



TRAIN OF THE CENTURY

Beta Gameplay Guide



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Greetings!

Thank you for participating in the Train of the Century gameplay beta. We're excited to be able to share our hard work with such an amazing community of NFT enthusiasts. Please use this document as a reference guide as you begin your adventure in the Centuryverse as the newest Railroader.

The information in this guide pertains to all beta releases of the game and may reference features that will be removed before the release of ToC V1.0.

Activities You Can Perform in the Beta

While playing the beta, you'll be able to:

- Build a train
- Load Commodities into Rail Cars
- Perform rail runs and earn Tocium
- Purchase fuel

As the beta progresses, the Team may add further gameplay mechanics. In such an event, this guide will be updated with information on how to interact with the new features.





TROUBLESHOOTING BUGS

Our developers are working hard to make sure we deliver the best game we can, and your participation in the beta helps us achieve that goal. The beta-stage of any new game is bound to have the occasional glitch or bug, and ToC is no different.



If you encounter a bug while playing,
try following these steps to resolve the issue:

1. Refresh your internet browser. This can be done by clicking the Refresh button at the top of your window, or by entering the keystroke Ctrl + R or Command + R. If the issue persists, move on to step two.
2. Clear your browser cache. Opening the settings menu of your internet browser and look for the option to clear your cache. This often “declutters” your browser, allowing it to function normally again. *Note that by doing this, you may need to re-log in to websites.
3. If these options don't solve the problem, please follow the links on the final page of this guide to file a formal bug report. We'll isolate and squash the bug for good!



LOGGING IN

Connecting a Wallet

Before you can play Train of the Century, you'll be asked to log in. When you click on the "LOGIN" button on the game landing page, you'll be asked to connect through one of the following:

- A WAX Wallet
- An Anchor Wallet

Naming Your Train

Next, a dialogue box will appear asking you to name your train. For now, the train of your name must meet these requirements:

- The train name must be less than 13 characters long
- The train name must not contain any capital letters
- The train name must not contain numerals greater than 5
- The train name must not contain any spaces or special characters other than a period (.)

Once your train is named, you'll be shown the Map View, where you can begin enjoying the beta.

This means acceptable characters for a train name are:

. 1 2 3 4 5 a b c d e f g h i j k l m n o p q r s t u v w x y z

Acceptable Names

banananana

oldking.coal

troo2dachoo

a1b2c3

Unacceptable Names

Mr.Big Banana

Qu33n_of_the_Ralls

AAAAAAAAAA

Lil' McDingus





THE USER INTERFACE

One of the first things you'll notice once you're logged in is a cluster of buttons in the bottom right corner of your window. It should look like this:



[Figure 1] Your four favorite buttons

Right-clicking your mouse will hide these buttons.

Right-click again to bring them back.

Let's discuss each of these buttons in a little more depth...



The Wallet Button

Click this button to view your ToC NFTs that aren't involved in an active rail run. Scroll through your collection with your mouse click wheel or using your touchpad.



The Rail Manager Button

This button has no functionality in the beta version of the game. In a later update, clicking here will allow you to manage your active rail runs.



The Market Button

Clicking on this button will take you to the Market, where you can exchange Tocium for fuel like diesel and coal. You'll need fuel to perform rail runs.



The Dashboard Button

This button has no functionality in the beta version of the game. In a later update, clicking here will show you a host of useful information.



THE USER INTERFACE

(CONTINUED)

Besides these buttons, you'll notice some helpful labels...

Active Era Label



This label at the top center of your window tells you which era you're currently playing in. During the beta, the Modern Century is the only available era.

Resource Labels

TOCIUM: 135
DIESEL: 11
COAL: 500

These labels in the bottom left corner keep you informed about your supply of Tocium, Diesel, and Coal.



NAVIGATING THE MAP

The Map View is zoomed-out by default. This allows you to see all five regions of the map at once and take in the full Modern Era at a glance.

Map Navigation Controls

- Zoom: Scroll with your mouse click wheel or using your touchpad
- Pan: Click anywhere on the map and drag



FINDING YOUR STARTING STATION

When you first start the game, you'll be randomly placed at a station somewhere on the map. Don't worry—we'll make sure your starting point has at least one connection with a distance less than 20, so you aren't automatically stranded.



To Find Your Starting Point...

The Centuryverse is a big world. Follow these steps to locate your starting station:

- 1. Completely zoom out.**
Achieve this by scrolling with your mouse click wheel or touchpad until the entire map is in view.
- 2. Looking for a blinking blue dot.**
That's you!
- 3. Hover your mouse over the dot and zoom in.**
The map will zoom in on the spot your mouse is pointing to.
- 4. The station your train is at will be highlighted in blue.**
This is true whether you're just starting the game or returning.

Now that you've found your starting station, it's time to build your first train.



BUILDING YOUR FIRST TRAIN

Cards You'll Need

To build a train, you'll need to collect at least one each of the following types of ToC NFTs:

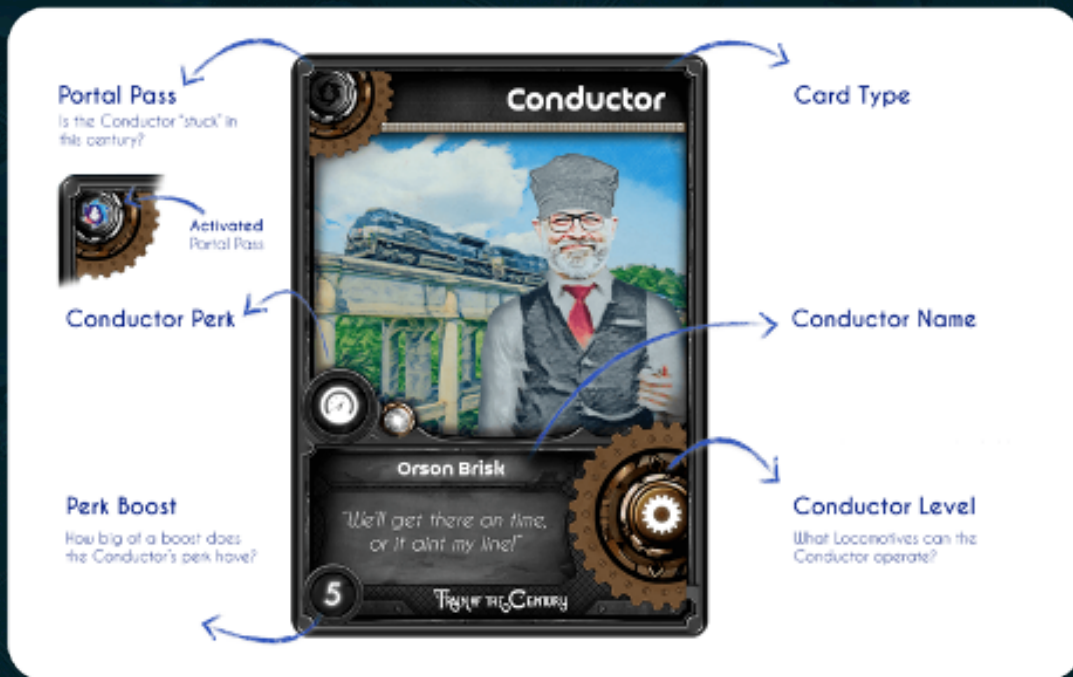
- A Conductor
- A Locomotive
- A Railcar
- A Commodity

Each type of card has its own stats which determine which other cards it is compatible with. The ToC UI won't allow you to build a train with incompatible cards. Take a look at the following graphics for an overview of each card type:





CARD DETAILS



[Figure 2] The Conductor Card



[Figure 3] The Locomotive Card

CARD DETAILS

(CONTINUED)



[Figure 4] The Rail Car Card



[Figure 5] The Commodity Card



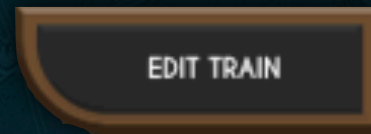
TO BUILD A TRAIN

Once you've found your starting station, it's time to build your first train. To do so, click on the station to open the Station View for that location. It should look like the picture below.



This view gives you information about the station as well as which of your trains are currently idling there.

Click on the "EDIT TRAIN" button in the bottom left corner to begin building a train.



The UI will reveal slots into which you can put a Conductor, a Locomotive, and a Rail Car. Clicking on the Conductor slot will take you to a screen that looks like this:



On the left, you'll see your equipped Conductor. Initially, it will be empty, so you can scroll through your collection of Conductors on the right. Click on a Conductor to equip it to the slot.

When you're done, click on the blue checkmark in the bottom right corner of your screen.

Repeat this process to equip a Locomotive and a Rail Car. You're so close to being done! But you'll need to load something into your rail car before you can start earning Tocium...

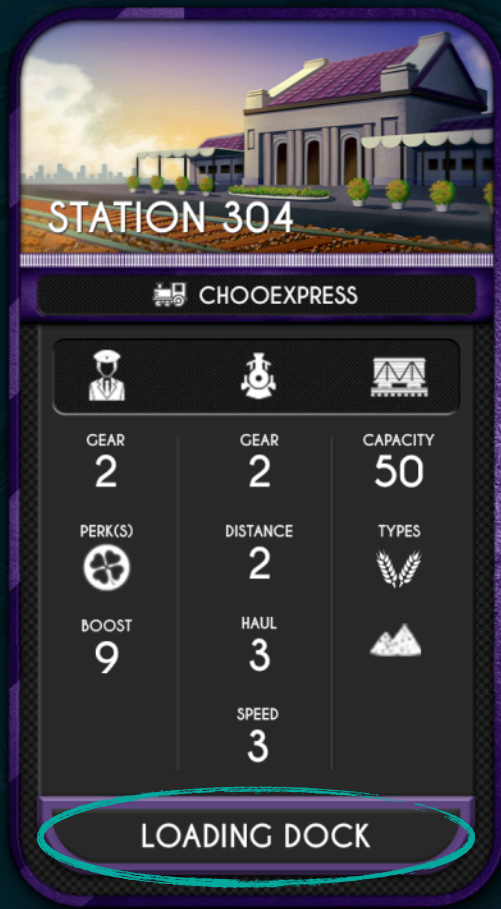
OSO INTERACTIVE





TO BUILD A TRAIN

(LOADING COMMODITIES)



As you've been building your train, you may have noticed the Station View has updated to reflect the stats of your train.

You'll also notice the new button at the bottom of the View. Click on "LOADING DOCK" to load commodities into your equipped rail car.

This screen works exactly the same as the Equip Conductor, Locomotive, and Rail Car screens.

Keep in mind that you may be able to load multiple of the same commodity into your Rail Car, depending on the Rail Car's capacity.

And that's it! You've built your first train. If you've done it correctly, your Edit Trains screen should look something like this:





THE MARKET

Buying Fuel

You've got your train all put together and you're itching to get out there and ride the rails. We don't blame you! But first thing's first: You're going to need to acquire fuel, or else your train isn't going anywhere.

Clicking on the Market button in the bottom right corner of your UI will open the Market Screen, where you can exchange Tocium for two fuel types:*



The difference between the two types of fuel is simple:

Some Locomotives use Diesel, some Locomotives use Coal.

You'll be able to tell by referencing the Fuel Type icon on the Locomotive card.

[See Figure 3]

[Figure 6] Long ago, the two fuel types lived in harmony. But everything changed when the JGRE attacked...

*Note: As of beta V0.1.4, the only Locomotive that uses Coal is the Mastodon. If you don't own this NFT, you don't need to worry about purchasing Coal at this time.

Once you're all fueled up, it's finally time to hit the rails.



DISPATCHING YOUR FIRST RAIL RUN

The Next Stop and Dispatch Views



To dispatch a rail run, enter the Station View for the station where your train is located. This time, you're going to click on the "NEXT STOP" button.

This will open up the Next Stop View (pictured below). From here, you'll be able to see connected stations highlighted in yellow.

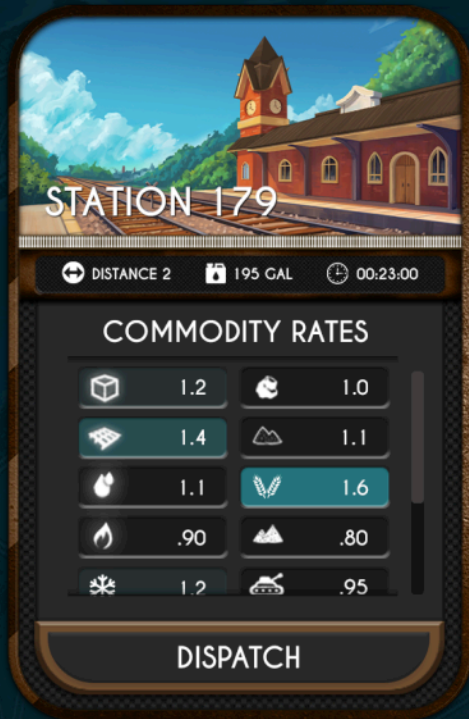
Clicking on one of these stations will reveal the Dispatch View, which tells you about commodity bonus rates at the destination station.





DISPATCHING YOUR FIRST RAIL RUN

(CONTINUED)



The commodity bonuses during the beta are high across the board to encourage players to experiment with different combinations of Conductors, Locomotives, and Rail Cars.

Beginning with V1.0, the Dispatch View will show that each station has five preferred commodities. Sending preferred commodities to a station will net you a larger Tocium payout.

Once you're ready to send out your train, all you have to do is click the "DISPATCH" button.

When the rail run is complete, you'll be able to collect your Tocium reward.



Congratulations on completing your first rail run!
You're well on your way to Ruling the Rails!



Thank you for participating in the Train of the Century gameplay beta. Your input will help us ensure that the game is the best it can be.

Report a Bug

Have you encountered a bug? The majority of issues can be solved quickly with some minor tinkering. We encourage you to take a look at our steps for attempting to resolve bugs on your own, which is on p.4 of this guide. (See Troubleshooting Bugs.)

If you've followed the troubleshooting steps and your issue persists, the next step is to file a formal bug report.

[Click here to file a bug report.](#)

Our developers will look into your issue and squash the bug in a timely fashion.

Report a Burn Run

A "burn run" occurs when the fuel cost of a rail run is greater than the Tocium payout.

We're actively working on minimizing the possibility for burn runs to occur by rebalancing the stats of trains, stations, commodities and more. If you've discovered a burn run, we want to know about it.

[Click here to report a burn run.](#)

We'll look into the details of your run and make adjustments so avoid it happening in the future.

Connect With Us on Social Media

Can't get enough Train of the Century? Be sure to join our growing community, so you don't miss any of the action. You can find us on a number of social media platforms, including:

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