RAIL SIMULATOR®

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

INSTALLING THE GAME

Note: For system requirements, see www.railsimulator.com.

Note: If you'd like more information about purchasing direct downloads from EA, visit www.eastore.ea.com and click MORE ABOUT DIRECT DOWNLOADS.

1. Install the EA Download Manager. The EA Download Manager is available for download from the purchase confirmation email you received when purchasing this game. Or download it directly here: http://files.ea.com/downloads/eacore/eadm-installer.exe
2. Log in with the email address you used to purchase the game. All your purchased games will be displayed in the EA Download Manager.
3. Select your game and click the start button to begin downloading the game.

   Note: You can even download a game before it is released. A progress bar shows you the estimated download time. For the fastest possible download, close other programs that use bandwidth. You can install the game on its release day to begin playing.
4. Once the download is complete and the game has been released, the file will begin decrypting and extracting. After it is finished extracting, click the Install button to launch the game installer.
5. Follow the on-screen instructions to complete the installation.

   Note: If you've already purchased a title and would like to install it on another PC, first download and install the EA Download Manager on the other PC. After installing the EA Download Manager, launch the application and log in with your EA account. The titles you have purchased are listed. Select the appropriate title and click the start button to begin downloading the game.

STARTING THE GAME

To start *Rail Simulator*:

1. Close all open programs and background tasks, including virus scanners (see *Performance Tips* on p. 14 for more info).
2. If you are running Windows XP, click the **Start** button from the Windows Taskbar and select **All Programs** (or **Programs**) > **RAIL SIMULATOR.** If you are running Windows Vista, launch using the Vista Games explorer, accessible via **START > GAMES**.

INTRODUCTION

Welcome to the most realistic railway simulation ever created.

Take a journey through railway history along four routes in Europe and the USA, driving some of the greatest electric, diesel, and steam locomotives ever built. Get straight out on the track with simple controls, or put in a little extra time to master the complex techniques used by real-life engineers. Go at your own pace along each line or take on a challenging scenario, such as coping with terrible weather or sticking to the timetable on a bustling commuter day.

Control the world outside the train with the World Editor, to build your own environments and lay your own lines. If you don't re-create your favorite local route, who will? When it's perfected, share it with friends or create unique engines and scenarios for it.

- Visit **www.railsimulator.com** to find out about other available rolling-stock, routes, and scenarios. To install add-on material, follow the instructions provided with each additional pack.
- *Rail Simulator* is a huge and complex simulation and there's only so much information we can squeeze in this manual—see *More Information* on p. 13 to learn how to find out more.

  Go to **www.railsimulator.com** for additional, up-to-date news and guides.

www.ea.com

GETTING STARTED STRAIGHT AWAY

1. After installation, click RAIL SIMULATOR to run the simulation, then click PLAY GAME.

   Note: You do not need to click OPTIONS—the default settings have been chosen to help the simulation run smoothly. For an explanation of what these options do and when you might want to change them, see *Start-Up Options* on p. 3.
2. At the Main menu, select ROUTES, then pick one of the four options: BATH GREEN PARK TO TEMPLECOMBE, BARSTOW TO SAN BERNARDINO, PADDINGTON TO OXFORD, or HAGEN TO SIEGEN.
3. Choose FREE PLAY to go where you like or SCENARIO to choose from a set of missions for each of the routes.

While you are becoming familiar with the simulation, turn on the information display (also called the technical HUD) by pressing **F5** to see important train data in an easy-to-read format.

To find out more about the individual routes, scenarios, and locomotives, see *More Information* on p. 13.

To get you started quickly, the simulation is set to the simple controls by default:

A	Speed up	**D**	Slow down	**S**	Switch between forward and reverse

When you're ready to try the realistic driving controls, see *Intermediate Driving Techniques* on p. 4.

CONTROLS

When you are in cab view (press **1**), you can use the mouse to move levers and activate switches directly within the cab for a fantastic sense of realism. To move levers, click and hold the left mouse button on the desired control and drag in the direction you want to move it. For switches and buttons, click to activate them or switch them on or off.

Note: Only the controls appropriate to the current control model are available—see *Control Models* below.

You can also use the mouse to change the viewing angle. Click and hold the right mouse button and drag the mouse in the direction required.

Alternatively, to have every control at your fingertips, use the keyboard controls listed below.

CONTROL MODELS

Choose one of the three keyboard control settings from MAIN MENU > OPTIONS > GAMEPLAY OPTIONS > CONTROL MODEL:

Simple	Control only speed and direction and leave all of the complex stuff to the computer (see *Getting Started Straight Away* above).
Intermediate	Be more involved, with more accurate throttle and braking ability (see *Intermediate Driving Techniques* on p. 4).
Expert	Take full control over the train for the most realistic experience.

START-UP OPTIONS

These options apply to all elements of the simulation and only appear when you start (or restart) the simulation.

Screen Resolution	Set the level of image detail.
Multi-sample	Change how the simulator displays object edges.
Full Screen	Run the simulator in full screen mode. (Otherwise, it runs in a window.)
Enable EAX	Turn on EAX (see below). This is on by default if your hardware supports it.
Force Software Mixing	Select this to use the CPU for sound processing, rather than your sound card.

EAX

EAX® ADVANCED HD™ includes sophisticated reverberation and filtering algorithms, simulating real-world acoustic effects. This helps to create a dynamic audio world and a more immersive gaming experience. With *Rail Simulator*'s support of EAX® ADVANCED HD™ 4.0, you can experience enhanced 3D effects including the renowned EAX® Environmental Reverberation with Sound Blaster® X-Fi™. For more information on Sound Blaster® X-Fi™, please visit **http://soundblaster.com**.

Tip: Play around with the start-up options and main options (in the Main menu) to find a setup that suits your PC's capabilities.

ON-SCREEN MENUS

MAIN TOOLBAR

In all views except cab view, move the mouse to the lower edge of the screen to display the main toolbar.

Return to the Main menu.

Display the driver's guide to learn more about the train you're driving.

Enter the World Editor (see *Introduction to the World Editor* on p. 8).

Display the assignment assistant for more information about the selected scenario.

Switch to a 2D map of the current route. Right-click and drag to move around the map and use the scroll wheel to zoom in and out.

Click to lock the toolbar in place.

ASSIGNMENT ASSISTANT

This appears automatically at the start of any standard scenario.

Close

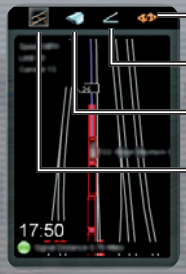
Guide to keyboard controls.

List of sub-goals within the scenario.

General information about the current scenario.

DRIVER'S GUIDE

Press **F3** to open this.



Operational parameters—The make-up of the train. Click the icons to manually uncouple carriages or apply the brakes on each vehicle.

Gradient information—Profile of approaching track, including the current gradient speed and maximum permitted speed.

Destination information—Destination, estimated time of arrival, and waiting time required.

Track information—Surrounding track layout, signals, and junctions.

INTERMEDIATE DRIVING TECHNIQUES

This is a basic explanation of the general driving controls. **It applies to the Intermediate and Expert control models only** (see *Control Models* on p. 2). Move on to this section once you've mastered the basics in *Getting Started Straight Away* (see p. 2).

Note: If you load engines supplied as part of an expansion pack, they may operate differently from those included with this product. See the documentation provided with the specific expansion pack for more details.

DRIVING A STEAM ENGINE

When you first start driving steam engines, switch on the Automatic Fireman to automate some of the more complex controls. Select MAIN OPTIONS, then GAME OPTIONS from the Main menu.

Steam Engine Controls

As detailed below, there are three important controls for driving a steam engine.

Regulator

This allows steam to pass from the boiler to the cylinders, which turns the wheels and moves the locomotive.

- Press **A/D** to increase/decrease the amount of steam passed.

Reverser

This can be switched between full forward and full reverse and it is used in a similar way to gears in a car—when setting off, use a high reverser setting to give maximum power. This uses a lot of steam, so slowly wind the reverser down as you speed up.

- Press **W** to wind the reverser forwards and **S** to wind it backwards.

Train Brakes

This applies the brakes on the locomotive and any other attached vehicles that have brakes.

- Press ' to apply the brakes and **;** to release them.

Starting the Train

1. Release your brakes. Once they are fully released and the brake pipe pressure becomes constant (shown in the **F5** information display), apply the brakes slightly until they are in the running position. (Leaving them in the release position would waste steam.)
2. Wind the reverser fully forwards.
3. Open the regulator to about 50%. The train starts to move.
4. When you reach about 10mph, wind the reverser back to about 45%.
5. As you pick up speed, continue to wind the reverser back until it is about 15-20%.

- If you then need to go faster, increase the regulator until you reach your desired speed.
- When going uphill, you may need to wind the reverser forwards and/or increase your throttle to keep your speed up.
- When going downhill, you can coast by closing the regulator completely and setting the reverser to about 45%.
- Keep an eye on the Steam Usage and Steam Generation figures in the information display at all times. Adjust the regulator and reverser to keep the Steam Generation figure higher than the Steam Usage figure; otherwise you lose boiler pressure and, ultimately, power.

Stopping the Train

Always give yourself plenty of room to stop—a typical steam-hauled train takes ¾ of a mile to stop from 60mph.

Apply the train brake until it is in the Apply position in the **F5** information display.

- If you leave the brake control in the Apply position, the brakes come on slowly until they reach their maximum force.
- If you only want to make a partial brake application, after applying the brakes, release them until the control is in the Self LAP position in the information display. This holds the braking force at its current level.

DRIVING A DIESEL ENGINE

There are five important controls when driving a diesel engine.

Diesel Engine Controls

Throttle

Press **A/D** to increase/decrease speed.

Reverser

The reverser on a diesel locomotive usually has only three positions: forward, backward, and neutral.

- To move forward, press **W** to put the reverser into the forward position. To reverse, press **S** to move it to the reverse position. When stationary, always move the reverser to the neutral position.

Train Brakes

This applies the brakes on the locomotive and any other vehicles attached that have brakes.

- Press **'** to apply the brakes and **;** to release them.

Locomotive Brakes

This applies the brakes on the locomotive only. These brakes are normally only used when driving a locomotive on its own—a 'Light Engine'.

- Press **]** to apply the brakes and **[** to release them.

Start up/Shutdown

Press **Z** to start up or shut down your locomotive.

Note: The BR294 and Class 166 have combined throttle and train brake controls. When driving these locos, press **D** to apply the brakes.

Starting the Train

1. Start up the locomotive.
2. Move the reverser to the forward position.
3. Release the train brakes and locomotive brakes, if applied.
4. Move the throttle to around 25%. Do not use full throttle from a standing start as this can cause wheelslip or can overload the engine or traction motors, causing the power to trip out.
5. When you've reached around 10mph, give the locomotive full throttle. Be more careful in wet or snowy conditions, however.

Stopping the Train

Always give yourself plenty of room to stop—a typical diesel-hauled train takes ¾ of a mile to stop from 90mph.

Apply the train brake until it is in the Self LAP position (shown in the **F5** information display). Increase or decrease the braking force by moving the train brake control within the Self LAP position.

DRIVING AN ELECTRIC ENGINE

There are six important controls when driving an Electric Engine.

Electric Engine Controls

Throttle

Press **A/D** to increase/decrease speed.

Reverser

The reverser on an electric locomotive usually has only three positions: forward, backward, and neutral.

To move forward, press **W** to put the reverser into the forward position. Press **S** to move it to the reverse position. When stationary, always move the reverser to the neutral position.

Train Brakes

This applies the brakes on the locomotive and any other vehicles attached that have brakes.

- Press **'** to apply the brakes and **;** to release them.

Locomotive Brakes

This applies the brakes on the locomotive only. These brakes are normally only used when driving a locomotive on its own—a 'Light Engine'.

- Press **]** to apply the brakes and **[** to release them.

Pantograph Up/Down

Press **P** to raise or lower the pantograph, which collects electricity from the overhead wires.

Start up/Shut down

Use **Z** to start up or shut down your locomotive.

Starting the Train

1. Raise the pantograph (if it isn't already raised).
2. Start up the locomotive.
3. Move the reverser to the forward position.
4. Release the train brakes and locomotive brakes, if applied.
5. Move the throttle to around 25%. Do not use full throttle from a standing start as this can cause wheelslip or can overload the traction motors, causing the power to trip out.
6. When you've reached around 10mph, you can normally then give the locomotive full throttle. Be more careful in wet or snowy conditions.

Stopping the Train

Always give yourself plenty of room to stop—a typical electric-hauled train takes ¾ of a mile to stop from 90mph.

Apply the train brake control until it is in the Self LAP position (shown in the **F5** information display). Increase or decrease the braking force by moving the train brake control within the Self LAP position.

SAVING AND LOADING

To save your progress in a scenario or free play session, simply press **F2** at any time while playing.

- To load your progress in a scenario or free play session, open the Scenario menu, select the scenario you wish to continue, then click CONTINUE.

  Note: You can only make one save per scenario or free play session. Any subsequent saves overwrite the previous one.

INTRODUCTION TO THE WORLD EDITOR

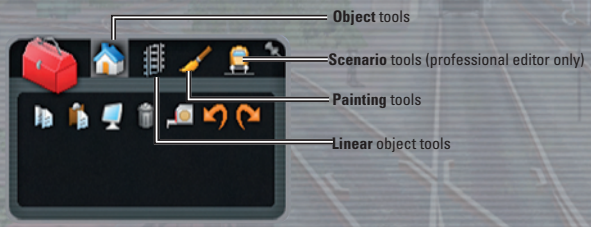
This is an overview of the basic features of the World Editor User Tools.

- User Tools are included in *Rail Simulator*. Use them to modify the environments supplied and to create your own simulator world.
- The Professional Tools allow much more control over the creation of new content, but they are designed for advanced users and developers. Download these—and documentation about them—from **www.railsimulator.com**.

EDITOR MENUS

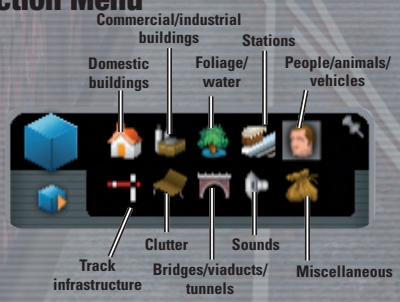
The editor tools appear in three dynamic menus on the left side of the screen.

Main Editor Menu

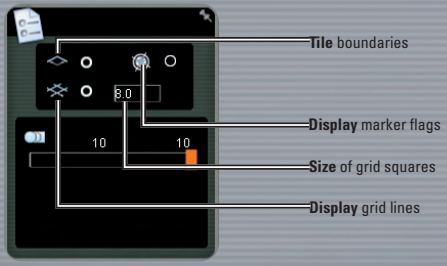


Note: For more detail on the individual tools, see the Editor User Guide (see *More Information* on p. 13).

Object Selection Menu



Object Options Menu



EDITING BASICS

Start creating your own rail world with these simple techniques. For more detailed guidance, read the Editor User Guide (see *More Information* on p. 13).

- If you make a mistake when editing, you can press **CTRL+Z** to undo your last action or select an object and press **DEL** to get rid of it.
- When you click an object, a set of arrows appears above it. Click and hold one of these, then move the mouse to change the object's position, height, or direction.

Create Hills

1. Select the painting tools icon in the Main Editor menu to enter the painting tools suite.
2. Select the height icon (far left in the middle row).
3. Click and hold over the terrain. A grid appears, showing the area that will be affected. Move the mouse forwards and backwards to change the terrain height. The current height appears in the center of the status bar (at the bottom of the screen).

Lay Track

1. Select the linear object tools icon in the Main Editor menu, then select a track type from the Object Selection menu.
2. Move the mouse into the simulation world. A yellow ball with an arrow attached appears beneath the cursor, indicating the direction in which track will be laid.
3. Click where you want to start laying track or click and hold, then move the mouse to change the direction in which track will be laid.
4. Release the left mouse button and move the mouse in the direction of the arrow to see a track outline.
5. Click to place the track in the position of the outline.
6. Another outline appears at the end of the new section of track. Click to place this extra track.

- Right-click to cancel continuous track placement or double right-click to cancel track placement completely.

Create a Cutting or Embankment

These terrain features are typically applied to track but can also be applied to roads (usually to make bridge embankments).

1. Select the painting tools icon in the Main Editor menu to enter the painting tools suite. Select the snap tool (the magnet icon).
2. Click on areas of track that are above the terrain surface. The tool detects raised lengths of track or road nearby and raises or lowers the terrain, applying your settings to create the embankment or cutting.

- The snap tool only affects nearby areas beneath track or road. Options for the snap tool—cutting angle, embankment angle, and base width—can be set in the Object Options menu.

Place an Object

1. Select object tools in the Main Editor menu, then the domestic buildings icon in the Object Selection menu.
2. Select an object from the list.
3. The object shape appears under the mouse pointer and hugs the surface of the terrain:
   - Click to place an instance of the object in the current position.
   - Click and hold, then move the mouse to rotate the object on the spot. Release to place the object.
   - Right-click to finish placing that type of object.

Place Track Markers

Track markers help trains navigate the railway network. For example, a platform marker tells the train it has arrived at a station and needs to stop in order to use it.

1. Click the track infrastructure icon in the Object Selection menu. Select an object and press **M** to jump to the markers in the browser list.
2. Select a marker and move the mouse into the simulation world. Note the orange cube on top of a pale blue stalk attached to the marker. Move the marker object over a length of track and it locks to the track length.
3. Click and hold, then move the cursor along the track to define the length of the marker. Release to place the marker.
4. Select the marker, then click and hold the green arrow cubes to adjust its length.

- Right-click to finish using marker object placement.

Create a Platform

1. Choose MARKER – PLATFORM from the Object Selection menu.
2. Click a piece of track to place a platform marker. Click and hold, then move the mouse to make the marker the length you wish the platform to be.
3. Choose the platform icon from the Linear Object Selection menu. Select an object in the browser list below and press **P** to jump to the platforms.
4. Determine the visible platform length in the same way as track lengths (see *Lay Track* on p. 9).
5. Place the platform parallel to the track, next to the platform marker and following the curve of the track. Ensure the correct side of the platform is facing the track.

- Right-click to finish placing that type of platform.

Place a Track-Linked Object

Track-linked objects are scenery items that interact with trains, including fuelling points, freight loading facilities, and signals. Connect them to the track so that passing trains can interact with them.

1. Click the track infrastructure icon in the Object Selection menu. Press the initial letter of the track-linked object to jump to the appropriate point in the list.
2. Scroll down to find the specific object and select it.
3. Click and hold to place the object. When you release, a link to the object extends under the mouse pointer. Move the cursor over a length of track to attach the link.
4. Click to lock the link to the track.

- Right-click to finish using track-linked object placement.

Place a Signal

Place signals in the same way as any track-linked object.

- Depending on the signal, there may be more than one link to attach to the track. When you've secured the first link, attach subsequent links in the appropriate places.
- If you wish to use more sophisticated signal placement, try the Professional Tools—see p. 8 for details of how to obtain these.

Create a Junction

Create junctions by adding a piece of track to the midpoint of an existing length of track.

1. Select the same track type as the track your junction will diverge from (see *Lay Track* on p. 9). Using another track type could mean your new junction doesn't work properly.
2. Move the gizmo (the yellow ball and arrow) along a piece of track to the point where you want your junction. Note that the yellow arrow snaps to any nearby track for ease of use.
3. Click to see an outline of your new track.
4. Move the outline in a curve away from the original track and click to create the junction.

- Right-click to finish using continuous track placement and double right-click to cancel track placement completely.

Texture Terrain

Terrain texturing works as if you are spraying the texture onto the terrain.

1. Select the painting tools icon in the Main Editor menu to enter the painting tools suite. Select the paint terrain tool (the paint brush on the white square). The browser list shows the textures available.
2. Select a texture and move the mouse over the terrain. The grid shows the area the tool will affect.
3. Click and hold to spray the texture. Hold for longer to spray the pattern over a wider area.

- Right-click to finish using the texture spray tool.

REFERENCE

WARNING AND ERROR MESSAGES

When an error occurs in the simulation, one of the following messages appears.

Unrecoverable Errors

The following errors cause a free play session or scenario to terminate immediately.

Train derailment	Your train leaves the track. This is usually when you travel around corners too fast or pass over a closed junction.
Collision	Your train collides with another train or wagon.
Locomotive ran out of water (steam trains only)	Your steam locomotive runs out of water.
Fusible plug has melted (steam trains only)	Your steam locomotive runs out of water and a safety mechanism allowed pressure to leave the boiler such that it didn't explode. To avoid this, make sure the boiler water level never drops to zero.
Fatal blowback (steam trains only)	Your steam locomotive enters a tunnel with the firebox doors open. To avoid this, close the firebox doors and turn the blower onto full when entering tunnels.
Firebox extinguished (steam trains only)	You didn't stoke your fire with sufficient coal and it died.

Major Operational Errors

The following errors don't end a scenario or free play session because you can still drive the train. However, you will be penalized heavily in the performance report at the end of the scenario.

Moved train while doors were open	Your train moves at any point while the doors are open.
Left station before passenger loading was complete	You leave the station area before the passenger loading bar reaches 100%.
Moved train while loading/ unloading was under way	You move before the freight/fuel loading bar reaches 100%.
Signal passed at danger (SPAD)	You pass a red signal without requesting permission to do so.

Minor Operational Errors

The following errors don't end a scenario or free play session because you can still drive the train.

Used emergency brakes/ penalty brakes	You apply the emergency brakes or cause the automatic warning systems to trigger them.
Speeding	You exceed the speed limit. For each incident of speeding, the start time, maximum velocity, distance traveled, nearest milepost, and speed limit are recorded.
Passenger/freight comfort	Passengers experience unacceptable discomfort. This usually happens when you exceed line speed, especially when the train is traveling around corners. It also happens if you apply brakes too hard.
Wheelslip (scenarios only)	This usually happens when the train accelerates too hard or brakes too hard (especially when pulling a load). The best way to avoid wheelslip is to accelerate gently and use the train's sander to apply sand to the track.
Failed to stop at a station (passenger scenarios only)	You don't stop at a station stop required in your scenario instructions.
Failed to stop for work order (freight scenarios only)	You don't stop for a work order required in your scenario instructions.
Improper horn use (scenarios only)	You don't sound your horn when entering a station or tunnel, or you sound the horn during hours of darkness.

MORE INFORMATION

To find out more about *Rail Simulator*, go to **\Program Files\Rail Simulator\Manuals** (unless you choose a different location to install the game).

Routes, Rolling Stock, Scenarios	Describes the routes, rolling stock, and scenarios included with the simulation.
Editor User Guide	Provides a complete description of the World Editor tool.

Visit www.railsimulator.com for even more up-to-date information, hints, and tips.

PERFORMANCE TIPS

SYSTEM REQUIREMENTS

It is essential that your PC meets the game's minimum system requirements, which you can view at www.railsimulator.com. If you are experiencing poor performance, check to make sure your system hardware supports the requirements.

BACKGROUND TASKS

In some cases programs that are running on your system can monopolize resources that the game needs in order to install, load, and run properly. Not all of these programs are immediately visible. There are a number of programs, called "background tasks," that are always running on your system.

> **Important Note:** While shutting down background tasks will optimize your system for running *Rail Simulator,* these background tasks' features will be unavailable once shut down. Be sure to re-enable background tasks after playing *Rail Simulator* by restarting your computer.

If your system is running anti-virus or crash guard programs you will need to close or disable them to run *Rail Simulator*. To do this, find the icon for the program on the Windows Taskbar and then right-click the icon and select "close," "disable," or the relevant option. Please note that these programs will be reactivated the next time you restart your computer.

Once anti-virus and crash guard programs have been disabled, you should end all unnecessary general background tasks.

To view and close background tasks (Windows XP):

1. Hold down CONTROL and SHIFT and then tap ESC. Select the Windows Task Manager.
2. Click the **Processes** tab. This tab displays a list of all background tasks running on your system.
3. Click the **User Name** column heading. This sorts all the processes together by user name.
4. Select an item with a user name, but DO NOT select one from the SYSTEM, LOCAL SERVICE, or NETWORK SERVICE groups. Also, DO NOT select the *explorer.exe* or *taskmgr.exe* items.
5. Click END PROCESS. You may receive a warning message, if so click YES. The selected item disappears from the list.
6. Repeat steps 4 and 5 until only *explorer.exe* and *taskmgr.exe* remain in the user name group.

VIDEO AND SOUND DRIVERS

An outdated video or sound driver can lead to slow and choppy gameplay, or in some cases can prevent the game from running at all. To ensure an enjoyable experience with *Rail Simulator,* be sure that you have the most recent video and sound drivers installed. These drivers are typically available for download from your system or hardware manufacturer's website. If you are not sure what type of video or sound card you have, or you don't know how to update the drivers on your system, please refer to the documentation that came with your system or peripheral.

TECHNICAL SUPPORT

If you have trouble with *Rail Simulator*, EA Technical Support can help. The *EA Help* file provides solutions and answers to the most common difficulties and questions about how to properly use this product.

To access the EA Help file (with *Rail Simulator* already installed):

Click the **Start** button from the Windows Taskbar and select **All Programs** (or **Programs**) > **RAIL SIMULATOR** > **Technical Support**.

To access the EA Help file (without *Rail Simulator* installed):

1. Insert the *Rail Simulator* disc into your DVD-ROM drive.
2. Double-click the My Computer icon on the Desktop. (For Windows XP, you may need to click the **Start** button and then click the My Computer icon).
3. Right-click the DVD-ROM drive that has the *Rail Simulator* disc and then select OPEN.
4. Double-click the Support folder.
5. Double-click the EA Help folder.
6. Double-click the Electronic_Arts_Technical_Support.htm file in this folder.

If you are still experiencing difficulty after utilizing the information in the EA Help file you can contact EA Technical Support.

EA Technical Support on the Internet

If you have Internet access, be sure to check our EA Technical Support website at:

http://support.ea.com

Here you will find a wealth of information on DirectX, game controllers, modems, and networks, as well as information on regular system maintenance and performance. Our website contains up-to-date information on the most common difficulties, game-specific help, and frequently asked questions (FAQs). This is the same information our support technicians use to troubleshoot your performance issues. We keep the support website updated on a daily basis, so please check here first for no-wait solutions.

If you are unable to find the information you need on our website, please feel free to contact EA Technical Support via e-mail, phone, or letter.

If you need to talk to someone immediately, call us at US 1 (650) 628-1001. This number is available Monday through Friday 8 AM – 5 PM PST. **No hints or codes are available from Technical Support.**

EA Technical Support Contact Info

Website: http://support.ea.com

Mailing Address: EA Technical Support
P.O. BOX 9025
Redwood City, CA 94063-9025

If you live outside of North America, you can contact one of our other offices.

In the **United Kingdom**, contact:
Electronic Arts Ltd.
P.O. Box 181
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Phone (0870) 2432435
http://eauk.custhelp.com

In **Australia**, contact:
Electronic Arts Pty. Ltd.
PO Box 432
Southport Qld 4215, Australia

In **Australia:** For Technical Support and Game Hints & Tips, phone: 1 902 261 600 (95 cents per minute) CTS 7 days per week 10:00 AM – 8:00 PM. If you are under 18 years of age, parental consent required.

Notice

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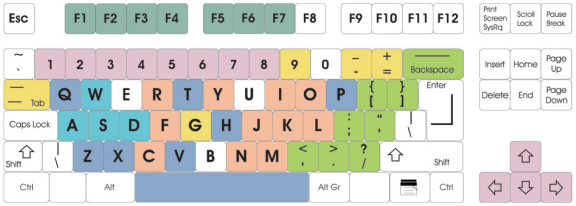
CREATIVE

Keyboard Controls

To set the control model to Simple, Intermediate, or Expert controls, select GAMEPLAY from the Options menu in the Main menu.



- On-Screen Information
- Moving the Train
- Stopping the Train
- Additional Cab Controls
- Additional Commands
- Steam Locomotive Controls
- Views

General

Pause	**PAUSE BREAK**
Take screenshot (in Windowed mode only)	**ALT+PRINT SCRN**
Return to Main menu	**CTRL+Q**
Enter World Editor	**CTRL+E**

On-Screen Information

Scenario tasks and keyboard controls	**F1**
Save prompt	**F2**
Driver's Guide	**F3**
Simple HUD	**F4**
Technical HUD	**F5**
Toggle labels	**F6**
Toggle engine and wagon number labels	**F7**

Views

Cab View	**1**
Zoom in/out	**↓/↑**
Zoom in/out fast	**SHIFT+↓/↑**
Head out of Window View	**SHIFT+2**
Look forward/backward	**↓/↑**
Look out of left/right window	**←/→**
External View 1	**2**
External View 2	**3**
Rotate left/right	**←/→**
Rotate left/right fast	**SHIFT+←/→**
Rotate up/down	**CTRL+↓/↑**
Rotate up/down fast	**SHIFT+CTRL+↓/↑**
Change focus to next vehicle on left/right	**CTRL+←/→**
Trackside View	**4**
Passenger View	**5**
Zoom in/out	**↓/↑**
Coupler View	**6**
Zoom in/out	**↓/↑**
Change view to next coupler towards the front of the train	**CTRL+↑**
Change view to next coupler towards the rear of the train	**CTRL+↓**
Left side/right side/top down view	**←/→/↑**
Bird's eye camera	**7**
Discount camera focus from the train	**8**

Driving

Speed up/slow down (Simple controls)	**A/D**
Forward/reverse (Simple controls)	**S**
Increase/decrease reverser (Intermediate controls)	**W/S**
Increase/decrease throttle (Intermediate controls)	**A/D**

Stopping the Train

Emergency brakes	**BACKSPACE**
Increase/decrease train brake (Intermediate controls)	**' / ;**
Increase/decrease locomotive brake (Intermediate controls)	**] / [**
Increase/decrease dynamic brake (Expert controls)	**. / ,**
Handbrake on/off (Expert controls)	**/**

Additional Cab Controls

Warning system reset (Expert controls)	**Q**
Start up/shut down engine (Intermediate controls)	**Z**
Horn	**SPACEBAR**
Wipers	**V**
Sander (Expert controls)	**X**
Headlight states 1/2/3	**H/SHIFT+H**
Raise/lower power pickup (Expert controls)	**P**
Load freight or passengers (including open doors) (Intermediate controls)	**T**

Additional Commands

Request permission to pass stop signal ahead/behind (Intermediate controls)	**TAB/SHIFT+TAB**
Map view	**9**
Activate refuelling	**T**
Change to rear/front cab	**CTRL+=/CTRL+-**
Change switch ahead/behind	**G/SHIFT+G**
Manual couple	**CTRL+SHIFT+C**

Steam Locomotive Controls (Expert controls)

Open/close firebox	**F/SHIFT+F**
Injector 1 steam on/off	**I**
Increase/decrease injector 1 water	**K/SHIFT+K**
Injector 2 steam on/off	**O**
Increase/decrease injector 2 water	**L/SHIFT+L**
Dampers on/off	**M/SHIFT+M**
Increase/decrease blower	**N/SHIFT+N**
Increase/decrease coal shovelling rate	**R/SHIFT+R**
Open/close cylinder cocks	**C**
Raise/lower water scoop	**Y**
Small ejector on/off	**J**

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Signaling and Signage

US Modern Signaling

These signals appear on the Barstow to San Bernardino route.

Multi-Aspect Color Light Signals

The line ahead is clear.

Stop at the next signal.

The line ahead is occupied.

Junction Signals

Prepare to pass next signal not exceeding 60mph for diverging route.

Prepare to pass next signal not exceeding 50mph for diverging route.

Prepare to pass next signal not exceeding 40mph for diverging route.

Prepare to pass next signal at restricted speed for diverging route.

Proceed along diverging route at line speed.

Proceed along diverging route at line speed and prepare for additional diverging route.

Proceed along diverging route at line speed and prepare to pass next signal not exceeding 35mph.

Proceed along diverging route at line speed and prepare to stop at next signal.

Proceed at restricted speed not exceeding 15mph.

Stop, then proceed at restricted speed not exceeding 15mph.

Trackside Signage

Speed limit signs.

Speed limit for direction indicated.

Speed limit warning signs.

Speed limit warning for direction indicated.

Resume speed limit indicated.

Distance Marker Posts

These appear on one side of the line and indicate the distance in miles from a main station on the route.

German Signaling

These signals appear on the Hagen to Siegen route.

Modern "HP" Signal

The line ahead is clear.

Be prepared to stop at the next signal. If using a junction, slow to a maximum speed of 40km/h.

The line ahead is occupied.

Modern "VR" (Distance) Signal

These signals appear before HP signals, and provide a warning about what the HP signal is showing.

The HP signal is showing the line ahead is clear.

The HP signal is showing a warning.

You should stop at the next HP signal.

Modern "VR" Repeater Signal

These signals are distinguished by a white marker on the side but they are identical to the VR signals in every other way.

Modern "SH" Shunt Signal

White lights indicate the junction ahead is active and can be used.

Red lights indicate the junction ahead cannot be used.

UK Modern Signaling

These signals appear on the Oxford to Paddington route.

Multi-Aspect Color Light Signals

The line ahead is clear.

Be prepared to stop after the next signal.

Stop at the next signal.

The line ahead is occupied.

Junction Signals

An illuminated row of white lights indicates that the route ahead will be diverging from the current line.

Ground Shunt Signals

Two illuminated white lights indicate the junction ahead is active and can be used.

Signal Warning Systems

Note: These controls are only active in the Expert control model.

Automatic Warning System (AWS)

AWS is a signal warning system mounted in the middle of the track roughly 185m in front of every stopping signal.
If the signal ahead is displaying GREEN, you will receive a bell tone inside the cab, and you do not need to react.
If the signal ahead is displaying YELLOW or RED, you will receive a buzzer tone, and must react to the feedback. Press Acknowledge (Q) within 2.7 seconds. If you don't, the emergency brakes will be applied to stop the train.

Train Protection and Warning System (TPWS)

(Only present on Oxford to Paddington route)

TPWS is a signal and speed monitoring system, mounted in the middle of the track. Similar to AWS, TPWS checks the trains as they pass and decides whether they can stop in time for the signal it is protecting.
If the signal is GREEN or YELLOW, TPWS will only stop a train if it is going faster than the speed limit.
If the Signal is RED, TPWS will stop a train if it is unlikely to stop before passing the signal.

Trackside Signage (UK & German)

Speed limit signs.

Speed limit for direction indicated.

Speed limit warning signs.

Speed limit warning for direction indicated.

UK Historic (Semaphore) Signaling

These signals appear on the Bath to Templecombe route.

Home Signals

The line ahead is clear.

The line ahead is occupied.

Distant / Warning Signals

These signals come before the Home signals, and give a warning about what the Home signal is displaying.

The Home signal is showing the line ahead is clear.

You should be prepared to stop at the next Home signal.

Combined Signals

These signals are used when there isn't enough space to have the Distant signal on its own post.

The line ahead is clear as well as beyond the next signal.

The line ahead is clear, but be prepared to stop at the next signal.

The line ahead is occupied.

Junction Signals

The taller signal indicates the main route, with the lower signal indicating a diverging route. There are also 'warning' versions of these signals.

You should use the main route ahead and the line ahead is clear.

You should use the diverging route ahead and the line is clear.

The line ahead is occupied on both routes.

Ground Shunt Signals

These act like miniature semaphore signals. They indicate if a junction can be used.

In the diagonal position, the junction is clear and can be used. While in the horizontal position, the junction is not safe to use.

Distance Marker Posts

These appear on one side of the line and indicate the distance in miles (for UK routes) and kilometers (for Mainland Europe routes) from a main station on the route.

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