

TRANSPORT TYCOON

World
EDITOR

**OPERATING INSTRUCTIONS
AND MANUAL FOR
IBM PC & CD-ROM VERSIONS**

MICRO PROSE

The Ridge, Chipping Sodbury, Bristol BS17 6AY

Game © 1995 Chris Sawyer

Packaging © 1995 MicroProse

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

Made in the UK

Contents

Your *Transport Tycoon World Editor* package should contain these Instructions and the World Editor Disk.

Required Equipment

This Scenario Disk requires the installed PC 3.5" or the CD version of *Transport Tycoon*. The disk is designed to upgrade either format.

Computer

Like the original game, *Transport Tycoon World Editor* requires an IBM PC 386, 486 or 100% Compatible with 4 Mb of RAM.

Installation

Transport Tycoon World Editor includes an install program that transfers information from the original disk onto your Hard Disk. The program assumes that a directory titled "MPS" and a sub directory titled "Trans" currently exist on your system's "C:" drive. If it is located elsewhere, you will be given the opportunity to change these defaults.

The Install Program

To run the Install program:

- Place the *Transport Tycoon World Editor* disk in your floppy drive A or B and type "A:" or "B:" followed by Return/Enter.
- Type "Install" followed by Return/Enter.
- Follow all on-screen prompts.

Loading Instructions

- Type "CD MPS" and press [Return]
 - Type "CD Trans" and press [Return]
- (3.5 floppy version)**
- Type "Tycoon" and press [Return]
- (CD-ROM version)**
- Type "Trans" and press [Return]

WORLD EDITOR INSTRUCTIONS

Introduction

Transport Tycoon World Editor gives the owners of the original *Transport Tycoon* complete freedom of gameplay. Rather than starting from randomly generated 3-D worlds, you get to build and edit your own world from scratch. YOU create the terrain, lakes, rivers, mountains, towns and industries. Now, nothing is left to chance - you have all the Options under your control.

In addition, *Transport Tycoon World Editor* has an all-new challenge: play a friend or rival over the 'phone via the fully-featured Modem Link (including Chat Mode).

Plus, a new fun feature - The Alternative Graphics Set: the gameplay remains the same but the game is transferred to an 'alternative' Martian landscape. Imagine what Mars would have looked like if it had been colonised in 1930. This is the complete 'Steam-Punk' look: bolts and rivets on vehicles, gold and silver on buildings! And if you're nostalgic for the original look, simply press a button and switch back without losing the scenario!

Transport Tycoon World Editor for the freedom to make it big YOUR WAY!

Getting Started

Install and Load *Transport Tycoon World Editor* following the above instructions.

Generating a scenario

Select Create Scenario from the Game Options Screen to generate your own scenario. The screen will now show a completely blank game world (initially all sea), with icons across the top of the screen to allow generation of the landscape, towns and industries.



Start Date Icon

Changing the starting date of the scenario

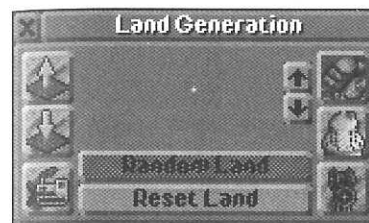
The current starting date for the scenario is shown at the top of the screen, located between the Disk and Map icons. To make the game start later than the date shown, click on the Up Arrow. The starting date can be set to any year between 1930 and 1965. Similarly, you can use the Down Arrow to make the game time start earlier.



Land Icon

Generating land

Click on the Land Icon at the top of the screen to display the Land Generation window.



Land Generation Window

Use the Raise-land and Lower-land Icons to raise and lower areas of land. The white dots, in the centre of the window, show the size of land area which will be raised or lowered in one click of the left mouse button (LMB). Use the Up and Down Arrows to increase or decrease this area.

Random Land: By clicking on the Random Land bar, you will generate a random landscape over the entire map area (Remember that you can use the landscape

settings in the Difficulty Level window to select the Terrain type and Quantity of Sea generated).

Reset Land: Clicking on Reset Land will completely reset the landscape back to sea only. In addition, the Rock, Lighthouse and Transmitter Icons can be used to position rocky areas, lighthouses and transmitters on the landscape.



Town Icon

Generating towns

Click on the Town Icon at the top of the screen to display the Town Generation window.



Town Window

Select the size of town required from the sizes available.

Click on New Town

Click on an area of flat land where you wish to construct a town.

Alternatively, click on Random Town to construct a town of the given size (small, medium or large) in a random location in the game world.

Once a town is created, you can click on the town name to display the Town Information window.

As well as allowing you to rename the town, this window has an Expand bar, which allows you to expand the town to any desired size, and a Delete bar, which can be used to remove the town (and any associated roads and industries) from the game world completely.



Industry Icon

Generating industries

Click on the Industries Icon at the top of the screen to display the Industry Generation window.



Industry Window

Select the required industry type from the list by clicking with the LMB, and then click on a clear, flat area of land on which to build the industry.

Note that, before an industry can be set-up, at least one town must be built.

No more than one of each type of industry may be built near each town.

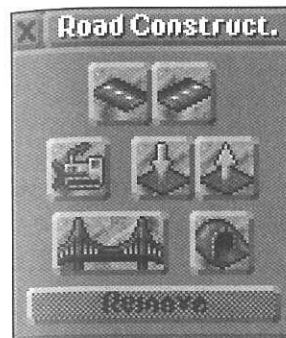
Most industries only require an area of flat land, however a Bank can ONLY be built in a town with a population greater than 1200, and an Oil Rig requires a large area of sea all around it, and can ONLY be built near the edge of the game world.



Road Icon

Generating roads

Click on the Roads Icon at the top of the screen to display the Road Construction window.



Road Window

As in the game itself, use the Road, Bridge and Tunnel Construction Icons to construct additional roads for towns.



Planting trees

Click on the Trees Icon at the top of the screen to display the Trees window.



Trees Window

Select the required tree type from those available and click on the 3-D display to plant trees. Or, click on the Random Trees bar to plant trees randomly over the entire game world.



Sign Icon

Adding signs

Use the Sign Icon at the top of the screen to position your own customised signs, or markers, on the 3-D display. Once the sign is positioned, use the keyboard to change the text on the sign.

To delete a sign, click on the sign in the 3-D display, then use the Delete Key to delete the text, then click on OK.



Disk Icon

Saving a scenario to disk

Click on the Disk Icon at the top of the screen to save the scenario to disk. Type in a recognisable name for your saved Scenario

Loading a saved scenario from disk

Click on the Disk Icon at the top of the screen, drag the highlight bar down to Load Scenario and release the LMB.

Leaving the scenario editor

Click on the Disk Icon at the top of the screen, drag the highlight bar down to Abandon Editor and let go. (Remember to save the scenario you have been creating, if you want to either play it, or continue editing it, later.)

Playing the saved scenario

Before starting to play a scenario, set the Difficulty Level as required (to set the number of competitors etc.).

Select Play Scenario from the Game Options Screen to start a new game based on a scenario you have created and saved to your hard disk. Select the required scenario from the list to start playing.

Using the Alternative Graphic Set

To play a game with the alternative graphic set, go to the Main Menu Game Options window (or Options Icon within the 3-D), and click on the 'Alternative' Button opposite 'Graphic Set'. All the game graphics will change to a more abstract, futuristic, 'other-world' style. Playing a game with the alternative graphics does not affect gameplay at all: all vehicles, buildings etc. will still function in the same way.

Additional functions

Autosave

On the Options window, there is an additional option for Autosave. If this is switched on (by clicking on '3 months' or '6 months'), the game will automatically save itself to disk after every 3 or 6 months period.

When the game is saved by the Autosave function, the saved-game is named as AUTOSAVE.

Closing all windows - Delete Key

If the display area gets very cluttered, you can press the Delete key to close ALL windows quickly .

Finance windows minimise function

An additional icon is available on the top right hand corner of the company finance windows. Click on this Window Size Icon to minimise the window, to show just the Bank Balance and Loan size.

Sending a short message to Player Two

When playing a two-player linked game, a short message can be sent to the other player.

Click on the Message Icon, highlight the Send Message option on the pull-down menu, then release the mouse button.

A window allowing you to type in a short message appears. When the Return Key is pressed, or the OK bar clicked, the message is sent to the other player, appearing in a message window on their screen.

Modem Play

The World Editor disk allows *Transport Tycoon* to be linked and played competitively between two human players via Modem link. The second human player takes the place of one computer player.

Chat Mode

When playing a two-player linked game, a short message can be sent to the other player.

Click on the Message Icon, highlight the Send Message option on the pull-down menu, then release the mouse button.

A window allowing you to type in a short message appears. When the Return Key is pressed, or the OK bar clicked, the message is sent to the other player, appearing in a message window on their screen.

Installation

Each player **MUST** have a copy of *Transport Tycoon World Editor* installed on an original copy of *Transport Tycoon*.

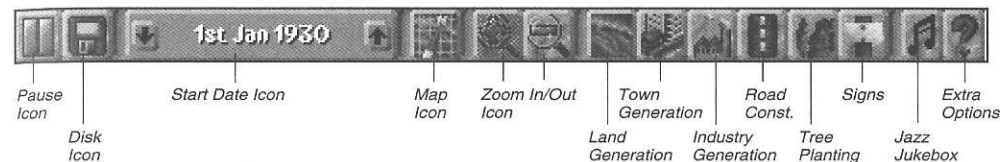
If a Saved scenario is to be played, both players must have the **SAME** saved scenario on their machines. Saved scenarios are identified in the following format in your directory - TRT00 SVO.

Getting Started

- Click on the Two Players bar from the Main Game Options Screen and the Computer-Computer Link Setup "Window" will open.
- On one machine, select 'modem (send)' and on the other, select 'modem (receive)'.

- Set the COM port for the modem on both machines (COM1 or COM2).
- On the machine set to 'send', use the 'Change Dial Number' bar to enter the phone number to be dialled, and then select 'Attempt Connection' on both machines.
- Only ONE player is allowed to select the Difficulty Levels and Game Options.
- Pressing any key while attempting to connect, will instantly cancel the attempt.
- While playing a Two-player game, you're advised to save the game in progress regularly; for, if the connection is lost, the game in progress may also be lost.

Quick Reference Section



Pause icon



Disk icon



Date icon

1. Pause Game

Select to Pause the game time. You will still be able to scroll around the 3-D world.

2. Load /Save Options

Select to:

Save Scenario: Name, Save or Delete your completed Scenario

Load Scenario: Highlight and select named Scenario

Abandon Editor: Return to World Editor front screen

3. Start Date Set

The starting date can be set for any year between 1930 and 1965 by using the Up/Down Arrows.



Map Icon

4. Map Icon

World Map: A complete World Map of your newly created scenario. The same controls as the original Map (see Manual)

Town Directory: A complete directory of all the towns you have created - in alphabetical order. Select (click-on name) to centre town on screen.

5. Zoom-In /Zoom-Out

Zoom through the three levels of magnification available in *Transport Tycoon* by clicking on the appropriate Plus + or Minus - symbols.



Land Generation Icon

6. Land Generation

These are the basic building blocks for generating your new world scenario:

- Raise or Lower Land (8 levels)
- Bulldoze Land or Buildings
- Add Rocky Outcrops /Lighthouses / Transmitters
- Generate Random land
- Reset Land (back to sea only)



Town Generation Icon

7. Town Generation

This allows you to create towns (New or Random) of a chosen size (Small, Medium or Large).



Industry Icon

8. Industry Generation

Select the type of Industry required from the list. Industry must be built on a clear, flat area of land.



Road Construction Icon

9. Road Construction

The same as the original game. Your chance to create road links before any costs are incurred.

10. Tree Planting

A choice of 8 tree types.

Or, the chance to set Random tree type

11. Signs

Position a sign where you want it. Edit sign box will appear when clicked (LMB) to allow text input.

12. Jazz Jukebox

The Sound/Music Control panel

13. Extra Options

Query Land Block

Transparent Buildings

Game Options (NEW Options in capitals)

- a. Town Names
- b. Station Names
- c. Signs
- d. Animation Level
- e. Buildings
- f. Detail Level
- g. GRAPHIC SET - Alternative or Normal
- h. Road Vehicles
- i. Currency
- j. Distance Units
- k. Town Names Language
- l. AUTOSAVE - Off - Three Months - Six Months

Difficulty Settings

Game-playing notes

The following information should be read in conjunction with the complete *Transport Tycoon* Gameplay manual and Technical Supplement.

Using Railway Signals

The Basics: As in the real thing, the principle of the railway signalling system is to prevent trains from colliding; by preventing more than one train from entering any one section of railway track. 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; preventing it from colliding with a train in the next section.

Passing Loops: To run several trains on a single-track railway line effectively, 'double-track' passing loops need to be built at regular intervals along the line, allowing trains to pass each other safely. 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.

Parallel Tracks: Running more than two trains on a single track railway with passing loops is not advisable. For three or more trains, build parallel tracks between the stations, and add junctions about every ten squares. 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.

Train and road vehicle servicing

When trains and road vehicles are due for servicing, they head for the nearest servicing Depot.

If the nearest Depot is a long distance away, this can result in trains or vehicles spending a long time searching for and then driving to the Depot. To reduce the amount of time (and congestion) this causes, build a Train Depot linked to a junction at each end of a railway line and at a junction half-way along a long railway line. In addition, build a road vehicle depot in every town that you run a service to.

Cargo production and distribution from Industries

Clicking on any industry in the 3-D view opens up a window showing what the industry 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 no services are available.

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%.

Cargo and passenger distribution to stations

When cargo is produced by an industry, or passengers want to travel, only stations within four squares of their industry or town building are considered. If only one station exists within a four-square distance from the industry or building, then a percentage of the cargo or passengers will go to the station and wait (the percentage being the current cargo rating at that station). If two or more stations exist within the four-square distance, then the cargo or passengers are distributed according to the cargo ratings at each station, with more going to the highest rating station.

Cargo accepted by stations

Each station has a catchment area four squares around it 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' function (the ? icon) to get information about the square.

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' 2/8ths 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 1 or greater).

Station maximum limit

Transport Tycoon can handle a maximum of 200 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.) This limitation is rarely a problem, but the following hints will help to avoid being hampered by this:-

- Don't just concentrate on building short transport services between close industries or towns - once a few services have been set up and the money starts to accumulate, start building longer services between distant industries and towns. An efficient service between distant towns or

industries with several trains will be more profitable 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.
- Keep an eye on the profitability of all your services - use the Vehicle List windows to check profits, and close down services not making much money.
- Compete directly with computer opponents 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 above your opponent's, which will mean he/she will 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 6 months to construct), just wait for a while and try again - the computer opponents 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.

Technical Assistance

If you have read through this technical supplement and still experience difficulties with the game, you may need some help from us. As we receive many calls every day, we can deal with your enquiry more efficiently if you have the following information available:

1. The correct name of the game
2. The type of computer you are running it on
3. Your DOS version
4. How much *Conventional, Extended and Expanded memory* you have
5. The exact error message reported (if any)
6. The version # of the game
7. The version and make of your Mouse driver

It is also handy to be near your computer when you call.

MicroProse customer services can be contacted by telephone or fax.

Ring us on 01454 329510, Monday to Friday between 10.00 am and 12.30 pm or 1.30pm and 4.00pm. Have a pen and paper handy when you call.

Fax us on 01454 326499, Monday to Friday between 9.00 am and 5.00 pm.

Alternatively, you can write to Customer Services at the address shown in this document.

Virus

Be aware that a virus may have transferred into your hardware from another piece of software. Pirated copies of games are an incredibly common source of virus problems. It always pays to own original software.

Software Fault

In the unlikely event of a software fault please return the complete package, with your receipt, to the **place of purchase**.

On-Line Services

UK - BBS: +44 (0)1454 327083 (14,400 baud)

+44 (0)1454 327084 (14,400 baud)

German BBS: +49 (0)5241 946484 (28,800 baud)

American BBS: +1 410 785 1841 (14,400 baud)

Compuserve:

We can be reached through the following methods-

MicroProse Public Forum (Game Publishers Forum 'B') (GO GAMB PUB)

MicroProse Europe Mailbox (71333,314)

MicroProse USA Mailbox (76004,2223)

Spectrum HoloByte:

Customers can send E-Mail direct to SH for support, no matter where they have bought the Spectrum HoloByte game -

Compuserve Address:

Spectrum HoloByte Public Forum (Game Publishers Forum 'B') (GO GAMB PUB)

Spectrum HoloByte Mailbox (76004,2144)

Internet:

E-Mail may be addressed to MicroProse Europe at - 71333.314@Compuserve.Com

Credits

Game Design and Programming:	Chris Sawyer
Graphics and Animation:	Simon Foster
Additional Art:	Terry Greer
Quality Assurance:	Don Witcombe Andrew Luckett Jeff Dinger Dave Ginsberg
Producer:	Steve Ramsden
Documentation:	Alkis Alkiviades
Manual Design & Typesetting:	Sarah Kerr