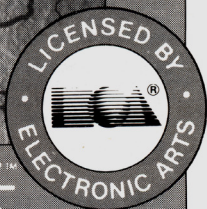


MANUAL



ACCOLADE™

ONLY YOU CAN STOP IT



THE TRAIN

THE TRAIN

PLAYING INSTRUCTIONS

To Start The Game

1. Connect your joystick to port #2.
2. Turn on your Commodore 64/128.
3. Insert the cassette label side up and rewind tape fully.
4. Hold down SHIFT and press the RUN/STOP key.
5. Press PLAY on your recorder.
6. The Train will load in approximately 5 minutes.
7. Follow the on screen prompts at the end of each section.

THE STORY

August 1944. Occupied France is soon to be liberated by the advancing Allies. The German grip on Europe is crumbling and an evacuation of men, materials and plunder is under way. The prize and pride of France, its entire art collection, is to be expropriated and shipped by rail to Berlin. The German hope is to hold the art treasure for ransom, in the now inevitable surrender negotiations.

You and other members of the French Underground Resistance Movement must first "take" the heavily guarded train in the main yards at Metz. If you manage to escape and make your way onto the main line then the real game begins. Casualties may be high. You must be prepared to engineer the train yourself but you will have help.

The train is on a siding, heavily guarded. The steam pressure is up, ready to go awaiting orders to head east for Berlin at midnight. (Daylight runs were suicide at this point in the war.) You must take possession of the train and head west to the border to meet up with the Allies by dawn. Your cargo - priceless Monets, Guaguins, Renoirs, Picassos, Miros - an unimaginable art treasure - is in your charge. Onboard the train, a Resistance crew will assist you in deciphering the whistles, signals, lights and signs necessary to make your way safely on the line.

While on the train you will be receiving help from the underground movement. Then will provide you with information updates and signals and assist you in track switching and support. However, due to bombing and sabotage the usual safety systems and track circuits may be damaged or be unreliable. Be careful!

Bonne Chance!

THE CHARACTERS

Pierre LeFeu (played by you) who is a first-time engineer by circumstance, and his injured companion - Le Duc - who has had some previous experience as a fireman on a train. Both are members of the French Underground Resistance Movement.

THE TRAIN

OBJECT OF THE GAME

- Take the art train to Riviere to meet the advancing Allies.
- Achieve a high score by:
shooting as many enemy fighter planes as possible
taking as many enemy stations as possible
taking as many enemy bridges as possible
protecting the train and its precious art cargo from damage

Special Keys

- At any time you may press:
F1 to restart the game
F3 to toggle the sound on/off
F7 to pause the game and view the status screen (except while taking a bridge or station)
SPACEBAR to pause the game at all times except while taking a station.

- While the trains is running (if you are not at a bridge or a station) you may press the number keys:

1	front gunner view
2	rear gunner view
3	engine cab
4	map screen

- You may also switch screens (not while you're at a station or a bridge) by *DOUBLE* clicking the fire button and then pushing the joystick:
UP for the front gunner view
DOWN for the rear gunner view
RIGHT for the engine cab
LEFT for the map screen
- When you are on the cab screen, the joystick left/right moves the cursor (red triangle shape) to each of the various controls. The name of the control you are currently at is printed at the bottom left, just above the time.
- To operate any of the controls you must PUSH AND HOLD the fire button, as well as operate the joystick.

Throttle

PUSH AND HOLD the fire button, then press:
BACK to accelerate
FORWARD to decelerate

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Furnace

PUSH AND HOLD the fire button, then press:
DOWN to open the furnace door,
RELEASE the fire button and push the joystick to the *RIGHT* to shovel coal then,
PUSH AND HOLD the fire button, and press *UP* to close the furnace door.

Brake

PUSH AND HOLD the fire button, then press:
DOWN to turn *ON* the brake,
UP to turn *OFF* the brake.

Forward Reverse Lever

PUSH AND HOLD the fire button, then press:
DOWN to put the train into *REVERSE* gear,
UP to put the train into *FORWARD* gear.

Steam Blowoff

PUSH AND HOLD the fire button, then press:
DOWN to blow off steam.

Whistle

PUSH AND HOLD the fire button, then press:
DOWN to blow the whistle once.

Cab Signal Indicators

The cab signal box has three green lights that indicate the signals and semaphore conditions on the line.

top light red = switch is set right

middle red = middle (left on double switches or middle on triple.)

bottom red = switch is set left (only on triple switches.)

To Switch Lines

The Resistance will switch the line for the speeding train if you are near a switch. The light changes red as the train approaches a switch to show the current switch position:

Whistle once to light top position

Whistle twice to light the middle position

Whistle thrice to light bottom position

THE TRAIN

Special Events

Taking the Train

- Use the joystick (all positions) to aim your gun, fire button to shoot.
- Use the *SPACEBAR* to duck enemy fire. If the trail of enemy fire should hit you the game will be over.
- Le Duc will signal...he runs as you give him cover
 - If stop firing he ducks for cover himself
- Use the joystick (left/right) to select between the three levels, indicated bottom of the screen, when he reaches the switch
- Points are awarded for each hit

Taking a Bridge

- **YOU MUST TAKE ENEMY BRIDGES! ATTEMPTING TO RUN A BRIDGE WILL END THE GAME.**
- Use joystick to aim you cannon, fire button to shoot.
- If the boat that is currently firing should fire seven shots before you destroy it, the game will be over.

Taking A Station

- **YOU MAY RUN A STATION!**
- Plays the same as Taking the Train.

Using the Telegraph

If a station has been taken or is otherwise free, the telegraph may be used to send or receive messages to the underground Resistance. German intelligence reports and previous communications will also be found.

To send communication to the Resistance select one of the option requests - take next station, next bridge or make repairs to the train. If there are two stations the "next" station name is given. You must choose One selection only.

After a message is sent a confirmation is received from the Resistance. If they cannot comply (the player has no more requests left) the player is informed. Repairs are made at the station indicated in the return message. You have two hours to reach the stop and enter the telegraph room there. "making Repairs" is announced. Other confirmations are "Will take station or bridge at xx:xx hours:minutes." A station or bridge taken remains free for two hours. A station which is in Resistance hands is shown as a red dot on the the map. A German held station is blue.

Entering a High Score

Enter your name in using the keyboard making sure it is no longer than 11 characters long. If a mistake has been made use the *INST DEL* key to delete the last character typed. When you are finished press *RETURN*.

THE TRAIN

SCORING

You are awarded points as follows:

- soldiers at stations = 50 pts. each
- boats sunk before they fire up to:
 - 4 shells = 250 pts.
 - 5 shells = 200 pts.
 - 6 shells = 150 pts.
 - 7 shells = 100 pts.
 - 8 shells = 50 pts.
 - 9 shells = train destroyed
- enemy fighters from front or rear = 300 pts. each

DAMAGE

- Damage to the boiler is caused by taking too much machine gun fire, excessive demands for speed and steam pressure.
- Brakes are damaged from the misuse at high speeds.
- You yourself may be shot in any of the firing sequences.
- Damage to the art treasure is a direct reflection of the amount of fire taken or destruction of the train.

REPAIRS, COAL & WATER

Repairs can be obtained from the Resistance repair crews. See telegraph for instructions.

Running out of water or coal slows the engine to an eventual standstill - as does damage to the boiler. Plan the station stops. If you must stop and either are uncertain whether a station is safe or not, you will have to be prepared to take the station by force if necessary. Coal and water are supplied at each station.

ENDING THE GAME

The game ends when you meet the advancing Allies line (eg. after you take the Riviere), damage is so excessive the train cannot move, the art car itself is hit and the mission lost, or you abandon the train in a hopeless situation. If you inadvertently shoot your companion the game is over.

THE MAP

The map show the position of the bridges marked in green. German held stations are shown as blue dots while Resistance held stations are red. Major and secondary roads are marked in red and light red crossing tracks at various spots. The main yard stations are labeled, Metz, Nancy, etc. The smaller "whistle stops" and stations are shown on the accompanying topo map.

THE TRAIN & CARS

The train and cars consist of:

- single piston type H engine
- coal car with machine gun mounted atop
- the three cargo cars with the art work
- the mid-train cannon 155mm mounted on a flat car
- the telegraph car or caboose - rear gun

THE TRAIN

STRATEGY & TIPS

Remember, as a general strategy rule, that it is in both parties interest to preserve the tracks, bridges, etc. at all times. The Germans for instance will not outright bomb the train - as they need the lines for their impending retreat. The Allies need the track for their advance. The Germans do no want a derailment either!

The main line is vital. You may find that the Germans are more eager to risk the track on some of the minor rails and sidings.

The reverse lever allows you to back up if you miss a station or a switch. Stop near a switch to practice using the whistle to set and reset lines. Some crossings and siding lines simply join without switches.

ACCOLADE™

Home Computer Software

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