

TrainTown Hotkeys

Certain keys may be used to perform specific actions while a job is in progress.

<u>Key</u>	<u>Action</u>
Return	Causes Selected Train to Stop
Spacebar	Causes All Trains to Stop (Emergency)
N	Selects Next Car
P	Selects Previous Car
W	Blows Train Whistle
T	Toggle Tool Bar (Try It, It's Cool.)
Arrow Keys	Scroll Map (Shift Will Accelerate)
Keypad +/-	Zoom In/Out on Map Overview
M	Map Tab
O	Option Tab
I	Information Tab
Esc	Exits Job
Pause	Pauses Job
Alt-F4	Exits Job to Windows
Alt-Esc	Minimizes Game, Returns You to Desktop

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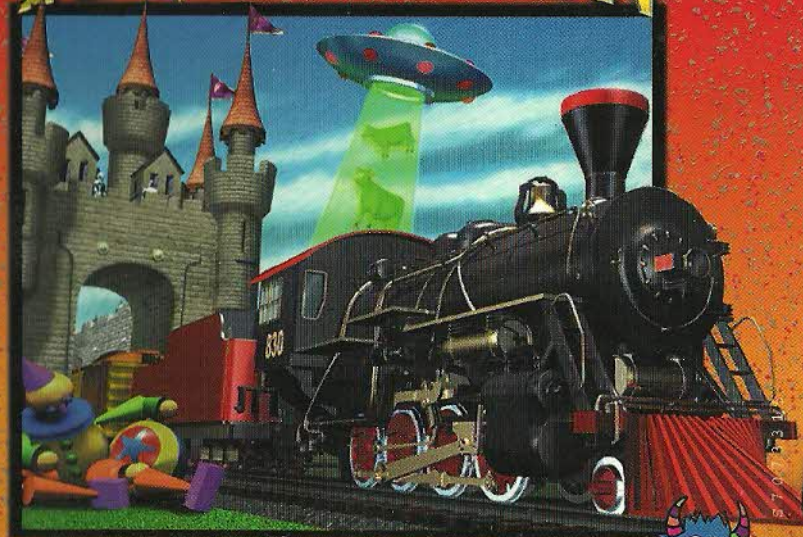
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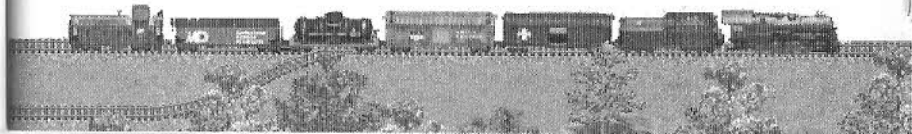
LIONEL TRAINS™

TRRAINTOWN

“Now boarding 3D Ultra: Lionel® TrainTown!”

*Sierra Attractions delivers
a freight car full of fun
for the whole family.*

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Contents

Getting Started	3
Installation and Set-Up	3
Begin Playing	5
Working in TrainTown	10
Choosing a Job	10
Operating Your Trains	14
Train Town Load Dependency Table	16
The Tool Bar Display	19
Picking Up and Delivering Loads	24
Coupling and Uncoupling Cars	26
Signal Flags and Semaphores	27
Laying Track (Track Editor)	28
Technical Support	31
TrainTown Hotkeys	Back Cover

Getting Started

Before you can play *3D Ultra: Lionel® TrainTown* you must first install the program on your computer's hard drive. We strongly recommend that you close other programs (like a virus scanner, if you have one) that may be running in the background.

Installation and Set-Up

AutoPlay (The Quick and Easy Way to Install Your Game)

The *TrainTown* CD contains an Autoplay program which automatically guides you through the installation process.

1. Put the *TrainTown* CD into your computer's CD ROM drive.
2. Once the Autoplay screen appears, click on the Install button.
3. Follow the on-screen installation instructions. Once you have successfully installed the game, you're ready to play!

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What to Do if AutoPlay Doesn't Work

If the *AutoPlay* program doesn't automatically bring up the *AutoPlay* installation screen, you need to start the program yourself.

1. Click on the **My Computer** icon on your computer's desktop.
2. Right-click on the drive with the *TrainTown* icon (your CD ROM drive) to access a set of menu options.
3. Click the **Autoplay** option.
4. After the *Autoplay* screen appears, click on the **Install** button to begin.

Installing the Game

You are given two options when it comes to deciding how much of the game to install on your hard drive; *Minimum* and *Normal*. The *Minimum* option requires that you have the *TrainTown* CD in your CD ROM drive at all times while

playing the game. The *Normal* option allows you to play the game *without* having the CD in the CD ROM drive. (You'll be unable hear background music or see the intro movie without it, however.).

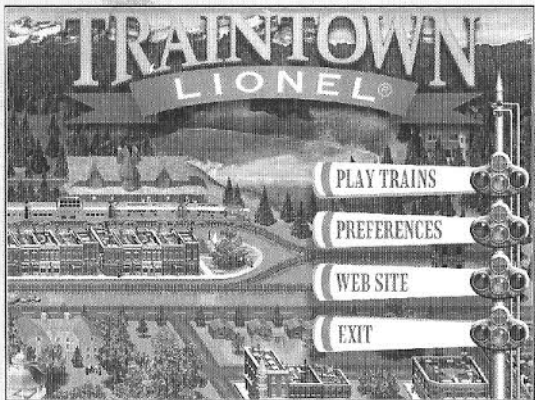
Almost Done...

Be sure to register your copy of *TrainTown* when prompted. Registration is a quick way to take advantage of exclusive promotions and product updates that you won't want to miss!

Begin Playing

Now that you've installed the game, there are several ways to begin playing;

1. Autoplay starts the game each time you insert the game CD into your CD ROM drive. Click on the **Play** button to begin.
2. You may also start the game by clicking on the desk-top **Start** button then selecting *Programs/Sierra/3D Ultra Lionel® TrainTown/3D Ultra Lionel® TrainTown*.



"All Aboard!"

It's time to board. You're presented with four game options; **Play Trains**, **Preferences**, **Web Site** and **Exit**. You'll notice that as your mouse pointer passes over these "hot spots," a pop-up banner gives you a short description of the button or option.

- **Play Trains**

Click on the **Play Trains** button to go to the *Sign In* roster and start the game.

- **Preferences**

Click on the **Preferences** button to go to your list of game preferences.

- **Web Site**

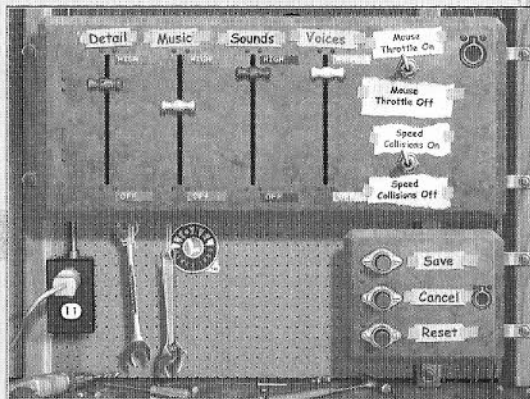
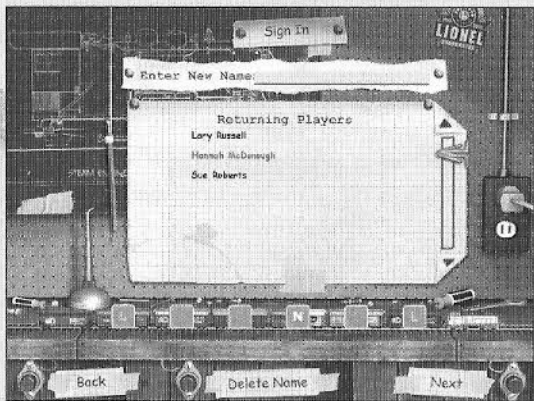
Click on the **Web Site** button to point your web browser to the *3D Ultra: Lionel® TrainTown* web site. Here you'll find the latest game information and links to many of our other *3D Ultra* titles.

- **Exit**

Click on the **Exit** button if you wish to exit the game. A dialog box prompts you for confirmation before returning you to your computer desktop.

Sign In Roster

If this is your first time playing the game, you must enter a *player name* in the space marked ENTER NEW NAME: _____ . Simply type out your name as you want it to appear on the roster. If your name already appears on the roster, select it and click on the **Next** button to begin playing.



You can delete player names. Click on the name. Make sure that the correct name is highlighted then click on the **Delete Name** button to permanently remove the *player name*.

Preferences

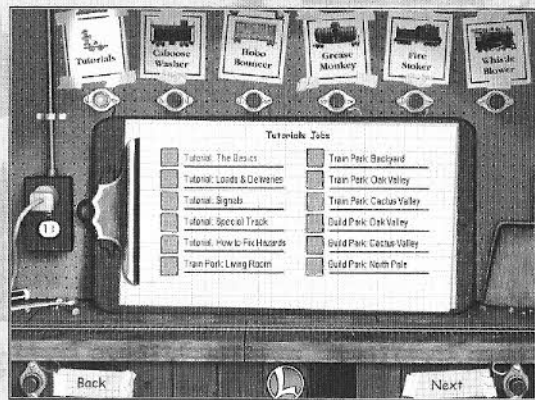
Certain game features can be changed to suit your particular style of play. To move a slider bar, simply click on it and drag the handle to the desired position.

Working in TrainTown

Some jobs are easy, others are more difficult. To complete a job, you'll need to use a combination of trains and brains!

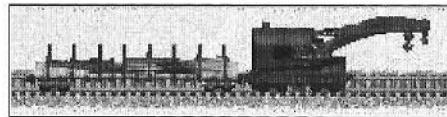
Choosing a Job

Once you have chosen a player name, you're taken directly to



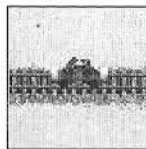
the *Job Roster*. To select a *job*, click on one of the six *job bins* located along the top of the screen. The bin on the far left contains Tutorials (introductory level jobs). The remaining five bins contain jobs that range in difficulty from *Caboose Washer* (easy level) to *Whistle Blower* (expert level).

Clicking on a job bin displays all of its *jobs* on the clipboard in the center of the screen. Click on the job you wish to play, then click on the **Next** button to begin.



The Track Tender fixes track.

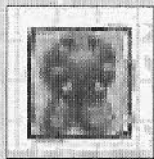
The Hand Car is used to perform routine track maintenance.



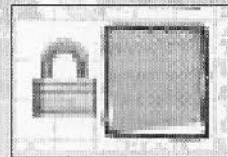
Tutorials (TrainTown 101)

To help new players understand the basics of play, *TrainTown* comes with a number of walk-through tutorials that focus on teaching a particular task. A narrator guides you through each tutorial and stops the lesson when a new concept is introduced.

Tutorials are an invaluable learning tool. New players should take the time to finish each one before moving on.



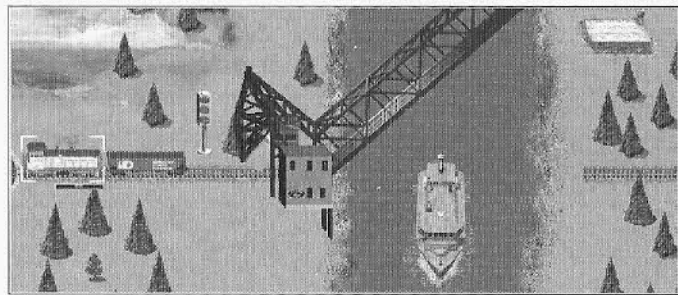
Successfully complete a job and you receive a check mark on your job roster. If you complete the job in record time, you receive a blue ribbon.



Sometimes a job bin has a special locked bonus job. Complete **ALL** the jobs in a job bin to unlock the bonus job.

“Workin’ on the Railroad”

Unlike the tutorials, you won’t find a narrator to help you complete any of the jobs in the remaining job bins. You’re on your own. For this reason, we recommend that you start out with the easiest jobs (those in the Caboose Washer bin), then make your way up to the jobs in the Whistle Blower bin.



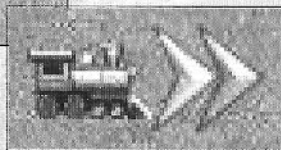
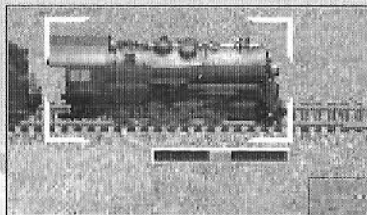
The Bascule bridge operates like a run-of-the-mill drawbridge.

Operating Your Trains

Being able to operate your trains fast and efficiently is the key to *TrainTown*. There are two ways to control the movement of your trains: the *mouse* or the *toolbar throttle*. For more detailed information, play *Tutorial: The Basics*.

Mouse Controls

Clicking your mouse to the right of a selected engine causes a train to move to the right. Clicking to the left of a selected engine causes a train to move left. Multiple clicks increase the speed of the train. To stop, click directly on the train. (The mouse pointer changes to a stop sign.) The bar underneath the selected engine shows its current speed.



Things You Can Do with Your Mouse

1. Click directly on an engine (or car) to select it.
2. Click to the left of a train to go left, to the right of a train to go right. Click directly on a train to stop.
3. Click on a green pickup icon to load it in the proper car.
4. Click on a red delivery icon to drop off a car load.
5. Click between cars to *uncouple* them.
6. Click on a track interchange to toggle the switch direction.
7. Right-click on the track to place or remove a signal flag.
8. Click on a semaphore or signal flag to toggle the signal: Green (Go), Blue (Reverse), Red (Stop).

Train Town Load Dependency Table

Car	Type of Loads Carried
Stockcar	Cattle, Pigs, Sheep, Reindeer, Lions, Dinosaurs
Boxcar	Letters A to Z, Building Material, Machinery, Concrete Bags, Dynamite, Packaged Goods
Flatcar	Limestone, Steel Rails, Construction Equipment, Fire Engine, RC Cars, Santa's Sleigh, Toy Elephants (Animals)
Flatcar with Staves	Logs, Lumber
Tank Car	Diesel, Oil, Boiling Oil, Heating Oil, Nitro, Fish, Milk
Refrigerator Car	Steaks, Hamburgers, Vegetables, Fruit, Ice, Ice Cream
Hopper (Open Top)	Balls, Coal, Ore, Manure, Woodchips
Hopper (Covered Top)	Grain, Cow Food, Pig Food, Sheep Food, Reindeer Food, Fish Food, Circus Animal Food, Dinosaur Food
Gondola	Balls, Scrap Metal, Statues
Commuter Car	Passengers
Passenger Car	Passengers
Car Carrier	Automobiles



Steam Engine



Diesel Engine



Diesel Engine



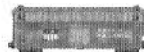
Caboose



Steam Tender



Stockcar



Refrigerator Car



Commuter Car



Boxcar



Passenger Car



Flatcar



Hopper (Open)



Passenger Car



Flatcar with Staves



Hopper (Covered)



Tank Car



Gondola



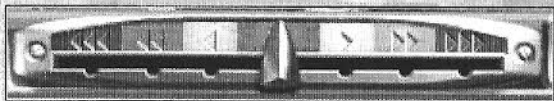
Car Carrier

Tool Bar Throttle

In addition to using your mouse, you may also use the *tool bar throttle* to move your trains. The throttle control is located across the top of the tool bar display. There are seven throttle positions.

Moving the throttle to the middle *red-colored* position causes the train to *stop*. Moving the throttle to one of the three *green-colored* positions (Slow, Fast, Fastest) causes the train to move to the *right*. Moving the throttle to one of the three *blue-colored* positions causes the train to move *left*.

As the shade of color gets darker, the faster your train moves. Speed is important but it can also be dangerous. Be careful that you don't crash in to track bumpers or even other cars.

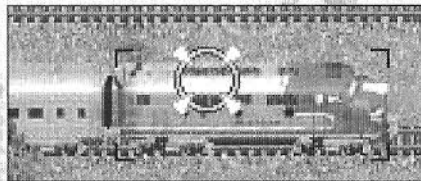


The Tool Bar Display

In addition to the throttle controls, there are several other gadgets on your tool bar display.

Selecting Engines and Cars

You cannot operate an engine unless it is selected. To select an engine (or car), simply click on it. (The mouse pointer changes to a targeting icon when it is positioned over the engine or car.) An image of the selected engine or car appears on the right of the tool bar.



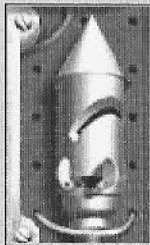
Job Clock

Depending upon the job, your *job clock* can count either up (to record elapsed time) or down (to indicate your time remaining.) Even when a job doesn't have a time limit, you'll still want to finish quickly to get the best time (*and the blue ribbon!*). Speed is important, but so is safety. Each time you damage your train (or cars) extra time is added to the clock as a penalty.

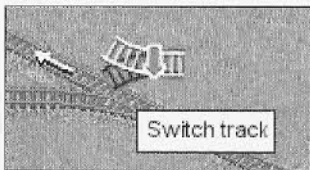


Train Whistle

Every now and then some critter will wander onto the track. Click on the whistle to scare them out of your way.

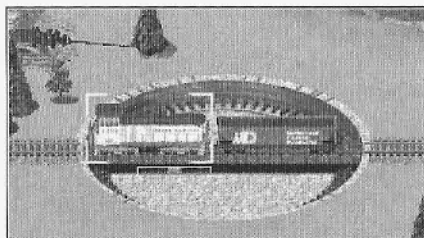
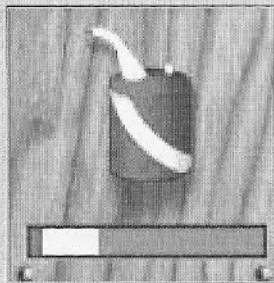


An arrow at a fork in the track indicates which track the train will take. Use your mouse to switch the track.



Fuel Gauge

There are three different types of fuel used by engines in *TrainTown*. Steam-powered engines require both coal and water, diesel-powered engines require diesel fuel, and hand-cars are people-powered engines that require the workers to rest. Running out of fuel is a quick way to end a job before you've had a chance to complete it. For more information on keeping your trains fueled, play *Tutorial: Loads and Deliveries*.



The turntable is used to sort your train's cars.



Options Tab

Click on the *Options* tab to see a pop-up display containing six option buttons: *Pause*, *Briefing*, *Preferences*, *Restart*, *End Job*, and *Quit Game*.

Info Tab

Forget what you need to do to complete the job? Click on the *Info* tab to see the job description and related information.

Map Tab

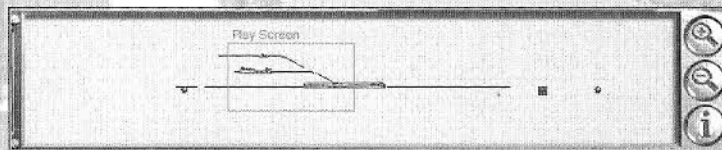
Click on the *Map* tab to see a map of your entire *TrainTown* play area. Each map contains the following information:

- Location and arrangement of track (thin blue lines)
- Location of trains

- Location of loads to be picked-up (green icons)
- Delivery points for loads (red icons)

The *Zoom In/Out* buttons to the right of the map let you control your map magnification. The “i” button lets you toggle load icons in the play area to either *All*, *Some*, or *None*.

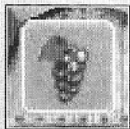
The map also lets you quickly reposition your view of the play area. The thin-lined rectangle inside the map represents your current view. Click on the map and drag the rectangle to the area you wish to view. For more information on using the map, play *Tutorial: Loads & Deliveries*.



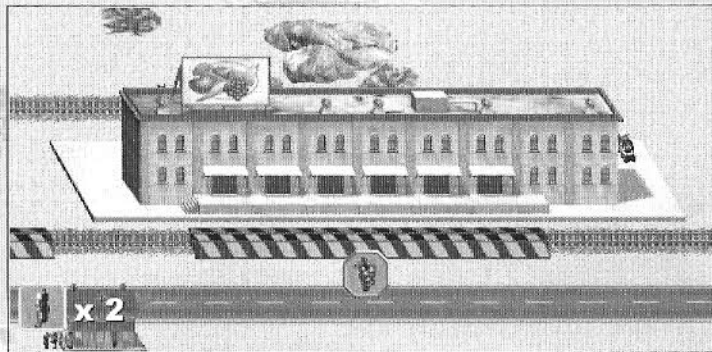
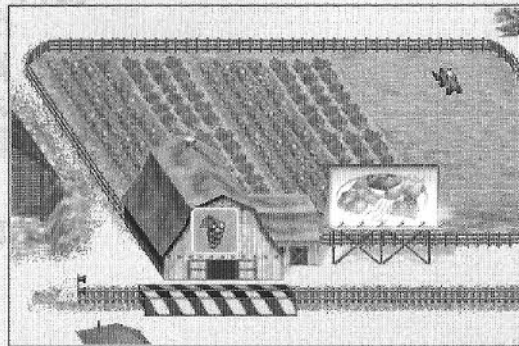
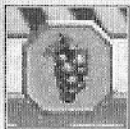
Picking Up and Delivering Loads

Passenger and cargo *loads* are scattered about the play area waiting to be transported to their destination.

Waiting cargoes are indicated by load icons bordered in *green* above the loading zone. To load these cargoes on your train, position the appropriate car in the *yellow and black striped loading zone*. Once the car is in position, click on the load icon.



Like pick-up points, delivery points are also indicated by a load icon. In this case however, load icons are bordered in a *red* stop sign and appear below the loading zone. Deliver loads by positioning them within the appropriate *yellow and black striped loading zone*. Click on the car's load icon to remove it.

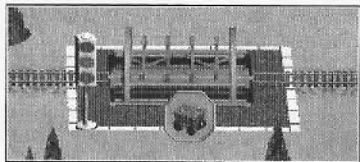


Coupling and Uncoupling Cars

Sometimes it is necessary to add and remove cars to and from your train. Adding cars to your train is known as *coupling*. To *couple* a car, nudge it slowly with your train. The car will automatically attach itself to your train. To avoid damage to your train, coupling should always be done at the *slowest* possible speed.



Removing cars from your train is known as *uncoupling*. To *uncouple* a car, position your mouse pointer between the two cars you want to separate. The pointer changes to an uncoupler icon when it is positioned properly. Click to uncouple the cars. You may not uncouple moving cars.



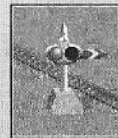
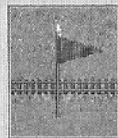
A rotary dumper is used to empty cars by turning them upside-down and spilling their contents into an underground holding area.

Signal Flags and Semaphores

Signal flags and *semaphores* are used to direct railroad traffic automatically. They are often used at rail road crossings or near the end of a particular section of track.

Signal flags and semaphores are color coded to indicate their function. *Left-clicking* on a signal flag or semaphore lets you cycle through the three different colors.

- *Green*: lets the train continue on its way without stopping.
- *Blue*: causes a train to reverse its direction.
- *Red*: causes the train to stop.

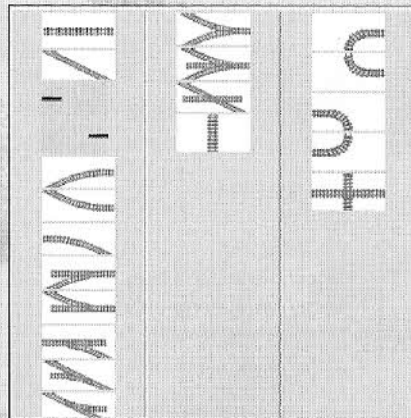


Semaphores are *permanent signals* that operate for the duration of the job. You can place a semaphore by pressing the *shift key* and *right-clicking* where you want it to appear. Signal flags are good for a *one time use only*. They may be placed anywhere along the track by simply *right-clicking* where you want one to appear.

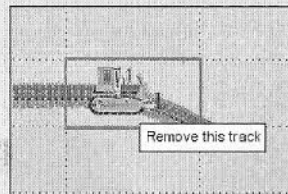
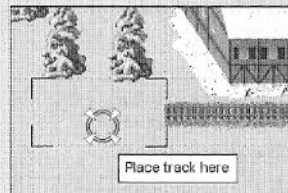
Laying Track (Track Editor)

Some jobs require you to lay down track that your train will run on once the game begins.

- To lay a section of track, click on an empty spot in the play area then select a piece of track from the pop-up menu.
- To remove a section of track that you've already placed, simply click on the track. (Your mouse pointer becomes a bulldozer to indicate when you can do this.)
- To speed up the track laying process, *ctrl-clicking* (holding down the *ctrl* key while *clicking* the mouse button) picks the first eligible piece of track off the pop-up menu, usually a straight piece of track.
- You may also lay track by *shift-clicking* (holding down the *shift* key while clicking the mouse). Shift-clicking lets you place any type of track you want.



When you are happy with your track placement, press the *Play* button to begin the job. If you want to start over, press the *Reset* button. The *Info* button replays the job description. Press the *Exit* button to quit the job.



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NOTE: To replace your disk(s) please send only Disk #1 (or the CD) and copy of your dated Receipt, if less then 90 days. After 90 days please include a \$10 handling fee along with Disk / CD #1. For Documentation, please include a \$ 5.00 handling fee and a photocopy ONLY of disk #1. Payment should be made at the time of your request. Sorry, no credit cards.

* Returns to this address valid in North America only.

TECHNICAL SUPPORT

North America

Sierra On-Line offers a 24-hour automated technical support line with recorded answers to the most frequently asked technical questions. To access this service, call (425) 644-4343, and follow the recorded instructions to find your specific topic and resolve the issue. If this fails to solve your problem, you may still write, or fax us with your questions, or contact us via our Web site.

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support@sierra.com	

Sierra Warranty & Legal Information

Sierra's end user license agreement, limited warranty and return policy is set forth in the EULA.txt, found on the CD, and is also available during the install of the product.

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