Readme - Team Janus

How to Play:   
Link up the start and end stations of the same color using tracks. Use WASD to move up/left/down/right. You can also use E to move up and Q to move down. To select a track use 1, 2, or 3 for straight, curved, and up/down respectively. With the track you currently have, you can rotate it using R or place it using the left mouse click. To remove a track, simple move your cursor track over the track you want to delete and click the right mouse button.   
Space starts and stops the simulation of the trains. You cannot modify/delete the obstacles or stations that exist at the beginning of the level. To win all of the trains must get to their respective ending station (the one with a star).

Code:  
UnrealScript is in the code\Development\Src\RainbowTrains\Classes. This is all the code we added. The other directory (code\UDKGame\\*) has the map/resource files for the Unreal engine.