

**WORLD**  
OF SUBWAYS **4**



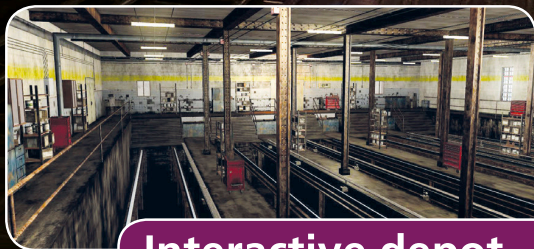
GEROSOFT™

# *Subway Simulator*

**NEW YORK QUEENS - MANHATTAN**

**LINE 7**

**Manual**



**Interactive depot**

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# **Subway Simulator**

**New York**

**Queens - Manhattan**

**Line 7**

**Manual**

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## Epilepsy Warning

This warning should be read carefully before playing the game. Individuals who suffer from photosensitive epilepsy can experience seizures or impaired consciousness when exposed to flashing lights or light patterns.

Though uncommon, it is possible for people with this type of epilepsy to experience a seizure while playing this game. It is also possible for individuals who have never been affected before to suffer an epileptic seizure if they have a family member who suffers from epilepsy. If a person or family member has experienced epilepsy-related symptoms (seizures or impaired consciousness) when exposed to flashing lights, contact your doctor before playing this game. Parents should monitor their children and supervise their use of this and all computer video games. If a player or an observer experiences symptoms such as dizziness, impaired vision, eye or muscle twitching, loss of awareness, disorientation, involuntary movements or convulsions while playing this game, discontinue IMMEDIATELY and consult your doctor.

## Safety Precautions

- Sit as far back from the screen as possible.
- Use a small screen when playing the game.
- Avoid playing if you are tired or have not gotten enough sleep.
- Play in a well-lit room.
- Take a 10-15 minute break every hour.

# Installing the Game

Note: To install World of Subways 4, the Internet must be connected and you must be the account administrator, especially if you use Windows Vista or Windows 7.

1. Insert the World of Subways 4 disc into your DVD drive. Follow all instructions displayed on the screen. IF the installation does not start automatically:
  - a. Click START on the menu bar.
  - b. Click on My Computer.
  - c. Double-click on the appropriate DVD-ROM drive.
  - d. Double-click on the setup.exe icon.
2. Steam will install first. You may be asked to update this in the future.
3. You must decide whether you want to create a new Steam account or use an existing account. Enter the required information and write or print a copy of your Steam account information.
4. Type in your game serial number (you will find this within the box) when the installation wizard requests it.
5. World of Subways 4 is installed using the DVD. All necessary updates will be downloaded from the Internet.
6. Once the game is installed, a World of Subways 4 icon will appear on your desktop. Double-click on the icon to start the game.
7. If you receive an „access denied“ message, repeat the installation process.



---

## Quick Start

Quick Start gives you an opportunity to quickly drive off and explore the route. You don't need to stop at any stations. The train is ready to go.

**CAUTION: Stop at red signals and watch the speed limits in the range monitor (8), otherwise your trip may abort.**

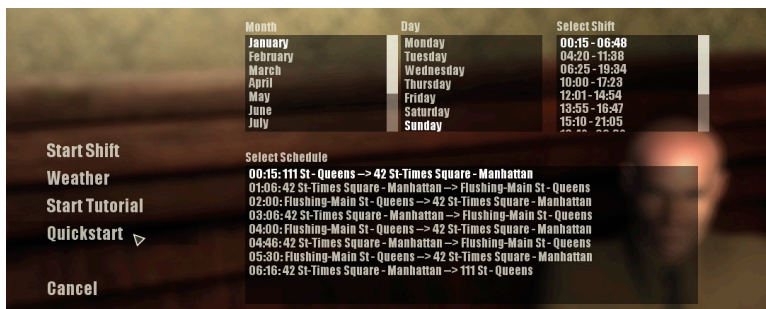
Let's go:

Go to the shift supervisor's office marked „Staff“.



Talk to the shift supervisor Steve Flynt. The schedule selection opens automatically. Choose „Quick Start“.

## Subway Simulator - New York Queens - Manhattan Line 7



Follow the brief instructions. Wait for the departure time.

**TIP: Use the TAB key to fast forward the time until departure.**







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## Tutorials

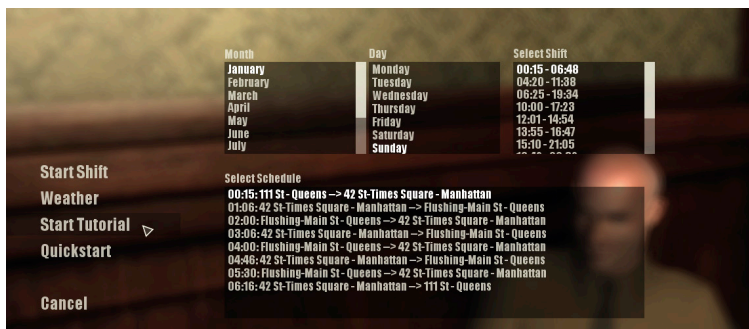
There are two ways to access the tutorials.

1. When you first start the game, an introductory movie will ask you two times if you want to play the tutorial.
2. You can choose to play the tutorials at any time.

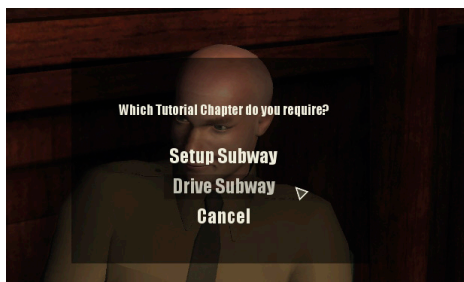
Go to the shift supervisor's office marked „Staff“.



Talk to the shift supervisor Steve Flynt. The schedule selection opens automatically. Choose „Start Tutorial“.



Choose the tutorial you want to play.



### Setup Subway

This tutorial teaches you about all the necessary controls for preparing the train for departure.

### Drive Subway

The train is ready for departure. This tutorial teaches you how to drive and brake the train, how to cope with gradients and the proper procedures for stopping at stations.



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## Difficulty level

The game has two difficulty levels. These apply to scheduled train shifts and some, but not all, missions.

### Beginner

The beginner mode has dialogue boxes displaying prompts for preparing and shutting down the train. There are also tips to help you while you are under way, such as alerts for switch-crossings.

You can choose to have the dialogue boxes display automatically or they can be turned on or off by pressing F1. Using this mode during a mission can take considerably more time than in normal mode.

### Normal

There are no dialogue boxes to assist you in preparing and shutting down the train or while you are under way. There is also less time to complete the missions...a real challenge!

**TIP: If you do not have any experience with the WOS series, it is strongly recommended to initially play the game in the beginner mode.**

# Scheduled Trip

In the depot, go to the shift supervisor's office marked „Staff.



Talk to the shift supervisor **Steve Flynt** – left mouse click – open the schedule menu and click the left mouse button on „drive start“. The trip will load.

The dialogue box opens automatically. It can also be turned on or off using the F1 key. To set up the train and begin the trip, follow the step-by-step instructions on the bottom of the screen.

**TIP: Using the TAB key, you can fast forward to the time of departure. (This feature does not work from the depot.)**

## Step-by-step Guide starting the train

- Choose „beginner“ level.
- Enable Conductor-AI: Yes.
- Turn on the cabin lights. Key: S
- Put the brake on. Key: \* (Number Pad)
- Set brake lever to level 4. Key: left arrow
- Move brake lever ONE more level. Key: left arrow
- Put the direction lever up. Key: / (NumPad)



- 
- Set direction lever to – Forward –. Key: 8 (NumPad)
  - Turn on the passenger compartment lights. Key: A
  - Turn on the headlight. Key: D
  - Answer the question again to enable Conductor-AI: YES Turn off the cabin light. Key: S

## **HUD (Heads-up Display)**

- Turn on the clock. Key: 7
- Switch on the line monitor. Key: 8
- Switch on the station monitor. Key: 9

**Wait for the departure time.**

**Use time lapse to shorten the time. Key: TAB**

## **Ready to Go**

- Press the dead man's switch (SIFA) down. Key: Spacebar
- Release the parking brake. Move the brake lever fully to the left. Key: Left arrow
- Accelerate to speed level 1. Key: Up arrow
- Increase speed level as required. Key: Up arrow
- Use high beam as necessary. Key: R

## **Basic Handling**

- "F1" enables or disables the dialogue boxes for support.
- "A" turns on / off the passenger compartment lighting.
- "S" turns on / off the cabin lighting.
- "D" turns on / off the headlights.
- "R" activates the high beam.
- "T" deactivates the high beam.
- "7" turns on / off the time of day in the HUD.

- "8" turns on / off the line monitor in the HUD.
- "9" turns on / off the station monitor in the HUD.
- Hold F3 to display a graph with an explanation of the monitors.
- Press "/" and "\*" on the NumPad to use the directional and brake levers.
- Press "Num8" or "Num2" to move the direction lever to neutral, forward or backward.
- Press left arrow key to turn the brake levels down.
- Press right arrow key to turn the brake levels up.
- Brake levels 1-4 activate the electromagnetic brakes.
- Brake levels 5-8 activate the air brakes.
- Brake level 9 is the emergency brake. It empties the pressure tank completely.
- The current pressure is displayed on the barometer at the bottom right of the cabin.
- When the pressure reaches 120, you are ready to start.
- Hold F2 to display a graph with explanations for the brake and direction lever.
- Press the up arrow key to accelerate.
- Press the down arrow key to decelerate.
- Accelerate to Level 1 for starting, 6mph per hour.
- Accelerate to Level 2 for gradients, 10mph per hour.
- Accelerate to Level 3 for normal driving, 34mph per hour.
- Accelerate to Level 4 for full throttle, 55mph per hour.



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## General Notes

- Only signals on the right side in the direction you are traveling are relevant.
- Do not ignore red signals!
- Yellow main signals indicate that the next signal will be red.
- The train can derail in turns at excessive speed.
- The speed limit is 19mph per hour at switch-crossings.

## Missions

**ATTENTION: Missions, even in the beginner difficulty level, are designed for advanced players with good operating and driving experience.**

In World of Subways Vol. 4, there is a total of 8 playable missions. These missions are based on stories about virtual colleagues in the depot. They can be repeated at any time, even after you have successfully completed a mission.

Here is the list of people whose stories you can play:

Name	Classification	Difficulty Level
Scott Steel (Mechanic)	Middle	Beginner/Normal
Jeff Teach (Conductor)	Middle	Beginner/Normal
Matt Silver (Fireman)	Very Difficult	Beginner/Normal
Tom Johnson (Security)	Difficult	Beginner/Normal
Brad Pommeroy (Train Driver)	Difficult	Beginner/Normal
Adam Livsey (Train Driver)	Very Difficult	Beginner/Normal
Jake Jones (Cook)	Difficult	Standard
Bonus Mission		
Brian Drake (Conductor)	Middle	Standard

# Introduction

Experience New York in the late 1970s in the role of an employee of the NYC Subway Service.

The Internet does not yet exist. US President Jimmy Carter leads the country after the resignation of President Nixon. Mobile phones are still in their infancy.

The oil crisis is driving gasoline prices through the roof. Voyager 1 and Voyager 2 embark on their journeys through our solar system. Disco balls spin to the beat of funk and soul, while hip-hop makes its first appearance in the neighborhoods of the Bronx.

## The *International Express* Route

Fifteen kilometers of track carry trains past 21 stations along the IRT Flushing Line in Queens, through the tunnel of the East River to the vibrant heart of Manhattan – Times Square.

The 7, the main line of the 1964-65 World's Fair, is often referred by New Yorkers as the „International Express“. It travels through districts that are home to some of the most ethnically diverse populations in the metropolis.

## History of Line 7

The first test drive of the 7 was on June 13, 1915, between Grand Central and Vernon Boulevard. The public opening followed on June 22. Over the next 13 years the line was expanded to its current route from Times Square in Manhattan to Main Street – Flushing in Queens. During the 1970s, the 7 fell into increasing disrepair as cost-saving measures were put in place during worsening economic times. Those who wanted to save money on gas had to grapple with the problems of the 7.





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## Local or Express

Two different lines operate on the route, the 7 Flushing Local and the <7> Flushing Express. The Express runs only from Queens to Manhattan during morning rush hour and from Manhattan to Queens during evening rush hour.

## The Tin Birds of A-Division

All the numbered lines on the subway system are part of the A-Division, also known as the IRT. Prior to 1940, it was a part of the former Inter-borough Rapid Transit Company.

The trains in this division are narrower, shorter and lighter than the B division, with dimensions of 2.6 m wide, 3.6 m high and 15.5 m long (8.75 ft wide, 11.86 ft high and 51.04 ft long). Trains can reach a top speed of 89 km per hour (55 mph) propelled by an electric motor that produces 100 hp per axel. The chassis consists of LAHT (Low Alloy High Tensile) steel and weighs about 33 tons (72,900 lb).

### R36 / R33 World's Fair - "Bluebird"

The turquoise R33 cars were specially built for the World's Fair and put into service in 1964.

### R36 / R33 - Plain White

In 1980, as part of a general overhaul program, all the cars were reconditioned. They were painted white to convey a feeling of „freshness“. The most important innovation was air conditioning.

### R36 / R33 Red - "Redbird"

The cars were later repainted red in a failed attempt to deter graffiti artists. They became known as the legendary „Redbirds“. The „Redbirds“ were in service until the late 1980s. They are the most famous subway cars of the line and have therefore earned their place in World of Subways Vol. 4.

# Main Menu

## Starting a new game

At the start of a new game, a profile is automatically created and the introduction begins. When the boss arrives you will be prompted to enter a profile name.

The intro sequence can be skipped in the tutorial.

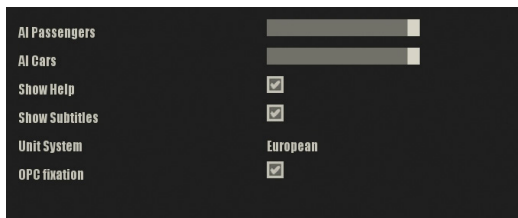
## Continue game (only available after auto-save)

Loads the last auto-save profile and continues the game.

## Settings

Here are the setting options available for World of Subways Vol. 4.

## Game





## Graphics

Resolution	1920 x 1200
Fullscreen (restart recommended)	<input checked="" type="checkbox"/>
V-Sync (restart required)	<input type="checkbox"/>
Anisotropic Filter	<input checked="" type="checkbox"/>
Anti-Aliasing	2 fach
Depth of Field	<input type="checkbox"/>
Shadows Resolution	Medium
SSAO	<input checked="" type="checkbox"/>
Glow	<input checked="" type="checkbox"/>
Rim Light	<input checked="" type="checkbox"/>
View Distance	<input type="range"/>
Reflections	Static
Reflection Detail	High
Reflection Blur	<input type="checkbox"/>
Rain on Window Effect	<input checked="" type="checkbox"/>

## Audio

Master	<input type="range"/>
Music	<input type="range"/>
Ambient	<input type="range"/>
Effects	<input type="range"/>
Voice	<input type="range"/>

## Controls

### General

Mouse Sensitivity X-Axis	<input type="range"/>
Mouse Sensitivity Y-Axis	<input type="range"/>
Mouse Wheel Sensitivity	<input type="range"/>
Invert Y-Axis	<input type="checkbox"/>

## Vehicle

Enter/Leave Driver Cab	G
Attach/Detach Direction Lever	/ (Numpad)
Attach/Detach Braking Lever	` (Numpad)
Push/Release OPC	Space
Switch Direction Lever forward	8 (Numpad)
Switch Direction Lever backward	2 (Numpad)
Accelerate	Up
Decelerate	Down
Apply Brakes	Right
Release Brakes	Left
Left Switch Panel: Horn	Q
Left Switch Panel: Reset Switches	W
Left Switch Panel: Panel on/off	E
Left Switch Panel: Destination board down	Page Down
Left Switch Panel: Destination board up	Page Up
Left Switch Panel: Travelling lights on	R
Left Switch Panel: Travelling lights off	T
Left Switch Panel: Cabin Vent on	U
Left Switch Panel: Cabin Vent off	I
Rear Switch Panel: Passenger Room Light	A
Rear Switch Panel: Driver's Cab Light	S
Rear Switch Panel: Headlights	D
Rear Switch Panel: Passenger Room Ventilation	G
Rear Switch Panel: Express/Local	H
Left Door Signal	7 (Numpad)
Right Door Signal	9 (Numpad)
Left Door Lever	4 (Numpad)
Right Door Lever	6 (Numpad)
Door Controls on/off	B
Open/Close Cabin Door	N
Move Windshield Wiper Left	M
Move Windshield Wiper Right	J
Cabin Window Down	K
Cabin Window Up	L
Show Help	F1
Controls Help	F2
HUD Help	F3
Conductor's AI on/off	F9
Switch: Conductor/Driver	F10
Focus View	Enter (Numpad)
View: Driver	1
View: Subway	2
View: Driving Controls	3
View: Left Control Panel	4
View: Rear Control Panel	5
View: Door Control	6
View: Left Exterior View	Shift Left
View: Right Exterior / Conductor View	Shift Right
View: Subway Front	- (Numpad)
View: Front Camera	+ (Numpad)
View: Cinematic	Period (Numpad)
Mouse Cursor on/off	Strg Left
Time Monitor on/off	7
Route Monitor on/off	8
Station Monitor on/off	9



## Player

Walk Forward	W
Walk Backward	S
Strafe Left	A
Strafe Right	D
Toggle Run	Shift Left
Use	Taste 0
Route Terminal	M
Time Lapse	Tab
Flashlight	L
Screenshot	F8

## Exit Game

Ends the current game and returns to the desktop.

## Auto Save

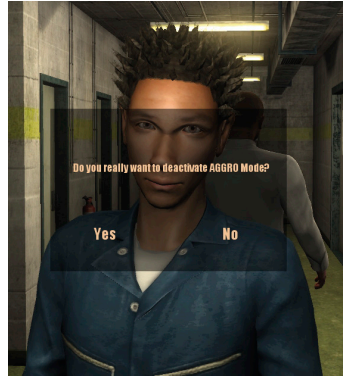
World of Subways Vol. 4 has an auto-save function. Completed shifts and missions are automatically stored. These settings are loaded when the „Resume Game“ main menu item is selected.

## AGGRO Mode (Aggressive Mode)

**Note: The AGGRO mode is a challenge for very experienced metro drivers. This mode is not suitable for novice drivers.**

A new feature in World of Subways Vol.4 is the optional AGGRO mode. It is possible to get driving evaluations when using this mode. See the chart in the next chapter, HUD and Train Cars.

The AGGRO mode can be enabled or disabled in the depot with **Bruce Hawkins**. Driving evaluation charts are displayed in this mode.



### Acceleration Response

The bar fills up if you try to accelerate too quickly. When the bar reaches the top quarter, the AGGRO increases the acceleration accordingly.

### Braking

The bar fills up when the brake level is set too high. When the bar reaches the top quarter, the AGGRO increases the braking force accordingly.

### AGGRO

This bar fills up not only at excessive acceleration levels or high braking forces, but also if you arrive too early, start too late or drive past a station. The bar drops very slowly over time. Holding the train in the green area of the holding position after the doors have opened will also reduce the AGGRO.

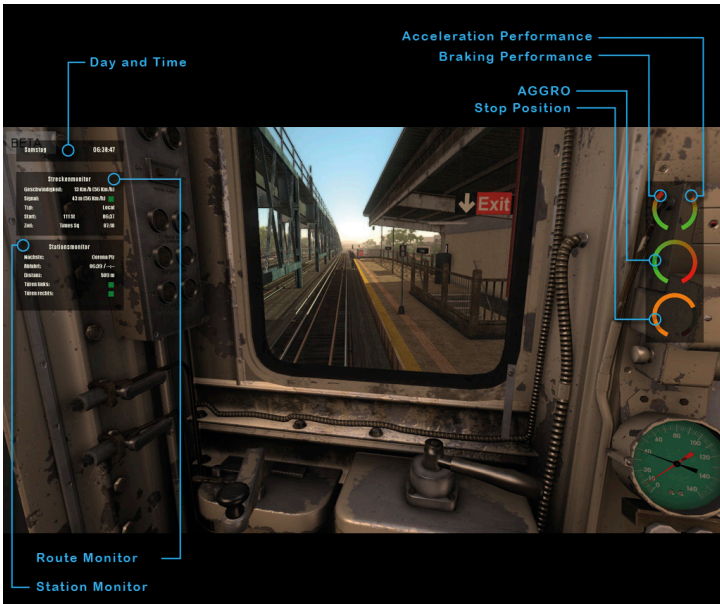


## Holding Position

This bar indicates the position of the train at the station. When the bar turns green, the cars are in the correct position. This guarantees that the conductor can be seen on the display panel and that all doors have access to the station platform.

Conductor-AI can open the door or they can be opened manually.

## HUD (Heads-Up Display) and Train Cars



## Time of day

The "7" Key enables / disables the display for the day and the time.

## Track Monitor

The "8" Key enables / disables the display for the track monitor. Information for the entire route is displayed on this monitor:

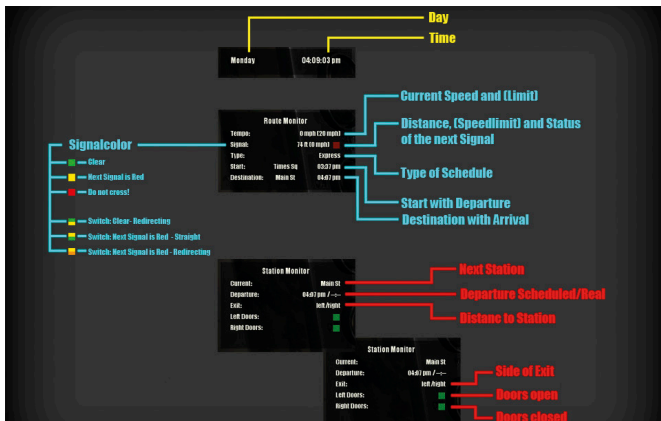
- Current speed and speed limit.
- Type of route, Local or Express.
- Color of, distance to, and speed limit for the next signal.
- Start and end of the course with departure and arrival times.

## Station Monitor

The "9" Key enables / disables the display for the station monitor. Information about the current and the next station is displayed on this monitor:

- Current and next station.
- Desired and actual departure time.
- Distance and exit side.
- Left and right door conditions.

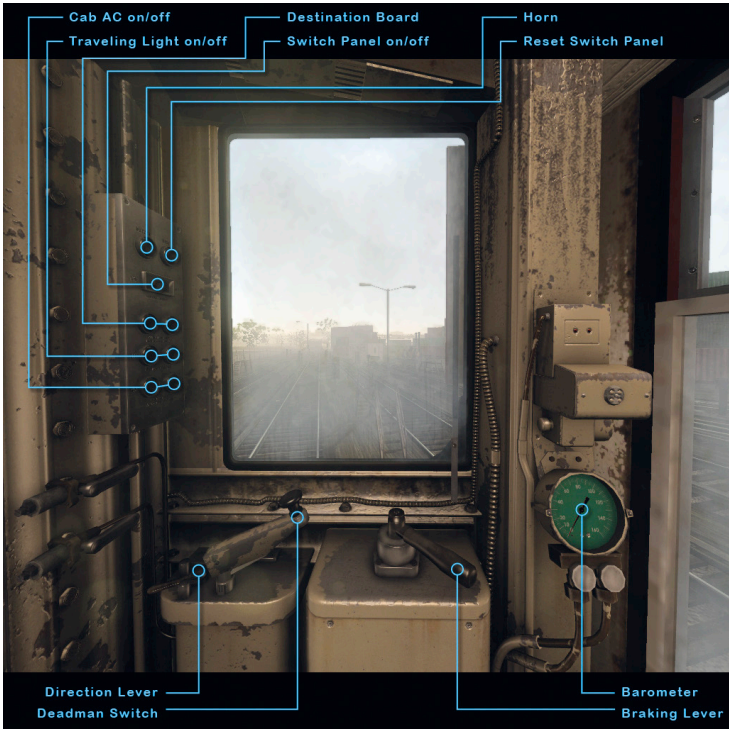
Hold the F3 key in the driver's car to display this information on the monitor:







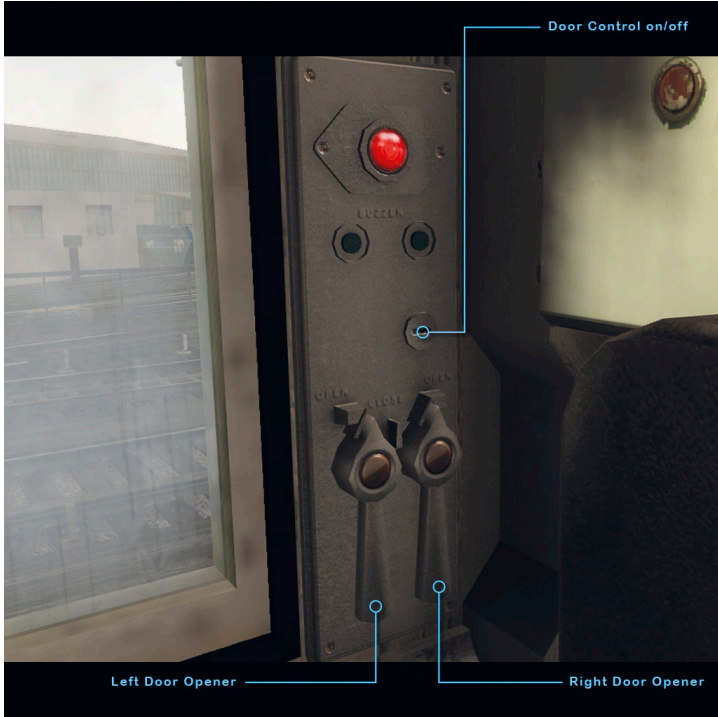
## Driver's car







## Opening the doors in the driver's car (only relevant in missions)



## Conductor

The role of the conductor is to open and close the doors when the train stops at each station.

„F9“ turns the AI (Artificial Intelligence) on or off. The AI takes over the door controls from the conductor and automatically opens and closes the doors when all of the cars are stopped at the station platform.

To open and close the doors correctly, note the following:

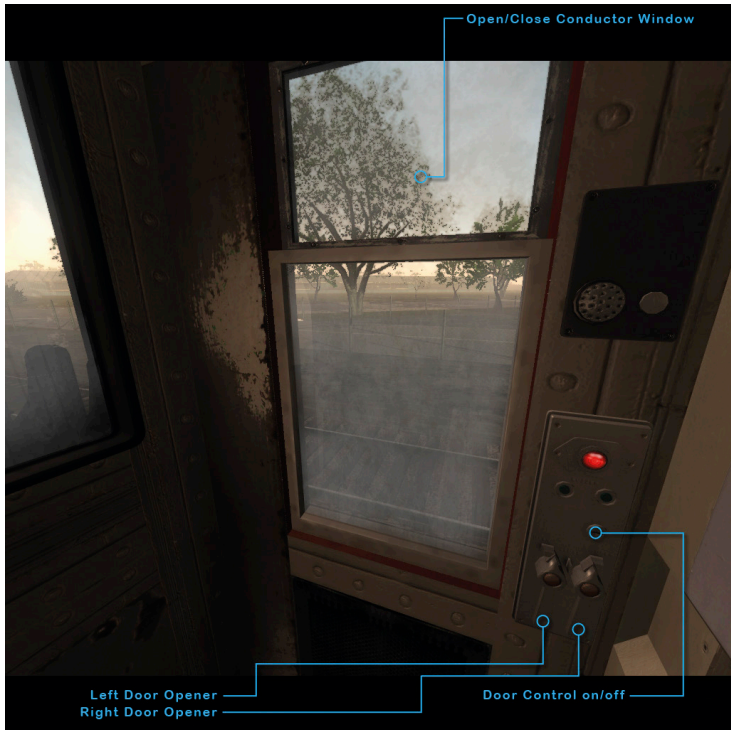
- Use the "B" key to insert the key and activate the door control.
- Press "K" to open the window.
- Select "2" to see the conductor's view.
- The crosshairs on the black and white display panel turn green when they are aligned. Once they are aligned, press the left mouse button.
- If the display panel cannot be seen directly out of the window from the car, the train is not centered in the station.
- Press "Num4" to activate the left door openers and open the doors.
- Press "Num6" to trigger the left door alarm shortly before leaving the station.
- Press "Num4" to close the doors on the left side.
- Press "2" to exit the conductor view.
- Press "L" to close the window again, if desired.
- Press "F10" to change back to the driver. The AI only takes over for the conductor.

### General Notes:

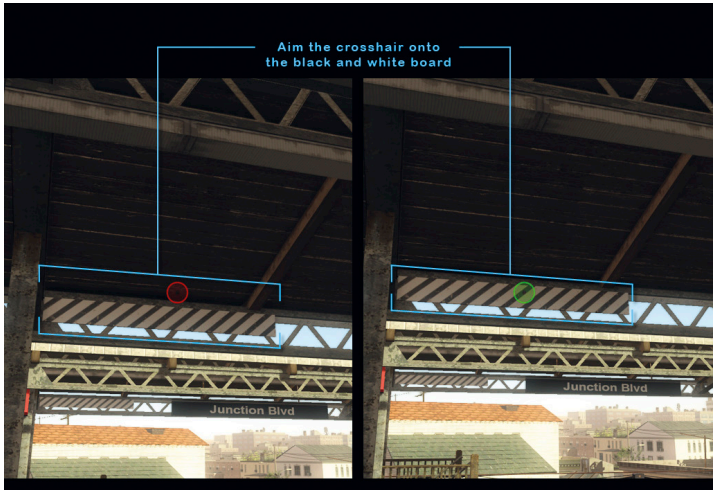
- The conductor must – by means of the cross hairs on the display panel – make sure that all doors are available on the platform.
- The doors do not open if the door control has not been activated.
- The doors on the right side, „Num6“, only open at the express stations where doors on both sides of the cars can be used. The express stations are Flushing –Main St, Junction Blvd and Woodside.



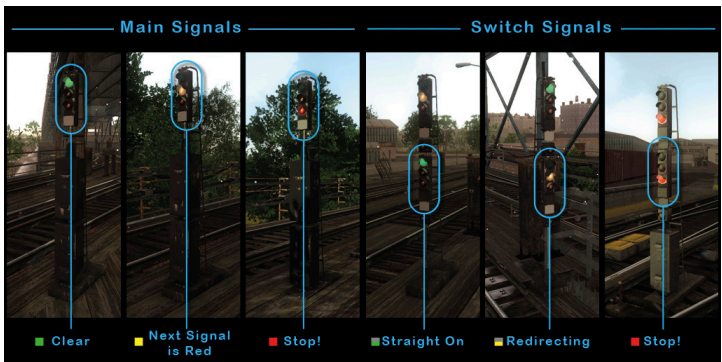
## Conductor's Car



## Conductor's View with Crosshairs



## Signals



Signals let the driver know what to expect on the route.



---

**Main signals** appear either individually or in combination with switch signals.

- Green is the signal to go.
- Yellow indicates that the next signal is red.
- Red signals that the route cannot be used and the car must stop.

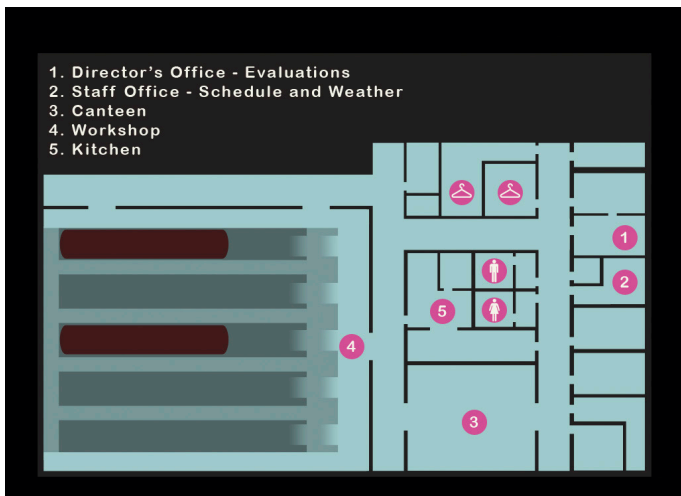
Ignoring a red signal will immediately abort the trip.

**Switch signals** display the main signal's information in the top half of the signal. The bottom half gives the following information:

- Green indicates that the switch-point has not been changed and the track continues in the current direction.
- A yellow signal indicates that the switch has been made and the track changed.
- If both signal lights are red, the switch may not be crossed. Reduce speed when passing switches.

It is easy to derail at the track switches. If a train derails at a switch, the trip ends.

# Depot



All employees of New York Subway's Number 7 Line arrive at the Depot. In addition to the drivers and conductors there are also administrative staff, maintenance workers, firefighters and security guards.

Here you can select a shift, activate the AGGRO mode, start a mission, talk with colleagues and get an evaluation of your driving skills.

## Offices

The chief of Line 7, Jason McKenzie, and the shift manager, Steve Flynt, share the two offices. Ride evaluations are available at any time from the chief. Here you can choose a favorite shift from the shift supervisor and set the weather. The two secretaries will gladly give you hints and referrals from other employees about the missions.





## Canteen

A workforce that serves the public 24/7 needs food and rest. If you are looking for a colleague, you might find him in the canteen. You will also find the chef in the kitchen area. He has his own story to tell.

## Workshop

The screech of power saws, the smell of oil and grease, paint colors, and glittering arc-welding torches – here the cars of the line are patched together to keep the trains running.

Month	Day	Select Shift
January	Monday	12:15 am - 06:48 am
February	Tuesday	04:20 am - 11:38 am
March	Wednesday	06:25 am - 07:34 pm
April	Thursday	10:00 am - 05:23 pm
May	Friday	12:01 pm - 02:54 pm
June	Saturday	01:55 pm - 04:47 pm
July	Sunday	03:10 pm - 09:05 pm

**Start Shift**

**Weather**

**Start Tutorial**

**Quickstart**

**Cancel**

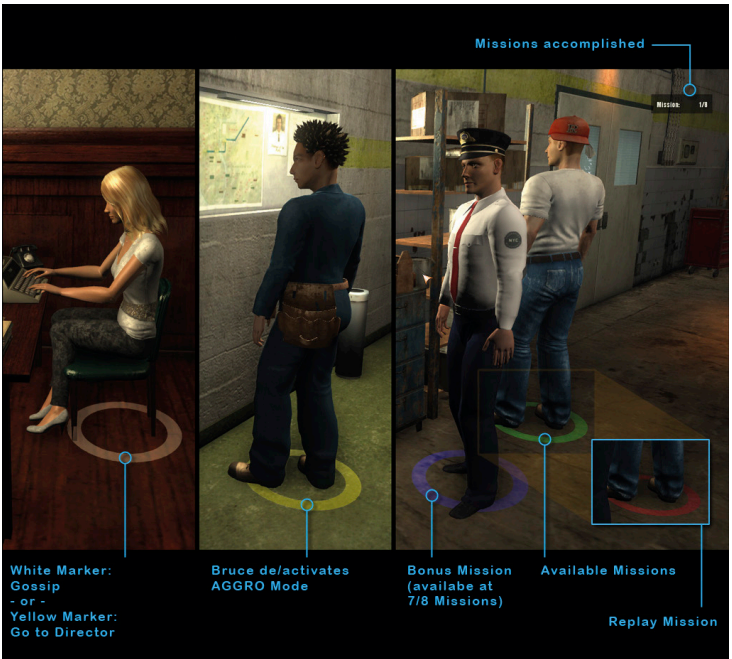
**Select Schedule**

12:15 am: 111 St - Queens → 42 St - Times Square - Manhattan  
01:06 am: 42 St - Times Square - Manhattan → Flushing - Main St - Queens  
02:00 am: Flushing - Main St - Queens → 42 St - Times Square - Manhattan  
03:06 am: 42 St - Times Square - Manhattan → Flushing - Main St - Queens  
04:00 am: Flushing - Main St - Queens → 42 St - Times Square - Manhattan  
04:46 am: 42 St - Times Square - Manhattan → Flushing - Main St - Queens  
05:30 am: Flushing - Main St - Queens → 42 St - Times Square - Manhattan  
06:16 am: 42 St - Times Square - Manhattan → 111 St - Queens

**Select Starting Station**

111 St - Queens  
103 St - Corona Plaza - Queens  
Junction Blvd - Queens  
90 St - Elmhurst Av - Queens  
82 St - Jackson Hts - Queens  
74 St - Broadway - Queens  
69 St - Fisk Ave - Queens  
61 St - Woodside - Queens

Steven Flynt (Shift Supervisor)





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## Drive Evaluation

After finishing a shift and returning to the depot, you can get an evaluation of your trip. You can also get an evaluation after a scheduled run when you have answered "no" to the question „Continue the scheduled shift?“

Alternatively, you can go to Jason McKenzie's office at any time for an evaluation of your driving.

## Credits

Many thanks to all contributors and AEROSOFT for their great work and cooperation!

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<b>Community Management:</b>	Christopher Land
<b>Team-Motivator:</b>	Our cat „Engel“

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