



**TRAIN DISPATCHER GUIDE**  
( DEMOVERSION MANUAL )

# Contents

## **1. Installation**

- 1.1 Game installation
- 1.2 Hardware requirements
- 1.3 Updates & latest information

## **2. Game menu**

- 2.1 Options
  - 2.1.1 Graphic options
  - 2.1.2 Sound options
  - 2.1.3 Controls
- 2.2 Select game type and map
- 2.3 Ingame menu

## **3. Gameplay**

- 3.1 Gameplay overview
- 3.2 Scoring
- 3.3 Game modes
- 3.4 Tutorial
- 3.5 Results on web

## **4. Game control**

- 4.1 Keyboard and mouse
- 4.2 Camera control
- 4.3 Switches
- 4.4 Trains
- 4.5 Icons
- 4.6 HUD

## **6. Credits**

# 1. Installation

## 1.1 Game installation

Run LM\_demo\_setup.exe.

After a few seconds the installer window will appear on your monitor.

Click "**Next**" to begin the installation process. Then follow the on-screen instructions. After the first start of the game, your screen will turn black for several seconds in order to transfer graphical shaders so that they are compatible with your hardware.

## 1.2 Hardware requirements

### **Minimum System Requirements For Loco Mania**

- Windows 98/Me, Windows 2000, or Windows XP
- 1.0 Ghz Intel® Pentium® III or AMD® Athlon™ processor
- 256 MB RAM (512MB for XP)
- 4x CD-ROM/DVD-ROM drive
- Approx. 300 MB free hard disk space
- 32 MB 3D accelerated video card with support for Vertex and Pixel shader 1.1 (nVidia GeForce4+ or ATI).

### **Recommended System Requirements For Loco-Mania**

- Windows 98/Me, Windows 2000, or Windows XP
- 1.5 Ghz Intel® Pentium® III or AMD® Athlon™ processor
- 512 MB RAM
- 4x CD-ROM/DVD-ROM drive
- Approx. 300 MB free hard disk space
- 64 MB 3D accelerated video card with support for Vertex and Pixel shader 1.1 (nVidia GeForce4+ or ATI).

## 1.3 Updates & latest information

For the latest software updates visit : <http://www.loco-mania.com>

## 2. Game menu

### 2.1 Options



**OPTIONS MENU** brings you to a menu that allows you to view/change the keyboard, mouse, graphics and sound configuration.

#### 2.1.1 Graphic options

This is where you can balance between the picture quality and the speed of the game on your computer. Full-screen modes are usually faster than modes where the game runs in a window. The higher the level of detail the more graphics power is needed. After the first initiation of the game, an optimal display configuration will be set, depending on the computer performance.

**RESOLUTION** : Display resolution

**16 BIT COLORS** : Decrease of image depth

**FULLSCREEN** : Display the game in a window or on the whole screen

#### 2.1.1 Advanced graphic options

**ADVANCED** : detailed settings of picture quality and graphic effects. It is possible to switch between preset display settings in the upper part of the screen in accordance with different computer performances. By selecting **CUSTOM** you can modify each of the following selections:

**SCENE DETAIL** :

Selects how detailed the landscape and 3D models will be

**PARTICLES QUALITY** :

Selects the density/amount of particle effect (e.g. smoke, rain, etc.)

**TEXTURE FILTER QUALITY** :

Selects the quality and type of the smoothing of the textures

**TEXTURE QUALITY** :

Selects how detailed the textures will be

**SHARPEN TEXTURES** :

Additional focus on textures

**FOG** :

Turns on a fog effect

**REALTIME LIGHTING** :

Smooth illumination per pixel

**STENCIL SHADOWS** :

Turns on dynamic shadows for all objects. If this option is not on, static shadows of a lightmap are used.

**GLARE** :

More realistic and impressive illumination of the scene

**WEATHER** :

Turns on animated dynamic weather (rain, snow, change between daytime and nighttime)

## 2. Game menu

### 2.1.2 Sound options

You can adjust the volume of sound and music here.

### 2.1.3 Controls



A quick summary of default key settings can be seen above. This is for the standard Windows QWERTY keyboard. You may change them to your own preferred configuration. In order to change the key for an individual action, click on a particular action box and then press the newly selected key.

**MOUSE SENSITIVITY** : Sets the sensitivity and speed of the mouse

**REVERSE MOUSE** : Turns over a vertical movement of the camera controlled by the mouse

## 2. Game menu

### 2.2 Select game type and map



The game offers several modes that differ by the method of completing the selected game map and scoring. The main mode is called "**Time Attack**" (the only mode available in the demo).

After selecting the game mode, you will choose a game map by moving arrows placed on the left, under the pictures with game maps previews. A game map will be selected by pressing the **START** button.

### 2.3 In-game menu



In this menu, which can be opened at any time during the game by pressing the **ESC** key, it is possible to:

- Restart a given game map and, by doing so, start the game again
- Modify the game settings in the **OPTIONS** menu
- Exit the game

By selecting **RESUME**, you will return to the game.

## 3. Gameplay

### 3.1 Gameplay overview

All maps are seen from a bird's-eye view with the player controlling the camera. Trains enter the map through input tracks and then are randomly assigned their output tracks.

Each pair of input/output tracks has its difficulty level and pairs with higher values appear more often as you reach the expected gameplay duration of the map.

A game map is successfully finished when all the conditions given by a selected mode are met (acquiring a particular score, time, etc.) (See 3.3).

More complex maps require the train to stop in certain stations (the train's symbol hovers above a platform).

In even more difficult maps special trains have a countdown above them and if you do not clear them from the map before the countdown reaches zero, a penalty (negative score points) is incurred.

Trains that are carrying dangerous loads may also appear here, and these have to pass through the game map without stopping.

### 3.2 Scoring

Generally, every cleared-out train earns you 2 score points. Some special trains have a different score set-up. Every entering train means the loss of 1 score point.

#### The general scoring rules:

- An entering train : one minus point on the score
- An exiting train : two positive points on the score
- In the main game mode the goal is to reach the pass-mark (a grey number in the left corner of the Score panel).

After that new trains stop entering the map and you must dispatch all the remaining trains in order to proceed to the next map.

There are 3 special train types which also influence the score:



#### **Train with stops :**

This needs to be stopped in the stations whose icons hover above the loco (you must respect the order as well). The train can't exit before all the stops are made. Each stop means one positive point on the score



#### **Countdown train :**

*(not available in the demo)*



#### **Biohazard train :**

*(not available in the demo)*

## 3. Gameplay

### 3.3 Game modes

Only the main mode “**Time Attack**” is available in the demo.

#### **Time Attack**

The main playing mode in Loco Mania.

The map is finished if the score reaches a certain number - a so-called **pass-mark**. This number is derived from the number of trains cleared out of the map and the trains currently present on the map.

The pass-mark is different for each map.

**Check Point** *(not available in the demo)*

**Time Attack Unlimited** *(not available in the demo)*

**Free Run** *(not available in the demo)*

### 3.4 Tutorial

There's a tutorial map that will teach you every key point of the gameplay.

This map is the first one in the list of maps and its picture is labeled **TUTORIAL** .

When playing the tutorial, windows with texts describing taught/accomplished steps automatically appear. You can close an active tutorial window and move to the following one by pressing the **CLOSE** button.

### 3.5 Results on the Web

**In the full version of Locomania you can let others know how good you are at playing a certain map and game mode.**

There's a global results overview accessible via <http://www.loco-mania.com/score.php> or partly through the game application itself.



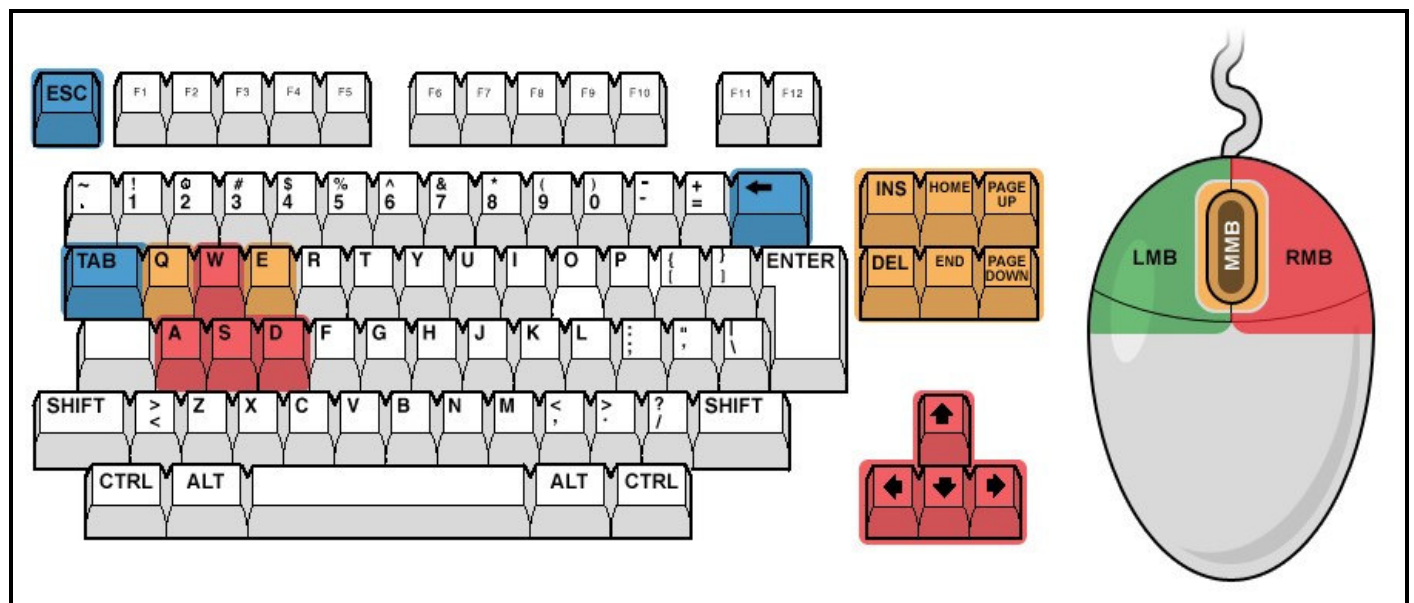
# 4. Game Control

## 4.1 Keyboard and mouse

Control is executed in a classical Tycoon 3D style - the arrows and mouse move the camera, zoom in and out, and the game cursor above an object displays information about it.

<b>MMB + mouse or Q,E</b>	<b>camera orientation</b>
<b>A,D,S,W or arrows</b>	camera movement
<b>RMB + mouse</b>	camera movement
<b>Mouse wheel or PgUp/PgDn</b>	height above surface
<b>LMB on train</b>	changes direction of the train
<b>LMB on switch</b>	changes track / switch changes its state (there are 2- or 3-state switches)
<b>LMB on semaphore</b>	changes the color of light / semaphore changes its state (states are stop or go)
<b>RMB on train</b>	toggles showing of future path of the train/ visualizes its route (until the first switch where it will stop).
<b>LMB d-click on terrain</b>	moves camera to the spot
<b>LMB on train's HUD icon</b>	moves camera to the train's position
<b>RMB on train's HUD icon</b>	toggles showing of future path of the train
<b>MMB on train's HUD icon</b>	glues camera to the train (mouse wheel switches between trains)
<b>TAB</b>	shows map overview
<b>Insert / Delete</b>	Move closer / move away
<b>Home/End</b>	Look up / Look down
<b>Backspace</b>	Control panel toggle
<b>ESC</b>	Ingame menu

( LMB/RMB/MMB – Left/Right/Middle Mouse Button )



## 4. Game Control

### 4.2 Camera control

To move the camera use the arrows or the custom keys that are set in the **OPTIONS - CONTROLS** menu.

The mouse wheel changes the height above the terrain.

(If you don't have a mouse wheel see **OPTIONS - CONTROLS** for alternative keys.)

To target the camera hold the middle mouse button while moving the mouse. Alternatively, you can use **CTRL** with the right mouse button (e.g. when you have a 2-button mouse).

You don't have to continually move the camera from place to place manually. Double-click on a spot somewhere in the landscape for a quick change of the camera location.

The camera can only be positioned within the range of the minimal and maximum distance from the surface while the scope for camera movement is roughly limited by the size of the game map.

### 4.3 Switches



Switches are probably the most important element of this game and you'll be dealing with them all the time. If you look around the map you'll see a couple of short green lines lying on top of the tracks.

That's where the switches are. By clicking on them you build routes for trains.

The green or red lines clearly show which two segments of the tracks the switch connects at the moment. The green color means it's possible

to change the state of the switch, the red color means it's too late to change it because a train is already using it.

The mouse cursor will change so that you will immediately know when you can manipulate a switch.



### 4.4 Trains

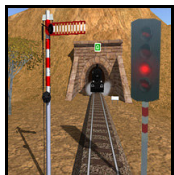


#### Entering trains :

New trains enter the map on special tracks usually located on the borders. You will have to let each train onto the tracks by showing a green light on a semaphore.

When a new train is entering the map, it is indicated by a flashing exit icon in advance (aprox. 15s).

This way you'll have control over the number of trains concurrently on the tracks. But you shouldn't let the trains wait for too long as there will be other trains wanting to use the same track in order to leave the map.



The train's destination is shown above the train's loco.

Before you let the train in, it's good to have a strategy that will eventually clear the train out of the map. At least you should check that the next switch is set correctly because fixing a problem might turn out to be quite difficult.

Other icons that identify a train's type - required tasks (for more information, see 3.3) are also displayed above an engine.

Note: An electric propulsion train cannot use a track with no trolleys installed!



#### Trains leaving the map :

Trains can only leave the map at a required exit and with the locos in front; otherwise the train will not enter the last segment.

## 4. Game Control

### 4.4 Trains



#### Train route :

To find out how far a train will go until it's stopped by a switch, you can visualize its route by clicking on it with the right mouse button. This way you can see if the route is built correctly and fix it in the case that some switch is pointing to the wrong direction.

Another click on the train will turn the route visualization off. Again, the mouse cursor's appearance changes to help you determine whether your mouse clicks will affect the train.



#### Train control :

Besides changing a train's direction you only have indirect control over its movement.

To stop it, you will have to show a red light on a semaphore along its path or block the path with a switch. By clicking with the left mouse button on a train you reverse its direction.

You will notice that the backward speed is usually much lower than the forward speed

### 4.5 Icons



Colored symbol of rail station

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Colored symbol of map exit

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Symbol of train

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Symbol above train with stops

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Symbol above countdown train

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Symbol above biohazard train

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Symbol of free / used switch

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Symbol of semaphore status

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## 4. Game Control

### 4.6 HUD

Trains status panel:



The control panel serves as an overview of the current situation. For every train on the tracks it displays an icon that depicts the train's type, its current status and the color of the destination exit. By clicking on the icon you are taken to the location of the train. Clicking it with the right mouse button displays the train's route. If there is a flashing yellow warning light it means the train requires your attention or can't move due to the path being blocked by another train. If the light is red then something has gone wrong and you should take action immediately.

By pressing **BACKSPACE** you can switch between the various configurations of the panels on the screen. Clicking on a train's icon with the middle mouse button attaches the camera to the train (the mouse wheel then cycles between all the trains in the map)

Score panel :



The display of values in this panel depends on the selected game mode.

**The Time Attack mode:** The highest number is an achieved score. In the upper left corner, there is a value for the number of points required for a successful finishing of the game map. On the right side of that panel you can find the recorded history of the score.

## 6. Credits

### **Executive Producer**

Vratislav Kužela  
Marek Trefný

### **Level Designers**

Vratislav Kužela  
Marek Trefný  
Petr Vrba

### **Lead Artist**

Libor Batěk

### **Artists**

Petr Dvořák  
Karel Karafiát  
Stano Kožuch  
Marek Křištof  
Petr Šťastný  
Petr Vrba

### **Lead Programmers**

Filip Stoklas  
Marek Trefný

### **Programmers**

Josef Havlík  
Radovan Kotrla  
Vratislav Kužela

### **Sound Designer**

Petr Vrba

### **Music artist**

Radek Kudrna

### **Webdesign**

Petr Šťastný

### **Sales director**

René Kluz

