



Transport Tycoon



MICROPROSE

TRANSPORT TYCOON

Player's Guide

Original Version Written and Designed by Chris Sawyer

PlayStation Version © 1997 MicroProse Ltd

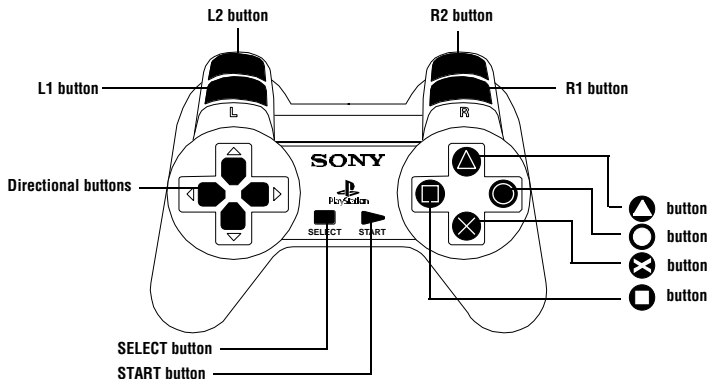
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Published by MicroProse Ltd. Developed by Digital Amusement Ltd

Getting Started





- *Transport Tycoon* requires 15 free Memory card blocks before commencing play. Only 1 *Transport Tycoon* save game can be made per Memory card.
- Set up your **PlayStation** according to the instructions in the owner's manual.
- Make sure the power is OFF before inserting or removing a CD.
- Insert the *Transport Tycoon* disc.
- Insert the **Controller**.
- Turn on the POWER button
- Continue through the Start-up screens using the **X** button.

The Controller



Controls




Controller Buttons

START button	Pause
SELECT button	Menu Bar Toggle
	The Action Button
	This Button jumps between Lists and Buttons in game windows
	Close selected window and return to the previous window
 + Directional buttons	Scroll around the Map
Directional buttons (Up, Down, Left, Right)	The Selector


To Select an Option

Use the Directional buttons to highlight an option and then press  .

Other 'Isometric-view' Controls

 + R2 + Directional buttons	Fast Scroll
L1 + 	Estimate Cost of Building
 + Directional buttons	Build Track/Road in continuous line

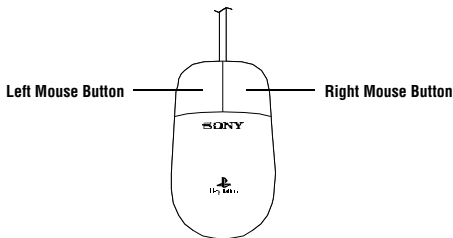
Other '3-D View' Controls

L1	Zoom in
L2	Zoom out
R1 + Directional buttons	Rotate
 + R2 + Directional buttons -	Fast Scroll
R1 + R2	Reset View Point

To Quit current Game

Press START button and then SELECT button to quit the current game.

The Mouse



Transport Tycoon is fully compatible with the Mouse. To use the Mouse, position the cursor over the on-screen button and press the Left Mouse Button (the Action Button) to select. The Right Mouse Button will scroll the Isometric View map.

In the 3-D View you can zoom-in and out by holding down the Left Mouse button and the Right Mouse button and moving the mouse forwards and backwards.

To rotate in the 3-D view, hold the Left Mouse button down and move the Mouse Left and Right

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Transport Tycoon

Welcome to *Transport Tycoon*. This is where you'll learn how to run a transport company and how to make lots of money by moving cargo, passengers, mail and goods to where they're needed. Remember, the better your service, the more your transport company will be used. For instance, if you build a railway link from a Coal Mine to a Power Station and provide a good regular coal truck service to and fro, you'll make money.

But it's not going to be easy. You start in 1930, the owner of a new transport company. You've got a vast game world to get to grips with and rapid decisions to make about committing money (which is on loan) to schemes that, in your opinion, will bring in more of the folding stuff.

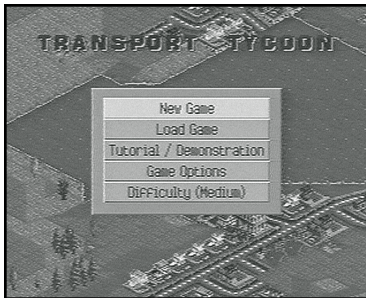
Transport Tycoon is also about having fun - have you ever wanted to build an enormous model railway set? Well, you can do that here and MUCH, MUCH more!

How do I begin?

The Tutorial

This tutorial will guide you through the main elements of the game - anything not covered will be listed in the Reference Section (plus helpful charts and diagrams).

- After the Publisher/Developer logos, you'll have to select your Language




After *Transport Tycoon* has loaded, you'll see the **Start Up Menu**.
Select **New Game** and you'll be asked to enter your name.

- Use the Directional buttons and **X** to select the letters of your name
- Select **OK** when you have finished


Getting Started

You can now set up your basic Company Details:


To Change Your 'Face'

- Select **New Face**
- Press  to select the Face you want



To Change Company Colour

- Select **Colour Scheme**
- Use the Directional buttons to scroll through the list
- Press  to select your choice of colour

To Enter a Company Name

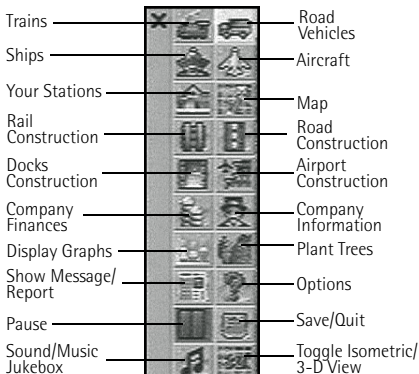
- Select **Company Name**
- Press Directional buttons and  to select the letters of your new company's name
- Select **OK**

To Build your HQ

- Select **Build HQ**
- You will now be taken to the 'Isometric World' (a small part of the game world) in the centre of which you will see a white square
- Move the white square about with the Directional buttons and press  where you wish to place your HQ
- Close the **Build HQ** Window by pressing the  button

The Isometric World

Let's take a look at the Isometric World.



Remember, you'll get a NEW random world every time you begin a new game and you can view this world in this fixed Isometric view or the 3-D Free view (see later).

Finding Two Towns

First, you've got to find two towns close to each other to begin your *Tycoon* career.

For this, you'll need to become familiar with the Map.

- Press SELECT button to display the **Menu Bar**




Select the **Map** icon.

You will be given three options:
Map of World, Town Directory and Subsidies.

- Select **Map of World**

The Map contains lots of important information and has three different types of detail:

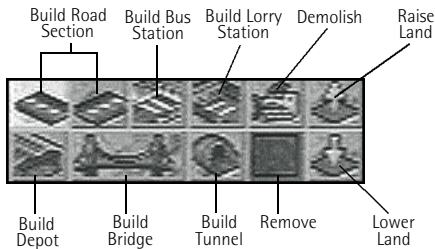
Vehicles, Industries and Routes. There is also a **Key** option

- Press  to select the map area
- Press  and the Directional buttons to find an area that has two towns near to each other. The Isometric World will scroll wherever the map does.
- Close the Map (). This is where you'll build your first transport service.

Setting up a simple Bus Service

The bus service will move passengers from one town to the other. You will need to build a Depot (to 'build'/service the buses), build a road between the two towns and buy the buses. As long as it's regular and reliable, there will be passengers who'll want to use the service. This is the basis for ALL transport services in *Transport Tycoon*.

- Select the **Road Construction** icon from the **Menu Bar**




- Now, select the **Build Road Section** button, but make sure it's pointing in the direction you want to build. You've got a choice of two directions. Get used to this idea. (Later, when you build railroads you'll have a choice of four directions.)
- Join up the two towns with a road


You might need to use some of the other **Road Construction** buttons such as:
Bulldozer - to clear a square of land/building
Raise Land/Lower Land - to raise/lower a corner of a square of land

Tip: press  to jump between Road Building in the Isometric world and the Road Construction Menu.

As you build the road, you'll see that each square unit of construction costs money. Again, this is an important part of *Transport Tycoon*. You'll start off with a sum of money and everything you do costs money.

Time-saving Tip: hold down  button and move the Directional button cursor - a series of squares will appear. Release the button and the length of Road will be built in one go!

Now, build a Depot.


- Select the **Depot** button in **Road Construction**
- Select the correct facing for the Depot (so the buses can go in/out from a road)
- Move the white square (which always shows the action area) to a position close to the road and press 

Now you'll have to build two Bus Stations - one in each town - for the passengers to use.


- Select the **Build Bus Station** button (don't get confused with the **Build Lorry Station** button! Buses will NOT go into Lorry Stations)






As above, choose the correct facing - or the buses won't be able to use it - and place the station as near to the centre of the town on an available piece of land. You could try bulldozing a building and see what happens!

- Scroll ( + Directional buttons) to the second town and build another Bus Station in the same way


Now, you'll need some buses to run your service.

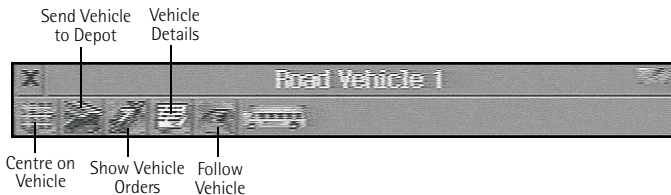
- Close all open windows on the screen by pressing the  button, until you are returned to the **Menu Bar**
- Select the **Road Vehicles** button (the blue truck)


- Select your Transport Company from the list
- Select **New Vehicles**
- Highlight the first type of Bus - look at the bus details: cost, speed, capacity etc. Later on you'll have a choice of different types of vehicles (as the latest models appear over time) and you'll have to upgrade the old types to keep your service competitive.
- Press the  button to select the vehicle you want
- Press the  button to select **Build Vehicle**, then press 

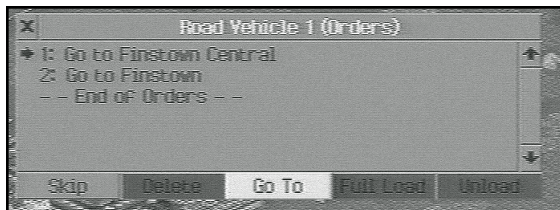
Note: we use the term 'Build', in this case, to mean buy. The cost will be deducted from your total!

The Bus will appear in your Depot.

- Close open windows on the screen by pressing the  button, until only the 'Road Vehicle 1' window is open. This lets you give orders to the bus.



- Select the **Show Vehicle Orders** button
- Select the **Go To** button
- Move the white square around the Isometric World and place it on one of your Bus Stations and press 



- Then, choose **Go To** again and place the white square on the second Bus Station and press **X**

You've now given your Bus orders. Your bus will do what it's been ordered until you tell it to stop, go to the Depot, or it breaks down. It should still be in the Depot with status 'Stopped'.

- Select the **Stopped** button to get the bus going. It'll now come out of the Depot and make its way to the two bus stations

What about passengers?

- Select one of the Bus Stations (Directional buttons then **X**)



This window shows you if there are any passengers waiting there. Don't worry if there's no one at the moment. Get the service going, add another bus and THEY WILL COME.

Isometric View, 3-D View

Now, you've set up a service, why don't you take a good look at your buses running around the world in the **3-D View**.

- Select the **Menu Bar**
- Select **Toggle Isometric/3-D View** Button. This allows you access to the **Tilt**, **Rotate** and **Zoom** facilities. Remember, all **Menu Bar** functions are fully accessible from this view.

Hit the **Toggle Isometric/3-D View** Button to return to the Isometric world.

Getting The Goods

The *real* money in *Transport Tycoon* is made by transporting items between industries. So, for this next section, look at the Map and select the **Industries** button. Here's where you'll have to do some research. You'll need to link some appropriate industries. Here's a guide with the map colours:

Coal Mine	(black)	to	Power Station	(dark grey)
Forest	(yellow)	to	Sawmill	(light brown)
Oil Well	(white)	to	Oil Refinery	(light grey)
Iron Ore Mine	(red)	to	Steel Mill	(pink)
Farm	(purple)	to	Factory	(light blue)
Factory	(Goods)	to	Stations	(Accepting Goods)

Tip: look at the colours on the Industry Map key and find 'linking' industries fairly close to each other.

The Next Stage

In the same way that you built the Bus link (above), build the Lorry link and vehicles. Remember, however, that when you are buying/building a Lorry, you must choose the correct type: Coal Lorry, Oil Tanker, Livestock Van, Grain Truck, Steel Truck etc.

Save it or lose it!

Now would be a good time to Save your game (you'll need a formatted Memory card inserted).

- Select the **Save Game** button.
The **Save Game** Window will now open.
- If you have two Memory cards inserted, there will be two buttons at the bottom of the window. These will be labelled '1' and '2' - Select the one you wish to save your game onto
- If you have only one Memory card inserted, the game will automatically select the card to save your game to
- If no card is detected, you will be told 'No Memory card Inserted'

Remember, DO NOT try to insert or remove a Memory card during Loading/Saving.

Make sure there are 15 free Memory card blocks free before commencing play. You may only save 1 Transport Tycoon save game per Memory card.

- Select **Save** to save the game

When you have selected to 'Save the Game', the game checks if the Memory card has a previous Saved Game or, if there are enough free Memory card blocks on the Memory card.

If there is a previous *Transport Tycoon* Save Game, you will be asked if it's OK to overwrite it.

Note: if there isn't enough room on the Memory card, you must delete Memory card blocks using the Console's Internal Memory card Manager or use another Memory card - Transport Tycoon will not be able to delete or overwrite Save Games made by other titles.

Let's Build A Railway!

Railways are the lifeblood of *Transport Tycoon* and, probably, the best fun you can have; constructing complex layouts for profit - you can even make the trains crash!

The smart operators in *Transport Tycoon* set up railway services that can transport huge quantities of goods to and fro. Basically, you're going to set up a system like the Lorry Service in the previous section but much, much more sophisticated. Now we will be looking at Stations, Tracks and (most

importantly) Signals. This is going to cost serious money so, before you begin, take a look at your in-game finances.

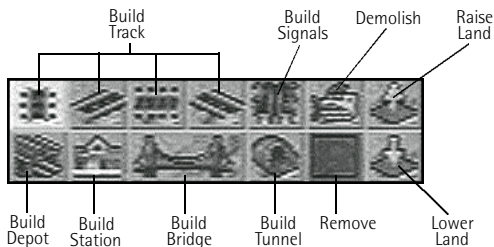
Select the **Company Finances Info** button.

This will show you how much you are spending/earning and a breakdown on your bank loan. For this tutorial, borrow as much as possible to pay for your railroad.

Now select the Map and, using the same technique as the lorry route, you should set up a passenger service between two towns.

The Stations

- Close all unnecessary windows and, from the Menu Bar, select the **Rail Construction** icon



- Place a Station as close as possible to the first Town - use one track with a platform length of three and remember to choose the correct orientation
- Repeat the process for the second station at the second Town


- Now, using the map for reference, build track from one station to the other

Track Laying

This is more complicated than road laying (but more versatile). You have four directions of track position allowing you to create Loops and Passing places (see later).

You can also (like Road Construction) create tunnels to burrow through hilly areas.

You can also (like Road Construction) build bridges.

Time-saving Tip: hold down  button and move the Directional button cursor- a series of squares will appear. Release the button and the length of track will be built.

Note that track will NOT be built on uneven land, you must use the **Raise/Lower Land** or **Bulldozer** buttons. This feature also applies to Road building.

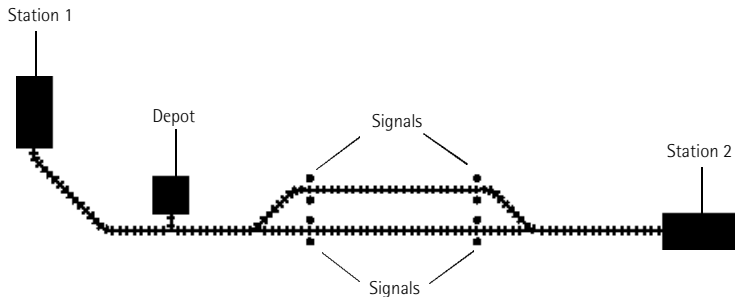
A simple, single-track, single train service

You should now have two Stations between two towns, a Depot and the linking railway line between them. Buy a 'Chippie' Engine (it'll be the cheapest one available now in 1930) and buy two Passenger Carriages. When everything is set up, order the train to go to the two Stations.

Remember, as in your road transport services, if you provide a regular service, passengers will begin to go to your Stations and use your service.

Running Two Trains

All the above is fine if you are just running one train but if you're going to make money you're going to have to provide a better service and you're going to have to use **Passing Loops** and **Signals** (a feature unique to Railway Construction). Here's a diagram of a typical layout that will allow trains to pass each other.

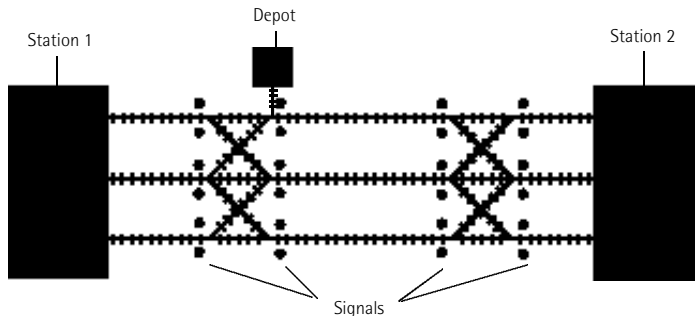


Each signal tells the train if the section of track ahead is clear (green or raised signal), or occupied (red or lowered signal). The train will always stop and wait at a red, or lowered, signal. Each passing loop should have signals on both tracks AND at both ends, with enough length between the signals on the double-track for your longest possible train to fit.

Remember, railway tracks can cross over roads - these will be set up as automatic level-crossings.

Multi-Trains

If you want to get three or four trains running you're going to need parallel tracks with junctions and signals.



This allows trains to cross from one line to the other. Each junction should have signals on both tracks, on both sides of the junction. Three, or sometimes four trains can be run successfully using this layout. To run more trains, simply add additional parallel lines and extend the junctions to allow trains to cross from any line to any other line.

Additional Information

Giving Orders

There are five buttons at the bottom of the **Vehicle Orders Window**: **Skip**, **Delete**, **Go To**, **Full Load** and **Unload**. The **Train Orders "Window"** also has: **Non-Stop**. These buttons let you give more detailed commands.

Skip: To miss out the next Station on the route.

Delete: To scrub out an order, eg a Station for a vehicle to call at.


Non-Stop: To make a train travel directly to a station without stopping.

Go To: To select stations for vehicles to call at.

Full Load: To order a vehicle to wait at a station until it is fully laden.

Unload: To force a vehicle to unload its cargo at a station (even if it doesn't Accept that type of good). This is very useful if you are moving cargo long distances and on more than one transport route.

Estimated Cost

Press L1 button and  together to show the estimated cost of any building action, without performing it and actually spending money.

Making Money

The further you transport any commodity, the more money you will make on each trip. Keep a close eye on all of your vehicles. As they age, they'll cost you more money than they are earning. Placing trees around a Station will attract more passengers (very useful if you have a rival station close by).

Catchment Area

When building any type of station, clicking **Catchment** to **On** will show you, in the Isometric view, how much of the surrounding area the Station will provide its service to.

Servicing

When vehicles are due for servicing, they go to the nearest Depot. If this is a long distance away, they will be spending a long time searching for, and

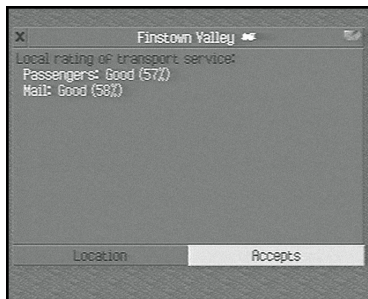
then driving to, the Depot. To avoid this, build a Depot linked to a junction at each end of a line and at a junction half-way along a long railway line. In addition, build a depot in every town that you run a service to.

Passengers and Mail in towns

In a similar way to the industries, the **Town Information** window shows both the actual number of passengers and mail that went to stations (hoping to travel), and the potential maximum number of passengers and mail that *would* travel if there were nearby stations with ratings of 100%.

To open the **Town Information** window:

- Select the Town Name (Directional buttons + ☒). The **Town Information** window will open.



To find a Stations rating:

- Select the Station Name (Directional Buttons + ☒). The **Station Information** window will open.
- Select **Ratings** from the buttons at the bottom. The window will give you information on passengers, mail and any other commodity that the Station accepts.

Cargo and Passenger distribution to Stations

When Cargo is produced by an Industry (or Passengers want to travel), only stations within four squares of that industry, or town building, are used. If only one station exists, then a percentage of the Cargo or Passengers will go to the station and wait. This percentage is the current **Cargo Rating** at that station. If two or more stations exist, then the Cargo or Passengers are distributed according to the Cargo Ratings at each station, with more going to the highest-rated station.

Cargo accepted by Stations

Each station has a catchment area around it of four squares in all directions, and will accept any cargo which any of the squares in its catchment area accepts. To find out what is accepted by a square, use the **Query Land Block** icon.



The information window shows what cargo is accepted - if the figure is a fraction in brackets, then this means that more than one of that type of building is required within the catchment area before the cargo is accepted by that station. For example, some buildings 'accept' $2/8$ ths goods, which means that at least four of these buildings must exist in the catchment area before

the station will accept goods (the cumulative value for goods within the catchment area must be one or greater).

All At Sea

In the same way that you built Stations and Depots for your Railway, you can build Docks and Depots for your shipping line. At first, try to link up coastal industry to the appropriate industry (Oil Well to Oil Refinery would make you a lot of money – in which case you'll need to buy an Oil Tanker). Also, you can set Buoys as 'way-points' (places to be passed by your ships) – this could create a 'shipping lane' in a busy stretch of water.

In The Air

Airports are set up in the same way as other Stations but they are unique in that they don't need Depots. Your Aircraft are 'built' and repaired inside the hangar which comes as a package with the Airport. But beware! Setting up Airports and Aircraft is an expensive business that could break you, if you're not careful. Note that it's possible to land the faster Aircraft at the smaller Airports, however the risk of a crash is much higher.

Gameplay Guidelines

Advertising Campaigns

Ad campaigns will boost your company profile. By selecting any Town Name, you will have access to the **Town Information** window. Selecting the **Local Authority** action bar will give you access to the **Advertising Campaign Options**. You can choose from Small, Medium or Large campaigns. Campaign costs, details and **Do It** action bar all appear within the window.

Subsidies

Subsidies Offered carry financial rewards for whoever completes the request first. These can help when first starting a business.

New Vehicles

New Vehicles are offered exclusively for their first year of production. Not taking on a prototype vehicle will see the offer passed on to one of your competitors.

If you do decide to take a vehicle for the first year, they are likely to have a higher breakdown rate. However if you do take a vehicle *exclusively* but don't buy, you won't be allowed to use that vehicle in the following year.

Cargo Production/Distribution from Industries

Clicking on any Industry in the Isometric /3-D World tells you what it produces. Two figures are given for each cargo-type under the heading 'Production last month'. The first is the amount of cargo that was actually produced and distributed to nearby stations. The second (in brackets) is the production capacity during the previous month. The production capacity is the amount of cargo that *would* be produced *if* there was a nearby transport service with a rating of 100% for that cargo type. The industry tries to match its actual production to the transport services available, producing less if the service ratings are poor, or non-existent.

'Station' Maximum Limit

Transport Tycoon can handle a maximum of 50 separate 'stations'. (A 'station' can be a railway station, a bus station, a lorry loading bay, an airport, a dock, or combinations of each of these linked into a station with a single name.) Consult these tips if you have a problem:-

Don't just concentrate on building short transport services between nearby industries or towns - once your money starts to accumulate, build longer services between distant industries and towns. An efficient service between distant towns or industries with several trains will make more money than several services between closer towns or industries (and will use fewer stations).

If you are building different types of transport services in the same area, try to link the stations (e.g. a bus station adjoining a railway station) - only one station 'slot' is then used. This also makes it easier to maintain a higher station rating, as there will be more services arriving at the combined station.

Make sure your services are making money - use the Vehicle List windows to check profits, and close down services not making much money.

Compete directly with Tycoons who try to run services from cargo producers that you are using. Run a very frequent and fast service, always waiting for full loads. This should keep your station ratings higher than your rivals, which will mean they get less cargo to transport; eventually causing him/her to close down the service because of lack of profit.

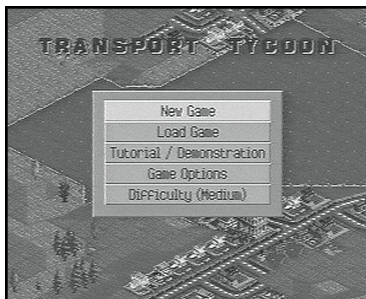
If you still find that the station limit has been reached at a critical point in the game (i.e. when you're trying to build the station at the other end of a line that took you six months to construct), just wait for a while and try again - Tycoons are constantly assessing their services, and will close down any service which is not profitable. There's a good chance that a station entry will become free after waiting just a few minutes.

Reference Guide

This section details parts of the game NOT mentioned in the Tutorial.

Beginning the Game

The Start Up Menu



New Game

Begin a new game

Load Game

Select the **Load Game** button to load a previously saved game.

- If you have one Memory card inserted, *Transport Tycoon* will automatically select that one
- If two Memory cards are present, click the Memory card you wish to load from

If no Memory cards are detected, you will be told.

Remember, DO NOT try to insert or remove a Memory card during Loading/Saving.

Make sure there are enough free blocks on your Memory card before commencing play.

Click **Load** to load your saved game.

Demonstration/ Tutorials

Use these to learn the basic options available.

- Raising/Lowering Land and Building a Road Network
- Building a small Rail Network
- Positioning Sea Ports, Docks and giving orders to ships
- Airport Construction and assigning orders to aircraft

Game Options

Town Names - On or Off

Station Names - On or Off

Buildings - Solid or Transparent

Road Vehicles - Drive on the Left or Right

Currency - Choose from four currencies

Distance Units - Miles or Kilometres

Town Names Language - American or European

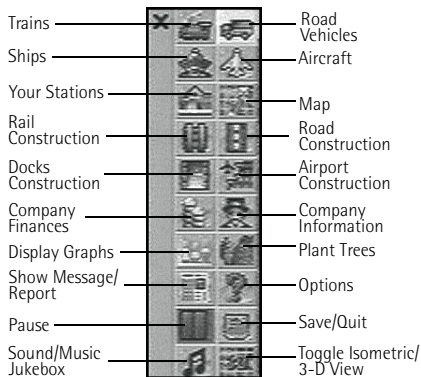
Difficulty

Easy, Medium, Hard or Customise from the list.

The Isometric World

The Menu Bar

This is opened by pressing SELECT button and is the basic building block for all aspects of *Transport Tycoon*. Most of these icons have many sub-functions - a brief summary is detailed below. This is a complex game so don't be afraid to experiment.



Toggle Isometric/3D View

Save/Load/ Abandon Game

Sound/Music Jukebox - Music/Effects Volume Style

R1 + R2 effects volume, L1 + L2 music volume.

Last Message/News Reports/Message

Options

Query Land Block - information about a square

Transparent Buildings - if buildings get in the way

Game Options - Town Names, Station Names, Buildings Solid/Transparent, Road Vehicles (Drive on left/right), Currency, Distance Units, Town Names Language (European/American)

Map

Town Directory - gives quick access to any town on the world.

Subsidies - a list of subsidies on offer from any of the Town Councils, also the Services that have already been subsidised. Subsidies are offers made by Town Councils to entice Transport Companies to provide a service that they want.

Company Finances

Shows any company's financial information. You can also *Borrow* and *Repay* money.

Company Information

Your Company Details

Graphs

The Operating Profit Graph

The Income Graph

The Delivered Cargo Graph

The Performance History Graph

The Company League Table

The Cargo Payments Rate

Trains

Road Vehicles

Ships

Aircraft

View all planes, road vehicles and boats and their position in the world.

Rail Construction

Track Orientation - four directions

The Bulldozer- demolish anything on a square of land. There are exceptions to this: Towns will not always allow you to demolish their buildings.

Raise /Lower Land - a corner of a square up or down.

Build Train Depot - choose the correct orientation

Build Railway Signals - use the cursor to position them

Build Railway Bridge - over correct area

Build Railway Station - choose orientation, tracks, length of platform and see catchment area

Build Railway Tunnel - over the correct area

Remove Button - to erase one piece of railway track or signals without damaging anything else on or around that square.

Road Construction

Road Orientation - two directions

The Bulldozer- demolish anything on a square of land. There are exceptions to this: Towns will not always allow you to demolish their buildings.

Raise /Lower Land - a corner of a square up or down.

Build Road Vehicle Depot - choose the correct orientation

Build Road Bridge - over correct area

Build Bus Station - choose orientation (four) and see catchment area

Build Lorry Loading Bay - choose orientation (four) and see catchment area

Build Road Tunnel - over correct area

Remove Button - to get rid of a piece of road without damaging anything else on or around that square.

Dock Construction

Build Ship Dock

Build Ship Depot - choose orientation (two)

The Bulldozer- demolish anything on a square of land.

Raise /Lower Land - a corner of a square up or down.

Airport Construction

Build Airport - small /large over time and catchment area on/off

The Bulldozer- demolish anything on a square of land. There are exceptions to this: Towns will not always allow you to demolish their buildings.

Raise /Lower Land - a corner of a square up or down.

Place Tree

Select a tree

Production/Requirements Chart

Building	Require	Produce
Coal Mine	-	coal
Power Station	coal	-
Forest	-	wood
Sawmill	wood	goods
Oil Refinery	oil	goods
Farm	-	livestock
		grain
Factory	livestock	goods
	grain	goods
	steel	goods
Oil Rig	-	oil
Iron Ore Mine	-	iron
Steel Mill	iron	steel

Transport Buildings	Accept	Need
Railway Station	passengers, mail, goods	carriages on train
Bus Station Loading Bay	passengers mail, goods	bus trucks
Dock	oil passengers, goods	tanker ferry
Airport	passengers, mail, goods	aeroplane
Bank	valuables	bullion truck
<i>Note:</i> Once Goods have been created by a Factory etc, they can be transported to a Station/Dock/Airport that accepts Goods.		
Other Buildings	Purpose	Features
Railway Depot	Build/Service All Rolling Stock	-
Road Depot	Build/Service All Road Vehicles	-
Ship Depot	Build/Service All Ships/Ferries	-
Airport	Build/Service All Aircraft	<i>There is no separate Airport Depot</i>

Credits

PlayStation version by Digital Amusement Ltd

Programming Chris Cheetham, Ian Richards,
Mat Cook, Dave Faller

Graphics John Cassells

Intro Animation Dan Cook

Producers Grant Dean, James Hawkins

Product Manager Adrian Turner

Music Composer/Audio Producer John Broomhall

Original Sound Design Andy Parton

CD Music Production by David Pick for FFG

PlayStation SFX production by PC music

Quality Assurance Lead Tester Dan Luton

Testers Don Witcombe, Yasuo Kojima,
Jamie Toghill and Neil McEwan.

Manual Written & Edited Alkis Alkiviades

Additional Editing Justin Manning

Special Thanks to Jaqui Lyons

Original Version

Game Design and Programming Chris Sawyer

Graphics and Animation Simon Foster

Original Music John Broomhall

Sound Design and Programming Andrew Parton

Précautions

• Ce disque contient un logiciel destiné à la console PlayStation. Ne l'utilisez jamais sur une autre machine car vous pourriez l'endommager. • Ce disque est conforme aux spécifications de la PlayStation commercialisée en Europe. Il ne peut pas être utilisé sur des versions étrangères de la PlayStation. • Lisez soigneusement le manuel de la PlayStation pour savoir comment l'utiliser. • Lorsque vous insérez ce disque dans la PlayStation, placez toujours la face portant les inscriptions vers le haut. • Lorsque vous manipulez le disque, évitez de toucher sa surface. Tenez-le par les bords. • Ne salissez pas le disque et ne le rayez pas. Si la surface du disque se salit, essuyez-la avec un chiffon doux. • Ne laissez pas le disque près d'une source de chaleur, à la lumière directe du soleil ou près d'une source d'humidité. • N'essayez jamais d'utiliser un disque fêlé, tordu ou scotché, car ceci pourrait entraîner des erreurs de fonctionnement.

Avertissement sur l'épilepsie

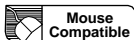
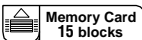
Aller avant toute utilisation d'un jeu vidéo par vous-même ou votre enfant. Certaines personnes sont susceptibles de faire des crises d'épilepsie ou d'avoir des pertes de conscience à la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou lorsqu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie. Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en présence de stimulations lumineuses, veuillez consulter votre médecin avant toute utilisation. Nous conseillons aux parents d'être attentifs à leurs enfants lorsqu'ils jouent avec des jeux vidéo. Si vous-même ou votre enfant présentez un des symptômes suivants: vertige, trouble de la vision, contraction des yeux ou des muscles, perte de conscience, troubles de l'orientation, mouvement involontaire ou convulsion, veuillez immédiatement cesser de jouer et consulter un médecin.

Précautions à prendre dans tous les cas pour l'utilisation d'un jeu vidéo

Lorsque vous utilisez un jeu vidéo connectable à un écran, jouez à bonne distance de cet écran de télévision et aussi loin que le permet le cordon de raccordement. Utilisez de préférence les jeux vidéo sur un écran de petite taille. Evitez de jouer si vous êtes fatigué ou si vous manquez de sommeil. Assurez-vous que vous jouez dans une pièce bien éclairée. En cours d'utilisation, faites des pauses de dix à quinze minutes toutes les heures.

Le numéro du Service Clientèle (Customer Service No.) ainsi que le numéro "Hotline" se trouvent au dos de ce manuel.

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SLES-00262



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