

Train Sim

PLAYER INSTRUCTION MANUAL

Drive, explore, and manage your train with confidence.

This manual describes the in-game controls shown in Train Sim. Controls and availability can vary by locomotive, rolling stock, level, and game version.

Start driving

Train Sim gives you direct control over train movement, viewing, routing, passenger operations, and special equipment. Begin with the essentials below, then use the reference pages to find every on-screen control.



1. Select your train

Pick a locomotive and rolling stock from the main menu, then begin a level.

2. Set movement

Use the speed controller for forward, reverse, and stop. Apply the brake to slow or stop.

3. Manage the route

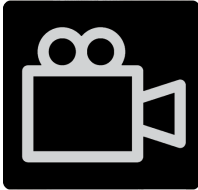
Use junction control to stay straight or take the next turnout.

4. Explore the cab

Change the camera and use sounds, lights, doors, and other controls where supported.

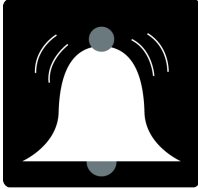
Drive and view

Core controls for choosing a consist, moving the train, braking, and changing your perspective.

	Change locomotive and rolling stock Use the upper button to cycle to the next locomotive. It also selects that locomotive's default rolling stock. Use the lower button to cycle through the available rolling stock while keeping the current locomotive.		Speed controller The slider controls both speed and direction. Move the handle above the midpoint to travel forward and below it to reverse. Center the handle to stop; the farther it is from center, the faster the train moves.
	Brake Engage the locomotive's brake system to slow down and, with enough time, bring the train to a complete stop.		Camera Cycle between exterior, locomotive interior, and rear views. Passenger-car interior views are also available when the selected train supports them.

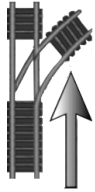
Train and environment

Configure available locomotive options, conditions, and sound and lighting controls.

	Double engine Some locomotives support two engines. Toggle this control to add or remove the second locomotive.		Weather and day/night cycle Cycle through scene conditions including sunny day, rainy day, snow, night, and night with rain.
	Lights Turn the locomotive lights on or off.		Bell Ring the locomotive bell when available. Modern trains may play electronic chimes instead.
	Horn Play the horn for the current locomotive.		

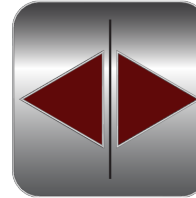
Route and passenger operations

Plan where the train goes and manage passenger-car doors at stations.



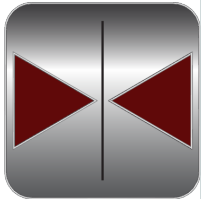
Junction control

Choose whether the train remains on its current track or takes the next junction. A straight arrow means junctions are ignored; a turning arrow means the train takes the next junction.



Open doors

When stopped, open passenger-car doors. Passengers board and leave only when the train is stopped at a station.

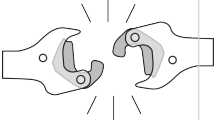


Close doors

When stopped, close passenger-car doors to prevent passengers from getting on or off.

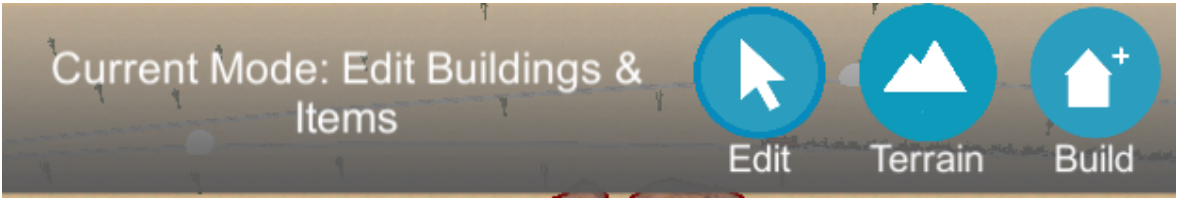
Coupling, special equipment, and information

Work with rolling stock, operate the crane, customize the locomotive, and return to the menu.

	Decouple Detach the rolling stock from the locomotive.		Couple Attach the rolling stock to the locomotive again when they are close enough.
	Crane control Extend the crane sideways to pick up cargo. This control is available only when the crane rolling stock is selected.		Graffiti Toggle graffiti on the locomotive.
	Train information View details about the selected locomotive or train, such as build years, top-speed gauge, current use, and more.		Back to main menu Return to the main menu to select another level or locomotive.

Creative Mode: build your own environment

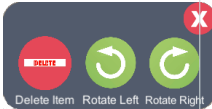
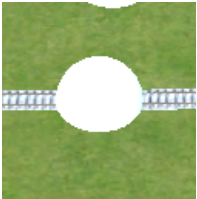
Creative Mode lets you design custom levels to drive trains on. Shape terrain, place buildings, vehicles, and trees, and reshape the track to make a route of your own.



	Build Mode Add buildings, scenery, and other items. Cycle through available items with the arrow buttons or use the random button. Existing objects are locked, so they cannot be moved accidentally while you place new ones.		Edit Mode Modify objects already placed in the level. Select an item and drag it to reposition it; use the selection submenu to rotate or delete it. Tap empty ground to deselect.
	Terrain Mode Sculpt terrain height. Raise Terrain is selected by default, and the active tool is highlighted so you can see which tool is in use.		Place objects In Build Mode, drag the currently selected item onto the position where you want it placed. Use the up and down arrows to change the selected item.

Creative Mode: edit objects and track

Use Edit Mode to fine-tune the things you have placed and to adjust the shape of your route.

	Undo placement Remove a recently placed item with Undo. You can undo up to the last 10 items placed.		Rotate or delete an item In Edit Mode, select a placed object such as a building or tree. The controls that appear let you rotate or delete the selected item.
	Reshape the track Track control points are visible and editable only in Edit Mode. Drag the white control points to change the train track's shape.		Move the camera On touch devices, place two fingers on the screen and drag to pan. With a mouse, hold the right button and move the mouse to pan the camera.

Creative Mode: sculpt terrain

Switch to Terrain Mode with the Terrain Edit button. Select a terrain tool, then tap or click the area you want to change.

	Enter Terrain Mode Select the Terrain Edit button to access the terrain tools.		Raise Terrain Increase terrain height by tapping or clicking where you want the terrain raised.
	Lower Terrain Decrease terrain height by tapping or clicking where you want it lowered. Lowering terrain enough exposes water, allowing lakes and rivers.		Flatten Terrain Return a selected area to its original terrain height.
	Change terrain type Cycle through the predefined terrain textures. Continue cycling to return to the original choice.		Flatten all terrain Reset the terrain height across the environment to its original level.

Creative Mode: play, save, and share

Test the environment you have made, return to editing when needed, and move an environment between devices with an import/export code.

	Exit terrain tools Leave Terrain Mode and return to item placement.		Save and play Save the level you are designing and switch to Play Mode, where you can drive a train in your new environment.
	Switch back to editing After playing or testing, select the Edit button in the upper-left corner to return to Edit Mode.		Export environment Generate a code that can recreate the Creative environment on another device.
	Import environment Import a previously generated code into the current environment. Importing overwrites the environment currently open.		

About this manual

Train Sim is developed by 3583 Bytes, based in Calgary, Canada. This manual is a player-facing reference prepared from the official Train Sim instructions and press-kit materials.



IMAGE CREDIT	The Train Sim logo, control illustrations, and screenshots are official 3583 Bytes assets. The press kit identifies its screenshots as CC BY-SA 4.0.
STEAM-READY NOTES	This PDF contains no external promotional links, review scores, awards, discounts, or material for other products. It is a standalone manual rather than a Steam store capsule or store-page description.
VERSION	Prepared September 2026. Update this manual whenever control behavior or supported content changes.