MANUAL

CITIES in MOTION

COLOSSAL ORDER
game development studio

TABLE OF CONTENT

INTRODUCTION

WELCOME TO CITIES IN MOTION!

In Cities in Motion, you are offered several large European cities where you can test your skills in building and maintaining a public transportation system through a variety of unique challenges. Every city is filled with many different inhabitants going about their lives, whether they're traveling to their homes, workplaces, or out to relax after a long day with some shopping or visiting various attractions. You will have numerous transportation types at your disposal to create the perfect network of lines for your customers.

SYSTEM REQUIREMENTS

OPERATING SYSTEM: Microsoft Windows XP, Vista, or 7
PROCESSOR: 2 GHz Dual Core or higher
MEMORY: 2 GB RAM
HARD DISK SPACE: 2 GB
VIDEO CARD: NVIDIA GeForce 8800/ATI Radeon HD 3850 or higher, 512 MB RAM, OpenGL 3.0
SOUND: Sound card and speakers
CONTROLLER SUPPORT: 3–button mouse and keyboard

MAIN MENU

NEW GAME
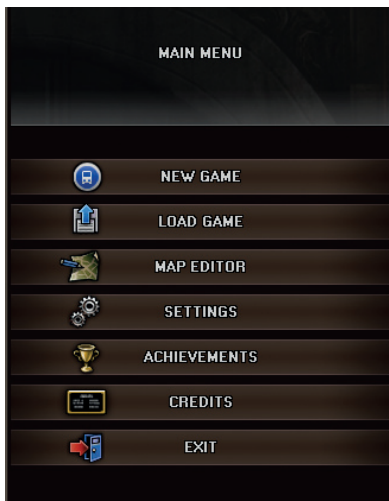
Tutorial
The tutorial teaches you the basics of the game.

Campaign
The Campaign consists of scenarios that contain various transportation challenges which span over a hundred years, beginning in the early 1920s. When a scenario is completed, you will unlock the city in which it is set for use in **Sandbox** mode; you will also unlock the scenario for replay in the **Scenario** mode.

Sandbox
In the Sandbox mode, you can choose a city and starting year to play freely for as long as you like. The city will change over time, with new citizens and vehicles appearing to offer new challenges. You will unlock more cities for the Sandbox mode as you progress in the Campaign. Also, all custom cities you make using the **Map editor** will show up in the Sandbox menu.

Scenario

Scenarios you have completed in the **Campaign** will show up here. You can replay single scenarios in any order you like to try out new tactics and earn achievements.

Once you have selected the game mode, you must create your company identity by choosing its name, colors, and logo. You can use randomly generated settings if you like. For Sandbox games, you must choose the city and the starting year for the session.

LOAD GAME

You can access all your saved games from here. Saved games have a timestamp to help you find the save you are looking for.

MAP EDITOR

You can create your own cities using the Map editor. Cities created with the editor can be found in **Sandbox** mode under **New game**. See **Creating cities** on page 40 for detailed instructions.

SETTINGS

From the Settings menu, you can adjust game settings to suit your setup and playing style. There are separate options for graphics, audio, and controls. The default controls can be found on page 42.

Settings are divided into three categories: **Graphics**, **Audio**, and **Controls.**

Graphics

From the graphics setting, you can adjust how the game looks.

USE SYSTEM CURSOR: Choose between the game's cursor and your default system cursor.

VERTICAL SYNCHRONIZATION: If you have an older monitor or if you experience tearing, turn vertical synchronization on.

SHOW FRAMERATE: Lets you see the game's framerate while playing.

HDR LIGHTING: Enhances graphics but affects performance. Try turning this off for better performance, if you are having problems.

SATURATION: Tweak the colors in the game to find the perfect setting for your screen.

SHADOWS: Sets the resolution of shadows in the game world. If you are having problems with performance, you might want to try and set them to low or off.

ANTIALIASING: Reduces jagged edges. If you are having performance issues, try turning antialiasing off.

ANISOTROPIC FILTERING: Enhances textures according to the viewing angle.

FULLSCREEN MODE: Choose between windowed and fullscreen modes.

RESOLUTION: Sets the game resolution.

FREQUENCY: Lets you choose the refresh rate if multiple rates are available for the chosen resolution.

Audio

PLAY IN-GAME MUSIC: If you don't want to hear game music while playing, leave this box empty.

AUDIO VOLUME: This slider controls the ambient sounds, such as people speaking and vehicle motor sounds.

IN-GAME MUSIC VOLUME: This slider controls the game music.

DEVICE: Choose your preferred audio device from the list.

SPEAKERS: Choose your speaker setup from the list for the best sound output.

Controls

Lists all of the controls for the game. You can edit the controls by clicking the action you wish to change, then pressing the button or other key you want to associate with the action. You can have primary and secondary controls for each action. Default controls can be found on page 42.

CREDITS
See who made the game for you to play!

EXIT
Close the game.

USER INTERFACE

To play the game, you need to learn a few things about the user interface. Let's go through the things you will see on your screen.

MOVE VIEW

To scroll through your city, use the mouse wheel button (if applicable) or move your cursor to the edge of the screen for edge scrolling. You can also use the W, A, S, and D keys. Arrow keys are used for rotating the view. To zoom in and out, use the mouse wheel.

REPUTATION AND MONEY

At the top-left corner of the screen, you can see your current reputation and financial situation. Reputation represents your company's reputation among the citizens, and affects how likely they are to use your services. Clicking on the reputation bar will show you a more detailed breakdown of how the different social groups feel about you. Reputation is important and can be raised by keeping your employees happy, ensuring that stops have short wait times, paying off your loans swiftly, and properly maintaining your fleet. You can also gain reputation by completing tasks and petitions presented to you. Your

reputation will suffer for a variety of reasons, such as a downturn in your financial situation, customers having to wait a long time at stops, frequent vehicle breakdown, or if you demolish city structures.

TOOLS

At the center-top of the screen, you'll find the tools for selecting, constructing, and demolishing.

Selection tool

The **Selection tool** is your basic mouse cursor. You can click on buildings, people, and vehicles to get information about them in the Miniviewport. Hovering over items displays their name or address.

Construct

Selecting **Construct** opens up the construction menu. From the top edge of the construction menu, you can choose the type of vehicle for which you want to build infrastructure. Under each vehicle type you will find one or more stops or stations, depending on the year, (see **Stops and stations** on page 31) and rails, if they are needed for the vehicles in question. More stop and station types will unlock as time progresses. For setting up lines, see **Lines panel** on page 15.

Constructing infrastructure

Infrastructure needs vary somewhat between vehicles. Some vehicles can turn on rails, some need circular routes or loops, and some simply have stops placed at desired intervals.

Metro infrastructure

Metro track can be built on the ground level, above it as elevated rail, or on three underground levels. A track can also alter between levels; to do this, build segments on the desired levels and the connecting rail piece will automatically snap one level higher or lower. Metro trains can turn on rails without any loops, so you can just end routes in stations or leave the ends open. When choosing stations, make sure you pick the correct station type for the situation. There are different station types for elevated, ground level, and underground rails. To rotate a station when placing it, click the right mouse button. Two or more different lines can use the same station; to do so, just join the rail at

some point so that the trains have access to the stations you want them to use.

Tram infrastructure
Trams need rails to run on. You can construct rails and stops in the order you like, but you need both for the route to work. You can either make routes circular or add loops to the ends to make sure the trams have maximum access to stops. If your line is circular, make sure to place stops on only one side of the tracks if you plan on only making one line. Keep in mind that tram rails can be laid on surfaces other than road. Pedestrian areas, grassy zones between multi-lane roads, and parts of parks can also be used for laying tracks. This is a great way to avoid getting your trams stuck in traffic.

Bus infrastructure
Build stops along the desired route. Buses will automatically pick the best route between the stops, so choose the positions as you see fit.

Water bus infrastructure
Water buses use piers that need to be placed on the waterline. The water buses automatically use the optimal route, so you can position piers as desired.

Helicopter infrastructure
Since helicopters fly, you can place heliports anywhere you like. Heliports and helicopters alike become available in the late 1950s.

Bulldoze
The Bulldozer tool lets you destroy and sell structures. You can sell your own structures - stops, stations, and track pieces - for a percent of the price paid for them. Simply bulldoze any structure and it will automatically be sold. The payback percentage varies according to the game's difficulty level. However, bulldozing city structures costs money and negatively affects your reputation.

HEADQUARTERS PANEL

The Headquarters panel is where you manage your company by adjusting ticket prices, taking out loans, and launching advertisement campaigns.

Let's have a closer look at each tab:

Budget

The **Budget** tab shows an estimate of the current month's financial situation. Here, you can see all of your expenses and how much profit your services are likely to make.

Banks

The **Bank** tab allows you to view and manage loans from different banks. The amount of money the banks are willing to loan you is based on your current company value and will grow as the company expands. The more banks there are, the more money you can borrow. Remember to keep an eye on the loan conditions, as some banks have better offers than others. The interest rate varies according to the global financial situation, so make sure to pay off loans faster when interest is high.

Energy

All vehicles consume energy, whether it's electricity or fuel. The **Energy** tab shows how much your vehicles consume and the associated costs. Energy prices are affected by global financial fluctuations, and sometimes it can really pay off to switch to cheaper energy options by favoring different vehicle types.

Company policy

From the **Company policy** tab, you can set ticket prices, wages, and maintenance percentages. Wages and ticket prices should be regularly checked because citizens' expectations change with the economic situation. Ticket prices should be carefully tuned, as setting them too high will scare off customers, and setting them too low will reduce your company's value. In addition, well-paid, happy employees give you a better reputation. Stop and vehicle maintenance is also important: having a small vehicle maintenance budget will cause vehicles to break down more often, thus lowering your reputation. Similarly, making your stops clean and safe through regular maintenance will make them more attractive to your customers.

Advertising

Advertising campaigns are a great way to reach your customers and raise the company's reputation. The **Advertising** tab lets you launch different campaigns and browse the effects they will have on different social groups. Some campaign types become available later on, while others, such as newspaper and street advertising, are always available.

Customer profiles

You can use customer profiles to see how your network is doing on a grassroots level. If you find a citizen that you like, you can save their profile to easily find them again. Just select any citizen and then select the information view on the Mini-viewport. You will then see a "Save to profiles" button, which will instantly add the citizen to your **Customer profiles** list.

VEHICLE PURCHASE PANEL

You can buy and sell vehicles from the **Vehicle purchase panel.** Vehicles bought while only the purchase panel is open go to the vehicle depot and can be assigned to lines by opening the **Lines panel.** Vehicles can be stored in the depot for as long as you like. Be sure to check out a vehicle's attributes when considering a purchase. You can also read more detailed descriptions by clicking the vehicle blueprint icon.

CAPACITY: The number of passengers the vehicle can carry.

ATTRACTIVENESS: The level of appeal a vehicle has for potential customers. More attractive vehicles draw more passengers.
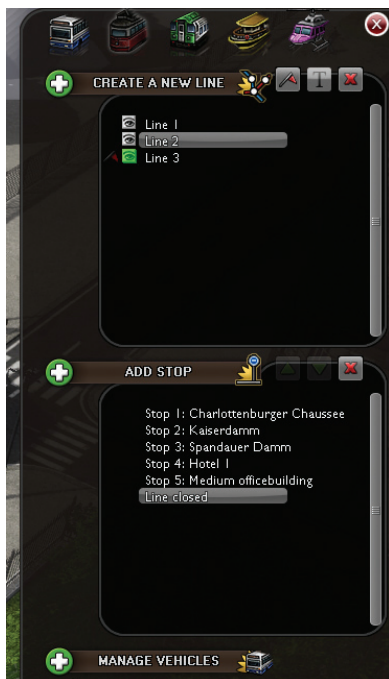
FUEL/ELECTRICITY CONSUMPTION: The monthly amount of fuel or electricity consumed by the vehicle.

LIKELIHOOD OF BREAKDOWN: The odds that the vehicle will cease working and require repair. Some vehicles break down more easily than others.

SPEED: The maximum speed of the vehicle.

You can switch between vehicle types at the top of the panel.

LINES PANEL

All your lines are shown on the Lines panel. From here, you can browse your current lines as well as set up new ones. To create a line, you first need to build stops, stations, and tracks, and then use the Lines panel to assign them to a line.

To create a new line:
1. Choose the correct vehicle type at the top of the panel
2. Click **New line**
3. Click **Add stop**, and then go through the stops in the order you want the vehicle to visit them
4. After the last stop, click on the first one to close the line
5. Click **Manage vehicles** and buy a vehicle for your line or assign an existing one from the vehicle depot
6. To open a line, click the flag symbol next to its name on the Lines panel

You can give unique names to your lines by selecting the line and pressing the **Rename line** button, represented by a 'T' symbol.

Notice how the stops are shown on the panel? If you want to add a stop later, you can just select the one that comes before it and press **Add stop,** then select the new stop on the map. You can also alter the order in which the stops are visited by moving them up or down on the Lines panel list by selecting a stop and clicking the **green arrow buttons.** Removing stops is just as easy: simply select the stop you want to re-move and press the **red 'X' button.** Please note that when you edit a line, it is automatically stopped and will be reactivated once you indicate you are finished by pressing the **red flag symbol.**

GRAPHS PANEL

The Graphs panel shows you recent developments in the global economy and your company. It is divided into two tabs**: Company graphs** and **Economy graphs.**

Company graphs

Under Company graphs, you will find **Coverage, Popularity, Monthly profit, Company reputation, Total debt,** and **Company value.** Each button

shows you the corresponding graph, and a slider lets you control the time scale. Graphs are a good way to study the big picture of how your company is doing.

Economy graphs

This panel has graphs detailing **Economic growth, Electricity price, Fuel price, City population, Unemployment rate,** and **Private motoring.** These will give you a good perspective on the global economy. By studying the graphs, you can learn to predict financial fluctuations, informing you when best to make certain moves, such as taking on loans when the interest rate is low and buying vehicles when prices are down.

Rosters panel

The Rosters panel helps to make you aware of problems with lines and vehicles. On the **Vehicle roster** tab, you can list all vehicles of a certain type and see their statistics. You can browse through vehicle types with the small green arrows beside the vehicle's picture. You can also switch the order in which the vehicles are shown by clicking on the columns. Clicking again reverses the order according to that column. **Stop roster** shows a list of all your stops and stations sorted by type. All stations and stops have statistics that you should keep an eye on to address developing problems, such as crowded lines.

OPTIONS

Selecting Options pauses the game. You can **Save, Load,** and **Exit to main menu,** as well as adjust the settings.

Saving the game

This saves your progress. You can name your saves as well as have multiple saves from one session.

Load game

This loads a saved game. All saved games have names, and display the time when the save was made, thus allowing you to quickly see which is your newest.

Settings

From the Settings menu, you can adjust game settings to suit your

setup and playing style. Here, you can find the same options as in the **Main menu,** which you can tweak while playing. You will find separate options for graphics, audio, and controls. The default controls can be found on

Settings are divided into three categories: **Graphics, Audio,** and **Controls.**

Graphics
From the graphics setting, you can adjust how the game looks.
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Audio
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SPEAKERS: Choose your speaker setup from the list for the best sound output.

Controls
Lists all of the controls for the game. You can edit the controls by clicking the action you wish to change, then pressing the button or other

key you want to associate with the action. You can have primary and secondary controls for each action. Default controls can be found on page 42.

MAP

On the lower-left corner of the screen is your Map. You can view the whole city at once, and your lines are highlighted with corresponding colors. Metro lines are green, bus lines are blue, tram lines are red, water bus lines are yellow, and helicopter lines are shown in magenta. Each stop is shown as a bump on the line.

The Map has very important tools to help you decide where to build your lines. Beside it, you'll find the **Data view** button. Pressing it will open a menu that lets you filter the map in many ways. On the left column, you will find all of the city's building types. The right column shows the social groups that live in the city. To see, for example, where most of the blue-collar workers live, you would click Homes on the left column and Blue-collars on the right column. This would show on the map how many blue-collar workers live in each building. Buildings with no blue-collar residents are red and buildings with many blue-collars are green. The colors in between are orange, yellow, and light green, indicating a rising amount of blue-collars living in the buildings. To make use of this information, you should select any building type the blue-collars would be likely to want to travel to. Workplaces are good options, as they are sure to always draw people. When you have checked where the work-places are located, you can build a line between the densest home area and workplace area, ensuring plenty of passengers.

Data view colors

RED – Minimum traffic for chosen social group
ORANGE – Very little traffic for chosen social group
YELLOW – Some traffic for chosen social group
**LIGHT GREEN** – Moderate traffic for chosen social group
GREEN – Heavy traffic for chosen social group

Below the Data view button is the **Underground layer** button. Pressing it will show all underground structures, such as tunnels and metro stations.

DATE AND SPEED

Below the Map, in the lower-left corner of the screen, is the current date. Next to it are the speed controls. With these, you can choose between Pause, Normal, Fast, and Very Fast. You can use the number keys to adjust the speed as well: simply use 1-3 to adjust the speed, and the space bar to pause the game. You can also build structures when the game is paused.

NEWS TICKER
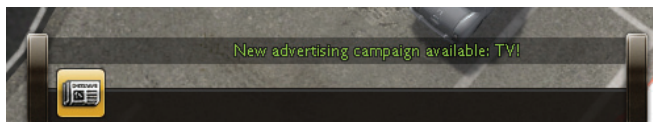
Next to the Map is the News ticker. It gives you information about events occurring in the city and around the world. The information scrolling by is color coded: red items are accidents, complaints, and vehicle break-downs affecting your network; green items tell of new items available for purchase and other positive changes; and world news and smaller inci-dents are shown in white. Clicking on some news items will take you to where the event is happening. For example, clicking on an item about a fire will center your view on the burning building.

MINI-VIEWPORT

The Mini-viewport is located in the lower-right corner of the screen. You can select people, buildings, stops, stations, and vehicles anywhere in

the city to lock them in your Mini-viewport. You can view information on vehicles, passenger profiles, as well as buildings and their residents or workers by selecting Show data on the left edge of the Mini-viewport. If you click anywhere inside the Mini-viewport camera view, you can instantly center your screen on the clicked spot.

GAME MODES

There are two main game modes: Campaign and Sandbox. Sandbox is an infinitely playable open world without any pressing objectives. Campaign has a storyline and separate scenarios that take place in different cities and times.

CAMPAIGN

The Campaign consists of 12 separate scenarios. Each scenario has a story and a starting situation. As you play through scenarios, you will unlock cities for Sandbox play. You can also replay scenarios from the Scenarios mode after you have completed them. For the Campaign, you can choose your company's name, logo, and color, or select the random ones offered.

TUTORIAL

The tutorial map offers you a short scenario to help teach you the basics of the game. You can replay the tutorial whenever you like. Playing the Tutorial does not count towards achievements.

SANDBOX

The cities you encounter in the Campaign are unlocked for Sandbox play. Cities created with the Map editor will also show up for play in Sandbox mode. You can choose the starting year, bank balance, difficulty, and city, along with other options for the company. Sandbox mode is a free play mode that allows you to play for as long as you like. As time passes, cities change and new vehicle types appear.

SCENARIO

Replay completed scenarios in Scenario mode. You will only be presented with one scenario at a time. Replaying scenarios counts towards achievements.

VEHICLES

Vehicles are an important part of Cities in Motion. In earlier eras, you will have a few vehicles, though more will become available as time passes. There are many different vehicles catering to the various route and passenger types.

BUSES

Buses are the most common vehicles in large cities. They work well on small routes in densely populated areas and are also good for long routes to far-away housing areas. As a rule of thumb, the more capacity a bus has, the lower the average speed will be. Buses can be used to feed other lines with a better capacity, or to easily and cheaply include isolated parts of the city in the public transport network.

NAME: Maurice Astor
IN USE: 1920-1945
DESCRIPTION: The Maurice Astor was one of the first buses produced in Britain, a direct descendant of the horse-drawn carriage. The Maurice Astor is small and not very fast, but also a well-rounded vehicle that passengers find comfortable. It has easy-to-clean wooden seats and a special seat for the conductor.

NAME: Livingstone Ocelot
IN USE: 1927-1953
DESCRIPTION: The Ocelot features large windows that are excellent for allowing passengers to enjoy the view while traveling. A powerful petrol motor ensures a good average speed, and even with the panorama windows and spacious seating, it can still carry up to 10 passengers.

NAME: Bismarck 36
IN USE: 1936-1958
DESCRIPTION: The Bismarck 36 was the first double-decker bus available on the market. It has plenty of room and even rear doors to help with quick loading and unloading at stops. The Bismarck factory's pride is an excellent choice for small routes with lots of passengers, and even with its relatively low speed, it's a formidable vehicle. The interior of the Bismarck 36 does not have all the modern luxuries, as some com-

promises have been made to ensure a large capacity. The petrol usage of the vehicle is quite high, but is acceptable when compared with the passenger capacity.

NAME: Jubilee Carrier
IN USE: 1941-1963
DESCRIPTION: The Jubilee Carrier is a well-rounded vehicle with a generous capacity, and the well-designed engine ensures a good average speed. Combined with reliability and an attractive design, the Jubilee Carrier is a good choice for medium and long routes and doesn't require maintenance as often as many other vehicles.

NAME: Pavlov Extended
IN USE: 1949-1977
DESCRIPTION: The Pavlov Extended was the first articulated bus. In it, all passengers can enjoy traveling at ground level while still having lots of room. Compared to other high-capacity vehicles, the Pavlov Extended is fast, but its petrol consumption is high. A good vehicle for longer routes with many passengers.

NAME: Stern-Berger Urban
IN USE: 1955-1980
DESCRIPTION: The Stern-Berger Urban was designed with city driving in mind. It is very fast and doesn't require a lot of maintenance, but the petrol consumption is high. Still, with good passenger capacity, it is an excellent bus for many route types.

NAME: Pathfinder City
IN USE: 1960-1993
DESCRIPTION: The Pathfinder factory's excellent City bus was designed to be able to handle rough roads and sparse servicing. It has very cozy seating and lots of leg room for passengers. The good average speed and sturdy structure make up for the high energy consumption. Pathfinder City buses are best known as the red double-deckers on the streets of London, but they are very handy in any city.

NAME: Stern-Berger 1200
IN USE: 1969-1985
DESCRIPTION: The Stern-Berger 1200 was one of the most popular buses in Europe. It has many different variants, but the 1200 model is the best for densely built cities due to its capacity and speed. The price is good, considering the options, but passenger attractiveness is not the Stern-Berger 1200's strongest quality. The vehicle has no need for conductors because of the new stamp machines, which allow passengers to stamp their own tickets.

NAME: Jubilee Turtle
IN USE: 1976-1998
DESCRIPTION: The Jubilee Turtle has an excellent capacity due to its cleverly positioned seats and double-decker model. A new door mechanism ensures fast loading and unloading, making up for its low average speed. With superior capacity and low petrol consumption, the Turtle is a good choice for short routes. The Turtle also features automatic doors capable of detecting if anything is in the doorway, making bus rides safer for youngsters.

NAME: Pavlov Stretch
IN USE: 1981-2002
DESCRIPTION: The articulated Pavlov Stretch offers a high passenger capacity and high average speed, but is quite unreliable. The redesigned articulated joint gives the vehicle better maneuverability and increased speed in cities. The Pavlov factory reports that the Stretch was one of their most popular models, and was used in many large European cities.

NAME: Arnauld Supra
IN USE: 1985-2005
DESCRIPTION: The Arnauld Supra replaced the old Stern-Berger 1200, which was previously the best option when a regular bus was needed. The Supra's best features are its low price and high speed. It is at its best on out-of-city routes with low passenger counts and no traffic jams.

NAME: Stern-Berger Doppel
IN USE: 1993-Present
DESCRIPTION: The Stern-Berger Doppel is the newest model from Stern-Berger factories. It features two floors with comfortable seats and is one of the most reliable vehicles available. Even with its high petrol consumption, it is popular with passengers and requires little maintenance, making it a formidable vehicle for city environments with lots of traffic.

NAME: Comet XL
IN USE: 1999-Present
DESCRIPTION: The Comet XL caters to routes with large amounts of passengers. It is expensive, but makes up for it by having superior passenger capacity and high average speed, due to its new motor design. Less care has been spent on the interior, and so the Comet XL is hardly the passengers' first choice.

NAME: Jubilee Compact
IN USE: 2003-Present
DESCRIPTION: Jubilee presents the Compact, a small but extremely fast bus designed for cities. It is very sturdy, well furnished, and consumes little petrol, especially on long distances. The Compact is the fastest vehicle available and is very versatile.

NAME: Maurice Futura
IN USE: 2012-Present
DESCRIPTION: The Maurice Futura is very attractive to passengers and uses a bare minimum of petrol. Its reliability, good capacity, and average speed make it a very well-rounded vehicle for all types of routes. The Maurice factory has developed a special hull to make the vehicle light to reduce petrol consumption and heighten speed while still having a sturdy structure. Special ticket reading devices instantly read the passengers' travel cards as they pass through the doors.

TRAMS

Trams operate on rails. They are environmentally friendly, rather fast, and have a good capacity; also, with a good rail system, they can easily avoid getting stuck in traffic. Trams are an essential part of any European city's infrastructure and are usually very profitable as well.

NAME: Zossen Mark-1
IN USE: 1920-1962
DESCRIPTION: The Zossen Mark-1 tram is a small vehicle that uses electricity to travel along set tracks. Trams are excellent for cities because of the small amount of space they require and the ability to build tracks to places where larger vehicles cannot go. The Mark-1 has been built well and doesn't require much maintenance.

NAME: James Cook
IN USE: 1934-1966
DESCRIPTION: The James Cook tram is equipped with all of the era's modern passenger comforts: seats with cushions, heating, and large windows for enjoying the view. This makes the energy consumption a bit higher than usual, but the James Cook has a good passenger capacity to make up for the electricity bill.

NAME: Pavlov Elektrika
IN USE: 1947-1992

DESCRIPTION: The Elektrika, once the Pavlov factory's flagship, provides passengers with minimum comfort but is reliable and economic. The revolutionary two-unit structure greatly increases capacity and gives the tram a modern look.

NAME: Espen 1
IN USE: 1966-2005
DESCRIPTION: The Espen 1 tram is especially built for rough tracks and heavy usage. It is heavy and durable, requiring less maintenance than any other tram. The Espen 1 is also a two-unit tram and has lots of room for passengers due to cleverly positioned seats which still manage to be comfortable. It also features a machine for passengers to stamp their own tickets, eliminating the need for conductors.

NAME: Railcad Volatio
IN USE: 1992-Present
DESCRIPTION: The Railcad Volatio is quite expensive, but has excellent passenger capacity and a good average speed. The Railcad factories use a special technique to make their trams durable, while top-quality parts ensure the need for maintenance is low. The Volatio features a five-unit structure that guarantees a large capacity while keeping the vehicle highly maneuverable and fast.

NAME: Louis Enviro X
IN USE: 2005-Present
DESCRIPTION: The five-unit Louis Enviro X has superior passenger capacity and is quite attractive, making it a true passenger magnet. Riding the Enviro X is always a pleasure! The downside is that the vehicle is prone to breaking down. Still, low energy consumption and a lightweight structure help the Enviro X to compete through speed. Much effort has been spent on making the driving experience pleasurable: all Enviro X trams have an extra padded seat for the driver and large side mirrors to make it easy to keep track of one's surroundings in a busy city environment.

NAME: Scanditram Multi
IN USE: 2011-Present
DESCRIPTION: Scanditram, the largest tram producer in Norway, is extremely proud of the Multi. It has all the latest systems and comforts, making it fast, attractive, and agile. It is designed with the energy crisis in mind and uses only a fraction of the electricity of the older models. Passenger comfort was a top priority when it was designed, and even though the capacity isn't large, traveling aboard the Multi is a true pleasure.

METRO

Metro routes can be built on ground level, above ground, and on three underground levels. Metro routes are essential to moving large masses of people while maintaining low operational costs. While metro infrastructure is fairly expensive to build, it's cheap to run and attracts large amounts of passengers. Metro is best used to connect major suburbs to the center of the city.

NAME: Brotzeitschachtel
IN USE: 1920-1958
DESCRIPTION: The Brotzeitschachtel was the German manufacturer's first metro train, introducing underground transportation to the masses. The Brotzeit's boxy appearance stems from the idea of functionality over comfort. The downside of being one of the first metro trains manifests itself in the motor, rendering the train rather slow. However, its robust design requires little maintenance.

NAME: Livingstone Bulwark
IN USE: 1935-1960
DESCRIPTION: A true representative of the age of streamlining and proto-futurism, the Livingstone Bulwark was a step in a new direction in the field of metro train design. With passenger comfort in mind, the interior of the train is fitted with quality equipment, from cushioned seats to the instruments in the driver's cabin. To reduce costs, the powerful engine is made of cheaper parts and requires frequent upkeep to run properly.

NAME: Arnauld Mobilé
IN USE: 1956-1988
DESCRIPTION: With a large passenger capacity, the Arnauld Mobilé is a versatile metro train best suited for medium-distance transportation. It is an all-around reliable choice for both passenger safety and durability. As one of the first in line for mass production, the motor is made without fine-tuning in order to speed the manufacturing process, leading to a less-than-ideal energy consumption rate.

NAME: Brighton Roller 72
IN USE: 1972-2003
DESCRIPTION: The Brighton Roller 72 can be described as spacious, durable, and passenger friendly. It offers comfortable seats and roomy carts to make for a pleasant ride. Its new motor design makes it extremely reliable in all situations. The economic energy consumption is in direct relation to the mediocre top speed.

NAME: Musketeur C4
IN USE: 1992-Present
DESCRIPTION: The Musketeur C4 is of Swedish design. It matches a high average speed with unsurpassed passenger capacity, making it the ideal choice for transporting large numbers quickly between different city districts. Its design consists of durable light materials, balancing the weight of the train with the large amount of passengers. This makes its energy usage tolerable at all distances.

NAME: Galaxie Zoner
IN USE: 2010-Present
DESCRIPTION: This high-speed metro train from Japan represents that country's overall transportation design ideology. As the most expensive metro train, it is superbly designed to ensure that passengers enjoy their ride. The hefty price tag is somewhat offset by its low electricity costs and speed. However, the advanced technology it is based on is prone to malfunction and requires constant monitoring and maintenance.

WATER BUSES

Many European cities have internal waterways or are located on the coast, making water transport a good choice, especially during the early decades of transportation history. Water buses are good for transporting masses of people, but are rather slow.

NAME: Mandrake Steamer
IN USE: 1920-1970
DESCRIPTION: The Mandrake Steamer is a sturdy paddle wheeler with a high passenger capacity. Due to its heavy build and propelling technology, it has a rather low average speed, though it allows passengers to enjoy the ride in a relatively roomy environment. Moderate energy consumption is also in the Mandrake Steamer's favor.

NAME: Ciapada Lontra
IN USE: 1961-2000
DESCRIPTION: The Ciapada Lontra hails from the nexus of water bus traffic: Venice, Italy. Its low price is reflected in the need for frequent maintenance, and while perhaps not the best choice in terms of looks and comfort, it has proven itself useful with its rather high average speed. On the other hand, its speed also leads to high energy consumption.

NAME: Donau Caravel
IN USE: 1994-Present

DESCRIPTION: With its streamlined form, the Donau Caravel is a superior water bus. The exterior's sleek and modern Austrian design is complemented by the comfortable and stylish interior. Its attractiveness to passengers and high average speed are countered by its high rate of energy consumption. Still, it is widely used for both public transportation and tourist services.

HELICOPTERS

Helicopters appeal most to tourists who want a better view of the city and busy business people for whom price is not an issue. Generally, helicopters are expensive and have a really low capacity, but they are quite versatile and fast. A helicopter never gets stuck in a traffic jam!

NAME: Colossal Mosquito
IN USE: 1957-1985
DESCRIPTION: The first tandem-rotor commercial helicopter, the Colossal Mosquito proved that helicopter charter services were a viable branch of the transportation industry. It has the largest passenger capacity and feels like a bus among the skies with its spacious layout. However, the visually impressive design is also bulky, and therefore a fuel drain.

NAME: Lancer 620
IN USE: 1973-2006
DESCRIPTION: The Lancer 620 was first introduced as a military helicopter for medical evacuations. Given its operational history, the helicopter is very reliable in all situations. What it loses in fuel consumption, it makes up in average speed. The nature and origin of the helicopter also makes it possible to quickly load and unload passengers. As it was designed with functionality rather than aesthetics in mind, it is not the most appealing helicopter.

NAME: Aerocruiser 4
IN USE: 2004-Present
DESCRIPTION: The epitome of commercial air transport, the Aerocruiser 4 delivers a fast and quiet way to travel around the city. Its design incorporates a spacious luggage hold and a near-luxurious passenger cabin. However, the advanced engine technology that allows for almost silent flight and a high average speed requires constant maintenance to work properly and avoid aerial accidents. The composite materials used for the cabin make the helicopter lightweight, resulting in a rather economic fuel consumption rate.

STOPS AND STATIONS

Many different stops and stations are available to cater to the needs of your customers. Some stations are more attractive to passengers, but these usually have higher maintenance costs. You should carefully choose which stops to use, because in low-population areas, the more expensive stops may take a toll on your profits.

BUS STOPS

NAME: Bus stop with sign
APPEARANCE DATE: 1920
DESCRIPTION: The most basic bus stop: a sign marking where the vehicle will stop.

NAME: Bus stop with shelter
APPEARANCE DATE: 1931
DESCRIPTION: Provides passengers with a place to sit and makes waiting in rainy weather more comfortable.

NAME: Luxury bus stop
APPEARANCE DATE: 1981
DESCRIPTION: Makes waiting a pleasure and attracts a lot of passengers. A modern bus stop with a vending machine appeals to many customers. However, it has the highest maintenance cost of all bus stops.

TRAM STOPS

NAME: Tram stop with sign
APPEARANCE DATE: 1920
DESCRIPTION: A basic stop for trams with a sign marking the waiting area.

NAME: Tram stop with shelter
APPEARANCE DATE: 1926
DESCRIPTION: Shelters passengers from rain and wind.

NAME: Luxury tram stop
APPEARANCE DATE: 1965
DESCRIPTION: A glass-walled stop that is well lit and modern. The high maintenance costs are offset by its attractive look.

METRO STATIONS

NAME: Underground metro station
APPEARANCE DATE: 1920
DESCRIPTION: An underground station can handle many passengers. However, it needs to be connected to underground rails and has a high maintenance cost. Underground stations are good choices for densely populated areas as they take up little space above ground.

NAME: Ground-level metro station
APPEARANCE DATE: 1920
DESCRIPTION: The ground-level station has the lowest maintenance cost of all metro station types, but it takes up a lot of space.

NAME: Elevated metro station
APPEARANCE DATE: 1946
DESCRIPTION: Elevated stations are good for densely built cities. They have reasonable maintenance costs and are very attractive.

WATER BUS PIERS

NAME: Water bus pier
APPEARANCE DATE: 1920
DESCRIPTION: Provides passengers with access to water buses.

HELIPORTS

NAME: Heliport
APPEARANCE DATE: 1957
DESCRIPTION: A facility for helicopters to land and pick up passengers.

SOCIAL GROUPS

Many different types of people live in cities, each with their own home and workplace. Occasionally, they want to go shopping, or maybe see a movie at the cinema. To do all of this, they will require your transportation services. The main differences between the different social groups are money usage and potential destinations.

BLUE-COLLAR WORKERS

Blue-collars are mainly employed as factory workers or in other physically demanding jobs. They are not willing to pay much for transportation. Many do not have cars, and so they often prefer public transportation if it provides them easy access to their daily destinations. They mainly move around the city to get to work and back.

WHITE-COLLAR WORKERS

Opposed to the Blue-collars, the White-collar workers populate offices, shops, and government buildings. They have slightly better salaries and don't pay as much attention to ticket prices; speed and service reliability are what matter to them. Like Blue-collars, White-collars are work-oriented and don't care much for shopping or leisure.

BUSINESS PEOPLE

Business people are the social group used to portray the upper class: directors, doctors, lawyers, bankers, etc. They have a lot of money, and many of them own cars. They don't care about price; they only focus on the quickest and most enjoyable way to get to where they are going.

STUDENTS

Wherever there is a college, there are students. Students usually don't own cars, preferring to walk rather than use pricey public transportation, unless a cost-effective link between their dormitories, places of study, and favored leisure spots is established.
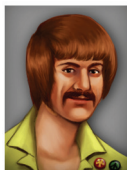
TOURISTS

Tourists want to see the city and still have enough left over to spend on their holiday. They are not picky when it comes to price and are only interested in enjoying themselves. As visitors to the city, Tourists always stay in hotels and will not visit workplaces.

PENSIONERS

As the salt of the earth, Pensioners don't spend their hard-earned, old-age benefits on cars. They are slow walkers and would instead prefer to hog seats in public transportation vehicles. With their workdays behind them, Pensioners' interests lie in completing forms at government offices, shopping for groceries, meeting peers in churches, and strolling in nice parks.

DROPOUTS

Dropouts are social outcasts, but like all citizens, they still need to get from one place to another. They rarely own cars, don't travel to work, and have very little money to spend.

CITIES

AMSTERDAM

Amsterdam is a fairly small city, and its unique features are the canals, or "gracht," as they are called by the locals The population of Amsterdam is regulated by the state, keeping the city reasonably sized and avoiding the formation of large suburbs. Amsterdam has a distinct architectural style and a rustic feel, and the canals put a twist on public transportation.

BERLIN

Berlin is a bustling metropolis in the heart of Europe. The city goes through great changes and hardships, but always emerges like a phoenix from the ashes. Berlin grows quickly, changing in the blink of an eye. It's modern, and the citizens are fond of all things new, be it entertainment or technical inventions.

HELSINKI

The capital of Finland, Helsinki is situated by the Baltic Sea. Its low population base is spread over a wide area, making public transportation a challenge. After the war, Helsinki is a growing rural capital filled with factories and worker housing areas, but when new technologies emerge, it transforms into a European center of innovation.

VIENNA

Vienna stretches along the banks of the Danube. Originally founded by the Romans, the city grew to be the center of empires. The Danube offers unique transportation challenges as it divides the city and funnels traffic over a few bridges. Vienna is an old-fashioned city, proud of its glorious past but facing new challenges in the developing world.

STORY

As you progress through the Campaign, you'll meet many people who need your help or offer you assistance. Here are a few:

MAJOR GENERAL VON OPPENSDORF

A relic of the great Austro-Hungarian Empire, the Major General has fought bravely in numerous wars, the First World War being the latest entry in his curriculum vitae. Despite being described as an efficient leader, von Oppensdorf hasn't quite grasped all modern concepts and is often at a loss when facing new inventions and solutions.

ADRIAN PAPADOPOULOS

Mister Papadopoulos originally hails from Greece. He made a great career for himself in politics, but a recent switch over to the public transportation sector has made it clear that the field is not his cup of tea. He is at his best when talking to crowds or negotiating with government officials. Rumors say there's something shady about him, but who knows?

BRUNO BAUER

Bruno used to be a bus driver, but great changes in the company and his committed duty at the employees' association have finally made him the CEO. In his heart, Bruno still dreams of driving around in his own bus and would be more than happy to leave running the company to someone else.

FATEMAH AZODI

Miss Azodi graduated at the top of her class from the University of Tehran. She specialized in environmental technology and is passionate about nature and weird gadgets. She is the number one choice for any city to hire when environmental issues become a concern.

KRISTIAN HÄRLIN

Kristian Härlin comes from a long line of successful entrepreneurs. He resides in Helsinki and is now responsible for masterminding a public transportation system to cater to the growing city. Mr. Härlin has a lot on his mind with all the other family businesses, but he is determined to turn Helsinki into a modern European city that he can look upon with pride.

KRISTINA HÄRLIN

An heir to the Härlin family, Kristina is used to living large and getting her way. Her main interests in life include going to parties, dressing nice, and taking care of her favorite dog, Pixie. Good thing she has the money to hire someone else to run the company!

PATRICIA SEGERS

Miss Segers is a Dutch economist that always makes wise investments, and the recently acquired rights to Amsterdam's public transportation could prove to be a goldmine. She is very particular when it comes to money and cherishes this trait.

PETRONILLA SEGERS

Petronilla is Patricia's daughter, and is an apple that has not fallen far from the tree. Following in the footsteps of her mother, Petronilla has been taking care of Amsterdam's public transportation, though changes in the economy mean the entire system is in need of revision.

MAP EDITOR

Using the Map editor, you can create your own cities for Sandbox play. Maps created with the editor will show up in the Sandbox mode, where you can select your new city and start playing. When creating a map, you'll be presented with the Map attributes screen. You must give your city a name, choose its location, the first available starting year, and the size of the map. You may also write a description of your city.

LOCATION
Location defines the language set used by the city: what street names to use, what kind of names the inhabitants have, and so on.

FIRST AVAILABLE STARTING YEAR
By defining the first available starting year, you can make sure that you won't have any 21st-century office buildings in your 1930s city. You can use all buildings and props regardless of the starting year, but if you want to ensure consistency between the city's appearance and the time period, you can limit the starting year.

USING THE MAP EDITOR
The Map editor can be divided into three phases: Landscaping, Building, and Decoration.

Landscaping
Before placing buildings or roads, you can shape the landscape to suit the needs of your city. Use the free-form terrain tools to raise, lower, and level areas, as well as to add forest and water zones.

Building
Building consists of drafting the road and rail networks in addition to placing buildings. Cities in Motion has various types of roads which can accommodate different amounts of traffic. All buildings have a set number of homes and workplaces. The amount of homes in a city affects its population, so larger cities have more citizens than smaller ones.

Decoration

Decoration refers to the placing of various props and decals in order to bring more variety and subtle detail to the cityscape. Unlike buildings, such as workplaces, props are not considered game mechanic elements and thus don't provide actual benefits. Decals are special surface textures, such as abrasions and dirt, which can be placed on top of existing terrain tiles.

KEYBOARD SHORTCUTS AND CONTROLS

ROTATE CAMERA LEFT: Left arrow key
ROTATE CAMERA RIGHT: Right arrow key
ZOOM IN: Mouse wheel up
ZOOM OUT: Mouse wheel down
PAN: Mouse middle key
MOVE CAMERA LEFT: A (or move cursor to the left edge of the screen)
MOVE CAMERA RIGHT: D (or move cursor to the right edge of the screen)
MOVE CAMERA FORWARD: W
MOVE CAMERA BACKWARD: S
PAUSE SIMULATION: O or SPACE
NORMAL SPEED: 1
FAST SPEED: 2
VERY FAST SPEED: 3
HQ PANEL: H
VEHICLE PANEL: V
LINE PANEL: L
GRAPHS PANEL: G
ROSTER PANEL: R
SELECTION TOOL: Z
CONSTRUCT MENU: C
BULLDOZE TOOL: B
RAISE OBJECT: Page up
LOWER OBJECT: Page down
TOGGLE GRID: Home

CREDITS

COLOSSAL ORDER

PRODUCER: Mariina Hallikainen
TECHNICAL DIRECTOR: Antti Lehto
CREATIVE DIRECTOR: Mikko Tyni
LEAD DESIGNER: Karoliina Korppoo
MAP DESIGN: Ville Morkki, Antti Lehto, Karoliina Korppoo
ADDITIONAL DESIGN: Sampsa Semi, Jussi Autio
LEVEL PROGRAMMING: Damien Morello
LEAD ARTISTS: Antti Isosomppi, Mikko Tyni
ARTISTS: Henri Haimakainen, Tarkko Oikkonen, Tuuli Juntunen
ADDITIONAL ART: Peter Finnberg, Joonas Korpilaakso
ANIMATION: Suvi Salminen, Pekka Saari
LEAD SOUND DESIGNER: Oleksi Onttonen
COMPOSERS: Tuomas M. Mäkelä, Oleksi Onttonen, Ilpo Kärkkäinen
ORIGINAL GAME CONCEPT: Mikko Tyni, Antti Lehto
ADDITIONAL CONTENT: Tuonela Productions, Huumos, Dicework Games

FMOD Sound System - Firelight Technologies

SPECIAL THANKS
Will Wright, Chris Sawyer, and Hans Schilcher for inspiration

AVEK / Digitaaliset demot
TEKES / Manu Setälä
ELY-keskus / Pirjo Isometsä
Neogames / K-P. Hiltunen
TUT / Mikko Nieminen

Arto Koistinen, Atte Kotiranta, Johannes Kivikangas, Terje Koskinen, Seppo Santapukki, Timo Pietilä, Ville Kivistö, Sami Koistinen, Niko Leskinen, Aki Raula, Petri Järvilehto, Lauri Hyvärinen, Atte & Gastropub Nordic, president Sampo J. Välimaa, Teemu Berglund, Dr. Rikhard Hautala, Sami Kalliokoski, Jari Paananen, Juho Korhonen, Jari Viskari, Jouni Lahdensivu / Beremo Oy, Eila Lehto, Tapio Lehto, Pekka Paavola, Jyri Leppänen, Pertti Kainulainen, Juhana Virtanen, Samuli Syvähuoko, Jussi Laakkonen

Friends & families of the developers

PARADOX INTERACTIVE CREDIT LIST

CEO: Fredrik Wester
EVP DEVELOPMENT: Johan Andersson
EVP SALES: Reena M Miranda
EVP PUBLISHING: Susana Meza
CFO: Lena Blomberg
PRODUCT & EVENT MANAGER: Jeanette Bauer
PR MANAGER: Boel Bermann
EXECUTIVE PRODUCER: Mattias Lilja
ASSOCIATE PRODUCER: Shams Jorjani
SALES ASSOCIATE: Andrew Ciesla, Jason Ross
COMMUNITY MANAGER: Linda Kiby
FINANCE & ACCOUNTING: Emilia Hanssen
PACKAGING LAYOUT: Christian Sabe/Retrographics
MARKETING ASSETS: Mick Pollaci
EDITOR: Digital Wordsmithing/Ryan Newman
LOCALIZATION: S&H Entertainment Localization
COVER ART: Brendan McCaffrey
PACKSHOTS: Martin Doersam

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OFFICE ADDRESS

Paradox Interactive AB. Åsögatan 108, 11th floor, 118 29 Stockholm, Sweden.

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