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SIMULATION OF LOGISTICS AND TRANSPORT PROCESSES

INTELLECTUAL OUTPUT n. 3

Game Manual for the tool “Intermodal Transport”

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1. INTRODUCTION

This manual will give the players of the Intermodal Platform game a short introduction of the game.

Also the instruction on how to install the game are given as well the required system, together with the explanation on how to play the game.
2. What is the Intermodal Transport Game (ITG)

This game simulates an intermodal yard where cargo trains arrive and depart.

The main task of the player, who acts as an intermodal transport operator, is to unload and load the containers respecting their destination shown in the train list and to restart the train within the time indicated in the Rail Plan.

In the first part of the simulator, it is possible to learn the main notions that an intermodal transport operator must know and perform a learning test.
3. Minimum system requirements

Display resolution

Recommended resolution: 1920 x 1080 even if the window can be resized
See point 4 described below

Operating system

Recommended system version: Windows 8 and Windows 10

Browser

The game can be downloaded via the main browsers (Chrome - Internet Explorer - Firefox) at least 32 bits.

Minimum Ram Capacity

4GB
4. Game installation

In order to play the Intermodal Transport simulator you need to press the following link:

www.simultra-project.eu

Then download Export.zip; once that's done, go to your computer's download folder and extract everything from the downloaded file. Among the extracted files you will find a file with the extension .exe, select autotrasporto.exe with the right button and press on open.

The following window will open:

![Intermodal Transport Configuration Window]

The screen resolution is equivalent to that of your computer.

Then you can decide what level of graphic definition you want to play (to play ultra or very High graphics you need a graphic card of at least 8 GB)

Click on windowed to view the game in window mode otherwise it will be displayed in full screen.
5. How to play

Welcome to the Intermodal Transport simulator, to change language press on the drop-down menu next to "Languages" and select the language you want.

Controls:

MOUSE AND KEYBOARD CONTROLS

- **Move**: Left (A/-), Right (D/+), Forward (W/+), Backward (S/-)
- **Main Menu/Exit**
- **Increase Speed**
- **Delete Text**
- **Confirm**
- **Mouse Wheel**: Zoom In/Out
- **Left Click**: Select

SET THE MOUSE CURSOR ON THE SIDES OF THE GAME ENVIRONMENT TO MOVE THE CAMERA
The simulator is divided into 3 main game modes as shown in the following steps.

5.1. Learning mode

This game mode provides the player with a series of useful information to understand the processes and tools that he will find in an intermodal transport platform. Questions like the one in the image below are shown from time to time while the player is having a look around the terminal yard.
5.2. Explore mode

This game mode allows you to explore the environment by answering a series of questions that appear in the yard and are indicated by pink arrows on the top of the terminal objects.

In the end is assigned a score based on the number of correct answers provided. We therefore recommend that you complete the Learning mode previously to acquire the necessary information.
5.3. Start mode

The final game mode consists in managing the loading and unloading of the freight train in a preset time, checking if the loads are correct and paying attention to move the containers in the pre-established areas according to their destination shown in the train list. Between loading and unloading, the user is asked to proceed with the documental check of an incoming truck driver at the office.
6. Game score

- **Learning mode**: not provided with score.
- **Explore mode**: 10 points with a correct answer for a maximum total of 100 points. After answering 10 questions a final certificate is released. The player can also check the answers given and the eventual correction in the second page of the certificate.
- **Start mode**: the score of this game is related to the “time”. The game is completed when the departing train leaves the intermodal platform within the time indicated (HLR) in the Rail Plan. In this case, the certificate is issued.

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![Certificate Image]

**CERTIFICATE OF APPRECIATION**

**CONGRATULATIONS!**

This certificate is presented to

**Daniele Sarselli**

For achieving the game “Intermodal Transport” with a score of:

**40/100**

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