A-Train PC Classic

Quick Guide for New Players



A-Train Classic

Create a train network and build a city

- "A-Train PC Classic" is a simulation game in which you develop a city through the management of a rail company.
- You take on the role of your company's CEO, and it will be your task to solve the various issues facing each city in each scenario. This can be done by laying rail, running new trains, and occasionally diversifying your business to manage subsidiaries in an effort to develop the urban areas alongside your rail tracks.
- A variety of completion conditions will be set for you to clear in each scenario, such as expanding your company's profits or increasing the city's population. If you run out of funds or fail to clear the conditions within the time allowed, you will be released from your position as CEO, and the game will be lost.
- However, by switching to Free Mode, you can enjoy playing without any financial restrictions and regardless of whether or not you clear the conditions for the scenario.
- The aim of the game is to clear the completion conditions within the time limit, and lead your company to success!



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Starting and Ending the Game

Starting the Game

- When you start the game, the menu on the right will be displayed on the title screen.
- Start Game
- Play a scenario from the start.
- Continue
- Select saved game data and continue playing that scenario.
- Construction
- Create your own scenario. This function cannot be selected until you have cleared three scenarios.
- Customize
- Change the UI magnification settings (including text) or change the shortcut key settings. The Customize Menu can also be displayed by clicking on the Customize icon on the right edge of the main menu icons list.

Ending the Game

- Please remember to save your progress before shutting down the game. The game does not have an autosave function.
- Save (Save Data)
- You can save an in-progress game at the System Menu.
- Return to Title Screen
- You can end an in-progress game and return to the title screen from the System Menu. However, all unsaved progress will be lost.
- End Game
- You can end your game at any time by clicking on the cross at the top right of the window. However, all unsaved progress will be lost.



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Controls (Main Screen)
Main Screen
All game controls can be carried out using the mouse.
The map is displayed on the main screen. Use left-click to select a target and hold down the left button and drag to scroll around the map. You can also use the mouse's scroll wheel to zoom in and zoom out. Pressing the scroll wheel will return the map to the default zoom level.
You can also display a number of sub-windows on the main screen. Sub-windows can be grabbed and moved about freely by left-clicking and dragging.



① In order from left are displayed the in-game date and time, current funds, share price board, and the information board. If a day ends while your funds are a negative number, it will be game over. The share price board allows you to check such information as the state of average share prices.
② This is the satellite window. It is a contracted version of the map, with a white frame to indicate your current location.
③ This is the calendar. It displays your schedule, including such events as scheduled construction dates and the end of the financial year.
④ This is the operating reports window. It allows you to check the profits and losses of your railways, road transport businesses, and subsidiaries.
⑤ This is the information window. It displays information concerning the building or land selected on the map.
⑥ This is the 3D camera window. The camera's aim can be adjusted by right-clicking and dragging, while the scroll wheel will move the camera back and forth. The window's size can also be adjusted by left-clicking and dragging on the bottom right of the window. Doing this while holding down the Shift key will allow you to maintain the current aspect ratio.
⑦ This is the 3D camera control panel. Here, you can adjust the aim and position of the camera.
⑧ This is the sub-menu. Left-clicking here allows you to toggle between displaying and not displaying each sub-window. The resource supply scope and the subsidiary purchase icon are also displayed here.
⑨ This is the Master Controller. Dragging the lever by holding down the left button allows you to control the speed of the flow of time. Right-clicking on the Master Controller will stop the flow of time.
⑩ This is the main menu. Left-click on the icon to display each menu.

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	Build and remove track. (Track Menu)
	Construct and modify stations. (Station Menu)
	Purchase, place, and adjust operation settings of trains. (Trains Menu)
	Build and remove roads. (Road Menu)
	Construct and modify stops. (Stop Menu)
	Purchase, place, and adjust operation settings of cars. (Car Menu)
	Build and remove streetcar lines. (Streetcar Line Menu)
	Construct and modify streetcar stops. (Streetcar Stop Menu)
	Purchase, place, and adjust operation settings of streetcars. (Streetcar Menu)
	Build and remove resource depots such as material depots. (Depot Menu)
	Buy and sell land. (Land Trade Menu)

	Construct and manage subsidiaries. (Subsidiaries Menu)
	Execute a variety of projects such as the development of trains. (Project Menu)
	Receive financing. (Bank Menu)
	Buy and sell stocks. (Stocks Menu)
	Confirm information pertaining to the company, sales, and scenario clearance conditions. (Reports Menu)
	Observe rival companies. (Rivals Menu)
	Adjust settings, save, and load. (System Menu)
	Toggle between displaying and not displaying the Master Controller.
	Display the customization window. (Customize Menu)

Note: Hyperlinks on this page do not work. The complete guide including working hyperlinks is in your Steam folder
Typically C:\Steam\SteamApps\common\ATrainPC\manual\contents

If you have changed the default directory for Steam please replace C: with the drive you have replaced it with

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	Toggle between displaying and not displaying the satellite window.
	Toggle between displaying and not displaying the conversation log.
	Toggle between displaying and not displaying the 3D camera window.
	Toggle between displaying and not displaying the calendar.
	Toggle between the different types of operating report.
	Close all sub-windows currently being displayed. Click again to return them to their previous state.
	Display the resources supply scope of the currently selected depot on the map.
	Acquire the subsidiary of another company currently selected on the map.

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Controls (Sub-Windows)

Conversation Window

In the conversation window, other characters will explain to you about game controls and give you information about the town.
When the word "Click!" is displayed in the conversation window, the shape of the cursor will change, allowing you to use left-click to advance to the next line and right-click to return to the previous line. You can also hold down the left button to use express skip to fast-forward through the conversation and hold down the right button to use express reverse.



Conversation Log Window

The conversation log window allows you to view previous conversations that have taken place within the scenario.
Click on Back to see the previous line. Click on Forward to proceed to the next line.
Click on the icon on the upper right (030_icon_17) to close the conversation log window and return to the original location displayed on the map. Click on the icon on the lower right to close the conversation log window and keep displaying the current location on the map.



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Satellite Window

- The satellite window displays a wider map range on a single screen. You can also toggle between map display types.

Display Settings

- Toggle between the vertical cross-section view and horizontal cross-section view, allowing you to view the status of each floor and the underground area.
- Normal View: Display buildings at or above ground level.
- Vertical Cross-Section View: Display a cross-section that enables you to view both above-ground and underground at the same time.
- Horizontal Cross-Section View: Display a cross-section at a given height.

Switch Map Display

- Switch between the types of display on the satellite window or map, and check the map status.
- Normal: Display all buildings as they are.
- Transport: Display train lines only on the satellite window.
- Sector: Color-code each square by industrial sector.
- Zoning Area: Color-code areas by zoning. This is only available when "Zoning Area Available" is set at the start of the scenario.

Rotate Map

- Rotate the map display by increments of 90 degrees.









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3D Camera Window
The 3D camera window allows you to view your city rendered in 3D from any viewpoint you choose.

Camera Controls

Camera controls can be adjusted using the control panel window. This can also be done using shortcut keys.
Right-clicking and dragging within the 3D camera window will also allow you to change the camera's aim, while using the mouse's scroll wheel will enable you to move the camera back and forth.
① This is the satellite map. Your current location and the direction of the camera are displayed in purple.
② Name of the area currently being observed.
③ Switch between "Overview", "Move" and "Auto" modes.
④ These are the camera control buttons. Controls differ depending on the mode.
⑤ From the train list or similar list, choose the train or vehicle you wish to follow.
⑥ Switch in order between the targets to follow in each category. When not following anything, the camera will be free.
⑦ The name of the vehicle or building being followed will be displayed. When not following anything, the camera will be free.
⑧ Switch in order between the targets to follow and the free camera.



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Shortcut Keys

By using shortcut keys on the keyboard, you can control the game more conveniently.

The below list indicates the default shortcut key settings. With a few exceptions, the shortcut key settings can be changed under the Customize Menu.

Enter	Press this to confirm selections. It can also be used to select stations, trains, and subsidiaries from the main screen.
Esc	Press this to cancel selections.
Space	Use the Master Controller to stop the flow of game time. Press it again to return to the previously set game time speed.
↑/↓	Change the cross-section height displayed on the map. When the conversation window is displayed, these keys allow you to move forward and back through the conversation.
←/→	Toggle between the normal view and the vertical cross-section view on the map.
W/A/S/D	Scroll up, down, left and right on the map.
Q/E	Rotate left and right on the map.
V	Toggle between displaying and not displaying the satellite window.
Z	Toggle between displaying and not displaying the 3D camera window.
C	Toggle between displaying and not displaying the calendar.
R	Toggle between the different types of operating report.
X	Toggle between displaying and not displaying all sub-windows.
T	Toggle between the standard display and the "by sector" display on the map.
M	Toggle between displaying and not displaying the Master Controller.
, (comma) / . (period)	Use the Master Controller to change the flow of game time.
Ctrl + up and down on the mouse's scroll wheel	Use the Master Controller to change the flow of game time.
1/2/3/4/5/6/7 (*full keyboard)	Change the Master Controller speed settings (Speed 1 - Ultra High Speed).
8/9 (*full keyboard)	Zoom in and zoom out on the map.
0 (*full keyboard)	Return map zoom level to default.
Shift + W/A/S/D	Move the camera forward, back, left and right on the 3D camera window.
Shift + T/F/G/H	Rotate the camera up, down, left and right on the 3D camera window.
Shift + Q/E	Raise and lower the camera position on the 3D camera window.
Shift + R/Y	Rotate the camera left and right, or adjust the distance between the camera and the target being followed on the 3D camera window.
F1	Open this manual.
F5	Open the save screen on the System Menu.
F6	Open the load screen on the System Menu.