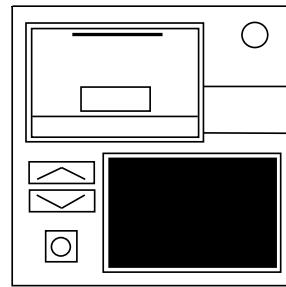


On the Subject of Railway Cargo Loading

If you thought bombs on trains were bad, now we have trains on bombs.

- Couple the correct railroad cars to the train to disarm the module.
- The top display shows live video footage of the train and the railroad car to be coupled.
- The bottom display shows a diagram of the rail yard.
- However, its content is not needed to disarm the module, and it may even be turned off. It is only on when the train is considered **long-haul**, and off when the train is not.
- The up and down arrows will switch between available railroad cars. The button underneath will select the current railroad car for coupling.
- A note has been attached to the module, showing a list of available cargo that has been requested for transport. In case additional notes appear, the magnet can be pressed to flip them over.



Assembling The Train

1. Use the requested cargo list, the previously connected cars, and the travel distance to determine the correct car to couple to the train using the instructions for each car.
2. Upon selecting a railroad car, it will be coupled to the train and filled with the appropriate resources, which will be removed from the requested cargo list. New resources may or may not be added.
3. The module will be disarmed when 15 railroad cars have been coupled.
 - Coupling the wrong car to the train at any point will cause the car to derail and the bomb to record a strike. The entire train up to this point will be shown driving past before another car can be submitted.
 - Use the railroad car reference chart to help identify railroad cars.

First car:

- If there is a TRN indicator on the bomb, add an electric locomotive.
- Otherwise, if there is more than 200 liquid fuel available, add an internal combustion locomotive.
- Otherwise, if there is more than 250 coal available, add a steam locomotive.
- Otherwise, if there is more liquid fuel than coal available, add an internal combustion locomotive.
- Otherwise, add a steam locomotive.

See Appendix A for indicator identification reference.

Second car:

- If the first car is a steam locomotive, add a hopper car.
- Otherwise, if the total passenger count is greater than 450, add a baggage car.
- Otherwise, treat this car as if it were the third car.

Third car:

- If the destination is long-haul, and a crew car is not already present, add a crew car.
- Otherwise, treat this car as if it were the fourth car.

Fourth car:

- If the total passenger count is greater than 300 and a baggage car is not already present, add a baggage car.
- Otherwise, refer to the lookup table for passenger cars.
 - If none of the conditions in the passenger car table are met, refer to the lookup table for freight cars.
- If none of the conditions in the freight car table are met, add a box car.

Fifth car:

- If the previous car is a passenger car, refer to the lookup table for passenger cars. Otherwise, refer to the lookup table for freight cars.
 - If none of the conditions in the passenger car table are met, refer to the lookup table for freight cars.
- If none of the conditions in the freight car table are met, add a box car.

Sixth car:

- If the previous car is a passenger car, refer to the lookup table for passenger cars. Otherwise, refer to the lookup table for freight cars.
 - If none of the conditions in the passenger car table are met, refer to the lookup table for freight cars.
- If none of the conditions in the freight car table are met, add a box car.

Seventh car:

- If the previous car is a passenger car, refer to the lookup table for passenger cars. Otherwise, refer to the lookup table for freight cars.
 - If none of the conditions in the passenger car table are met, refer to the lookup table for freight cars.
- If none of the conditions in the freight car table are met, add a box car.

Eighth car:

- If the previous car is a passenger car, refer to the lookup table for passenger cars. Otherwise, refer to the lookup table for freight cars.
 - If none of the conditions in the passenger car table are met, add a dining car.
- If none of the conditions in the freight car table are met, add a box car.

Ninth car:

- If the previous car is a passenger car, refer to the lookup table for passenger cars. Otherwise, refer to the lookup table for freight cars.
 - If none of the conditions in the passenger car table are met and a dining car is not already present, add a dining car.
 - Otherwise, refer to the lookup table for freight cars.
- If none of the conditions in the freight car table are met, add a box car.

Tenth car:

- If the previous car is a passenger car, refer to the lookup table for passenger cars. Otherwise, refer to the lookup table for freight cars.
 - If none of the conditions in the passenger car table are met and a dining car is not already present, add a dining car.
 - Otherwise, refer to the lookup table for freight cars.
- If none of the conditions in the freight car table are met, add a box car.

Eleventh car:

- If the previous car is a passenger car, refer to the lookup table for passenger cars. Otherwise, refer to the lookup table for freight cars.
 - If none of the conditions in the passenger car table are met and a dining car is not already present, add a dining car.
 - Otherwise, refer to the lookup table for freight cars.
- If none of the conditions in the freight car table are met, add a box car.

Twelfth car:

- If the previous car is not a passenger car, refer to the lookup table for freight cars and use the first condition met that has not been met by another car already.
 - If none of the conditions in the freight car table are met, add a box car.
- Otherwise, refer to the lookup table for passenger cars.
 - If none of the conditions in the passenger car table are met and a dining car is not already present, add a dining car.
 - Otherwise, refer to the lookup table for freight cars and use the first condition met that has not been met by another car already.
 - If none of the conditions in the freight car table are met, add a box car.

Thirteenth car:

- If the previous car is a passenger car, and the total amount of passengers is greater than 250, add the same car as the *eighth* car.
- Otherwise, if the previous car is a passenger car, and a dining car is not already present, add a dining car.
- Otherwise, if there is an electrical transformer or a nuclear reactor pressure vessel available, add a box car.
- Otherwise, treat this car as if it were the twelfth car.

Fourteenth car:

- If the previous car is a passenger car, and a dining car is not already present, add a dining car.
- Otherwise, if the previous car is a passenger car, and the total amount of passengers is greater than 250, add the same car as the *fourth* car.
- Otherwise, if there is an electrical transformer or a nuclear reactor pressure vessel available, add a schnabel car.
- Otherwise, treat this car as if it were the thirteenth car.

Fifteenth car:

- Every train ends with a caboose.

Cargo Notes

- Liquid fuel includes kerosene, gasoline, and diesel, but not crude oil.
- Food includes fruit, vegetables, and meat. It does not include beverages such as water or milk, or unprocessed ingredients like grain.
- Large objects include farming equipment, military hardware, and wind turbine parts such as wings. It does not include automobiles or oversized load such as electrical transformers or nuclear reactor pressure vessels.
- Industrial gases include helium, argon, nitrogen, and acetylene.
- Loose bulk commodities include cement, clay, coal, grain, ores and sand.
- The passenger count listed on the module is the total, and includes potential listed subcategories such as middle-class (MC) and rich passengers. The total passenger count may be lower than that of a subcategory. This is due to predictive planning and requires no special attention.

Freight Car Lookup Table

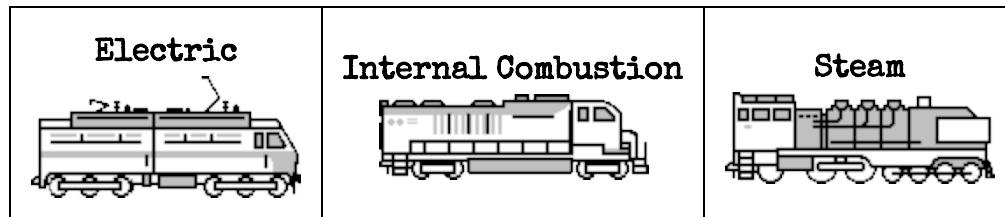
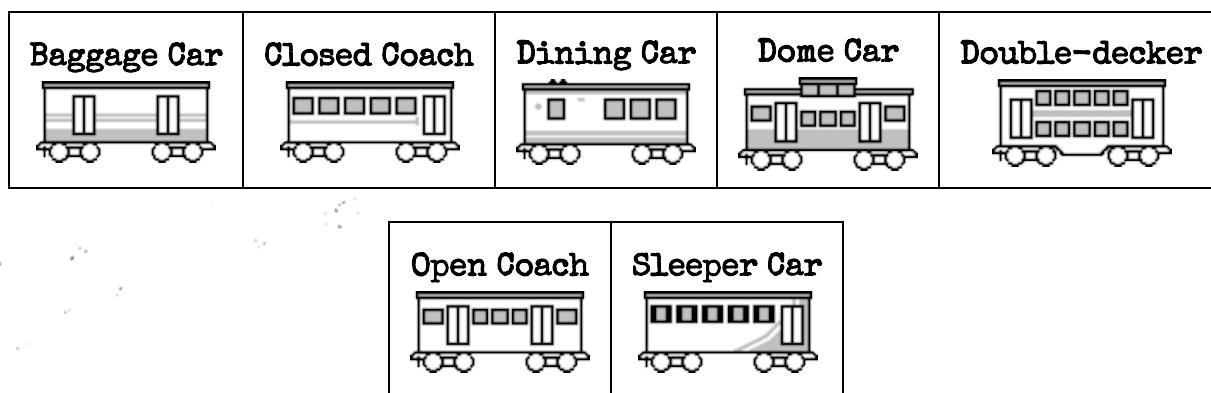
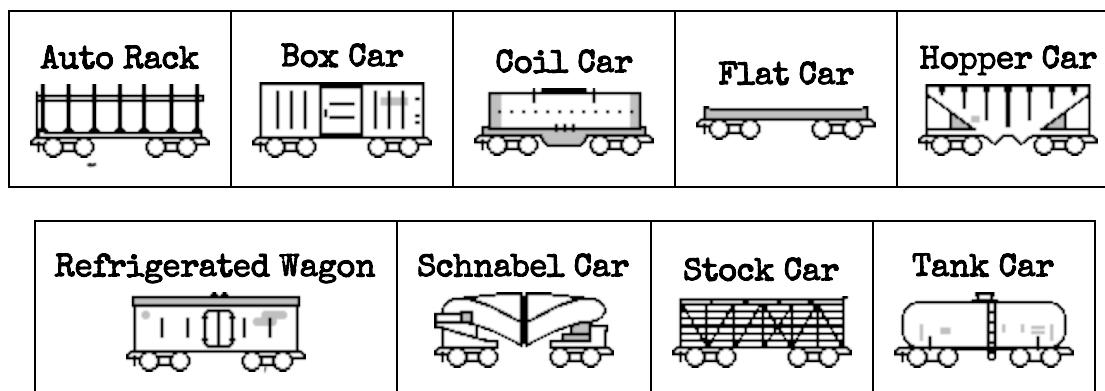
- Find the column corresponding to the current car number to be attached to the train, then find the row containing the first letter of the alphabet within that column. Read the requirement for this row.
- If the requirement is met, add the car for this row, listed under the train car column.
- Otherwise, move on to the next letter and evaluate its requirement, until there are either no letters left in the column, or a requirement is met.
- When finished using the table, return to the instructions for assembling the train to determine the next car.
- Make note of which requirements have been met on earlier train cars. Later cars may instruct skipping previously met requirements. If this is the case but a car corresponding to such a rule is attempted to be coupled anyway, the module will strike as normal but remove the relevant resource or resources from the note. Inversely, if a requirement not yet met previously is ignored, all resources related to a previously met requirement will be cleared from the note. This only applies to resources of which there are enough to satisfy the requirements.
- Refer to the cargo notes section for extra information regarding certain cargo types.

Requirement	Train Car	Priority level for car									
		4	5	6	7	8	9	10	11	12	
Over 400 mail is available.	Traveling Post Office	B	A	B				C	G	A	
Over 30 livestock is available.	Stock Car			A	C		G	B		B	
Over 100 sheet metal is available.	Coil Car	C	D		A				B	C	
Over 5 automobiles are available.	Auto Rack					G	C	D	F	D	
Over 7 large objects are available.	Flat Car		E			F	B	F		E	
Over 150 lumber or over 75 logs are available.	Flat Car		B	E	B				C	F	
Over 100 food is available.	Refrigerated Wagon	A	C	C		F			E	G	
Over 500 loose bulk commodities (except coal) are available.	Hopper Car				E	C			A	H	
Over 100 coal is available.	Hopper Car				G	E				I	
Over 600 milk or water or resin is available.	Tank Car				F			A		J	
Over 250 crude oil is available.	Tank Car					D	D		D	K	
Over 200 acid is available.	Tank Car				D		A	E		L	
Over 100 liquid fuel is available.	Tank Car			D		B		G		M	
Over 700 industrial gas is available.	Tank Car		F		A	E				N	

Passenger Car Lookup Table

- Find the row corresponding to the current car to be attached to the train
- Each cell specifies an amount of a passenger (pax) type. Use the first cell within that row for which the module has more. If there are none, use none.
- Add the car listed in the cell (in bold) to the train.
- Note:** Ignore cells with sleeper cars if the train is not long-haul.
- When finished using the table, return to the instructions for assembling the train to determine the next car.
- Take note of what cars are being connected. Some instructions refer back to previously coupled cars.
- Refer to the cargo notes section for extra information on passenger counts.

Car	Priority 1	Priority 2	Priority 3	Priority 4
4	150 pax with checked baggage: Baggage car	450 total pax: Sleeper car	400 total pax: Double-decker	250 total pax: Open coach
5	450 total pax: Sleeper car	400 total pax: Double-decker	250 total pax: Open coach	75 MC pax: Dome car
6	350 total pax: Sleeper car	300 total pax: Same car as car 5	125 MC pax: Dome car	50 rich pax: Closed coach
7	300 total pax: Sleeper car	200 MC pax: Dome car	250 total pax: Same car as car 5	75 rich pax: Closed coach
8	250 total pax: Sleeper car	150 MC pax: Dome car	70 rich pax: Closed coach	200 total pax: Same car as car 6
9	250 total pax: Sleeper car	70 rich pax: Closed coach	250 total pax: Same car as car 7	150 MC pax: Dome car
10	250 total pax: Sleeper car	70 rich pax: Closed coach	150 MC pax: Dome car	250 total pax: Same car as car 5
11	70 rich pax: Closed coach	300 total pax: Sleeper car	150 MC pax: Dome car	250 total pax: Same car as car 6
12	250 total pax: Same car as car 7	150 MC pax: Dome car	70 rich pax: Closed coach	200 total pax: Sleeper car

Railroad Car Reference Chart**Locomotives:****Passenger Cars:****Freight Cars:****Miscellaneous:**