

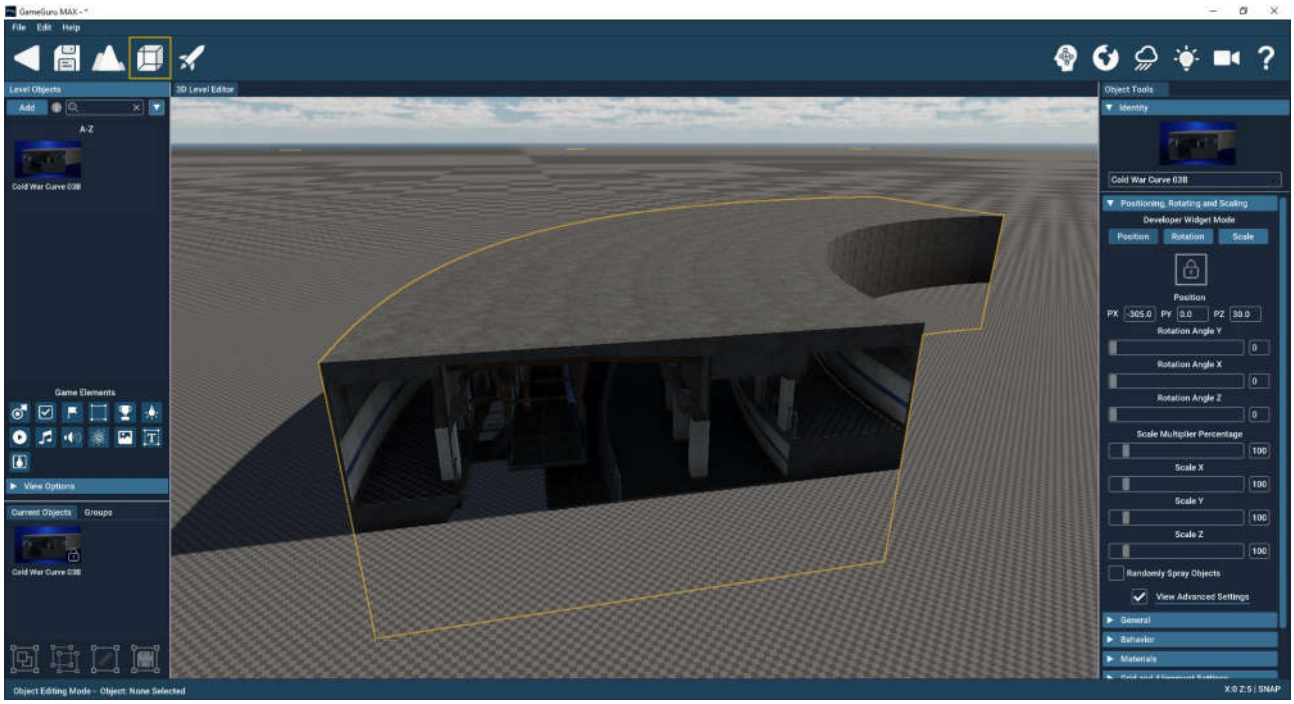
Cold War Booster Pack

QUICK GUIDE

Thank you for purchasing the Cold War Booster Pack. This quick start guide will explain how to quickly get your Cold War Booster levels up and running in no time.

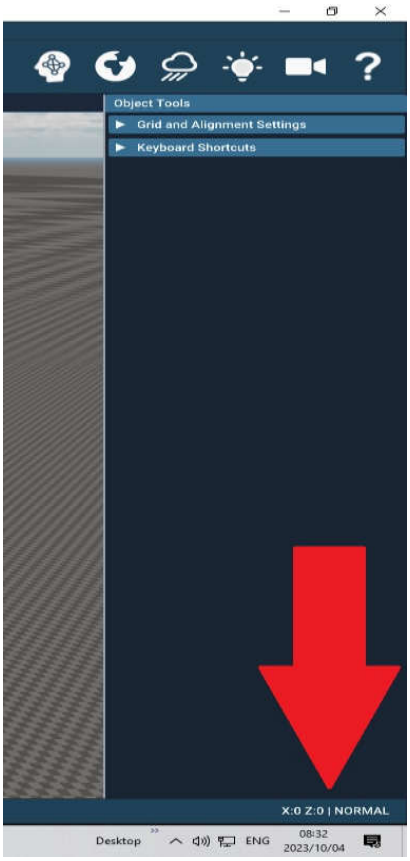
Some entities like the Curves and Straights as seen here are multi-leveled. The appear to be stuck in the ground. Fear not this is normal. With the help of this quick guide, it will show you how to use assets easily and quickly.



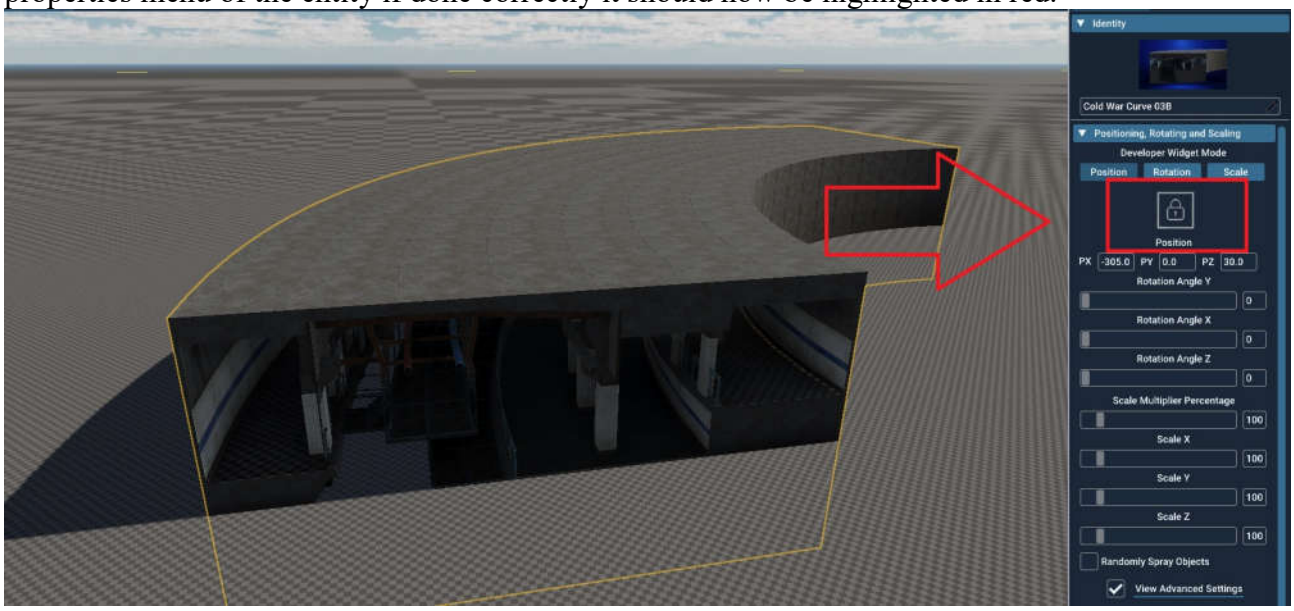


Assets are semi above and below ground level with a few simple steps this guide will show you how to place entities as well as dig out the terrain and make the assets usable.

Lets use the above entity as our example. But first we need to enable grid mode for placing entities. Check the bottom right hand of the screen it will show which mode you are currently in, the 3 modes are normal, snap and grid mode, we are looking for grid mode. If it isn't in grid mode press “G” on your keyboard now till grid mode appears.



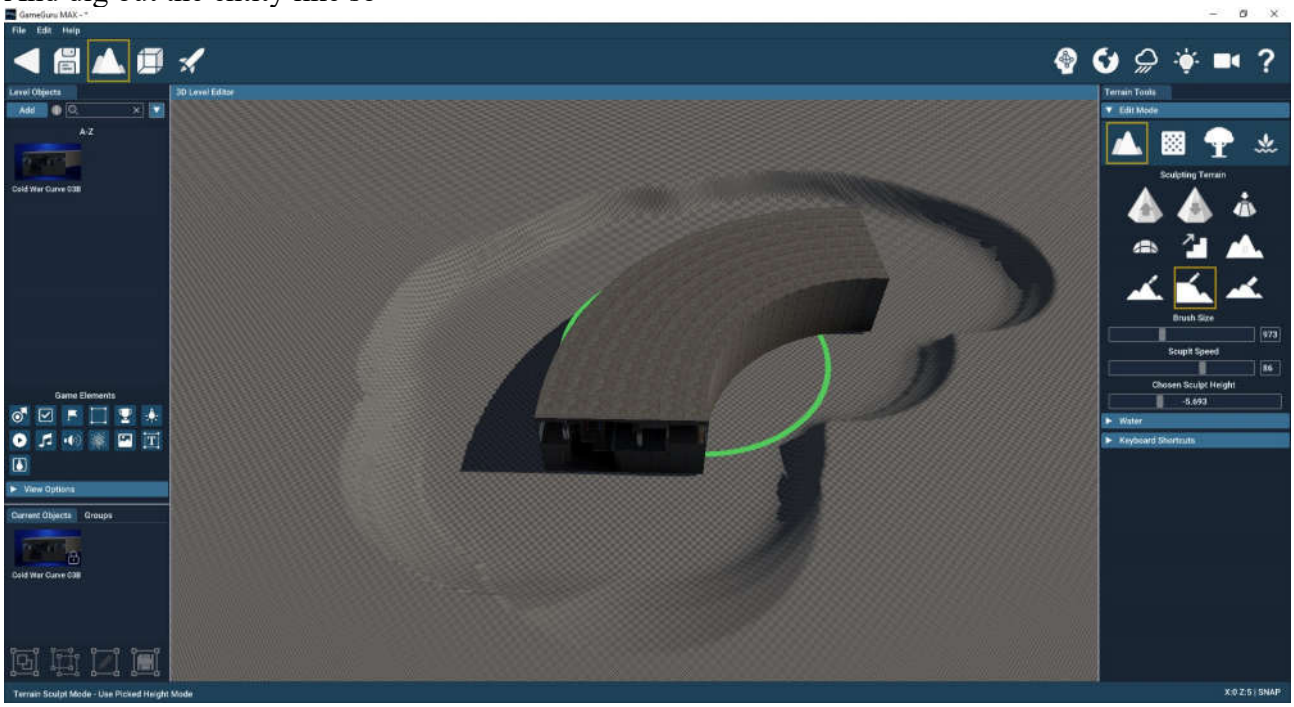
Once you have grid mode selected we can place our first entity. Click on the little lock on the properties menu of the entity if done correctly it should now be highlighted in red.



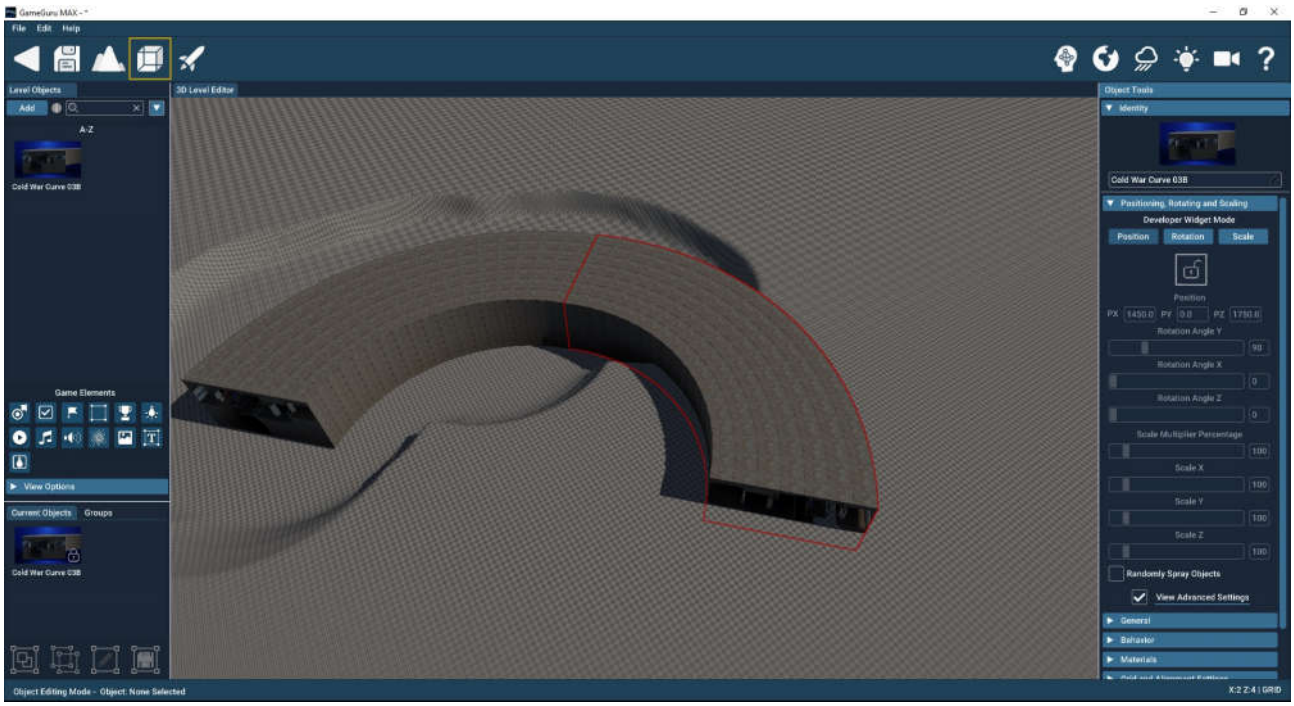
Once it is highlighted in red it means you can edit the terrain without have the entity moving. Select the terrain mode



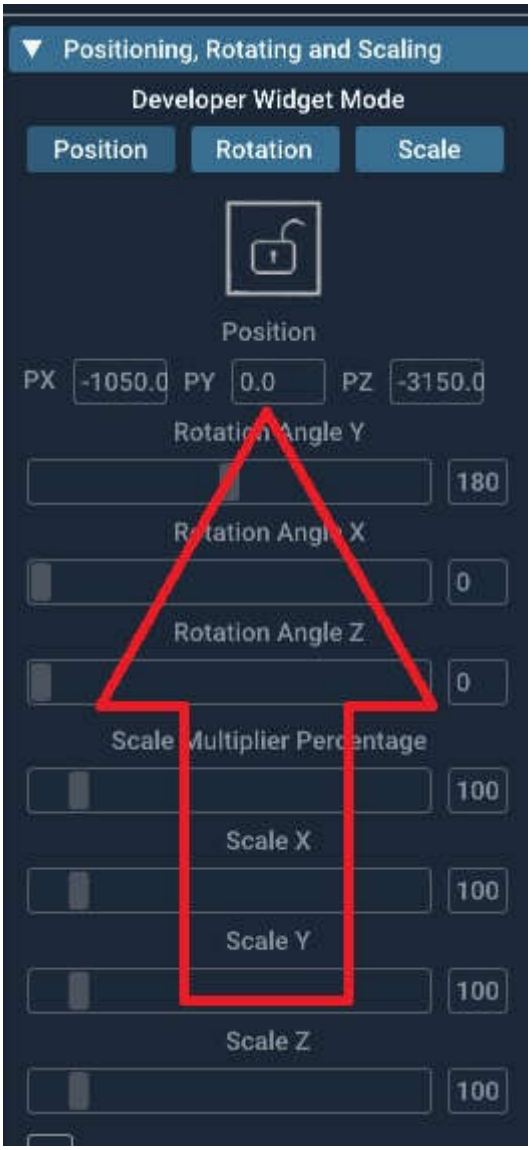
And dig out the entity like so



Now you can place the next asset entity you want, and repeat the process



Before locking the entity in place make sure the y coordinate is the same as the previous entity you have placed. Once you have done that you can lock the entity in place and edit the terrain to place the next entity.



An alternative method is to place all the canal entities you want lock them in place and then edit the terrain to reveal the master piece you have created.