TRANSPORT TYCOON

DELUXE

GAME MANUAL

MICRO PROSE

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Made in the UK

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INTRODUCTION

Transport Tycoon began life as a vague desire to create an entertaining transport game, in as real a simulated world as possible.

The game was rapturously received by game-players, the software industry and the computer game press. However, those who create games often know of the shortcuts they are forced to take due to development deadlines, publishing schedules and other unavoidable constraints. No game is perfect, but to create a perfect game is the holy grail of all programmers and designers. *Transport Tycoon Deluxe* represents an enormous leap towards that goal.

It was never our desire to just make an updated version of *Transport Tycoon*. What we wanted, was to create a new game based upon the successful elements of the first. We wanted to keep the intuitive gameplay and realism, that made *Transport Tycoon* so playable, while radically improving the game itself. The following are some of the elements that make *Transport Tycoon Deluxe* a worthy successor to the original game.

- 3 new gameplay environments with different climates, environments, topography and industries
- World editor - create unlimited custom made scenarios
- Heliports
- Maglev trains and track
- Buy/Sell Shares and take-over rival companies
- Network play
- More stations and vehicles
- Improved communication of information
- Customise vehicle names/town names/station names
- Re-fit aircraft and ships to carry different cargo types

Transport Tycoon Deluxe sets new standards in the simulation of real world environments. You'll find that the computer controlled competitors really do give you more than a run for your money. Don't expect an easy ride, these silicon tycoons are ruthless. They'll shut down a service in a second if it's proving inefficient and they are always on the look out for lucrative transportation opportunities. You will have to use all your business acumen to keep ahead of the pack. If you can't take the pace, don't worry, you can easily adjust a wide range of settings, and if your computer controlled rivals leave you standing you can always stage a take-over bid.

Another area we felt absolutely vital to the success of *Transport Tycoon Deluxe* was the inclusion of network capability. Now you can try to defeat your friends and colleagues over a network. Be careful though, you could end up spending your work day laying tracks and delivering goods around the world of *Transport Tycoon Deluxe*.

The developers of *Transport Tycoon Deluxe* have gone to great lengths to create a game of the highest possible standards. We sincerely hope you enjoy the game to the absolute maximum. Good luck!

BACKGROUND/THE GAME

It's 1950, you've been loaned £100,000 and you've got 100 years to prove yourself a Transport Tycoon.

Transport Tycoon Deluxe presents you with a choice of four vast game worlds (each of which will randomly generate a limitless number of gameplay scenario's) made up of numerous small towns and raw material resources. If you'd prefer, you can even create your own game scenarios using the world editor.

As a budding tycoon you've been loaned a large amount of money and you've got to prove yourself; to set the wheels in motion to become the wealthiest tycoon in the world.

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

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

You can even takeover other companies and fund industries which will bring increased profits for your transportation network.

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

SORTING THE MATERIALS

Your *Transport Tycoon Deluxe* package contains this Manual and a Compact Disc.

Required Equipment

Computer

IBM PC 486, Pentium or a 100% compatible computer.

The computer must have a CD-ROM drive and a hard disk.

Transport Tycoon Deluxe requires a 25 MHz or higher processor and at least 4 Mb RAM and 4Mb of hard disk space to install and 200KB for each saved game

Controls

To play *Transport Tycoon Deluxe* you require a Microsoft compatible Mouse and a Microsoft Mouse Driver (version 8.2 or higher recommended).

Display

Transport Tycoon requires a colour monitor with a SVGA graphics system. If you are using a compatible graphics card/monitor, it must be 100% compatible with SVGA systems capable of 640x480 in 256 colours. SVGA graphic card must be 100% VESA compatible, or must have a 100% compatible software VESA driver.

DOS

You must have Microsoft MS-DOS version 5.0 or higher.

INSTALLATION/LOADING

Installation

An installation program is included on the *Transport Tycoon Deluxe* CD.

Insert the CD into your CD drive and designate that drive (usually by typing "D: {Return}).

When the new prompt appears, type "INSTALL {Return}".

Please follow the on-screen text which appears.

The default (pre-set) installation routine places *Transport Tycoon Deluxe* in a directory named C:\MPS\TTDLX.

Loading Instructions

Switch on your machine and wait until the C:\> prompt appears.

Insert the *Transport Tycoon Deluxe* CD into the CD drive.

Type "CD MPS\TTDLX {Return}" and then type "TYCOON {Return}" to run the game.

Note: If you have installed *Transport Tycoon Deluxe* to another directory, you must type "CD {name of your directory} {Return}", and then type "TYCOON {Return}".

To play *Transport Tycoon Deluxe* in Windows™ '95 follow the normal procedure for non Windows™ '95 software.

Sound

Transport Tycoon Deluxe supports Sound Blaster and 100% compatibles; Sound Blaster AWE 32, Gravis Ultrasound, Pro Audio Spectrum, Sound Canvas, Roland LAPC -1/MT-32, General Midi sound cards.

HOW TO USE THIS MANUAL

This manual is split into **8** main sections:

Section 1: The Rolling Demos

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

Section 2: Game Controls

Explains how to move around the world of *Transport Tycoon Deluxe*, how to open and close game "windows", and how to make game selections.

Section 3: The Gameplay Tutorials

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

Section 4: Worlds

Descriptions of the different worlds you can choose to play in and a guide to using the world editor to create your own custom made playing environments.

Section 5: The Reference Guide

Is intended for the player who is familiar with the basics of *Transport Tycoon Deluxe* and needs to learn more about particular game features.

Section 6: Advanced Features

Should help the player utilise some of the more complex features of *Transport Tycoon Deluxe.*

Section 7: Hints and Tips

This section will help you at all levels of play.
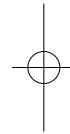
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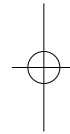
SECTION 1:

The Rolling Demos

BEFORE WE BEGIN

Install and Load *Transport Tycoon Deluxe.*

You will be taken to the **Main Menu**.

Main Menu Screen

ROLLING DEMO'S

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

Rolling Demos Menu

■   Then, select the Demo you want to watch.

Remember if at any time you want to leave the Demo and return to the **Main Menu**, simply press **Escape**.

Rolling Demo 1:

•   How to Raise and Lower Land,

•   Lay Roads, Build Depots,

•   Stations and Loading Bays.

•   How to Buy Road Vehicles and give them Routes.

Rolling Demo 2:

• How to lay Railway Track(orientation), Dig Tunnels and Build Bridges.

• Building Railway Buildings and Assigning Orders to Trains.

Rolling Demo 3:

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

Rolling Demo 4:

• Positioning Sea Ports, Building Docks, and Assigning Orders to Ships.
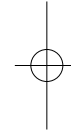
Rolling Demo 5:

• Advanced Railway Building.

SECTION 2:

Game Controls

THE MOUSE

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

Throughout the manual you will encounter these instructions:

■ **"*Clicking the mouse button*".**

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

■ ***Point and Click*** :-

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

■ ***Click and Hold:*** -

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

■ ***Point and Drag*** :-

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

■ ***Help*** :-

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

THE "WINDOWS"

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

Map Window

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

In the top left of a "Window" there is a small '**X**'.

Clicking the LMB on the '**X**' will close the "Window".

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

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

Moving "Windows"

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

■ To do this, click and hold the **"Window" Title Bar** (at the top of all "Windows"). With the LMB still held down, drag the "Window" to the position on the screen you want to move it to.

■ Release the LMB and the "Window" will remain in the new position.

Closing "Windows"

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

■ Simply click the LMB on the 'X' in the top left of any "Window" to close it.

The Slider Bar

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

Scrolling around the World

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

The Map "Window"

Within the game, you will encounter the Map "Window".

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

Map Window

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

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

Map Icon

Maximise/Minimise
Icon

Zoom In
Icon

Zoom Out
Icon

Zooming In and Out

To magnify or shrink the view in the Main 3-D "Window" click on either the Zoom In or the Zoom Out icons.

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

Short Cut Keys

'F1' to 'F12' duplicates the function of the icons at the top of the screen. ie. 'F1'=Pause, 'F2'=Options, etc.

'1' to '4' activates the rail construction icons if the rail construction window is displayed.

'1' to '2' activates the road construction icons if the road construction window is displayed.

'C' centres the 3-D view on the location under the pointer.

'Z' centres and zooms-in the 3-D view on the location under the pointer.

'Esc' returns the pointer to 'normal' and cancels whatever function it was performing before (eg track construction pointer, etc.)

'Spacebar' cancels the current news message window.

'Delete' closes all non-vital windows.
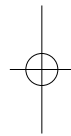
SECTION 3:

Tutorials

BEFORE WE BEGIN

For extra information on particular game features, see the **Reference Guide** section on page 59 of this manual.

TUTORIAL ONE

A Road Network

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

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

■ Load the game as described in the Technical Supplement.

■ Select New Game from the Main Menu. The Game selection window will appear, allowing you the opportunity to select from scenarios and saved games stored on CD, and a 'randomly generated game'. For the purposes of this tutorial click on 'randomly generated game'. You will be placed in the centre of the 3-D Isometric World.

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

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

Manager's Name

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

Manager's Face, Company Name and Colour

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

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

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

Face Selection Window

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

Company Name

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

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

Company Colour

Your company's colour selection is random.

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

Colour Scheme Window

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

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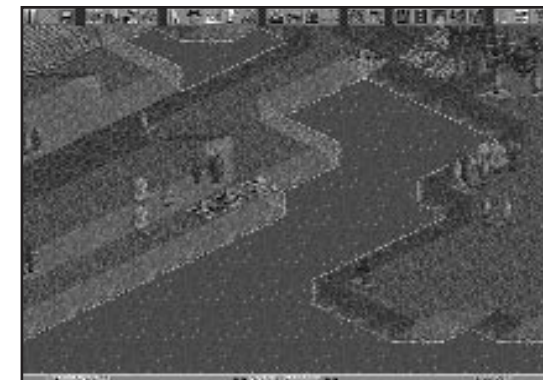
Main Screen

Choosing a place to begin

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

Map Icon

Map Window

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

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

When you've found a good location:

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

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

Town Information Window

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

■   Click on the rename bar at the bottom of the "Window".

■   Delete the old name and rename it Town One.

■   Click on OK or press <RETURN>.

Beginning Construction

■ 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.

Road Construction Icon

Construction Window

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 the square next to and facing a road it will join the road automatically. Be careful to ensure that you select the correct depot orientation, otherwise vehicles will be unable to enter or leave it.

Depot Icon

You are now able to buy road vehicles. Ensure that the depot entrance connects to a road, otherwise vehicles will be unable to leave or enter the depot.

Positioning Bus Stations and Loading Bays

Bus Station Icon

Loading Bay Icon

You will now need some Stations/ Depots for your road 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 will enable your company to make money on each trip. Don't forget to select the correct orientation.

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

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

Buying Road Vehicles

■ Click on the **Depot** you have built. (Depot "Window" will appear).

■ Click the **New Vehicles Button** (bottom left of the "Window") and a list of all the available road vehicles will appear.

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

New Vehicle Window

■ Highlight the **MPS Regal Bus** (click on the name of a vehicle to highlight it).

■ Click on **Build Vehicle** and it will instantly appear in your Depot.

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

■ Now, close down the Vehicles "Window"

Selling Road Vehicles

■ From the **Depot "Window"** click on and drag the vehicle over the **Dustbin Icon**. The vehicle will disappear immediately and the amount of money made from the sale will rise from the Depot in the 3-D view.

If vehicle is on route, it must first be returned to the depot (click on Depot Icon when viewing vehicle). The vehicle can only be sold if it is stationary in the Depot.

Assigning Routes to Road Vehicles

Now assign the vehicle its route.

■ Click on the **vehicle**, (MPS Regal Bus in this case) and the Vehicle's Information "Window" will open.

■ Click the Vehicles **Order icon** to open its Orders "Window".

Orders Icon

Orders Window

■ Click on **GoTo**. The cursor will change to the Go To icon and a hollow white box will show which square on the 3-D world you are selecting.

■ Move the **Square** over one of the Bus Stations you have just built and click the LMB again. The Station name will now appear in the Orders "Window".

■ Repeat this operation for the second Station and your Bus will now have its first route.

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

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

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

Loading Bay Window

■ Click on the **Loading Bay** in the 3-D view to show what it will accept and what is waiting to be picked up.

Disk Icon

Saving your game.

■ Click on the **Disk Icon**. (one click will select Save Game from the icons menu), this will open the Save Game "Window".

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

■ Click on the **Disk Icon** and select **'Abandon Game'.**

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

Save Game Window

TUTORIAL TWO

A Rail/Road Network

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

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

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

The Main Game Options screen

■ Click on **Load Game,** this will open the **Load Game "Window"**

Load Game Window

Rail Construction Icon

■ Simply select your tutorial 1 Game by clicking on the name it was saved under.

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

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

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

Rename this New Town "Town Two"

■ Click on the Town name, this will open the Town information "Window".

■ Click on the rename bar (bottom of the "Window"), delete the old name and rename it **Town Two**.

■ Close all "Windows"

Building a Railway Station

■ Click on the **Rail Construction icon.** This will open the **Rail Construction "Window".**

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

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

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

Build Station Icon

Station Orientation Icons

Raise and Lower Icons

Track Construction Icons

Build Depot Icon
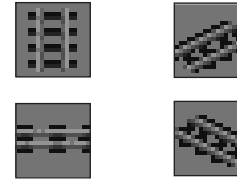
Now fill the gap with track

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

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

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

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

When the two stations are linked by the 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 the train and assign it with a route.

Buying Trains

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

■ Click on the Train **Depot** you have just built.

■ Then, in the **Depot "Window"** click on the **New Vehicles Bar** (bottom left of the "Window").

This will open the **New Rail Vehicles "Window"**

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

For this Tutorial highlight the **Kirby Paul Tank** (Steam Engine) by clicking on its name, then on the **Build Vehicle Bar** at the bottom of the "Window".

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

Now, build two Passenger Carriages in the same way.

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

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

Assigning Orders to Trains

Rail Vehicle Window

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** (fifth down on the right hand side of the "Window"). This will open the **Trains Orders "Window"**.

■ Click on the **GoTo Bar** (at the bottom of the Train's Orders "Window") and then on the station that you want the train to call at first.
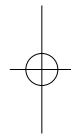
The hollow white square will show you what you are selecting in the 3-D.

■ Click on the **GoTo Bar** again and then on the second station. The order will appear in the **Orders "Window"**.

■ Close the Orders "Window".

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

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

Now, save your game

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

SECTION 4:

Worlds
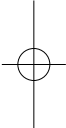
WORLDS

Four different worlds, or climates, are available to play in *Transport Tycoon Deluxe*. They are Temperate, Sub-Arctic, Sub-Tropical and Toyland.

Each of these climates has its own properties. The Temperate climate is largely rich grass land with large grain fields and wooded areas.

The Sub-Arctic climate is a North-American style landscape, with tall mountains covered in snow, and forested areas. Towns in snowy areas require a supply of food before they are likely to expand.

The Sub-Tropical climate is a South-American style landscape, with rainforest areas and desert areas. Desert towns require a supply of water and food before they are likely to expand. Rainforest areas are very expensive to clear, but can be cleared for profit by funding a lumber mill.

The Toyland 'climate' is a colourful mix of toy-like styles; vehicles with faces; toy like buildings; wacky industries and towns with silly names.

In each climate, or world, you will find different industries which suit that particular zone. Tactics which produce profit in one world might not have the same result in another.

Start Date Icon

Creating Your Own Scenario With The World Editor

If you select a world or climate on the Main Menu and then click on **Create a Scenario** you will be taken into the world editor.

The World Editor allows you to build and edit your own world from scratch. You create the terrain, lakes, mountains, towns and industries.

Generating a Scenario

When you select **Create Scenario** the screen will show a completely blank 3-D game world (initially all sea), with icons across the top of the screen to allow generation of the landscape, towns and industries.

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 1950 and 1975. Similarly, you can use the Down Arrow to make the game time start earlier.
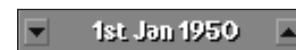
Generating Land

Land Icon

■　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.

Rock, Lighthouse and Transmitter Icons can be used to position rocky areas, lighthouses and transmitters on the landscape.

Random Land: By clicking on the Random Land bar, you will generate a random landscape over the entire map area. 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.

Generating towns

Town Icon

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

Town Generation 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.

Generating Industries

Industry Icon

■ 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.

Remember: *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.

Generating Roads

Road Icon

■ 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

Tree Icon

■ Click on the Trees icon at the top of the screen to display the Trees window.
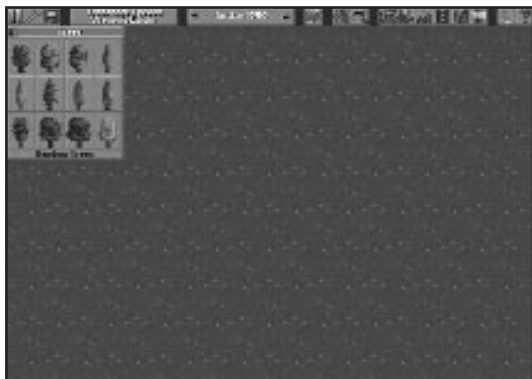
Trees Window

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.

Adding Signs

Sign Icon

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.

Saving a Scenario to Disk

Disk Icon

■ 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 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 Load Scenario "Window" to start playing.

Playing a pre-set scenario

The *Transport Tycoon Deluxe* CD contains a number of saved games and scenarios that you may play. To access these simply select **New Game** from the **Main Menu**.

A menu will appear allowing you to select from a 'randomly generated game' (displayed in yellow text), a selection of saved games (displayed in blue text), or a selection of scenarios (displayed in green text). Highlight the option you require and click on it using the LMB.

Create Scenario Quick Reference Guide

Pause Icon

Game Options Icon

Disk Icon

Pause Icon / Disk Icon / Game Options Icon / Start Date Icon / Zoom In Icon / Land Generation Icon / Industry Generation Icon / Tree Planting Icon / Jazz Jukebox Icon / Map Icon / Zoom Out Icon / Town Generation Icon / Generate Road Icon / Signs Icon / Extra Options Icon

Transport Tycoon Scenario Editor   1st Jan 1950
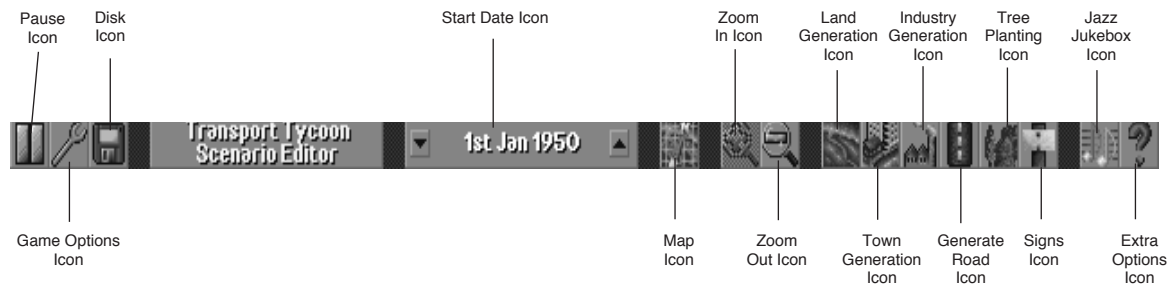
1. Pause Game

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

2. Game Options Toolbar

a.   Game Options:
   a1   Currency Type
   a2   Road Vehicles - left-hand/right-hand drive
   a3   Autosave - off/every 3, 6 or 12 months
   a4   Vehicle design names - default/custom
   a5   Distance - miles/kilometres
   a6   Town names - language type
b.   Difficulty Settings
c.   Town Names
d.   Station Names
e.   Signs
f.   Full Animation
g.   Full Detail
h.   Transparent Buildings

3. 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 Create Scenario front screen

Date Icon

Map Icon

Land Generation
Icon

Town Generation
Icon

4. Start Date Set

The starting date can be set for any year between 1950 and
1975 by using the Up/Down Arrows.

5. Map Icon

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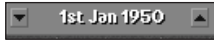
Town Directory: A complete directory of all the towns you
have created - in alphabetical order. Select (click-on name) to
centre town on screen.

6. Zoom-In/Zoom-Out

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

7. Land Generation

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

• Raise or Lower Land (up to 8 levels)
• Dynamite Land or Buildings
• Add Rocky Outcrops/Lighthouses/Transmitters/
  Desert (sub-tropical only).
• Generate Random land
• Reset Land (back to sea level)

8. Town Generation

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

Industry Generation
Icon

Road Construction
Icon

9. Industry Generation

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

10. Road Construction

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

11. Tree Planting

A choice of 12 tree types.

Or, the chance to plant trees randomly over the entire game
world.

12. Signs

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

13. Jazz Jukebox

The Sound/Music Control panel

14. Query Land Block

Position the land block query where you want it. A window
will appear telling you who owns the land and how much it
would cost to clear.

SECTION 5:

The Reference Guide

MAIN MENU OPTIONS

Main Game Options Screen

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

*   **New Game**
*   **Load Game**
*   **Create a Scenario**
*   **Play Scenario**
*   **One Player/Two Player**
    (Accesses Link Play & Network Play)
*   **Game Options**
*   **Difficulty**
*   **Tutorials/Demo**
*   **Quit to DOS**

New Game

From the Game Options screen select one of the four **'Gameplay Climates'** (Temperate, Sub-Arctic, Sub-Tropical or Toyland) by clicking on your choice with the LMB, then Click on **New Game**.

The **New Game Options** window will appear. Click on 'randomly generated game'.

You will now begin a New Game

Beginning of Game Screen

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

Remember: *From the **New Game Options** window you have the opportunity to play any of the saved games and scenario's, which have been stored on the Transport Tycoon Deluxe CD.*

Load Game

Load Game Window

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

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

Create a Scenario

If you select **Create a Scenario** from the Game Options Screen, it will open the World Editor Screen. You can choose to design a scenario in any of the four gameplay climates; Temperate, Sub-Arctic, Sub-Tropical and Toyland. Simply click on the climate of your choice before selecting **Create a Scenario**.

Word Editor Screen

The World Editor allows you to generate your own scenario. You can create your own landscape, towns and industries. Once you have completed your scenario, save it and return to the Main Game Options Menu.

Play Scenario

Selecting this option will bring up the **Load Scenario** Window. Simply click on the scenario which you wish to load and you will be taken into the 3-D Main Game Screen with your chosen scenario.

One Player/Two Player (Link & Network Play)

Transport Tycoon Deluxe can be played as a one player game or the game can be linked and played competitively between two players on two separate PC's via a serial link. The game can also be played, by two players, over a network. For information on Network Play please consult the ReadMe file stored on your *Transport Tycoon Deluxe* CD.

The second human player takes the place of one computer-controlled tycoon, but there will still be computer-controlled companies in linked mode.

To play a linked game, you will require a null-modem serial cable to link one computers' unused Serial Port to an unused Serial Port on the other computer.

Remember: *The game, usually, requires a Mouse to run, which will take up one of your Serial Ports.*

Main Options Screen showing 2 Player Link Window

■ To begin a linked game make sure the Serial Cable is connected to both machines and both machines have a mouse connected.

■ Load *Transport Tycoon Deluxe* as normal on both machines as far as the Main Menu.

■ Click on the Two Players Bar from the Main Menu on both machines.

This will open the **2 Player Link Setup "Window".**

This "Window" contains all the options you need to link the game.

Choose which **COM** port (**1, 2, 3 or 4**), the machines are using for the serial cable. The COM ports do not have to be the same for both machines but the selection must be correct or the link connection will not work.

One player should select 'Serial cable (sender)' and the other should select 'Serial cable (receiver)'.

When all selections have been made on both machines click the **Attempt Connection** bar.

The game will now load and play in exactly the same way as a one player game, except that one of your competing Tycoons will be human.

Modem Link Play

Two Players can also compete against one another via a modem link.

Each player must have an original copy of *Transport Tycoon Deluxe* installed on their computers.

If a saved scenario is to be played, both players must have the same saved scenario on their machines.

Once in the **2 Player Link Set-up "Window"** set one machine to 'modem (send)' and the other to 'modem (receive)'.

Set the COM port for the modem on both machines (COM1, COM2, COM3 or COM4).

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 are advised to save the game in progress regularly, for if the connection is lost the game in progress may also be lost.

Game Options

Clicking on the **Game Options Bar** opens the **Game Options "Window".**

Please refer to the Game Options Icon section (see page 70) for a detailed description of the Game Options.

Game Options Window

Difficulty

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

Difficulty Level Window

Tutorial/Demonstration

The Demonstration Menu

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

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

1. Road Vehicle Service
2. Railway Service
3. Air Service
4. Ship Service
5. Advanced Railway Service

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

Quit to DOS

This option will end *Transport Tycoon Deluxe* and return you to DOS.

THE 3-D WORLD

The Icons

Selecting New Game from the Main Menu will place you in the 3-D World. In the bottom right of the screen is the present date and the total amount of money you can spend. You begin a game with £100,000 (which is borrowed!).

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

From left to right these icons are:

The Game Controls Group

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

Game Options icon : This icon allows you to adjust game options, difficulty settings and select the following, from the pull down menu;

    Town names displayed
    Station names displayed
    Signs displayed
    Full animation
    Full detail
    Transparent buildings

Clicking on the Game Options icon will allow you to adjust the Autosave feature. This feature saves the game at regular intervals. You can set the Autosave to save the game every 3, 6 or 12 months. If you wish you can turn the Autosave completely off.

Pause Icon

Game Options Icon

Disk Icon

Map Icon

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

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

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

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

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

The Finance/Information Group

The Map icon :- Click the **Map icon** and the **World Map "Window"** will immediately appear on screen.

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

Land Contours

Vehicles

Industries

Transport Routes

Vegetation

Land Owners

Town Names

Town Directory

Subsidies Icon

Stations Icon

Down the right hand side of the Map "Window" are seven icons which alter the information that the Map "Window" will give you:

Show Land Contours on the map.

Show Vehicles on the map.

Show Industries on the map.

Show Transport Routes on the map.

Show Vegetation on the map.

Show Land Owners on map

Toggles Town Names on and off.

The **Town Directory "Window"** gives quick access to any town in the world. Click on the name of a town to move to its position in the main 3-D view screen. The number shown after each town name is the town population.

The **Subsidies "Window"** lists the present subsidies on offer from any of the Town Councils and 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.

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

The Stations icon: this icon allows you to view all of your own or rivals 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 will open the **Stations "Window"**, clicking on a Station name from the list that appears will take you to that Stations position in the 3-D world.

Next to the Station names are small symbols representing what kind of station it is e.g. a plane for an airport.

The Company Finances icon: displays any company's financial information, and is very useful for keeping an eye on the opposition.

Company Finances Icon

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

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

From within the **Budget "Window"** you can also **Borrow** and **Repay** money. You are allowed to borrow £300,000 in £10,000 portions. The maximum loan can be increased to a maximum of £500,000 by amending the difficulty settings. As the years pass, the maximum loan size increases with inflation.

The Company Information Icon: clicking on this icon allows you to view information about the total number of vehicles you own, Change your **Manager's Face**, **Name**, **Company Name** and **Colour**, as well as view rival Tycoon's vehicles, and **Build** or **View** your company HQ. The HQ increases in size in proportion to the success of the company.

Company Information Icon

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

Changing Your Managers Face

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

This will open the Face Selection "Window"

■ Choose either **Male** or **Female** gender for your manager.

■ Click on **New Face** until the face you want to keep appears.

Then click on **OK**.

Changing Managers Names

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

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

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

The Managers Name "Window" will close automatically when you click on OK.

Changing Company Name

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

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

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

Graphs Icon

Changing Company Colour

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

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

■ Use the **Up** and **Down** arrows on the **Scroll bar** to see all the available colours.

■ Click the **LMB** on the **Coloured Vehicle** you want.

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

The Graphs

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

The Operating Profit Graph
The Income Graph
The Delivered Cargo Graph
The Performance History Graph
The Company Value Graph
The Cargo Payments Rate

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

League Table Icon

Fund New Industry
Icon

Transport Icons

League Table

Clicking on this icon will display a league table of all the transport companies.

Fund New Industry

Clicking on this icon will display a list of industries which you are able to fund. Select the industry you wish to fund and then position it in the 3-D world. The list of industries will differ depending upon which climate you are playing in.

The Transport Group

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

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

At the bottom left of the Transport "Windows" there are **New Vehicles** buttons. To use these buttons you must already have a Depot built for the type of vehicle you want to build. If you decide to build a new vehicle you can re-name it by clicking on rename, deleting the current name, typing in a new name and clicking on OK.

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

Clicking on one of the vehicles will open it's **"Window"** giving you access to all of that vehicle's information (Age, Running Costs, Annual Profit and Servicing / Reliability Information) and allowing you to issue quick instructions using the icons

running down the right of the vehicle information window. For a description of what actions these icons perform click on them using the RMB.

Vehicle Information Window

From a vehicle's "Window" you can increase or reduce the servicing intervals of the vehicle by clicking on the 'show road vehicle details' icon and adjusting the service interval using the up and down icons. Remember the smaller the intervals the bigger the increase in reliability.

Vehicle Stats Window

The Construction Group

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

General Construction icons :- **The Dynamiter, Raise / Lower Land and Purchase Land Block Icons** are present in all of the construction "Windows".

Dynamiter Icon

The Dynamiter is used to demolish anything on a square of land i.e. trees or buildings. The Dynamiter 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 importance.

Raise and Lower Icons

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

■ Click on one of the two icons, place the cursor over the corner of land you want to raise or lower and click the LMB.

Purchase Land Block Icon

Purchase Land Block: Allows you to purchase a block of land for future use. Other competitors will not be able to build on any blocks of land you purchase. You can sell blocks of land by bulldozing them.

■ Click on the icon and position the cursor box over the land block you wish to purchase, then click on it using the LMB.
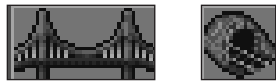
Bridge Icon   **Tunnel Icon**

The Toggle Build/Remove on/off icons, Bridge icons and Tunnel icons are only available in the **Rail and Road Construction "Windows"**.

Toggle Build/ Remove on/off Icon

The Toggle Build/Remove on/off 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, (a piece of track for instance), from the **Construction "Window"**.

Vertical rack Icon

■ Click on **Toggle Build/Remove on/off icon**.

■ Click on the object in the 3-D you want to remove. (There is a hollow red square to show which object you are going to remove in the 3-D).

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

To build a Bridge to cross a valley or waterway:

■ Click on the **Bridge Icon** (the cursor will change to a bridge).

■ **Click and Hold** the **LMB** on the square you want the bridge to start from (this square must be sloped and the valley cannot be deeper than one square).

■ Still holding the LMB down, drag the cursor from the first square to the square that you want the Bridge to end (this end square must be sloping in the opposite direction to the first).

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

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

Choose from the "Window" which style of bridge you want. Using the slide bar if required.

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

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

■ Click on the **Tunnel Icon** and place the cursor over the proposed Tunnel entrance.

■ If the route shown by the white hollow squares is correct click the **LMB** again and the Tunnel will constructed.

■ If the route is not correct or the white squares do not show a route at all, you will need to level some land before you can build the Tunnel.

Specific Construction icons

This opens up the Rail Construction "Window", which contains the **Track Orientation Icons**, allowing you to build track in any direction.

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

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

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

Remember: *you can often demolish an old station and replace it with a larger one. The Catchment Area Highlight shows the area which the station serves.*

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. It is important that you use signals to avoid potential collisions.

Rail Construction Icon

Track Orientation Icon

Station and Depot Icon

Signals Icon

All you need to do is build a passing place on the main line and put signals on both tracks just inside both entrances to the passing places.

A single-direction signal will allow trains to pass in only one direction, enabling much more efficient double-track railways to be constructed. To build single-direction signals, click with the signal pointer a 2nd or 3rd time on the position where the signal is required.

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

■ To build a section of road, select the icon for the direction of road you want built.

■ Click in the centre of one of the sides of a square, this will build a section of road in half of the square.

■ Click in the other half of the square to completely fill it with road.

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

To build a road around a corner in one square:

■ Place one piece of road with one of the orientation icons in the square.

■ Select the other road construction icon and place another piece of road in the same square.

Road Construction Icon

Road Orientation Icons

The (Road Vehicle) Depot, Bus Station and Lorry Loading Bay icons

When clicked, you will have to choose the **Orientation** of these buildings similar to the **Train Depot icon**.

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

The Road Vehicle Depot must face a road.

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

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

Dock Construction Window

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

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

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

Depot, Bus Station and Loading Bay Icons

Dock Construction Icon

Airport Construction Icon
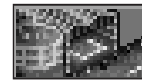
Build Airport Icon

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

Click on the Dock name to see what it will 'accept'. If your ship is unsuitable to carry the cargo type that the dock 'accepts' you can return to the Ship Depot to refit the ship. Simply click on the ship icon, click on the return to dock icon then click on refit and select the type of cargo that you wish the ship to carry. The Dock Construction "Window" also has a "Place BUOY" icon. You can position a buoy anywhere in the water and then order a ship to go to that point; either to moor there or as part of a transport route (to keep narrow stretches of water uncongested).

The Airport Construction Icon: Clicking on this icon opens the **Airport Construction "Window"** containing the Build Airport icon. You will have a Large or Small Airport, and a Heliport, to choose from, depending on how much money you have available and the stage of the game.

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

You can change the type of cargo that an aircraft carries by clicking on the aircraft icon, then clicking on the return to hanger icon. Wait for the aircraft to return to the hanger then click on the refit icon and select the type of cargo that you would like the aircraft to carry.

Tree Icon

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

If you highlight **Plant Trees**, the tree window will appear, allowing you to select the tree type you wish to plant. Select the tree type that you wish to plant. Position the cursor highlight where you wish to plant the tree and click the LMB.

If you highlight **Place Signs**, the Cursor Icon will change appropriately to a signpost. Place the cursor over the position you want to label and click the LMB. You will then be prompted to type in a name for the sign. Click on OK and the new sign will appear in the 3-D. In 2-player mode this icon includes a **Send Message** option which allows players to send messages to one another.

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

Show Sound/Music Window Icon: Click on this icon to open the Jazz Jukebox "Window".

Show Sound Music Window Icon

From the Jazz Jukebox you can control music volume, change the music and program a custom made music sequence.

To change the volume click and drag the 'sliders' to set music and sound effects volume.

At the bottom of the Jukebox "Window" are five icons for selecting the order and style of Jazz Tracks that play during the game.

All: Clicking the **All** icon will play all the Tracks from both styles.

Old Style: Clicking the **Old Style** icon will set the Jazz Jukebox to play only this style of track.

New Style: Clicking the **New Style** icon will set the Jazz Jukebox to play only this style of track.

Ezy Street: Clicking the **Ezy Street** icon will set the Jazz Jukebox to play an alternative style of track.

Custom 1 & 2: These two **Custom** icons allow you to select your favourite Jazz Tracks of either style and play them in any order you wish.

Programming the Custom Buttons: Click on the **Program** icon. The Music Program Selection "Window" will appear. In the left of the "window" are listed all of the Jazz Tracks in *Transport Tycoon Deluxe*. In the right of the "window" is the present order in which the tracks are selected to play.

The top four icons in the centre of the "Window", **ALL, OLD STYLE, NEW STYLE** and **EZY STREET**, when clicked, respond exactly the same as clicking the same named icons from the Jazz Jukebox. They list the permanent playlist for each style.

The next two icons **Custom 1** and **Custom 2**, when clicked, allow you to select your favourite tracks and create your own personal playlists.

■   Simply click the track you want to select from the left side of the screen.

The chosen track will appear in the Playlist on the right side of the "Window".

When you have finished your selections you can save the playlist by clicking on the Save icon.

To replace an old playlist simply click the **Clear** icon and select your new tracks.

When you are happy with your selections close the Selection "Window".

Other Icons on the Jazz Jukebox:
Skip Backwards: Jumps back one track in the present playlist.
Skip Forwards: Jumps forward one track in the present playlist.
Stop: Stops the music playing without affecting the sound effects.
Play: Starts playing the next track in the playlist.
Shuffle: Clicking the Shuffle icon randomises the order of the present playlist.

Show Message Icon

Show Message Icon: Clicking on and holding down this icon highlights two options: Last Message/News Reports and Message Settings.

Last Message/News Report: Dragging the highlight bar down over the Last Message/News Report and releasing the LMB will re-open the last information "Window" that was on the screen.

Message Settings: Highlighting Message Settings and releasing the LMB will open the Message Option "Window". This "Window" contains ten separate switches so you can choose to receive your messages in summary or in full detail.

Query Land Block Icon

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

Other options available from this icon are:
Screenshot - allows you to create a .pcx file of the current screen.
Giant Screenshot - allows you to create a .pcx file 9 screens large.
About Transport Tycoon Deluxe - Information on the game.

"Windows"

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

Information Window

Information Bar: Summarised messages are shown in the centre of the information bar at the bottom of the screen. Click this area to view the complete message.
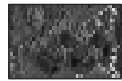
Buildings
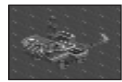
Temperate Climate

Coal Mine

Power Station

Coal Mine : Coal Mines only produce coal (required by Power Stations). They don't 'require' anything.

Power Stations: Power stations require coal for fuel.

Forest

Sawmill

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

Sawmill: Sawmills require wood from forests and produce Goods.

OIl Refinery

Farm

Oil Refinery: Oil refineries require oil from land based drills and in later years from sea-based oil rigs. They produce only goods to be taken to large towns.

Farm: Farms do not require anything but produce Livestock and Grain (required by factories).

Factory

OIl Rig

Factory: Factories require Livestock, Grain and Steel, and produce goods to be taken to large towns

Oil Rig: Oil Rigs do not require anything but produce oil (required by Oil Refineries).

Iron Ore Mine

Steel Mill

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

Steel Mill: Steel Mills require iron ore from mines and produce steel (required by Factories).

Goods and food can be taken to large towns.
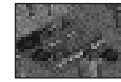
Coal Mine

Power Station

OIl Wells

Oil Refinery

Forest

Paper Mill

Printing Worlds

Farm

Food Processing Plant

Gold Mine

Bank

Sub-Arctic Climate

Coal Mine: Coal Mines do not require anything and produce coal (required by Power Stations).

Power Station: Power Stations require coal for fuel.

Oil Wells: Oil wells do not require anything and produce oil (required by Oil Refineries).

Oil Refinery: Oil Refineries require oil and produce goods.

Forest: Forests do not require anything and produce wood (required by Paper Mills)

Paper Mill: Paper Mills require wood and produce paper (required by Printing Works)

Printing Works: Printing Works require paper and produce goods.

Farm: Farms do not require anything and produce wheat and livestock (required by food processing plants).

Food Processing Plant: Food Processing Plants require wheat and livestock, and produce food.

Gold Mine: Gold Mines do not require anything and produce gold (required by banks).

Bank: Banks require gold.

Goods and Food can be taken to large towns.
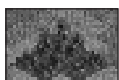
Sub-Tropical Climate

Rubber Plantation

Factory

Rubber Plantation: Rubber Plantations do not require anything and produce rubber (required by factories).

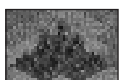**Factory:** Factories require rubber, copper ore and wood, and produces goods.

Oil Wells

Lumber Mill

Oil Wells: Oil Wells do not require anything and produce oil (required by Oil Refineries).

Lumber Mill: Lumber Mills do not require anything and produce wood (required by factories).

Copper Ore Mine

Water Supply

Copper Ore Mine: Copper Ore Mines do not require anything and produce copper ore (required by factories).

Water Supply: Water Supplies produce water (required by water tanks).

Water Tank

Farm

Water Tank: Water Tanks require water.

Farm: Farms do not require anything and produce maize (required by food processing plants).

Fruit Plantation

Food Processing Plant

Fruit Plantation: Fruit Plantations do not require anything and produce fruit (required by food processing plants).

Food Processing Plants: Food Processing Plants require fruit and maize, and produce food.

Diamond Mine

Bank

Diamond Mine: Diamond Mines do not require anything and produce diamonds.

Bank: Banks require diamonds.

Goods and food can be taken to large towns.

Toyland 'Climate'

Sugar Mines

Toy Factory

Sugar Mines: Sugar Mines produce sugar (required by sweet factories).

Toy Factory: Toy factories require plastic and batteries and produce toys.

Sweet Factory

Cola Wells

Sweet Factory: Sweet factories require toffee, candyfloss and sugar, and produce sweets.

Cola Wells: Cola Wells do not require anything and produce cola (required by fizzy drink factories).
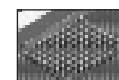
Candyfloss Forest

Bubble Generator

Candyfloss Forest: Candyfloss forests produce candyfloss (required by sweet factories).

Bubble Generator: Bubble generators produce bubbles (required by fizzy drink factories).

Toffee Quarry

Battery Farm

Toffee Quarry: Toffee Quarries do not require anything and produce toffee (required by sweet factories).

Battery Farm: Battery Farms do not require anything and produce batteries (required by toy factories).
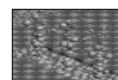
Plastic Fountains

Fizzy Drink Factory

Plastic Fountains: Plastic Fountains do not require anything and produce plastic (required by toy factories).

Fizzy Drink Factory: Fizzy Drink Factories require cola and bubbles, and produce fizzy drinks.

Toy Shop

Toy Shop: Toy Shops require toys.

Sweets and fizzy drinks can be taken to large towns.

Buildings Common To All Climates

Railway Depot: Railway Depots are used to build and service all Railway Engines and Carriages.

Railway Station: Railway Stations can be used for passengers, mail and all goods. You will need the appropriate carriages to transport them.

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

Bus Station: Bus Stations can be used for passengers. You cannot order any vehicle other than a bus to call at a bus station.

Loading Bay: Loading Bays can be used for Mail and Goods but not Passengers.

Ship Dock: Docks can be used for any goods and passengers.

Ship Depot: Ship Depots are used for building and servicing all Ships and Ferries.

Airport (Small/Large) & Heliport: Airports and heliports can be used for any goods or passengers.
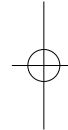
SECTION 6:

Advanced Features

GAME-PLAYING NOTES

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 sect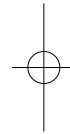ion of railway track. Each signal tells the train if the section of track ahead is clear (green signal), or occupied (red signal).

The train will always stop and wait at a red 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 and single-direction signals about every ten squares. On one track the signals should face in one direction and on the other track they should face in the opposite direction. This allows many trains to run efficiently on just two parallel tracks.

Single direction signals can be built to allow trains to pass in only one direction, enabling much more efficient double-track railways to be constructed. To build single-direction signals, click with the signal pointer a 2nd or 3rd time on the position where the signal is required. You will know that you have successfully planted a single-direction signal because only 1 signal will appear on the track.

Train and road vehicle servicing

When trains and road vehicles are due for servicing, they head for the nearest servicing Depot. It is a good idea to build Train Depots at the end of most railway lines and to build Road Vehicle Depots in every town 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. The second (in brackets) is the percentage actually sent to stations.

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 for an appropriate transport service (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.

The station rating is affected by the frequency of services and is higher if there are vehicles calling regularly at a station. The rating will rise if the vehicles calling at the station are newer and faster.

However, the rating of a station will fall if goods or passengers are left waiting at a station for long periods of time.

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).

Ordering Vehicles & Vessels

Vehicle Window

There are FIVE action bars at the bottom of the Vehicle Orders "Window": SKIP, DELETE, GO TO, FULL LOAD and UNLOAD. The train orders "Window" has a sixth: NON-STOP. These action bars allow you to give your trains more detailed orders.

Orders Window

SKIP: Clicking on SKIP will miss out the next station on the vehicle's route. The 'Next Stop' Arrow (left of the station names in the 'Window") will move to indicate the station the train is heading for next.

DELETE: To Delete an order from the Orders "Window" i.e. a Station for a vehicle to call at, you must highlight the station name in the "Window" (the name will change colour to WHITE to show that it has been selected) then simply click the Delete bar and the station name will disappear from the "Window".

NON-STOP: The Non-Stop Bar is only found in the Train Orders "Window".

To make a train travel directly to a station without stopping, highlight the station name that you want the train to go to directly, and click the Non-Stop Bar. The action will appear after the selected station in the Orders "Window".

GO TO: The Go To Bar is used to designate stations for vehicles to call at.

Click the Go To Bar, then click on the station you want the vehicle to call at in the 3-D view.

The orders will appear in the Orders "Window" as you select them.

FULL LOAD: The Full Load Bar is used to order a vehicle to wait at a station until it is fully laden.

Highlight the Station name and then click the Full Load Bar.

UNLOAD: The Unload Bar is used to order a vehicle to unload its cargo at a station even if the station does not accept the goods it is carrying.

Highlight the Station name and then click on the Unload bar.

This Order is very useful if you are transporting goods long distances and on more than one transport route. For example, you could use a train to deliver oil from an oil rig to a station that did not accept oil. You could then instruct another train to go to that station and load the oil, which it would then take to another destination that did accept the cargo.

Estimated Cost

Shift Key: Holding 'Shift' down when performing any building action will show the estimated cost of that action, without performing it and actually spending money.

Local Authority Window

By clicking on 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' option, the 'Fund Road Reconstruction' option, and will also show you the current rating of all competitors. The actions available to you will vary according to your cash available, it MAY include Fund Road Construction.

You can choose from Small, Medium or Large Advertising campaigns. Campaign costs, details and 'Do It' action bar all appear within the window. An Advertising campaign will attract passengers and goods to your stations in the town where you conducted the campaign.

To reconstruct a town's roads, click on **Fund Road Reconstruction** and then click on Do It. You will pay a large sum to the local authority to dig up all their roads. This option can be used to cause considerable disruption to road traffic. This can be useful if, for example, you are running a rail service in a town and are competing with bus/lorry services. Road reconstruction will result in traffic jams and detours which will make the ratings, for road vehicle stations, drop dramatically, giving your rail service a competitive advantage.

Other options will appear on the authority "window" only if you have enough cash. They are;

'Build Statue of Company Owner' - This option erects a statue in the town, and improves the ratings of all your stations in the town.

'Fund New Buildings' - This option builds additional shops, offices and other buildings in the town.

'Buy Exclusive Transport Rights' - This option gives you exclusive transport rights to the town for 1 year. This means that, during this period, all passengers and goods will be sent to your stations.

Station maximum limit

Transport Tycoon Deluxe can handle a maximum of 250 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.

Buy/Sell Company Shares

Holding the LMB, click on the company information screen and select one of the competing companies.

When the company information window appears you will see two options allowing you to buy and sell shares.

You can buy or sell 25% of a companies shares at a time. If you buy all of a companies shares you will take that company over and will own all its vehicles and stations and debts.

Screenshot Functions

'Ctrl-S' will save a .PCX screenshot of the current screen.

'Ctrl-G' will save a giant .PCX screenshot of the land area (equivalent to 9 screens).

These functions can also be accessed from the **Query Land Block** icon.

Closing Down Warning Windows

Clicking the RMB will close down red warning messages.

Running Transport Tycoon Deluxe from Windows™/Windows™ '95

If you are running the game in Windows or Windows '95 you will need to disable all screen savers prior to running the game.
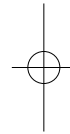
If you are in Windows '95 then run Transport Tycoon Deluxe in an exclusive DOS session and do not attempt to multi-task/swap out of the game.
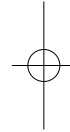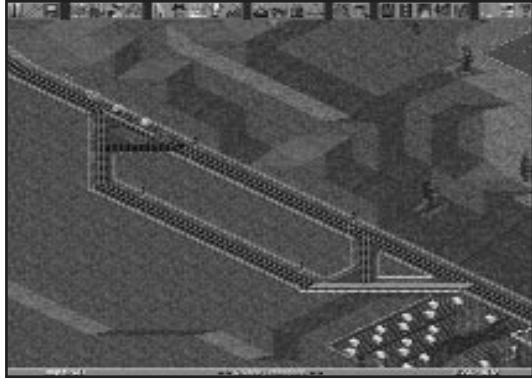
SECTION 7:

Hints & Tips

1 Don't borrow too much money to begin with, the interest payments could bankrupt your company.

2 Position your stations carefully. It is no use placing a station in the middle of nowhere. This will just waste valuable money. Rather construct stations close to industries and towns.

3 Use the Map "Window" to find industrial and agricultural areas, it is a lot faster than scrolling around the main 3-D view.

4 The further you transport any commodity the more money you will make on each trip. The journey will, however, take a longer time.

5 Keep a close eye on all of your vehicles. As they start to get old, they will begin to cost you more money than they are earning through breakdowns and the traffic jams they will cause.

6 It is possible to land the faster aircraft at the smaller Airports, however the risk of a crash is much higher.

7 Pressing the PAUSE icon stops everything in the game world but still allows you to scroll around the Main View of the World and the Map "Window".

8 Subsidies offered by the Local Councils carry financial rewards for whoever completes the request first. These can help when first starting a business.

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

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

10 Keep checking the graphs to see how you are progressing in relation to your competitors.

11 Placing trees around a station will attract more passengers to it. Very useful if you have a rivals station very close to one of yours. The trees will increase your rating with the local authority (useful when you need to increase this rating to get permission to demolish buildings in a town).

12 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.

13 Rename towns that you have a network in so that you can easily find it from the Town or Stations "Window".

14 When building any type of station, clicking on the Catchment Area On Icon will show you in the Main 3-D view how much of the surrounding area the Station will provide its service to.

15 Using passing places on a single track will 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.

Passing Place

16 To construct double-track railways, build each of the parallel tracks separately, and only connect them to each other at each end, before the final stations. On one line, construct signals facing in one direction at regular intervals along the line, and on the other line, construct signals facing in the opposite direction at regular intervals. A large number of trains can be run efficiently on a railway constructed in this way.


Parallel Track with single direction signals

17 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 platforms.

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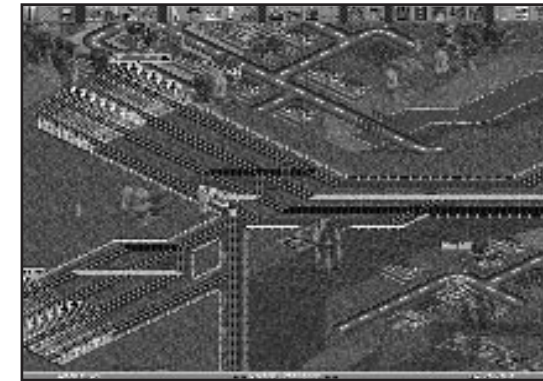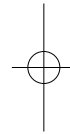

Multiple Track Station
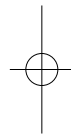
SECTION 8:

Technical Assistance

If you experience problems with the game that you are unable to resolve, 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.

Ring us on 01454 329510, Monday to Friday between 10:00 and 12:30 or 13:30 and 16:00. Have a pen and paper handy when you call.

Fax us on 01454 326499, Monday to Friday between 9:00 and 17:00.

Alternately, 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**. MicroProse regret that goods cannot be replaced by us unless bought from the company directly.

MicroProse Customer Services

United Kingdom
Telephone: **+44 (0) 1454 329510**   (1000-1230 and 1330-1600 GMT/BST)
Fax: **+44 (0) 1454 326499**   (0900-1730 GMT/BST)
                                                          Monday to Friday
MicroProse Europe, The Ridge, Chipping Sodbury, Bristol BS17 6AY, UK.

Germany
Telephone: **+49 (0) 5241 946480**   (1500-1800 Central European Time -
                                                          only open on Tuesday)
Fax: **+49 (0) 5241 946494**   (1430-1800 Central European Time -
                                                          Monday to Friday)
MicroProse-Spectrum HoloByte GmbH, Bartholomaüsweg 31, 33334 Gütersloh, Germany, EU.

France
Telephone: **+33 1 485-70554**   (1430-1800 Central European Time)
Fax: **+33 1 485-76291**   (1430-1800 Central European Time)
                                                Monday to Friday
UBI-SOFT (MicroProse Dept), 28, rue Armand Carrel, 93108 Montreuil Sous Bois CEDEX, Paris, France, EU.

United States
Telephone: **+1 410-771-1151**   (0900-1700 Eastern Time)
Fax: **+1 410-771-1174**   (0900-1700 Eastern Time)
                                                Monday to Friday
MicroProse USA, 180 Lakefront Drive, Hunt Valley, MD, USA 21030.

Telephone: **+1 510-522-1164**   (0900-1700 Pacific Time)
Fax: **+1 510-522-3587**   (0900-1700 Pacific Time)
                                                Monday to Friday
Spectrum HoloByte, 2490 Mariner Square Loop, Alameda, CA, USA 94501.

MicroProse On-Line Services

Bulletin Boards

MicroProse UK	**+44 (0) 1454 327083**	(14,400 baud)
	+44 (0) 1454 327084	(14,400 baud)
MicroProse Germany	**+49 (0) 5241 946484**	(28,800 baud)
MicroProse USA	**+1 410-785-1841**	(28,800 baud)
Spectrum HoloByte	**+1 510-522-8909**	(14,400 baud)

Compuserve

MicroProse Europe Mailbox	**71333,314**
MicroProse Germany Mailbox	**74777,3326**
MicroProse USA Mailbox	**76004,2223**
Spectrum HoloByte Mailbox	**76004,2144**

MicroProse and Spectrum HoloByte also have Public Forums and Library areas for comments, questions and files. We can be found in Game Publishers Forum "B" (GO GAMBPUB)

Delphi-Internet

MicroProse Europe operates a complete forum for our users where patches, updates, demos and product information may be downloaded. This area may be found on UK Delphi.

MicroProse USA forum	**US-DELPHI, GAME SIG**
MicroProse Europe forum	**UK-DELPHI, FEATURED FORUMS, MICROPROSE**
MicroProse USA Mailbox	**MICROPROSE3**
MicroProse Europe Mailbox	**MPS_EUROPE**

Fidonet

MicroProse Conference	**Node 1: 2617/107**

Genie

Scorpia RT, Keyword:	"Scorpia"
MicroProse USA address	**MICROPROSE**
MicroProse Europe address	**MPS.UK**

Internet

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	MicroProse USA	**76004.2223@compuserve.com**
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FTP: The MicroProse FTP site features a complete library of the latest updates, demos and product information.
Site address: **ftp.microprose.com**
World-Wide-Web: Entry to our WWW home pages can be achieved by accessing **http://www.microprose.com** from your Web Browser software.