





+ Shortcut uses the  Shift key.

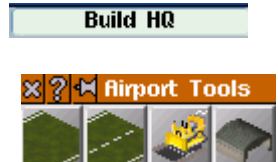
^ Shortcut uses the  Ctrl key.



k	Players
+D	Player Colour
y	Display
+Y	Sound
+L	Load game
+S	Save

Custom Settings

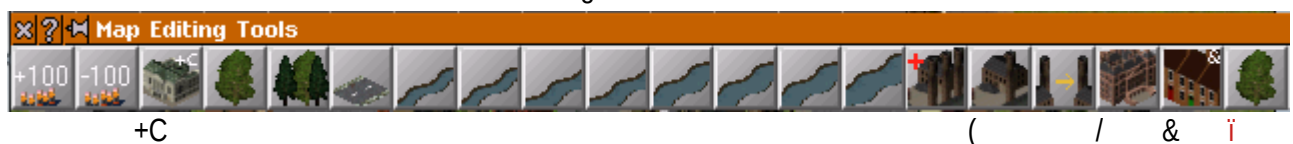
- Undo last construction
- Increase game speed
- Reduce game speed
- Jump to co-ordinates
- Close all windows
- Minimize all windows




x

Warning:

'+P' is bugged,
use 'k' & mouse



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

Key	Clarification	Main map display option
;	semi-colon	Hide buildings under cursor
"	speech mark	Hide some/all buildings
	pipe	Hide trees
'	apostrophe	Iterate convoy tooltip options
!	exclamation	Iterate station nameplate options
+	 Shift +	View convoy nameplates
#		View grid
:	colon	View street directions (one-way)

Key	Main map display option
+O	View ownership
+\$	View signalbox range
v	View station coverage
+U	View underground (summary)
^u	View underground (sliced height)
{ }	Raise/lower sliced underground view
+B	View way reservations
b	Clear way reservation

IMPORTANT MOUSE COMMANDS

Ctrl + Click on station extension tools

- ▶ Choose the rotation of the building

Ctrl + Click while using a tunnel tool

- ▶ Build the tunnel one tile at a time

Ctrl + Click + drag while building a new way

- ▶ Make the way as straight as possible

Ctrl + Click + drag 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 minutes.

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).

I can't build tunnels. First build a tunnel entrance on a double-height slope (X2 icons).

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 minutes.

Why do all the buildings suddenly look weird? This pak does not use the brightness feature. Don't use brightness keyboard controls: + (plus), - (minus) and * (asterisk).

I'm still stuck. A longer FAQ is available at forum.simutrans.com/index.php?topic=9184.0