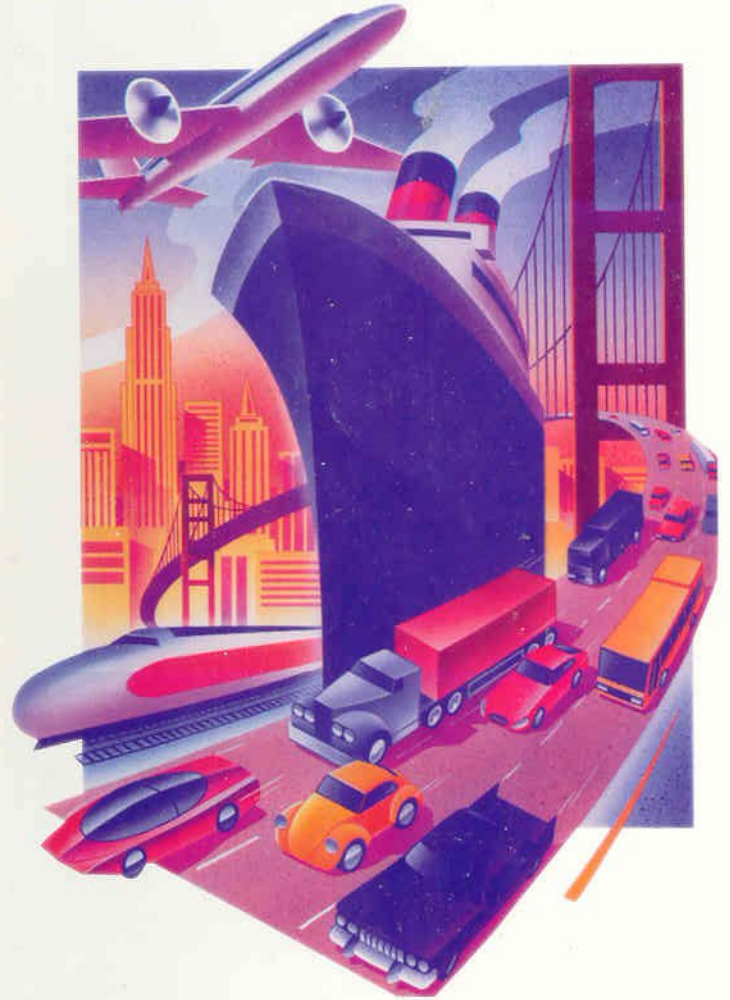


TRANSPORT



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INSTRUCTION
MANUAL

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STRATEGY

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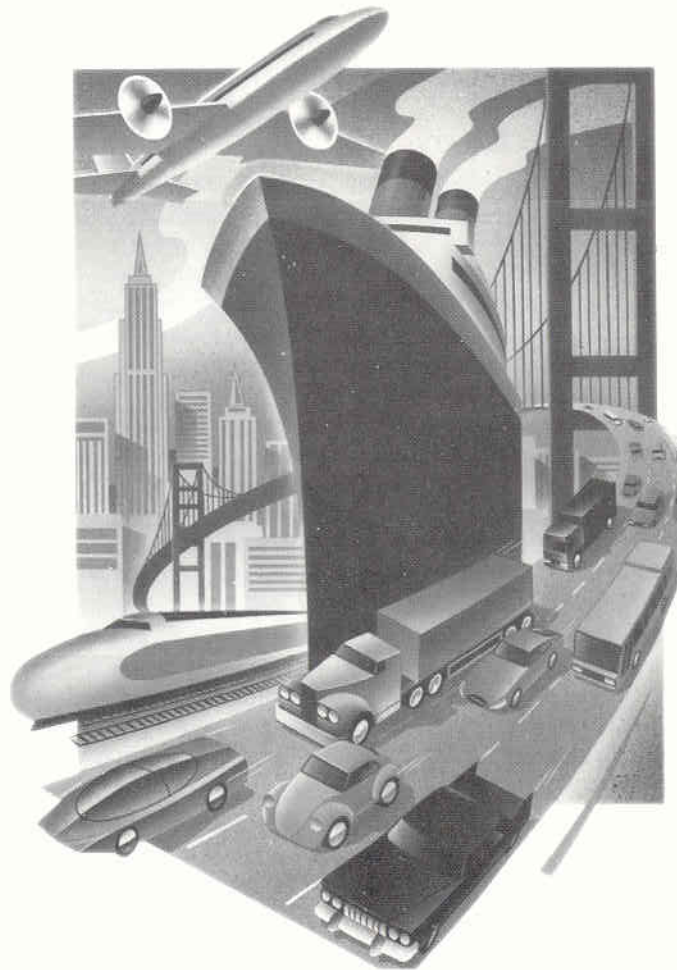
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TRANSPORT



TYCOON



TRANSPORT TYCOON™

MICROPROSE SOFTWARE

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INTRODUCTION

In October 1992, I started putting together some ideas I had for a transport-based simulation game taking inspiration from games such as **Railroad Tycoon**. The basic idea was to give the player a large "living" world, in which to build a profitable transport network, competing against many other computer-simulated transport companies.

By November 1993, I had developed the Transport Game idea into a playable game in my spare time. The graphics were very simple, only the Railway Transport was operational, and the towns and industries were very basic. Friends and relatives were persuaded to try playing the game. Even people who didn't normally play computer games would sit for hours on end, totally engrossed in building railway lines, routing trains, and making as much profit as possible.

Once I began working full time on the new game, I decided to make it High Resolution with an Isometric Viewpoint, giving it a lot more detail. Therefore, I got in touch with Simon Foster. Simon was an established business graphics artist hoping to move into computer game graphics. I soon received some graphics from him, and was amazed by how well they suited the game. Simon was commissioned to draw all the graphics for the game, and it's thanks to him that the game is now so visually attractive.

By early 1994, the game, with some of the new graphics, towns, industries, trains and road vehicles, was working effectively. It was starting to look presentable and I began developing the game into the massive simulation I had originally envisaged.

Aircraft, ships and road vehicles as well as the breakdowns and servicing that go along with such things, non-player companies building their own railway lines, road networks, and air and sea transports were also added. The towns and industries were simulated in greater detail, subsidized services, company sell-offs, prototype vehicles, monorails, town/company relations and finally the Two Player Link were included.

Finally, *TRANSPORT TYCOON* is ready.

I hope you enjoy playing this game - I have certainly enjoyed creating it!

Chris Sawyer

BACKGROUND

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

Matched against a batch of ruthless rivals, you have to act quickly to build stations, airports, docks, linking roads, and rail-, air-, and ship-networks that move passengers, mail or goods to the most lucrative destinations in order to rake in cash. As the years roll by, you have the chance to buy more advanced and faster vehicles and vessels--if you can afford them!

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

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

BEFORE YOU BEGIN

SORTING THE MATERIALS

Your *TRANSPORT TYCOON* package should contain this Manual, a Technical Supplement and a set of disks to install the game. If any of these materials is missing, contact MicroProse Online Support at (410) 771-1151.

INSTALLATION/LOADING

Please refer to the Technical Supplement for detailed instructions on how to install this game in reference to your make of computer.

THE MAIN 3-D WORLD

SCROLLING AROUND THE WORLD

Probably the most common function in *TRANSPORT TYCOON* is moving around the **3-D World**. To do this, simply place the cursor somewhere in the main game (3-D) view and hold down the right mouse button (RMB). Keep the button held down and move the mouse in the direction that you want to go. The screen scrolls in that direction. When you have moved to the desired location, release the button.

ZOOMING IN AND OUT

To magnify or shrink the view in the **Main 3-D World**, click on either the **Zoom In** or the **Zoom Out** Icon. There are three levels of magnification in *TRANSPORT TYCOON* - High, Medium and Low.

THE MAP WORLD

Within the game, you will encounter the **Map Window**. The controls for moving around the **Map Window** are exactly the same for the **main 3-D World**.

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

The **Icon** in the top right of the **Map Window** is the **Maximize/Minimize Window Icon**. Click on this **Icon** and the **Window** extends to its maximum size, click the **Icon** again and the **Window** returns to its original size.

THE REFERENCE GUIDE

MAIN MENU

The **Main Menu** screen appears when you load *TRANSPORT TYCOON*, allowing you to select either:

- **New Game**
- **One Player/Two Player Linked Game**
- **Load Game**
- **Game Options**
- **Tutorial/Demos**
- **Difficulty**



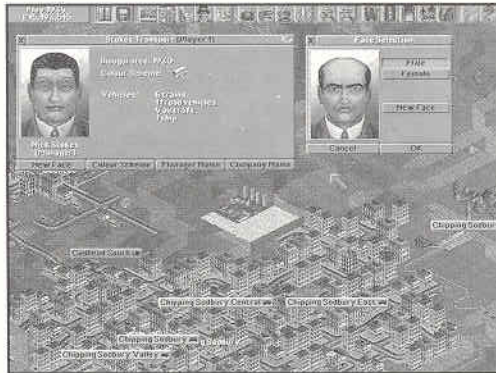
MAIN MENU SCREEN

NEW GAME

If you select *New Game* from the **Main Menu**, you are immediately placed in the **3-D World** with a new randomly generated map. The **Player 1 Screen** appears and you are asked to customize your manager.

The **President's Name Window** appears with this screen, and you should choose your president's name before you deal with any of the other options. Once you have typed in this name, either click on "OK" or press [Enter]. The name then appears under the randomly selected picture of your manager. If you are not happy with the name or have made a mistake, click on *President's Name* and you can rename your manager. This name also becomes the default name of your transport company.

To change the name of your transport company, click on *Company Name* and type in your selection. When you have finished click on "OK" or press [Enter].



FACE SELECTION WINDOW

You also have the choice of changing the face of your president. Click on *New Face* and the **Face Selection Window** appears. You are given the choice of *Male* or *Female*. Click on *New Face* until you have found a suitable face for your president. When you have made your selection click on "OK" or press [Enter].

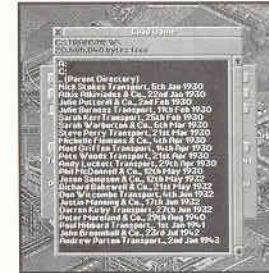
The last choice you are given is to choose a color scheme for your transport company. Click on *Color Scheme* and the **New Color Scheme Window** appears. You are given the choice of 15 possible colors for your transport company. To view all of your possible selections, use the Scroll Bar at the right of the screen. Click on the desired color and the Window automatically closes, changing your color scheme. If you make a mistake, simply click on *Color Scheme* and choose a different color.

After you have made all of your choices, you can place your Headquarters. Click on *Build HQ* and your arrow turns into a Headquarters Icon. Choose a place for your Headquarters and click the LMB. Your Headquarters automatically appears in the main 3-D World. If at any time during the game you decided to change any of the above (except the placement of your Headquarters – that cannot be changed), you can click on your Headquarters and your **Player 1 Screen** automatically appears. Later, once you encounter other transport companies, you can click on their Headquarters to gain information about them.

Note: The game begins as soon as you click on *New Game*; therefore, if you spend a lot of time making your choices you lose game time. In order to avoid this, click on the *Pause Icon* (the first Icon at the top of your screen). This pauses play, yet still allows you to make your selections and scroll around the main 3-D World. You can not, however, build your headquarters while the game is paused.

LOAD GAME

If you select *Load Game* from the Main Menu, it opens the **Load Game Window**.



LOAD GAME WINDOW

The names of all the saved games in the *TRANSPORT TYCOON* directory are displayed in this Window. To select one of those listed, simply click on the name of the game you want to continue.

TUTORIAL/DEMONSTRATION

When you select *Tutorial/Demonstration* from the **Main Menu**, the **Demonstration Menu** opens. You are given the option of four rolling demos. Click on the number of the demonstration you want to watch.

Rolling Demo 1: Name Player, Open **Map Window**, make **Map Window** larger, close Window, **Road Construction Window**, Road Orientation Icons, Lower Land Icon, Bulldozer Icon, Bus Station Icon, Truck Station Icon, Build New Vehicle, Vehicle Orders, Send Vehicle, Abandon Game.

Rolling Demo 2: Build Railroad Track, Build Station, Raise Land Icon, Build Railroad Bridge, Bridge Selection, Build Train Depot, Select Depot Orientation, Build New Train, Remove Vehicle, Move Vehicle, Train Orders.

Rolling Demo 3: Build Airport, Build New Aircraft, Aircraft Orders, Center Main View on Vehicle, Show Aircraft Orders.

Rolling Demo 4: Build Docks, Build Ship Depot, Build New Ship.



DEMONSTRATION WINDOW

You're advised to watch all of these demos in order. They will help you quickly learn many of the options available in *TRANSPORT TYCOON*.

ONE PLAYER/TWO PLAYER LINKED GAME

This Option is available in the PC version of *TRANSPORT TYCOON*. See the Technical Supplement for details.

GAME OPTIONS

Clicking on *Game Options* opens the **Options Window**. In this Window you are given various options that will enhance your game.



GAME OPTIONS WINDOW

Town Names - This gives you the option of having town names appear over the towns on the main 3-D World. This option is automatically turned on, but you can click *Off* if you choose not to use this option. When **Town Names** is off, you are not able to access the **Town Information Window**.

Station Names - This gives you the option of turning on or turning off the names that appear over stations, once they have been built. You are still able to access station information if you turn off **Station Names**.

Signs - This gives you the option to turn on or turn off signs. The **Signs** option is *On* at the beginning of the game.

Animation Level - This gives you the option of changing from a high to a low level of animation. The game automatically begins with the **Animation Level** on *High*.

Buildings - This gives you the option of changing your buildings from solid to transparent. When buildings are transparent, you can see road work on the other side of the building. The **Buildings** option is on *Solid* to begin the game.

Detail Level - This gives you the option of changing the level of detail from high to low. The game automatically begins with the **Detail Level** on *High*.

Road Vehicles - This gives you the option of having your vehicles drive on the left or the right side of the road. The game automatically sets this selection for the right side of the road.

Currency - This option lets you play the game using one of a various number of forms of currency. The game begins with the Dollar (\$), but you have the option of using the British Pound (£), the Franc (FF), the Deutschemark (DM), or the Yen (¥). A change in currency changes the numerical amount you can work with.

Distance Units - This gives you the option of changing the **Distance Unit** from Miles to Kilometers.

Town Names Language - This option allows you to play the game with your choice of *English*, *European*, or *American* names. This is automatically set on American names.

DIFFICULTY

The last choice you are given on the **Main Menu** is Difficulty Level. The game is set to begin on a difficulty of Medium. If you wish to change this, click on *Difficulty* and the **Difficulty Window** appears.



DIFFICULTY LEVEL WINDOW

You are given the option of *Easy*, *Medium*, *Hard* or *Custom*. Below these options is a list of Difficulty features. When you choose a Difficulty Option, the Difficulty features change to reflect the Difficulty of that option.

If you choose the *Custom* option, you are given the opportunity to increase or decrease the Difficulty features as you see fit. Use the greater and lesser handles on the left side of the listed features to customize your game.

At the bottom of the screen is *Show hi-score chart*. Clicking on this opens the **Top companies who reached 2030 Window**. This gives a list of the top five companies of the particular level to reach the year 2030.

When you change the difficulty level, or the type of currency, your maximum loan changes. See chart below:

Currency type	Beginning balance	Borrow (increments of)	Easy	Medium	Hard
Dollar (\$)	200,000	20,000	600,000	300,000	200,000
British Pound (£)	100,000	10,000	300,000	150,000	100,000
Franc (FF)	1,000,000	100,000	3,000,000	1,500,000	1,000,000
Deutschmark (DM)	400,000	40,000	1,200,000	600,000	400,000
Yen (¥)	20,000,000	2,000,000	60,000,000	30,000,000	20,000,000

THE MAIN 3-D WORLD

When you are ready to play, you will be in the main 3-D World. In the top left of the screen is the present month and year, and the total amount of money you can spend. The amount of money you begin with depends on the currency and level you choose.



MAIN SCREEN

THE ICONS

Across the top of the screen are 21 Icons. From left to right these Icons are:

THE GAME CONTROLS GROUP

The Pause Icon



The Pause Icon pauses the game. The game freezes in time, allowing you to consult the manual or scroll around the map. When you click pause, the exact date and the exact amount of money you currently have appears in the top left of the screen.

The Game Options Icon



This Icon gives you the choice of Saving your game, Quitting a game, or Quitting to DOS.

Save Game

To save your game, click on the Icon and the **Save Game Window** opens. You can either keep the default name for the save, or delete the default and rename it. When you are ready to save, click on *Save* (bottom right of the Window).

As you play, you build up more and more saved games. To remove an old saved game, click on the name of the saved file in the **Save Game Window** and then click on *Delete* (bottom left of the Window). The old save is removed from the list and from your hard-drive.



SAVE GAME WINDOW

Quitting Game

To abandon a game but not leave *TRANSPORT TYCOON* altogether, click and hold the Game Options Icon, drag the highlight bar down the menu to *Quit Game*, and release the LMB. You will be asked if you are sure you want to quit the game. If you are sure, click *Yes* and your game will be abandoned.

Quit to DOS

Quit to DOS quits *TRANSPORT TYCOON* altogether. Click and hold the Game Options Icon down, drag the highlight bar down to *Quit to DOS*, and release the LMB. You will be asked if you are sure you want to Quit. Clicking *Yes* abandons not only your current game, but the entire game.

THE FINANCE/INFORMATION GROUP

The Stations Icon:



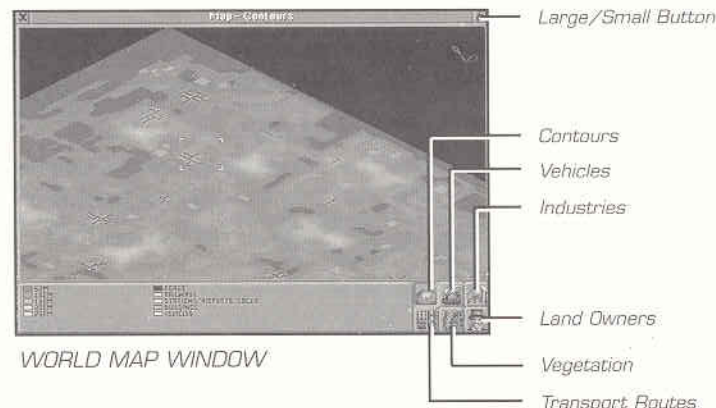
This Icon allows you to view all of your own or your rival's stations, including airports and docks. Click and hold the Stations Icon down, drag the highlight bar down to the company's name that you want to view, and release the LMB.

If you want to see your own stations, just click on the Stations Icon. This opens the **Stations Window**. Clicking on a Station name from the list that appears takes you to that Station's position in the 3-D World. Next to the Station names are small symbols representing what kind of stations they are (i.e. a plane for an airport), and what each station will accept.

The Map Icon:



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



WORLD MAP WINDOW

World Map Window

The **World Map Window** allows quick access to any point in the 3-D World, simply by clicking anywhere in the Window. Moving around the **Map Window** is the same as for the main 3-D World screen. Click and hold the RMB, then move the mouse in the direction you want to scroll. When you have moved far enough, release the RMB, and click the LMB on the area you want to move to in the main 3-D World. Down the right side of the **Map Window** are six Icons (contours, vehicles, industries, transport routes, vegetation, land owners) which alter the information that the **Map Window** gives you. As you click on the Information Icons, the key at the bottom of the **Map Window** changes to correspond with the current information in the Window. In the top right side of the Window is a large/small button. Clicking on this increases the size of your **Map Window**. If you click on it again, it returns the Window to its original size.

Town Directory Window



TOWN DIRECTORY

The **Town Directory Window** gives quick access to any town on the world. Use the Scroll Bar on the right side of the Window to scroll through an alphabetical list of all of the towns in your world. If you want to visit a specific town, click on the name of that town and the main 3-D World automatically centers on that town.

Subsidies Window

The **Subsidies Window** lists the present subsidies on offer from any of the Town Councils, as well as the Services that have already been subsidized. If you click on a town name in the **Subsidies Window**, the main 3-D **World** automatically centers on that town.

Subsidies are offers made by Town Councils to entice Transport Companies to provide a service that they want. These Subsidized Routes can be very profitable and are worthwhile if you want a quick return on your money.

The Budget Icon



The Budget Icon displays any company's financial information, and is very useful for keeping an eye on the opposition. Click and hold the Budget Icon, this lists all Tycoons. Drag the highlight bar over the Tycoon's budget you want to view, and release the LMB.

Your Company Budget information is always at the top of the list. You can get to your personal Window quickly by simply clicking the Budget Icon once. From within the **Finance Window** you can also Borrow and Repay money. Remember, the maximum amount of money you are allowed to borrow changes when you change currency and/or difficulty level.

The Company Information Icon



Clicking on this Icon is just like clicking on your Headquarters, and brings up the **Player 1 Screen**. Besides giving you the availability to change all of the options already discussed when beginning a new game, this screen now displays the number of vehicles your company has been able to amass since the beginning of the game.

If you click and hold on the Company Information Icon, you are given a list of all of the Transport Companies that are now a part of your game. To see another Tycoon's company information, drag the highlight bar to the company you want to see, and release the LMB.

The Graphs Icon



This Icon allows you to view six different graphs to give you an accurate overview on how you are doing against your rival Tycoons.

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

The first four **Graph Windows** have a Key Icon in the top right corner. Clicking on this Icon opens a **Key Window** which shows what data that graph represents.

THE TRANSPORT GROUP

The Transport Icons



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



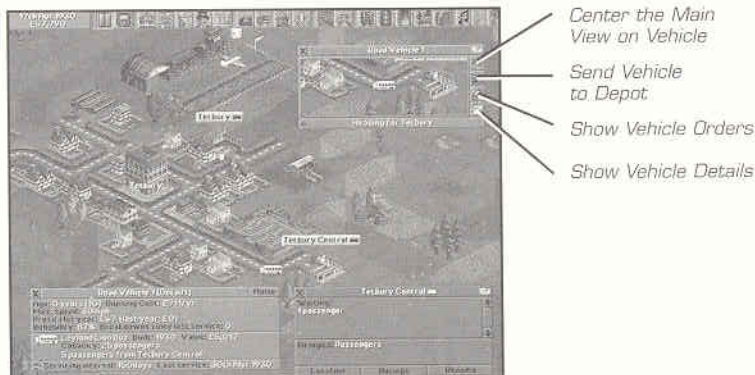
Clicking on one of these Icons calls up a corresponding Window which lists the vehicles you currently own. Under the Vehicle Icons is the profit for the year to date, as well as the profit for the previous year.



When you begin the game, the **Transport Window** is empty. At the bottom left of the Window is *New Vehicle*. Once you have created a depot for your vehicles, you can then build a new vehicle. Clicking on *New Vehicle* brings up the **New Vehicles Window** as well as a specific **Depot Window** for the type of vehicle you are currently creating.



In the **New Vehicle Window** you are given a list of the types of vehicles that are currently available, as well as the statistics of the currently highlighted vehicle. (As time passes, new vehicles can be created.) Use the Scroll Bar to view all of your potential vehicles. Once you have chosen the vehicle you wish to purchase, click on the vehicle so that it is highlighted, then click on *Build Vehicle*. Your new vehicle is built and appears in the **Vehicle Depot Window**. A **Vehicle Information Window** opens for the new vehicle.



VEHICLE INFORMATION WINDOW

When you already have vehicles, clicking on a specific vehicle brings up its **Vehicle Information Window**. That Window gives a picture of where the vehicle is currently located. There are icons down the side of the Window which, when clicked, give various information. They are:

Center the Main View on Vehicle

This centers the main **3-D World** on the vehicle;

Send Vehicle to Depot

This sends the vehicle to its home depot;

Show Vehicle's Orders

This brings up the **Vehicle Orders Window** which lists the Vehicle's orders, and gives you the option to:

Skip - skip the highlighted Order and go directly to the following Order;

Delete - delete the highlighted Order from the Order list;

GoTo - produces an Icon for you to place over the appropriate Station which allows your vehicle to travel throughout the **3-D World**;

To use the **GoTo** command you must first have built (at least) two stations and a depot. Once your vehicle is built, it is housed in a depot until it is given its orders. Click **GoTo** and your arrow turns into the **GoTo** Icon. A hollow white box appears in the main **3-D World**. Position that box over the station you wish your vehicle to go to.

Full Load - forces your vehicle to wait until it has a full load before it completes the Order;

Unload - forces your vehicle to unload before it completes the Order; and

Show Vehicle Details

Show Vehicle Details gives the specific vehicle's details (Age, Running Costs, Annual Profit and Servicing/Reliability Information). From here you can increase or reduce the servicing intervals of the vehicle. *Remember: The smaller the intervals, the better the reliability.*

At the bottom of the Window is a flag that indicates Vehicle Action. This flag starts out red, with the word "Stopped" next to it. Once you give a specific vehicle its orders, click on that flag and it turns green. Next to the flag is a message giving the current vehicle action.

THE VIEW CONTROLS



The Zoom In Icon

The Zoom In Icon allows you to magnify the main **3-D World**.



The Zoom Out Icon

The Zoom Out Icon allows you to reduce the main **3-D World**.

There are three levels of magnification for the main **3-D World**. When you have reached the maximum magnification, the Zoom In Icon becomes ghosted. When you have reached the maximum reduction, the Zoom Out Icon becomes ghosted. The game begins in maximum magnification.

THE CONSTRUCTION GROUP

The next four Icons open related **Construction Windows**. These Windows contain more Icons, some for general construction and some more specific to that mode of transportation.

The Bulldozer Icon



The Bulldozer Icon can be found in all four **Construction Windows**. It is used to demolish anything on a square: land, trees or buildings. The Bulldozer does not lower the land, it simply clears anything from the square. The cost is determined by the size of the object you want to demolish and its location.

The Raise and Lower Icons



The Raise and Lower Icons are also found in all four **Construction Windows**. These Icons allow you to change the level of land by either raising it or lowering it. Simply click on one of the two Icons; this turns the arrow into that icon. A white dot appears in the main **3-D World**, to be positioned in the corner you want either raised or lowered. When you have positioned the white dot in the appropriate corner, click on the LMB and the four surrounding squares are altered.



The Remove Icon



The Remove Icon can be found in Rail and Road Construction. It is used to erase half a square of road, one piece of railway track, or signals, without damaging anything else on or around that square. Select the item you wish to erase, and click on the corresponding Icon in the **Construction Window**. Click on *Remove* (*Remove* should be highlighted after clicking on it). A hollow red square appears in the main **3-D World**. Position it over the object you want to erase. Click the LMB and the object is removed. If the **Message Window** appears with the message "Can't remove from here. . .," reposition the red square and try again.

The Bridge Icon



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

To build a Bridge to cross a valley or river, click on the Bridge Icon (the cursor changes to a bridge). Click and Hold the LMB on the square you want the bridge to start from (this square must be sloped and the valley cannot be deeper than one square). Still holding the LMB down, drag the cursor from the first square to the square where you want the Bridge to end (this end square must be sloping in the opposite direction to the first). Once the route for the Bridge is highlighted by white squares and appears correct, release the LMB. If the alignment is not correct, the **Message Window** opens with the message "Can't build a bridge here." You must then reposition your bridge and try again. If the alignment is correct, the white boxes disappear and the **Select Bridge Window** opens.

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

The Tunnel Icon



The Tunnel Icon allows roads or train tracks to be built through terrain. The Icon allows you to excavate through any size hill or mountain so long as both ends are suitable for building, i.e. sloping in the correct direction. When this Icon is selected, the arrow turns into the tunnel icon and a hollow white box appears in the main **3-D World**. Place the square over the proposed tunnel entrance and a route appears. If the route shown by the white hollow squares is correct, click the LMB and the Tunnel is constructed. If the route is not correct or the white squares do not show a route at all, you need to level some land, or choose a new entrance, before you can build the Tunnel.

RAIL CONSTRUCTION



Clicking on the Rail Construction Icon opens The Rail Construction Window.



RAIL CONSTRUCTION WINDOW

Track Orientation Icons



Track Orientation Icons allow you to build track in any direction. Click on the track direction you wish to lay. A hollow white box appears on the

main 3-D World, once you have placed the box where you want the track, click the LMB.

The Station Icon



The Station Icon opens the **Rail Station Window**, which shows different Station Orientations to choose from. You must also decide the *Station Size* and the *Number of Tracks* you wish to lay from that station.

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

Remember: You can always demolish an old station and replace it with a larger one.



The Signals Icon

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

When your railway network gets busier, you may find that you cannot afford to build a parallel track next to a previously built one; even though there is demand for another service on that route. The answer is to have two trains on the same track controlled by signals, (otherwise the consequences can be catastrophic). All you need to do is build two passing places on the main line and put signals just before both entrances to the passing places.



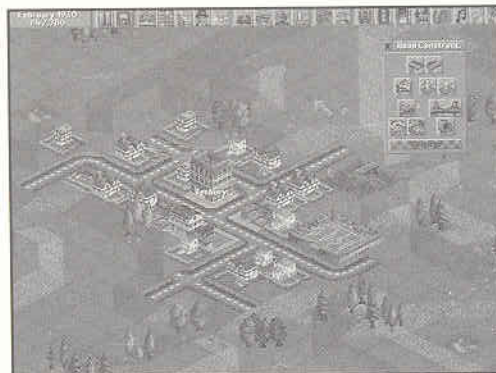
Train Depot Icon

Clicking this Icon opens the **Train Depot Window**. Choose how you want your depot oriented. A hollow white box appears. Once you have chosen where you want your Train Depot, click on the LMB. Your Depot is necessary for building trains.

ROAD CONSTRUCTION



Clicking on the Road Construction Icon opens the **Road Construction Window**.



ROAD CONSTRUCTION WINDOW

Road Orientation Icons



Road Orientation Icons build sections of road half a square at a time. To build a section of road, select the Icon for the direction of road you want built. Click in the center of one of the sides of a square. This builds a section of road in half of the square. Click in the other half of the square to completely fill it with road.

To build a road around a corner in one square, place one piece of road with one of the orientation Icons in the square. Select the other road construction Icon and place another piece of road in the same square.

The Road Vehicle Depot Icon



Clicking this Icon opens the corresponding Window. Select the appropriate orientation for your Depot and click on it. A hollow white box appears in the main 3-D World. Move the box to the square where you want your Depot positioned. Click the LMB; your Depot appears in that square. You must build the Depot before you can acquire vehicles.

Bus Station Icon and Truck Loading Bay Icon



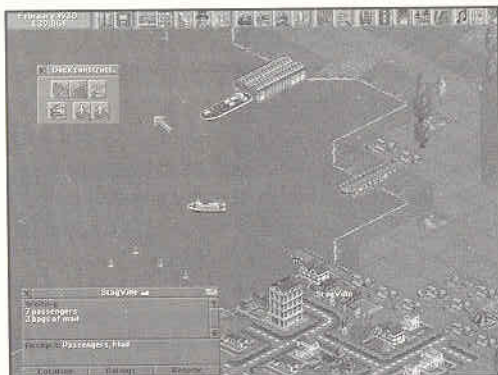
Clicking either of these Icons opens their respective Windows. You must decide the orientation for your building, then place it in your town. Using the Coverage Area Highlight On allows you to view a 9x9 area highlighted in blue with your building square in the center, in white. This allows you to know what types of cargo your building will accept.



DOCK CONSTRUCTION



Clicking on the Dock Construction Icon opens the Dock Construction Window.



DOCK CONSTRUCTION WINDOW

The Dock Icon



Docks are required for loading and unloading all goods and passengers. To build a dock, click on the Icon; your arrow becomes that Icon. Move the hollow white box highlighted in the **3-D World** to the place you want the Dock. One of the two boxes must be placed on the shore and one of the boxes over the water. When the boxes are in the correct position, the **Dock Window** tells you what cargo it will accept. Click the LMB to build your Dock.

The Ship Depot Icon



Ship Depots are needed in order to build and service ships. When you click on the Ship Depot Icon, the **Ship Depot Window** opens. Choose the orientation of your Ship Depot, then move the Icon to the desired water location. (A Ship Depot must be completely in the water.) Two hollow white boxes highlight the area in the **3-D World** that you are selecting. When the boxes are positioned correctly, click the LMB and your Ship Depot appears. You cannot build ships until you have built your Ship Depot. Clicking on the Ship Depot shows you what ships you currently have in the depot.

The Buoy Icon

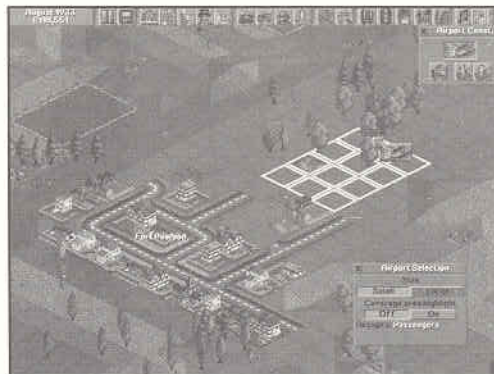


Clicking on the Buoy Icon turns your arrow into a buoy. You can place the buoy into the waterway in order to help your ship navigate through a channel. Or, if its ports are farther than 20 squares away, your ship can travel from port to buoy to port.

AIRPORT CONSTRUCTION



Clicking on the Airport Construction Icon opens the Airport Construction Window.



AIRPORT CONSTRUCTION WINDOW

The Build Airport Icon



The Build Airport Icon opens the **Build Airport Window**. In this Window you are given the option of building a small or a large airport. When you select building an Airport, your arrow turns into the Build Airport Icon and a grid of hollow white squares appears in the main **3-D World**. Choose where you want to build your airport. As the grid is moved around the **3-D World**, messages appear in the **Build Airport Window** announcing what cargo the Airport will accept in that particular location. It is important to remember that buildings can only be put on flat land. An airport also serves as a depot, so there is not a separate depot for your airplanes. Once you have built an Airport, you can buy airplanes.

LANDSCAPE CONSTRUCTION

The Plant Trees/Sign Icon



Holding down this Icon highlights two options: Plant Trees and Place Signs.

If you highlight Plant Trees and release the LMB, the **Trees Window** appears giving you eight different trees to choose from. Select the tree you want to plant and click the LMB where you want it in the main **3-D World**. Planting trees increases your company's popularity in that area but you can only plant one tree per square in the main **3-D World**.

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

GAME OPTIONS GROUP

The Music Icon



Clicking on this Icon opens the **Jazz Jukebox Window**. This window looks like a CD player and gives you the option of going to the previous track, going to the next track, Stop, Play, Volume Control, selecting Old Style or New Style music or Customizing your own music program.

The Message Icon



This Icon gives you the option of showing the last message/news report, or show the message options. **Update Windows** appear throughout the game, giving you information on new developments, construction and new services. These keep you well informed on transport system's progress and offer ideas for possible new services. If you miss a message that appears on your screen, you can highlight Show Last Message/News Report, and the last **Update Window** to appear on the screen will reappear. If you do not want all of the **Update Windows** to appear while you play, you can highlight Message Settings, and the **Message Options Window** appears. You can then turn *Off* any of the messages you do not want.

The Options Icon



Holding down this Icon highlights four options: Land Block Info., Transparent Buildings, Game Options and About *TRANSPORT TYCOON*.

Land Block Info.: Dragging the highlight bar down to Land Block Info. and releasing the LMB changes the cursor to a Question Mark. Click on any square in the main **3-D World** (a white hollow box highlights which square you want information about) and an information box appears listing all the information about that square, for instance, what type of land it is, how much it would cost to clear and who owns it.

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

Game Options: If you highlight this option and release the LMB, the **Game Options Window** opens.

Difficulty Settings: If you highlight this option and release the LMB, the **Difficulty Level Window** opens, allowing you to see which difficulty level you are playing on.

About *TRANSPORT TYCOON*: If you highlight this option, the **Game Information Window** opens.

THE BUILDINGS

Besides the typical buildings in your towns and the buildings that you build, there are other buildings in the main 3-D World that need transportation systems to run between them.

COAL



Coal Mine

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



Power Station

Power Stations require coal for fuel.

WOOD



Forest

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



Sawmill

Sawmills require wood from forests and produce goods.

OIL



Oil Rig

Oil Rigs do not require anything, but produce oil.



Oil Refinery

Oil Refineries require oil from land based drills and in later years from sea-based oil rigs. They produce only goods.

STEEL



Iron Ore Mine

Iron Ore Mines do not require anything and produce iron ore.



Steel Mill

Steel Mills require iron ore to produce steel.

LIVESTOCK AND GRAIN



Farm

Farms do not require anything, but produce livestock and grain.



Factory

Factories require livestock, grain and steel, and produce goods.

TUTORIALS

TUTORIAL ONE

A ROAD NETWORK

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

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

Install the game as described in the Technical Supplement.

Follow the directions for *New Game* in the Reference Guide of this manual. Once you have followed these directions, you are ready to begin.

CHOOSING A PLACE TO BEGIN

Place the cursor over the **Map Window** and hold down the Right Mouse Button (RMB). Now, while keeping the RMB held down, move the mouse to scan the map quickly for a site to begin your transport operations. For this tutorial, find a town that already has a substantial road network. Towns show up in the **Map Window** as brown areas with black lines (roads) marked on them.

When you've found a good location:

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

Generally the greater the population of the town, the better. Try to find a town with a population of at least 300. Information is accessed by clicking on the Town Name, found near the center of the town; this opens the **Towns Information Window**. You can also rename a town from this information Window. To make these tutorials easier to understand, we recommend that you rename your choice for this tutorial 'TOWN ONE'.

- Click on the rename bar at the bottom of the Window.
- Delete the old name and rename it Town One.
- Click on "OK" or press [Enter].

BEGINNING CONSTRUCTION

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

PLACING ROAD DEPOTS

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

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

You are now able to buy road vehicles.

BUYING ROAD VEHICLES

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

You can scroll through the list of vehicles by clicking the up or down arrows on the Scroll Bar on the right of the Window.

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

Remember: Clicking on ANY Construction or Build Icon costs you money. This is shown by the total cost rising from where the money was spent.

- Now, close down the **Vehicles Window**.

SELLING ROAD VEHICLES

- From the **Hangar Window**, click on and drag the vehicle over the Dustbin Icon. The vehicle disappears immediately and the amount of money made from the sale will rise from the Depot in the main **3-D World**.

POSITIONING BUS STATIONS AND LOADING BAYS

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

Remember: If you click on "Show Coverage Area Highlight On" and drag the cursor over the main 3-D World, the proposed Loading Bay or Station position are represented by the white hollow box, the Coverage Area by the hollow Blue squares.

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

ASSIGNING ROUTES TO ROAD VEHICLES

Now assign the vehicle its route.

- Click on the vehicle (Leyland Lion Bus in this case), and the **Vehicle's Information Window** opens.
- Click the Vehicles Order Icon to open its **Orders Window**.
- Click on *GoTo*. The cursor changes to the Go To Icon and a hollow white box shows which square on the 3-D World you are selecting.
- Move the Square over one of the Bus Stations you have just built, and click the LMB again. The Station name now appears in the **Orders Window**.
- Repeat this operation for the second Station, and your Bus has its first route.
- Close down the **Orders Window** and click on the Vehicle Action Bar at the bottom of the **Vehicle Window** (with the red flag and the word 'Stopped' on it). Once selected, the flag turns green and the Bus begins its designated journey.

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

Remember: Check what cargoes Loading bays will accept before building any vehicles, otherwise you will waste a lot of money on unwanted transport. Click on the Loading Bay in the 3-D World to show what it will accept and what is waiting to be picked up.

SAVING YOUR GAME

- Click on the Game Options Icon (one click selects Save Game from the Icons menu). This opens the **Save Game Window**.

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

- Click on the Game Options Icon and select Abandon Game.

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

TUTORIAL TWO

A RAIL/ROAD NETWORK

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

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

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

THE MAIN GAME OPTIONS SCREEN

- Click on Load Game; this opens the **Load Game Window**.
- Simply select your Tutorial One game by clicking on the name.

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

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

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

Rename this New Town 'TOWN TWO.'

- Click on the Town Name; this opens the **Town Information Window**.
- Click on the Rename Bar (bottom of the Window), delete the old name and rename it Town Two.
- Close all Windows.

BUILDING A RAILWAY STATION

- Click on the Rail Construction Icon. This opens the **Rail Construction Window**.

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

- Click on the Build Station Icon.

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

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

Move back to the Town One, either by scrolling in the main **3-D World** or using the **Map Window** again.

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

FILL THE GAP WITH TRACK

- Using the Track Construction Icons, link the two stations together.

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

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

Remember, you may have to raise or lower areas of land. Messages appear, warning you when you can't build. You may even have to bulldoze certain areas.

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

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

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

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

BUYING TRAINS

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

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

This opens the **New Rail Vehicles Window**.

Using the Scroll Bar on the right side of the Window, you can scroll through the available Rail Vehicles.

For this Tutorial, highlight the **M7 Steam Engine** by clicking on its name, then on *Build Vehicle* at the bottom of the Window.

The new engine appears in your Train Depot and the **Trains Window** also opens.

Now, build two passenger carriages in the same way.

- Highlight a passenger carriage by clicking its name, then click on *Build Vehicle* twice.

Now close down the **Train Depot** and **New Vehicles Windows** by clicking on the 'X' in the top left corner of each Window.

ASSIGNING ORDERS TO TRAINS

All you should have open on the screen is the **New Trains Window**.

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

- Click on the Order Icon (fourth down on the right side of the Window). This opens the **Trains Orders Window**.
- Click on *GoTo* (at the bottom of the **Trains Orders Window**) and then on the station that you want the train to call at first.

The hollow white square shows you what you are selecting in the main 3-D World.

- Click on *GoTo* again and then on the second station. The order appears in the **Orders Window**.
- Close the **Orders Window**.
- To set the Train going, click on the Action Bar (along the bottom of the Window). The text on the bar changes from "Stopped" to "Heading For" and shows the name of the station you ordered the train to call at first.

The train then emerges from the depot and begins its route.

Now, save your game.

TUTORIAL THREE

YOUR FIRST AIRLINE

Tutorial Three shows you how to start a small airline service. You can follow straight on from the previous two tutorials or start from scratch. If you decide to follow on from Tutorial Two, you may find that you soon begin to get short of money. However, you CAN borrow a substantial sum of money. Check the chart on page 12 to determine how much you can borrow at a time and your total borrowing limit.

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

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

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

SELECTING A SITE FOR AN AIRPORT

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

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

BUILDING AIRPORTS

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

The airport appears instantly.

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

BUYING AN AIRCRAFT

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

- Center on one of the new airports and click on the hangar. This opens that airport's **Hangar Window**.
- Click on *New Aircraft*; this opens the **New Aircraft Window**.

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

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

The Plane appears in the **Hangar Window** and the **Aircraft Window** also opens.

If you make a mistake on the choice of aircraft you buy, you can sell it from the **Hangar Window**.

- Click and drag the aircraft you want to sell over the Dustbin Icon in the **Hangar Window**. Release the mouse button and the aircraft disappears from the Window. The amount that you made from the sale rises from the Depot in the main **3-D World**.

Close down all the windows except the **Aircraft Window**, by clicking on the 'X' in the top left corner of the windows.

GIVING AIRCRAFT ORDERS

Ordering aircraft is very similar to ordering any vehicle in *TRANSPORT TYCOON*.

- Click on the Aircraft's Orders Icon. This opens the **Aircraft's Orders Window**.
- Click on *GoTo* (center bottom of the Window).

This changes the cursor to the GoTo cursor. A white hollow box showing which land square you are selecting appears in the main **3-D World**.

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

Do exactly the same for the second airport.

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

Both sets of orders appear in the **Orders Window**.

- Close the **Orders Window** by clicking on the 'X'.

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

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

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

HINTS AND TIPS

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

If you do decide to take a vehicle for the first year, it is likely to have a higher rate of breaking down. However if you take a vehicle exclusively but don't buy any, you forfeit the use of that vehicle for the following year.
9. Keep checking the graphs to see how you are progressing in relation to your competitors.
10. Placing trees around a station attracts more passengers to it. This can be very useful if you have a rival station very close to one of yours. The trees draw passengers to your station instead of your rival's.

11. Build stations with two tracks if you can afford it; this will save time later if the route picks up and you want to have another train on the same route.
12. Rename towns that you have a network in so that you can easily find it from the **Town** or **Stations Window**.
13. When building any type of station, clicking on the Coverage Area On Icon shows you in the main **3-D World** how much of the surrounding area the Station will provide its service to.
14. Using passing places in a single track allow you to run more than one train along it. You must place signals at both ends of the passing place on the main-line track to prevent crashes.
15. The use of cross over points when you have two railway lines running parallel with each other allows you to run many more trains along the same piece of track. Place as many intersecting pieces of track between the two lines as you want, but remember to position signals on both sides of any passing place on the main-line track.
16. Multiple track stations quicken loading and unloading times because you can unload more than one train at a time. The length of time taken is shortened again if you join all the tracks to all available stations.

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

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