

# LOCO-SORT



**QUICK  
REFERENCE  
GUIDE**

# KEYBOARD CONTROLS



LOCOMOTIVE CONTROL

CAMERA CONTROL

TOGGLE FUNCTIONS

TURNTABLE CONTROL

OTHER FUNCTIONS

# KEYBOARD CONTROLS

## LOCOMOTIVE CONTROL

<b>W</b>	MOVE FORWARD
<b>S</b>	MOVE IN REVERSE
<b>A</b>	SWITCH LEFT
<b>D</b>	SWITCH RIGHT
<b>SPACE</b>	STOP/BREAK

## TOGGLE FUNCTIONS

<b>F1</b>	HELP
<b>F2</b>	ACTION TAGS
<b>F3</b>	SWITCH ARROWS
<b>F4</b>	COUPLER SIGNS
<b>F5</b>	TRAIN MANIFEST
<b>F6</b>	GOODIES WATCH
<b>F7</b>	MAIN INTERFACE
<b>F8</b>	CUSTOM INTERFACE
<b>F9</b>	MUSIC
<b>F10</b>	ALL AUDIO

## CAMERA CONTROL

<b>1</b>	GLOBAL CAMERA
<b>2</b>	LOCAL CAMERA
<b>3</b>	GROUND CAMERA
<b>4</b>	LOCO CAMERA
<b>5</b>	TRAIN FIRST CAMERA
<b>6</b>	TRAIN LAST CAMERA
<b>←</b> <b>→</b>	CHANGE CAM DIRECTION <sup>(1)</sup>
<b>▲</b> <b>▼</b>	CHANGE CAM ALTITUDE <sup>(1)</sup>
<b>ENTER</b>	CAM MODE: FREE / LOCO <sup>(1)</sup>
<b>CTRL</b>	REVERSE CAMERA <sup>(2)</sup>
<b>C</b>	CENTER CAMERA <sup>(2)</sup>

## INVERT CONTROL AXIS

<b>I + 1</b>	CAM ALTITUDE MOUSE
<b>I + 2</b>	CAM DIRECTION MOUSE
<b>I + 3</b>	CAM ALTITUDE KEYS
<b>I + 4</b>	CAM DIRECTION KEYS

## TURNTABLE CONTROL

<b>T</b>	TURN CLOCKWISE
<b>R</b>	TURN COUNTER-CLOCKWISE

## OTHER FUNCTIONS

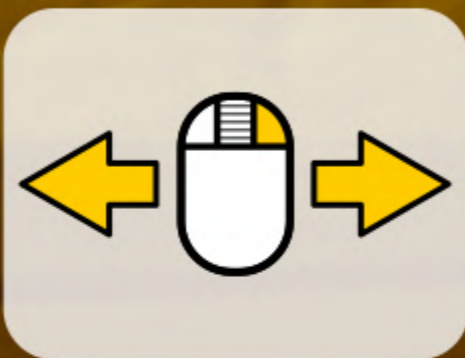
<b>ESC</b>	EXIT LEVEL
<b>P</b>	PAUSE LEVEL
<b>X</b>	BUY EXTRA TIME
<b>G</b>	USE GOODY
<b>TAB</b>	CYCLE GOODIES
<b>L</b>	LANTERN
<b>B</b>	BLOW WHISTLE
<b>SHIFT</b>	MAXIMIZE SPEED <sup>(3)</sup>
<b>M</b>	CONTROL MODE: ARC / SIM
<b>F + 1-9</b>	FIND CAR N. 1 TO 9 <sup>(1)</sup>

### ADDITIONAL INFORMATION:

- (1) ONLY IN CAM 1 AND 2.
- (2) EVERY CAM, EXCEPT 3.
- (3) ONLY IN SIM MODE.

# MOUSE CONTROLS

## CAMERA CONTROL



**CHANGE CAM DIRECTION** (1)

**PRESS THE RIGHT MOUSE BUTTON CONTINUOUSLY AND MOVE LEFT OR RIGHT.**



**CHANGE CAM ALTITUDE** (1)

**SCROLL THE MOUSE WHEEL UP OR DOWN.**



**MOVE CAMERA** (1) (2)

**MOVE THE MOUSE CURSOR TO ANY BORDER OF THE SCREEN TO MOVE THE CAMERA ON THAT DIRECTION.**

**PRESS SHIFT TO INCREASE SPEED.**

## LOCOMOTIVE CONTROL



**SWITCH DIRECTION**

**LEFT MOUSE CLICK ON SWITCH SIGNAL.**



**UNCOUPLE CAR**

**LEFT MOUSE CLICK ON COUPLER.**

## TURNTABLE CONTROL



**TURN TURNTABLE**

**LEFT MOUSE CLICK ON TURNTABLE HANDLE BAR.**

## OTHER OPERATIONS



**OPEN GOODY BOX**

**LEFT MOUSE CLICK ON GOODY BOX.**



**STRUCTURE INFO**

**LEFT MOUSE CLICK ON STRUCTURE.**

**ADDITIONAL INFORMATION:**

(1) ONLY IN CAM 1 AND 2.

(2) ONLY IN FREE MODE.

PRESS ENTER TO TOGGLE BETWEEN FREE MODE AND LOCO MODE.

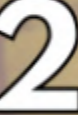
# ACTION TAGS

 CAR PARKED OVER/NEAR A SWITCH. IT WILL LOCK IT!

 LOCOMOTIVE OVERLOADED!

 1<sup>st</sup> CAR TO BE COUPLED WITH THE MAIN TRAIN.

 1<sup>st</sup> CAR ALREADY COUPLED WITH THE MAIN TRAIN.

 2<sup>nd</sup> CAR TO BE COUPLED WITH THE MAIN TRAIN.

 2<sup>nd</sup> CAR ALREADY COUPLED WITH THE MAIN TRAIN.


 3<sup>rd</sup> CAR TO BE COUPLED WITH THE MAIN TRAIN.

 3<sup>rd</sup> CAR ALREADY COUPLED WITH THE MAIN TRAIN.

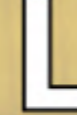
 THE SAME GOES FOR CARS 4 TO 12.

 CAR TO BE PARKED IN THE WORKSHOP.

 CAR ALREADY PARKED IN THE WORKSHOP.

 CAR TO BE REMOVED FROM THE MAIN TRAIN.

 CAR ALREADY REMOVED FROM THE MAIN TRAIN.

 CAR TO BE LOADED IN A CARGO STRUCTURE.

 CAR TO BE UNLOADED INTO A CARGO STRUCTURE.

 1<sup>st</sup> CAR TO BE UNLOADED INTO A CARGO STRUCTURE.

 2<sup>nd</sup> CAR TO BE UNLOADED INTO A CARGO STRUCTURE.

 THE SAME GOES FOR CARS U3 AND U4.

# MOUSE SIGNS

 SWITCH READY TO CHANGE DIRECTION.

 COUPLER READY TO UNCOUPLE.

 GOODY BOX READY TO OPEN.

 TURNTABLE READY TO TURN CW.

 TURNTABLE READY TO TURN CCW.

 CARGO STRUCTURE INFORMATION.

 SWITCH NOT READY.

 COUPLER NOT READY.

 GOODY BOX NOT READY.

 TURNTABLE NOT READY.

 TURNTABLE NOT READY.

## ADDITIONAL INFORMATION:

CARGO STRUCTURE - ANY STRUCTURE THAT IS CAPABLE OF LOADING/UNLOADING CARGO FROM A RAILROAD CAR, LIKE: A FACTORY, A MINE, ETC.

CW - CLOCKWISE.

CCW - COUNTER-CLOCKWISE.

# INTERFACE



**STEAM TIMER**  
Shows how much time is left in minutes until your locomotive runs out of steam. The **Green Line** marks the Legendary Time limit and the **Red Line** marks the Extra Time limit.



**SPEEDOMETER**  
Shows the speed of your locomotive in mph. The **Black Hand** shows the current speed and the **Red Hand** shows the maximum speed that the locomotive can achieve.



**EXTRA TIME VALVE**  
Allows you to get additional minutes of Extra Time. Only works when it is blinking, after the **Red Line** time limit has expired.



**GOODIES WATCH**  
Shows the goodies that you have and their amount in minutes or units. The arrows allow you to change the type of goody. To use the goody, just click on its image.

LOCO & LOCO RAIL ROAD CO. TRAIN MANIFEST		
Class	Wagon Number	Wagon Vehicle Description
1		Mail Car
2		Baggage Car
3		2 <sup>nd</sup> Class Passenger Car
4		1 <sup>st</sup> Class Passenger Car

**TRAIN MANIFEST**  
Shows the list of cars that constitutes the Main Train.

NOTE: Make sure that the train is assembled in the proper order.

## CAMERAS

A **Green Icon** means that the camera is active, a **Red Icon** means that it is not.

- 1 - Global Camera
- 2 - Local Camera
- 3 - Ground Camera
- 4 - Loco Camera
- 5 - Train First Camera
- 6 - Train Last Camera



## CASH REGISTER

Shows how much cash you have.



## TOGGLE FUNCTIONS

A **Green Icon** means that the function is ON, a **Red Icon** means that it is OFF.



- F2 - Action Tags
- F3 - Switch Arrows
- F4 - Coupler Signs
- F5 - Train Manifest
- F6 - Goodies Watch
- F7 - Main Interface

# LOCOMOTIVES

## NORRIS 4-2-0



**SPEED: 30 mph**  
**POWER: 1000 hp**  
**COST: \$1000**  
**EXPRESS SERV.**

## GOWAN & MARX 4-4-0



**SPEED: 35 mph**  
**POWER: 1250 hp**  
**COST: \$2500**  
**LIMITED SERV.**

## BALDWIN 2-4-0



**SPEED: 50 mph**  
**POWER: 1750 hp**  
**COST: \$3500**  
**SPECIAL SERV.**

## NORRIS KNIGHT 4-4-0



**SPEED: 40 mph**  
**POWER: 750 hp**  
**COST: \$1500**  
**LIMITED SERV.**

## B. WOODBURY 0-4-0ST



**SPEED: 35 mph**  
**POWER: 1750 hp**  
**COST: \$3000**  
**SPECIAL SERV.**

## A3 CLASS 0-4-0



**SPEED: 40 mph**  
**POWER: 2500 hp**  
**COST: \$5000**  
**DELUXE SERV.**

## NORRIS FREIGHTER 0-6-0



**SPEED: 25 mph**  
**POWER: 1500 hp**  
**COST: \$1500**  
**LIMITED SERV.**

## BALDWIN TANK 0-6-0ST



**SPEED: 35 mph**  
**POWER: 2250 hp**  
**COST: \$4000**  
**SPECIAL SERV.**

## A4 CLASS 0-4-0



**SPEED: 40 mph**  
**POWER: 3000 hp**  
**COST: \$6000**  
**DELUXE SERV.**

NOTE: LOCOMOTIVES NOT TO SCALE.

# BADGES

## POWER BADGES

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**BISON BADGE**  
**5% MORE POWER**



**CALUMET BADGE**  
**10% MORE POWER**



**GENERAL BADGE**  
**15% MORE POWER**



**STARS & STRIPES BADGE**  
**20% MORE POWER**



**HERCULES BADGE**  
**25% MORE POWER**

## SPEED BADGES

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**EAGLE BADGE**  
**5% MORE SPEED**



**ARROW BADGE**  
**10% MORE SPEED**



**CANONBALL BADGE**  
**15% MORE SPEED**



**ROCKET BADGE**  
**20% MORE SPEED**



**ZEPHYR BADGE**  
**25% MORE SPEED**



# SERVICES



**EXPRESS SERVICE**

**COST: 0 STARS 100% REVENUE**

**LOCOMOTIVES UNLOCKED: 1**



**LIMITED SERVICE**

**COST: 5 STARS 125% REVENUE**

**LOCOMOTIVES UNLOCKED: 4**



**SPECIAL SERVICE**

**COST: 10 STARS 150% REVENUE**

**LOCOMOTIVES UNLOCKED: 7**



**DELUXE SERVICE**

**COST: 15 STARS 175% REVENUE**

**LOCOMOTIVES UNLOCKED: 9**



**PRESIDENTIAL SERVICE**

**COST: 20 STARS 200% REVENUE**

**ALL PAINT JOBS UNLOCKED**

# STRUCTURES



**ARMORY**

**ARMORY**

**UNLOAD:**



FLAT CAR  
STEEL

GONDOLA CAR  
BOARDS

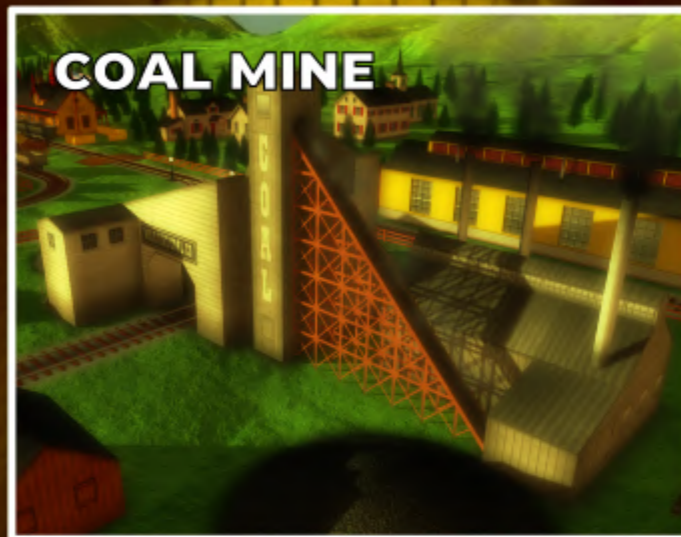
**LOAD:**



FLAT CAR  
CANNONS

BOXCAR  
RIFLES

FLAT CAR  
GATTLING GUNS



**COAL MINE**

**COAL MINE**

**UNLOAD:** NOTHING TO UNLOAD

**LOAD:**



GONDOLA CAR  
COAL

HOPPER CAR  
COAL



**GRIST MILL**

**GRIST MILL**

**UNLOAD:**



GONDOLA CAR  
GRAIN

**LOAD:**



BOXCAR  
FLOUR

BOXCAR  
FLOUR

BOXCAR  
FLOUR



**IRON MINE**

**IRON MINE**

**UNLOAD:** NOTHING TO UNLOAD

**LOAD:**



GONDOLA CAR  
IRON ORE

HOPPER CAR  
IRON ORE



**LOG FORT**

**LOG FORT**

**UNLOAD:**



FLAT CAR  
CANNONS

BOXCAR  
RIFLES

FLAT CAR  
GATTLING GUNS

**LOAD:**

NOTHING TO LOAD



**PAPER MILL**

**PAPER MILL**

**UNLOAD:**



FLAT CAR  
LOGS

**LOAD:**



BOXCAR  
BOOK PAPER

BOXCAR  
BROWN PAPER

BOXCAR  
WALLPAPER

# STRUCTURES



**SAWMILL**

**UNLOAD:**



FLAT CAR  
LOGS

**LOAD:**



GONDOLA CAR  
BOARDS



**STEEL MILL**

**UNLOAD:**



HOPPER CAR  
COAL



HOPPER CAR  
IRON ORE

**LOAD:**



FLAT CAR  
STEEL



**WAREHOUSE**

**UNLOAD:**

**NOTHING TO UNLOAD**

**LOAD:**



BOXCAR  
GOODS



GONDOLA CAR  
GOODS



**CONSTRUCTION SITE**

**UNLOAD:**



FLAT CAR  
STONE



FLAT CAR  
STEEL



BOXCAR  
1<sup>st</sup> SET PARTS



BOXCAR  
2<sup>nd</sup> SET PARTS



BOXCAR  
3<sup>rd</sup> SET PARTS

**LOAD:**

**NOTHING TO LOAD**

# TRIVIA

## ONE PERSON TEAM



THAT'S RIGHT! THIS VIDEO GAME WAS MADE BY A SINGLE PERSON: **FERNANDO MARTINS**.

## MADE IN A KITCHEN



YES, YOU READ THAT RIGHT. THIS GAME WAS **MADE IN A KITCHEN**. THE MARTINS 14 GAMES "LAB" OCCUPIES HALF THE KITCHEN, THE OTHER HALF IS THE KITCHEN PROPER.

## A KID'S IDEA



THE CORE IDEA FOR THIS GAME (IN A BASIC FORM) CAME TO FERNANDO MARTINS WHEN HE WAS JUST **6 YEARS OLD**, AND WAS TRAVELING BY TRAIN.

## FEATURED IN HIS OWN GAME



BESIDES BEING THE DEVELOPER OF LOCO-SORT, FERNANDO MARTINS ALSO APPEARS IN HIS GAME **AS THE PRESIDENT** OF THE LOCO & LOCO RAILROAD COMPANY.

## 10 YEARS TO MAKE



YES, I KNOW IT IS CRAZY. BUT THIS GAME TOOK MORE THAN **10 YEARS** TO DEVELOP. ITS DEVELOPMENT PROCESS STARTED IN NOVEMBER 1<sup>ST</sup>, 2012.

## WHY THE 14?



THE **14** IN THE LOGO OF THE COMPANY WAS THE AGE THAT FERNANDO MARTINS HAD WHEN HE DECIDED THAT IN HIS FUTURE HE WOULD OWN A VIDEO GAME DEVELOPMENT COMPANY.

# CONTACT

## TECHNICAL SUPPORT



If you require technical support, need to report a bug, or wish to offer any suggestions about the game, please use this email address:

[support@martins14games.com](mailto:support@martins14games.com)

## COMPANY INFORMATION



For any inquires for press, marketing, distribution or any kind of business/professional proposals to the company, please use this email address:

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