

A graphics humouristic HowTo by **Les Publications du Marcel** - http://didier.morandi.free.fr/lpdm (best seen on a Mac/PC in full screen landscape mode)



First, rent a car train at the **Haut-Beyleron** south silo. Then, start the machine and drive backwards to the end of the map...







This is your farm. On the left, looks like you have a field ready for harvest.

Do not worry for that for the moment, keep on driving backwards the **Chattanooga Choo Choo**¹ train. You are alone on the tracks, don't worry for that too.

¹ https://www.youtube.com/watch?v=-XQybKMXL-k



Hmmm, looks like we are approaching the last restaurant at the end of the universe end of the map...



Yep, here we are.

Now, you ask, where is the f* glitch?

Well, if you exit the map driving the train running backwards, you just stay in it and you arrive... in the Marissonne Station.

Amazing!





Here we are, this is Marissonne City on your upper right hand side.



This is Marissonne's residential area... As you can see, there is plenty of space to enlarge it.

(yes, the glitch makes you drive forward, now, keep your shirt on.)

The careful reader noticed we stopped the train so that you could take a nice picture of the landscape.



Now, we go by the industrial area.



And this is the Marissonne station.

On your left, the office of the Dungeon Station Master and his car, a **Cheval Marshall**.



It fits in heigh?



Yes. It does.



Inside the Marissonne station.



A view of the passengers and freight exit from the roof of the station.



Just cross the road and you'll reach the west entrance of the town via its residential area.



This is Marissonne's Main Street.

Noone in the streets yet, pix was taken around 07:00.



Main Street from the east entrance.

Now, let's visit the town and its shops and restaurants, then we will have a look at the industrial area, then the residential area.

This space intentionally left blank



In the middle of the town, the **City Hall** place.

City Hall on the right, **S-Mart** supermarket on the left.



Marissonne City Hall.



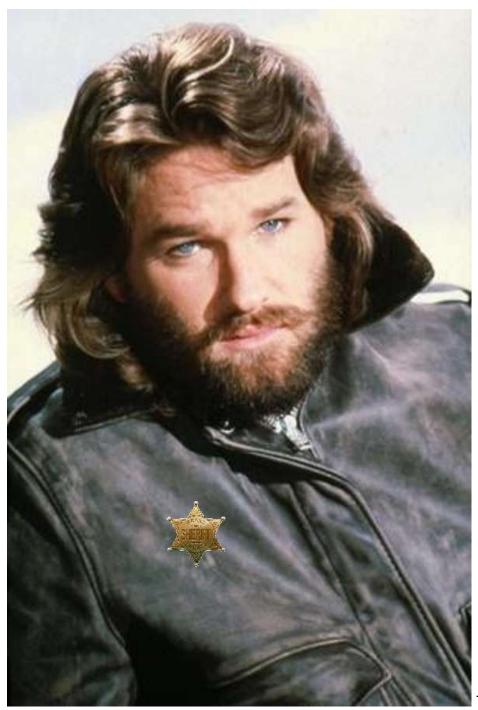
The Mayor's dog, **LeChien**.



Marissonne's church and graveyard.



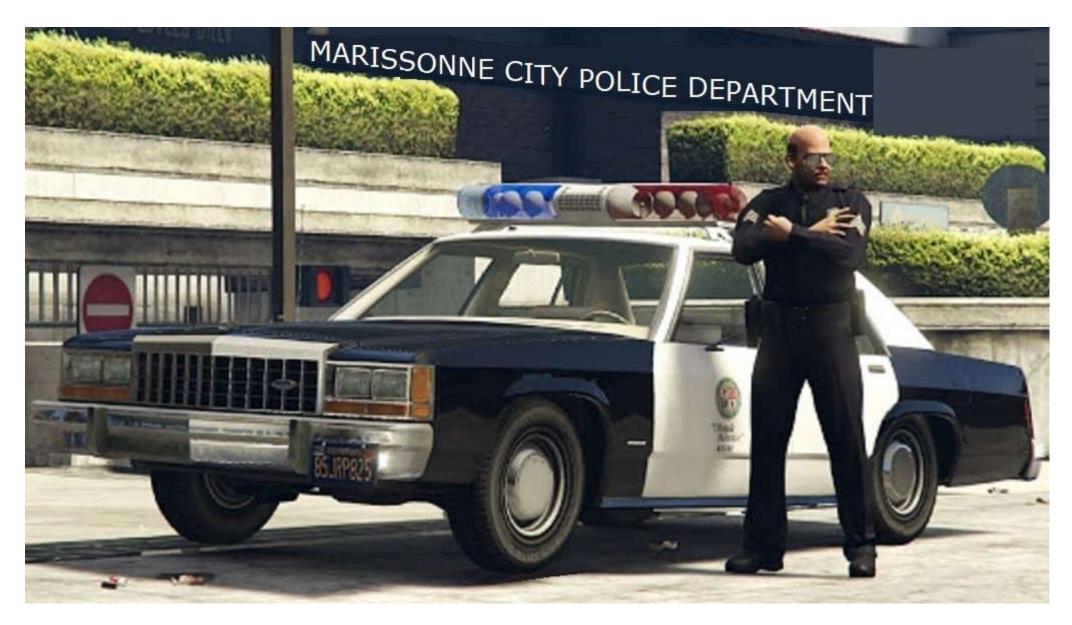
The Sheriff's Office.



The French Marissonne's Sheriff, John Carpenter.



The Sheriff's car.



French MCPD Cop and his French car, a **Ford Police Interceptor** model 1968.



The Morgan's Backery on the City Hall place.



Mama Joe's Diner, Marissonne's (famous) Fast Food.



The **Farmer's Market**.



The (famous) Ciao Bella pizzeria.



The **San Giovanni** pizzeria...

(same architect as for the City Hall)



... and its terrace northwards.



The **S-Mart** supermarket.



And Marissonne's multi purpose Hall.

This concludes our visit of the town.

Now, let's have a look at the industrial area.



East entrance of Marissonne's industrial area.

Ads space available for rent



The **West Hill Bread** industrial backery



The **Briar Rosé** spinnery



The **Needle & Stitch** Tailor's Workshop



The **Snirling** (?) **Spindle** spinnery

(not to be confused with the <u>Singing Spindle Spinnery</u>)



The **Millmond** Dairy



The **Fair** Dairy



Henry's Carpentry Workshop



The **Timber Time** workshop



Golden Field grain mill, site #1.



Golden Field grain mill, site #2.



The **Natural Oils** factory



Greenhouses (tomatoes, lettuce, strawberry²)

² https://www.youtube.com/watch?v=HtUH9z Oey8



The **Sweet 'n Sour Raisins** factory



The **PlanET** biogaz factory



The **Datis** grain factory



- « And finally, a nice pix taken from my plane.
- A plane ? in FS22 ?
- Yes, another famous unknown glitch, right? »

THE END

(special thanks to **Giants Software** GmbH and **Rockstar Games** – All pix are © respective owners, used without permission)