

ARCTIC BARON



The year is 2022 and global warming is threatening the very existence of mankind. Scientists put "Operation Blind" into effect to reverse the process, but something goes seriously wrong! The Earth is plunged into a nuclear winter and the sun becomes permanently eclipsed.



Centuries after the disaster, a new world order has been established and the Viking Union hold the power. They dominate the rail network and the only source of money - coal - and aren't going to easily give up their monopoly.



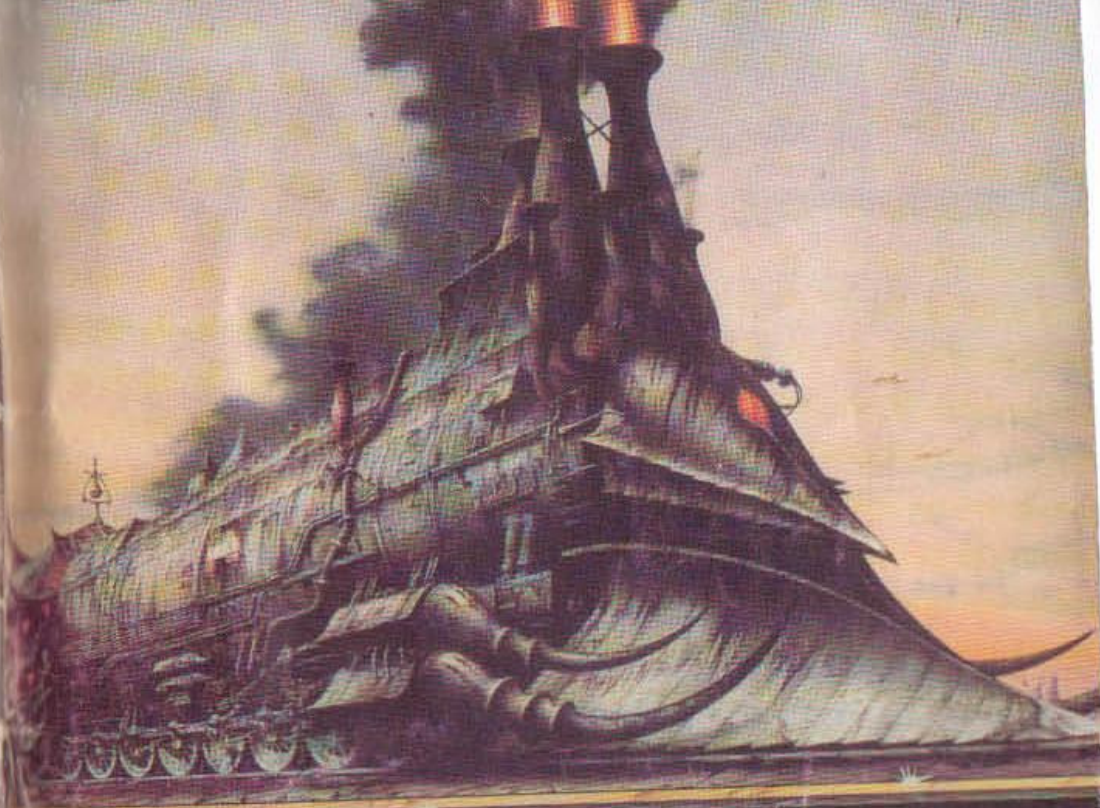
You command a gigantic steam powered train and use it to journey to towns to trade in supplies, slaves and mammoths. Your raw instincts will help you pull your survival plan together from the information you obtain along the way. Your mission is vital: free the planet from perpetual winter and economic slavery.



Your quest for the sun is one of danger and excitement... become the Arctic Baron... free your people!

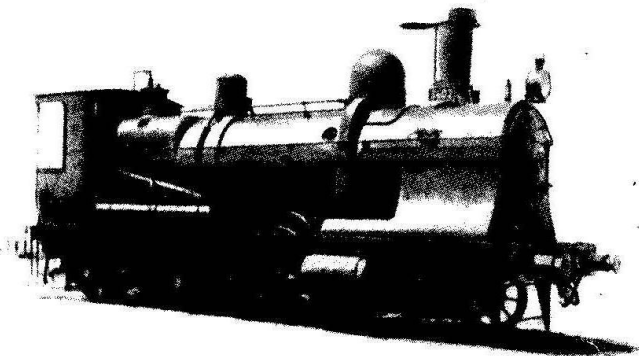
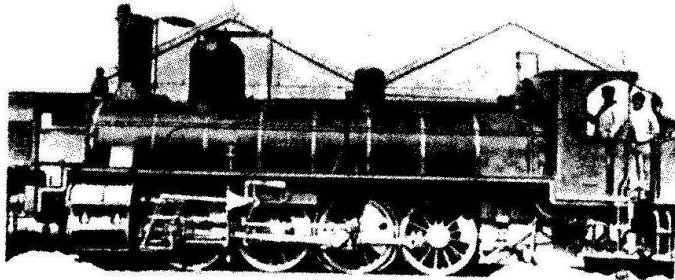


ARCTIC BARON



 Silmarils

 ReadySoft



ARCTIC BARON

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INSTALLING FROM CD-ROM TO HARD DRIVE

LOADING THE GAME:

PC: having loaded MS-DOS, insert the CD-ROM into the proper drive.
Enter the drive your CD is in, for instance, if your CD-ROM drive is E, type:

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E:  
CD ARCTIC
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TO INSTALL THE FULL GAME ON YOUR HARD DRIVE, TYPE:

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INSTALLHD E: C:  
where E: is your CD-ROM drive and C: is your hard drive.
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TO PLAY ARCTIC BARON FROM CD-ROM WITH SAVE GAME ON HARD DRIVE, TYPE:

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INSTALL E: C:  
  
where E: is your CD-ROM drive and C: is your hard drive.  
This will just create subdirectory on your hard drive to store your saved games.
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PLAYING ARCTIC BARON:

To play, type:

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E: (if E is your CD-ROM drive)  
CD\ARCTIC  
START
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INTRODUCTION

24 December 2022, "Operation Blind" a scientific experiment of remarkable daring takes place.

The "Blind" team, led by the renowned Professor John Merrick, aim to save a world ravaged by the Greenhouse Effect by exploding thermo-nuclear devices simultaneously at each pole. This will cool the savage rays of the sun by throwing huge quantities of dust and steam high into the atmosphere.

The scientists miscalculate. The experiment works all too well and the world is thrown into an intense nuclear winter. Civilization perishes under a blanket of snow and ice.

Centuries later the survivors eke out a miserable existence, living most of their lives on huge trains -- the only source of transportation, travelling constantly between those towns that still exist. These towns are pathetic shadows of their former selves, now used only as meeting and trading points for the giant trains.

Controlling the trains and the rail network is the sinister and powerful Viking Union. They will tolerate no threats to their profitable monopoly. An ice-locked world suits them just fine.

You play an idealist -- The Arctic Baron. Inspired by ancient writings, you set out to discover more about the now mythical sun. On your travels you learn about "Operation Blind",... and also of "Operation Sun"! At last, a chance to fulfil your dream!

Arctic Baron combines adventure and strategy. To restore the sun you must successfully manage and build up your train and to do this you must become adept at using maps, avoiding obstacles, controlling steam engines, mining, spying, trading and fighting the battle trains of the Viking Union.

A pen and paper for making notes will come in very useful.

Morning and every evening, I would read you this passage aloud:

"Sun: a common noun. 1. The Sun: a heavenly body which produces the light of day. Example: The distance from the Sun to the Earth. By extension: One sun: one heavenly body radiating its own light at the center of a system. 2. The luminous disc of the Sun, the appearance of this heavenly body for an earthbound observer. Example: The sun rises in the East and sets in the West. 3. Radiation, light and heat of the sun. Example, it is sunny, sunny. Protect yourself from the sun. Expose yourself to the sun. Sunburn: burning caused by the rays of the sun".

I closed the old encyclopaedia, I got up, opened the window of the compartment and stayed there for a long time, lying down with my eyes closed, my face lashed by the icy squalls. I remembered the first time I read this text in the abandoned library of Alexandria. What a revelation! Ever since, I've searched for other writings on this myth. This had caused me a lot of problems with the Administrators, and the railway agents were supervising me constantly.

Everything rocked when I discovered an article dating from the twenty-first century in the "Blind" project, which referred to the "ultimate solution" to save the planet from perishing. I then became an "Ambivalent", and the Administrators of the Viking Union had put a price on my head.

YOUR WORLD

THE PLANET EARTH:

This is a constantly frozen planet, surrounded by an opaque layer of clouds. The sun can no longer be seen, it has become a mystical heavenly body, certain allusions to which can be found in ancient writings.

Apart from the mammoth, the only means of transportation is the steam train. Coal is the main source of energy, making it possible to warm oneself and fuel trains.

There are two types of coal: lignite and anthracite.

Lignite is used like currency: it governs all transactions. The most currently used unit is the "Bak" (100 kg of lignite). Lignite can also be used as fuel. Lignite is referred to as "Lignite-money".

Anthracite is richer than lignite, and is exclusively used for fuelling steam trains.

THE VIKING UNION:

This is the only train company which manages the immense railway network, linking the various cities. It is directed by the "Administrators" and employs a colossal army.

It is not a totalitarian power - it does not deal with the administration of towns - but its monopoly of all means of transport gives it unquestionable authority. Also, to preserve its ice-locked monopoly, it is making efforts to seek out and destroy everything which has anything to do with the Sun. It regards you as an "Ambivalent", an enemy to be destroyed.

THE PLAYER

You are the chief of the "Ambivalents", those curious beings who seek out the old myths about the sun. You have made numerous converts, but only a few have followed you in your armed struggle. Your greatest victory to date is the theft of one of the Viking Union's greatest trains: the Transarctica.

THE QUEST:

This is the first day of the new year 2714 (Viking calendar). At the head of the Transarctica and a small group of men, you are travelling the world to find information on the mysterious Project Blind, you have a dream to restore the sun to the world.

THE GAME:

To progress successfully in the game you must build up the size and strength of the Transarctica. Additional wagons etc. can be bought with Lignite-money from various industrial towns. Extra Lignite-money can be gained by trading at commercial towns with wandering nomads or by mining. You must also avoid the battle trains of the Viking Union and other hazards such as wolves. Intelligence gathering by your spies is vital.

THE RISKS:

The Viking Union will do anything to destroy the Transarctica. Train combats always end in the death of one train or the other.

Other dangers threaten you: mole men, the "Hordas" and other hostile animals.

Moreover, a train stopped on the ice which condemns its travellers to certain death. Boiler explosions, running out of coal, minefields, are thus to be avoided...

In the end, suicide may be a fairly sweet solution.

CONTROLS:

The game works entirely with the MOUSE.

On the keyboard, the numeric pad (figures from 1 to 9) emulates the movements of the mouse. You can move around block by block by using the CONTROL key with these numeric keys. The RETURN key or the SHIFT key (for doing capital letters) replace the left button of the mouse; the ALT key is the right button). On the joystick, movements are made naturally in all eight directions. The fire button corresponds to the left button of the mouse and the ALT key on the keyboard, the right button.

PAUSE KEY: Press the <P> key.

TO LEAVE THE GAME: Type <CONTROL> X.

TITLE PAGE

After the title screen has been displayed, the following options are presented:

- *To start a new game you can select the difficulty level.
- *To play a saved game, messages will tell you of the disk changes to be made.
- *To cancel the train combats phase from the game (see the chapter "Train Combat"). The result of the battle will then be calculated by the computer.
- *To switch in-game music on or off, as far as your machine's capabilities allow.

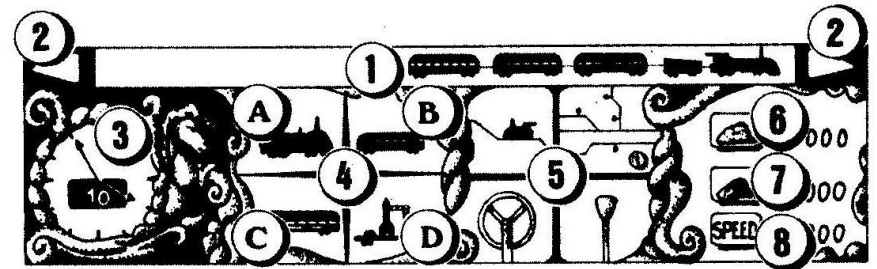
CONTROL PANEL

During almost all of the game, the control panel will be displayed at the bottom of the screen.

DESCRIPTION

(See sketch)

1. This bar represents the train with all its wagons in order. For complete information on a wagon, click on it and keep the button down. The text will disappear as soon as you release the button. The crosses inscribed on a wagon indicate its state of repair. When three crosses are displayed, the wagon is destroyed and only the axles are left.
2. These ARROWS make it possible to scroll the bar of the train towards the right or left, if it goes off the frame. The Transarctica can, in fact, have up to 100 wagons!



3. Since the game carries on in pseudo-real time, this clock states the **EFFECTIVE TIME**. The number of days elapsed appears in a small frame. By clicking on the clock, it goes into the "time acceleration" phase; the needles turn more quickly, events occur more quickly, train movements and other characters in the game are quicker. Click on the clock again to restore effective time.

4. Selecting these icons give direct access to the wagon shown.

The "A" icon represents the engine; "B" the private wagon, "C" the general quarters and "D" the missile launcher.

The icons "A", "B" and "C" are always accessible. the "D" icon is only displayed if you own the missile launching wagon, which must be bought during the game.

5. These action icons change according to the phase of the game. Once you are in the engine, the general quarter or the private wagon, the map icon is the only one which can be selected, and it will lead you directly onto the enlarged map centred on the train. For other phases of the game, the icons are explained later, in each of the corresponding chapters.

6. This number represents the amount of "LIGNITE" coal you possess. The unit used is the "Bak" which corresponds to around 100 kg. This term is derived from "baquet" ("tub"), a currently used receptacle, which contains 10 kg of coal. The "Bak" which appeared later is equivalent to 10 baquets.

The number decreases as coal is loaded into the boiler. Also, as this fuel is used as currency, the number is modified with each transaction.

7. This number states the quantity of ANTHRACITE possessed (in baks). Anthracite, which is less volatile than lignite and much more combustibile, cannot be used as currency.

8. States the **SPEED** of the train in km/hr.

THE ENGINE

Its function is faithful to that of traditional steam machines.

PRELIMINARY EXPLANATIONS:

The firebox, supplied with coal, heats the water in the boiler. On reaching 100°C, the water boils and the pressure starts to rise. To make the train go forward, a minimum pressure is required.

The speed of the train is fixed by the player, according to the position of the regulator.

Energy consumption will be according to the speed and mass of the train (kinetic energy formula). The faster and the heavier it is, the more energy, that is coal, will be consumed.

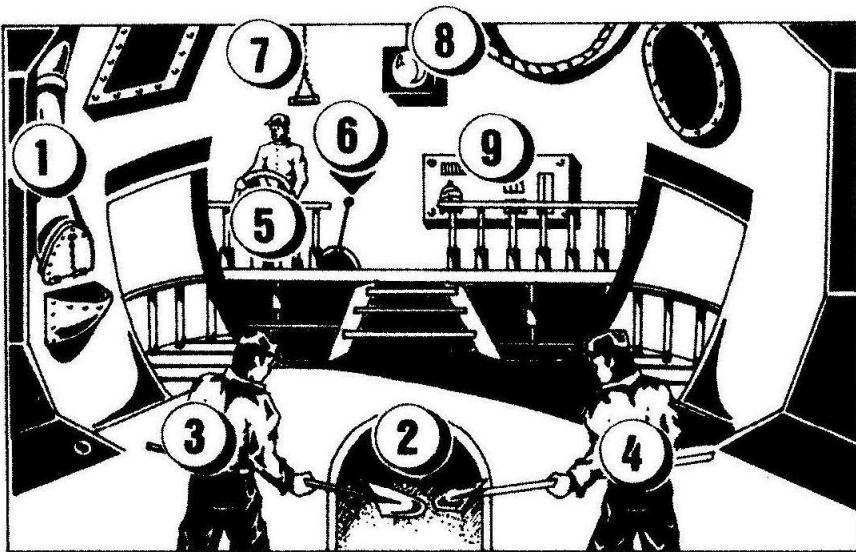
By going forward more slowly (fairly low adjustment of the regulator), you can make appreciable savings... But all this is a question of strategy and choice.

DESCRIPTION:

(See sketch)

1. The RECEPTACLE or "STOUP" collects the messages from the radio operator in the general quarters, who communicates with the various spies spread all over the world. If a message is present in this receptacle, click on it and the information will appear in a frame at the bottom of the screen. Click again to make the frame disappear. A bell will ring as each new message is received.

2. The Firebox is only lit up if coal is burning inside it.



3. By clicking once on this character, he starts to load the LIGNITE into the firebox. A second click accelerates the loading and a third stops the operation.

WARNING: It is not necessary to put coal permanently into the firebox. On the contrary, a few pellets may suffice to make the train move forward for quite a long time. Also, you risk making the boiler explode.

4. Same principle as above, except that ANTHRACITE is loaded into the machine.

5. By selecting this wheel, the driver reverses the direction of the train. The train will stop briefly.

6. By clicking on the BRAKE, you will stop the train. This in no way changes the position of the regulator, or any coal loading operations underway. In order to start up again, re-select the brake.

7. The traditional lever of the WHISTLE.

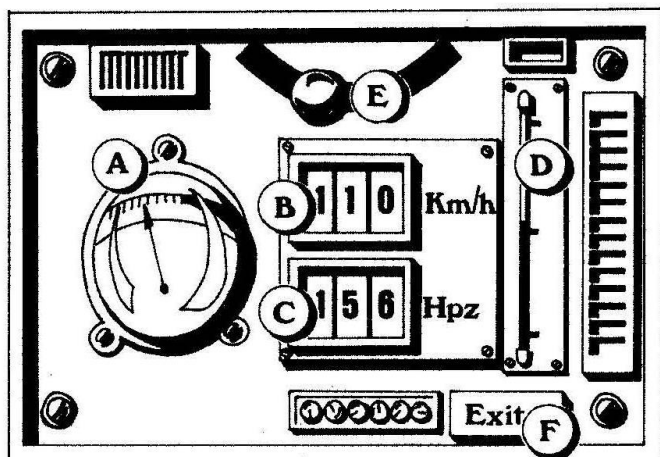
8. The ALARM starts up if the observation car (see Chapter "The Detailed Map") has seen something.

9. Access to the engine controls.

ENGINE CONTROLS:

(See Sketch)

- A -This pressure gauge measures the intrinsic pressure to the BOILER. Beyond the hyphen, you risk causing an explosion.
- B - Indicates the SPEED of the train in km/hr.
- C - These figures indicate pressure in PISTONS (effective transmitted energy). This pressure has a ceiling of around 300.



- D - Thermometer indicates the TEMPERATURE inside the boiler.
- E This REGULATOR is the only adjustable element on the panel. By clicking anywhere on the gauge you set the position of the regulator knob which effectively controls the speed of the train. Minimum, full left, maximum full right. (Maximum 300 km/hr).
- F -Exit back to engine.

THE PRIVATE WAGON OR "BOUDOIR"

As in the engine and general quarters, this wagon has a "Stoup" and a luminous alarm signal.

Three other possibilities are available:

THE INVENTORY:

If you click on the character sitting at the desk (his name is Kolotov, your special secretary) a complete inventory of the Transarctica will be presented to you.

SAVE GAME:

By selecting the book on the table, you can save the game whenever you like, and for as many times as you like. The program will ask you to insert a previously formatted disk.

On Amiga, you have to wait a few seconds after the insertion of a diskette, for the drive to read it.

On hard drive, you save directly into the game su-directory.

SUICIDE

By selecting the revolver on the table, you can, by pressing the trigger (button on the mouse) "commit suicide" and thus return to the options page.

THE GENERAL QUARTERS

Four choices are available to you on the page shown on the screen.

THE STOUP (Bottom Left):

Just as for the engine, you can obtain different information by selecting the current message.

THE MAP:

By clicking on the mock-up, an overall map of the whole game area appears on the image. You can then select any place in the world (see chapter "The Map").

SPYING AND SABOTAGE:

You will find further information on spies in the chapter "Locations" ("The barracks"). This menu can be accessed by selecting the radio operator on the left. It includes two options:

TOP: SENDING A SPY (available only if you have one). The overall map will then be displayed. Select the area where you want to send a spy. Once this area is displayed, the mouse will turn into a little symbol. Place it in the exact place on the track where the spy is to observe (don't forget that distances are very important!), then click on the button. The spy will then leave Transarctica to travel to this destination. As he moves like a rocket, his travelling time will be fairly short.

Having arrived, he will start to observe, and will inform you of everything he sees. In order to retrieve him, you have to go and look for him by train. You can also send spies into the cities, who will inform you of their "trading level". Apart from exceptional cases, it is useless to send spies anywhere other than on the tracks. They also have available a charge of dynamite to blow up tracks or bridges.

MIDDLE: DYNAMITE (available only if at least one spy is operative). The map, centered on the spy, will be displayed with a selection icon in order to carry out the sabotage. Click above and the spy will start to use the dynamite on the track or bridge on which he is currently posted.

A destroyed track stops enemy trains for the time it takes to repair it. If a bridge is demolished, the enemy is forced to retreat.

These acts of sabotage can be very useful when you are pursued by a more powerful enemy train. Try, then, to pass close to one of your spies and make the track behind you blow up. You will then have the time to escape.

WARNINGS:

- This can sometimes go against you if you want to use bridges which you have already destroyed!
- Spies can carry out one dynamite operation, and one alone, but if a train passes close to them, you can resupply them with dynamite.
- Only tracks and bridges can be blown up. It is useless to try it in cities or in enemy hideouts. Also, ends of tracks cannot be demolished.

LINE INSPECTION CARS:

These are little steam machines which are very fast, and can be sent to the front or back of the train. This menu can be accessed by clicking on the character to the right of the general quarters screen.

This menu offers two choices: the sending of a simple line inspection car and the sending of a line inspection car with a missile (these are the same missiles as those used by the missile-launcher wagon). Obviously, you have to possess a line inspection car, and a missile for the second choice, which may be purchased in certain trading towns.

Having made your choice, you have to decide the direction of the line inspection car: either in front of the train or at the back of it. The line inspection car will then leave the screen, and you can follow its path until it explodes.

If it stops gradually before exploding, this means it has met nothing along the track, unless it has gone over a minefield or crashed into an obstacle (that is, an enemy train or a barrage held up by underground barbaric people -- see chapter "The Events"). The sending of the line inspection car thus makes it possible to "test" the tracks, to see whether an enemy is there, cause him significant damage and delay his progress. Take care - a "bomb-line inspection car" 'returning' to the Transarctica would make it literally explode.

MAPS

There are two maps: the overall map and the detailed map.

THE OVERALL MAP:

This can be accessed in the general quarters, by clicking on the mock-up.

This map is an official plan taken from the Viking Union. However, it is possible that the railway network is not fully re-transcribed.

If you move the mouse above the control panel, it turns into a lens. You may then select any part of the land on the game. The X and Y co-ordinates of the center of the lens are indicated respectively below and to the right of it.

On the control panel, four action icons are available:

- * Detailed map icon.
- * An "EXIT" icon which will bring you back to the wagon previously left.
- * The wheel which makes it possible to change the direction of the train, without having to pass by the engine.
- * The brake.

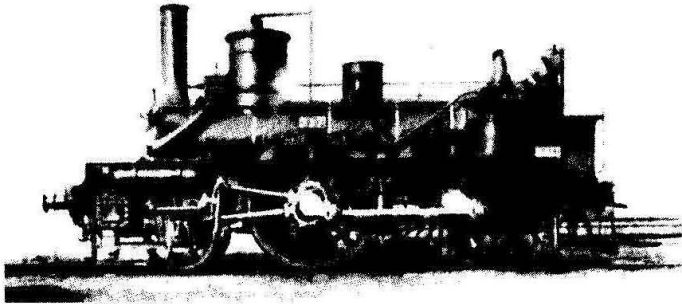
DESCRIPTION:

- The little blue frames represent towns.
- The skulls symbolize the enemy stores from where the V.U. trains depart.
- The little circuits with two arrows represent workshops. (See chapter "Locations").
- The stippled traces are underground tracks. These tracks have been traced in a straight line and there are very few bends. They make it possible for the trains to go much faster, sometimes doubling their speed. But they are inhabited by the "Mole Men" who often attack the trains. (See the chapter "Events").
- The red dots indicate mines. If they flash, the mines are open: otherwise they are exhausted.
- The Transarctica is symbolized on the map as a small train. If moving, a flashing arrow indicates its direction otherwise, it is shown as a cross.

THE DETAILED MAP:

Accessible directly from the "map" icon in any wagon, it shows a more detailed section of land, centered on the Transarctica. Apart from the second icon, which makes it possible to return to the overall map, the four action icons are identical to those of the overall map (centered map, inverter of direction and brake).

In order to scroll the map, position the mouse completely to the top, bottom, left or right of the screen.



You can also decide the route of your train. Simply click at the point where two different train lines meet to open or close junctions. Remember, trains cannot manage acute turns, so most junctions are only accessible from one direction. A

closed junction is indicated by a block of color just above that junction. By cross referencing with the overall map it is easy to plan a route for your train, opening and closing junctions well ahead of its arrival. If you use this method in conjunction with sped-up time (click on clock, see control panel), you can move around the world quite quickly.

Information on cities and mines is available on the detailed map. Click on the various elements, keep the button pressed, and a text will be displayed at the bottom of the image and disappear when you release the button.

Act in the same way if you want to get to know a co-ordinate at any place on the map (1 unit = 70 km).

If mobile elements (enemy trains, wolves, mammoths, nomads) are visible from the observation car, they are indicated on the map and the alert is given in the Transarctica. There are several types of "observation box-wagon" which make it possible to see more or less far. At the start of the game, you don't have any of these in your possession: your field of vision is thus fairly limited. If the elements leave the field of vision, they disappear from the map.

Finally, a destroyed track is symbolized by a large black hole.

MISSILE LAUNCHERS

This wagon is not available at the start of the game. You have to possess at least one missile to use it. The train will stop if a missile is to be fired. Its functioning is fairly simple: all the selections are made on the small control panel.

FIRING ADJUSTMENTS

Two firing adjustments may be carried out: orientation and distance. Orientation is indicated on the left bar ("N" corresponds to 90°, "NE" to 45°, etc.). You position it by means of the small buttons alongside this bar. You select distance on the meter by clicking on the figures directly.

With its very powerful infra-red pick-up, the missile is attracted by sources of heat. You thus don't have to be precise down to the last kilometer, but a minimum distance is imposed.

FIRING:

Firing is carried out in two phases: you arm by selecting the left valve, then you fire with the one on the right.

At any time, you can leave this phase of the game by clicking on the "EXIT" icon of the control panel.

Having launched the missile, its course is followed on the map.

WARNING: Missiles should be fired only to destroy enemy trains. It is useless to send them anywhere else. Of course, its target has to be decided beforehand. This is where spies are useful. By knowing your own co-ordinates and those of the target train, and knowing that one unit corresponds to 70 km., you can accurately calculate the optimal values for a successful missile launch.

As the number of enemy trains in the game is limited, a missile which reaches its target will free you from potential aggressors.

EVENTS:

Various meetings occur during your journey. Certain things can be seen from the observation box in which case the alert is then given and the "intruders" are displayed on the detailed map.

NOMADS:

These are travelling merchants who transport very rare and sought-after products: the furnishings of long ago.

MAMMOTH HERDS:

It is fairly common to meet them. The result of the hunt will be decided by the number of beaters you have available, that is slaves and soldiers. You do, of course, have to have cattle wagons to transport them.

THE "HORDAS":

These are gigantic packs of starving wolves. They attack trains and cause a great deal of damage to cattle wagons, slaves and soldiers.

You need a strong army to defeat them.

THE UNDERGROUND PEOPLE OR "MOLE MEN":

Their ancestors built the underground railways. In time, they grew to prefer the relative warmth and shelter of the tunnels to the world above. They are cannibals. They attack trains for food and carry off women to breed with. They are badly organized but very strong, numerous and not afraid to die.

A "bomb-line inspection car" will discourage their attacks.

DESTROYED TRACKS:

They will stop the train and in order to repair them, you will need rails. Repair time will depend on your construction capacity, that is the number of slaves, mammoths and cranes you have in your possession.

BRIDGES:

The construction of a bridge requires more means than the repair of a track, but the principle is the same.

SCENARIO POINTS:

These can lead you to discover a particular place, meet such and such a "character" etc.

LOCATIONS:

The Transarctica may visit many destinations. Each of them has a particular purpose.

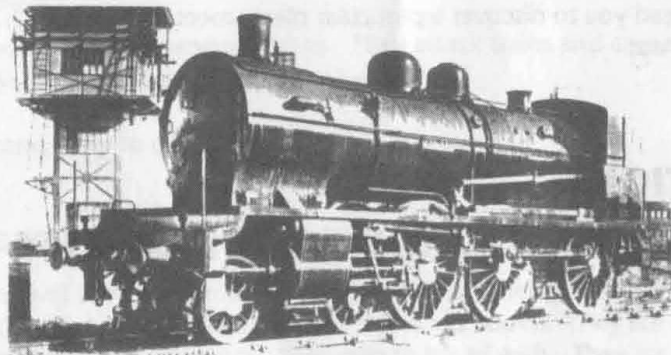
COMMERCIAL TOWNS:

There are towns where mass trading is carried out between trains.

First select the type of transaction: purchase or sale of merchandise. All the products will then be displayed on the screen with their prices (of purchase or sale, according to the previously selected icon) and their quantities. To gain more information on a product, click and keep the button pressed. then use the "PLUS" or "MINUS" icons to fix the amount of the transaction. Quantity and price are displayed at the same time by two meters. To complete the operation, click "OK". The currency used is, of course, the Bak.

WARNINGS:

To purchase a product, you must have sufficient space to store it (that is a goods wagon or tanker, according to the product, and it should be empty, or holding the same type of goods).



There are 15 different products to trade. They vary with local conditions and supply and demand. For these reasons you can gain many baks of lignite by clever trading: always note what a town is selling, at what price and what it has not got - in fact, a notepad and pen will be handy throughout the game.

Once you have bought a certain product in one town, the town will take quite a time to resupply itself with the same product.

INDUSTRIAL TOWNS:

These towns specialize in the manufacture of wagons. The functioning of the menu is identical to that in the commercial towns except that you cannot resell a wagon.

There are about twenty different wagons (observation cars, cranes, goods, cattle, tenders etc.) each with a specific function. If you click on one of them, a general plan and descriptive text is displayed.

MAMMOTH FAIRS:

Mammoths are very highly valued: they can transport heavy loads and cover hundreds of kilometers at high speeds. They are used for bridge construction, mine-laying and war (See chapter "Train Combats").

Mammoth fairs are few and far between. You can buy or sell numerous mammoths at them. Use "PURCHASE", "SALE", "PLUS", "MINUS" and "OK" for this. Take care! You must have cattle wagons to transport them.

SLAVE MARKETS:

Slaves are usually captured molemen. Physically very strong; they take part in all heavy work: track repair, bridge construction, coal mining.

The same procedure applies as to the mammoth fairs. "Prison Wagons" are essential for transporting slaves.

GARRISON TOWNS:

This is where soldiers are enrolled: "barracks wagons" are needed for accommodation.

The soldiers are used for war and hunting. They are normally hired by slave merchants or by the local authorities for neighbourhood warfare.

Sometimes, the menu offers a choice between soldier and spy.

The spies cost nothing; they are mercenaries who, by philosophy, content themselves with living in luxury wagons: so you have to have these wagons in order to be able to enrol spies.

On the other hand, they are prepared to carry out perilous missions. The luxury wagons are equipped with jet wagons. These are used by the spies to move quickly to their observation points: the cockpits of the jets are equipped with ejector seats. Once in place, the spies can then set dynamite on bridges or trucks. (See the chapter "General Quarters").

WORKSHOPS:

These are a kind of garage for trains. Three actions are possible:

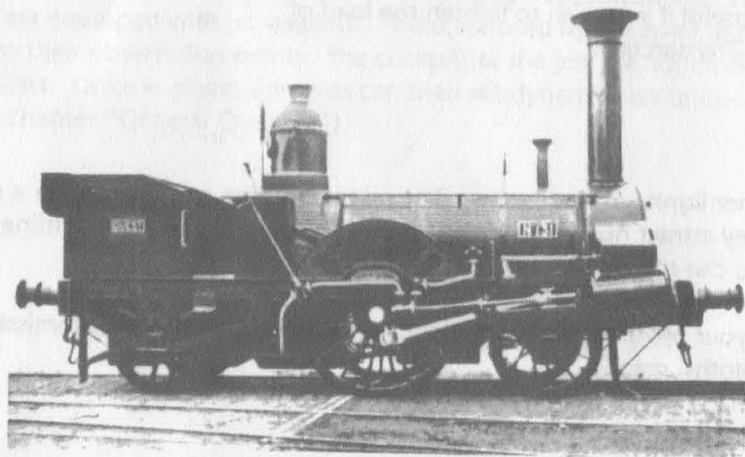
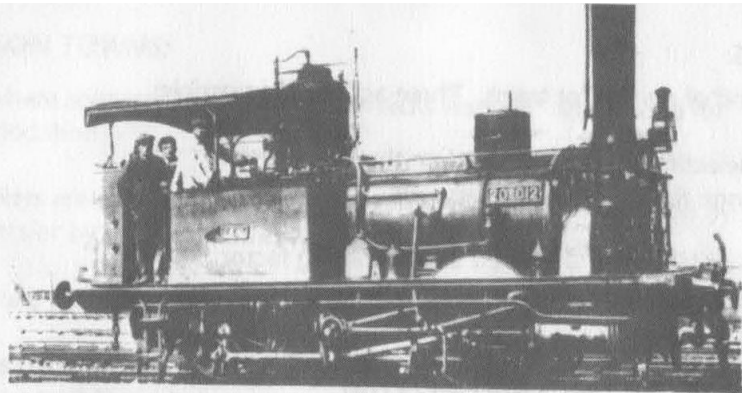
- By selecting the engine shed on the left, you can change the order of your wagons.

The order of the wagons is a determining factor in train combat (see chapter: "Train Combat").
- The center scene allows you to repair wagons as needed. This costs a few baks of coal.
- By clicking on the wagon "cemetery" to the right, you can send wagons to the scrap-yard. This may be useful if you wish to lighten the load of the Transarctica.

MINES:

Mines are either lignite or anthracite. The mines become exhausted after a period of time, as they attract numerous prospectors. The sooner you reach a mine, the more coal you can recover.

The result of your prospecting also depends on the means you can commission: slaves, mammoths, cranes.



TRAIN COMBAT

The battle trains of the Viking Union are constantly seeking you out, with the aim of ending your quest by destroying your train. When you meet an enemy, the game passes automatically to the train combat sequence.

If you have deselected this sequence on the options menu, the result of the battle will be calculated by the computer.

Train combat is a real "War-game" between you and the enemy train managed by the computer. The winner is the one who destroys the military potential of the other train (soldiers, cannon, machine guns).

ENVIRONMENT:

The enemy train is at the top of the screen; yours is at the bottom.

The combat takes place in real time. You can scroll the image by placing the mouse to the right or left of the screen (just as for map scrolling).

The same bar on the control panel, representing all the wagons of the train, is available. Scroll it by clicking on the right and left arrows. Crosses inscribed on the wagons show their state of repair. (After three crosses, the wagon is destroyed). If the wagon is attacked by enemy soldiers, a triangle, the symbol of the Viking Union, will be displayed on the wagon. If you select a wagon, the image will be centered above.

Under the bar of the train, there are three icons:
The brake, which makes it possible to stop or restart
the train. The train's forward and backward movements
are limited. The direction inverter. Return to the latest
active position.

DEPLOYMENT OF SOLDIERS:

One soldier on the screen represents a group of several soldiers. The soldiers, on departing, are in "barracks-wagons". A control panel then appears. It includes an ARROW, "PLUS" and "MINUS" icons and a NUMBER corresponding to the number of soldiers present in the wagon. If you select the ARROW, all the soldiers will leave the wagon.

If you wish to leave soldiers in the wagon, use the "PLUS" and "MINUS" terminals to set the number of soldiers to be left. The others will remain in place, and the group will be divided in two.

Your soldier will now walk on the screen. If you select him, a control panel more complete than the one before will appear. It includes the same "PLUS" and "MINUS" icons, the NUMBER of soldiers and DIRECTIONS, and a STOP position. If you click on the latter (center box) the group will stop. If you choose a direction, the group will go towards it. The direction of the group is lit up on the control panel. As seen before, you can separate the group by using the "PLUS" and "MINUS", then selecting the direction. The new group will appear on the screen while other soldiers of the group will remain in place.

In order to cancel a control panel, click anywhere on the screen.

BLOCKING, COMBAT, REGROUPING, ASSAULTS:

A group of soldiers will advance until it meets an obstacle. If it is an enemy group, combat will automatically ensue: The result will be decided by the group's relative strengths.

If it is another group of allied soldiers, the two groups may join forces. For this, click on one of the groups and set the direction that will lead to a meeting. The two groups then join.

A soldier stops when in front of the enemy train. Select him and move him on the wagon. The soldier will then go onto the rooves of the wagon, even if the train is moving. He can then move onto the rooves and blow up the wagon by setting dynamite. For this, click on the soldier and his control panel will offer, instead of upwards movement, the setting of dynamite towards the right or left of the soldier. The dynamite will only explode after a certain time, and the countdown will be displayed by flashing. During this period, the "defenders of the train" may be moved up to the dynamite in order to put it out; On the other hand, the "attackers" cannot cross it, as the dynamite will block their passage. Various strategies can be foreseen to "protect" the bomb which has been placed. Dynamite, when it explodes, completely destroys the wagon on which it has been placed and causes the death of all the characters present on or in the wagon. By staying at the end of a wagon, one can place dynamite on the wagon alongside and avoid exploding with it. It is not useful to destroy all the wagons as you risk losing some of your war booty.

The enemy will act in the same way as yourself. In order to fend him off, you in turn have to send soldiers onto the rooves of your own train.

MAMMOTHS:

Mammoths do not move in groups during battle. They move independently and are used to transport soldiers. They are held in the cattle wagons and have to be led out one by one. Separation and regrouping functions the same as for soldiers. Mammoths move faster than soldiers and can absorb much machine-gun fire.

COMBAT WAGONS: CANNON AND MACHINE GUN:

To use, simply click on the appropriate wagons.

The cannon fires on the wagon facing it. Between each firing, a certain amount of time is needed to reload and prepare to fire again. The firing icon will indicate whether the cannon is operational or not.

Several shells may be necessary to destroy a wagon. The boudoir, the general quarters and the engine are strongly armored. If you lose one of them, you have lost the battle... and the game! If you destroy the adversary engine, the enemy train can no longer move.

The machine gun fires straight ahead. If the train is moving, it can "sweep" the battle field. Take care not to fire on your own soldiers.

The other wagons have no offensive role in the battle.

THE BOOTY:

Booty captured depends on the original market value of the train, and the number of wagons left intact. The more quickly and decisively you win, the more you gain. Most of the time, you recover coal and slaves.