

Simutrans Starter Guide



A Starters Guide to Operating Simutrans.

Simutrans Created by HJ Malthaner
Simutrans Maintained by Simutrans Team

Simutrans Version 101.0

Release Date January 2009

Guide Edition 3.03

Guide Created by Cameron Smith

Starter Guide Table of Contents

<u>Simutrans From The Very Beginning</u>	5
<u>Many Versions One Vision (A Single Simutrans For Everyone)</u>	5
Executables for Simutrans 0.101.0.....	5
Pak Files for Simutrans.....	5
Starting Up Simutrans.....	5
<u>Before You Take Command of Simutrans</u>	6
No Bankruptcy (-freeplay).....	6
Graphics, Sets, Paks, (-objects other_graphics/).....	6
No Midi No Music (-nomidi).....	6
What Simutrans Did (-log 1).....	6
<u>A Better Game, A Better Guide, A Better World</u>	7
<u>A New World For A New Game</u>	7
<u>A Better Guide For Your Company</u>	7
<u>A Choice of More Graphics</u>	8
<u>Saving And Loading Simutrans</u>	9
<u>Save The World</u>	9
<u>The Simutrans Reloaded</u>	9
<u>An Entirely Different Scenario</u>	10
<u>Menus and Tool bars</u>	11
<u>Day & Night</u>	12
<u>Showing Your True Colours</u>	13
<u>Covering Every Possibility</u>	13
<u>It's No Good Hiding, Simutrans Will Find You</u>	14
<u>Transparency (Hide & Seek With X-Ray Glasses)</u>	14
<u>You Can't Bury Your Head In The Sand</u>	15
<u>Wait A Minute What's That Sound</u>	15
<u>You Have Nine New Messages</u>	16
<u>Message Centre</u>	16
<u>What's Waiting For You</u>	16
<u>The Best Place In The World (Using the Map)</u>	17
<u>Where Are You, Simutrans GPS (Grid Positioning System)</u>	17
<u>A New Perspective on the World (A New World Revolution)</u>	18
<u>Finding Business Opportunities, The Power to Enquire</u>	19
<u>You Can Call It George (If You Want)</u>	19
<u>Competition And Your Company</u>	20
<u>Freight, Passengers, Mail , The List of Goods</u>	21
<u>Building Infrastructure</u>	22
<u>Building Ports</u>	22
<u>Building A Rail Network</u>	23
<u>Building a Road Network</u>	24
<u>Building Airports</u>	25
<u>Building Trams</u>	26
<u>Cleaning up After Yourself</u>	26
<u>Improving Your Environment</u>	27
<u>Carving Canyons or Moulding Mountains</u>	27
<u>Civil Engineering 201 (Advanced Infrastructure Forms)</u>	28
<u>Bridging The Divide</u>	28
<u>Tunnel The Shortest Distance Between Two Points</u>	29
<u>Civil Engineering 202</u>	29
<u>Having Finer Control [Ctrl] Over Construction</u>	29
<u>Introducing Underground Stations</u>	30
<u>The Cheque's In The Mail</u>	31
<u>Post Office or Post Box</u>	31
<u>Factories, Contracts, Supply & Demand the Economics of Simutrans</u>	32
<u>Factories and Contracts</u>	32
<u>Stations and Supply</u>	32

<u>Getting the Most From (and Into) Factories</u>	33
<u>The Factory is the Cornerstone of the Economy</u>	33
<u>Planes, Trains, Buses, Trams, Trucks and Ships</u>	34
<u>Vehicle Acquisition and Operation</u>	34
Vehicle Scheduling.....	34
<u>Service Lines Mean Efficiency</u>	35
Line Scheduling.....	35
<u>Depot Windows</u>	36
<u>Vehicle List & Filter</u>	37
<u>Giving The Signal For More Profits</u>	38
<u>Allowing Multiple Vehicles Along A Single Track</u>	38
<u>Pre Signals Keeping the Rail Ahead Free and Clear</u>	38
<u>Long Signals</u>	39
<u>Multiple Stations; Multiple Platforms; Letting the Driver Decide</u>	39
<u>Work With Other Exciting Industries</u>	40
<u>Changing Hats</u>	40
Invite Industry or Tourists.....	40
<u>Simutrans A Sign of the Times</u>	41
<u>Company Management A List of Things to Do</u>	42
<u>A List of Company Resources</u>	42
<u>Filtering Out Distractions</u>	42
<u>Money Makes This World Go Round Too</u>	42
Controlled Expenses.....	43
Fixed Expenses.....	43
Maintenance.....	43
Summary Figures.....	43
<u>Where We Can't Help But Be Helpful</u>	43
<u>How Can I Simutran</u>	44
<u>Common Questions</u>	45
<u>Simutrans Keyboard Bindings</u>	46
<u>Simutrans Transport Tips and Tricks</u>	47
<u>Terms Used in the Simutrans Reference Material</u>	48
<u>Glossary of Simutrans Concepts and Definitions</u>	48
<u>Enhancing Your Experience of Simutrans</u>	49
<u>Adding On to the Simutran T-Set</u>	49
The Official Supplier -- addons.simutrans.com.....	49
<u>Where in the World is Simutrans</u>	50
The Atlas of Simutrans – maps.simutrans.com.....	50
<u>The Simutrans Printing Press</u>	51
Simutrans Reference Material – docs.simutrans.com.....	51
<u>This is My Own Personalised Copy of Simutrans</u>	52
<u>Using Another City List</u>	52
<u>A Lesson in Cartography – Making Your Own Maps</u>	53
<u>Simutrans Improved Your Final Frontier</u>	54
<u>Simutrans Needs No Introduction</u>	55
<u>Introduce Yourself to the Simutrans Community</u>	55
The Community and the Forum.....	55
Asking Your Question.....	55

Simutrans Starter Guide

What Is Simutrans

Simutrans is a Simulator/Game where you are placed in control of a Transportation Company. You have complete discretion in developing the transport infrastructure of the company as well as deciding what goods you will transport and where and how those goods will be transported.

Although it is a simulation it is also intended to be an enjoyable and fun experience as it is also a game.

What Is The Simutrans Reference Material

Simutrans Reference Material refers to the User Guides and Manuals that have been written for Simutrans. The Simutrans Reference Material is different from the Simutrans Wiki(pedia) in that they have been written by an individual and saved in the Portable Document Format (PDF). These Individual files are also available in a compressed ZIP formatted file .

These documents that have been created and provided by some members of the Simutrans Community. This material can be downloaded from docs.simutrans.com and then stored and accessed locally on your computer or network. You could also print out these documents and refer to them as a book.

But Simutrans Reference Material Also Seems To Refer To Something Else

Although Simutrans Reference Material may mean all the provided material from guide.simutrans.com it may also refer to something more specific. What I may be referring to is either the Simutrans Starter Guide , the Simutrans Reference Manual or both documents collectively.

The reason this may occur is that these two documents were the only ones that were originally provided at the Simutrans Reference Material Site

Why Is There The Starter Guide And The Reference Manual

The Starter Guide and the Reference Manual were originally written for two different audiences within the Simutrans Community. The Starter Guide was written for those users that had just found Simutrans. The Starter Guide gradually introduced the new user to some of Simutrans frequently used controls and important features. While still leaving enough mystery for the user to hopefully delve deeper and explore some of the other controls of Simutrans .

The Reference Manual was written for users that had known Simutrans for a longer period and used newer versions of the program. The Reference Manual included information that applied to these newer versions of the program as well as some extra content that these users might find useful.

History of the Starter Guide

The Starter Guide originally was written using Simutrans version 86.04 as the base line. Although the guide went through a number of refinements I tried to maintain the feel of that earlier version. Simutrans however is a game whose development is rather rapid and while the Starter Guide was improved with the release of version 88.00 The starter guide was obviously lacking a description of how to use the newly introduced features and there has been much refinement of the game even since then.

Rather than extend the existing Starter Guide I deemed the guide needed complete reworking to include the new features. This reworking has resulting in the seventh release of the Starter Guide A whole new Edition 2.00.

I released version 2.00 but had to drop some elements and features that I wanted to include in order to release the Guide when I wanted to. These missing elements and features were included in 2.01. The development of Simutrans continued to move further and further away from the version of Simutrans that the second edition focused its content on. Because of this focus I felt that readers of the starter guide needed to know about some of the new features and improvements to exiting ones. A New and Impressive Third Edition was going to be needed.

Version 3.00 [The Third Edition] of the Starter Guide sees a major update to the guide as it brings user up to date with features and improvements that have been introduced in newer versions of Simutrans.

This Starter Guide revision is using Simutrans 101.0

Simutrans From The Very Beginning

Simutrans is a transportation simulation\game that has evolved over many long years. Over that time many people have found Simutrans and have become involved to varying degrees with Simutrans. Because of this varying experience some people find Simutrans easier than others. However It is not all together difficult to start a life with Simutrans

Many Versions One Vision (A Single Simutrans For Everyone)

The first question For many is which version of Simutrans do I use. Because of the long life of Simutrans there have been many releases of Simutrans.

The Files for the newer versions of Simutrans are located at Sourceforge.net.

Simutrans versions earlier than 99.15 are located in the Download Board of the Old Forum (archive.simutrans.com)

It is generally recommended that you use the latest available version .

Each Version comprises of the platform specific executable program, as well as the graphic set (or PAK).

You need the executable and one of the graphic sets (PAK 64 or PAK 128)

The Executables and PAK files are hosted on sourceforge.net

Executables for Simutrans 0.101.0

Download Simutrans from Sourceforge http://sourceforge.net/project/showfiles.php?group_id=196471

Click on the underlined word Simutrans (at the bottom of column labelled packages)

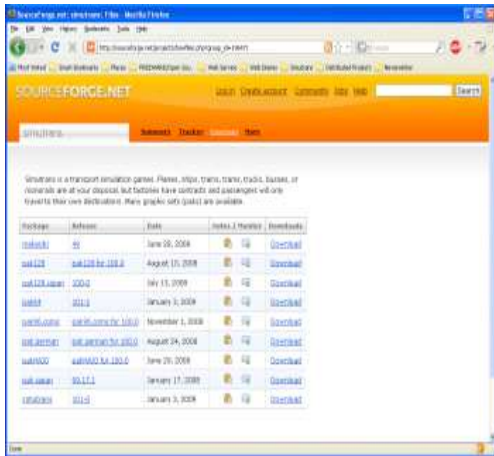


Illustration 1: Simutrans at Sourceforge

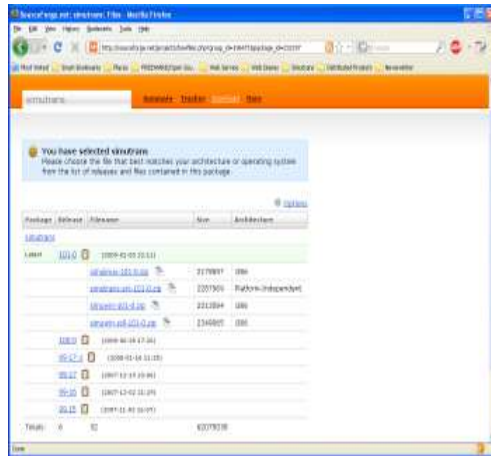


Illustration 2: Simutrans Executables

This opens a new page with all possible files for simutrans 101 visible

(http://sourceforge.net/project/showfiles.php?group_id=196471&package_id=232197)

Earlier versions available at sourceforge are listed below the current version

Pak Files for Simutrans

Choose from the listed Paks available at Sourceforge http://sourceforge.net/project/showfiles.php?group_id=196471

Starting Up Simutrans

Once you have downloaded your required files extract the contents of the files

Now to run Simutrans directly (using a command line)

WINDOWS

```
c:\> cd c:\simutrans
c:\simutrans> simutrans
```

LINUX

```
~> cd simutrans
~/simutrans> ./simutrans
```

Before You Take Command of Simutrans

When you begin Simutrans you can give it some instructions to do several things

These things include running a particular graphic (PAK) set run at a specific screen resolution, run the company without fear of bankruptcy (freeplay). You can also use it to create an event log to help developers debug any particular ly server problems.

These commands can be entered so that you can start a game quickly and they can even be stored so that you can begin games with the same configuration cosistantly. The commands can be used in combination.

For example you can start Simutrans using PAK 128 without threat of bankruptcy. (If funds are in the red the company will still operate even after three months) and create a program event log of the Simutrans game session.

No Bankruptcy (-freeplay)

Freeplay is quite handy if you want to rapidly build a large network or just run a network without worrying when your services arrive. The freeplay mode is not saved in the game content so you will need to re-enter *-freeplay* for each session use wish to use it

Graphics, Sets, Paks, (-objects other_graphics/)

Although there are alternative methods for deciding which graphic PAK to Load you can tell Simutrans when it begins so you don't need to operate in a PAK 64 /128 world by default. When given *-objects other_graphics/*. Simutrans will use the files found in the *other_graphics* directory

No Midi No Music (-nomidi)

Simutrans has had sound but not always music. If you run simutrans on a linux computer system it is generally recommended that you disable the midi support using the *-nomidi* setting.

You will still hear the money rolling in , you won'thear the “Benevolent Dictator March”

What Simutrans Did (-log 1)

Creates a log of the sequence of functions that Simutrans performs whenever you run it. IT may prove useful for yourself or others when Simutrans decides to stop working on occasion.

A Better Game, A Better Guide, A Better World

A New World For A New Game

Whenever you want to play a new game you need a new world full of resources that need to be transported



Illustration 3: The Dialogue to create a new world when starting a new game

The Game Begins on one of the many maps available whose appearance is individually tailored through settings such as mountain height, sea level and roughness and play area

Then the map is filled with the set number of cities, factories, attractions and a year from which you begin

Use the arrows to adjust the settings or enter the values directly and when you're ready to begin click Start Game

Your new world will be ready shortly

A Better Guide For Your Company

While the rest of the Guide will introduce you to different elements of Simutrans in a logical order All the Expense of Infrastructure is presented first although vehicles where purchased so the company could afford some of the latter expenses so you may want to see about Vehicles before too long.

You have complete discretion to choose the type of transport you want, as well as the order that you utilise the networks

A Choice of More Graphics

If you have several Simutrans graphic collections installed (known as Pak Sets) and doesn't know which one you want to use Simutrans will let you choose one when you begin.

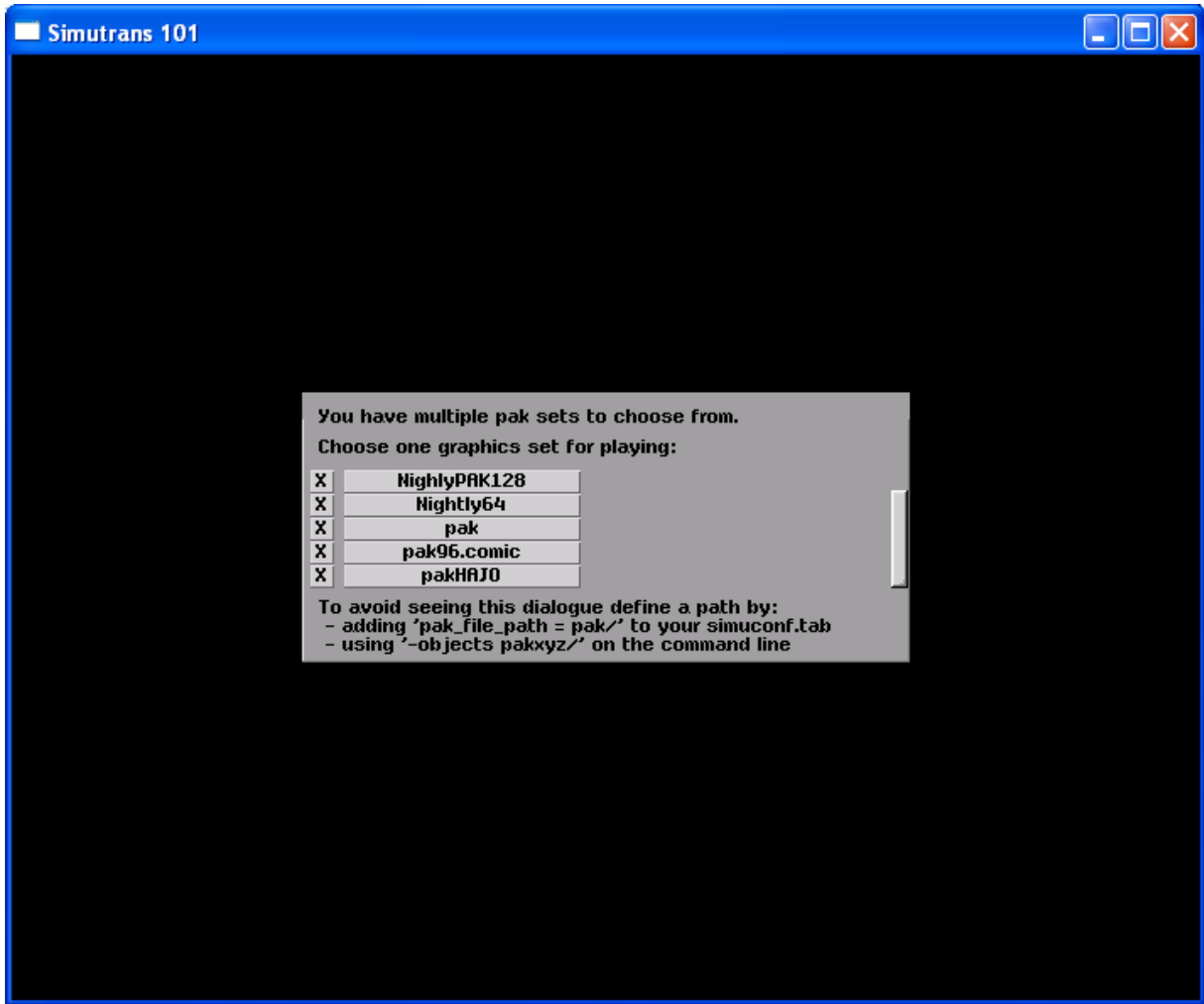


Illustration 4: When you have to select the graphics

Here I have five Paks to pick from A nightly PAK128, a nightly Pak64 the standard Pak64 (pak) Pak96.comic and the Hajo Pak which is now compatible with Simutrans 100.0 and probably 101 as well.

If I set a pak to load in the simuconf.tab file OR If I tell simutrans to use -objects abxyz/
I will not get this message.

Saving And Loading Simutrans

Save The World

At any time you can (and should occasionally) save the game, either to revoke an expansion that bankrupts the company or simply if you wish to continue the game later.

The Save function is located in the Game Options Menu



Illustration 5: The Game Options



Illustration 6: Saving The Game

Click on the Save Button
You can provide a new file name in the space provided
Then Click on OK to save the game

Selecting one of the existing files will also save the game but the **EXISTING GAME WILL BE OVERWRITTEN**

The Simutrans Reloaded

If you save the game to continue later you are going to want to open it . Loading allows you to do just that



Illustration 7: Load a game when Simutrans begins



Illustration 8: Continue down one of your many games

Click on the Load Button
Select the game from the list provided
Once You select the file the game will load

The Save and Load Dialogue now also includes information about what pak was used with the save game.

An Entirely Different Scenario

Simutrans also lets you play maps that have a goal for you to complete. These are scenarios.

Load Scenarios from the New World Dialogue.

When the map has loaded check the Finance window to see what your goal is.

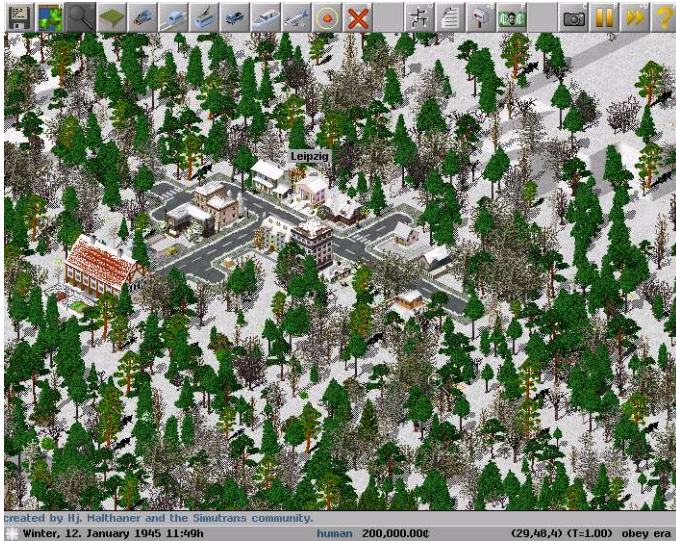


Illustration 9: The Scenario Map

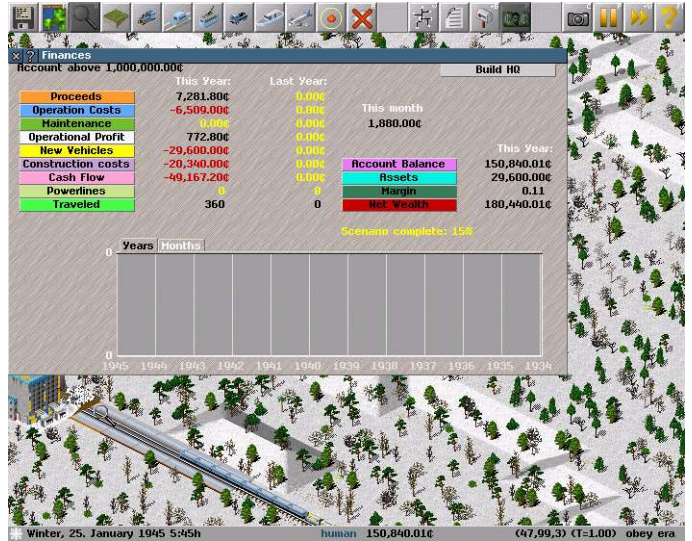


Illustration 10: The Goal and your Progress

The finance window also shows how far along you have progressed towards the goal

Congratulations Your Simutrans Goal is Complete

Menus and Tool bars

Simutrans tool bars now open in an orderly fashion. And are highlighted when open or selected. Tool bars will automatically position themselves below other open tool bars.

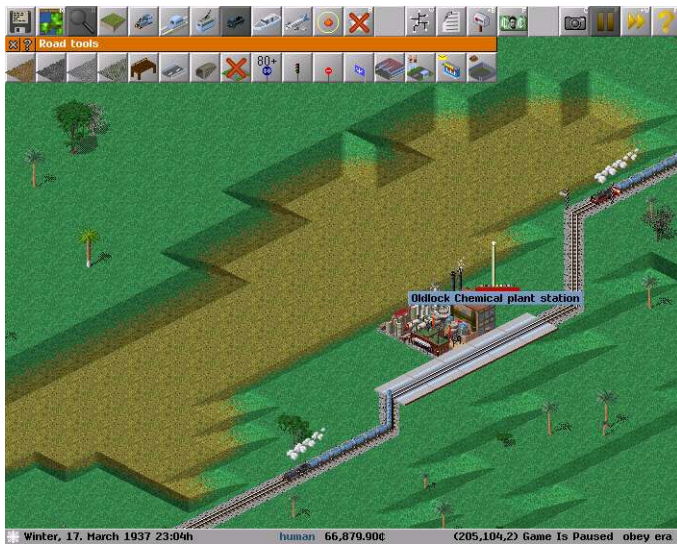


Illustration 11: Menu highlight and Road Tools

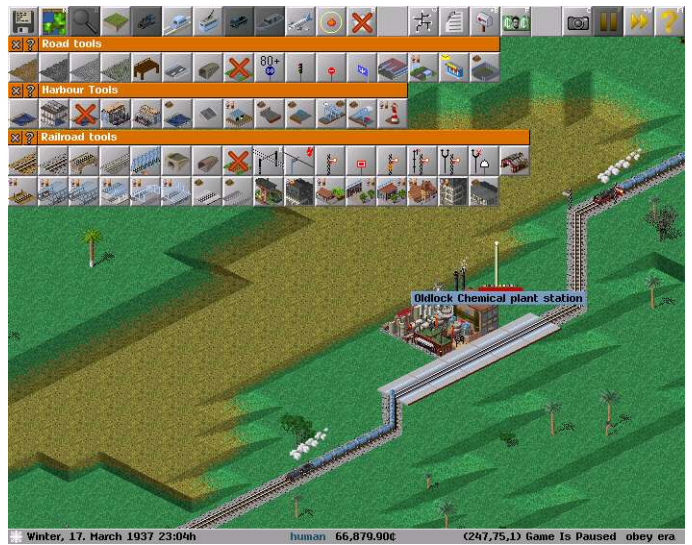


Illustration 12: Many tool at your fingertips

Menu Icons (Left to Right)

- Game Options
- Map
- Inspection Tool
- Vertically Raise/Lower Land
- Rail Tools
- Monorail/Maglev Tools
- Trams/Light Rail Tools
- Road Tools
- Harbour Tools
- Airport Tools
- Special Construction Tools
- Destroy/Remove

- Line Management
- Lists
- Message Centre
- Finances

- Capture Screen
- Pause
- Fast Forward
- Help

Day & Night

Simutrans is not just all toil under the hot sun, it also has a rather active night life. To see the exciting nightlife of Simutrans

- Open the Game Menu
- Choose Display
- Toggle Day and Night Change



Illustration 13: The Game Menu

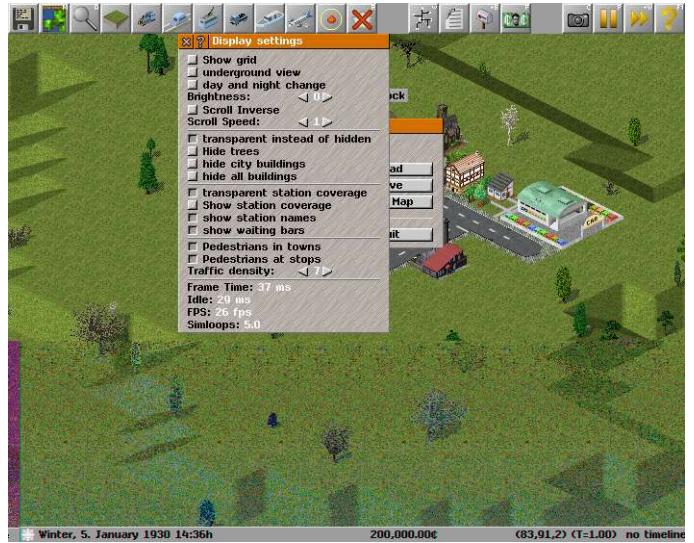


Illustration 14: Toggle Day and Night Change



Illustration 15: Under the bright, hot sun of Simutrans

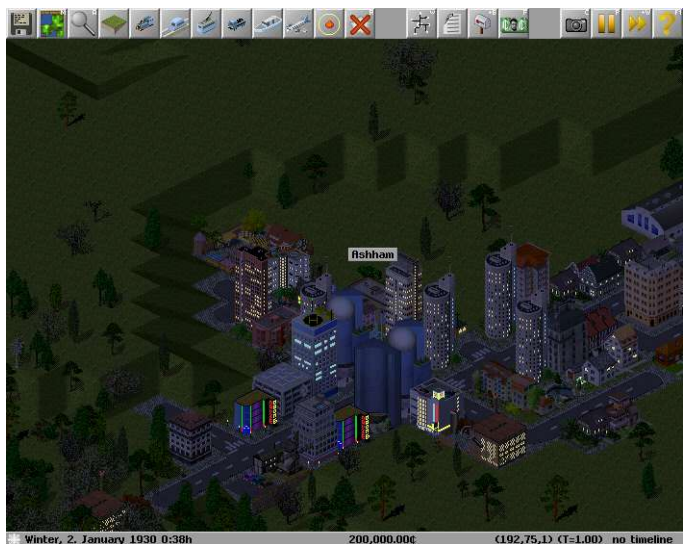


Illustration 16: The bright nightlights of Simutrans

*Congratulations You've Seen The Simutrans Sun
And The Simutrans Moon.*

Showing Your True Colours

You can change the colour scheme of your own company to better reflect your individuality and show yourself in your true colours.

Open the Game Menu
Choose Player Colour



Illustration 17: Player Colour(s) is in the Game Menu



Illustration 18: Your vehicles can be quite colourful

Square on the left is made up of three lines of two colours
The top and bottom line is chosen from the left-most column of colours
The middle line is chosen from the right-most column of colours.

Notice Simutrans Interface and your company vehicles adjust to your colour scheme as you make your selection.

Congratulations The Office Now Has A Nice Splash of Colour Covering Every Possibility

So you like your new colour scheme but your company office is currently outside the simutrans environment. That will change the moment you build your first stop, station, platform or dock.

To see the extent of your office and empire boundaries

Open the Game Menu
Choose Display
Toggle Show Station Coverage
Stations Coverage means that resources can be collected or delivered to buildings within that area



Illustration 19: The new station extended the empire



Illustration 20: That's not transparent

Congratulations Your Company Covers Quite A Lot Territory

It's No Good Hiding, Simutrans Will Find You

Often It is difficult to see the lay of the land, or see the wood past the trees or find your bus stop behind the shop, office tower or high-rise penthouse apartments. There has always been a method to peek into everybody's basement however there is now an alternative way to see into, around and behind those pesky buildings and plants.

Transparency (Hide & Seek With X-Ray Glasses)

First Go to The Game Menu
Choose Display Button
Toggle Hide Transparent



Illustration 21: Hiding? (It will be transparent shortly)



Illustration 22: Just the Regular Buildings of Cities



Illustration 23: See Through to the Important Colours



Illustration 24: Hiding Simutrans The Old School Way

You can now select to hide trees, city buildings or all buildings and you will see through the object. Normal city building are black; tourist attractions are yellow; Industries are red; monuments are purple; city buildings are green .

If you choose not to use the transparency feature the buildings and trees will hide themselves as they have always been able to do with trees shrinking and you being able to see the foundations of the building. Transparent or not you can cycle through what things to hide using the keyboard buy selecting (") [quote is accessible using Shift + '].

The Important Buildings are colour-coded

- Monuments:** Purple
- Tourist Attractions:** Yellow
- Factories:** Red
- City Buildings:** Green

Congratulations Possibly Everything Is Quite Transparent Now

You Can't Bury Your Head In The Sand

You Can Also see beneath the surface using the Menu

First Go to The Game Menu
 Choose Display Button
 Toggle Underground Mode



Illustration 25: Keep Your Eye on That Train

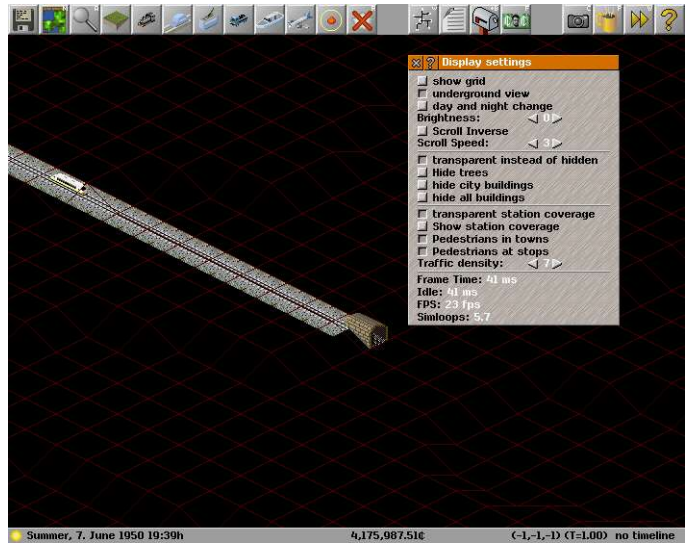


Illustration 26: Can You See The Train?

Wait A Minute What's That Sound

If you put your Ear to the Ground What do you Hear? Is it a Bus? Is It A Train? It it a Plane?. NO!, it's The Benevolent Dictator March. Despite the long history of Simutrans, Music has only be involved for a short time (Sound has been around for somewhat longer)

To play your favourite music

Open the Game Menu
 Choose Sound.



Illustration 27: Lots of Options



Illustration 28: Can you Hear What I Hear?

The top slider is to control the volume of the game's sound effects
 The Bottom Slider controls the volume of the game's music
 You can individually select what you hear or tell it to pick songs at random

*Congratulations The Radio Now Plays Your Favourite
 Simutrans Music*

You Have Nine New Messages

As the CEO of your own Transportation Company you invariably get quite busy; building infrastructure, operating trains, fixing trucks, scheduling flights and waiting at the bus stop. With all this time away from the boardroom you will doubtless miss an important message.

Don't worry though that's why the message centre is there to take those important messages while your very busy so you can handle them at your leisure.

Message Centre

The Message Centre lists the system messages that have occurred. These messages could be to inform that a new vehicle is available or that there is a potential problem on the network with stations filling towards capacity or that another year has passed.

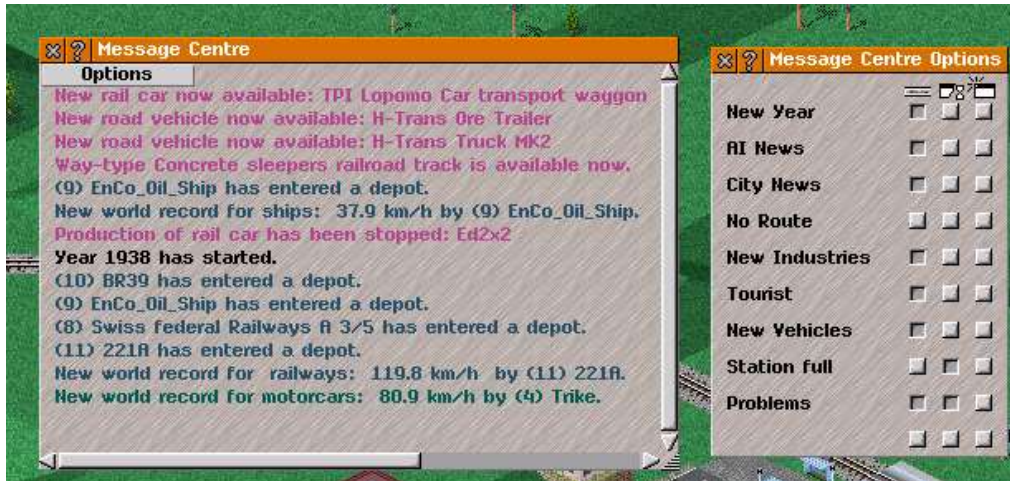


Illustration 29: The Message Centre and its display options

You can configure how these messages are presented to you.

- As a message running along the bottom of the screen (left)
- As an alert window that will automatically close after a few moments (middle)
- As an alert window that requires you to close it (right)

New Year: A new year has just started, you have twelve months to make as much money as you desire

AI News: What your competition is doing, use this to your advantage

City News: Reports city milestones, Pause and celebrate with the denizens

No Route: Your vehicles cannot reach their destination, solve this quick or your bankrupt and out of a job

New Industries: Reports appearance of new factories, maybe you could become an integral part of their business

Tourist: There is now something interesting for people to see, quick bus them over before they get bored

New Vehicles: A new vehicle is available to use, it might be faster, larger, stronger or all of the above.

Station Full: A station is approaching its storage capacity, perhaps you should haul away more goods.

Problems: There is a problem somewhere (Usually a Traffic Jam) or you have switched to another company

What's Waiting For You

Once You have built a Station or stop and a vehicle to transport what ever business interest you wish; you can display or conceal where cargo is waiting for delivery .

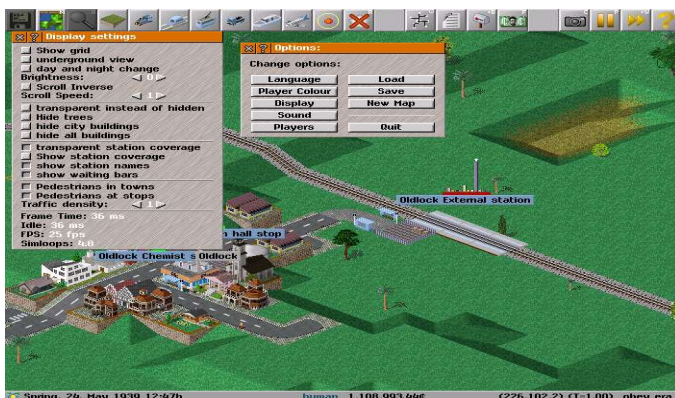


Illustration 30: Waiting cargo that needs delivery

Open the Options Menu

Choose the Display Menu

Toggle Show Waiting Bars to Show/Hide The Waiting Cargo

Toggle Show Station Names to Hide Station and City Names

The Best Place In The World (Using the Map)

When the game begins the screen centres on one of the cities of the world. You can scroll around to have a look at the nearby surroundings however on large maps it will be easier you use the map to move about the world quickly.



Illustration 31: The Map Showing Towns



Illustration 32: The Map Showing Factories

The map also allows you to view a wealth of details in a summarised form as well as 8x Zoom to help get that global perspective or that street level look

Details such as

- Town locations
- Factory locations
- Traffic density
- Transport infrastructure composition (Rail/Road)

Where Are You, Simutrans GPS (Grid Positioning System)

Out in the undeveloped wilds of the Simutrans World In between The Cities,Factories and Attractions it is quite easy for you (or your construction crews) to get lost. You Always Know Where you are with the Grid Positioning System.

It provides you with a readout of your location with three numbers (100,200,3) that gives you your location and altitude. It's accurate to one square kilometre.

If your Still lost you can activate the Grid Positioning System Network.

First Go to The Game Menu
Choose Display Button
Toggle Show Grid



Illustration 33: The Grid Positioning System Has A Grid



Illustration 34: It Shows your relative position exactly

A New Perspective on the World (A New World Revolution)

Some times it has been tricky to see through walls, or see what's going on beneath your feet or even look round corners. Now you can look down every street and view things from another angle. Its the Start of a New World Revolution.



Illustration 35: View North



Illustration 36: View East

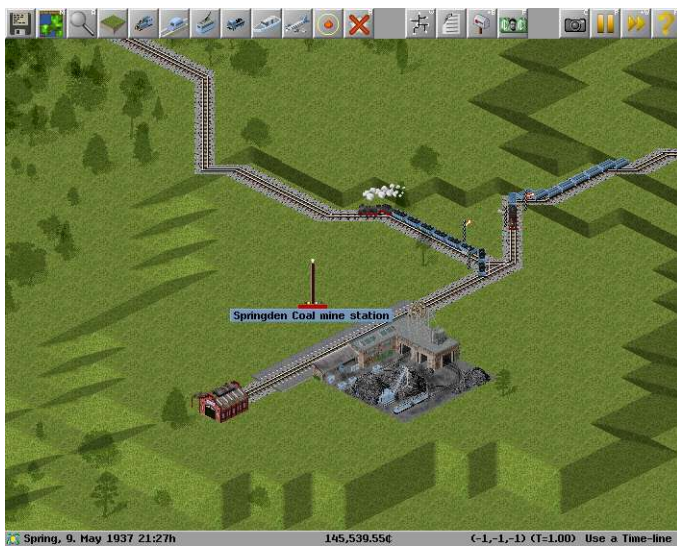


Illustration 37: View South

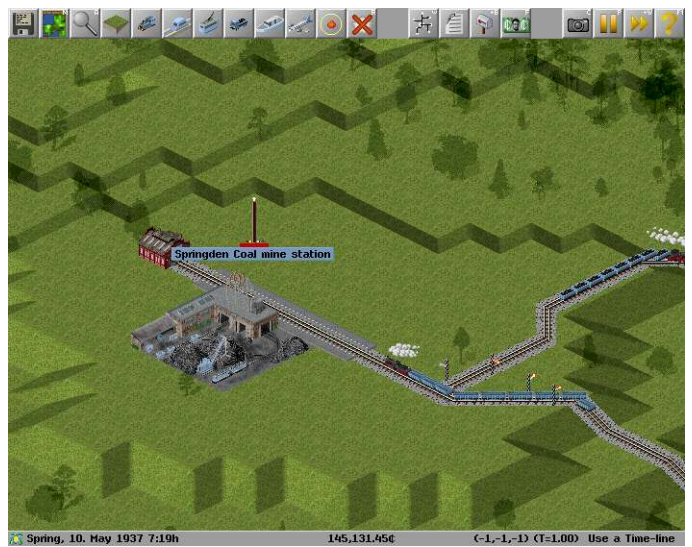


Illustration 38: View West

To Rotate the Map so that you can see the other side type R (Shift + r)

Finding Business Opportunities, The Power to Enquire

Aside from the map the other useful information tool is the Query Tool. This allow you to find out the value of private buildings as well as the business contracts and employment requirements of factories, the progress of vehicles, the speed limit of transport infrastructure, history of towns and even the age of trees. The query tool also lets you interact with your own important buildings like depots.



Illustration 39: Enquire about a consumer or supplier



Illustration 40: The Oil Rig is also a station/stop

You Can Call It George (If You Want)

Once you start to build your company you could find it difficult to keep track of vehicles or distinguish many of the different stations that are spread through your transportation network.

There are several tools that can assist you, however one simple method is to rename your most important vehicles or stations.

Many of the objects that you can interact with in Simutrans including the Stations/Stops and the vehicles themselves can be renamed.

To change the name just query the station your interested
Click in the box with the stations name inside it
Change the Name to something better.

Change the name of a vehicle in the same way.

Competition And Your Company

You may choose allow more or less competition in any of you games at any time. You may either direct each companyyour self or leave it to the Simutran Artificial Intelligence.

Open the Options Menu
Choose the Players Menu



Illustration 41: From the Options Menu Choose Players



Illustration 42: When it is only your company

Toggle The squares beside the companys to enable or disable them from developing on their own
Toggle The triagles beside the companys to become the head of the company and direct their growth



Illustration 43: Let the company develop on their own



Illustration 44: Now your the CEO of a rival company

Allowing competitors could also allow you participate in collaboritive games if you wish

Congratulations You Can Control Your Competition As Well

Freight, Passengers, Mail , The List of Goods

All of these information gathering tools are here for a single reason, to enable you to begin planning your transport company's most profitable/largest/longest goods transportation network. There are three types of basic goods. Freight, Passengers and Mail.

While Freight can be further divided into each specific type of good both Passengers and Mail require special buildings and vehicles to transport them. The Vehicles for Passengers or Mail can be located under the passenger tab of the depot.



Illustration 45: The Freight Buildings have a symbol in the corner indicating the freight type

All Freight has the potential to earn the company a bonus if the freight is delivered quickly. The Speed required using a particular network (road/rail/sea/air) are given. Higher prices and bonuses require faster delivery

Goods list			
Speedbonus road 60 km/h, rail 80 km/h ships 40 km/h, planes 350 km/h.			
Sorted by:			
	unsorted	ascending	
passengers	0.150	15%	special freight 75Kg
Mail	0.180	15%	special freight 50Kg
Stone	0.220	2%	Bulk goods 1000Kg
Steel	0.300	2%	special freight 1000Kg
SiliconChips	1.030	7%	piece goods 500Kg
Sand	0.220	2%	Bulk goods 1000Kg
Printers ink	0.400	5%	piece goods 1000Kg
Plastics	0.230	4%	special freight 1000Kg
Paper	0.400	4%	special freight 1000Kg
Oil	0.190	3%	oil/gasoline 900Kg
Furniture	0.630	3%	piece goods 200Kg
milk	0.300	9%	special freight 100Kg
Medicine	0.530	8%	piece goods 1000Kg
meat	0.240	8%	cooled goods 100Kg
Coal	0.160	2%	Bulk goods 1000Kg
Wood	0.170	2%	long goods 1000Kg
grain	0.100	3%	Bulk goods 100Kg
Gasoline	0.600	4%	oil/gasoline 860Kg
food	0.330	14%	cooled goods 100Kg
flour	0.230	7%	piece goods 100Kg
fish	0.200	7%	cooled goods 100Kg
Iron ore	0.170	2%	Bulk goods 1000Kg
Concrete	0.430	3%	special freight 1000Kg
Computer	0.630	15%	piece goods 200Kg
Chemicals	0.330	5%	piece goods 1000Kg
Cement	0.320	3%	special freight 1000Kg
canned_food	0.230	4%	piece goods 100Kg
Books	0.570	3%	piece goods 250Kg
Planks	0.300	4%	long goods 1000Kg
beer	0.270	9%	piece goods 100Kg
Cars	1.270	5%	special freight 1800Kg

Freight: A categorisation of the type of cargo.

Price: How much you paid for transporting a single unit a kilometre.

Bonus: The extra you'll be paid if you deliver the cargo quickly.

Category: An indication of the type of vehicle the cargo can be transported in.

Special Freight: Typically needs a unique type of transportation vehicle to carry cargo of this type.

Bulk Goods: Can be transported with crude storage or carrying vehicles.

Oil/Gasoline: Transports cargo in a liquid state.

Piece Goods: Can transport goods in a method similar to Bulk Goods but in smaller quantities.

Cooled Goods: Transports similar quantities as Piece Goods but they require refrigeration for transport

Long Goods: Like Bulk Goods but requires carrying vehicles that can accommodate their extra length

Weight: The average weight of a single unit you will be paid to transport.

Building Infrastructure

Building Ports

The waterways are a natural highway and about the only way to exploit those deep ocean off-shore oil deposits beneath those isolated oil rigs. As already indicated those oil rigs also serve as a station so it is very inexpensive to establish an ocean transit crossing.



Illustration 46: Building a Dock



Illustration 47: Location of the Quay to liquid Gold

- Open the Docks Tool Bar
- Choose Quay or a freight capacity dock
- Build the Dock on a straight portion of shoreline.



Illustration 48: The Depot For Ocean Vessels



Illustration 49: Infrastructure to support shipping

- Select the Ship Depot
- Choose a location to build the Ship Depot

Congratulations You Have Infrastructure For Shipping Lines

Building A Rail Network

If you had a ship to transport the oil from the Oil rig to your new port that would only be half the journey. A train would be the most efficient method to transport the oil from the port to the power station.

A train needs to stop at a rail platform and a rail platform is capable of supporting two cars



Illustration 50: Building Rail



Illustration 51: Platforms show what goods they collect

- Choose a suitable rail type
- Build a rail line from the Oil burning Power Station to the Port
- Select a train station capable of freight
- Build a rail station of several tiles length
- Build a Depot to provide for vehicles to use the new rail system



Illustration 52: Build a Depot



Illustration 53: All the Basic Elements of a Rail System

Congratulations You Have Built A Rail Network

Building a Road Network

Roads and streets are the most fundamental elements of any transport system, Neighbours live just across them.

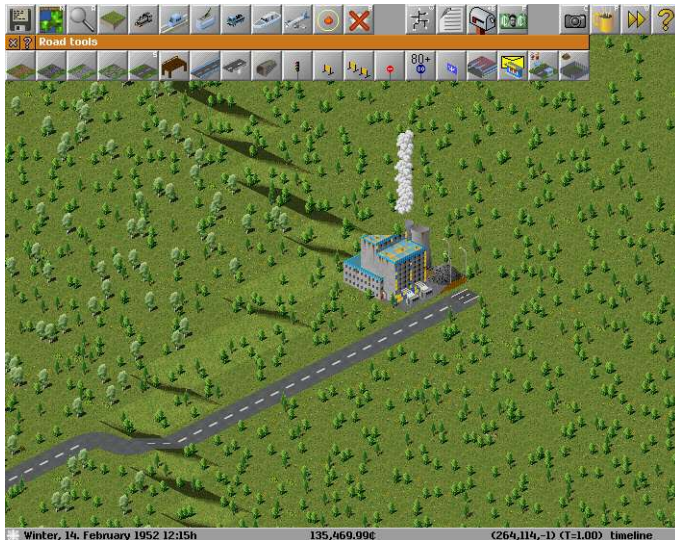


Illustration 54: Building a Road



Illustration 55: A stop for passengers

- Choose a suitable road surface
- Build the road out to some local employers
- Build some bus stops to transport people
- Add A Depot and the investment in infrastructure is complete



Illustration 56: The All important Vehicle Depot

Congratulations You Have Built A Road Network

Building Airports

The Major City of Malliville Would be a wonderful place to visit on the weekend. It would need to be a flying visit though. Air planes are a rapid way to move people vast distances very quickly . To utilise air planes you require airports.



Illustration 57: A Runway is used by aircraft



Illustration 58: A taxiway links the runway and airport

Open The Airport Tool bar

First build a runway to allow planes to enter and leave the airport

Then build a taxiway to connect the runway to the airport

You'll also need a depot

You will need a plane stop which is where the aircraft are loaded and unloaded.



Illustration 59: The Basic Airport Infrastructure



Illustration 60: The Completed and Functional Airport

You need to repeat the Airport building process to have another airport for the aircraft to fly between

If you place your taxiway at an end of the runway you break the runway, causing it to be unusable.

Congratulations You Have Built Your Airport

Building Trams

People might sometimes get tired of travelling on a bus and my want something different. People like the novelty of riding on trams.



Illustration 61: Yes, Trams also have a Tool bar



Illustration 62: The Tracks go down first

- Trams are similar to trains in that they run on tracks
- Build a stations for the people
- Build a Depot
- And A Final Important Step for Trams is to Electrify the Network

- Select the Overhead Wires [Low Speed or High Speed]
- Select the Start and End points as you would for laying normal track

Illustration 63: The Tram Stops are needed



Illustration 64: Electricity is Important

Congratulations You Have A Ready Tram System

Cleaning up After Yourself

If you make a mistake while building any part of your network and you do not like its layout you can use z to remove the last section that was added.

If you notice a mistake after you have finished or you just want to tidy things up you can use the removal tool [R].

Improving Your Environment

You could also pour company money into land development either to make it easier to access a station or for purely aesthetic reasons.

Carving Canyons or Moulding Mountains

The lay of the land can be altered to suit your needs. You can bridge a valley or bring down a mountain if you so desire. You can shift entire mounds of earth or just work on improving the slope of a hill.

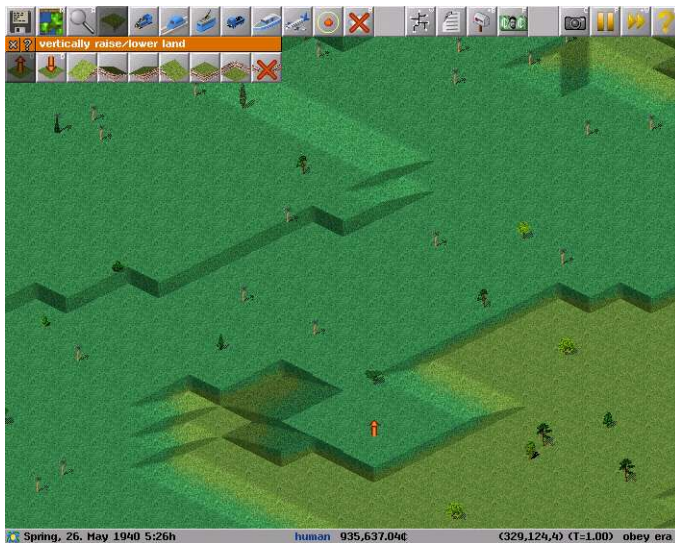


Illustration 65 :Raise Land

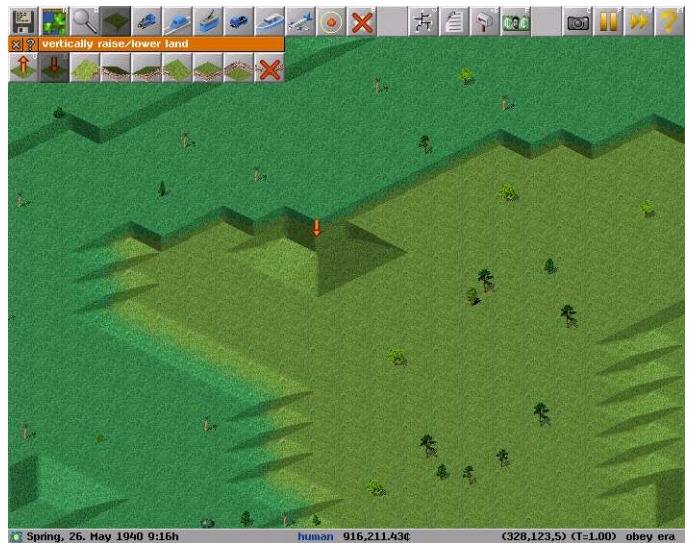


Illustration 66: Lower Land

Natural Slopes

Choose the Vertically Raise/Lower Land Tools
Select the Raise Land Tool Or Lower Land Tool

The cursor will change to an arrow pointing either up or down (depends on which tool you selected) and left-click the mouse to use

Artificial Slopes

Choose the Vertically Raise/Lower Land Tools
Select one of the four artificial slope tools. (Each slope faces a particular direction N,S,E,W)

The Restore Natural Slope will remove artificial slopes
Slopes are needed to build tunnels

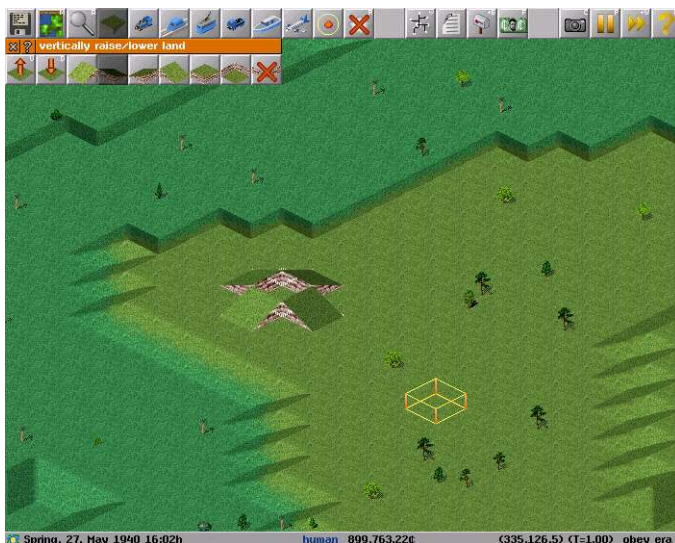


Illustration 67: Slopes in all directions

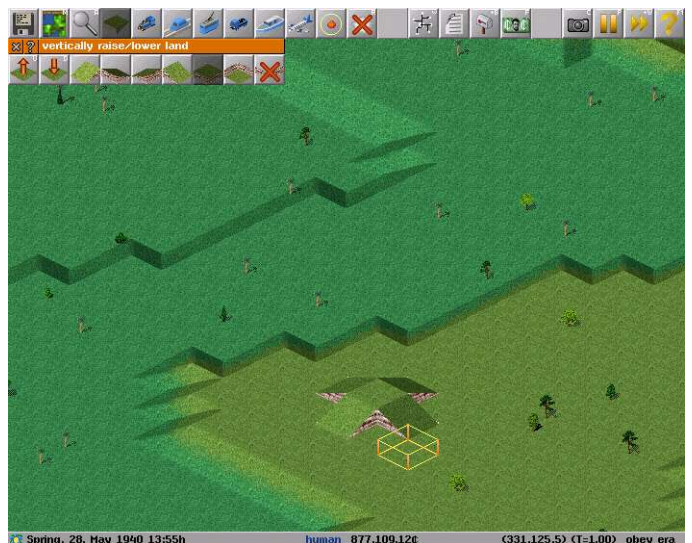


Illustration 68: Artificial level land

Congratulations you have Invested in the Environment And Created a Distinctive Feature

Civil Engineering 201 (Advanced Infrastructure Forms)

So you can manage to build some simple road or rail lines snaking them around the natural obstacles of the terrain. Sometimes however you may need to get to the other of that natural obstacle, be it valley, hill or mountain. Once you become a master of the Advanced forms of Infrastructure you can decide if you want to go around, over or through whatever Mother Nature has put in your path.

Bridging The Divide

Bridges allow you to build your infrastructure above the natural fall of the land, or raise your infrastructure up to the next rise. Bridges can support traffic travelling up to a particular speed and most can only be built up to a certain length [span].

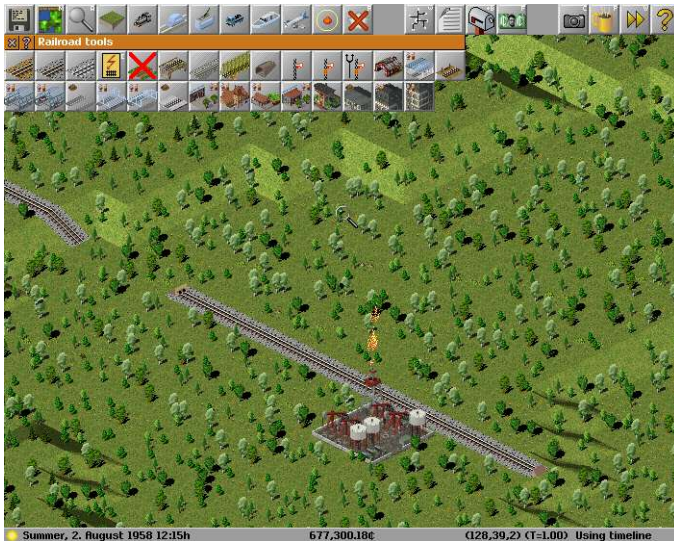


Illustration 69: The gap is intended to be bridged

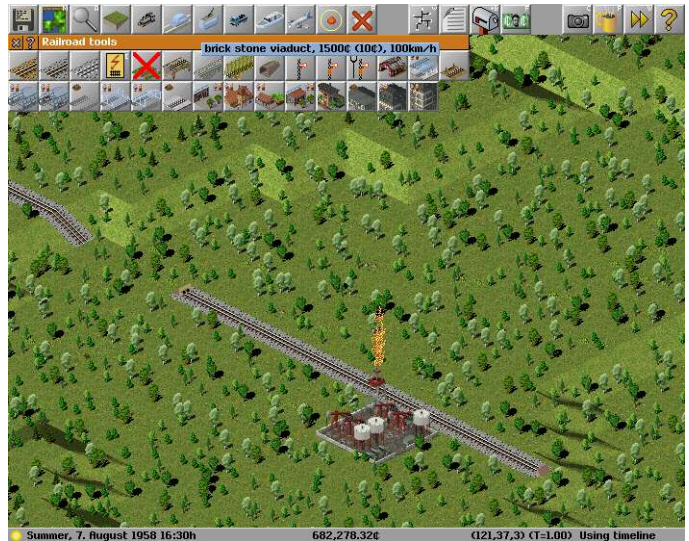


Illustration 70: Choose the type of bridge

Lay your infrastructure leaving a gap for your bridge (Note the infrastructure at the slope is important)
Choose the bridge type you want (most bridges have a span which is the number of tiles they can cover)
Build the Bridge from one of the intended ends.

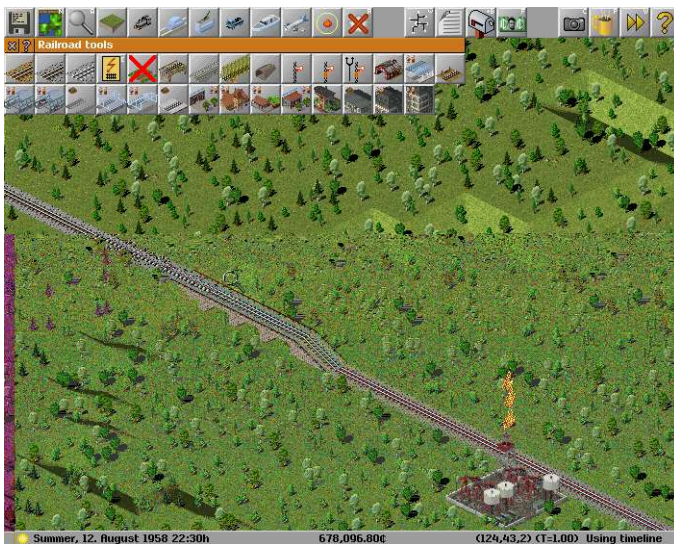


Illustration 71: Bridge from one of the intended ends

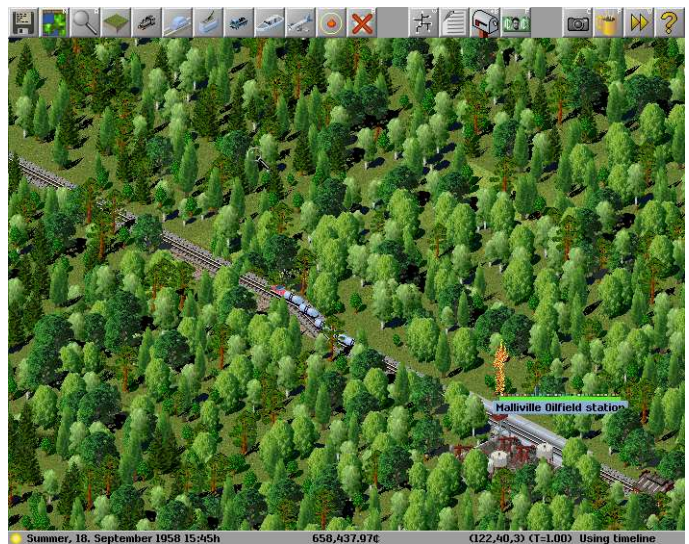


Illustration 72: A properly built bridge

Congratulations You Have Built An Impressive Bridge

Tunnel The Shortest Distance Between Two Points

Tunnels Allow you to travel straight through terrain. Damage to the Surrounding Environment is Minimal

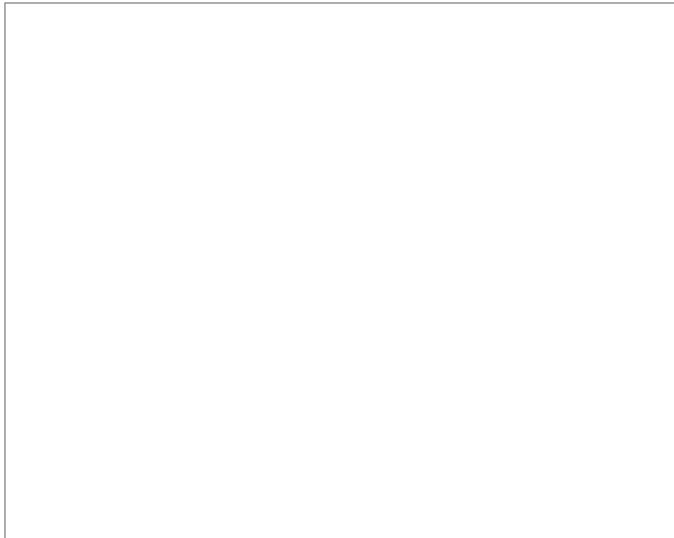


Illustration 74: Choose the Tunnel Tool from the menu

Illustration 73: Infrastructure prior to the tunnel

First lay your infrastructure right up to the slope where you want to start your tunnel.
Select the Build Tunnel tool under the appropriate Infrastructure [Road/Rail/Tram/...] Menu
Start the Tunnel at the infrastructure up the slope.
Continue Building the Infrastructure from where the tunnel exits to your destination.



Illustration 75: It's Straight Forward with A Tunnel



Illustration 76: Road with a tunnel in between

Congratulations You Can Tunnel Through Any Obstacle

Civil Engineering 202

Having Finer Control [Ctrl] Over Construction

So now you have mastered the basics of transportation construction as well as some of the not so basic. You can however exert more of your will over your construction teams with an adept use of Control [Ctrl]

Using Control [Ctrl] in conjunction with the construction tools you can:

1. Construct the shortest distance between two locations (a Straight Line)
2. Build lower quality infrastructure over higher quality infrastructure (saving on maintenance)
3. Build Openings to Tunnels (Useful for Access Underground)

Introducing Underground Stations

After a hard Day at the office you just want to get home but the rush hour just may be to extreme. What you need is to be driven to your door. With the advent of underground transportation you get that, If your basement is adjoining an underground station. (And as CEO of your own transportation company that just may be the case)

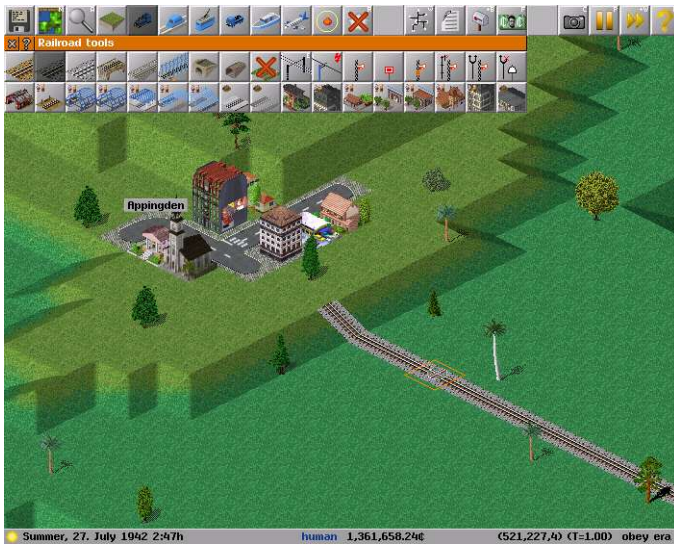


Illustration 77: Underground is similar to tunnels

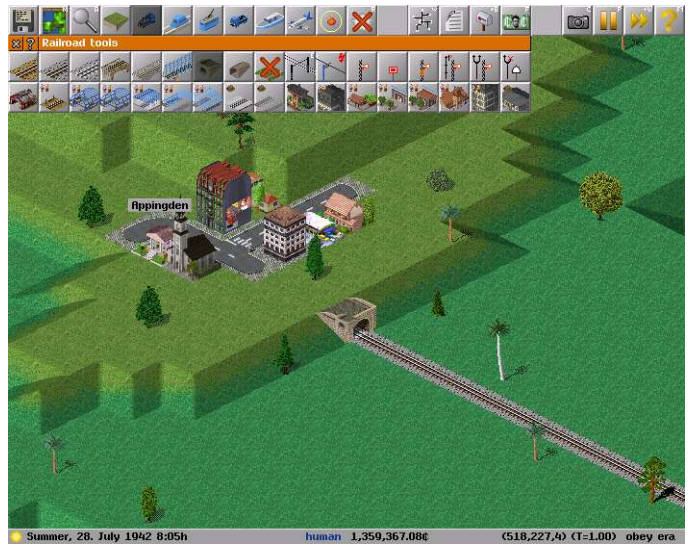


Illustration 78: Build a single tunnel entrance with Ctrl

- Begin as you would a regular tunnel (Build the road or rail right up to the slope)
- Hold down Ctrl and build the Tunnel entrance at the slope.
- Now switch to the Underground View
 - Open the Game Menu
 - Choose Display
 - Toggle Underground View
 - Or Use the Keyboard Shortcut (Hold Shift + u [U])
- Select the Tunnel Tool and build your underground Transportation System
- Then add whatever underground stations you want.

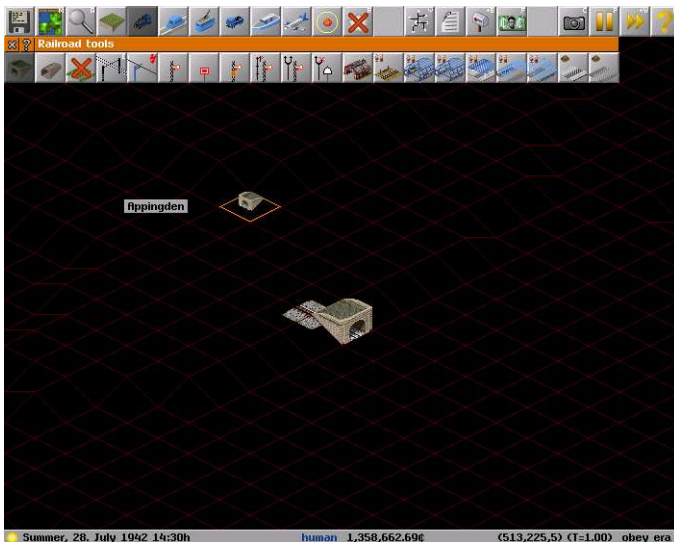


Illustration 79: The View Underground

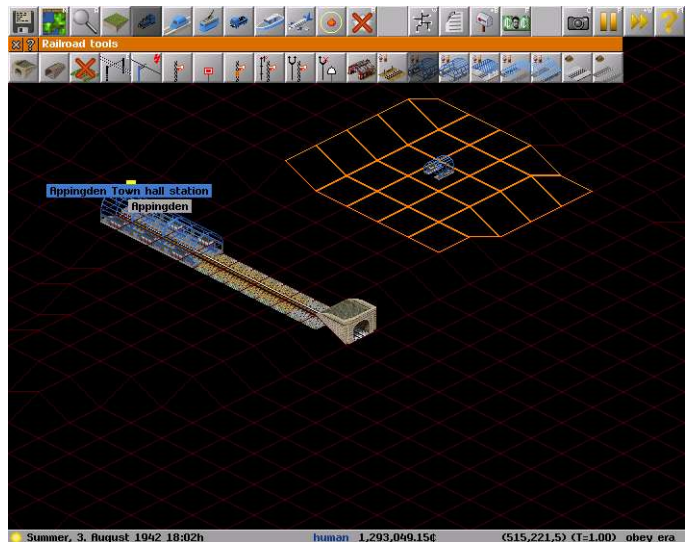


Illustration 80: Stations can also be found underground

Congratulations You Can Travel to Your Underground Bunker

The Cheque's In The Mail

Post Office or Post Box

The Postal Service is slightly different to the other transportation system. It is an extension of the existing system rather than a distinct transport system of its own. Mail can be collected either at a post office building or a roadside post box.

Illustration 81: The Post Office is a special construction



Illustration 82: Post Stop place roadside post boxes

Post Office

To Build a Post office open the Special Construction Tools
Select the Post Office [Envelope in Background]
Place the Post office in a undeveloped square either beside the road or near an existing stop

Post Box

To Build a Post office open the Road Tools
Select the Post Stop [Envelope in Background]
Place the Stop on a road square.



Illustration 83: Town with A Post Office & Post Box



Illustration 84: Post Offices are needed to transfer mail

Post Offices or Building are needed to transfer mail from one transport network to another.
Now all you need is a van to collect and deliver the mail.

Congratulations You Almost Have Your Own Postal Service

Factories, Contracts, Supply & Demand the Economics of Simutrans

Factories and Contracts

You have probably examined several factories and industries to help determine where best to position your own transportation company. These factories have contracts between themselves promising a supply of certain goods. All you need to do is to provide a transportation link between those two factories.

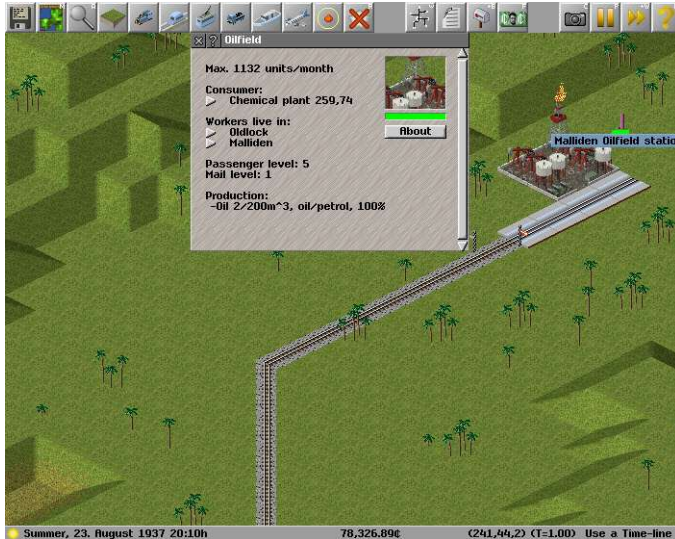


Illustration 85: A Supplier only Factory

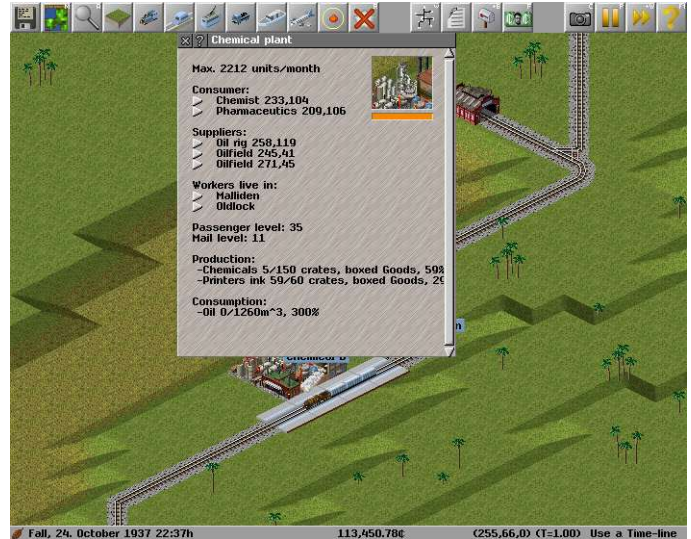


Illustration 86: A Supplier and a Consumer Factory

Supplier [Factory]: A factory that does not demand any freight good but will supply a freight good to one or many factories.

Producer [Factory]: A factory that demands one or more freight goods and uses these goods to produce one (or more) freight goods that are in demand at one or more other factories

Consumer[Factory]: A factory that demands one or more freight goods that it then sells to the public.

Stations and Supply

The contract is between two specific factories only. Some factories may make a request for one good in order to convert the delivered good into another type of good. That new good could be demanded by another factory. If you plan on using an intermediate station to deliver the goods to **YOU MUST ESTABLISH** a transportation link between the consumer and the intermediate station before the supplier will deliver the goods to the intermediate station.

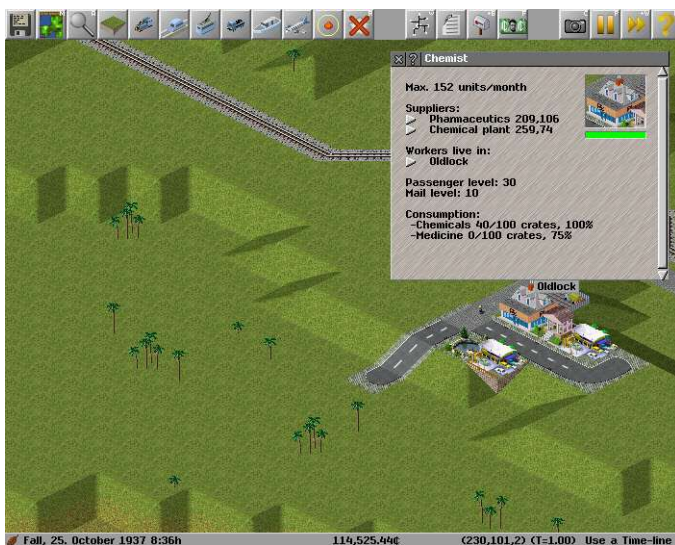


Illustration 87: End consumer in this four factory chain



Illustration 88: The contract is with the Pharmacy

Congratulations You Have a Degree in Simutrans Economics

Getting the Most From (and Into) Factories

The Factory is the Cornerstone of the Economy

A factory (any factory) is important to you as a transportation company and to the global Simutrans economy. What ever general classification that a factory falls under (Supplier/Producer/Consumer) All factories have the same basic needs that you (or someone else) can satisfy by providing transportation

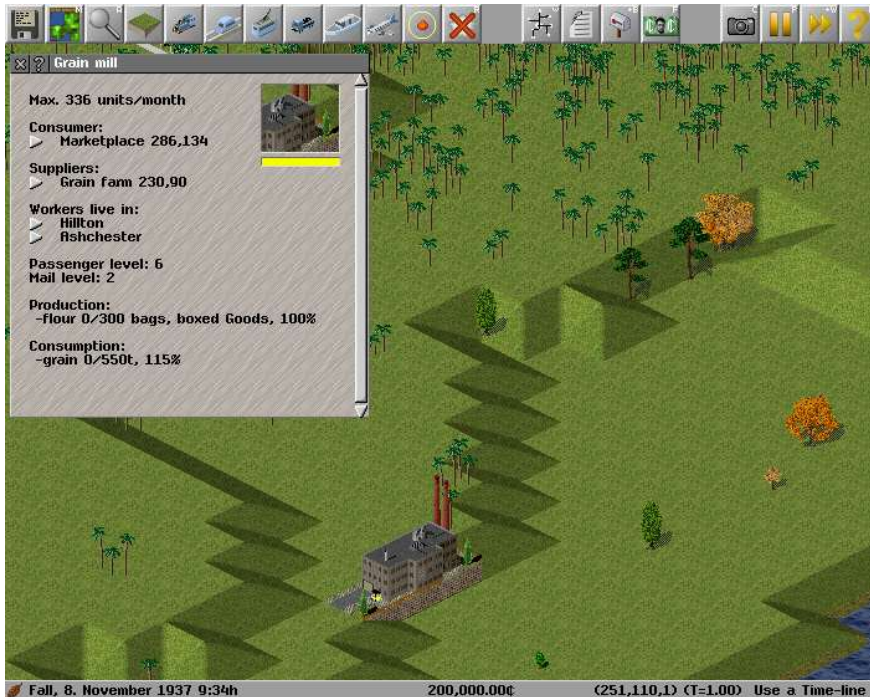


Illustration 89: The Factory Window

Consumer Contracts: A contract with a factory (with its location) for the goods produced by this factory

Supplier Contracts: A contract with a factory (with its location) for goods so that this factory can produce its own goods.

Workers: These are the factories employees and may live in one ore more of the nearby cities or towns

Passenger Level: The demand for employees.

Mail Level: The demand for mail.

Production & Consumption Storage: This is a small storehouse were resources or finished goods are stored until there is a delivery link between the factory and an another that it has a contract with. With production or consumption levels.

Congratulations You Should Now Know What You Need to Provide to Get The Most Out of (or Into) The Factory

Planes, Trains, Buses, Trams, Trucks and Ships

Vehicle Acquisition and Operation

Each type of transport infrastructure utilises specific vehicles that can only be purchased at the depot. Trains can only be purchased at a Rail Depot While buses and trucks can only be purchased at a Road Depot. So if you want to use a ship you need to buy one from the Ship Depot.

Vehicle Scheduling

Vehicle scheduling will mean The process of creating a station stopping order with possible load minimums for each station. The schedule will only be applied to a single vehicle. The vehicle schedule can only be managed through the single vehicle that it is defined for.

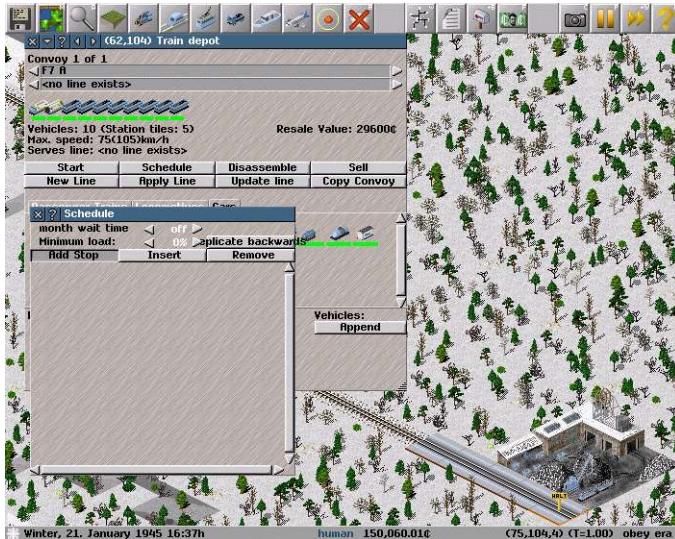


Illustration 90: A blank schedule

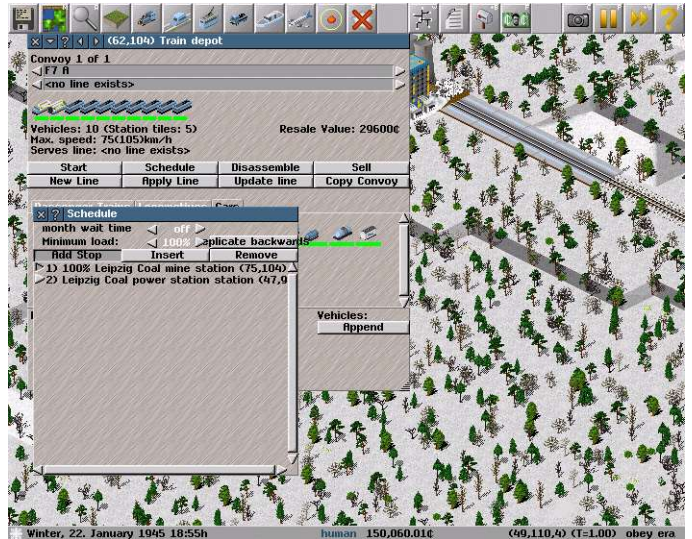


Illustration 91: A completed schedule with loading

- Open the Depot and choose a vehicle (Vehicles are purchased outright, If you break it remember you bought it)
- Open the Vehicles Schedule
- Select where the vehicle stops with the cursor [yellow sign with the word halt] The Station will be added to the vehicle schedule.
- You can tell your vehicle to wait for a minimum load at a particular station by selecting the station in the vehicle schedule and scroll the Wait For % to a minimum of total capacity of either 1%, 5%, 10%, 20%, 50%, 100%
- You can also specify the amount of time that the vehicle will wait (up to a period of one month)
- Close the schedule
- Click on Start so the vehicle can start earning you cash

Congratulations You Can Acquire and Operate Vehicles with Great Success

Service Lines Mean Efficiency

So you can purchase vehicles and get them operating quickly, That does not mean that they are operating efficiently. If you utilise Service Lines you may be able to improve the operation of your vehicles and transportation network. Service lines are easier to maintain than individual schedules and just as easy to implement.

A Service Line is better than a vehicle schedule for a couple of reasons:

1. A service line can have several vehicles using it
2. A service line is quick to extend or alter.
3. You don't need to find and alter each vehicles schedule if you adjust its service line.
4. Adjusting a line does not halt traffic
5. Service Lines are Colour-Coded to help indicate where improvements might need to be made.

The colour scheme

- White:** Service Line has no vehicles assigned
- Yellow:** Service Line is not Operating
- Black:** Service Line is profitable and has spare capacity
- Blue:** Service Line is profitable but has little spare capacity
- Red:** Service Line is operating at a loss

Line Scheduling

Line Scheduling will mean the creation of a vehicle scheduling sequence that can be applied to multiple vehicles. A scheduling sequence can be managed through the Line Management Window

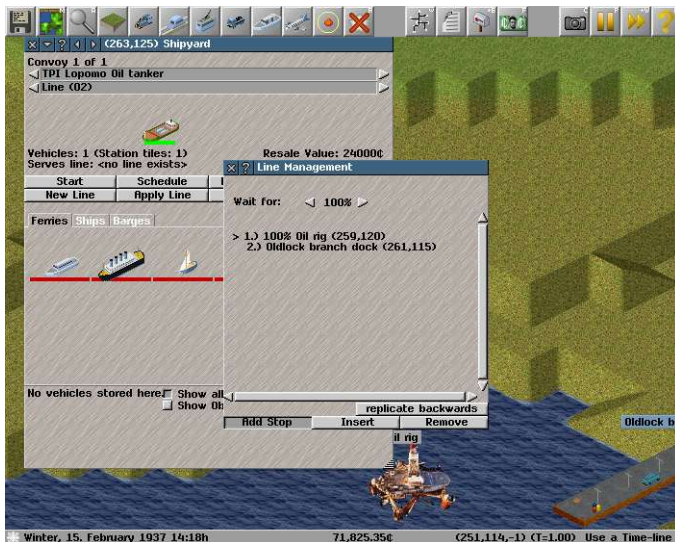


Illustration 92: The line looks like a schedule

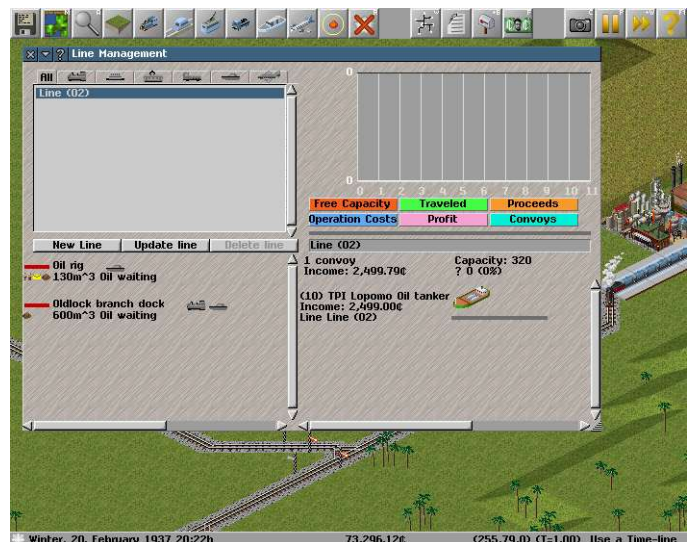


Illustration 93: The differences of a line to a schedule

Open the Depot and choose a vehicle (Vehicles are purchased outright, If you break it remember you bought it)
Select New Line

Select where the vehicle stops with the cursor [yellow sign with the word halt] The Station will be added to the line schedule.

You can tell your vehicle to wait for a minimum load at a particular station by selecting the station in the line schedule and scroll the Wait For % to a minimum of total capacity of either 1%, 10%, 25%, 50%, 75%, 90%, 100%

Close the line schedule and click Apply Line

Click on Start so the vehicle can start Serving its Line

Congratulations You Have Now Utilised Your First Service Line

Depot Windows

Whenever your planing to expand your transport capacity or replace old vehicles your going to need to visit the depot.

Each Depot has two or three principal tabs in it's lower half that will list the available vehicles for either passenger/mail transport or vehicles capable of hauling freight. The Third tab will show extra components that can increase the carrying capacity of the vehicles

Because Simutrans has two modes of play all the vehicles and components are coded to assist you.

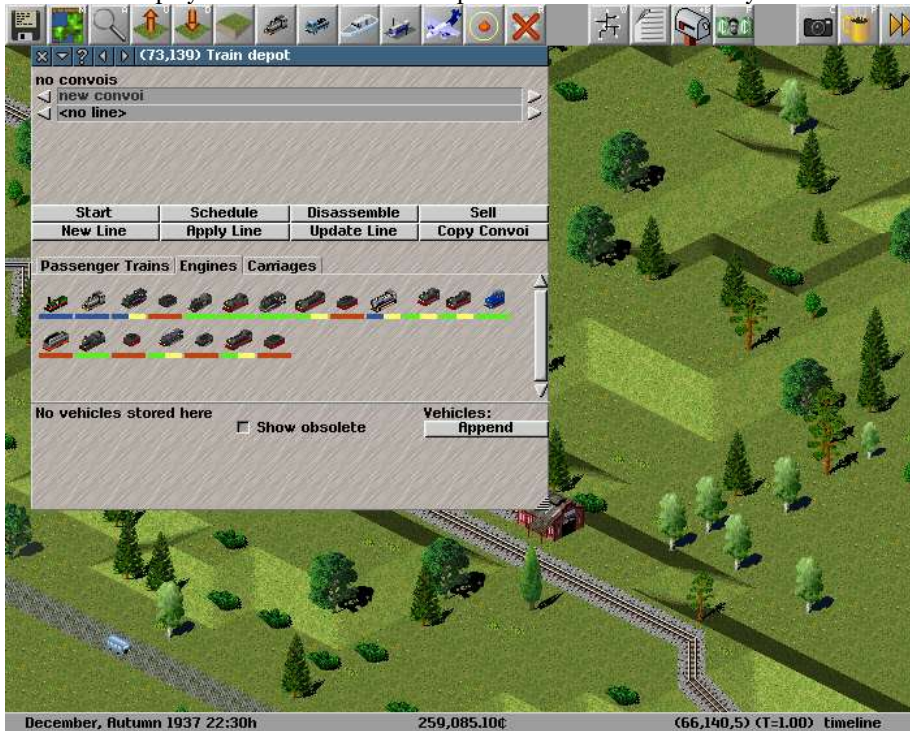


Illustration 94: The Colour Coded Engines

Vehicles and components with a green bar are available for purchase and use

Vehicles and components with a blue bar are currently not available because they are too old and have been retired

Vehicles and components with a red bar cannot be purchased at the depot in it current mode (Put in Front/Append/Sell

Vehicles and components with a portion of a yellow bar would indicate vehicles that must be assembled in a specific order.

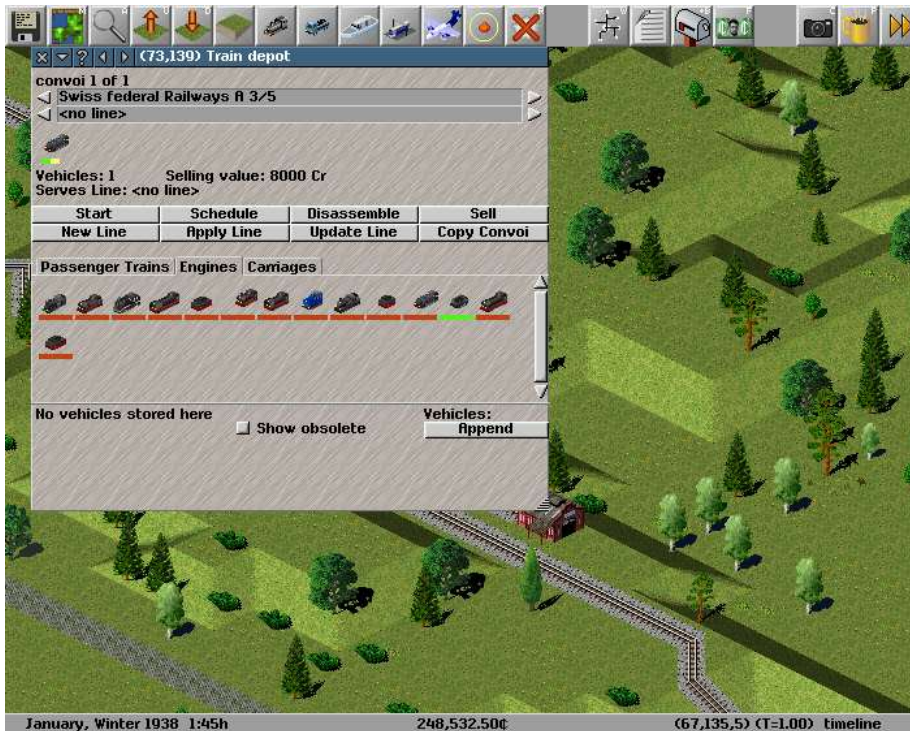


Illustration 95: Building an Engine With Many Segments

Vehicle List & Filter

The Vehicle List is a up to the moment list of all your vehicles. It summarises the key information about all your vehicles. The Vehicle List also has it's own filter (similar to the Filter for the Station List) so that you can focus on any particular sub-set of your vehicles

Illustration 96: The Vehicle List also has a filter



Illustration 97: The list shows the vehicle's status

The Vehicle List shows the Vehicles Name and ID
the income the vehicle has produced for the year to Date between January 1 and December 31
The Line it serves (if known) or if it is currently in a depot.

The colour scheme

- White:** Vehicle is in a depot
- Yellow:** Vehicle has not operated
- Black:** Vehicle is profitable and has spare capacity
- Blue:** Vehicle is profitable but has little spare capacity
- Orange:** Vehicle cannot find a route to the next stop on it's schedule
- Red:** Vehicle is operating at a loss

Giving The Signal For More Profits

While the road network can automatically handle multiple vehicles your rail networks are a bit more restrictive in the number of vehicles automatically allow to run. Signals can improve the efficiency of your rail networks by allowing multiple vehicles to use your network.

Signals can only be positioned on straight, level sections of track (No signals on slopes or on intersections)

Allowing Multiple Vehicles Along A Single Track



Illustration 98 :Add the spur from the main line



Illustration 99: Place the signals near the intersection

Select the signal from the tool bar
Position the signals near the intersection

Pre Signals Keeping the Rail Ahead Free and Clear

Pre Signals are linked to the signals on either side of it. This keeps the next section of track clear and helps prevent potential deadlocks



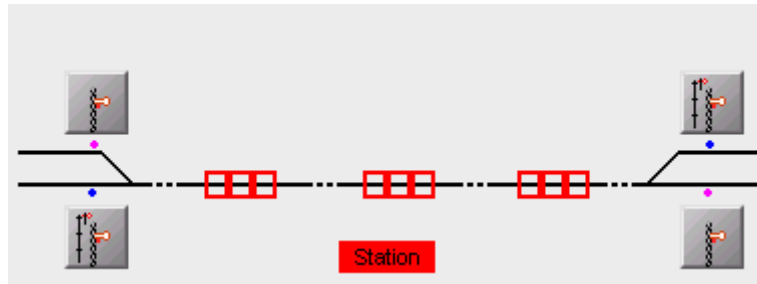
Illustration 100: Presignal keeps sections of tracks clear



Illustration 101: Find presignals amongst other signals

Long Signals

Long signals override simutrans natural station signals, thereby only allowing only a single train to cross this segment of track. Long signals will not allow another train to enter this segment of track until the previous train has exited the segment at one of the [pink] signals



Multiple Stations; Multiple Platforms; Letting the Driver Decide

A second or third platform can improve efficiency, however, establishing individual schedules can be a headache. There are signals that can allow multiple vehicles to stop at the same station are scheduled to stop at the same location.



Illustration 102: Use the Special Choose Signal



Illustration 103: We need two vehicles at the station now

Select the choose signal from the tool bar
Position these signals before the station branches to many platforms

Signals will allow single vehicles onto the track that is between itself and another signal.
This will allow if the signals are used properly for multiple vehicles to use portions of your rail network efficiently.
The use of too many signals can create problems along your rail network

*Congratulations You Have Included Signals to Your Network
Allowing You Greater Transport Capacity and Efficiency*

Work With Other Exciting Industries

Are you tired of hauling all that coal or oil off just to see it burned up to produce power, maybe you would like to haul something a bit more exotic. Or Maybe the area needs a really big tourist attraction. That can all be arranged if you know who to talk to

Changing Hats

Fortunately you are the right person, well at least you are if your wearing the government supervisors hat

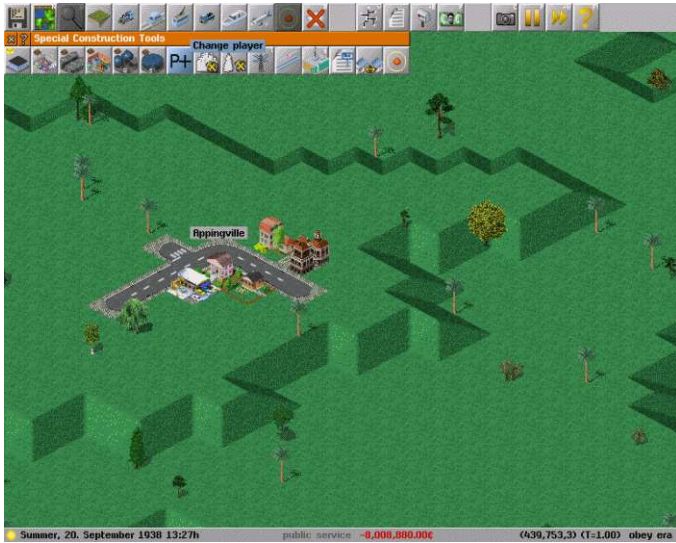


Illustration 104 :Change to Public Services

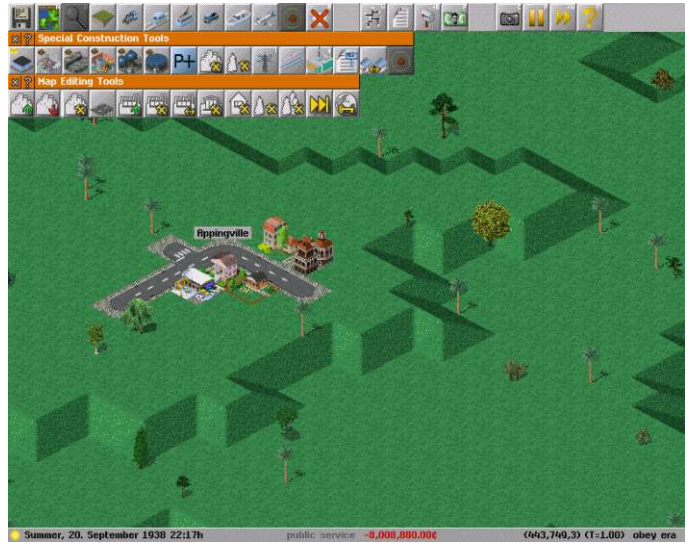


Illustration 105: Open the Map Editing Tools

Select the Special Construction Tools
Click Change Player [P+ button]

You should now get a small set of extra tools and a message indicating your the public services
public services should also be present at the info bar at the bottom of the screen

Invite Industry or Tourists

You can now go and introduce the new industry into the area.



Illustration 106: Choose Factory Builder

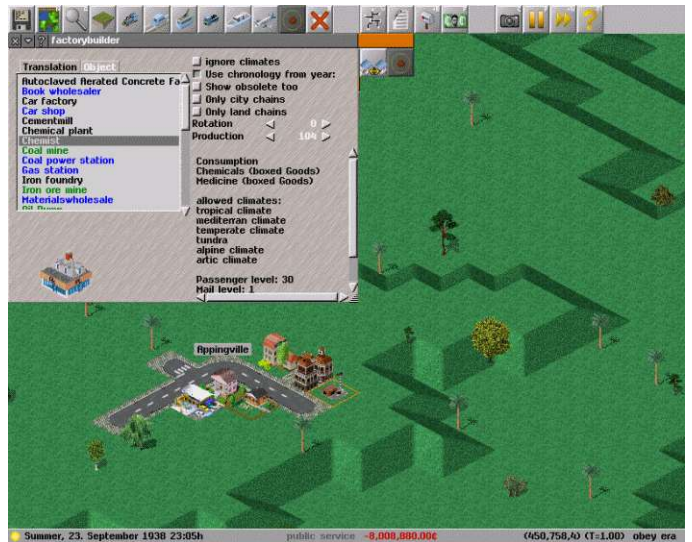


Illustration 107: Select The Factory

Choose Factory Builder from the World Edit Tools
You can now choose to build the particular factory you wish (for example a Chemist)
Choose the Location for your new Factory.

Although the factory has just been built you need to connect it up to appropriate existing suppliers and consumers.

To do that select connect factory from the World Edit Tools
 Click on an existing Chemical Plant (to supply chemicals) then Click on the New Chemist
 Click on an existing Pharmaceuticals Plant (To supply it with Medicine) Then Click on the New Chemist

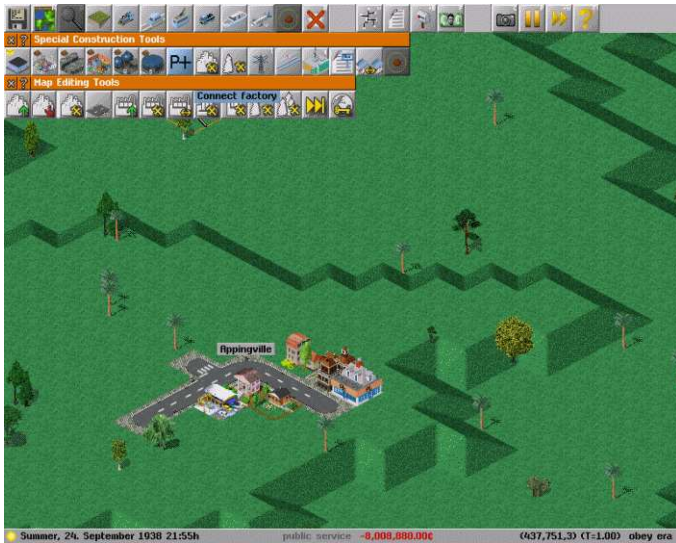


Illustration 108: You need to connect the new factory



Illustration 109: A connected factory has contracts

Establishing new tourist destinations involves a similar process

Congratulations You Have Invited More Industry to the Area

Simutrans A Sign of the Times

Simutrans also lets you label or signpost significant geographic or urban features, or make notes to yourself for future development. So now your customers and staff can look at the massive billboards that are on their route to and from work, vacation or wherever. You can now also remove these messages and notes, perfect if you make a spelling mistake.



Illustration 110: Signs are Special Billboards



Illustration 111: They can be notes, or Places of Interest

To Create A Sign Open the Special Construction Tools
 Choose Make A Sign (Some earlier versions refer to labels)
 Enter what you want on the sign Then Click OK
 To Remove a sign use the Removal Tool

Congratulations You Can Now Sign Off on Signs

Company Management A List of Things to Do

A List of Company Resources

As the director of the company you are going to have to make important decisions like what goods to transport, what vehicles to buy and what infrastructure to upgrade. Many of these decisions are going to require a detailed knowledge of the surrounding area and the current resources of the company. Thankfully you have a terrific administrative staff that provides you with a constantly up to the minute list of the resources of the company and the surrounding area.

Filtering Out Distractions

Several of the company specific lists can be further refined to help you make particular decisions. Lets See how many airports the company has.

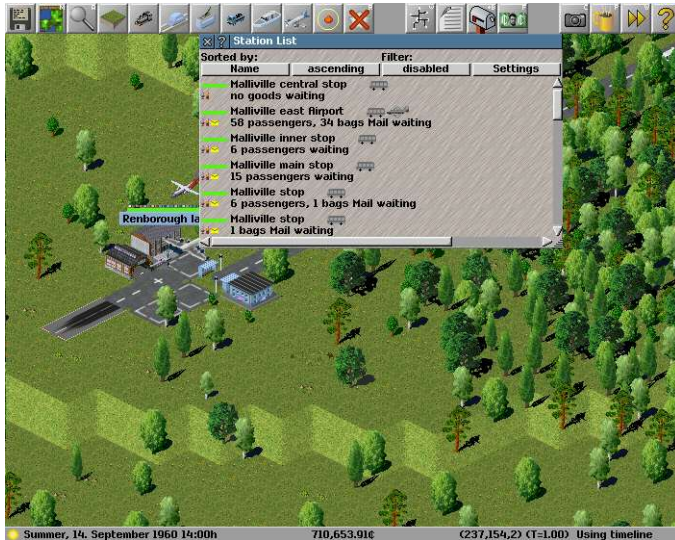


Illustration 112: A Listing of All the Company Stations



Illustration 113: Filtering to see just what you need to

- Open the Lists Menu
- Choose to List the Stations

Now we will apply a filter to have a look at the airports.

- Click on Settings
- Select only airports under filter types
- Also select Filter Types before closing the filter window
- Click to enable the filter



Illustration 114: All the Airports are listed

If the filter has been configured correctly and enabled it should list just the airports of the company

***Congratulations You have Successfully Applied A Filter to A List
Money Makes This World Go Round Too***



Illustration 115: An Improved Finance Window

These are what you spent and earned both this year and in the previous one to give a breakdown of the company's bottom line. Anything in red is a loss, whatever is black is a gain.

There are a lot of expenses some of which are incurred when running the company. You could also build yourself a company Headquarters or upgrade your existing one.

Controlled Expenses

Construction Site: is the cost of establishing the roads, rails, stations and depots of the company

New Vehicles: is the Cost of purchasing new trains, trucks, buses and carriages.

Powerlines: Cost of maintaining Powerlines that provide Electricity to Factories.

All of these can be directly controlled by you if you buy the train you incur the cost if you build the bus stop it will cost you as well

Fixed Expenses

Operation Costs: is a fixed expense although it will vary depending on the type of vehicle.

Maintenance: is another fixed expense though it seems to soar unchecked as you keep your infrastructure in top condition.

Maintenance

The Maintenance (monthly) value is what is added at the end of each month to pay for the upkeep of the infrastructure (You will pay for the 12 months of the year) So while you can't stop it you can plan for it and influence its size.

Summary Figures

Account Balance: How much ready cash you can get your hands on

Assets: Value of your transportation infrastructure and vehicles

Net Wealth: Total Value of your company, All its cash and all its assets

Traveled: The Total Tonnage Successfully Delivered by Your Company

These Figures just provide a historical account for the growth of your company

Where We Can't Help But Be Helpful

How Can I Simutran

Simutrans is a complex and fun transport simulator. There are many questions newer users and not so new users have. The Simutrans experience does not stop at the application but extends onto the internet where a helpful community of other Simutrans users. This Community of Simutrans users are prepared to help you extract the best experience from Simutrans.

The Simutrans community have a number of resources to help you if you have any kind of question that begins...

- How Do I...
- Does Simutrans Allow Me to ...
- I can't seem to...

The resources that can help you answer these particular questions include.

- The Simutrans Forum [<http://forum.simutrans.com>] (Where the community meets)
- The Simutrans Reference Material Site [<http://docs.simutrans.com>] (For Very Helpful Documents, including This one)
- The Simutrans Wiki [<http://wiki.simutrans.com>] (On-line Simutrans Community encyclopaedia)

There is also help available right from within simutrans. The in-game help files are a summary description of various tools in the game. These descriptions are accessible by clicking the ? Button beside the Tools Title.



Illustration 116: Where Do You Need Help

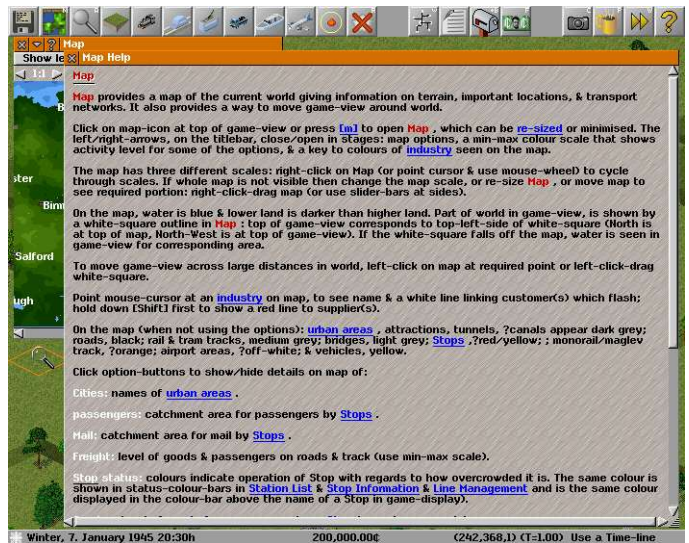


Illustration 117: It's really quite helpful

The help also comprises a list of action short cut keys to use routine tools or windows which is explained as keyboard help.

Congratulations You Can Find Help If You Need It

Common Questions

There are these coloured dots surrounding the stations and stops, what are they for and can I get rid of them?

These coloured dots indicate the stations area of coverage any cargo demanded or produced will go to the station, There is now an alternative view to these dots a translucent coloured rectangle showing the stations area of coverage.

This view is accessible through Game Options > Display and toggling transparent station coverage. You can hide the coloured dots or translucent rectangle by pressing "v" on the keyboard.

I have a train with two freight cars but only one freight car is loaded or unloaded at the train station, Is this a bug?

No this is not a bug, every rail station is made up of rail platforms, each platform fits two cars, cars will only be loaded/unloaded if there is an appropriate platform (passenger/freight) underneath them. The engine is considered one car, and the tender if used is also considered one car. You will need an additional platform at the station to utilise the other freight car.

I have built a tram line and I have a tram depot, but the depot has no trams. How do I buy trams?

One extra thing you need to do to get trams to work is electrify the tram tracks, all of them even the one the depot is on.

I just want to learn what to do I don't want to play against the computer A.I. How do I switch them off?

You can disable the computer AI by adjusting the players tab, located among the game options. The AI can also be switched off by pressing "k" on the keyboard.

I cannot query a convoy with the query tool when it is on a bridge?

Actually it is possible to query a convoy on a bridge hold down the control key [Ctrl] and click on the convoy. You may need to click twice once for bridge and a second time for the convoy.

I have built a bridge or a tunnel, but vehicles won't use it to travel to their destination on the other side?

Although you have built the bridge, or tunnel correctly it may not be connected to the infrastructure on the other side (despite appearing to be). Build your infrastructure out from where the tunnel (or bridge) begins (and/or ends) and build over the infrastructure that exists on the other side.

I am playing Simutrans with Pak 128, I've built a station at the coal mine but the train will not deliver coal.

This situation is probably encountered by almost everyone and is specific to Pak 128. This is because the simple platform that is found in Pak128 is not bound to any particular broad cargo category [Passengers/Mail/Freight]. You may have used the simple platform at either the supplier (The Coal Mine) or consumer end (The Coal Burning Power Plant).

One solution is to build a warehouse at the station that uses the simple platform to extend the types of cargo it accepts to include freight [freight is represented by the small box in the top right hand corner of the warehouse]. The warehouse is located at the first level of the special construction tools.

I have made a signpost and now want to remove it, but I cannot ?

While Simutrans ability to create signposts (also known as labels) has been available for a long time it is only recently that labels have been able to be reliably removed [99.07]. To remove a signpost from 99.07 onwards use the removal tool and bulldoze the small signpost.

When I start a New Game I would like to be able to transport more freight types than just coal or oil, How can I do that ?

Since your Starting a new game the easiest way to do this is to increase the number of markets in cities. The industry chain that is required to support this market will be generated when you start the game so you then have the option to transport other freight type goods.

Is it possible to build a subway?

It has been possible to build a subway since 99.03. It is even easier to build subways now. Probably the best way is to build just a tunnel entrance, switch to underground mode, build your subway system (which can include platforms, depots, electrification and trains) and then bulldoze your tunnel entrance.

Can I build a tunnel that goes underwater?

You Can Build a Tunnel that Goes Over/Under Bodies of Water. While The Tunnel May actually go over the water we're not stopping you from believing that the tunnel is going under the water. To build such a Tunnel Find the body of water you wish to cross with the tunnel. Raise the Terrain so that there is a slope for the road/rail. After You Have Built the Base Infrastructure (Road/Rail) Build your choice of tunnel. You can now cross Under/Over the Water.

Simutrans Keyboard Bindings

Simutrans comes equipped with certain keyboard short cuts to access common or useful functions. These short cuts are accessed by just pressing the appropriate key on the keyboard. Here are some, There are others.

Key	Function	Description
Tools and Information Windows		
a	Query Tool	(Magnifying Lens) Query any Object in Simutrans
r	Removal Tool	(Red Cross) Removes any object in Simutrans
f	Finance Window	Brings up the Company Finance Window
w	Lines [Services] Management Window	Brings up the Line [Services] Management Window
s	Asphalt Road Tool	(Road) Places Asphalt Road [Most Expensive]
t	Rail with Wooden Sleepers	(Rail) Places Rail with Wooden Sleepers [Cheapest]
U	Underground View	Allows you to see and build underground
G	Goods List	Lists the price of transportable goods
V	Vehicle List	Lists the vehicles of the company
B	Message Centre	Lists Recent System Messages and Options for their Display
?	Assigned Keys	Lists some of the Key bindings for Simutrans
Game Play		
L	Load a game	Allows you to quickly restore a previously saved game
S	Save a game	Allows you to quickly save a game to play later
p	Pause game	Stops the game clock (unable to do anything while paused)
k	Enable/Disable AI Players	Turns the Computer Players On or Off
P	Change players	Switch between your company and other companies
.	Increase Game Speed	Increase the Speed of the game a little bit
,	Decrease Game Speed	Decrease The Speed of the game a little bit
W	Super Fast Speed	Run The Game at the Fastest Speed. (W again to Stop)
Ctrl + F2 - F12	Assign Tool to Function Key	Assign One of Simutrans Tools to a Function Key (F2 - F12)
F2 -F12	Use Function Key Tool	Use the Tool you assigned to the Function Key (F2 - F12)
Q	Game Menu	Open the Game Menu to configure settings or quit
Graphic		
!	Station Names and Statistics	Cycles display of Station Names and Statistics
“	Hide Buildings Trees	Easily lay infrastructure through forests or developed towns
#	Show/Hide Grid	Turns the Simutrans World Grid on/off
b	Show Reserved Track	Indicates Track that is needed by Train To Get From A to B
R	Map Rotation	Rotates the Map 90 Degrees Clockwise
v	Station feeder zone	Shows coloured squares around stations, [area of influence]
c	Capture Screen	Creates an Image of the Simutrans World at That Moment

Simutrans Transport Tips and Tricks

- Give your vehicles a conspicuous colour. It makes them easier to locate when moving between city streets and buildings
- Prevent cities from merging into one another, bound a city within a railroad fence that the city will not develop outside of.
- You can build tunnels across bodies of water.
- Each train can haul a maximum load at top speed according to the formula $(2500 \times \text{power} \times \text{gear}) / \text{max_speed}^2$
- A white arrow above a wait bar means that there are more goods at the station than it can actually store.
- When using the Mini-map the cities are located at the start of their name on the map.

Terms Used in the Simutrans Reference Material

Toggle: Switch the Option between On/Off. On is recessed (darker), Off is raised (lighter)

Glossary of Simutrans Concepts and Definitions

Community: Refers to the Simutrans Community. Everybody that uses, paints, tests, develops, discusses, enhances Simutrans is a member of this community

PAK (or PAK Set): The Graphical Component of Simutrans. Independent of the Application. Usually categorised as the pixel length and pixel height of the tile. A tile in PAK 64 is 64pixels x 64 pixels.

Official Support: The capability of a PAK to use the new features introduced by the latest version of Simutrans. Official Support usually applies to PAK 64. Which is developed and released in tandem with the latest version. Check available information about compatibility with other PAK sets like PAK 128.

Vehicle Scheduling: The process of creating a station stopping order with possible load minimums for each station. The schedule will only be applied to a single vehicle. The vehicle schedule can only be managed through the single vehicle that it is defined for.

Waypoint: A stop on a vehicles Schedule that is not a station.

Track Reservation: Maintaining a clear path for a vehicle until it's next scheduled destination. This help prevent deadlocks when multiple vehicles arrive at the same destination.

Line Scheduling: The creation of a vehicle scheduling sequence that can be applied to multiple vehicles. A scheduling sequence can be managed through the Line Management Window

Intermediate Station: A station that is not directly connected to a factory demanding goods from a particular station. The station could be used as a holding platform until transportation for those goods arrive. There must be a transport link with the required factory established before these goods will be delivered to the intermediate station

Supplier [Factory]: A factory that does not demand any freight good but will supply a freight good to one or many factories.

Producer [Factory]: A factory that demands one or more freight goods and uses these goods to produce one (or more) freight goods that are in demand at one or more other factories

Consumer[Factory]: A factory that demands one or more freight goods that it then sells to the public.

Enhancing Your Experience of Simutrans

Simutrans is a great game and you are no doubt enjoying building up your transport company in whatever beautiful world you choose. While you may still be trying to understand and utilise some of the features of Simutrans, there are some simple ways that you can customise or personalise your Simutran World.

Adding On to the Simutran T-Set

The Official Supplier -- addons.simutrans.com

So you either play in the traditional Pak64 or the bigger Pak128. But you want to add on to the fun you've had with your favourite game. Maybe you want to add more vehicles or have more buildings or maybe you want to see it bigger and brighter. Although you may not consider yourself an artist, you have no idea how to add what you would like anyway.

That's alright there are people that have already done the hard work and have provided these extra elements that can be added into Simutrans.

addons.simutrans.com provides a storehouse for extra Simutrans additives (All additives are good additives)

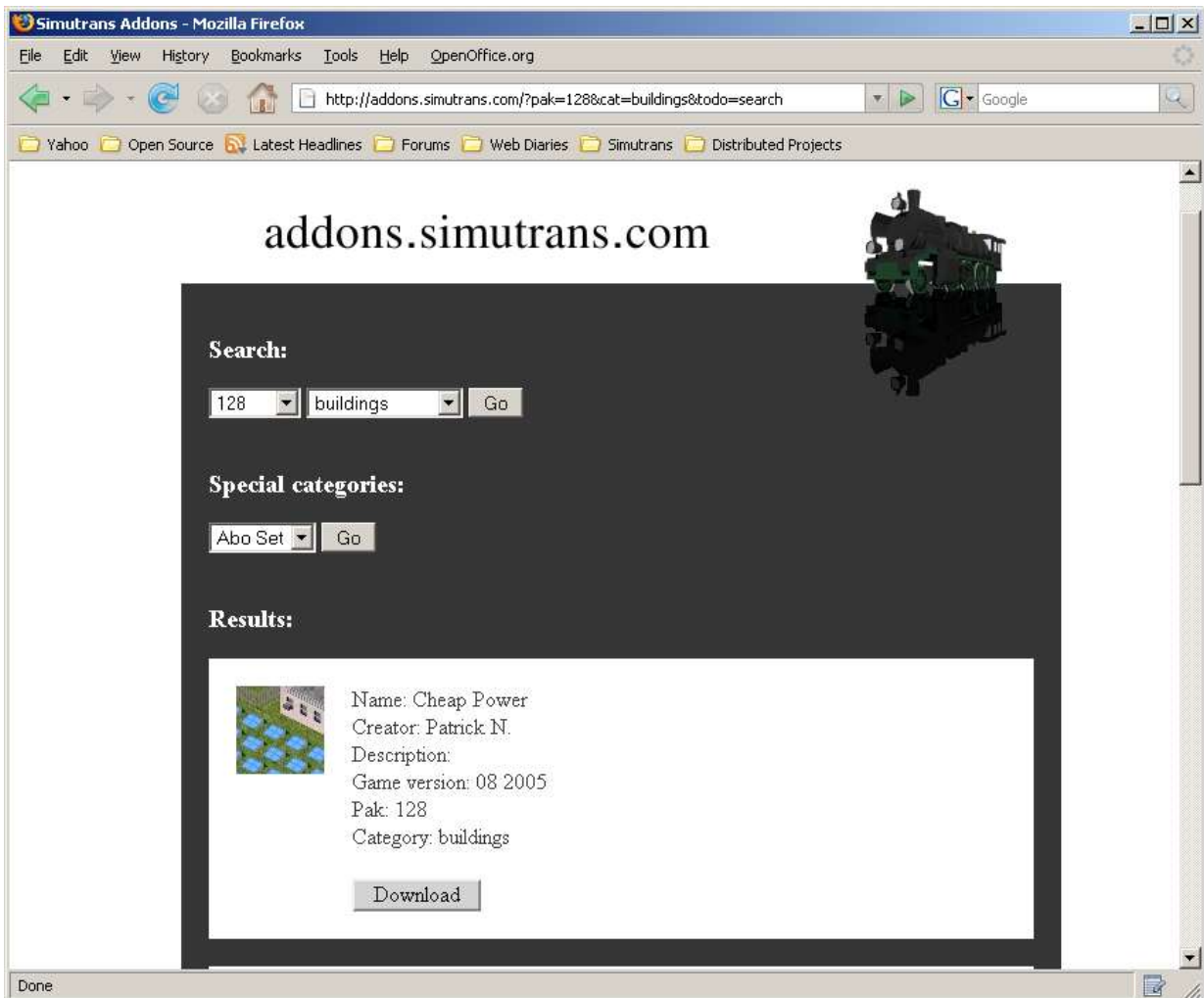


Illustration 118: Some of the many (optional) extras you can add from addons.simutrans.com

Once at addons.simutrans.com you can either choose a pak type and a category, or from a special category click GO. When the search results come up either choose what you like by clicking on the download button or perform another search. Install the new Pak file you just downloaded [It might be a good idea to backup the existing `simutrans/pak` directory first]. Run Simutrans to see it with your added paks.

Congratulations You Have Just Added to your Experience and Enjoyment by Adding Extra Simutrans Material

Where in the World is Simutrans

The Atlas of Simutrans – maps.simutrans.com

Maybe you don't want to add anything onto Simutrans, maybe you would just like to play Simutrans on maps that represent your backyard, or entire countries of the world. But it's difficult to get the contents of your atlas into the computer. An atlas of simutrans exists on-line and it contains maps provided by some community members of the nations of the world or other detailed maps that you may use.

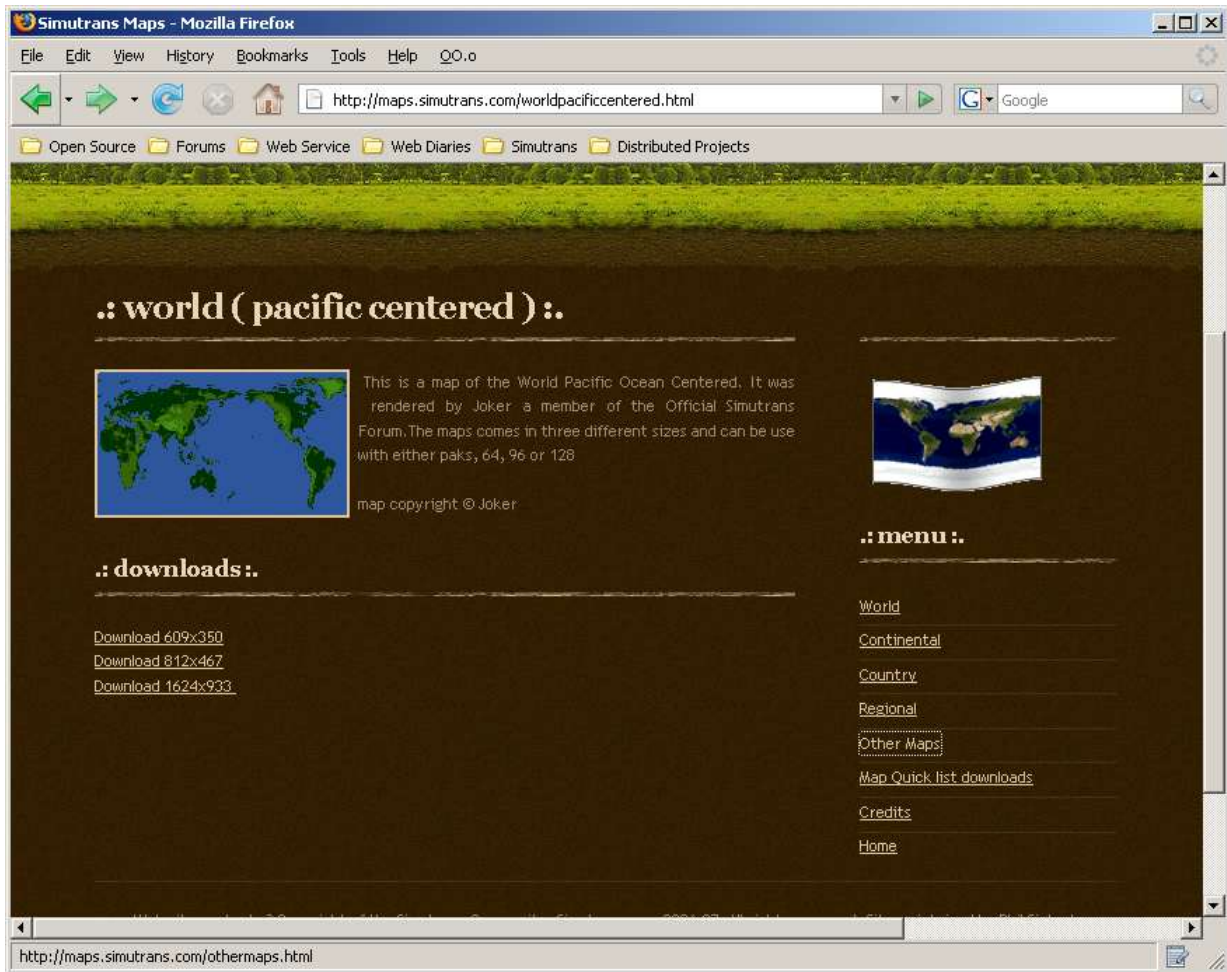


Illustration 119: Maps for your global empire are also available

Once you have downloaded the map(s) (usually as zip files) you extract the contents (the file with *.ppm at the end) into the save directory of Simutrans (where you keep the save games)

Run Simutrans and at the New Map Dialog choose height map or load heightfield
pick one of your new map(s)

Simutrans will use the dimensions of the map file you select the Map Height and Width settings will be ignored

configure and play like any other map (towns, traffic, attractions, etc ..)

*Congratulations You Have Just Added to Your Experience and
Enjoyment by Playing on Custom Maps*

The Simutrans Printing Press

Simutrans Reference Material – docs.simutrans.com

So you've found Simutrans a very interesting and exciting experience. You only wish you knew more about it. Why didn't they include a Manual. All Good Software includes a Manual and Simutrans is REALLY GOOD software.

Thankfully for you there is a Manual.
It's available at the Simutrans Printing Press docs.simutrans.com

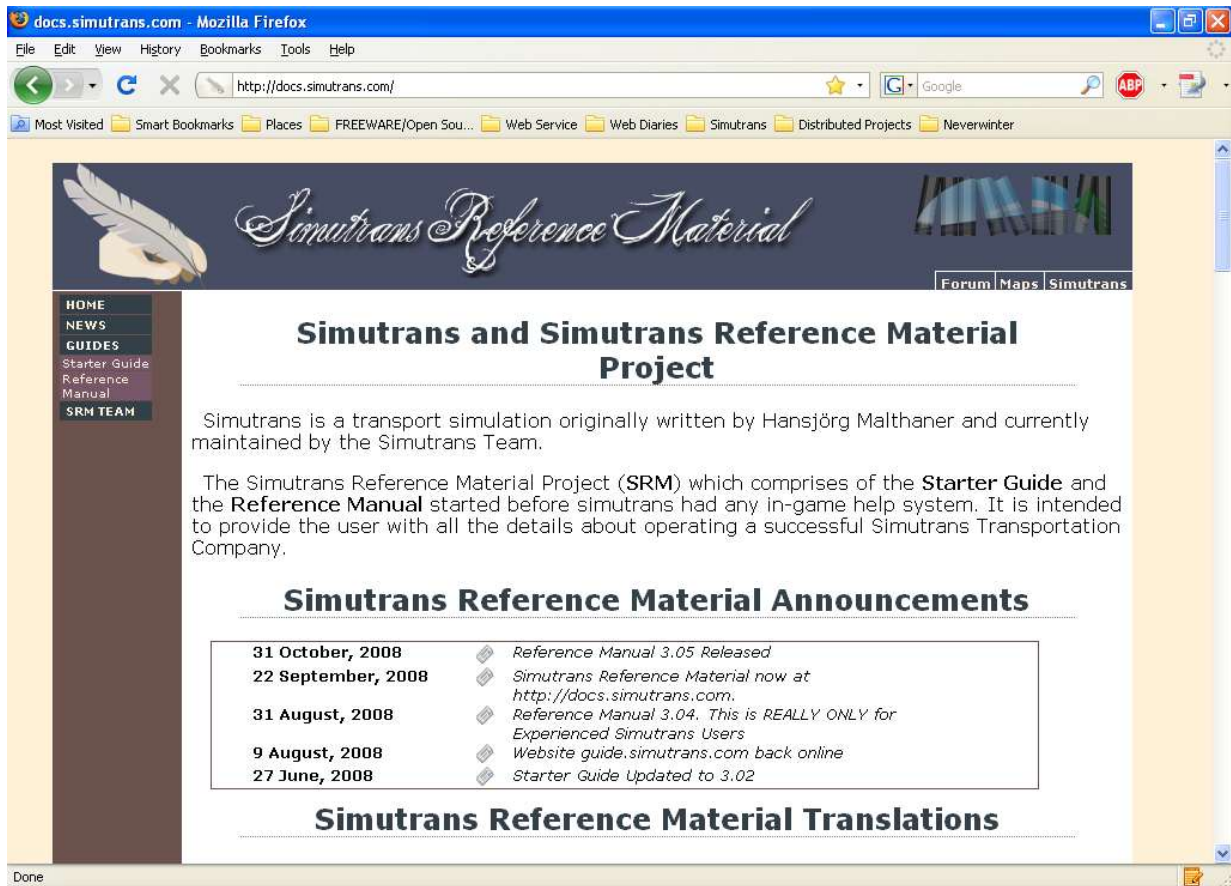


Illustration 120: The Latest Revision of the Manual is always available here.

The Printing Press has been providing the Simutrans Manual non-stop for that last three years. As has the author of the Manual.

The Author provides two varieties of the Manual

The **Starter Guide** which is intended more for the user that has recently discovered Simutrans
The **Reference Manual** intended for the user that is more familiar with Simutrans

*Congratulations You Have Just Added to Your Experience and
Enjoyment With a Copy of Simutrans Reference Material*

This is My Own Personalised Copy of Simutrans

Using Another City List

While you may be quite happy with the randomly generated city names that Simutrans is capable of doing you may want to personalise the feeling of your Simutrans Experience.

One easy way to customise your experience is to provide a list of city names to use rather than just randomly generated ones.

To do this just open a text editor and list your city names, one name per line.

As a demonstration create a text file called Global_citynames.txt with the following list of cities

Save the file in the text directory within the simutrans directory

Global_citynames.txt

Moscow
New York
Sydney
St Petersburg
London
Newcastle
Manchester
Paris
Richmond
San Francisco
Vancouver
Kyoto
Yokohama
Berlin
Hannover
Vladivostok
Perth
Glasgow
Detroit
Brisbane
Melbourne
Cairo
Alexandria
Athens
Corinth
Rome
Casablanca

Assuming you are using the English Translation of Simutrans make a copy of Global_citynames.txt and name the new copy citylist_en.txt then when you start a new game of Simutrans the names will come from the Global_citynames.txt
Feel free to add to the list or create your own unique list of city names.

Congratulations You Have Personalised Simutrans With Your Own City List

A Lesson in Cartography – Making Your Own Maps

When you tire of simutrans generated maps or the world representative maps you can create your own unique maps also known as height fields

Height Fields need to be a Portable Pixelmap Image (an image with a ppm extension) e.g. My_Map.ppm
To create a Height Field you need an application that is able to create these file types.
Open your preferred applications that supports have that supports the ppm format.

The Portable Pixelmap Image format is a greyscale image that uses the intensity of grey to determine height. Black is the darkest colour and considered the lowest point while white is the colour to show the absolute highest point. The Greys in between these indicate more gradual variations in height between white and black..

It is a good idea to start with your lowest points and then add gradually higher points on top of those. The amount of time you wish to devote to making your maps is entirely up to you but it may take just a few minutes to try out your very own map for simutrans .

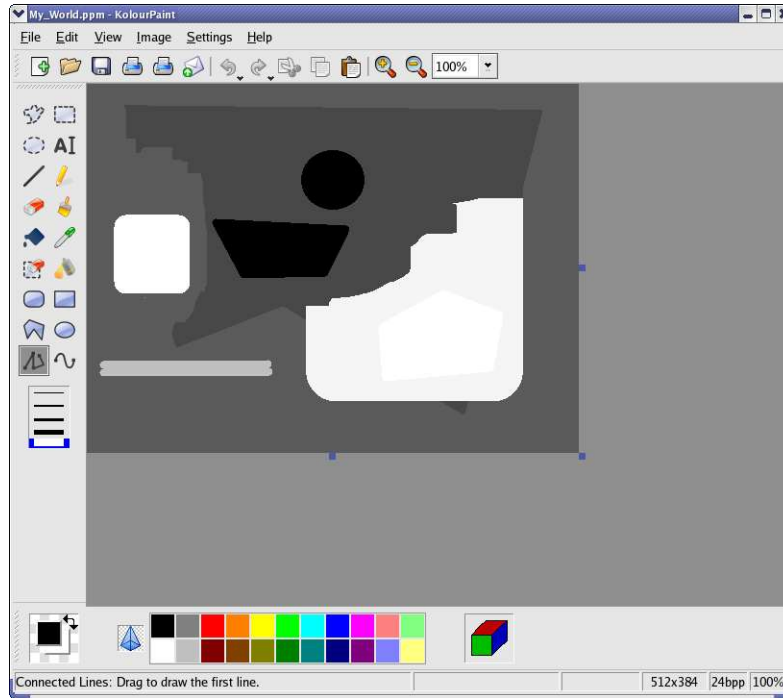


Illustration 121: My_World just like life comes in shades of grey

Once you've saved your unique world copy it to the save directory under simutrans.
When Starting a New Map My_World or any height maps can be loaded using the Heightmap Button.

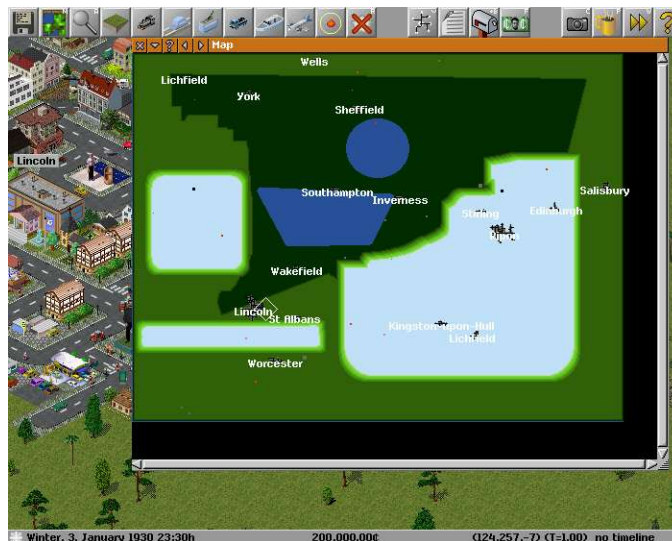


Illustration 122: My_World under the Simutran Sun

Congratulations You Have Created Your Own Paradise for Simutrans

Simutrans Improved Your Final Frontier

So you have been playing with version 88.10.5 (Stable) for what seems like forever. You keep hearing WOW the last version of simutrans was fantastic . Please could you improve this, thanks for that new feature. And your waiting for them to release another (Stable) version.

Well you don't have to wait. You can go an download the latest version or maybe an improved version. There are some versions that play quite well that aren't at the exposed developing edge.

The following versions I believe are suitable for users who want to transition to improved versions of their favourite game without going to the extreme edge.

89.03.2	(Beginner Mode, Better Station Naming)		
90.00	(Colour indication of line/convoy condition)		
99.00	(Climate/Terrain Tiles)		
99.03	(Introduces underground)		
99.06	(adds Music)		
99.07	(Improved Music and Graphics)		
99.11	(UI Improvements)		
99.13	(Bug Fixes, Improved Speed)		
99.15	(Map Rotation Introduced, Pak Selection)		
99.17	(Economy Rebalanced, Jump to Button in Lists)	[Last version supporting PAK128 1.4.2.2]	[
99.17.1	(Bug Fixes)	[Last in 99.x series PAK128 needs 1.4.3]]

Because these are now older versions of the program any bugs may have already been fixed in still newer versions of the program .

*Congratulations You Have Just Improved Your Copy of
Simutrans*

Simutrans Needs No Introduction

Introduce Yourself to the Simutrans Community

So you know Simutrans fairly well now. Perhaps now is a good time to introduce yourself to the Simutran Community . The members of the community are friendly, helpful, polite people from around the world who are enthusiastic about Simutrans. Introducing yourself is as simple as signing into the forum and asking a question.

The Community and the Forum

The Simutrans Community is a large group of fellow Simutrans enthusiasts. Some of the community members in particular maintain and extend the program; others paint graphic objects for one (or more) of the graphic styles [paks], or provide maps and game scenarios. Still others translate simutrans into various languages. And there are people that provide helpful simutrans utilities. But they along with many, many others also like to play simutrans

All the community members are friendly and helpful and courteous towards other members no matter how long or in what capacity they have been involved with simutrans.

The forum is well organised to assist all users there is amongst others

- A download section where you can get a copy of the program and the pak files.
- A help section where you can ask what is a probably frequent question or ask a question about strategy
- A debugging section where you can submit bug reports that you have experienced with simutrans.
- Sections about simutrans development
- A Section for the Starter Guide , The Reference Manual and any Simutrans Reference Material available.

Asking Your Question

The following is a list of tips to consider when asking for help. Or you are submitting a bug report.

GENERAL QUESTIONS OF HELP / STRATEGY

mention the VERSION of simutrans you use (may affect the variety of solutions offered)

provide as much SPECIFIC DETAIL as you can (gives those that help a great idea what the difficulty might be)

BUG REPORTS

VERSION DETAILS : [Pak and Computer Operating System] for older version you'll need to reproduce with a newer version

SPECIFIC DETAILS : allows other to try to reproduce the situation in order to confirm the bug exists

OTHER USEFUL TIPS

- ✓ Read the FAQs beforehand: maybe the problem/situation has arisen before and you don't need to ask the question
- ✓ Be Polite: This includes saying please and thank you.
- ✓ Submit to the appropriate section: Helps in getting the right answer and knowing where it is.
- ✓ Read the BEFORE YOU POSTS: May help in getting the answer faster.

Congratulations on Becoming A Member of the Simutrans Community



Illustration 123: Developing Under The Transport Architect IgorEliezer

Congratulations You Have Reached the End of the Starter Guide

Well done at reaching the conclusion of the Starter Guide you have a Simutrans knowledge to quickly start a game and begin exploring all the features and intricacies of Simutrans. If you have not already done so you may wish to check out the Reference Manual.

Ormac 😊