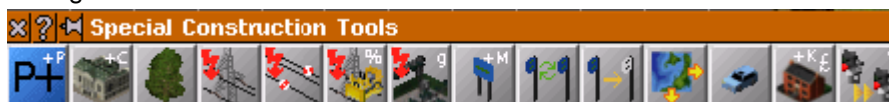
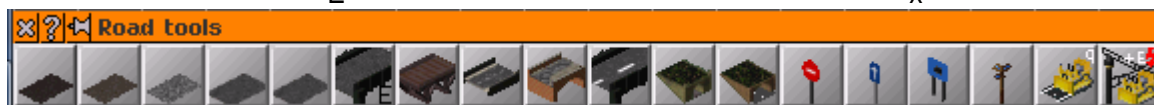
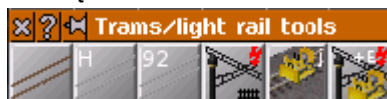




# Simutrans Pak128.Britain-Ex Quick Reference Guide

2019-06-26



## Custom Settings

- { } Raise / lower level of underground slice view
- z Undo last construction
- . Increase game speed
- , Reduce game speed
- : View one-way streets
- ; Hide under cursor
- J Jump to co-ordinates
- \$ View signalbox range
- ⊗ Close all windows
- h Build HQ



The numeric keypad can be used to move the main map.

**Primary Industry Production Data:** Current quantity / maximum storage, goods category, current production rate

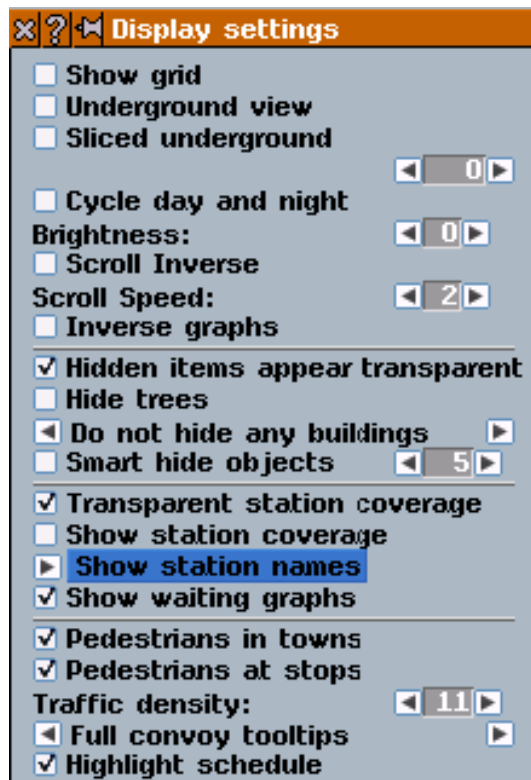
**Secondary Industry Production Data:** Current quantity / maximum storage, goods category, output as % of input

**Industry Consumption Data:** Current quantity / currently in transit (maximum in transit) / theoretical maximum storage, input as % of output

**Copyright:** Simutrans-Extended and Pak128.Britain-Ex are released under the Artistic Licence. For details, please see the licence.txt and copyright.txt files. Sources are available at [github.com/jamespetts](https://github.com/jamespetts)

## Key Clarification

Key	Clarification
#	
^ U	Ctrl+U
*	
-	darker
+	brighter
	pipe
"	speech mark
v	lower-case v
!	
'	apostrophe



## Important Mouse Commands

Ctrl + Click on...

...station extension tools

► Choose the rotation of the building

Ctrl + Click + drag while...

...building a new way

► Make the way as straight as possible

...building a way over an existing way

► Downgrade the way

Shift + Click + drag while selecting an existing way & way tool

► Schedule the renewal of the way

Ctrl + Shift + Click + drag while

selecting an existing way & way tool

► Schedule the renewal of the way as a downgrade

## COMMON PITFALLS AND FAQs

**This game is so slow!** It's designed to be run 24/7 on a server. Try an online game.

**Why does 6:24 often appear?** In Simutrans, the economy uses months, but transport uses hours:minutes:seconds. Each economic month lasts 6h24m of transport time.

**No-one uses my vehicles.** Goods must go to particular industries. Passengers want to go to certain destination types within a time limit. They will walk if it's quicker and not too far.

**How are passengers routed?** Passengers use the fastest route (inclusive of waiting & transfer time) available to their class. If passengers can afford multiple classes, they sometimes pay more for better comfort & always pay more if it's necessary to reach their comfort threshold or to travel at all. Passengers pay for catering on journeys >45'.

**No-one sends any mail.** While passengers will try to find alternative destinations, mail is routed to only one destination. A viable mail network will need to cover most of your map.

**My convoy can't find a route.** Make sure that it is not too heavy or too high for a bridge.

**My ship can't find a route.** Check the ship's MUST USE and MAY USE restrictions if the route involves canals or rivers. Sea routes may need intermediate 'waypoints'.

**I can't delete roads.** Build a diversion of <= 18 tiles first. Don't disconnect city buildings.

**I can't build docks.** Docks must be placed on a slope next to open water (not canal/river).

**Can't make signals work?** Read the signalling help (F1). Simutrans-Extended provides several different signalling systems for different eras, but they all need careful planning.

**Can't build electric trams?** The tram depot must be built on electrified tramway track.

**Can't make a profit?** Click on the town halls and think about how much transport a town of that size would have had in real life. Default maps start with villages, not cities.

**Industry has staffing shortage?** This is difficult to fix. Open Custom Settings\Extended and reduce both "minimum\_staffing\_percentage" parameters to 0.

**Why build power lines?** Power lines are very expensive, but will generate traffic.

**When do I need TPOs?** TPOs pay a bonus if the mail journey exceeds 90'.

**I'm still stuck.** A longer FAQ is available at [forum.simutrans.com/index.php?topic=9184.0](http://forum.simutrans.com/index.php?topic=9184.0)