
THE TRAIN _____

_____ *Escape to Normandy™*

By

ACCOLADE™

For

Commodore 64/128

Designed by Artech Digital
Entertainments, Inc.

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 disk into the drive label side up and close the drive door.
4. Type: Load " * ", 8, 1 and press RETURN.

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, Gauguins, 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. They 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.

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)
 - SPACE BAR to pause the game at all times except while taking a station
- While the train 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 (while not 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 triangular 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

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:
 UP 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 to red as the train approaches a switch to show the current switch position.:

Whistle once to light top position

Whistle twice to light middle position:

Whistle thrice to light bottom position:

The lights on the cab signals will change to show the new orientation of the switched track.

Special Events

TAKING THE TRAIN

- Use joystick (all positions) to aim your gun, fire button to shoot.
- Use the space bar 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 you stop firing he ducks for cover himself
- Use the joystick (left/right) to select between the three levels, indicated bottom left 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 (all positions) to aim your 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 (described above)

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 communications 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 may 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 that 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 map. A German held station is blue.

ENTERING A HIGH SCORE

- Use the keyboard to type your name.
- Use INST DEL to delete the last character typed.
- Names must not be longer than 11 characters
- Press RETURN when finished.

SCORING:

- You are awarded points as follows:
 - soldiers at stations = 50 pts. each
 - boats sunk before they fire up to four shells = 250 pts.
fifth shells = 200, 6 = 150, 7 = 100, 8 = 50, 9 = train destroyed
 - enemy fighters out the front = 300
 - enemy fighters out the rear = 300

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 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 last game ends when you meet the advancing Allies line (eg after you take Riviere), damage is so excessive the train can not 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 shows 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 (see inside back cover).

THE TRAIN & CARS:

The train and cars consist of:

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

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 not 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 the lines. Some crossings and siding lines simply join without switches.

CREDITS:

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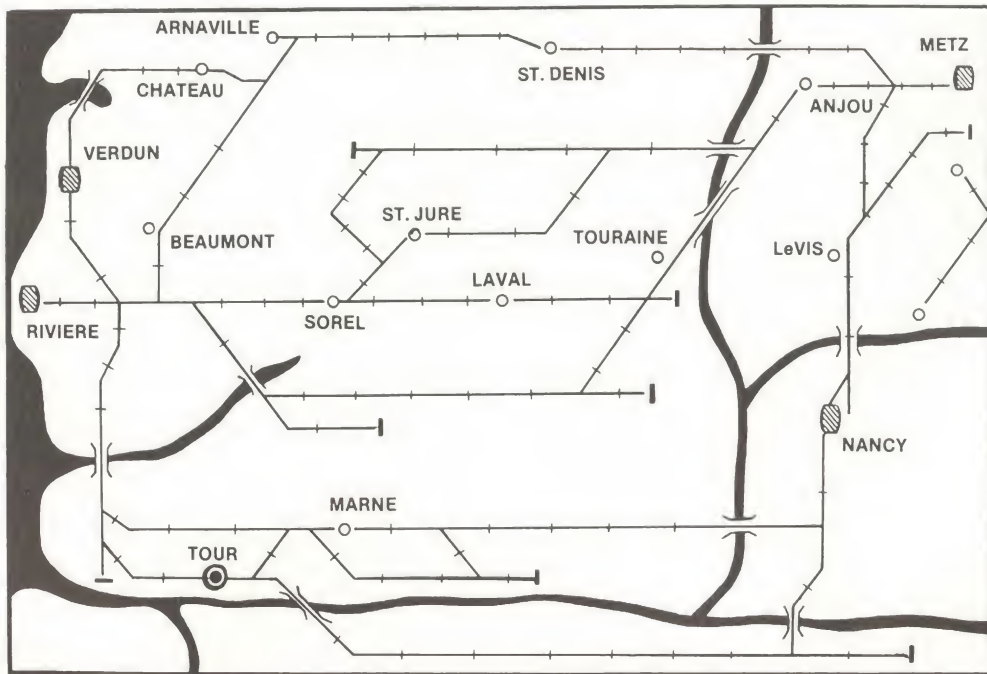
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"THE TRAIN" MAP



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