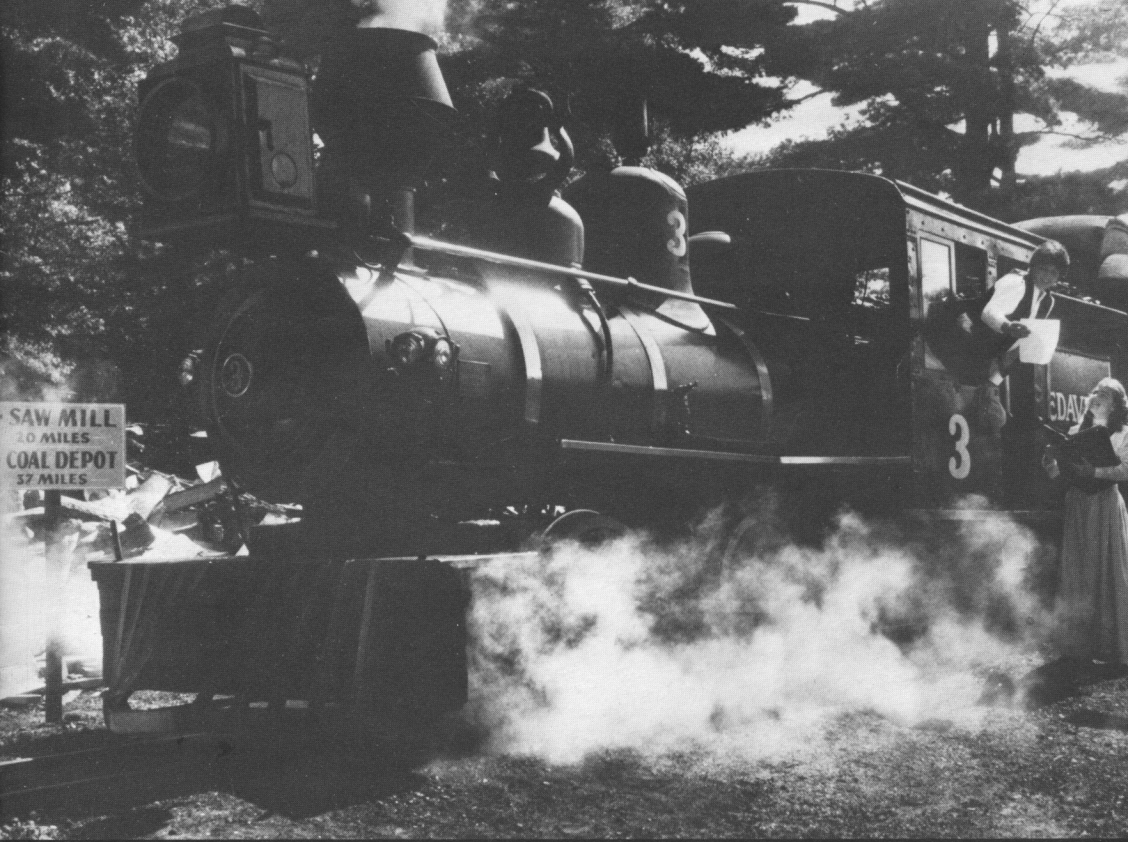


TRAINS



SAW MILL
20 MILES
COAL DEPOT
57 MILES

3

3

EDAV

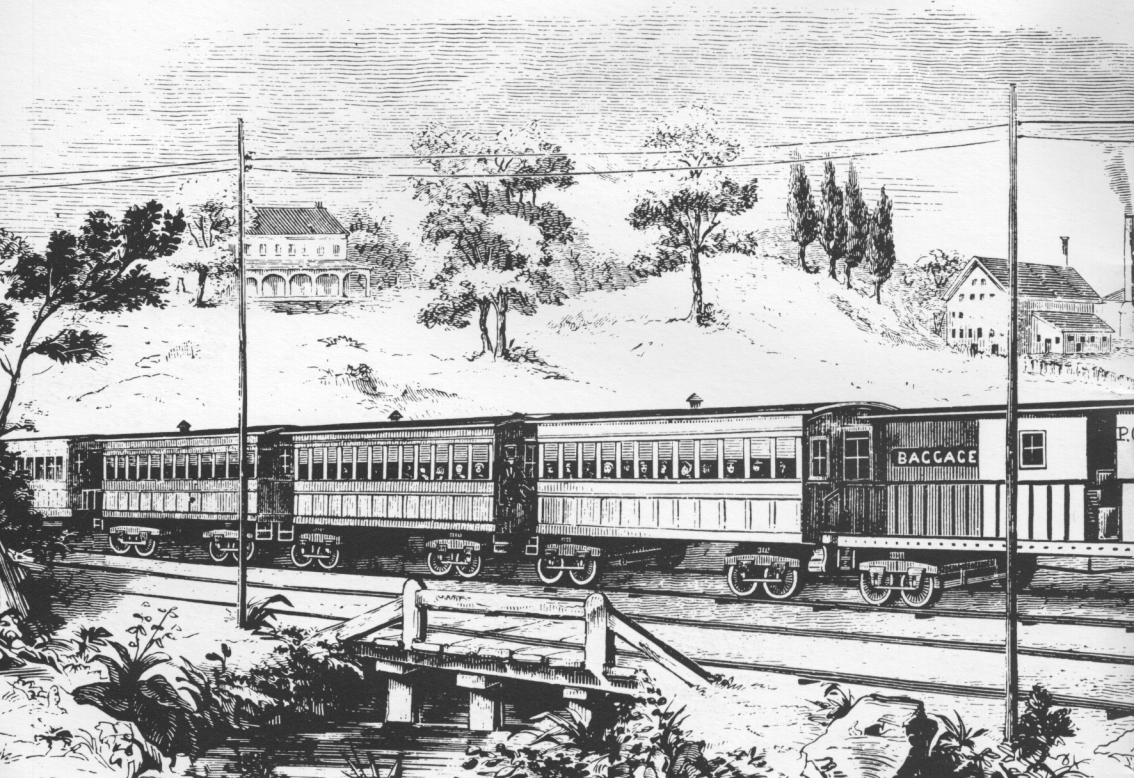
ALL ABOARD

It's the "age of steam". The plains, mountains, deserts, and cities are all being connected by miles and miles of iron rails that are bringing industry to the West. And you now have the opportunity to run one of those great railroads.

Your job is to service the different industries ever changing demands. You will

have to make pickups and deliveries for them, being careful to stay on schedule.

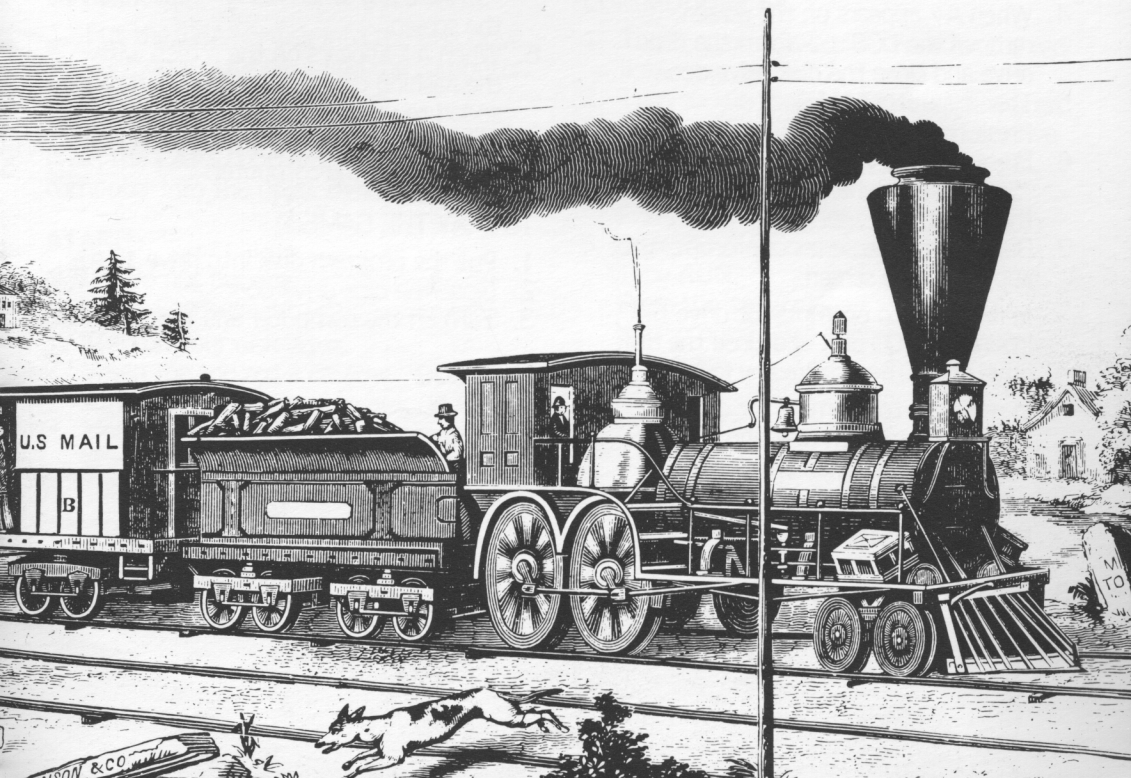
To stay in business and expand your railroad empire, there are some very important things you have to pay attention to: You must make enough money to buy



coal to keep your engine going; and to cover the regular payroll; and to afford repairs on the train. This sounds easier than it is. The tough part is that you will have to do this while still getting to the different industries on time. Time is money – the faster you pick up and deliver to the industries, the more you will be paid. Keeping your eyes open for the

messages on the control panel will help you do that. And remember, watch the coal; if you don't, it could cost you twice as much for a special load.

So good luck and stay on track!



LOADING THE PROGRAM

IBM®

Before you can use this disk for the first time, you must put a copy of DOS (Disk Operating System) onto the disk.

NOTE: You need to add DOS only once.

TO ADD DOS:

1. Put the DOS disk into the disk drive and close the door.
2. Turn on the computer and the monitor.
3. Follow the instructions that appear on the screen. If you do not wish to enter the date or time, press the **←** key.
4. When A > appears on the screen, remove the DOS disk from the disk drive and close the disk drive door.
5. Then type **INSTALL1**
Press the **←** key.
6. Press any key when the message "Strike a key when ready" appears on the screen.
7. Respond to the series of prompts that appear on the screen.

In response to prompts for drive B:, Insert the DOS disk and close the disk drive door. Then strike any key.

In response to prompts for drive A:, Insert the program disk and close the disk drive door. Then strike any key.

When A > appears on the screen with the flashing cursor after it, DOS has been added to your disk.

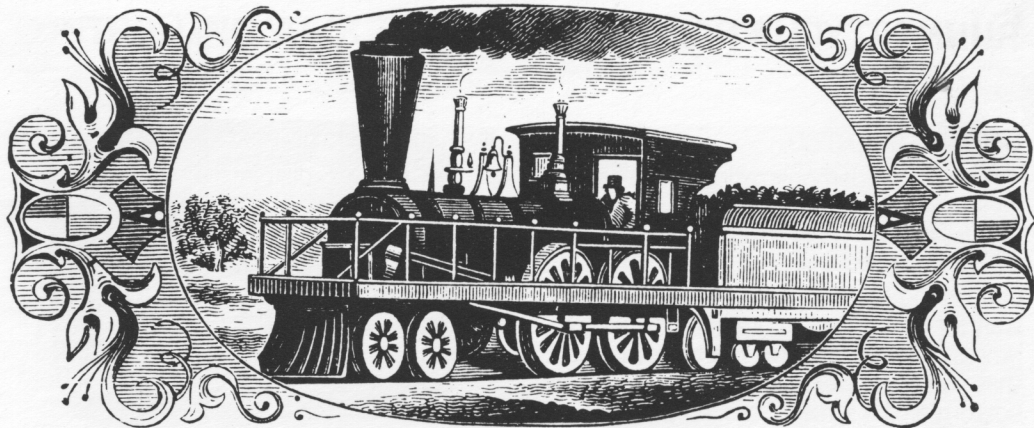
8. Remove the disk from the disk drive and turn off the computer and monitor.

If you have two disk drives:

1. Put the DOS disk into drive **1 (A)**; Put the program disk into drive **2 (B)**;
Close the disk drive doors.
2. Turn on the computer and the monitor.
3. Follow the instructions that appear on the screen. If you do not wish to enter the date or time, Press the **←** key.
4. When A > appears on the screen,
Type **B:INSTALL2**
Press the **←** key.
5. Press any key when the message "Strike a key when ready" appears on the screen.
6. When A > appears on the screen with the flashing cursor after it, DOS has been added to your disk.
7. Remove both disks from the disk drives and turn off the computer.

TO PLAY THE GAME:

1. Put the program disk into drive **1 (A)**;
2. Close the disk drive door.
3. Turn on the computer and the monitor.



APPLE®:

1. Put the TRAINS disk into the disk drive.
2. Turn on the monitor and the computer.
3. Close the disk drive door.

NOTE: For this program to run on Apple IIe, press the **CAPS/LOC** key. This will put the computer into the upper case mode.

ATARI®:

NOTE: Do not put the Basic Computing Language Cartridge into your computer.

1. Turn on your disk drive.
2. When the top red light (the "**BUSY**" light) goes out, open the disk drive door.
3. Insert the TRAINS disk and close the disk drive door.
4. Turn on the computer and the monitor.

The program will start automatically.

COMMODORE 64™:

1. Turn on your disk drive. Wait for the red light to go out.
2. Turn on the monitor and the computer.
3. Put the TRAINS disk into the disk drive and close the door.
4. Type **LOAD"SPIN",8**
Press the **return** key.
5. Once **READY** appears on the screen, Type **RUN**
Press the **return** key.
Your program will appear shortly on the screen.

RUNNING YOUR RAILROAD!

GETTING STARTED:

To exit the demonstration mode and begin the game, **press 1 - 8** to choose a play level. If you haven't played before, you should start at a lower level to better understand how the game is played. Please wait for disk drive to complete the search process. The area of the West (play level) that you are traveling in will appear at the bottom of the screen. Your supply of money, coal, and train speed are displayed at the top of the screen, (see Fig. 1). The Train's car configuration and payload status will appear at the bottom of the screen.

loading/unloading zones

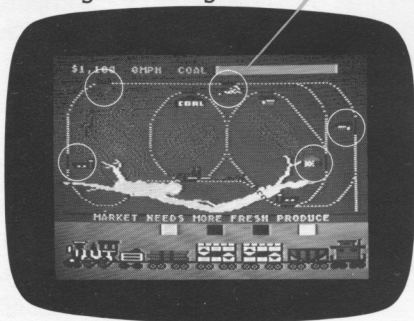


Figure 1.



Figure 2.

TRAIN LOADING/UNLOADING:

Moving around the track you will notice different industries (see Fig. 2). Make a pick up or delivery by lining up the appropriate car with the load/unload zone (indicated in black), stop the train and **press the joystick button**. Letting go of the joystick button will stop the loading process. If a successful load has been made you will hear a load/unload sound and see the train's car load status bar rise at the bottom of the screen. (see Fig. 1)

CONTROLLING YOUR TRAIN

Moving the train **forward**: Push the joystick up for forward motion and acceleration in that direction.

Moving the train in **reverse**: Pull the joystick back for reverse motion and reverse acceleration.

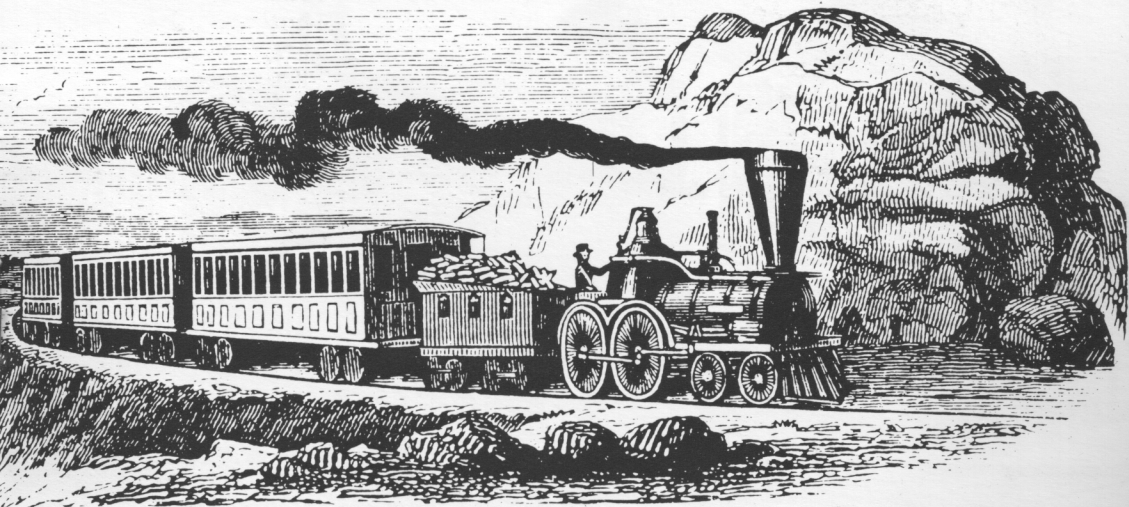
The caboose controls the direction of train when it moves in reverse.

To **slow** or **stop** the train: Pull the joystick back if the train is moving forward. Push the joystick up if the train is moving in reverse.

To move **left** or **right**: Move the joystick left or right to make turns at switches or junction.

To **load/unload freight cars** and to **load coal**: Line up the appropriate car with the load/unload zone (indicated in black), stop the train and **press the joystick button**.

To blow the train **whistle**: **Press the joystick button**.



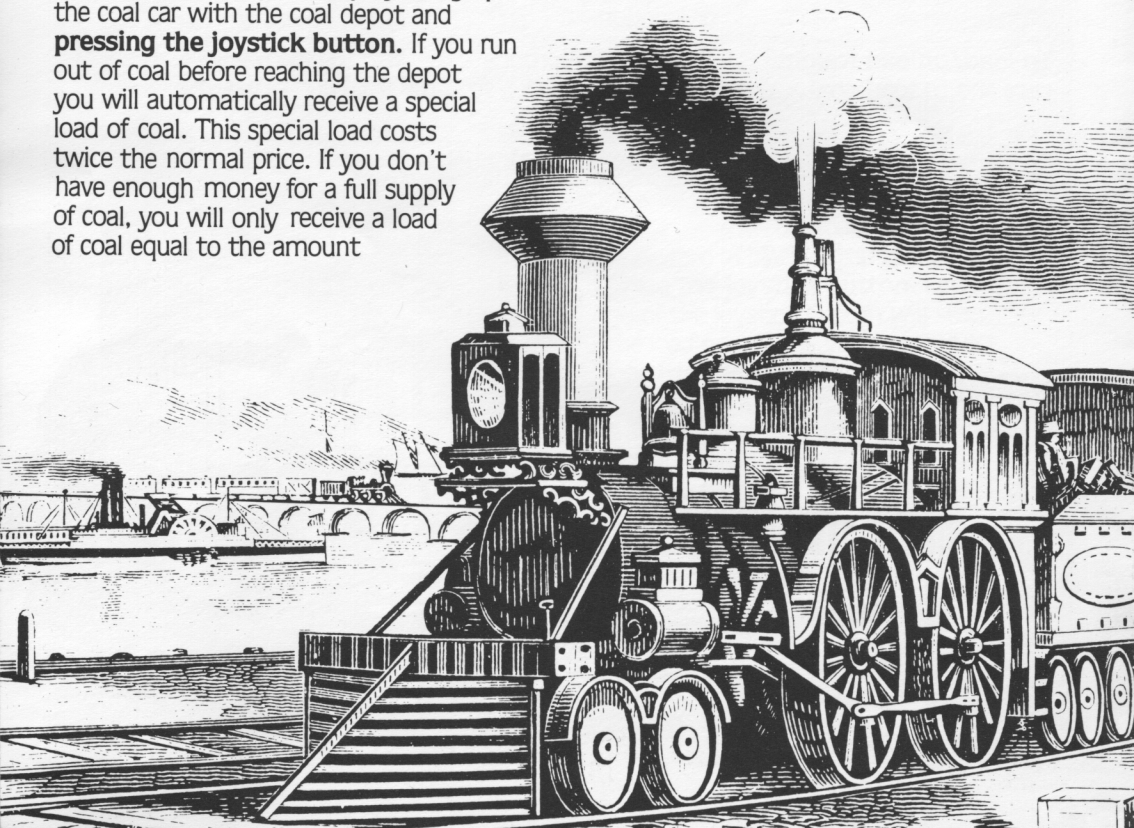
MONEY MANAGEMENT

You earn money by making successful pick ups and deliveries. Evenly servicing all the industries and finding the most efficient routes to reach them is necessary in order to maximize your train's income.

Coal is constantly used by the train, even when it is standing still. The heavier the payload and the faster the train is moving, the quicker your coal supply will be exhausted. Coal is picked up by lining up the coal car with the coal depot and **pressing the joystick button**. If you run out of coal before reaching the depot you will automatically receive a special load of coal. This special load costs twice the normal price. If you don't have enough money for a full supply of coal, you will only receive a load of coal equal to the amount

of money that you have. For this reason, you may want to stop this special load (when there is enough coal on board to reach the coal depot) by **pressing the joystick button**.

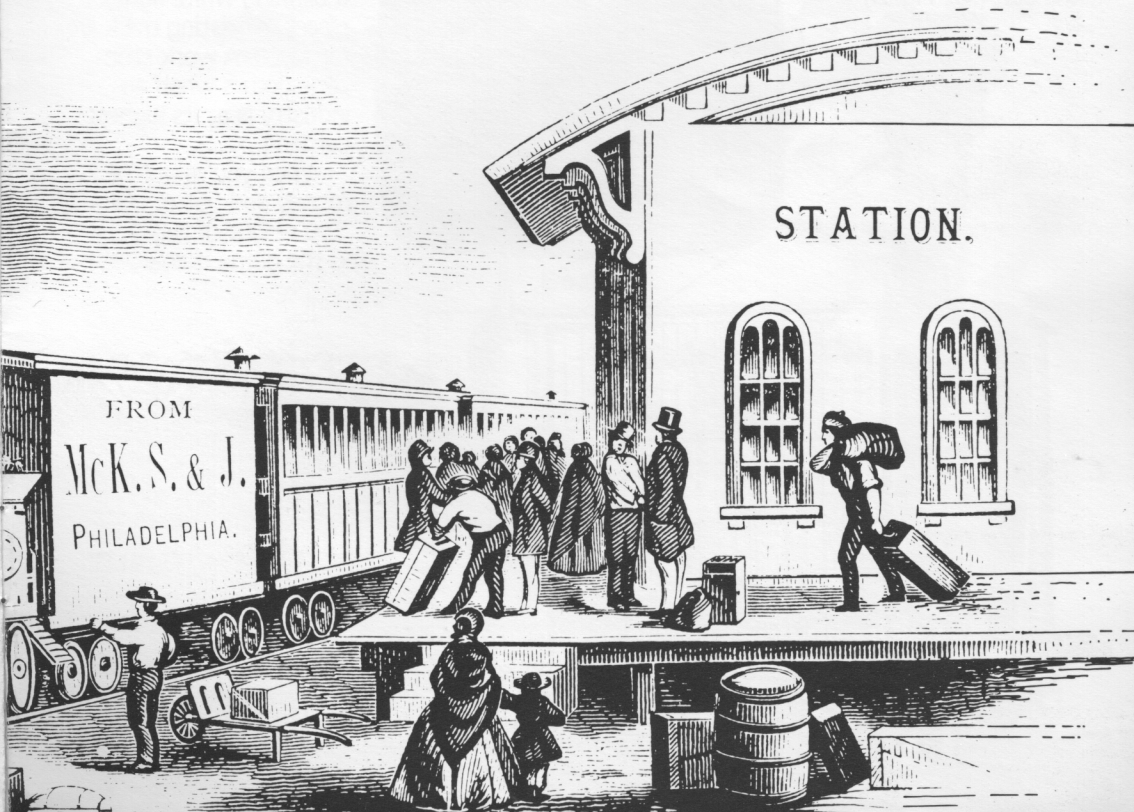
Payroll expenses of \$200 are paid automatically whenever the payroll message appears on the screen (approximately every 3 minutes).



If the train crashes, \$200 in damages are deducted from your account balance.

Watch for Market Update messages that may flash on the screen. These messages notify you of critical industry needs. If an industry has a need, the amount of money you make depends on how quickly the demand is met. For example, when "Market Needs Produce" comes up on the screen (see Fig. 1), the faster you go to the farm, get the produce, and deliver it to

the market, the more money you will make. If you fail to deliver materials within a reasonable amount of time, you will get paid less.



INDUSTRIES STATUS

Check the industry display window to see the level of supply and demand (controlled by space bar). The black bar graphs indicate the availability of raw materials at various sites. High supply is indicated by a high level on the bar graph. The red bar graphs indicate which industries have a need for raw materials during the game; high demand is indicated by a low level on the bar.

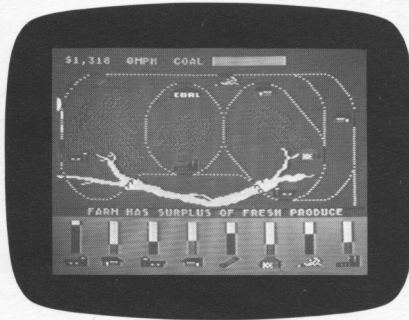
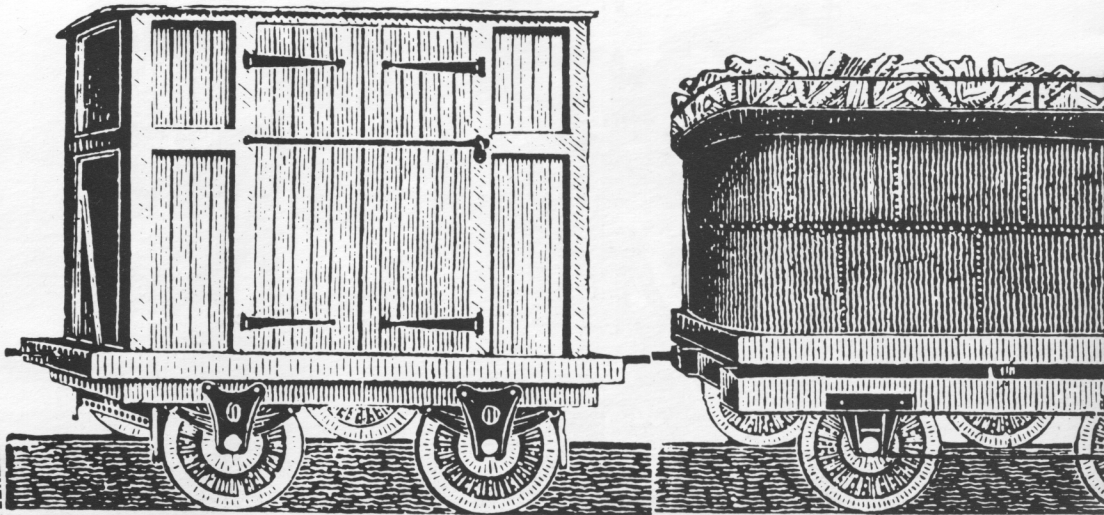


Figure 3.

ADVANCING TO NEXT LEVEL:

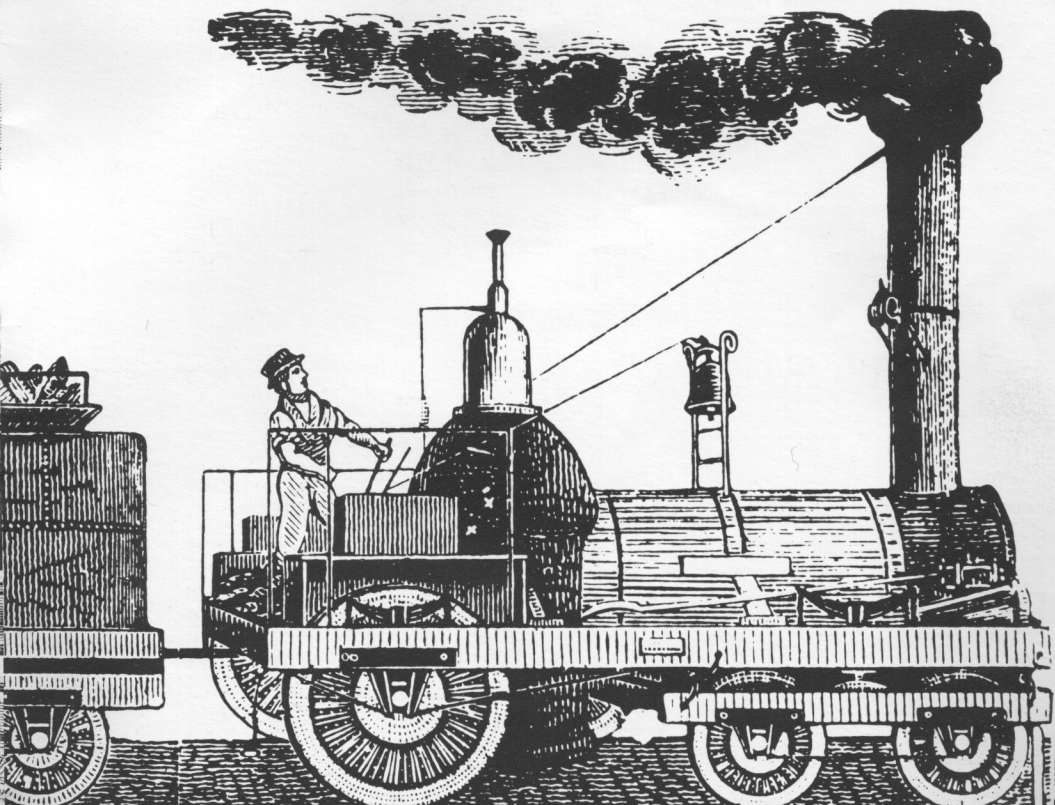
Each time the supply of resources is diminished and industry needs are met, a section of track will be built. This track, when completed, will allow you to advance to the next, more difficult game level (you may return to the previous level at any time, but you cannot advance to the higher round without rebuilding the track). However, if industry demand is not fulfilled (indicated by a blinking white light) pieces of existing track are removed. A work stoppage occurs when an industry is at its highest demand.

When you're out of money and out of coal, "You're Out of Business" and the game is over.



PLAYING TIPS:

- Press **F** and the game action will freeze. **Press the space bar** to resume play.
- Press **L** to pause the game and look at the legend. The legend will show the industries and will line up the cars that correspond to the specific industries. **Press the space bar** to resume play.
- **Press the space bar** to alternate between seeing close-ups of the train cars and their loads, and the color bars that display the different supply and demand levels.
- Be careful that you don't crash at a dead end.
- Clouds may float by and obscure your vision.
- The heavier the payload and the faster the train is moving, the more coal you'll burn. So plan your route so you can make deliveries as quickly and directly as possible.



TRAINS™
Prod. of Purchase

Interactive Picture Systems, Inc.,
creator of TRAINS, specializes in developing highly interactive, creative graphics software for personal and professional use.

Producers: Eric Podietz, Guy Nouri

Program: Mark W. Scott

Programmers: Ken Appleman,
Jimmy Snyder

Graphics: Bob Svihovec, Jim Ehlers


Sound: Bill Mauchly

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