



ENGLISH MANUAL

Unofficial translation by Anamon

Densha de Go!

Welcome to the unofficial English manual for the Windows version of *Densha de Go!* This manual has been translated and adapted from the original Japanese manual. Some things have been omitted (warnings, installation instructions, etc.) and I kept the focus mostly on translating the game menus for players who cannot read Japanese, and giving an introduction to the gameplay so you can really start enjoying the game.

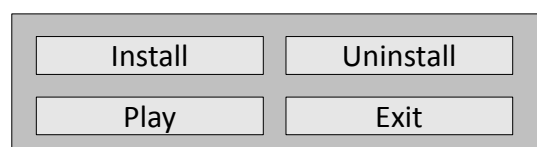
I hope this document will be useful to you, and welcome any comments to densha@anamon.ch

Installation

Due to its age, *Densha de Go!* is not Unicode-compatible. What this means is that unless you are running a Japanese installation of Windows, the program will not be able to display Japanese characters. However, this applies only to the Autorun menu, the installer, and the uninstaller – it's not a problem in the game itself.

Although it is in some cases possible to just install and uninstall the game directly, I suggest you install the *Microsoft AppLocale* utility to run the installation and uninstallation programs. This method is especially useful as it can prevent some problems involving invalid filenames. You can find this tool at the Microsoft Download site (<http://download.microsoft.com/>) and it is confirmed to work on Windows XP and Vista. Whenever running the „Autorun.exe“ or „Setup.exe“ programs from the game disc, start *AppLocale* instead, browse to the program you want to start, and let it detect its language (if it is not detected automatically: Japanese is at the very bottom of the list.) You are then given the choice to either start the program in question, or create a shortcut for it so you won't have to go through this procedure again.

The buttons of the game's autorun menu are translated in the picture to the right. The installation itself is very straight-forward and no different from any other software installation with InstallShield, so no translation should be necessary. The same goes for the uninstallation procedure.



Quickstart: Keyboard controls

[↑] [↓] master control

The train's „master“ lever controls the power of the engine. At the top, it is in the „Off“ position. Pull it *downwards* up to position „5“ for maximum acceleration.

[←] [→] brake lever

Use the brake lever to slow down the train. Turn the lever to the right to apply the brakes, left to release them. The lever has ten positions: brake power increases from „1“ to „8“, which the emergency brake „E“ at the very right. The leftmost position releases the brakes completely. The train will not be able to move before you release the brakes.

[SPACE]

Apply the horn. This is required in certain situations, as explained later. Using the horn excessively in situations where it is not necessary may be penalized!

[ENTER]

Use this to start or continue, particularly in the game menus.

[ESC]

Use to pause or stop the game.

Quickstart: A typical section

This short example of a typical run between two stations should give you a first, general idea on how a game of the *Densha de Go!* series is played.

Wait for the yellow light to go on, indicating that the doors are closed and you may now leave the station. Release the brakes by pressing [←] repeatedly. Once the brakes are released, pull the acceleration lever all the way down to position 5 by repeatedly pressing [↓]. Keep adjusting the acceleration to maintain the necessary/allowed speed.

When approaching the next station (watch the timetable at the top of the screen, and the distance meter at the bottom right) return the acceleration lever to its „Off“ position by pressing [↑] and start applying the brakes by pressing [→]. Keep adjusting the brakes, aiming to come to a complete stop precisely at the 0 meter mark of the station, preferably at the exact arrival time marked in your schedule. Remember that re-accelerating in a station is penalized, and so is excessive braking!

MAIN MENU

At the title screen, in demonstration mode and the main menu, use the cursor keys to navigate between options, ENTER to accept your choice, and ESC to go back or cancel.



1. Start game
ゲームスタート
2. Game settings
ゲーム設定
3. High scores
スコア表示
4. Exit
終了

Game settings



- 1) Difficulty (難易度)
- The difficulty level mainly affects how many penalty points you lose for your mistakes, how many bonus points you can win, and how many you start out with at the beginning of each round.

イージー	Easy
ノーマル	Medium
ハード	Hard
ベリーハード	Very hard

2) Controller (コントローラー)

Choose between various control schemes for keyboards, joypads, joysticks, and dedicated *Densha de Go!* train controllers. See page 6 for an overview of the different control schemes.

Information on game settings is continued on page 7.

Control schemes

	Keyboard 1 キーボード 1	Keyboard 2 キーボード 2	Keyboard 3 キーボード 3	Keyboard 4 キーボード 4
Select option Accept choice Cancel choice	↑ and ↓ ENTER ESC	↑ and ↓ ENTER ESC	↑ and ↓ ENTER ESC	↑ and ↓ ENTER ESC
Throttle lever Brake lever Sound horn Pause game	↑ and ↓ ← and → SPACEBAR ESC	A and Z ← and → SPACEBAR ESC	Numbers 1-5 Keypad 0-9 SPACEBAR ESC	↑ and ↓ ↑ and ↓ * SPACEBAR ESC
* This control scheme combines throttle and brake levers into one „master control.“				

	Joypad ジョイパッド	Joystick ジョイスティック	Train controller 専用コントローラー
Select option Accept choice Cancel choice	Pad up and down Button A Button B	Stick up and down Button A Button B	Master control Button A Button B/C
Throttle lever Brake lever Sound horn Pause game	Pad up and down Pad left and right Button B Keyboard ESC	Y axis X axis Button B Keyboard ESC	Left lever Right lever Button B/C Keyboard ESC

Emergency brake

On keyboard schemes 1, 2, and 4, keeping the brake button pressed will apply the brakes up to level 8. To apply the emergency brakes, release the button and press it once more.

Replay

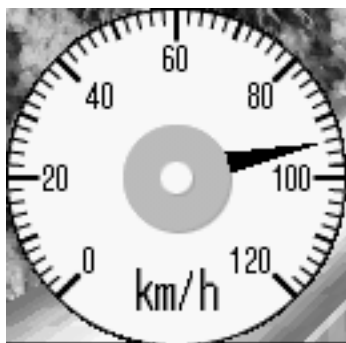
For all control schemes, press R on the keyboard during route selection to switch to replay mode (see page 19).

3) Controller calibration (専用コントローラー設定)

If a controller has been attached and chosen, use this option to calibrate it.

4) Speedometer (スピードメーター)

Choose one of the three analog and digital speedometers to be displayed during the game. The last choice (the one without a number) will automatically choose a speedometer depending on what kind of train you are driving.



Type 1



Type 2



Type 3

5) Sound (サウンド)

Turn the in-game sound on or off.

オン On

オフ Off

6) Return to main menu (終了)

GAME SCREEN

Throttle lever

From 1 (minimum throttle) to 5 (maximum throttle)

Arrival time

The time at which you are supposed to stop at the next station

Current time

Penalty timer

If it reaches 0, the game is over

Brake lever

Brake level from 1 to 8 and E for emergency stop



Speedometer

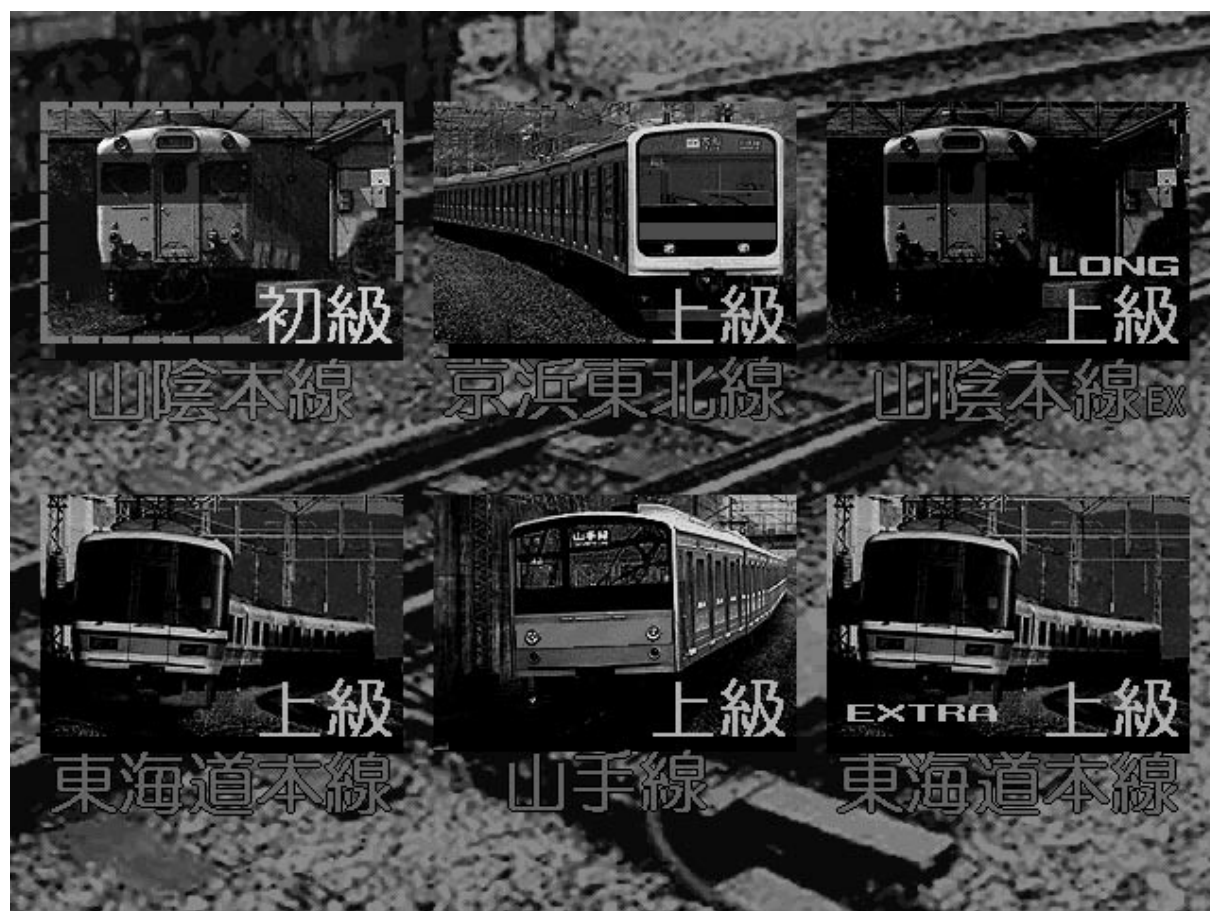
Shows the current speed of the train

Distance meter

Shows the distance to the next station where you have to stop

Above the distance meter, signs and signals will appear

GETTING INTO THE GAME



Route selection

After choosing to start the game in the main menu, the route selection screen appears. Choose one and press enter to start.

The routes are listed below. For further information on the actual lines, see the Routes section starting on page 20.

Sagano Line

From Kameoka to Kyōto
KIHA 58 series

Keihin-Tōhoku Line

Shinagawa to Yokohama
209 series

Sagano Line EX (extended)

From Kameoka to Kyōto
KIHA 58 series

Tōkaidō Main Line

JR Kyoto West

(Rapid Service)

From Kyōto to Ōsaka
221 series

Yamanote Line

From Shibuya to Tōkyō
205 series

Tōkaidō Main Line

JR Kyoto West EXTRA

(Commuter Train)

From Takatsuki to Ōsaka
221 series

Inspection (仕業検査)

Check the throttle and brake levers when prompted to ensure the safety of the train.

BASIC TRAIN CONTROL

Departure



After the safety check, the game starts with the train in the station.

The light in the top left corner indicates that the doors of the train are not yet closed. Wait for the doors to close and the light to go on.

Also, a message will appear indicating that the ATS security system (Automatic Train Stop) has been activated.

Acceleration



After the door indicator is on, release the brakes and apply full throttle.

① Press the brake release button ← 9 times to fully release the brakes (this and all following keys refer to the standard keyboard configuration 1). The brake meter in the top right should go back to 0.

② Press the increase throttle button ↓ 5 times to put the throttle lever in its maximum position. The throttle meter in the top left should go up to 5.

How much throttle you apply depends on the situation! You may have to put the throttle lever in a lower position if there is a low speed limit, the track is sloped downwards, or similar situations.

Coasting



After the train has reached the desired speed, put the throttle lever back to notch 0 to start coasting.

Press the throttle decrease button ↑ until the indicator in the top left shows the 0 position.

„Coasting“ means keeping the train at speed through inertia, without applying throttle from the engine.

The train decelerates only relatively slowly. Occasionally reapply throttle to maintain your speed.

Slowing down



When approaching the station, (check the distance meter in the bottom right,) start slowing down the train.

① Ensure that the throttle is fully disengaged by pressing ↑ until it is in the 0 position.

② Press → from 1 to 8 times to apply the brakes as strongly as you want. Calculate in advance, so that the train reaches 0 km/h exactly when the distance meter reaches 0m.

Too sudden and strong application of the brakes can result in penalties! Applying the emergency brake while the train is still going 20 km/h or more, can result in a lot of penalty points due to passenger discomfort.

Stopping



During evaluation, you will not only be rated according to how precisely you reached your stop position, but also how well you stayed within your schedule – i.e. the difference between the scheduled arrival time (upper) and the current time (lower) when the train really stops.

You must not stop more than 1m before the marked position. Re-acceleration while approaching a station will deduct penalty points too! Try not to overrun the mark for more than 2m.

Applying the horn



Before entering tunnels or passing bridges, the yellow horn sign (see bottom right of the screenshot) may appear. You have to apply the horn before the sign disappears again, or you will lose penalty points.

Excessive application of the horn where not necessary (~30 times) will be penalized too.

In some situations, you might want to apply the horn even though no sign appears, for example if there are people or animals close to the track. This can earn you bonus points.

Penalties

The secret of winning a game route is to reach the final destination before you run out of penalty points. Every serious mistake costs you some points. The five golden rules for train drivers are:

- Respecting the scheduled arrival times
- Maintaining passenger comfort
- Stopping precisely at the marked positions
- Adhering to signs, signals, and speed limits
- Ensuring the safety of trains and passengers

Refer to this section for a list of penalties. The point values refer to Normal difficulty setting.

• Late arrival

Staying within the schedule is the responsibility of the train driver. You have to arrive at the next station in time. For every second you are late when arriving at a station, one point will be deducted from your score, more if you are *very* late. Remember that speed limits might further delay your approach to the next station.

• Excessing station speed limit

When approaching a station faster than allowed, 1 point will be deducted for every km/h you exceeded the limit by. The passengers will be uncomfortable because this results in harsh stops.

• Overrun

An aim of the game is to stop precisely at the marked stopping positions. 1m of overrun is within the limit, but beyond that, you will lose 2 points per meter. The deduction will only take place after the train has stopped.

• Missed horn signal

If you do not sound the horn when you are required to (horn signal is displayed), you will lose 5 points. Excessive, unnecessary use of the horn (~30 times) is also penalized.

• Re-acceleration in station, early departure

Both re-accelerating while approaching a station and departing before the door indicator is lit up will cost 10 points.

• Sudden braking

Applying (emergency) brakes when the train is still going 23 km/h or faster is considered sudden braking and can cost 10 or 15 points. Of course, applying the emergency brakes in a real emergency is not punished. If you apply the emergency brakes by accident and release them again immediately, you might be able to avoid the penalty.

• Ignoring speed limits or signals

Signals and speed limits are announced in advance, so slow down in time. Penalty is 10 points on Beginner level, 20 points on higher levels.

Bonus points

- **Good & Great**

If you stop within 0m of the marked position at any station, you will receive a „Good“ rating, and be awarded a hollow star ☆.

If you additionally stopped within 2 seconds of the scheduled time, you will receive a „Great“ rating and be awarded a full star ★.

You will receive a penalty timer bonus for these ratings. A „Good“ rating will give you a 3 point bonus. The first „Great“ rating will give you 5 bonus points, every consecutive „Great“ rating gives one more point (i.e. 6 points for second „Great“ in a row, 7 points for third, etc.)

- **Hidden horn situation**

You can apply the train's horn before entering some tunnels or crossing some bridges, or when people or animals are close to the tracks, even though no horn signal prompts you to do so. Such situations can give you 2 bonus points.

Bonus games



After stopping at some stations, you will be sent to a special bonus game where you have to attach an electric train engine to freight cars.

By applying throttle and brakes as during regular gameplay, try to attach the cars as smoothly as possible within the 20 seconds given to you. Approach the cars as slowly as possible to get from 0 to 10 bonus points. Failing at the bonus game does not cost you any points.

Special events



Breakdown on railroad crossing

On tracks with level railroad crossings, it might occur that a vehicle breaks down on it. A pentagonal emergency signal and alarm will notify you of this. Apply the emergency brakes as quickly as possible to stop the train before hitting the vehicle.

If you manage to stop the train in time, you will receive 5 or 10 bonus points, based on how fast you reacted. If you do not manage to stop the train, 10 points will be deducted from your account.

You can prepare for these events a bit because they only happen if you arrived at the previous station at least 9 seconds before the scheduled time.



Rain

In rainy conditions, the performance of the brakes is reduced. This effect is still noticeable a while after the rain has stopped.

Game over / continue

The round is successfully completed if you reach the final station before your penalty timer reaches 0. If you run out of points, the round is over and you lost.

You can choose to continue playing after losing a round, by pressing ENTER or button A on your controller before the continue timer reaches 000. You will resume play at the next station, but your mileage (for high scores) will be reset. You cannot resume play if you fail on the last section of a route.

If you do not wish to continue, you can accelerate the continue timer by pressing the horn button.

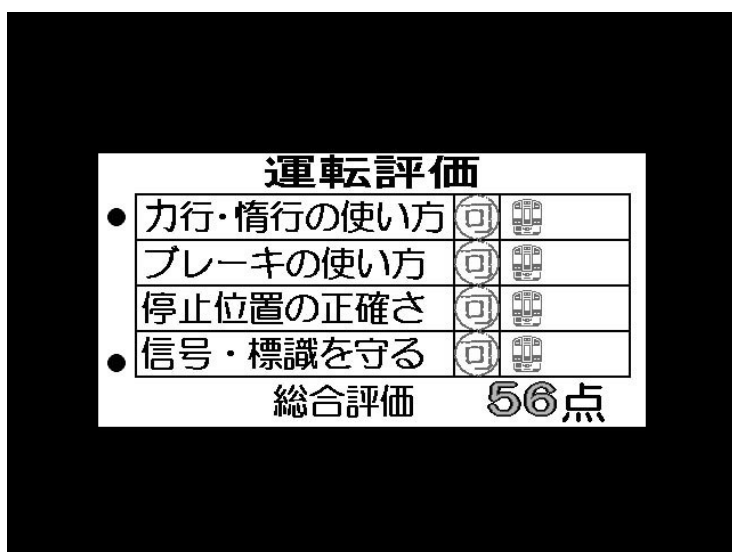
Rating



After each stop at a station, you will be rated according to the following criteria (in order):

- Overrun: If you stopped more than 2m past the stop marker, you lose 2 points per meter.
- Re-acceleration (10 penalty points)
- Exceeding station speed limit (1 penalty point per km/h)

All penalty points will be summed and the result deducted from your timer.



After completing a round, you will be evaluated according to 4 criteria. These will be totalled for an overall rating between 0 and 100 points.

The criteria are (in order):

- Timetable adherence
- Passenger comfort (braking)
- Stop position correctness
- Signal obedience
- **Evaluation total**

Scoring

The final score that will be stored in high-score tables is shown as a distance in kilometers. If you are among the top 10 drivers for the route, you can enter a 4 letter name. The km rating is calculated according to the following formula:

$$\text{Distance [km]} * 7.5 + \text{driver rating [points]}$$



京浜東北線 209系									
1	UNB		—	007	1	km			
2	209系		—	013	5	km			
3	209系		—	012	4	km			
4	209系		—	011	0	km			
5	209系		—	009	8	km			
6	209系		—	008	3	km			
7	209系		—	006	8	km			
8	209系		—	005	5	km			
9	209系		—	004	1	km			
10	209系		—	002	6	km			

SIGNS AND SIGNALS

There are traffic rules also in the train world! Traffic signals and signs are installed along the routes, and you need to understand what they mean and follow their instructions.

Stop location information

The remaining distance to the marked stop position of the next station in meters. This information is always visible in the bottom right corner of the screen, and helps you find the right speed.



Signs

Signs appear during the game, the three shown to the right are „speed limit“, „no speed limit“, and „horn“. It has already been established what you need to do upon encountering them.



Traffic signals

Each track section has its traffic signal. There are three possible states in the game:

Red means stop. Running a red light will have consequences (safety stop and penalty.)

Yellow means danger: reduce your speed to 45 km/h.

Green means progress. A green signal can be accompanied by a yellow light warning of an upcoming yellow or red light.



Slow speed signs

These signals are at fixed positions along the track and denote a new speed limit. They can also accompany traffic lights.



Slope indicators

These signs inform you of upcoming upward (left picture) or downward (right picture) slopes. Naturally, the train will accelerate by itself on downward slopes, and require more throttle to maintain its speed on upward slopes, so adjust your throttle lever accordingly. However, none of the stations are within a slope.



PAUSE MENU

The in-game pause menu gives you two different options.

The top option resumes gameplay.

The bottom option allows you to quit the game. In the following confirmation dialog, the default upper option cancels, while switching to and accepting the lower option will actually take you back to the main menu.

REPLAY FEATURE

If you clear a stage without using any continues, your run will be saved as a replay at the end of the round. This recording can be replayed later.

The replays are stored in the „replay.dat“ file within the „bin“ subfolder of the game installation directory. It is small enough that you can send it to your friends with an e-mail.

It is suggested that you switch the game to Easy mode to make it easier to complete a stage without running out of penalty time, so that the recorded replay is stored in the end. The degree of difficulty a replay has been recorded in is stored with the replay.

If you complete a route for which a replay already exists, you will be asked whether you want to replace it with the new one. The top, default option discards your new replay, while the bottom option overwrites the old one.

Playing back a replay

On the route selection screen, press R on your keyboard (even if you have switched to a different control method than keyboard) to switch to replay mode. Now all tracks for which a replay is available will have a red message in the center of the picture. Choose a route, as if you were to play it, to start the replay.

None of the train controls work while a replay is being played back. You can only call up the pause menu to resume the playback, or stop it and return to the main menu.

If no action is taken on the title screen or in the main menu for several seconds, a randomly chosen replay will be played back automatically.

SAGANO LINE

嵯峨野線

Kameoka – Kyōto

亀岡～京都



Stations:	0.0 km	Kameoka	亀岡	
	2.1 km	Umahori	馬堀	
	5.9 km*	Hozukyō	保津峡	
	9.9 km	Saga-Arashiyama	嵯峨嵐山	
	11.6 km	Uzumasa	太秦	LONG version only
	13.3 km	Hanazono	花園	LONG version only; bonus
	14.4 km	Emmachi	円町	not in game
	16.0 km	Nijō	二条	LONG version only
	17.7 km	Tambaguchi	丹波口	
	20.2 km	Kyōto	京都	

Train: KIHA 58 series

Description: The section of the San'in Main Line that reaches from Kyōto to Sonobe, connecting Kyōto with its northern suburbs, is called Sagano Line, part of which can be seen in the game. The Arashiyama Valley through which it leads is a popular tourist destination. Today's fully electric line leads mostly through tunnels and over bridges, with the old scenic route along the Hozu river only used by the „Torokko“ tourist trains anymore. In the game, however, you will take the scenic route. The extended („LONG“) version of the route, directly available in the PC version, lets you play the otherwise skipped section between Saga-Arashiyama and Kyōto.

*Distance relates to new station, while in the game you stop at the Torokko station.



Stations:	0.0 km	Shinagawa	品川
	2.4 km	Ōimachi	大井町
	4.6 km	Ōmori	大森
	7.6 km	Kamata	蒲田
	11.4 km	Kawasaki	川崎
	14.9 km	Tsurumi	鶴見
	18.0 km	Shin-Koyasu	新子安
	20.2 km	Higashi-Kanagawa	東神奈川
	22.0 km	Yokohama	横浜

Train: 209 series

Description: The Keihin-Tōhoku Line runs between Ōmiya and Yokohama stations, leading through Tōkyō. You can drive your train on the last part from Shinagawa, Tōkyō Prefecture, to Yokohama, Kanagawa Prefecture. This is a very busy, urban line with trains running every 5 minutes all day, even more frequently at peak times.

YAMANOTE LINE (INNER CIRCLE)

山手線（内回り）

Shibuya – Tokyo

渋谷～東京



Stations:	0.0 km	Shibuya	渋谷
	1.6 km	Ebisu	恵比寿
	3.1 km	Meguro	目黒
	4.3 km	Gotanda	五反田
	5.2 km	Ōsaki	大崎
	7.2 km	Shinagawa	品川
	9.4 km	Tamachi	田町
	10.9 km	Hamamatsuchō	浜松町
	12.1 km	Shimbashi	新橋
	13.2 km	Yūrakuchō	有楽町
	14.0 km	Tōkyō	東京

Train: 205 series

Description: The Yamanote Line is one of the most important commuter lines in Tōkyō, and one of the busiest railway lines in the world. It connects Tokyo's most important urban centres with its 29 stations. At peak times, trains depart every 150 seconds, even though they are 200 meters long each. Every day, the line is used by about 3.5 million passengers, compared for example to 5.1 million passengers per day on New York City Subway's whole 26 lines and 468 stations.

One complete loop takes about 62 minutes. Trains running counter-clockwise drive on the „inner circle“, those running clockwise on the „outer circle“. In *Densha de Go!*, you drive about a third of the inner circle line.

TŌKAIDŌ LINE (RAPID SERVICE)

東海道本線・快速

Kyōto – Ōsaka

京都～大阪



Stations:	0.0 km	Kyōto	京都
	2.5 km	Nishiōji	西大路
	5.3 km	Katsuragawa	桂川
	6.4 km	Mukōmachi	向日町
	10.1 km	Nagaokakyō	長岡京
	16.3 km	Shimamoto	島本
	21.6 km	Takatsuki	高槻
	28.2 km	Ibaraki	茨木
	39.0 km	Shin-Ōsaka	新大阪
	42.8 km	Ōsaka	大阪

Notes / skipped stations

not in game, opened in 2008

→ Yamazaki →

not in game, opened in 2008

→ Settsu-Tonda →

Bonus; → Senrioka → Kishibe →

Suita → Higashi-Yodogawa →

Train: 221 series

Description: The busy Tōkaidō Main Line connects Tōkyō Station with Kobe Station in the southwest, and is 589.5 km long in total. Since the inception of the parallel Tōkaidō Shinkansen, no trains run over the whole length of the Tōkaidō Main Line anymore, so the line is actually divided into several shorter lines. The part you will see in the game is called the **JR Kyoto Line** and runs from Kyōto to Ōsaka. The rapid service skips some of the smaller stations, while two have been opened some 12 years after the game has been released and are therefore not represented.

TŌKAIDŌ LINE (COMMUTER) 東海道本線 (各駅停車)

Takatsuki – Osaka

高槻～大阪



Stations:	0.0 km	Takatsuki	高槻	
	2.9 km	Settsu-Tonda	摂津富田	
	6.6 km	Ibaraki	茨木	
	9.5 km	Senrioka	千里丘	
	11.2 km	Kishibe	岸辺	
	13.6 km	Suita	吹田	Bonus stage
	16.7 km	Higashi-Yodogawa	東淀川	
	17.4 km	Shin-Ōsaka	新大阪	
	21.2 km	Ōsaka	大阪	

Train: 221 series

Description: This special EXTRA route available in the PC version allows you to drive a local commuter train instead of the Rapid Service. You will stop at all stations between Takatsuki and Ōsaka.

QUESTIONS & ANSWERS

Question Something is wrong with the on-screen display: bad framerate, strange sounds, etc.

Answer DirectX might not be installed or working properly on your PC. Contact the manufacturers of your computer, graphics adapter, and soundcard. Ask for the latest drivers for these devices, and information on how to update them.

Question The game does not start correctly, or not at all.

Answer The game will not work if your computer does not meet the minimum hardware specifications. Please check your computer specifications against the following requirements, especially for VRAM (graphics card memory).

Minimum System Requirements


*Pentium II 300 MHz, 64 MB RAM, 120 MB HDD, 8 MB VRAM, CD-ROM drive
Windows 98/Me/XP/Vista, DirectX 6.1*

Question The picture does not appear full-screen on an LCD monitor.

Answer When you start the game, the display resolution is automatically switched to 640x480 pixels. Depending on the characteristics and configuration of your graphics card and monitor, the game screen may appear small and in the middle of the display. Please contact your hardware manufacturers to learn how to avoid this.

Question Which non-dedicated controllers can be used with the game?

Answer Basically, any two-axis joystick with two buttons can be used. A four-way controller with two buttons (e.g. a gamepad) can also be used. The number of buttons is not an issue for *Densha de Go!*

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