan amount will be taken automatically from your capital on the repayment date.
- * Click on the loan list and click the "Repay Loan" button to immediately pay back the corresponding loan.

| One Year Loan Two Year Loan | | | |
|--------------------------------|-----------|----------------|---|
| Loan Amt. | Interest | Repay Date | E |
| 1,000,000 | 66,600 | 24 Jan 2009 | |
| 1,000,000 | 66,600 | 24 Jan 2009 | |
| 2,000,000 | 133,200 | 24 Jan 2009 | |
| 5,000,000 | 333,000 | 24 Jan 2009 | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| 0 | 0 | and the second | E |
| Today's Rate | | 6.66% | |
| | | | |
| Loan (+ Interest) | 9. | 599,400 | |
| Repayment Amount | 5,000,000 | | |
| Dissolution Interest | | 67,325 | |
| Repayment Amount | 24 . | lan 2009 | |
| payment Amount | 24 . | lan 2009 | |

Real Estate Sale

▲ TOP

Click on "Real Estate Sale" to display the real estate screen.

From here you can sell buildings belonging to your company.

Click on the type and name of the building you want to see and then click on "Sell Property" to sell buildings that belong to your company.

You can also click on "Jump to Property Location" to jump the screen to the location of that property.



Map Construction Mode

Option

<Back to Top Page

Select "Option" from the main menu and the Option menu will open. From the Options menu you can change various options relating to game display and settings.

Side Menu

- · Satellite Display
- Display Grip
- Display Target Information
- Display Height Cut Bar
- · Tracking Device
- Timer

Map Display

- · Display Water Surface
- Grid
- Image Clipping Settings
- · LOD

Weather

- · Time-Based Palette Changes
- Display Weather

Time

- Time Stops When Window Opens
- · Pause Prior To Event Occurring
- Pause Before Final Accounts (1st Jan)
- Boost Maximum Passage of Time Speed

Schedule

- · Set Station Settings by Platform
- Set Branch Time in Points Settings
- Display Simple Schedule
- Display Train Numbers
- · Mark Point Branches
- · Restore Time on Schedule Wizard
- · Display Time on Schedule Wizard
- Minimize Units of Time on Schedule
- Expand Maximum Number of Trains

Data Display

- Attach Description to Name of Stocks
- Attach Description to Train
- · Colour Company Buildings

- · Limit Subsidiary List to Within Screen
- · Sort Train Purchases in Descending Order
- · Select Language

Area Select

- · Turn On Removal Via Area Select
- Turn On Construction Via Area Select

System

- Sound
- · HDTV Safe Area

Map Creation

· Simulate Development

Side Menu

▲ TOP

■ Satellite Display

Turn display of the satellite image on or off.

· Increase Transparency

Increase the transparency of the displayed satellite image.

This option can only be clicked and altered when "Satellite Display" is turned on.

· Auto Refresh Display

The satellite image will automatically refresh.

This option can only be clicked and altered when "Satellite Display" is turned on.

Display Grip

Turn display of the grip on or off.

The grip allows more precise control of the camera.

· Frame Rate

From the data displayed on the grip, the data indicating horizontal rotation will be replaced with display of frame rate.

This option can only be clicked and altered when "Grip Display" is turned on.

■ Display Target Information

Turn display of target information on or off.

· Display Target Name

The name of a building beneath the cursor will be displayed.

This option can only be clicked and altered when "Display Target Information" is turned on.

Display Target Data

The data of a building beneath the cursor will be displayed.

This option can only be clicked and altered when "Display Target Information" is turned on.

Height Cut Bar

Turn display of the height cut bar on or off.

Height cut functions can only be used when the height cut bar display is turned on.

■Tracking Device

Turn display of a menu allowing control of the tracking device on or off. Tracking device functions can only be used when the menu allowing control of the tracking device is turned on.

■Timer

Turn display of the stop timer on or off.

Map Display

▲ TOP

■ Display Water Surface

Turn display of the water surfaces on or off.

Grid

Turn grid display over the map on or off.

■Image Clipping Settings

Set the maximum distance at which buildings will be displayed. Buildings beyond the set distance will not be displayed.

* This setting also affects limits placed on zooming the camera.

Clipping (Close Scenery)

Only buildings in the direct vicinity will be displayed. This setting displays the least number of buildings.

This option can only be clicked and altered when "Image Clipping Settings" is turned on.

You can also only select one from "Clipping (Close Scenery)," "Clipping (Intermediate Scenery)," "Clipping (Distant Scenery)" and "Clipping (Horizon Scenery)" under this option.

· Clipping (Intermediate Scenery)

Buildings within an intermediate range will be displayed.

This option can only be clicked and altered when "Image Clipping Settings" is turned on.

You can also only select one from "Clipping (Close Scenery)," "Clipping (Intermediate Scenery)," "Clipping (Distant Scenery)" and "Clipping (Horizon Scenery)" under this option.

Clipping (Distant Scenery)

Buildings will be displayed a considerable way into the distance.

This option can only be clicked and altered when "Image Clipping Settings" is turned on.

You can also only select one from "Clipping (Close Scenery)," "Clipping (Intermediate Scenery)," "Clipping (Distant Scenery)" and "Clipping (Horizon Scenery)" under this option.

· Clipping (Horizon Scenery)

Buildings will be displayed even further away than on the "Distant" setting. This setting displays the most number of buildings.

This option can only be clicked and altered when "Image Clipping Settings" is turned on.

You can also only select one from "Clipping (Close Scenery)," "Clipping (Intermediate Scenery)," "Clipping (Distant Scenery)" and "Clipping (Horizon Scenery)" under this option.

LOD

Turn simplified display of distant buildings on or off. With this option turned on distant buildings will be displayed in a simplified form, helping to improve frame rate.

Weather ▲ TOP

■ Time-Based Palette Changes

Turn palette changes due to time and seasons on or off.

If turned off, the current state at that time will be maintained.

Display Weather

Turn display of the weather on or off.

If turned off the weather will remain clear at all times.

· Display Rain

Turn display of rain on or off.

This option can only be clicked and altered when "Display Weather" is turned on.

· Display Snow

Turn display of snow on or off.

This option can only be clicked and altered when "Display Weather" is turned on.

Time ▲ TOP

■ Time Stops When Window Opens

Turn in-game time stopping when the main menu is opened on or off. However, even when turned off opening the File menu or Schedule menu will stop in-game time.

* In-game time will also stop in Map Construction Mode when the height adjustment menu for high rise and super high rise buildings is opened.

■ Pause Prior To Event Occurring

Turn automatic event pausing on or off. Events include "attaining a capital goal" and "game over."

■ Pause Before Final Accounts (1st Jan)

Enable/disable the game automatically pausing at 0:00 on 1st January game time. The final accounts for the year are performed at the end of 31st December each game year.

■Boost Maximum Passage of Time Speed

Increase the passage of time beyond even that possible using the slide bar displayed above the time in-game.

However, the frame rate will fall with this setting turned on.

Schedule ▲ TOP

■ Set Station Settings by Platform

Enable/disable setting individual schedules for each platform in a station.

■ Set Branch Time in Points Settings

Enable/disable the ability to set a time for the train to depart from a point after selecting "Branch" in point settings.

■ Display Simple Schedule

Turn a simple schedule display for stations on or off.

■ Display Train Numbers

Turn display of train numbers on or off.

· Display Running Time

Display the running time for the train since it left its last station. This option can only be clicked and altered when "Display Running Time" is turned on.

Mark Point Branches

Turn display of branch marks on or off in point settings.

· Display Everything

All branches will be marked in point settings.

This option can only be clicked and altered when "Mark Point Branches" is turned on.

Restore Time on Schedule Wizard

Enable/disable the ability to restore time on the Schedule Wizard. When turned on you will be able to "not apply the Wizard changes and return time to the point the wizard was opened" and "apply the Wizard changes and return time to the point the wizard was opened" after using the Schedule Wizard.

Display Time on Schedule Wizard

Turn passed-through stations display on or off during the Schedule Wizard.

Minimize Units of Time on Schedule

Enable/disable the ability to stipulate time down to the minute on "Departure Time," "Point Settings," "Branch" etc.

Expand Maximum Number of Trains

Select from being able to use 40 or 60 trains at once.

Trains numbered 41 - 60 acquired with this turned on cannot be removed or sold if the option is then turned off.

If this option is then turned back on, the trains can be controlled again as normal.

Data Display

▲ TOP

Attach Description to Name of Stocks

Enable/disable the option to attach a description to the name of stocks in the Market menu.

Attach Description to Train

Enable/disable the option to attach a description to a train in the Train menu.

Colour Company Buildings

Enable/disable the colouring of buildings belonging to your company.

Limit Subsidiary List to Within Screen

Enable/disable limiting the subsidiary companies displayed during a property sale in the Market menu to those currently displayed on the screen.

■ Sort Train Purchases in Descending Order

Select ascending or descending order when making a train purchase from the Train menu.

Select Language

You can choose the game text language from English, French, Italian, German and Spanish.

Area Select

▲ TOP

■Turn On Removal Via Area Select

Allow entire areas of track and buildings, from the Track and Construction menus respectively, to be selected and removed at once.

■Turn On Construction Via Area Select

Allow entire areas to be selected and built up with "Houses" and "Office Buildings" from the Construction menu.

· Random Construction

When an area is selected for construction the actual buildings placed within it will be random.

This option can only be clicked and altered when "Turn On Construction Via Area Select" is turned on.

System

▲ TOP

Sound

Turn in-game sound on or off.

· Music

Turn music on or off.

This option can only be clicked and altered when "Sound" is turned on.

· SE

Turn sound effects on or off.

This option can only be clicked and altered when "Sound" is turned on.

■HDTV Safe Area

Enable/disable menu displays in the centre of the screen.

Use this if, when outputting your PC to your TV the menu sticks off the edge of the screen.

Map Creation

▲ TOP

Simulate Development

Your city will develop as time passes.

Turn this option off and you can allow time to pass without your city developing or degenerating, allowing you to set up schedules etc. in a stable environment.

Map Construction Mode <Back to Top Help Page Select "Help" from the main menu to open the Help menu. From here you can open the online manual and the official site. Manual Home Page **Version Information** Manual **▲** TOP Open the "A-Train 8" online manual (this manual.) **Home Page ▲** TOP Open the "Degica Co., Ltd." Official Home Page.

Version Information

▲ TOP

Check the version information for your copy of "A-Train 8."

Tool Bar / Other Functions

Tool Bar

<Back to Top Page

You can use the tool bar in the top right of the screen to toggle certain functions on / off.



















Satellite ▲ TOP

Click to toggle display of the satellite on / off.

Click or drag on the satellite to move the camera to that location.

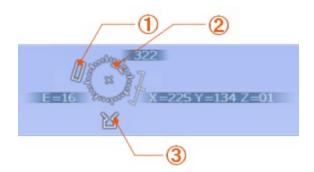
You can also drag the four edges to rotate the camera.



Grip ▲ TOP

Click to toggle display of the grip on / off.

Drag ① to change the tilt of the camera, drag ② to rotate the camera and drag ③ to alter the camera zoom.



Grid

▲ TOP

Click to toggle display of a grid on the map on / off.



Target Information

▲ TOP

Click to toggle display of target information on / off.

With Target Information turned on information related to selected buildings will be displayed.

Also, if you have "Display Target Data" turned on in the Options menu, other building data (sale price etc.) will also be displayed.

Point North

▲ TOP

Click to point the camera to the north.

Menu Display Off

▲ TOP

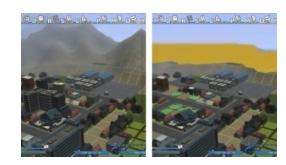
Click to hide all of the menus currently open on the screen.

Click on the screen when menus are hidden and the menus will appear again.

Height Cut ▲ TOP

Click to toggle display of the height cut on / off.

- Height cut will turn off.
- Meight cut will turn on.



Train Tracking

▲ TOP

Click to toggle display of the satellite on / off.

- Train tracking will be turn off.
- The camera will track a train.
- The camera will look out from a train window.
- * Toggling between off, train tracking and train window mode is also possible from the train tag displayed on the bottom right of the screen.

Timer ▲ TOP

Click to toggle display of the timer on / off.

Click the arrow to select year and month and then click the date to set the timer. When game time reaches 0:00 on the day the timer is set for the game will automatically pause.

| Tr. | mer | | | | | , | X |
|-----|-----|-----|-------|-----|-----|-----|---|
| 1 | | 07 | Jan 2 | 800 | | | D |
| Sun | Mon | Tue | Wed | Thu | Fri | Sat | |
| | 31 | 1 | 2 | 3 | 4 | 5 | |
| 6 | 7 | 8 | 9 | 10 | 11 | 12 | |
| 13 | 14 | 15 | 16 | 17 | 18 | 19 | |
| 20 | 21 | 22 | 23 | 24 | 25 | 26 | |
| 27 | 28 | 29 | 30 | 31 | | | |
| | | | 6 | | | | |

Tool Bar / Other Functions

Stn. Settings / Points Settings

<Back to Top Page

Click on a station or point on the map to open "Stn. Settings" or "Point Settings."

Stn. Settings Point Settings

Stn. Settings

▲ TOP



Click any station on the map and you can alter its schedule settings. If there is more than one station in the same location but at different heights each click will cycle to the next station located there.

One Hour

: Depart one hour after stopping in the station.

Stop Pass

Through

: Don't stop in the station

Passage

Depart after train coming from the other direction clears the station, (including pass throughs).

Stati

Depart after a train coming from the same direction clears the

Overtake

Wait for

station. (including pass throughs).

Wait for

Depart after the next train arrives in the station (not including

Arrival : pass throughs).

Departure : Li di :

: Use this setting to indicate a specific departure time.

Depart at

Set the time for the first train of the day.

00:00

00:00

Time

Set the interval between trains departing the station.

Interval Daily

Select the days to apply these settings to.

Monthly Select the months to apply these settings to.

Stop : The train will not leave the station after arriving.

Straight : The train will continue in the direction it entered the station in.

Reverse : The train will reverse and travel back in the direction it came

from.

Do Nothing : Do not load or unload cargo.

If the freight train has space and there is a viable factory or

Load : materials depot within range then materials will be loaded onto

the train.

If the freight train has materials and there is a viable factory or

Unload : materials depot within range then materials will be unloaded

from the train.

Load & If the conditions for loading are met materials will be loaded,

: and if the conditions for unloading are met materials will be

unloaded.

* If you turn on "Set Station Settings By Platform" on the Options menu you can create a different schedule for each platform.

* If you turn on "Minimize Units of Time on Schedule" on the Options menu you can set the schedule times down to the minute.

Points Settings

Unload

▲ TOP



Click any track point on the map and you can alter its schedule settings. If there is more than one point in the same location but at different heights each click will cycle to the next point located there.

Straight : The train will pass straight over the points when it reaches them.

Branch : The train will branch off from the points when it reaches them.

00:00 **-** 23:59

Specify the time the train will proceed down the branch track.

- * Branch settings can only be set when "Set Branch Time in Points Settings" under Options is turned on.
- * If you turn on "Minimize Units of Time on Schedule" on the Options menu you can set the branch schedule time down to the minute.

Tool Bar / Other Functions

Shortcut Keys

<Back to Top Page

"A-Train 8" allows use of keyboard short cut keys.

Short Cut Keys [Space] Key

Short Cut Keys

▲ TOP

The following keys act as short cut keys in "A-Train 8."

* The characters in correspond to the keys on the number pad.

| Pause Time | < * > |
|----------------------------------|----------------------------|
| Close All Menus | <0> |
| Toggle Height Cut On / Off | [h] |
| Raise Height Cut | <+> |
| Lower Height Cut | <-> |
| Point North | [n] or <5> |
| Scroll Map Up | <8> or [e] |
| Scroll Map Down | <2> or [x] |
| Scroll Map Left | <4> or [s] |
| Scroll Map Right | <6> or [d] |
| Scroll Map Up-Left | <7> or [w] |
| Scroll Map Up-Right | <9> or [r] |
| Scroll Map Down-Left | <1> or [z] |
| Scroll Map Down-Right | <3> or [c] |
| Viewpoint Close Distance | [Home] |
| Viewpoint Long Distance | [End] |
| Viewpoint Tilt Up | [Up (↑)] |
| Viewpoint Tilt Down | [Down (\ \)] |
| Viewpoint Rotate Target Left | [Left (\leftarrow)] |
| Viewpoint Rotate Target Right | [Right (\rightarrow)] |
| Viewpoint Pan Left | [<] or [,] |
| | |

| Viewpoint Pan Right Scroll Bar Up | [>] or [.] [PageUp] |
|--------------------------------------|------------------------|
| Scroll Bar Down | [PageDown] |
| Rotate Building / Project | [Tab] |
| Train Tracking | <.> |
| Music and Sounds | [M] |

| [Space] Key | |
|-------------|--|
|-------------|--|

▲ TOP

[Space] can be used to perform certain actions more smoothly, such as editing terrain.

· Elevated Stations, Track

When placing an elevated station or track you can hold down [Space] and use the mouse wheel to adjust the height of the building or track.

· Camera

At any time that you have control over the camera hold down [Space], right click and drag the mouse to pan the camera.

Top Point Controls (Map Construction Only)

With "Top Point Controls" open in the Editor menu you can hold down [Space] and use the mouse wheel to alter the terrain under the cursor.

· Create Flat Land (Map Construction Only)

With "Create Flat Land" open in the Editor menu press [Space] to flatten the terrain under the cursor.

You can also hold down [Space] and move the mouse to continuously create flat land.

· High Rise, Super High Rise Buildings (Map Construction Only)

With the cursor placed over a high rise or super high rise building hold down [Space] and use the mouse wheel to adjust the height of the building.

Varieties of Train

<Back to Top Page

Varieties of Train Passenger Trains Freight Trains

Varieties of Train

▲ TOP

Trains are broadly divided into two categories, passenger trains and freight trains.

Passenger trains make money by carrying people and freight trains make money by carrying materials.

| Passenger Trains | Commuter | Passenger Load : 200% |
|---------------------|------------------------|-----------------------|
| | High Speed Commuter | Passenger Load : 180% |
| | Passenger | Passenger Load : 160% |
| | Express | Passenger Load : 140% |
| | Limited Express | Passenger Load : 120% |
| | Super Express | Passenger Load : 110% |
| | Underground | Passenger Load : 200% |
| Freight Trains Expr | Freight | Cargo Load : 100% |
| | Express Freight | Cargo Load : 100% |

Passenger Trains

▲ TOP

Passenger trains carry people from station to station.

Passenger trains cannot carry materials.

There are no limits on trains outside of those applied to passenger and freight types. Therefore, you can place an underground train on above ground tracks or express and limited express trains on inner city track.

However, super express trains can only be used if you first use the Project menu to bring bullet train or maglev track to your city.



Fright Trains

Freight trains carry materials from station to station.

Freight trains cannot carry passengers.

Freight trains can use all stations and control hubs load or unload materials from factories or material depots close to those locations.



▲ TOP

Materials

<Back to Top Page

What Are Materials?
Obtaining Materials
Using Materials

What Are Materials?

▲ TOP

In "A-Train 8" there is a game element called "materials."

Materials are vital in order to build anything while playing "A-Train 8."

Each building requires a fixed amount of materials, and if the requisite amount of materials is not located close to the intended building site you will not be able to erect that building.



Obtaining Materials

▲ TOP

There are a number of ways in which you can obtain materials. Use the one best suited to circumstances.

· Materials Factory

Create a Materials Factory and materials will start to be automatically created within the confines of the factory (Though not on weekends and holidays).

However, the only way to actually make use of the materials created by a factory is to first transport them using a freight train.



· Port

Create a Port and materials will automatically start to be shipped into the port. However, the only way to actually make use of the materials shipped into a port is to first transport them using a freight train. * If there is no clear route from the map edge to the port then ships will not appear on the map and materials will be not



· From outside the map

shipped to the port.

If you send a freight train outside of the map without any cargo aboard it will return carrying a cargo of materials.



▲ TOP

Using Materials

Materials obtained from factories and ports will initially be placed in those locations. However there is no way to use materials in this state.

You must first use a freight train to move the materials from the factory or port to a "Material Depot," from where they can then be used.

Materials also have a limited effective range. Materials can only be used within 15 blocks of where they are stored. In the same way, when a train carries materials into a station there must be a materials depot within 15 blocks of the station in order to load or unload materials.



Locations in Which Construction Can / Cannot be Performed

<Back to Top Page

Locations in Which Construction Cannot be Performed Special Buildings

Locations in Which Construction Cannot be Performed

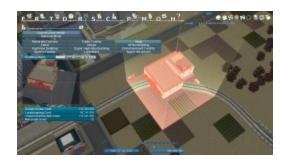
▲ TOP

The locations in which buildings, stations, track and other buildings can be placed are fixed.

You cannot build in the following locations.

· On top of stations or track

You cannot build on top of existing stations and track. You will first have to use the Station menu or Track menu to remove the existing structures.



· On top of public facilities

You cannot build on top of existing public facilities. You will first have to use the Construction menu to remove the existing structures.



· On water

You cannot build on top of water.

* Marinas and certain port sections can be build on water.



Mountain slopes

You cannot build on mountain slopes.

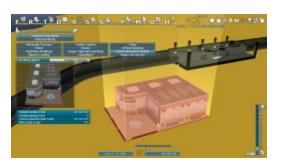
* Certain ski slopes can be built on mountain slopes.



· Underground

You cannot build underground.

- * Underground Stations can be built anywhere underground aside from beneath mountains.
- * Underground Material Depots can be built anywhere underground aside from beneath mountains.



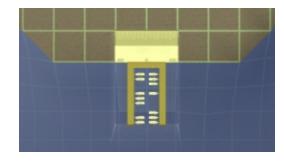
Special Buildings

▲ TOP

Certain special buildings have additional conditions that must be fulfilled prior to being able to build them.

· Marina

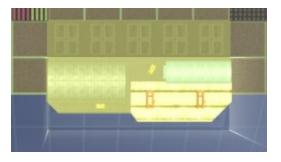
A marina can only be built on a block comprised of 2x1 land and 2x2 water.



· Port

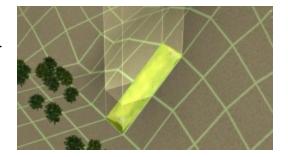
A port can only be built on a block comprised of 5x2 land and 5x1 water.

* You can have a maximum of 4 ports on the map.



· Ski Slope

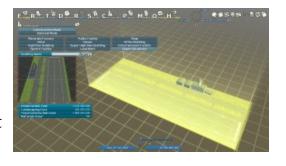
A ski slope can only be built on a 1x2 block, with a height difference of 2 within that block.



· Airport

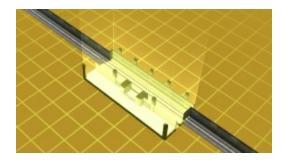
An airport can only be built on a 12x5 block with 10-20 blocks of free space at the front and back for runways.

* You can only have 1 airport on the map at once.



· Underground Station

Underground Stations can only be build underground, anywhere aside from beneath mountain slopes.



Effective Laying of Track

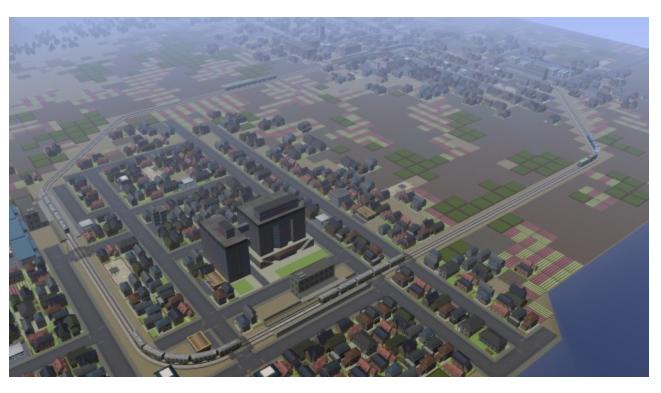
<Back to Top Page

Loop Line Overtake Line Complex Lines

- · Single Cross
- · Raised Track

Loop Line

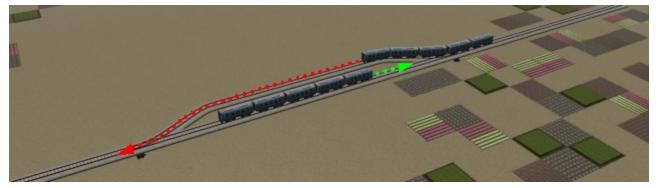
▲ TOP



Create a ring of track and send trains around it in the same direction. You will never have to worry about trains backing up or interfering with each other.

Overtake Line

▲ TOP

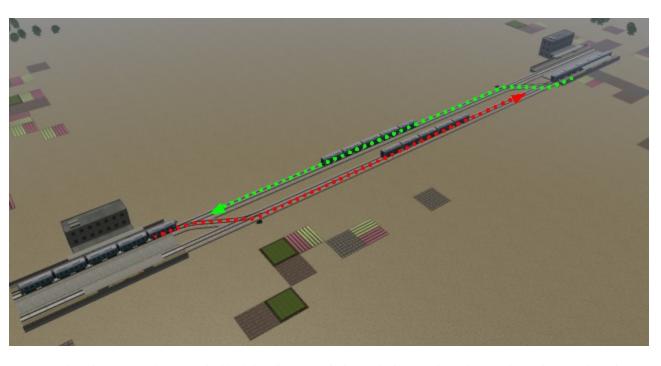


Creating one section of multiple tracks along a long length of single track and then adjusting the schedule accordingly will allow two trains to run along this track.

Complex Lines

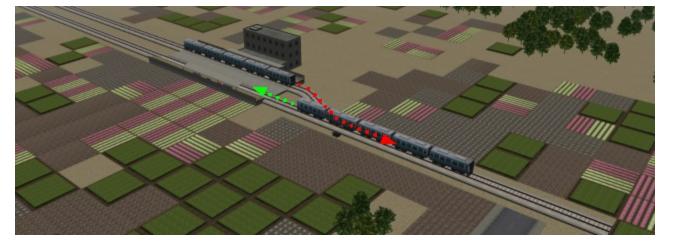
▲ TOP

■ Single Crossing



Use a single crossing and divide the track into inbound only and outbound only track. Then you can run trains along them without any fear of them interfering with each other.

Raised Track



Using raised track to add new tracks will reduce the risk when trains turn back, lowering the possibility of trains backing up or interfering with each other.

TIPS

Compensating for Slow Frame Rate

<Back to Top Page

If the game suffers from a slow frame rate during play try adjusting the settings of the following options.

A-Train 8 Settings Options Menu

A-Train 8 Settings

▲ TOP

If the game suffers from a slow frame rate during play try the following set up from the Settings menu.

Multi-Sampling : None Textures : Low Draw Quality : Normal

Boot in Full

Screen Mode

: Check

• Resolution : $1024 \times 768 \times 16$

Options Menu

▲ TOP

If the game suffers from a slow frame rate during play try the following set up from the Options menu.

· "Display Map" - "Display : Off

Water Surface"

On / Clipping (Close

Clipping Settings"

Scenery)

• "Display Map" - "LOD"

· "Display Map" - "Image

: On

· "Weather" - "Display

: Off

Weather"