

- When numbers start flashing in a station, go *there* as fast as you can. Press **SL** or **SR** to speed up your locomotive.
  - The flashing numbers count down toward zero. Whatever the number is when your locomotive reaches it is the amount of bonus points you win.
  - If the flashing number counts down to zero, you lose a chance to win bonus points and a "ghost locomotive" appears and starts rolling down the tracks. If you collide with it, you lose one of your 3 locomotives.
- Don't let your locomotive run into any place marked with an "X"—or you'll crash.
- You can use the Switching Square to block "ghost locomotives" and make them reverse direction.
- If you pick up all the passengers you win a big bonus and get to play some more, on a bigger railroad map.
  - Maps start with 12 Track Sections, then grow to 16, 20 and 25 sections. That cycle is repeated as long as you have any locomotives.

## SCORING

|                                                                |                                 |
|----------------------------------------------------------------|---------------------------------|
| Each track section boundary line your locomotive crosses ..... | 10 points                       |
| Each passenger pickup .....                                    | 100 points                      |
| Reach station where numbers are flashing .....                 | NUMBER SHOWN WHEN YOU GET THERE |
| Travel to every track section on map .....                     | 1,000 points                    |
| Pick up all passengers on map .....                            | 5,000 points                    |

## TO PLAY AGAIN

- When every player has lost all locomotives, wait to see:
  - GAME—OVER**
  - RT—KEY**
- Press **RT**, then wait for the computer to ask for the number of players in the next game. Press **1** or **2**, then pick a skill level. Wait for the computer to "draw" the railroad map. When the messages disappear and your locomotive starts moving, be ready to switch Track Sections. Try to beat the HI SCORE!

### 90 DAY LIMITED WARRANTY

Tomy warrants to the original consumer purchaser of any video game cartridge it manufactures, that the cartridge will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with the proof of the date of purchase to either the retail store where purchased or, postage prepaid to:

**Tomy Corp., Home Computer Division, Repair Center  
P.O. Box 6252, Carson, CA 90749**

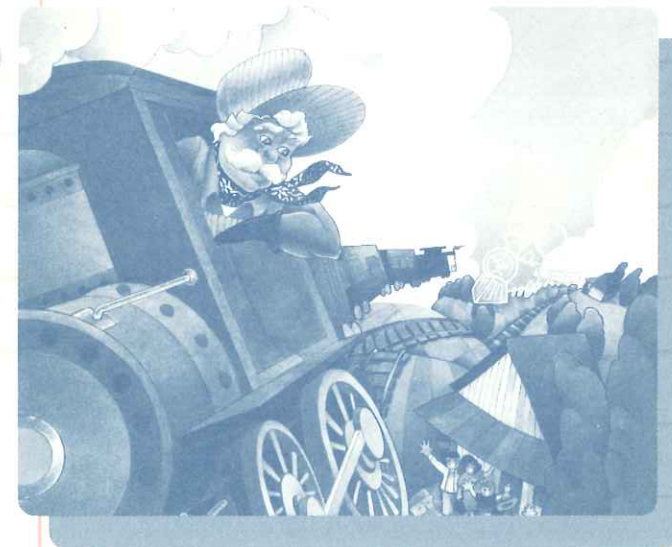
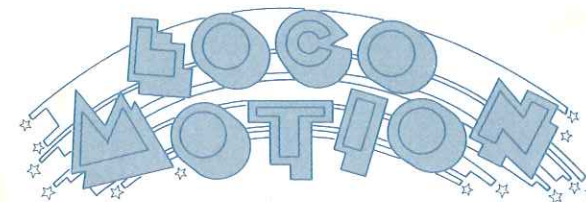
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**TOMY  
TUTOR™**

## HOW TO PLAY



## GET READY

Be sure your computer is hooked up correctly. See your owner's manual for details.

- Insert **LOCO-MOTION** game cartridge *before* you turn the computer on. Make sure the label is facing you.
- Turn the computer and TV set on.
- When color bars appear, press any key. Then press **↓** twice, to make the finger point at "CARTRIDGE."
- Press **RT**.
- Watch the TV screen to see how blocks of track are rearranged to control the locomotive's route.

## OBJECT OF THE GAME

Move blocks of track around to direct the locomotive to all the stations where passengers are waiting to be picked up. Speed up to reach stations where bonus numbers flash, before they count down to zero and send out a "ghost locomotive" that might collide with your engine. Don't let your locomotive cross a section line and run into a black Switching Square, or any "X."

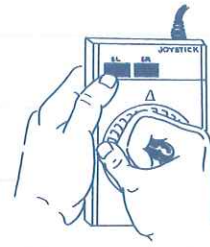
## HOW TO START

- Press **1** or **2** on the keyboard to set the number of players.
- Press **SL** or **SR** on the *left* controller to set the skill level.
  - SL is for the "Amateur" (easy) game.
  - SR is for the "Pro" (hard) game.
- Wait for the locomotive to start rolling, then start switching the tracks around so it goes where you want it to.
  - In 1-player games, use the *left* controller.
  - In 2-player games, the player with the *left* controller has the first turn.

## HOW TO USE THE CONTROLLERS



JOY CONTROLLERS



JOYSTICK CONTROLLERS

- Press Disk or move Joystick in the direction *opposite* the move you want the black Switching Square to make. Examples: To move the Switching Square to the left, use a *right* direction command. To move the Switching Square down, use an *up* direction command.
- To make your locomotive speed up, press and hold **SL** or **SR**.

## PLAY ACTION

- You start with 3 locomotives, one on the track and two in reserve.
- Use controller to move black Switching Square to make your locomotive go to every station *one time*. When you move the Switching Square, it changes places with the Track Section that was in the location.
  - Don't let your locomotive cross the boundary line of a Track Section and run into the Switching Square, or it will crash!
  - You *can* move the Switching Square onto the Track Section where the locomotive is, *before* the locomotive gets to the edge of that Section.

- By switching sections of track around, make your locomotive pick up the waiting passengers at all the stations around the edge of the railroad map.
  - When the locomotive pulls into the station, it automatically picks up the passengers.
  - You travel to each station *only once*. When the locomotive pulls out, the station is blocked with an "X."

## THE FIRST RAILROAD MAP

