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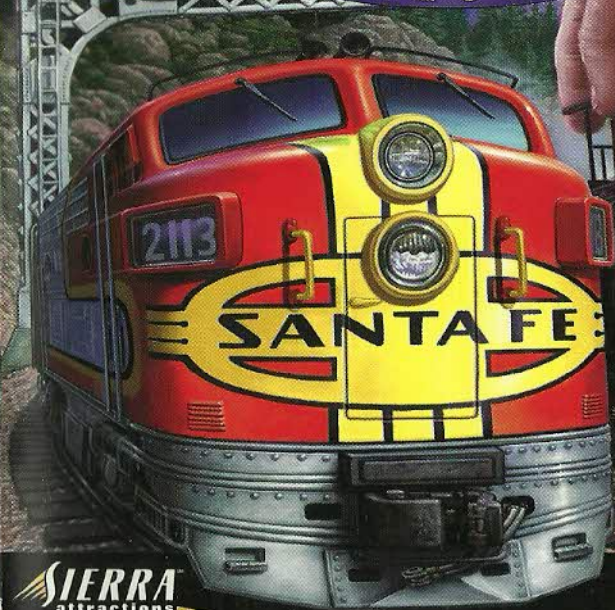
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3-D
ULTRA

TRAIN TOWN

LIONEL
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DELUXE



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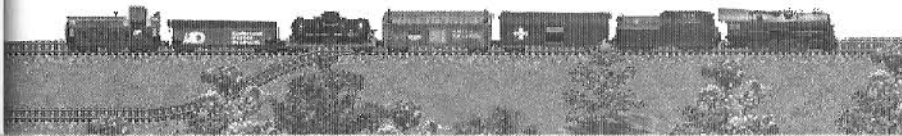
**ALL PLAY
NO WORK**



"Now boarding 3D Ultra: Lionel® TrainTown Deluxe!"

Sierra Attractions brings your model trains to life and delivers a freight car full of fun for the whole family.

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Getting Started

Before you can play *3D Ultra: Lionel® TrainTown Deluxe* you must first *install* the program on your computer's hard drive. We strongly recommend that you close other programs that may be running in the background.

AutoPlay (The Quick and Easy Way To Install Your Game)

The *TrainTown Deluxe* CD contains an **Autoplay** program that automatically guides you through the installation process.

1. Put the *TrainTown Deluxe* CD into your computer's CD ROM drive.
2. Once the **Autoplay** screen appears, click on the **Install** button.
3. Follow the on-screen installation instructions. Once you have successfully installed the game, you're ready to play!

What To Do If AutoPlay Doesn't Work

If your computer doesn't automatically bring up the **Autoplay** installation screen, you need to start the program running yourself.

1. Double-click on the **My Computer** icon on your computer's desktop.
2. Right-click on the drive with the *TrainTown Deluxe* icon (your CD ROM drive). A pop-up menu appears.
3. Click the **Autoplay** option from the pop-up menu.
4. After the **Autoplay** screen appears, click on the **Install** button to begin.

Installing the Game

When it comes to deciding how much of the game to install on your hard drive, you have two options: **Minimal** and **Typical**. The **Minimal** option installs fewer files to save hard drive space. The **Typical** option installs more files for better game performance.

Almost Done...

Be sure to register your copy of *TrainTown Deluxe* when prompted. Registration is a quick way to take advantage of exclusive promotions and product updates that you won't want to miss!

Begin Playing

Now that you've installed the game, there are several ways to begin:

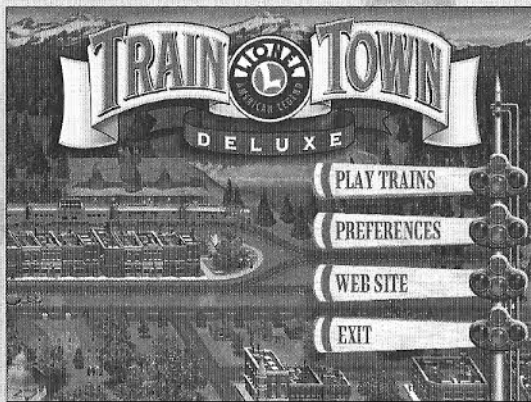
- If Autoplay is enabled on your computer, each time you insert the *TrainTown Deluxe* CD into your CD ROM drive, the game automatically starts. Click on the **Play** button to begin.
- Click on the *TrainTown Deluxe* desktop icon, if you elected to create one when you installed the game
- You can also start the game by clicking on your desktop **Start** button, then selecting *Programs/Sierra/3D Ultra Lionel® TrainTown Deluxe/3D Ultra Lionel TrainTown Deluxe*.

"All Aboard!"

It's time to board. You're presented with four game options; **Play Trains**, **Preferences**, **Web Site** and **Exit**. You'll notice that as your mouse pointer passes over these "hot spot" buttons, a pop-up banner gives you a short description of the option.

- **Play Trains:**
Click on the **Play Trains** button to go to the *Sign In* roster and start the game.
- **Preferences:**
Click on the **Preferences** button to go to the *Preferences* screen. This screen contains many options that let you alter the game's default settings.

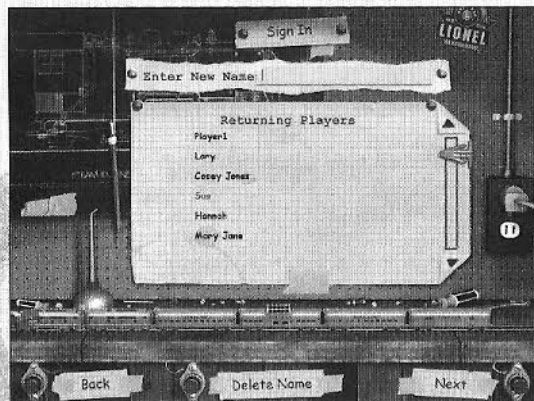
- **Web Site:** Click on the **Web Site** button to point your web browser at the *3D Ultra: Lionel® TrainTown Deluxe* web site. Here you'll find the latest game information and links to many of our other *3D Ultra* titles.
- **Exit:** Click on the **Exit** button to leave the game at this time.



Sign In Roster

If this is your first time playing *TrainTown Deluxe*, you may either enter a player name in the space marked ENTER NEW NAME: _____ or play as Player 1. If your player name already appears on the roster, click on it (player names appear in red when selected), then click on the **Next** button to continue.

If your Sign In roster is getting full, you can delete player names. Click on the player name you want to delete, and then click on the **Delete** button to permanently remove it from the roster.

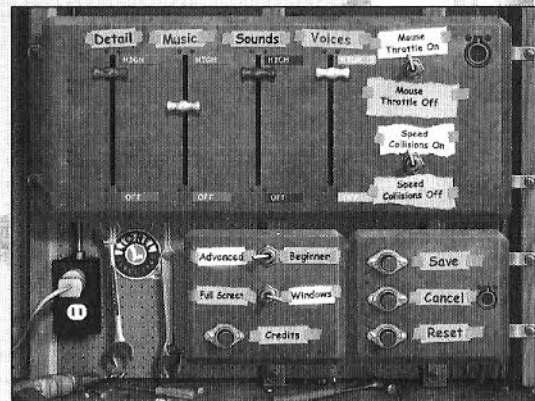


Game Preferences

Certain game features can be changed to suit your particular style of play.

- To move a slider bar, simply click on it and drag the handle to the desired position.
- Click on a switch to toggle it between the settings.

Player's Note: The Advanced/Beginner switch refers to your ability to set advanced features in the Layout Editor. It does not affect the difficulty of the jobs.



Jobs

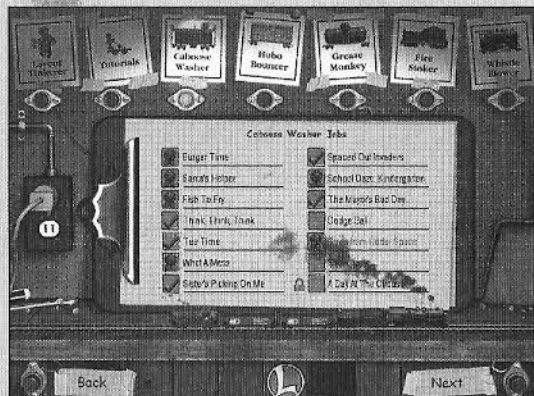
TrainTown Deluxe contains eighty-four different jobs (fourteen in each of six difficulty categories). Some jobs are easy, others are more difficult. To complete these jobs, you'll need to use the right combination of trains and brains! In addition to the ready-made jobs, the Layout Editor lets you create an unlimited number of challenging jobs all by yourself.

Choosing a Job

Once you have chosen a player name, you're taken directly to the *Job Roster*. There are seven *Job Bins* located at the top of the screen. The bin on the far left

(Layout Tinkerer) contains jobs that you create using the Layout Editor. (See the section entitled *Using the Layout Editor* for more information.)

The *Tutorials* bin contains introductory level jobs that help new players understand the basics of play. A narrator guides you through



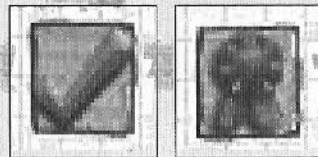
each tutorial and stops the lesson when a new concept is introduced. It also contains Train Parks that let you drive trains around several different landscapes picking up and dropping off cargo at your leisure.

The remaining five bins contain jobs that range in difficulty from *Caboose Washer* (Easy level) to *Whistle Blower* (Expert level). Unlike the tutorials, you won't find a narrator to help you complete any of these jobs. You're on your own. It's best to start out with the easiest jobs (those in the *Caboose Washer* bin), then work your way up to those in the *Whistle Blower* bin.

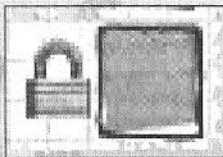
To select a *job*, click on one of the seven *job bins*. (All of the jobs contained in this bin are displayed on the clipboard in the center of the screen.) Click on the job you wish to play. When you're satisfied with your selection, click on the **Next** button to continue.

Credit for Completing Jobs

Once you have successfully completed a particular job you receive a checkmark next to the name of the job on your job roster. All bins, except Layout Tinkerer and Tutorial, have a special "bonus" job that remains locked (inaccessible) until you have received checkmarks next to all the



Successfully complete a job and you receive a check mark on your job roster. If you complete the job in record time, or post the highest score, you receive a blue ribbon.



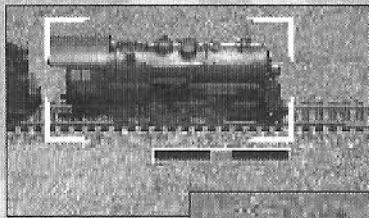
Complete **ALL** the jobs in a job bin to unlock the bonus job.

other jobs in the bin. Complete all the other jobs in the job bin and the bonus job is unlocked.

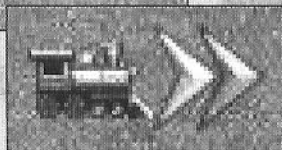
If you complete a job in record time or earn the top score, you are awarded a "blue ribbon" in place of a checkmark. Of course, the ultimate test of your skills as an engineer is to get blue ribbons next to all the jobs in a job bin.

Mouse Controls

Clicking your mouse anywhere on the play area to the right of a train causes the train to move to the right. Clicking to the left of a train causes it to move left.



Multiple clicks either to the left or right increase the speed of the train by one increment per click. To stop, click directly on the train. The mouse pointer changes to a stop sign when positioned properly over the train.



(For additional control options, see the Hot Keys summary on page 26 of this manual.)

Things You Can Do With Your Mouse

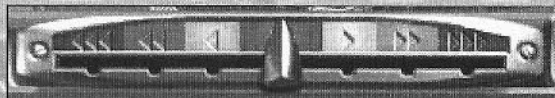
1. Click directly on an engine (or car) to select it.
2. Click to the left of a selected train to go left, to the right of a selected train to go right. Click directly on a selected train to stop.
3. Click on a green pickup icon to load it in the proper car. (The car must be inside a loading zone.)
4. Click on a red delivery icon to drop off a car load. (The car must be inside a loading zone.)
5. Click between cars (when the uncoupler mouse pointer appears) to *uncouple* them.
6. Click on a track interchange to toggle the switch direction.
7. Right-click on the track to place or remove a signal flag.
8. Click on a semaphore or signal flag to toggle the signal: Green (Go), Blue (Reverse), Red (Stop).

The Tool Bar Display

Underneath the main viewing area of your screen is a tool bar display. This display contains nearly everything you need to keep your trains running smoothly.

Throttle Controls

In addition to using your mouse, you may also use the *throttle control* to move your trains. The throttle control is located across the top of the tool bar display. There are seven throttle positions. Moving the throttle to the middle *red-colored* position causes the selected train to *stop*. Moving the throttle to one of the three *green-colored* positions (*Slow*, *Fast*, *Fastest*) causes the selected train to move to the right. Moving the throttle to one of the three *blue-colored* positions causes the selected train to move *left*.



As the shade of color gets darker, the faster your train moves. Speed is important but it can also be dangerous. Be careful that you don't crash in to track bumpers or even other cars. At fast speeds, crashing into things wrecks your train. (Select *Speed Collisions Off* on the *Preferences* screen if you want to disable this feature.)

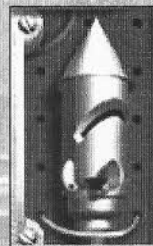
Job Clock

Depending upon the job, your *job clock* can count up (to record elapsed time) or down (to indicate your time remaining.) Even when a job doesn't have a time limit, you'll still want to finish quickly to get the best time *and the blue ribbon!* Speed is important, but so is safety. Each time you damage your train (or cars) you receive a time penalty.



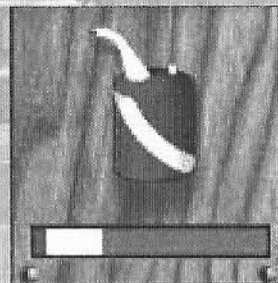
Train Whistle

Every now and then critters may wander onto the track. Click on the whistle to scare them out of your way.



Fuel Gauge

There are three different types of train engines: *steam-powered engines* which require both coal and water, *diesel-powered engines* which require diesel fuel, and *hand-cars* which are people-powered and just require rested workers. Always make sure you have plenty of the proper type of fuel for your engine. Running out of fuel is a quick way to end a job before you've had a chance to finish it. (For more information on keeping your trains fueled, play *Tutorial: Loads and Deliveries*.)





Options Tab

Click on the *Options* tab to see a pop-up display containing the six option buttons: *Pause*, *Briefing*, *Preferences*, *Restart*, *End Job*, and *Quit Game*.

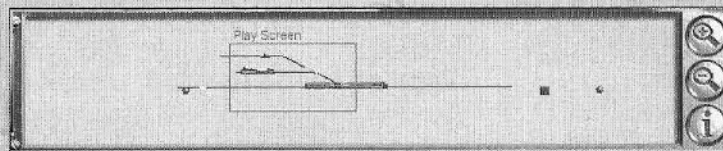
Info Tab

Forget what you need to do to complete the job? Click on the *Info* tab to see the job description and related information.

Map Tab

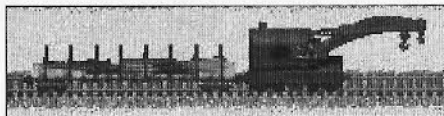
Click on the *Map* tab to see a map of your entire *TrainTown Deluxe* play area. Each map contains the following information:

- Location and arrangement of track (thin blue lines)
- Location of trains (moving engine icons)
- Location of loads to be picked-up (green icons)
- Delivery points for loads (red icons)



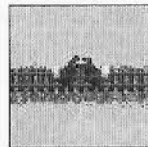
The *Zoom In/Out* buttons to the right of the map let you control your map magnification. The "i" button lets you toggle load icons in the play area On and Off.

The map also lets you quickly reposition your view of the play area. The thin-lined rectangle located inside the map display represents your current view. Click on the map to change the location of the viewing area rectangle.



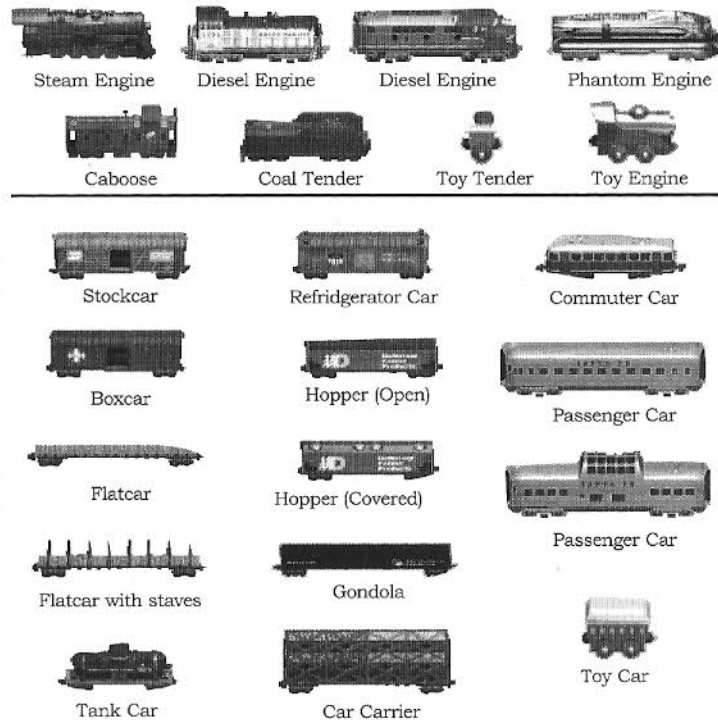
The Track Tender fixes track.

The Hand Car is used to perform routine track maintenance.



TrainTown Car and Load Table

Car	Type of Loads Carried
Stockcar	Cattle, Pigs, Sheep, Reindeer, Lions, Dinosaurs, etc.
Boxcar	Letters A to Z, Building Material, Machinery, Concrete Bags, Dynamite, Packaged Goods, etc.
Flatcar	Limestone, Steel rails, Construction Equipment, Fire Engine, RC cars, Santa's Sleigh, Toy Elephants (animals), etc.
Flatcar with Staves	Logs, Lumber, etc.
Tank Car	Diesel, Oil, Boiling Oil, Heating Oil, Nitro, Fish, Milk, etc.
Refrigerator Car	Steaks, Hamburgers, Vegetables, Fruit, Ice, Ice Cream, etc.
Hopper (Open Top)	Balls, Coal, Ore, Manure, Woodchips, etc.
Hopper (Covered Top)	Grain, Cow Food, Pig Food, Sheep Food, Reindeer Food, Fish Food, Circus Animal Food, Dinosaur Food, etc.
Gondola	Scrap Metal, Statues, etc.
Commuter Car	Passengers
Passenger Car	Passengers
Car Carrier	Automobiles
Toy Car	Assorted loads

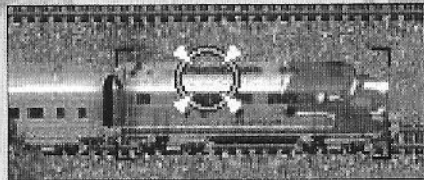


Operating Your Trains

Being able to operate your trains fast and efficiently is the key to *TrainTown Deluxe*. There are two ways to control the movement of your trains: using the mouse and the toolbar throttle controls together or by using the mouse by itself.

Selecting Engines and Cars

You cannot operate an engine unless you first *select* it. To select an engine (or car), simply position your mouse over the engine or car and click on it. (The



mouse pointer changes to a targeting icon when it is positioned properly.) Note that an image of the selected engine or car appears on the tool bar display.

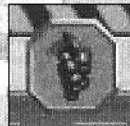
Picking Up and Delivering Loads

Passenger and cargo *loads* are scattered about TrainTown just waiting to be transported to their destination. Pick-up and delivery points are indicated by a *yellow and black striped loading zone*. Loading zones are the only places that your trains can safely load or unload cargo.

Cargo waiting to be picked up is indicated by a load icon bordered in *green*. (The image inside the load icon lets you know what type of cargo this is.) To load cargo on your train, halt the appropriate car on the loading zone, then click on the load icon.



Places where cargo can be dropped off are indicated by a load icon bordered by a *red* stop sign. (Once again, the image inside the load icon lets you know what type of cargo can be dropped off at this location.) To unload cargo, halt the car carrying the load on the loading zone, then click on the car's load icon.



Coupling and Uncoupling Cars

Often it is necessary to add and remove cars to and from your train. Adding cars to your train is known as *coupling*. To *couple* a car, nudge it slowly with your train. The car automatically attaches itself to your train. To avoid damage, coupling should always be done at the *slowest* possible speed.



Player's Note: Cars can be coupled to the front or the rear of the train.

To *uncouple* a car, position your mouse pointer between the two cars you want to separate. The pointer changes to an uncoupler icon when it is position properly. Click to uncouple the cars.

Signal Flags and Semaphores

Signal flags and *semaphores* are used to direct railroad traffic automatically.

They are often used at railroad crossings or near the end of a particular section of track.



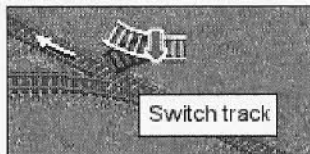
Signal flags and semaphores are color-coded to indicate their function. Clicking on a signal flag or semaphore lets you cycle through the three different colors.

- **Green:** lets the train continue on its way without stopping.
- **Blue:** causes a train to reverse its direction.
- **Red:** causes the train to stop.



Semaphores are *permanent signals* that operate for the duration of the job. You can place a semaphore by pressing the *shift* key and *right-clicking* where you want it to appear. Signal flags are good for a *one time use only*. They may be placed anywhere along the track by simply *right-clicking* where you want one to appear.

An arrow at a fork in the track indicates which track the train will take. Use your mouse to switch the track. If the arrow is red, the switch a car or train is too close.



Using the Layout Editor

The Layout Editor lets you create dozens of new and challenging layouts. You can either play them yourself just for fun or pass them along to friends. Best of all; you're the boss! You place the track, the trains, the scenery, and finally, you set the conditions. Make your jobs as easy or as hard as you like.

Layout Tinkerer Job Bin

To begin working with the Layout Editor, click on the *Layout Tinkerer* job bin. Inside this bin are thirteen background scenes. Select the background you wish to use, then click on the **Next** button to continue.

Layout Editor Interface

Located beneath the Layout Editor work area are the following options:

- **Play:** Click on the **Play** button to play the current job layout.
- **Save:** Click the **Save** button to save the layout you are currently working on. You can save your layout at any time.
- **Load:** Click on the **Load** button to select and load any previously Saved layout
- **Advanced:** Click on the **Advanced** button to access a pop-up menu containing advanced features. (The **Advanced** button is only available if you set the Advanced/Beginners switch to *Advanced* on the *Preferences* screen.)
- **Briefing:** Click on the **Briefing** button to hear any special notes regarding this background.

- **Reset:** Click on the **Reset** button to remove all of the work you've done on this layout. It's the same as starting over with a brand new layout.
- **Exit:** Click on the **Exit** button to exit the Layout Editor. Be sure to save your work before leaving.
- **Group:** There are three different "groups" of objects you can place in the work area: *Objects*, *Trains*, and *Track*. To cycle between the three groups, click your mouse on the **Group** button or on the roller button immediately to the right.



The Work Area

When using the Layout Editor, the main play area is converted into a *work area*. You'll notice that the work area is divided into rectangular *work spaces*. To create a job, place your objects, trains, and track inside these work spaces. Note that some work spaces may be *off limits* to a particular type of object. For example, you cannot lay track in the middle of a forest or mountain.

Only a small portion of the editor work area is visible at any one time. Scroll the work area display window *Up*, *Down*, *Left*, and *Right* by moving your mouse against the side of the screen in the direction you wish to scroll (or by using the arrow keys on your keyboard).

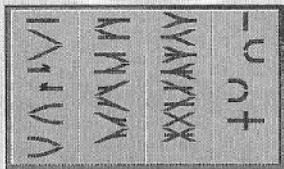
Laying Track

After you decide on a layout background, you'll probably want to begin by laying some track. Cycle the **Group** button until *Track* is selected. The vertical display window on the right side of the screen shows a list of the entire selection of track pieces.

- Select a piece of track from the vertical display window by clicking on it. (The piece of track is highlighted when selected.) Click on the work space where you want the track to be placed.
- You can continue to place similar pieces of track by clicking on the next work space. There's no need to keep selecting the piece of track from the vertical display window. (This is useful for laying long stretches of straightaway.)

Smart Track

Going back and forth between the vertical display window and work area each time you want to place a different piece of track can get time consuming. Instead, use the *Smart Track* method of laying track. It's an easy way to speed up the track laying process.



To use Smart Track, click on the computer track piece located at the top of the track list. Click on an eligible work space to access the Smart Track pop-up menu. Only those pieces of track eligible to be placed in the work space you've selected appear. Select the desired piece of

track from the Smart Track pop-up menu by clicking on it, and then, move on to the next work space. It's that easy!

Placing Objects and Trains

Objects and trains are placed on the work area in much the same way as track. Select the object or train from the vertical display window, and then click on the work space where you want it to be placed. Note that you are prevented from placing an object or train in a work space that is off limits. For example, you must place engines and rail cars on work spaces containing a horizontal *straight* section of track.

Removing Objects from the Work Area

As your mouse pointer moves over previously placed objects, it changes to a garbage can icon. To remove the object, train, or track from a work space, click on the work space when you see the garbage can icon.



Player's Note: To remove track, you must first select the track object group. Likewise, to remove objects or trains, you must select the object or train group.

Advanced Editor Features

If you set the Advanced/Beginner switch on the *Preferences* screen to Advanced, you are given access to the **Advanced** pop-up options menu. Use these options to add additional detail and difficulty to your job layouts.

Use the Loading Zone Details tool (located on the track objects menu directly beneath the Smart Track icon) to place pick-up and delivery load icons.

Right-click on trains, track pieces, or other objects to view and edit their properties.

Saving Your Work

When you are satisfied with your layout, click on the **Save** button. By default, your Save game files (indicated by the .rr extension) are stored in the *TrainTown Deluxe* directory.

Hot Key Summary

Certain keys may be used to perform specific actions while a job is in progress.

Key	Action
Return	Causes selected train to stop
Spacebar	Causes all trains to stop (Emergency)
N	Selects next car
P	Selects previous car
F	Follow selected car
W	Blows train whistle
B	Rings train bell
T	Toggle Tool Bar (Try it.It's cool.)
Arrow keys	Scroll Map (shift will accelerate)
keypad +/-	Zoom In/Out on Map Overview
M	Map tab
O	Option tab
I	Information tab
Esc	Exits job
Pause	Pauses job
Alt-F4	Exit to Windows
Alt-Esc	Minimizes game and returns to desktop.
1-7	Set engine speed

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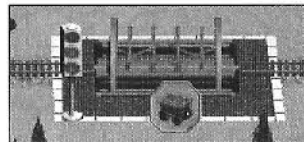
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A rotary dumper is used to empty cars by turning them upside-down and spilling their contents into an underground holding area.

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Technical Support

North America

Sierra On-Line offers a 24-hour automated technical support line with recorded answers to the most frequently asked technical questions. To access this service, call (425) 644-4343, and follow the recorded instructions to find your specific topic and resolve the issue. If this fails to solve your problem, you may still write, or fax us with your questions, or contact us via our Web site.

Sierra On-Line
Technical Support
P.O. Box 85006
Bellevue, WA 98015-8506

Main: (425) 644-4343
Monday-Friday, 8:00 a.m. - 4:45 p.m. PST
Fax: (425) 644-7697

<http://www.sierra.com>
support@sierra.com

United Kingdom

Havas Interactive offers a 24-hour Automated Technical Support line with recorded answers to the most frequently asked technical questions. To access this service, call (0118) 920-9111, and follow the recorded instructions to find your specific topic and resolve the issue. If this fails to solve your problem, you may still write or fax us with your questions or contact us via our Internet or CompuServe sites.

Havas Interactive
2 Beacontree Plaza,
Gillette Way,
Reading, Berkshire
RG2 0BS United Kingdom
Main: (0118) 920-9111
Monday-Friday, 9:00 a.m. - 5:00 p.m.
Fax: (0118) 987-5603
<http://www.sierra-online.co.uk>

France

Havas Interactive France
32, Av de l'Europe
Bât Energy 1 (2e étage)
78 140 VELIZY-Villacoublay
France

Téléphone: 01-30-67-90-50
Lundi au Jeudi de 10h à 19h
Vendredi de 10h à 18h
Fax: 01 30 67 90 65

<http://www.sierra.fr>

Germany

Havas Interactive
Robert-Bosch-Str. 32
D-63303 Dreieich
Deutschland
Tel: (0) 6103-99-40-40
Montag bis Freitag von 10 - 19Uhr
Fax: (0) 6103-99-40-35
Mailbox: (0) 6103-99-40-35
<http://www.sierra.de>

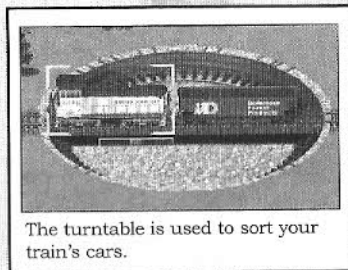
Spain

Havas Interactive
Avenida de Burgos 9
1º-OF2
28036 Madrid
Spain

Teléfono: (01) 383-2623
Lunes a Viernes de 9h30 a 14h y de
15h a 18h30
Fax: (01) 381-2437

Italy

Contattare il vostro distributore.



Sierra Warranty & Legal Information

Sierra's end user license agreement, limited warranty and return policy is set forth in the EULA.txt, found on the CD, and is also available during the install of the product.

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