

## **Quick Reference Card**

## **Hot Key Summary**

Key	Action	Key	Action
Return	Causes selected train to stop	Arrow keys	Scroll Map (shift will accelerate)
Spacebar	Causes all trains to stop (Emergency)	keypad +/-	Zoom In/Out on Map Overview
V	Selects next car	M	Map tab
0	Selects previous car	0	Option tab
F	Follow selected car	1	Information tab
W	Blows train whistle	Esc	Exits job
3	Rings train bell	Pause	Pauses job
Γ	Toggle Tool Bar (Try it. It's cool.)	Alt-F4	Exit to Windows
1-7	Set engine speed	Alt-Esc	Minimizes game and returns you to desktop.

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## 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		

