

# Simutrans Starter Guide



A Starters Guide to Operating Simutrans.

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Simutrans Maintained by Simutrans Team

*Simutrans Version 88.10.5*

Guide Edition 2.08

Guide Created by Cameron Smith

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# 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.

## Why Is There This Guide For Simutrans

This is a guide to demonstrate how to get a game up and running in a short amount of time. This Guide looks at how to set up and start running your transportation company.

- This guide does not intend to introduce you to every tool and feature of Simutrans.
- This guide intends to give you enough help to illustrate and encourage you to explore Simutrans for yourself.

## 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 resulted 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. I have continued to extend, improve and refine the Guide to its current version.

This revision is based on the latest stable version of Simutrans 88.10.5

# 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 1: 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 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



# 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 2 The Game Options*



*Illustration 3 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 4: Load a game when Simutrans begins*



*Illustration 5: 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 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.

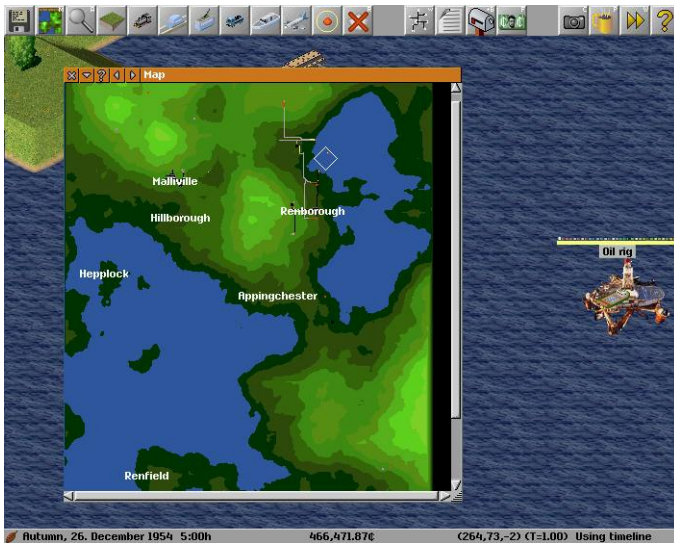


Illustration 6: The Map Showing Towns



Illustration 7: The Map Showing Factories

The map also allows you to view a wealth of details in a summarised form

Details such as

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

## 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 contacts of, 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 8: Enquiring about a consumer or supplier



Illustration 9: The Oil Rig is also a station/stop



# Freight, Passengers, Mail

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

## 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 11: Building a Dock



Illustration 12: 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 13: The Depot For Ocean Vessels



Illustration 14: 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

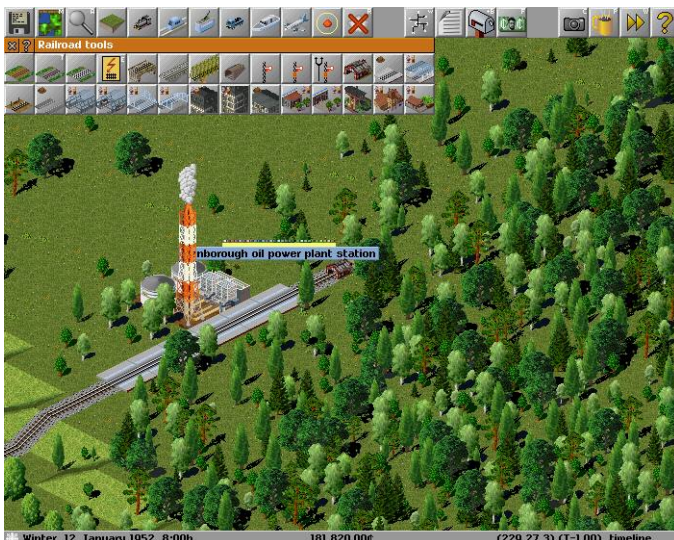


*Illustration 15: Building Rail*

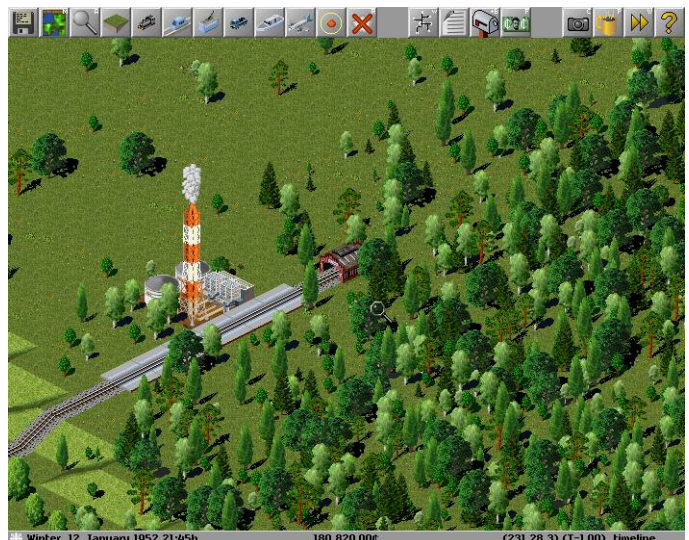


*Illustration 16: Platforms show what goods they collect*

- 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 17: Build a Depot*



*Illustration 18: All the Basic Elements of a Rail System*

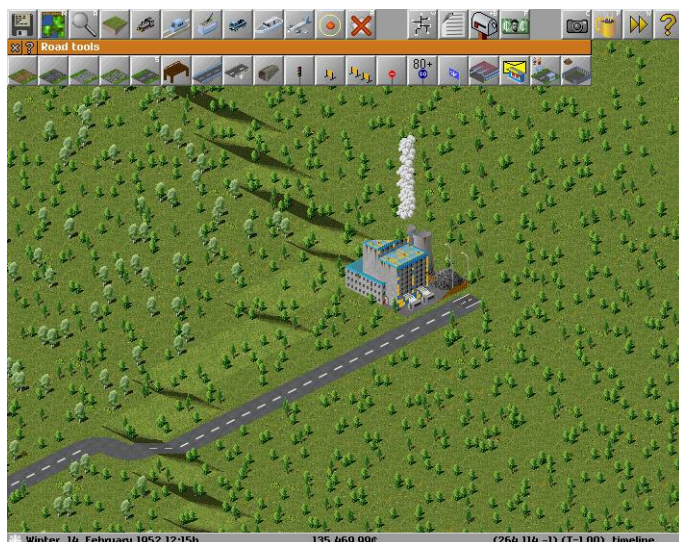
**PAK 128** Transporting Freight by Rail Requires the Addition of a Warehouse at Collection and Delivery Stations.  
The Warehouse can be found under Special Construction Tools.

*Congratulations You Have Built a Rail Line*



# Building a Road Network

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

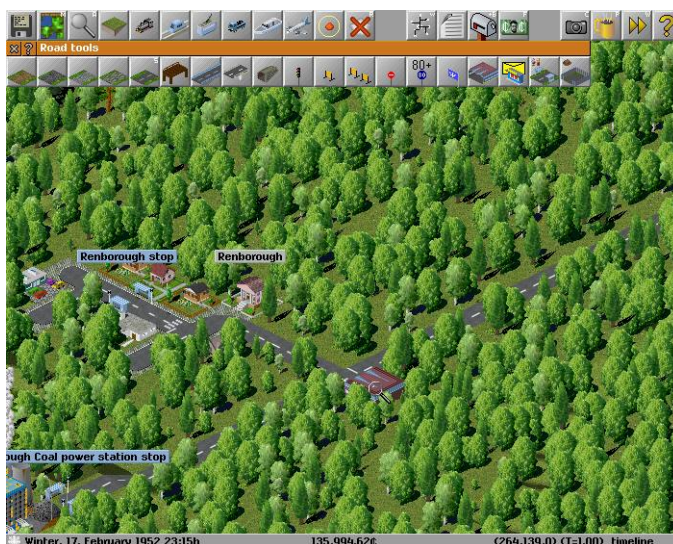


*Illustration 19: Building a Road*



*Illustration 20: 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 21: 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 22: A Runway is used by airplanes*



*Illustration 23: 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 24: The Basic Airport*



*Illustration 25: 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.

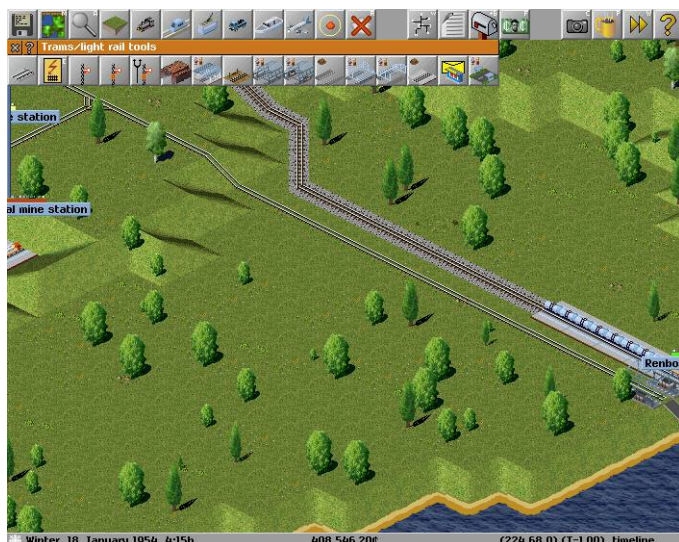


*Illustration 26: Yes, Trams also have a Tool bar*



*Illustration 27: 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



*Illustration 28: The Tram Stops are needed*



*Illustration 29: Electricity is Important*

*Congratulations You Have A Ready Tram System*

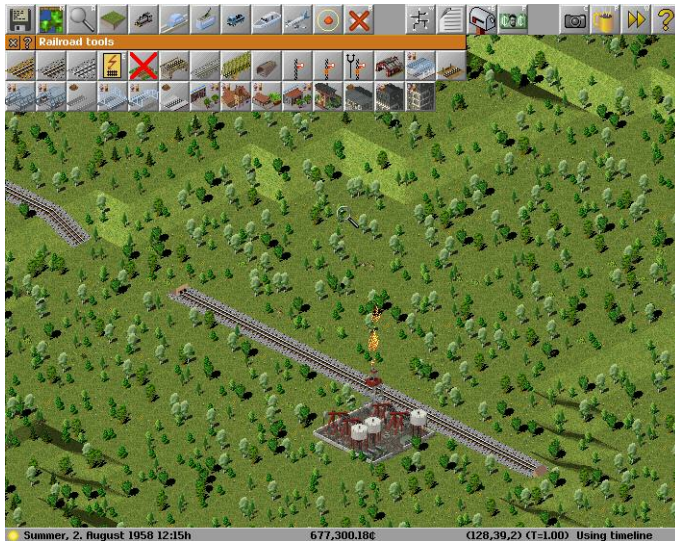


# Civil Engineering 201 (Advanced Infrastructure Forms)

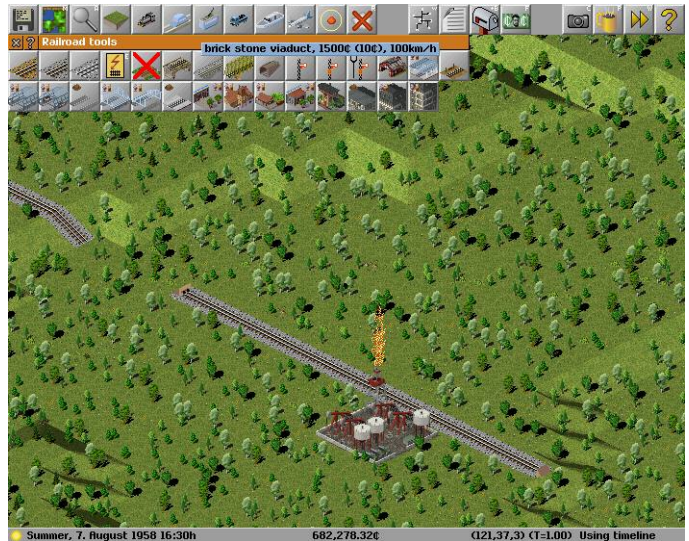
So you can manage to build some simple road or rail lines snaking them around the natural obstacles of the terrain. Sometimes however you may need to get to the other of that natural obstacle, be it valley, hill or mountain. Once you become a master of the Advanced forms of Infrastructure you can decide 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].

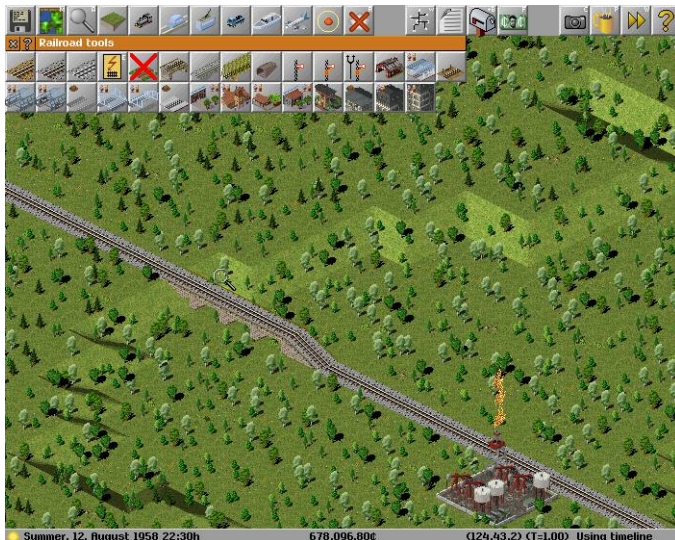


*Illustration 30: The gap is intended to be bridged*

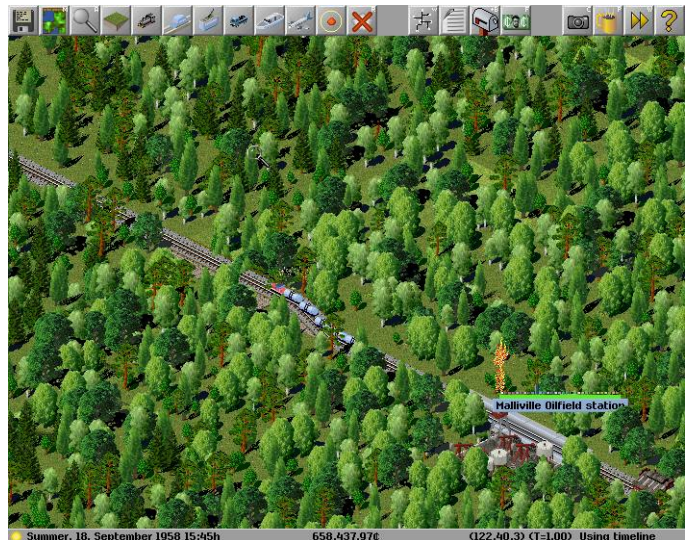


*Illustration 31: Choose the type of bridge*

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 32: Bridge from one of the intended ends*



*Illustration 33: 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 34: Infrastructure prior to the tunnel*



*Illustration 35: Choose the Tunnel Tool from the menu*

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 36: It's Straight Forward with A Tunnel*



*Illustration 37: Road with a tunnel in between*

*Congratulations You Can Tunnel Through Any Obstacle*



# 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 38: The Post Office is a special construction



Illustration 39: 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 40: Town with A Post Office & Post Box



Illustration 41: 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.

### AIRPORT MAIL BUILDING BUG: Running Simutrans (Stable) 88.10.5 with PAK64

The Airport Mail Building(s) are not constructed although you are charged the construction cost.  
Use the Post Office from the Special Construction Tools instead as a workaround to the problem.

*Congratulations You Almost Have Your Own Postal Service*



# Planes, Trains, Buses, Trams, Trucks, Ships and Vans

## 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

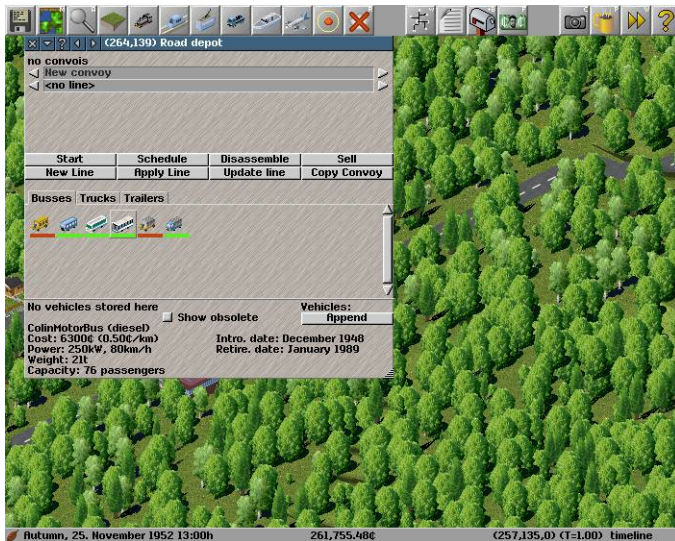


Illustration 42: What you find inside a Depot

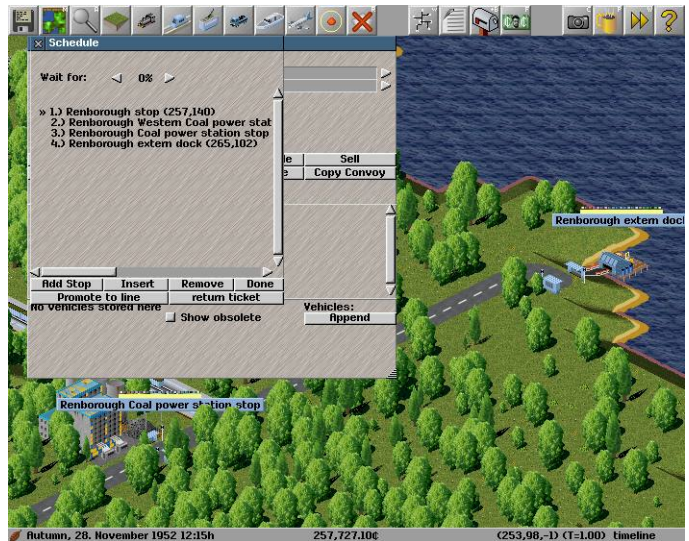


Illustration 43: A schedule Lists all places Vehicles stop

Open The Depot and Choose a Vehicle (Vehicles are purchased outright, .... If you Break It remember you bought it)  
Open the Vehicles Schedule and scroll around and choose the stops for the Vehicle  
If you want to improve a Vehicles Fiscal Return Select the Stops where it will wait for a minimum load before continuing  
Close the Schedule and Click on Start so the Vehicles can start earning you cash

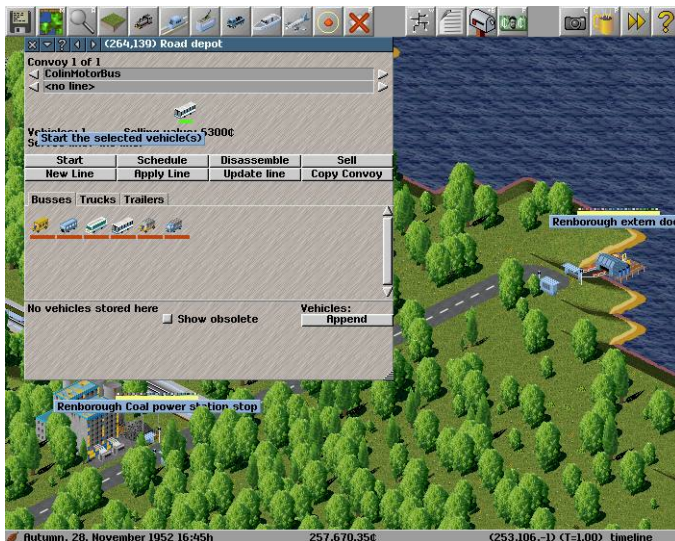


Illustration 44: The Vehicle is ready to go

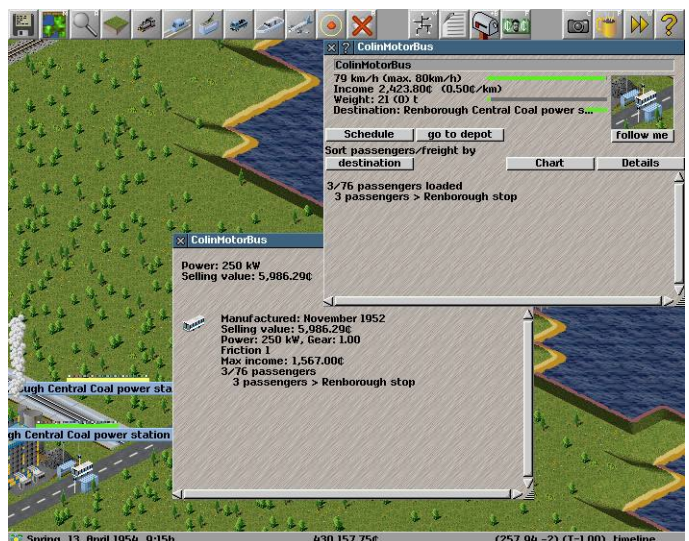


Illustration 45: Current information on your vehicle

Out in the world you can find current info about the vehicle just by clicking on it

*Congratulations you Can Acquire and Operate Vehicles with Great Success*



## Service Lines Means 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.



Illustration 46: Regular schedules become service lines



Illustration 47: Service Lines have their own window

First find a vehicle with a schedule you wish to have as a service line  
Open the Service Line Management Window and locate the service line  
You can adjust the service line directly from the Service Line Management Window  
Make sure the required vehicles are operating along the new service line rather than their own schedule



Illustration 48: You can alter the service line from here



Illustration 49: The vehicle will be on the service line

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

- ◆ A service line can have several vehicles using it
- ◆ A service line is quick to extend or alter .
- ◆ You don't need to find and alter the vehicle schedule if you adjust its service line.

*Congratulations You Have Now Utilised Your First Service Line*



## Work With Other Exciting Industries

Are you tired to 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 50 Special Construction Tools*



*Illustration 51 Change Player*

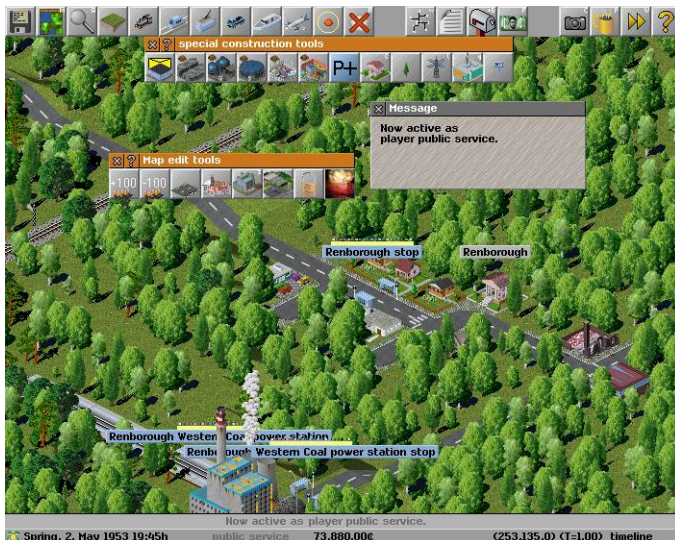
Select the Special Construction Tools

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 about inviting more industry to the area. If an entire industry chain is needed to support the new industry that will also appear within the local area. The Final location and type of industry to appear will be randomly determined.



*Illustration 52 Choosing the General Location*



*Illustration 53 The New Industry*

Click to build a new market and then select it's general location

The New Industry will appear (in this case a book store)

Now That you have got that now industry it's time to return to the company boardroom

Keep Changing Player until your head of your own company again (No player info at the bottom of the screen)

## *Congratulations You Have Invited More Industry to the Area*



## Giving the Signal For More Profits

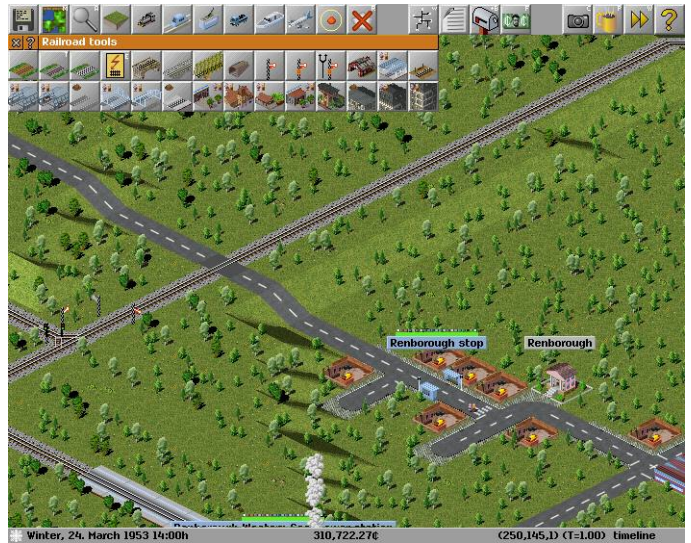
While the road network can automatically handle multiple vehicles your rail networks are a bit more restrictive in the number of vehicles automatically allow to run. Signals can improve the efficiency of your rail networks by allowing multiple vehicles to use your network.

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 54 Add the spur from the main line*



*Illustration 55 Place the signals near the intersection*

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

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*



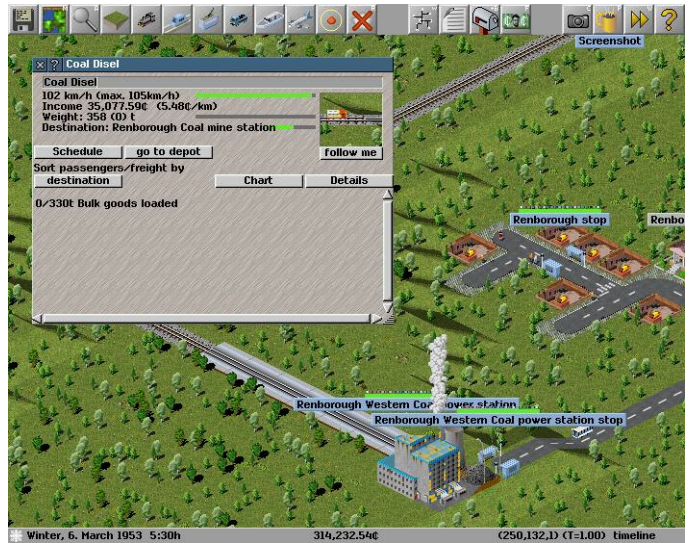
# You Can Call It George (If You Want)

Once you have extended your company you could pretty much leave it to make money for you. The whole system can get rather large and difficult to follow

To make things easier to follow you can change the name of many objects in Simutrans including the Stations/Stops and the vehicles themselves.



*Illustration 56 Rename Any Station, Platform or Stop*



*Illustration 57 Rename a vehicle without it stopping*

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.

## Cleaning up After Yourself

If you make a mistake while building 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.



*Illustration 58 Before removing the redundant platform*



*Illustration 59 Remove platforms helps maintenance*



# 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. You have the option of either raising land or lowering it depending on what your trying to achieve for the environment

## 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. We are going to build a station below the coal mine. We need to clear the land around our desired location



*Illustration 60 The Land Tool*



*Illustration 61 Lower Tool the Land*

Choose the Raise/Lower Land Menu

Select the Lower Land Tool

Move the cursor (arrow pointing down) to a location you wish to lower and left-click the mouse

Keep lowering the ground until there's a wide valley beside the coal mine



*Illustration 62 Digs a big hole in your wallet as well*



*Illustration 63 Now We A station at the coal face*

*Congratulations You Have Invested In the Environment And Created a Distinctive Feature*



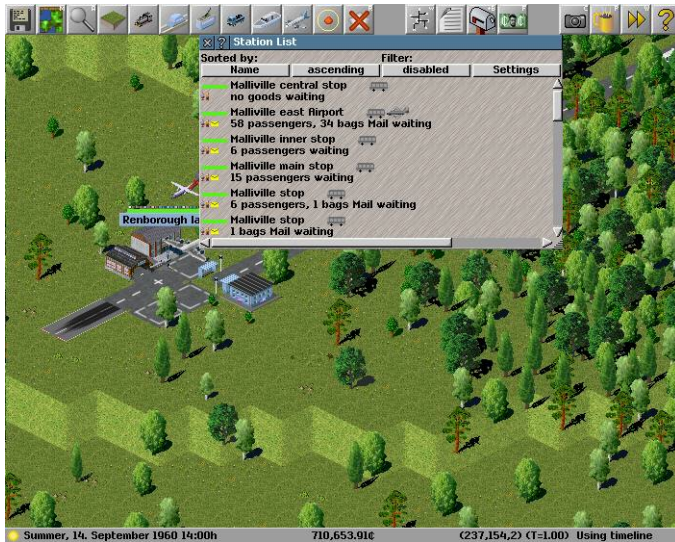
# Company Management A List of Things to Do

## 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 64: A Listing of All the Company Stations*

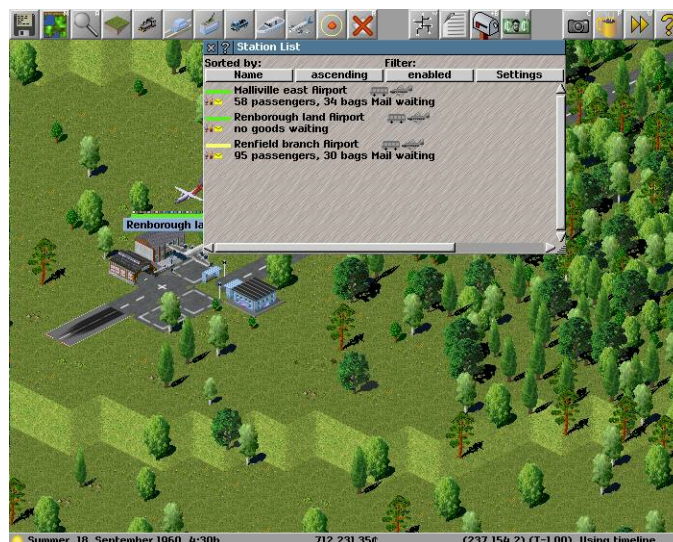


*Illustration 65: Filtering to see just what you need to*

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 66: 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 67 An Improved Finance Window

The Important section of this interface is the two columns of figures.

They are the monies 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

## 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

Both 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

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 become proficient at Simutraning. If you have any kind of How Do I..., Does Simutrans Allow Me, I can't seem to... Question There are a number of helpful resources.

The Simutrans Forum (Where someone can help you) [<http://forum.simutrans.com>]

The Simutrans Wiki (On-line equivalent to the Guides and Manuals) [<http://wiki.simutrans.com>]

The Starter Guide or the User Manual (This Document and Its bigger brother) available at [<http://guide.simutrans.com>]

There is 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.

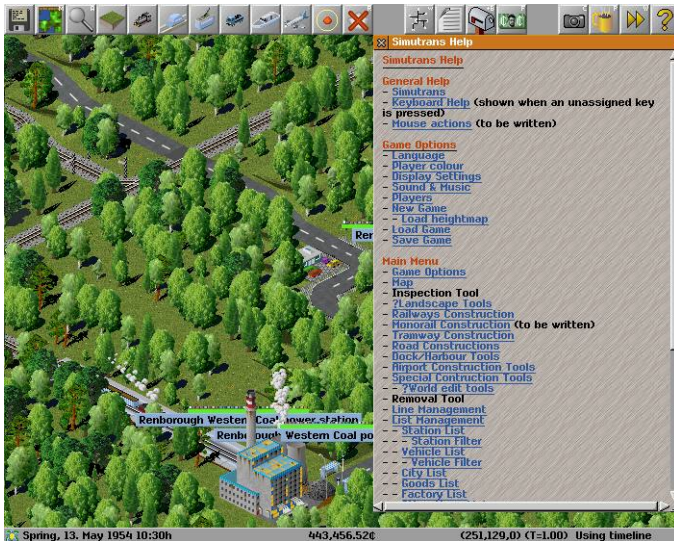


Illustration 68: Where do you need Help

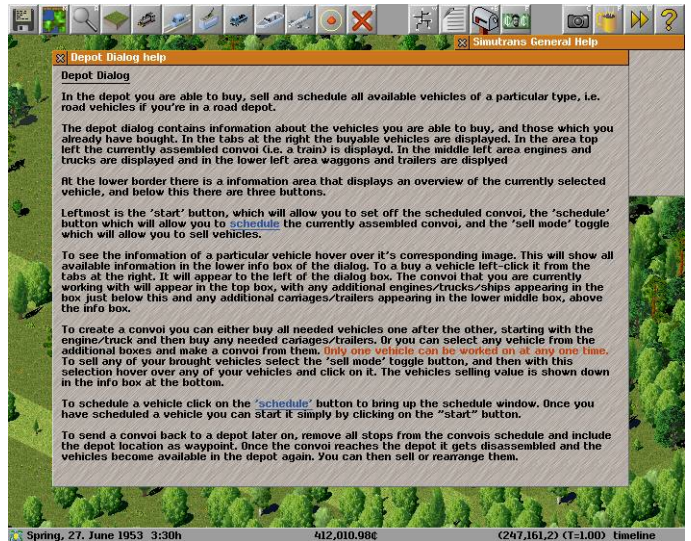


Illustration 69: The Very Descriptive Help

The help also comprises a list of action short cut keys to use routine tools or windows.

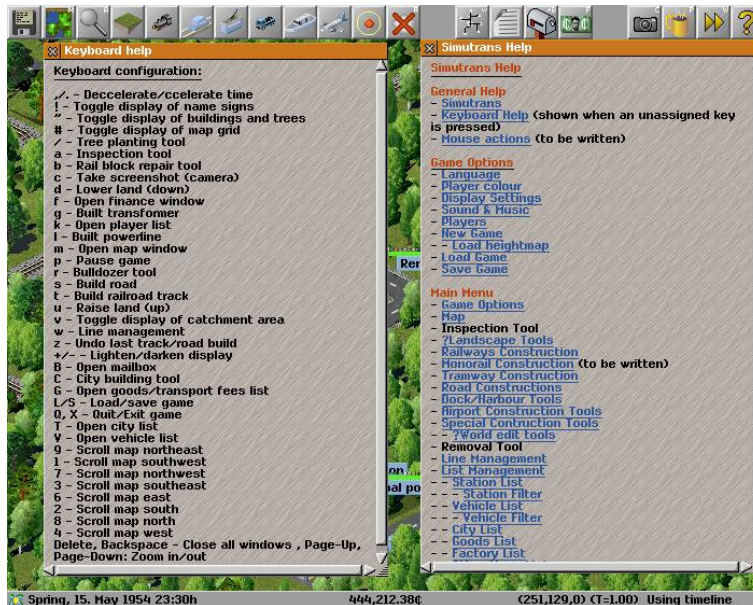


Illustration 70 The List of Assigned Keys

*Congratulations You Can Find Help If You Need It*



# Common Questions

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

*These blue dots indicate the stations area of influence any cargo demanded or produced will go to the station, You can hide these blue dots 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'm Using Stable Version 88.10.5 but I cannot build the mail building at the airport.**

*This is a problem with 88.10.5 however you can still utilise mail at the airport. You need to use the post office located under the Special Construction Tools and place it within the airports' zone of influence. (press “v” to see the zone of influence)*

**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.*



# 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.

| <i><b>Key</b></i>                    | <i><b>Function</b></i>             | <i><b>Description</b></i>                                    |
|--------------------------------------|------------------------------------|--|
| <b>Tools and Information Windows</b> |                                    |  |
| 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]           |
| G                                    | Goods List                         | Lists the price of transportable goods                       |
| V                                    | Vehicle List                       | Lists the vehicles of the company                            |
| ?                                    | Assigned Keys                      | Lists some of the Key bindings for Simutrans                 |
| <b>Game Play</b>                     |                                    |  |
| 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                         |
| .                                    | 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)         |
| <b>Graphic</b>                       |                                    |  |
| !                                    | 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                        |
| 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       |



## 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.

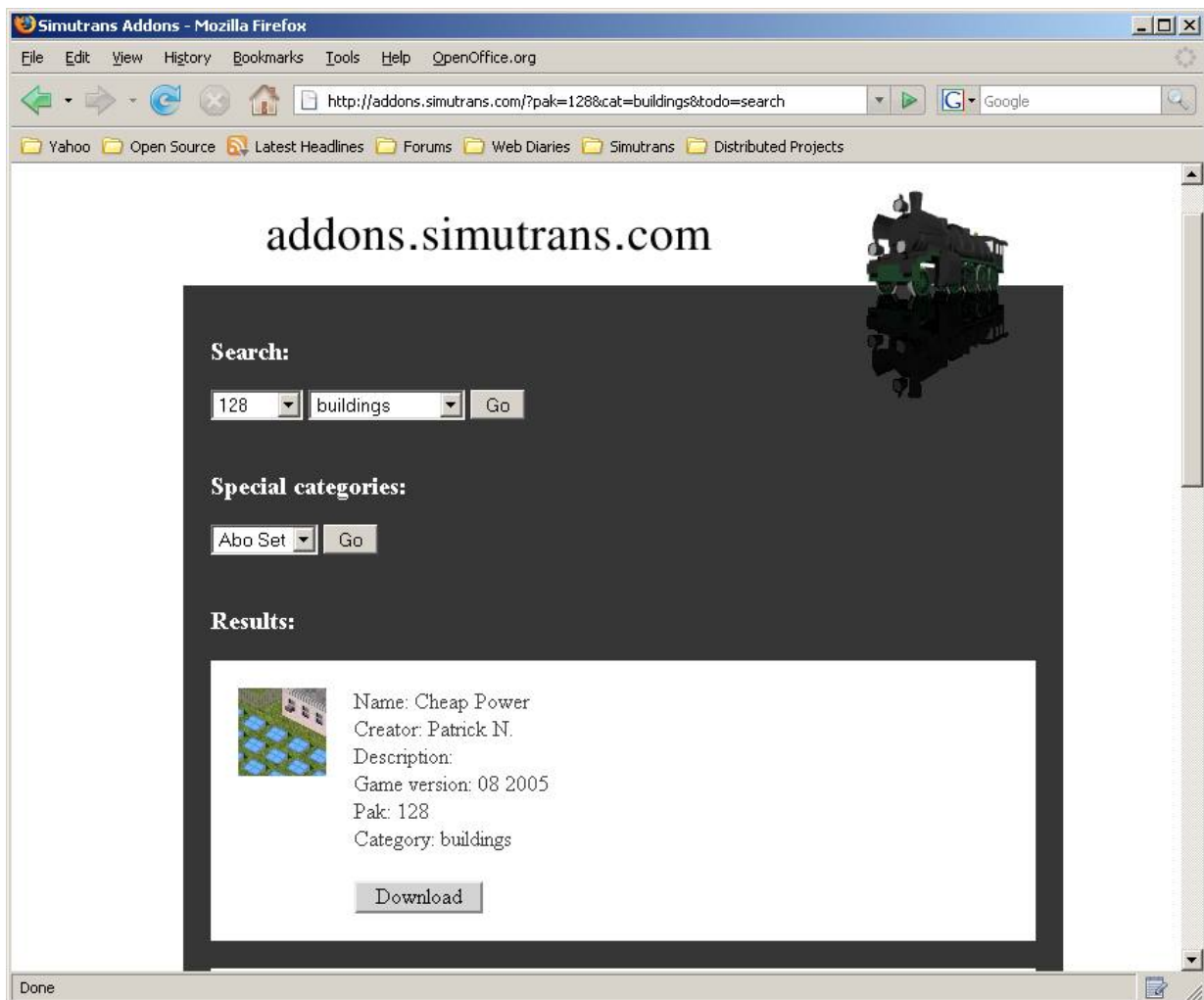
### **Adding On to the Simutran T-Set**

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 71: 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.

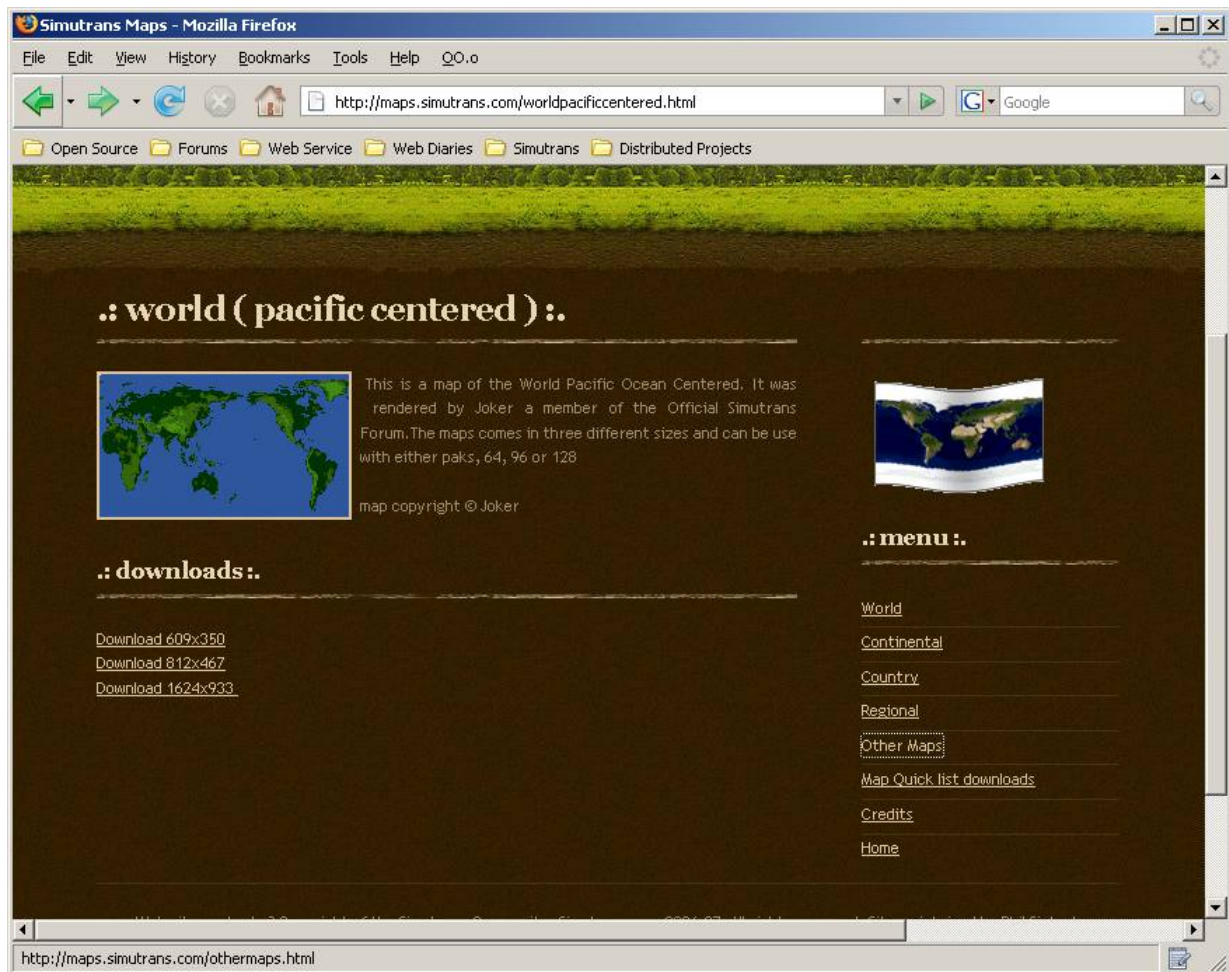
***Congratulations You Have Just Added to your Experience and Enjoyment by Adding Extra Simutrans Material***



# 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 72: 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)

**(DO NOT Adjust the Map details [Map No, Height, Width] )**

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

# **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***



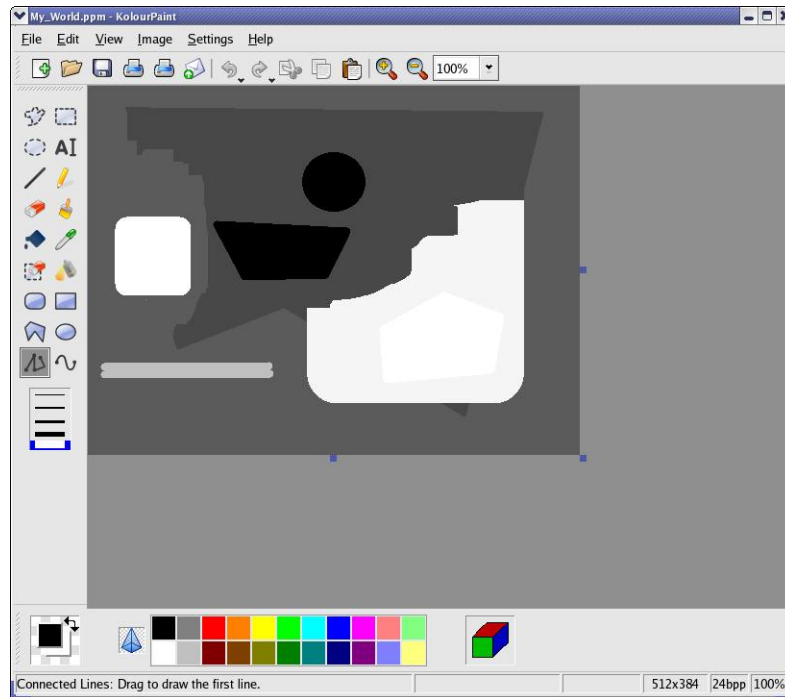
## A Lesson in Cartography – Making Your Own Maps

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.

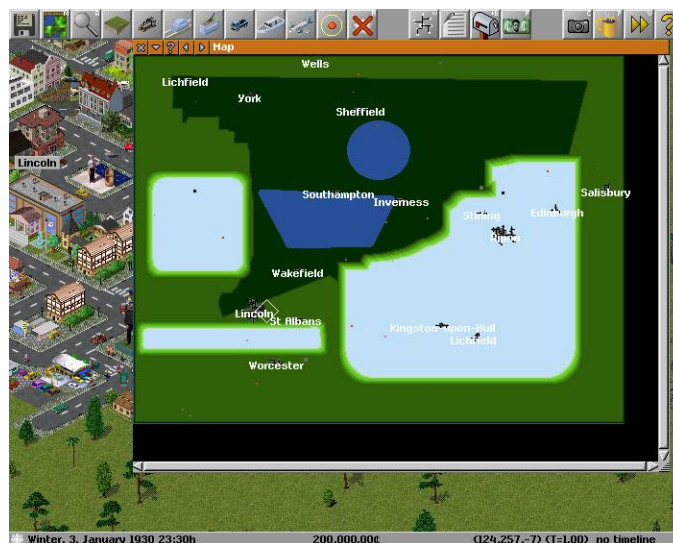
The Portable Pixelmap Image format is a greyscale image that uses the intensity of grey to determine height. Black is the darkest colour and considered the lowest point while white is the colour to show the absolute highest point. The Greys in between these indicate more gradual variations in height 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 73: 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 74: 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)                |

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 l 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

## **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 75: 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 😊