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JoWooD Productions Software AG Technologiepark 4a, A-8786 Rottenmann, Austria



Homepage JoWooD: www.jowood.com Homepage "Transport Gigant": www.transportgiant.com

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Safety information About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these photosensitive epileptic seizures while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms. Children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room and not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Installation

Start your computer.

Close all running applications and programs.

To be able to install this add-on, the original game "Transport Giant" must already be installed on your computer.

Insert the CD "Transport Giant: Down Under" into your CD-Rom drive.

If the Autoplay function on your computer is enabled, the installation program will automatically start after a few seconds.

If the installation program does not automatically start then the autoplay function on your computer is disabled. In this case simply double-click on the CD-Rom icon on your desktop and then on the file setup.exe.

To install the game follow the instructions displayed on the screen by the installation program.

Game start

To start the game, double-click on the TransportGiant icon on your desktop.

Of course you can also call the game from the Windows start menu.

Please always make sure that the TransportGiant CD 1 is inserted into your CD-Rom drive while you are starting the game.

Technical information

We suggest closing all other running applications and background programs prior to starting the game.

Some screen savers make cause problems with the images in the game. In case this, we suggest disabling your screen saver before you start the game.

You may switch between other applications during game play. However, after doing so, certain graphics cards may cause problems with the graphics display during the game. The best thing to do is quit the game if you would like to work with other programs.

If you experience problems with the display of the images in the game, make sure that your graphics card driver is up to date. You can download





the latest version of your graphics card driver from the website of your graphics card manufacturer.

Technical support and customer service

You are experiencing technical problems while installing the software? Or you are stuck in the middle of the game, and you don't know what to do next? Our hotline employees will be glad to help!

Hotline

?????

Ideas, suggestions, thoughts

Let us know what you think of this game. You can reach us via eMail at: jowood@jowood.com

Latest game news

Catch up on the latest news and much more! Visit the website to the game! You will also find access to the discussion forums, where you can exchange opinions with other players about the game.

http://www.transportgiant.com

Introduction

Who is not fascinated by the appeal of the smallest continent or the largest island of the world? The flora and faunae of the continent is not the only interesting thing Australia has to offer. The transportation system also plays by its own rules, thus offering respective exotic facades. For example, did you know that the Australian railroad network was not truly completely enclosed until after 1980? At that time, the whole network was not really even connected. Therefore, trains in particular do not play the same role throughout Australia. While a well-situated and widespread railroad system can be found in the highly populated areas of the country, other parts have never been connected to the network. In the best case you might see a milelong train pulling itself slowly through the plains, transporting an enormous amount of iron ore. In that case, it's not unusual to have to spend up to 15 minutes at a railway crossing. And if you ever come across one of these trains, please stop and wait. These monsters are not going to pull the brakes - no matter what's in the way. Australia's trains are mainly constructed to transport goods. Passenger transport hardly plays a role, other than a few suburban routes. As a result, Australia does not have a true high-speed route, like in Europe or the USA.

But what is just as impressive as the iron ore trains and popular throughout the world? - The road trains. True monsters on the road. Ranging up to over 50 meters in length, these "trains" have little in common with the trucks we usually use. Even today, these trucks play the main role in the transportation business in certain regions. Especially tourists enjoy the tickling anxiety that comes up when they try to pass these vehicles - a dangerous thing to do. In fact, it's probably better to get off the road completely when you hear the sound of the foghorn, announcing another heavy load of iron ore that's being transported in up to 5 trailers. Or what would you think, when the driver of the accompanying vehicle yells out to you in a cool voice: "Hey buddy, you better pull off the road if you don't want to be killed!"?

Of course we can't leave out the important industrial branches of Australia. For example, you can also transport ostrich eggs, kiwis, kangaroo meat or even opals.

We hope we've been able to capture a bit of the flair of this amazing continent and now, before we start, we'd like to thank you for purchasing this add-on.

Have fun down under!

Missions

Australia campaign

This add-on offers you the possibility to play a new campaign with 12 new missions, altogether.

The missions are based on true events in Australian history, from the first gold rush, the first crossing of the continent to finishing the railroad network, shortly before the start of the new millennium. Select the Australia campaign as usual from the now extended campaign menu.

Requirement to win: annual turnover

We'd like to introduce a new requirement to win the missions: your annual turnover. It may sound complicated, but it's really simple. Annual turnover is the sum of all your income in one year. Your expenses are not taken into consideration for this value. Therefore, in these missions you have the chance to try to raise your income until the very last minute. Even if you have nothing left after expenses. You can reach your annual turnover during any desired year. As soon as you've reached the required annual turnover, you have won the mission. Therefore, you can win these missions, even before the time limit is exceeded. You can view your current annual turnover in the menu "Mission goal". Or in your balance sheet, under "Total income". Your balance sheet also shows you the current annual turnover in comparison





to your annual turnover from the previous year, allowing you to see if you are making positive or negative progress.

Requirement to win: total turnover

Another new requirement to win is your total turnover. Just like in the annual turnover, only your income is calculated here. However, this time your total income since the beginning of the mission is calculated. In these missions you do not have to have any funds left after expenses - only your turnover counts. And you can try to raise your turnover until the very end of the time limit, without having to worry about expenses.

Changes in comparison to the main game

Automatic vehicle replacement

You now have the possibility to automatically and immediately replace vehicles in case they break down. Activate this option in the menu "Options" during a game. You can also deactivate this option at any point in time. Broken vehicles are always replaced by vehicles of the same type. Even if the required type of vehicle is no longer available on the market, your fleet manager will find the respective sources. Of course, if you already have the required vehicle in your fleet, that vehicle will be favored.

Comfortable loading

You will often experience situations, where you will want to or you must load a long train with a large amount of the same goods, for example.

Till now you had to click on the arrow button once for every product you wanted to load, now this process can be complete much easier and quicker. Simply select the last slot to be loaded in the schedule. Select the desired product and press and hold the Enter key on your keyboard while you click on the arrow button. Now the schedule will be filled with this product, from left to right until you have either reached the first slot or a slot that has already been assigned with a product. Of course you can also apply this method to delete products from the schedule.

Airplanes

The control tower operators have learned a lot since the main version of the game - they now behave like a true team of control tower operators would behave in reality. The planes in the main program always had first priority. That constantly led to tremendous waiting times for airplanes, which they had to spend wastefully circling the airport until they received a landing permission. The priority system has now been changed. Airplanes in the air have absolute priority in comparison to planes on the ground. As soon as an airplane reaches its position for approach, a control tower operator enters the plane into a waiting list. As long as planes in the air are in the waiting list and parking spaces are available, other planes on the ground may not take off.

This will assure that the waiting lists remain fairly short.

In addition, the motional leeway around the airport is increased. Thus, you can move a plane to its parking space and at the same time, you can send another plane to the runway.

Vehicle income

You can now view the total amount of income for a certain vehicle by looking at the respective vehicle tooltip. Move the mouse pointer over the vehicle to activate the tooltip.

Signals

Preface

Signals are a very complex topic, often discussed and dealt with by many people in the true world of railway networking. Trains can only function properly and without accidents with the help of signals. But signals alone will not guarantee a smooth flow or safety and security. Without the assistance from human logistics, the signal system would not prevent deadlocks or downtimes.

Signals are not an easy topic to deal with, not even in "Transport Giant". We suggest only pro players use this option.

Signals are not a must in "Transport Giant", but instead they are an enhancement. They are not required to earn record-breaking amounts of money nor are they required to build up a complex transportation system!

The signals in the game behave according to their own rules. These rules are necessary as the human control factor cannot be calculated and integrated. You must follow these specific rules. Please keep in mind that you cannot construct a functioning network/system if it does not correspond to these rules.

In addition, signals obviously require additional computer-memory time. Therefore, you should be running the program on a respectively well-equipped computer system.

Selecting signals for the game

You may select whether you want to use signals during the game in the menu "Level of difficulty" when you start a new endless map or a new mission. You cannot change this option for games you have already saved. That means if you start a game without signals you may not change this option for that game.





Building signals

Build signals via the same menu as tracks or stations.

Select the desired symbol in the menu. Now you may add as many signals as you want in the game environment. The signals are placed over tracks.

Destruct signals

Select the symbol for "Destruct" from the menu "Build tracks". Now you can remove signals. Make sure you only remove the signal and not the surrounding tracks by only clicking on the field on which the signal is located.

Signals for stations

Stations are always secured by means of main signals. These are placed automatically and cannot be removed!

Signal directions

To make the system understandable for Transport Giant newbies, signals are always responsible for both directions. If you are dealing with wing or form signals, the upper wing is always responsible for the direction from down to up (from the perspective of the player and as seen on the screen); the lower wing is responsible for the opposite direction.

Block signals

Block signals are a type of signal that is very easy to understand. The part of a route that is located between two block signals is always blocked for any following, crossing or confronting traffic, as soon as a vehicle enters that block section of the route.

Block signals mainly serve to increase traffic on single-track routes in one (!) direction. More information can be found further below.

Main signals

Main signals are more "intelligent" than block signals. However, they are also a bit more difficult to understand. Main signal sections serve as higher-ranking block sections between two neighboring main signals. Block signals can be positioned within this section, serving as secondary blocks.

These signals block a blocked section the same way block signals do. However, if you have positioned additional block signals, then the main signals will operate according to the traveling direction of the vehicle that is currently in the block. Thus, that section is blocked for a certain direction of traffic. You may travel on free secondary sections in the same direction, but not in the opposite direction.

Examples:

Section with main signals



Two stations are secured through main signals (automatically). As soon as a train approaches the route, that whole section is blocked. Thus, it is impossible to run several trains in this section at the same time. Additional trains must remain in the station until the route is clear.

Connected route with several stations



The same rules as in the former example apply here. All stations are secured through main signals, thus creating a large block section. Again, only one train at the most is allowed to run on the empty route between the stations.

I.e., a route section also belongs to a block section, if it has been connected by means of switches.

Routes with passing sections



On this route, several trains are allowed to run at the same time. We can see a total of 4 block sections (1-4), secured through main signals.







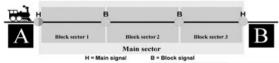
If a train now leaves A, it will enter block section 1. This section is then blocked for all other trains. Another train leaves B in the direction of A, thus blocking block section 4.

The first train's route leads into block section 2. As soon as this train and all wagons has left block section 1, this section is then clear and available for a new train, and instead, block section 2 is now blocked.

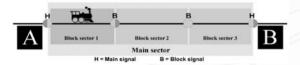


The train must now wait until the second train has entered block section 3, thus making block section 4 available again.

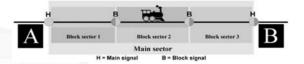
Route with block signals



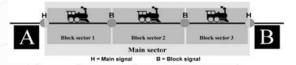
In this example you can see the function of block signals. The route is secured by means of main signals at the stations and block signals on the route in between. This constellation creates one large main section and three smaller block sections.



One train now leaves A in B's direction. The train is in block section 1. The whole main block section is now blocked. However, block section 2 is clear because there is currently no train in that section (secured through block signals). Nonetheless, nothing can happen in the opposite direction because the main block section is blocked (secured through main signals).



Now the train has arrived in block section 2. Of course this block section is now blocked. However, a train can now move from A into block section one. This is possible because the main signal knows that another block signal is securing the route between the train coming from A and the train ahead of the train coming from A.

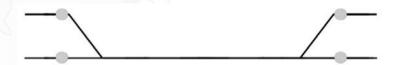


Using this method, up to three trains can run on the route between A and B, in the same direction. However, only one train is allowed per block section.

The conclusion: when you use main signals to secure a route, only one train may run on that route between those stations, however if you place block signals as an additional method of securing the route, you can also run more than one train in one direction on that route.

Signals and switches

If you are using signals on switches you should always place the signal at the double-end. Otherwise the system will not work properly.



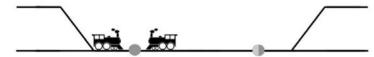




This is correct



And this is wrong!



If you place the signals for switches incorrectly, a so-called deadlock may occur. The trains end up facing each other, one on each side of the signal, and nobody may continue.

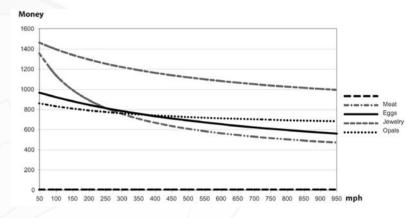
Safe distance

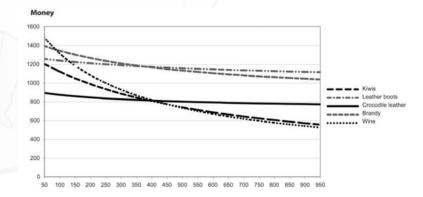
A safe distance for trains has been integrated. This safe distance is approx. equivalent to the length of four wagons. I.e. the actual size of a train is 4 wagons longer than what the train has actually loaded.

Keep this in mind, particularly when you are in a passing section. A passing should always be at least as long as the longest train on the route, plus 4 wagons, to make sure the whole train fits between the securing signals. Otherwise it might happen that the (invisible) end of the train will block the signal behind the train!

Appendix

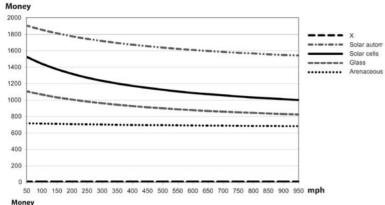
Freight rate tables

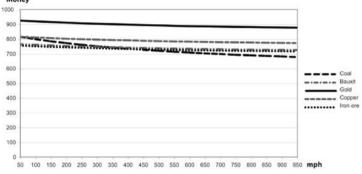


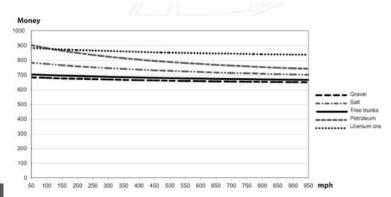


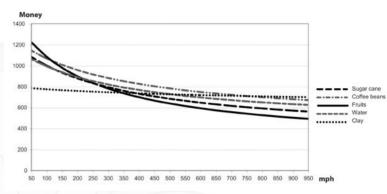


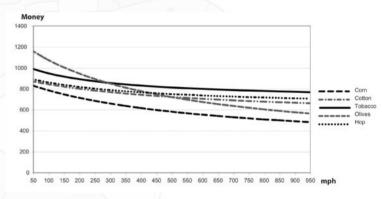


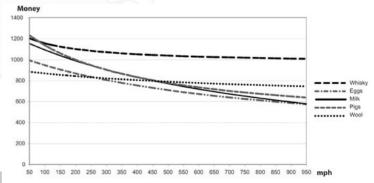






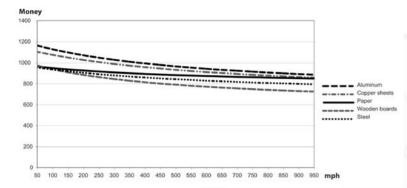


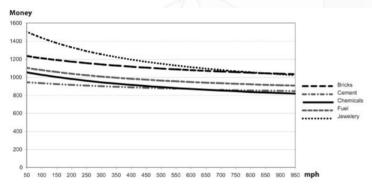


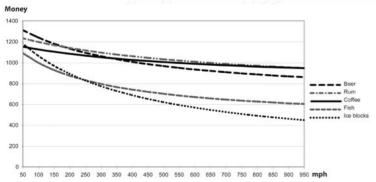


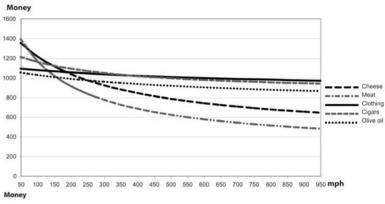


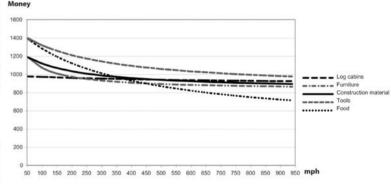


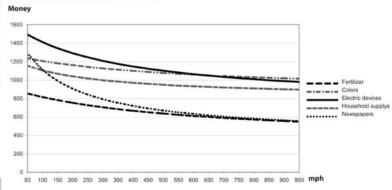






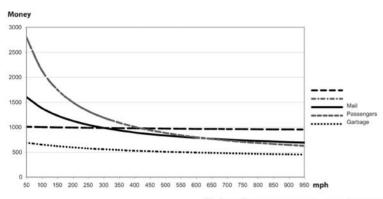












Mitwirkende

Projektleitung und Spieldesign Hans Schilcher Programmierung Dieter Bernauer-Schilcher (Lead)

Christian Charbula Rafael Ubl

Markus Zeller

Grafik Martina Lindenmavr

Hans Schilcher 3D-Grafik

Joe Reitinger (Lead) Thomas Egelkraut Jürgen Wagner

Leveldesign

Thomas Egelkraut Joe Reitinger

Martin Weinacht

Hans Schilcher Jürgen Wagner

Qualitätssicherung Ebensee

Jürgen Majer Musik und Soundeffekte

SmartSound Joe Reitinger

Hans Schilcher

Projekt-Controlling Sabine Pendl

Produktionsassistenz Petra Magritzer

JoWooD Productions Software AG

Producer

Stefan Spill

Director Product

Management Jan Wagner Product Manager

Arnold Pötsch **Assistant Product**

Manager

Stephan Schnedlitz

Director International

Marketing Management Gerald Kossaer

International Marketing

Management

Mario Baumann Marcel Uhlmann

Assistant International Marketing Management

Nicole Mühlbacher

International PR Management

Leo Jackstädt

Tamara Berger International

Localisation Manager

Gennaro Giani

Nikolaus Gregorcic Creative Writer

Johann "Ivan" Ertl **Lead Graphic Artist**

Sabine Schmid

Graphic Artist

Jaqueline Zweck International Security &

Protection Manager

Gerhard Neuhofer

Int. Production & **Purchasing Director**

Fritz Neuhofer

Website Management

Martin Langbrugger

Ernst Satzinger

Johann Ertl

Community

Management Marc "Plex" Olbertz

Sales

Volkmar Hadan

Susanne Kania

Geora Klotzbera **Emmanuel Denis**

Richard Grantham

Financial Department

Sigurd Schöfl

Barbara Stoiber

Legal Department Matthias Schachner

QA Manager

Robert Hernler

Leadtesters

Stefan Seicarescu

Testers

Jörg Berger Markus Brucher

Martin Bucher

Uwe Drescher

Benedikt Ebli

Harald Fritz

Katharina Grassegger

Georg Grieshofer Petra Grossegger Anton Handl Oliver Helmhart Barbara Hochwimmer Andreas Kainer Christian Karal Stefan Klaschka Alexander Kumer Rudolf Kussberger Peter Lippusch Hedwig Matl Mario Moser Harald Ploder Mihai Popescu Stephan Radosevic Stefan Reitmaier **Eveline Rinesch** Walter Schmiedhofer Gerald Schurl Thomas Schwarzl Matthias Thurner Dagmar Tiefenbacher







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