



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



south silo

map limit

Train from Marisbonne





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**<sup>1</sup> train. You are alone on the tracks, don't worry for that too.

<sup>1</sup> <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...



Le train se rend à présent à Marissonne et reviendra par l'autre côté  
de la carte.

(Google Translate is your Friend)



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 Marisbonne's Sheriff, John Carpenter.



The Sheriff's car.



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



The **Morgan's** Bakery 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 bakery



The **Briar Rosé** spinnery



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



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

(not to be confused with the [Singing Spindle Spinnery](#))





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, strawberry<sup>2</sup>)

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<sup>2</sup> [https://www.youtube.com/watch?v=HtUH9z\\_Oey8](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)