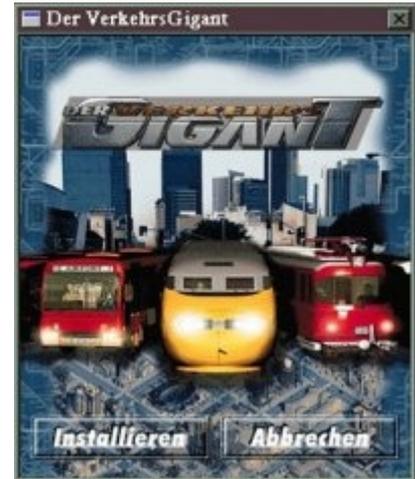


The traffic giant (1.4)

I would like you today gladly mark a test report over a play of that Austrian manufacturer "JoWoD Productions" present. How is to be seen in the heading, it concerns the play of "Der Verkehrsgigant". At the same time I will evaluate certain functions in the play. The evaluation will look so similar as in the computer pictures play.

Installation:

When inserting that CD into CD/DVD Rome drive assembly appears this installation screen. Around the play to install you follow simply the installation instructions. Since there is no selection between minimum and maximum installation, I assign here 8 stars.



System requirements:

So that the play runs, a PC with Microsoft **Windows 95/98** is needed. The processor should be better at least a **Pentium or a comparable processor with 233 MHz** or. As further system requirements at least **32 MT RAM** and **2 MT PCI Grafikkarte** are needed. **CD/DVD Rome drive** assembly should be able to **play CD Rom's into 4 facher speed**. In addition become approx. **240 MT of free fixed disks** (original play) and **DirectX 7** needs. Further fixed disk is used, if you store you additive Map's and the ADD on downloaded and/or spielstaende. **For the control a mouse** is used. Some instructions can be implemented also with the keyboard. The play is also **XP suited**.

Since the play deals with the system requirements economical, there are here 10 stars.

The main menu:

After starting the play a main menu appears. In this main menu can you campaigns & continuous plays begin; an on-line one -, network or Lanspiel open; old spielstaende load and/or further-play; Highscoreliste look at; Attitudes for player color, spielername, video, sound and diagram distinguished and the play leave.

The main menu is very well developed. You get along you fast and simply, therefore all 10 stars.



Campaign:



In order to start a Campaign, you click simply on campaign. After you click, appears the selection of missions. In order to select and/or the description look at another mission, you click above on right or left arrow, in order to select it. After the installation the campaigns must be de-energised only in sequence. Down in the description stand the goals, which must be fulfilled, so that a mission is de-energised. If you fulfill only the conditions for a star, then you de-energise a mission. You can de-energise up to three missions up once and

thus more difficult missions jump over. If you the conditions cannot notice it, can you it in the play again look at.

In the original play 15 missions are available. If those do not hand you yet, then can downloaden you on www.verkehrsgigant.info further missions.

Continuous play:

If you click in the main menu on continuous play, then first the degree of difficulty menu opens. There can adapt you to her the degree of difficulty, as would like it straight. Should decide you you for a possibility with entrepreneur, then first the opponent selection menu



appears. If an opponent liked to have it, then clicks into the small box before it. The picture of the opponent lights up then colored. Should have decided you you for a possibility with traffic representatives, then

immediately the continuous play selection menu appears. This is just as developed as the menu of the missions.

Only no defaults stand there, because nothing must de-energise it. The defaults around a continuous play to win experience you in the play.



Multi-player:



Before it can loose-go, must communicate your IP number your opponent to her by pn, email, Chatprogramm or ISDN telephone. If you click then on further, the menu appears, which is to be seen in the right picture. Must go to it now on new play and select then the desired conditions for goal and the desired continuous map. Missions cannot be played in the multi-player mode. If your opponent began the play, then must indicate in the attitude window his IP number to it and on further. If you go to it then with the right picture since, on updating. The InterNet is scanned now for plays under this IP number. If it is then listed, can click to it on Mitspielen.

In order to start a Multiplayergame, must click to it in the main menu on multi-players. Then an attitude menu appears, in which there is the selection between InterNet, LAN and zero-modem. As example we select now once the InterNet. If you start the play, then enter your spielernamen in and your IP number. Whether it to be entered does not have white I exactly. But if it it enter, you do not make anything wrong.



Contents:

Before I come to the play process, I would like to explain gladly still times briefly, the play has which sense. As already noticed it all, concerns a suburban traffic simulation. You are with this play to prove that it with the passengers, vehicles, drivers, money and other better can deal than correct transport enterprises. In addition 15 missions and 30 continuous maps are to you at the disposal. And now still another quotation of the manufacturer: more

"Wer that does not know: Hours in the back-up. Expensive tickets. Stickige streetcars wait eternal for the next bus overfilled and. Public traffic is only too often a true nightmare! But now you can prove that you can do it really better. Order over a whole fleet at bus and lines. Provide by skillful distance planning and employment of the most modern vehicles for short waiting periods and content passengers. Experience the complex and unique simulation of traffic in large Staedten."

Play process:



In all play possibilities the expiration of play is identical. As example I take the continuous map "Abersee", in the picture to see here is. In the lower menu see to her in the left blue part the Informationsbutton left above. Thus can you find out, what the individual buildings to represent, of which buildings the passengers would like to other buildings, the catchment area of the stops; then on the next symbol can you your conditions for goal look at. The eye (3rd symbol) serves etc. for representation options, for example traffic fades out,

covering buildings fades out, schools fades out. On the latter 3 Buttons can you data of the opponents call. This functions naturally only, if their opponent have.

In the left blue part of the Button on the top right serves vehicles to buy to sell to wait and for the respective vehicle center.

In the left part the symbol with the U drauf serves to open lines to change lines lines to designate and lines delete.

The symbol on the right of beside it with the stop serves for tearing off buildings, stops and rails; to other rail types from strassenbahnschienen on the road or, which can to be built however only as railroad overpass on the road and built from stops and stations, shift.

The fifth symbol at the bottom left hand corner serves for it around the Firmenbilanz to call to specify prices of transportation to stop and make around advertisement driver content and training further costs.

In order to build now loosely, should click to it first times on a large building, for example an office building or a factory. In the example I took an office building, which has 599 persons employed. The persons employed live in all buildings, which light up red.



In the right lower general map, where by the way your account balance and the date are, the buildings light up likewise red and green. At the green building should be begun, in order to then lead toward residential buildings the line further. In addition you go to stops on the symbol and develop at the line way the stops. If it there is finished since must click to it on the symbol with the U and then like it described on a road or a rail. I recommend to build buslinien at the beginning of the play only, since the money for streetcars is too limited.



you simply the line and all a few sections confirm. Sections were confirmed, to shine red up. All other sections of the line are still grey. If at a stop did not like to hold it, must click to it again on the red stop symbol. If the stop sign disappears, then the stop of the line is not added. In order to close the line, it is necessary that it meets again the starting symbol. If with the line on the starting symbol pressed it, the line process appears green. In order to open now the line, must press you only on the checkmark, which lights up at closed line circle green.

After it now on the "U Symbol" pressed, appears a list with the lines. If only one entry in it is, then this "Neue Linie" is called;. If there are already different lines, these are listed likewise. Next must be pressed in the line menu of the Hammerbutton. With the following message must click to it on a road or a rail. Since it is a buslinie, presses you logical-proves on a road. In the place, in which the line begins, have you a yellow-green symbol with a red cross drauf (see picture on the top right). Then must draw up



On the vehicle symbol you click now drauf, in order to buy penalty. If it then bought it, you click again on the "U Symbol" and in the line list on buslinie one. To it you go beginning on the bus symbol around the vehicles. The small

window beside the city plan gives an idea of the depot. With the arrows can you by your bought vehicles different types select. In addition it stands with each motor vehicle type with the fact how many vehicles are present in the depot. In order to use now the vehicle, must click to it on the arrow, which points to the line list. The vehicle is used directly at the starting point.



Can click to it however also on a stop, so that the vehicle is used there.

According to this principle all lines are opened.

Now can you over the employment list of the respective line see, how many passengers in the vehicle to be, how the condition of the vehicle is and the vehicle incomes since then the vehicle is assigned to the line.

Do not forget to always keep the line list in the view so that immediately the line way or use more modern vehicles can change it, if the line makes minus.

Play terminate:



In order to terminate the play, simply the "Esc Taste" must; are pressed. Afterwards you arrive into the memory menu. Here can store their of you play, load other spielstaende, adapt or further-play diagram, video and sound attitudes. If you press abandoned on play, again the main menue appears.

Attitudes:



If you click on attitudes (main menue or memory menu), then have it the selection to the plaything positions or to the menu of sound of diagram to come. The plaything positions cannot be changed in the memory menu no more. They can be changed only

before beginning of play from the main menue. To the selection spielername and player color stand (see picture below).

Diagram and sound can be always changed against it. To the selection 3 dissolutions of diagram and 4 possibilities the diagram stand for switching on and/or off sound on slower computers to improve and.



Diagram:

Since the lowest dissolution is 800*600 pixel, it is the best not necessarily for older computers. For slower PCS it would be better, if it would give still another lower dissolution. On most PCS jerk ELT the play, reacts however still fast, if processor and main memory are high.

Otherwise the quality of the diagram is very good. Other plays with same dissolution or more highly are partially more pixliger than "Der Verkehrsgigant". But there are 6 stars.

Sound:

The sound of the play is only in mono and noises is only briefly alluded, even if vehicles hold by traffic lights. The remainder up to next stop runs without vehicle clay/tone. But bird twitter and traffic are to be heard, if no other vehicles are in the proximity. Since the noises work by short alluding too unrealistically, there are here 7 stars.

Multiplayergame:

A Multiplayergame is very easy to start, runs however with many players unfortunately only short time before it then hangs itself up. If I succeed sometime an on-line play longer than 5 minutes to play, I it here will indicate and if an error cause is present, explains, what is to be considered. Because it with many users runs only briefly gives I first times 4 stars.

Memory:

Memory is always possible in the continuous play and in the campaign. But there are all 10 stars.

Manual:

The manual is simply and understandably printed. However the section is not in detail written enough over background programs. This mark assign I 9 stars.

Service:

The telephone number of Infogrames Germany is not recommended, because one comes better, if one calls directly in Austria with the manufacturer (Tel: 0043 6133 8430; Fax: 0043 6133 8430 14). There is the possibility to write also by post office or email. In addition some questions are answered besides briskly in the forum. The service is very good. When I had still no InterNet, I had demanded a new Patch by post office. This had arrived within 2 weeks on 2 disks with me. For this trouble and achievement there are all 10 stars.

Operation:

The operation is difficult at the beginning a small little. But one learns thanks of the understandable manual to go fast with the play in order. Here there are 9 stars.

Play idea:

With the play of "Der Verkehrsgigant" the manufacturer JoWood which completely new for transportation simulation fans be broken in let itself. Other transportation plays act mainly of goods and long-distance traffic. "Der Verkehrsgigant" thereby the first play which acts of the suburban traffic, is. Now there are again 10 stars.

Play passport:

There it rather simply is most goals to reach gives it for play passport of 7 stars.

Price:

In the shop there are new editions from this play again. To recommend are not all editions, which did not become from JoWood gepublished, because these are not compatible with the Patches. That makes itself particularly bad for persons with red green weak sight, because the plays cannot be gepatchet. Therefore mine type: the original version absolutely buys you. This costs (in the Media market Dresden) 9.99 €. In other cities surely so similarly in the price will lie. For the well-known price it gives me all 10 stars.

ADD ON (1.4)

The ADD ON is to be gotten free of charge on the homepage of the play. It has a size of approx.. 36 MT. It offers 15 new missions and 16 new continuous maps, with which some goals are somewhat more difficult. Because JoWood thought of the players and, there are every 10 points also here.

The traffic giant gold edition

The gold edition is nothing one but the original play with the ADD on. This version is void from the evaluation, because there are from JoWood no more editions and the others with the Patches are not compatible.

The traffic giant map editor (free Download)

Installation:

The program must into the listing of "Der Verkehrsgigant" are installed. Since there is no selection between minimum and/or maximum installation also here, it gets 8 stars.

System requirements:

The editor runs only with a dissolution of 1200*1024 pixel in 16 bits color. The editor runs **only** on **Windows 95, 98 and ME**. On 2000 and XP one has to use hardly the possibility him. Only with completely few users it folds, therefore I advise against the Download, if its Win 2000 or XP have. The editor uses a small little more **fixed disk**. Depending on how you build many Map's, should you approx.. **300 MT** or more have available. But there are 2 stars.

Guidance:

The guidance is in detail and easily understandably written. It is attached to the Download and must be only printed out after the installation (3 A-4 sides without pictures). To the introduction I let this mark all 10 stars apply, because one would have the guidance, even if it would give her without Download, expressions.

Operation:

The operation is very simple. It is very similar from the play. One must consider only the referring to the guidance, so that there are no abort houses.

Here an editor example: my map "Norderney".

Around also such maps need you in addition-get only something Fantasie and Windows 95, 98 or ME.

The operation gets this mark all 10 stars, because one before already knows most functions from the play.



Fan homepage

On the fan homepage is there a lot to maps and missions. I recommend to downloaden the missions in sequence, because it does not have a sense to play her if which are missing between them. In order to insert missions or maps of the homepage in the play, must the Ziparchiv unpacked to become and the continuous maps into the file maps be copied. Then 2 times the name of the map must into the file "Karten.txt" are registered. The same applies to missions. However the data must into the file "Missionen" are copied. Here it is completely important that the map name "Karten.txt" with; to be absolutely completely down registered must (also 2 times), so that the sequence remains meaningful. The address of the homepage is www.verkehrsgigant.info. The homepage is excluded from the evaluation, since it is not from JoWood and the missions continuous maps have very different quality.

Final result to the play:

Over all stars will determine the total number to stars together counted and divided by the number of evaluations.

From it results: 150 stars by 18 evaluations = **8,33 stars**. That is called it is a play, what is always recommended on case of each for occasionally and for the fans of Transportsimulationen.

I legend now first times thank you for your interest in the play. It has to write me fun made the evaluation and the report. I hope, I can write such a thing for you again mark. For questions I stand under eschy5@web.de or under the ICQ number: 177938267 gladly for the order.

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