3-D ULTRA™
LIONEL TRAIN TOWN™
DELUXE

Quick Reference Card

Hot Key Summary

Key	Action
Return	Causes selected train to stop
Spacebar	Causes all trains to stop (Emergency)
N	Selects next car
P	Selects previous car
F	Follow selected car
W	Blows train whistle
B	Rings train bell
T	Toggle Tool Bar (Try it. It's cool.)
1–7	Set engine speed

Key	Action
Arrow keys	Scroll Map (shift will accelerate)
keypad +/-	Zoom In/Out on Map Overview
M	Map tab
O	Option tab
I	Information tab
Esc	Exits job
Pause	Pauses job
Alt-F4	Exit to Windows
Alt-Esc	Minimizes game and returns you to desktop.
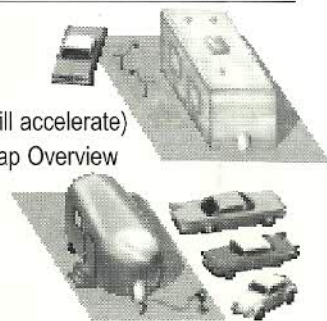
SIERRA™
attractions

TrainTown Car and Load Table

Car	Type of Loads Carried
Stockcar	Cattle, Pigs, Sheep, Reindeer, Lions, Dinosaurs, etc.
Boxcar	Letters A to Z, Building Material, Machinery, Concrete Bags, Dynamite, Packaged Goods, etc.
Flatcar	Limestone, Steel rails, Construction Equipment, Fire Engine, RC cars, Santa's Sleigh, Toy Elephants (animals), etc.
Flatcar with Staves	Logs, Lumber, etc.
Tank Car	Diesel, Oil, Boiling Oil, Heating Oil, Nitro, Fish, Milk, etc.
Refrigerator Car	Steaks, Hamburgers, Vegetables, Fruit, Ice, Ice Cream, etc.
Hopper (Open Top)	Balls, Coal, Ore, Manure, Woodchips, etc.
Hopper (Covered Top)	Grain, Cow Food, Pig Food, Sheep Food, Reindeer Food, Fish Food, Circus Animal Food, Dinosaur Food, etc.
Gondola	Scrap Metal, Statues, etc.
Commuter Car	Passengers
Passenger Car	Passengers
Car Carrier	Automobiles
Toy Car	Assorted loads

Steam Engine   Diesel Engine   Diesel Engine   Phantom Engine

Caboose   Coal Tender   Toy Tender   Toy Engine

Stockcar   Refridgerator Car   Commuter Car

Boxcar   Hopper (Open)   Passenger Car

Flatcar   Hopper (Covered)   Passenger Car

Flatcar with staves   Gondola   Toy Car

Tank Car   Car Carrier