



## 0.03 Quick Start Guide

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## 1 Running Rail Simulator for the First Time

Once Rail Simulator has been installed you can run the game from a desktop icon or your Start menu. You need the DVD in your drive to run the game. When you run the game you will be presented with the following window:



The two buttons available for selection are "Play Game" and "Options". Play Game will count down from 10 and then run unless Options is selected.

The options button will bring up a window where you can specify the resolution of the game and toggle full screen mode on and off as well as other advanced graphics and audio settings.



By default the game is set to run in full screen. Uncheck this box to run in windowed mode. After changing any of the setting in this box, click the test button. This performs a quick check to determine whether the settings are compatible with your system. Any errors will be displayed at this point. If there are no errors you can cancel to return to the previous widow and either select the "play game" button or wait for the countdown to expire at which point the game will load.

Once the game loads you are presented with the front end menu.



By going into the Options menu you can further tweak the graphical, sound and gameplay options. However, after an install the performance will be optimised based on your computer's specification.

To play the game you need to select Routes where you will be taken to a new menu with a list of the current routes displayed. On a default install there are four routes available to play.

Clicking a route name in the list will cause the route name to become highlighted and information about the route will be displayed in the panel opposite.

Once a route name is highlighted you can either jump straight into the route by selecting the Free Play option at the bottom of the screen, or opt to play a Scenario.

## 1.1 Free Play

Free Play mode will take you to a central location of the route. Initially the camera is detached from any train and you can fly around the route using the arrow keys to move and holding down the right mouse button to pan the view. You can click the left mouse button on any locomotive to begin driving the route in that train. In this mode there is no goal and you can drive anywhere on the route. There will be no AI (Artificial Intelligence) trains on the route.

To exit this mode and return to the front end menu, move your mouse over the bottom area of the screen where a control tab will appear.



Hovering the mouse over the row of icons will bring up a tool tip describing that icon. The left most icon will bring up a confirmation dialogue where you can quit the free play mode and return you to the front end menu.

## 1.2 Scenario

Clicking the scenario button will take you to a new screen which lists all the scenarios for the route.



There will be a free roam scenario which is the same as clicking Free Play on the previous screen as well as a list of scenario names. Scenarios are a storyline and a series of goals which need to be completed. Scenarios can be passed or failed depending on how you perform.

Clicking a scenario name in the list will bring up information about that scenario in the right hand panel. Initially there will be two options for each scenario: Edit or Play.

Selecting edit will allow you to modify how the scenario is authored and is recommended for advanced users. Pressing Play will begin the scenario where you will start in control of a train with a series of objectives to complete.

The third option, Continue, is initially unavailable for selection. When playing a scenario you can save your progress by pressing F2. Once a save game has been created for a scenario you will then have the continue option available. Only one save game file is permitted per scenario.

## 2 Playing a Scenario

Once a scenario has loaded you are in control of a train and have a series of objectives which need to be completed.

### 2.1 Scenario Objectives

Objectives appear in the form of pop up windows and the assignment Assistant. To toggle the Assignment Assistant window press F1. This window has three icons at the top. The first gives the description of the scenario and provides details such as the date, time and season as well a bullet pointed summary of the steps needed to complete the scenario.



The middle icon provides a more detailed list of the assignments needed to complete the scenario along with expected arrival and departure times. The completion state of each stage is also shown by a red cross or a green check mark depending on whether it has been completed or not.

The final icon brings up a list of keyboard controls for Rail Simulator.

### 2.2 Train Controls

The controls needed to drive the train depends on the type of locomotive (steam, diesel or electric) and the control model (simple, intermediate or expert). A list of keyboard controls is available on the assignment assistant (F1) by clicking the third icon.

Using the simple control model the keys to drive all types of train are as follows:

A – Increase throttle

D – Increase brake

S – Change movement direction (only available when the power is at 0%)



Backspace – Apply emergency brakes. This sets the brakes to 100% and the train will come to a stop. Only when the train has come to a stop are the controls unlocked once more.

## 2.3 Common Display Features

When playing a scenario there are numerous commands and options to aid your driving experience. The most common and useful are listed below.

### 2.3.1 Camera views

The camera views can be changed using the number keys at the top of the keyboard or via the numeric keypad. When you enter a tunnel, the camera is changed to cab view automatically. To leave cab view you will have to switch to another camera manually.

- 1 – Cab view
- 2 – External camera
- 3 – Rear of train
- 4 – Trackside camera
- 6 – Front coupling camera
- 7 – Overhead Yard camera
- 8 - Detach camera from train

### 2.3.2 Drivers Guide

The drivers guide is toggled on and off using F3 and has four modes. The first mode displays a small version of the 2D map based around your train as well as the current speed limits.



The second mode shows the distance to your destination as well as a wait time bar; the third shows the gradient graphically and the final mode shows the coupling state

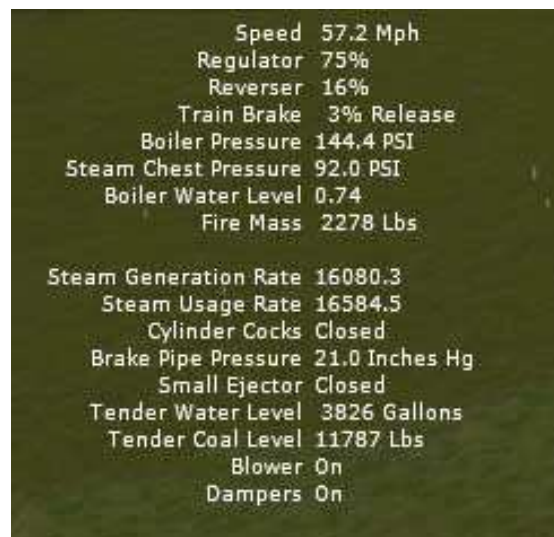
of your train. In this mode you can decouple rolling stock by left clicking the coupling icon located between the stock items.

### 2.3.3 Speed Overlays

Pressing F4 will bring up an overlay at the bottom of your screen showing your speed, direction of travel and regulator/brake states.



For more detailed information press F5 to cycle through an overlay which appears in the top right of the screen. The first F5 press will bring up the top half, the second adds the bottom section and the third press clears the display.



### 2.3.4 Toggle Display Names

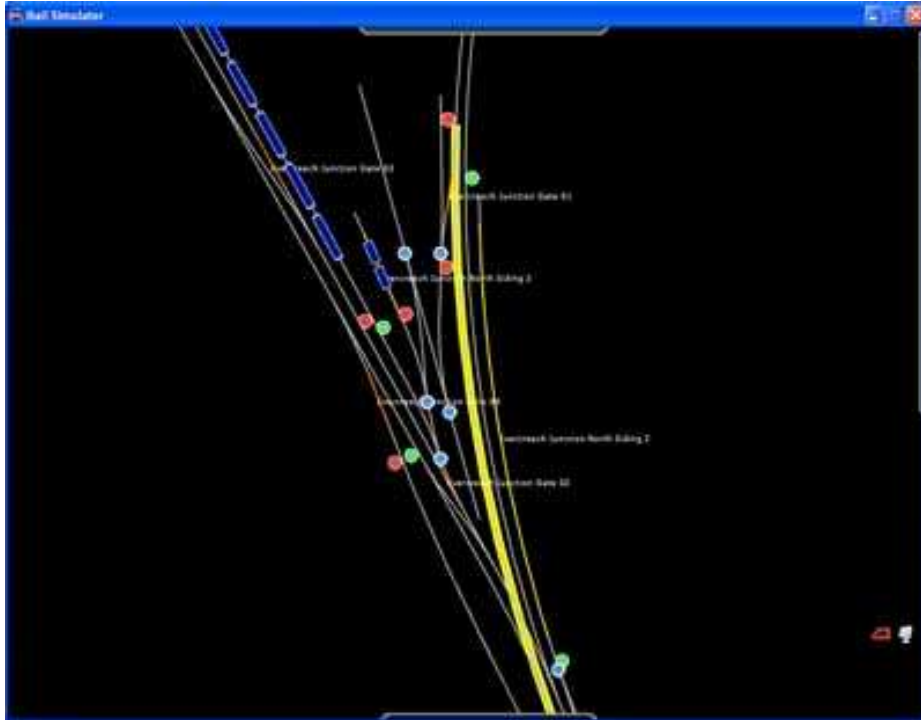
Names of trains and locations appear in the game in bubbles. These are valuable for identifying locations used in the scenario but can be turned off using F6.





### 2.3.5 2D Map

The 2D map can be accessed by pressing 9 or via the map icon. Navigate around the map by holding down the right mouse button and moving the mouse. Alternatively you can use the left mouse button to drag and draw an area which will be zoomed into. The mouse wheel can be used to zoom in and out. A single right click or pressing the 9 key again will close the 2D map.



In the bottom right are two icons. The red icon centres the map on the player locomotive. The monitor icon brings up a list display filters for turning off items in the 2D map. This feature is described in more detail in document "5.01 Route Editor User Interface".

