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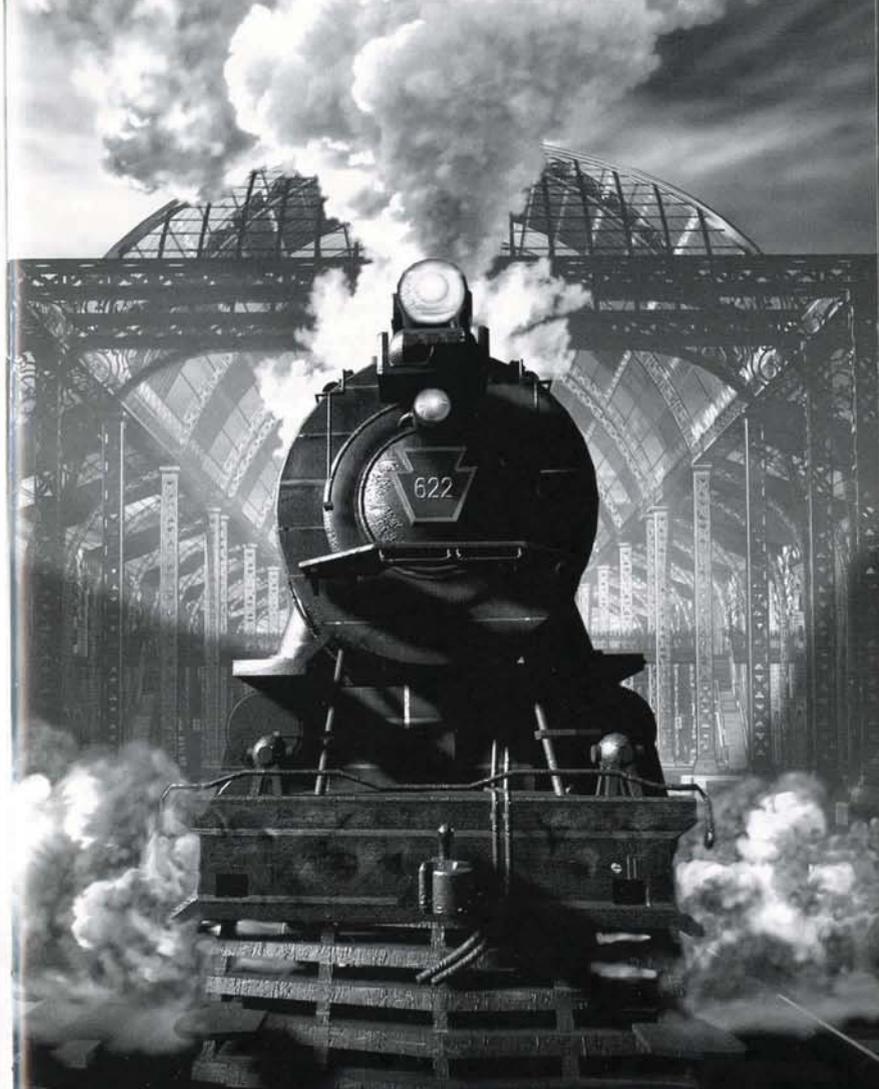
RAILROAD TYCOON 3

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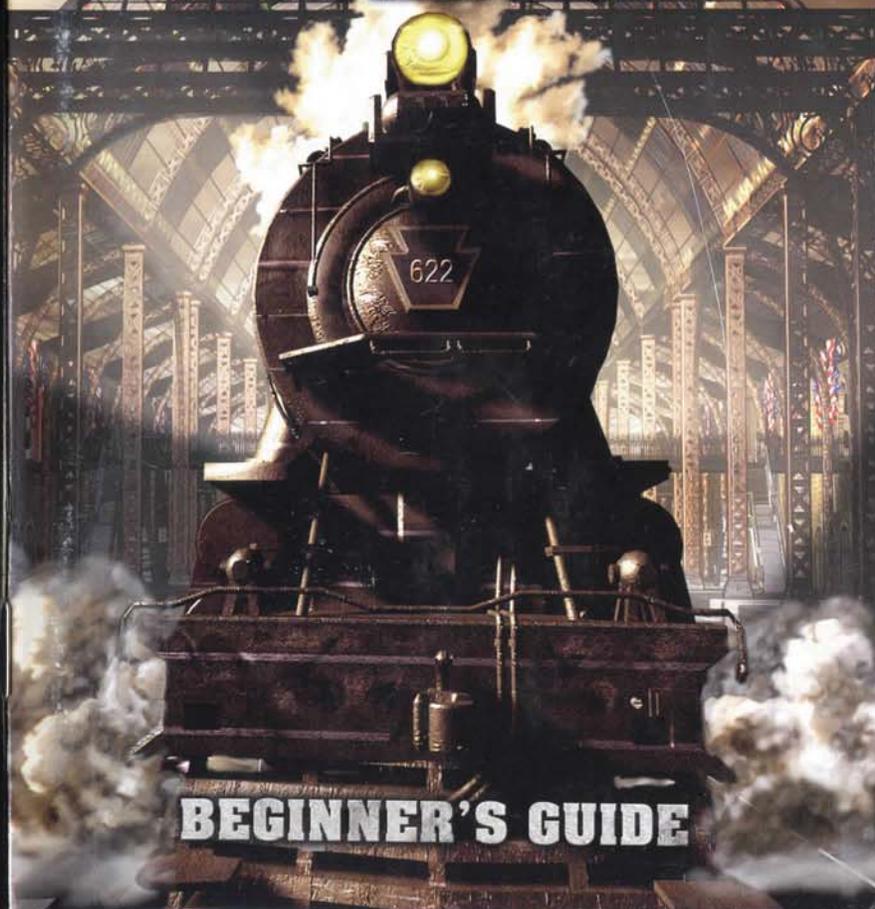
BEGINNER'S GUIDE

"And the Iron Horse, the earth-shaker, the fire-breather, which tramples down the hills, which outruns the laggard winds, which leaps over the rivers, which grinds the rocks to powder and breaks down the gates of the mountain, he too shall build an empire and an epic."
- Ralph Waldo Emerson

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Chapter 1: Getting Started

About Railroad Tycoon 3

Railroad Tycoon 3 transports you back to the Golden Age of railroading. As the chairman of a fledgling railroad company, you must expand your tracks into new territories, seek out new and more lucrative opportunities, and most importantly, keep your stockholders happy. All the while, the competition will be working feverishly to steal away your customers, racing to beat you to new cities, and plotting to use you as a stepping-stone on their climb to the top.

A true entrepreneur knows how to seek out new opportunities where others fail to see them. In addition to transporting passengers and freight, and expanding your railway into new cities, keep your eyes open for new means of increasing your revenue. Industries will spring up to make use of the abundant resources in an area. Acquiring select industries allows you to expand your empire and not only make money from transporting goods, but also from producing them. Those with a keen eye for opportunities may wish to build new industries to tap unused resources, or even put your opponents' shipments to work for you. Cities in need of a rail service may be willing to offer incentives to the first company that is able to connect them to the ever-expanding web of rails. Whether this is a golden opportunity or a money pit is for you to decide. And don't forget the stock market. Many a fortune has been made and lost on the battlefield that is the stock market, with short-selling and hostile takeovers being the weapons of choice.

Railroad Tycoon 3 offers budding tycoons a chance to stretch their wings and prove their mettle. Finish playing the scenarios? Well, load them up again and you will find they don't play the same way twice. A new economy makes it a new gameplay experience. Need a new challenge? Challenge your friends to a multiplayer competition or use the matchmaking service to find other would-be tycoons to pit your business savvy against. Have an idea for a new scenario to share with your friends? The extensive editor can make that idea a reality. Railroad Tycoon 3 has it all.

Do you have what it takes to be a Railroad Tycoon?

NEW FEATURES

Fans of the award-winning Railroad Tycoon series will notice many of the same features that made the series a success. Below is a partial list of the numerous new features included in Railroad Tycoon 3.

Powerful New 3D Engine - Immerse yourself in the expansive and detailed 3D environments, complete with highly detailed trains, wide stretching forests and even day/night cycles and weather effects.

Tunnels and Bridges - Carve tunnels through mountains or span bridges across waterways, deep valleys, and even other track. Nothing has to stand in your way.

Automatic Consist Manager - Let the computer handle the small details of what cargo gets shipped where, so you can focus on the big picture. At each station stop it will look ahead to see what cargo is most profitable and select accordingly. Those wishing to take a more hands on approach can still use the manual cargo consist option to select their own cargo. Have as much or as little control as you want.

Streamlined Interface - You don't need to leave the action and go to another screen to check on your stock or to manage your trains. The new streamlined interface puts all the information you need right at your fingertips in the game world. More action takes place in the main game world, and everything else takes place in panels that don't obscure or take you away from the world.

Building Placement - Station upgrades, such as maintenance facilities, restaurants, and taverns are now placed in the main game world rather than on a separate screen. These and other buildings can now be placed just about anywhere. If you need a water tower in the middle of a long route or think you could weaken your opponents lumber supply by putting a lumber mill closer to the source, all you need to do is come up with the money and select the location where you want to build.

More Stuff - Railroad Tycoon 3 is packed to the gills, with over 60 industries, over 180 buildings and over 40 cargo types. In general, there is two to three times more content in almost every category than in Railroad Tycoon 2. The new game even has three times as much music as its predecessor. Overall, the sights and sounds of Railroad Tycoon 3 should keep you entertained for quite a while.

Longer Trains - Trains can now haul up to 8 cars along their routes, allowing more profitable trips.

Industries You Can Buy, Build and Upgrade - Not only can you buy any industry on the map, you can also build your own. Over time, you can reinvest in the most profitable factories by upgrading them. With the simple click of a button, and enough cash of course, your facility will increase in size and production output.

More Realistic Cargo Movement - Just like the real world, resources and goods can move on their own, without the railroad (though not as fast as riding aboard your trains of course!). Passengers will no longer simply allow you to haul them anywhere - they have desired destinations and will not get on board a train that can't help them get to where they want to go.

RAILROAD QUOTE:

If we stay at home and mind our business, who will want railroads?"
- *Henry David Thoreau*

RAILROAD JARGON:

Dead-man's Handle - This is a safety device designed to cut-off the power and apply the brakes if the driver becomes unconscious. Usually a handle or pedal, the driver must maintain a level of pressure on this device to keep the train operating.

Better Multiplayer - In-Game matchmaking makes it easy to find opponents. Once you find your opponents, the streamlined interface and other subtle improvements make the game better suited for multiplayer.

Better Editor - Railroad Tycoon 2's powerful editor helped spawn over 1500 user made maps available on various websites. We've made improving the editor a key design goal for Railroad Tycoon 3, and expect it to be even easier to make a great map for Railroad Tycoon 3. Even if you don't want to make maps yourself, you might enjoy sampling a few that others will inevitably make shortly after the game's release.

ABOUT THESE MANUALS

Most gamers like to jump into a game with both feet. After all, you bought this game to live the life of a railroad tycoon, not read about it. You certainly don't need to read through these manuals cover to cover before beginning your game. The game manuals should instead be used as a reference to answer questions you might have while playing the game. For your convenience, these manuals have been laid out to cover the various gameplay topics in the order you are likely to need them.

We recommend that you begin by playing the Tutorial scenario. This will take you through some of the basics of playing the game and help prepare you for the exciting challenges ahead. Additional information on the Tutorial can be found in CHAPTER 2: THE TUTORIAL.

You will also find a Readme file on the CD. This file may contain additional information that became available after the printing of these manuals.

RAILROAD FACT:

Mail could be picked up and delivered without the train ever having to stop. Mail to be picked up by the train was hung in a leather bag from a hook along the track. A net would be extended from the side of the train to pick up the mailbag as it passed. The mail being dropped off by the train would be hung in a leather mailbag from an arm extended from the side of the train as it approached nets built alongside the track.

SYSTEM REQUIREMENTS

Please be sure your system meets the minimum system requirements listed below, before installing or playing Railroad Tycoon 3. Additional information regarding compatibility and technical issues may be found in the Readme file on the CD.

PROCESSOR:	400 MHz
OPERATING SYS.:	Mac OS X v10.2.8. or higher
RAM:	256 MB
HARD DRIVE:	1200 MB
GRAPHICS:	32 MB 3D video card
MODEM:	56K (optional, for Internet play)
OTHER:	4X CD-ROM, Mouse and Keyboard,

INSTALLING RAILROAD TYCOON 3

Place the Railroad Tycoon 3 CD into your CD-ROM drive. In a few seconds, a CD icon will appear on your desktop. Simply double-click on the icon to display the contents of the CD. Then, double-click on the Railroad Tycoon 3 Installer icon and follow the on-screen prompts to install.

RAILROAD FACT:

Established by an Act of Parliament in 1758, the Middleton Railroad in Leeds has the distinction of being the oldest railway in the world.

Uninstalling Railroad Tycoon 3

To uninstall Railroad Tycoon 3 from your computer, just drag the Railroad Tycoon 3 folder to the trash. Be aware that all saved games and user-created maps and scenarios are stored in the Railroad Tycoon 3 folder. If you would like to save these before un-installing Railroad Tycoon 3, remove the "Saved Games" and "Maps" folders from the Railroad Tycoon 3 folder before dragging it to the trash.

Starting Railroad Tycoon 3

Once you have installed the game, you are ready to begin your adventure as an up and coming tycoon. In order to play the game, you will need to have the Railroad Tycoon 3 "Play" CD in the CD-ROM drive. You will then be able to launch the game by simply opening the Railroad Tycoon 3 folder located on your hard drive, and double-clicking on the Railroad Tycoon 3 game icon.

Enjoy the game!!!

Chapter 2: Quick Start

Most gamers want to dive straight into the game without reading the manual. That's fine. We suggest you start by reading this chapter to get familiar with the basic concepts of Railroad Tycoon 3 play, then play the "Tutorial", then use the rest of the manual as a reference guide as you continue to play. The tutorial roughly follows the same sequence shown here.

Your goal in most Railroad Tycoon scenarios is to build a large, profitable railroad empire, without going bankrupt personally or losing control of your company. While strategies may vary based on individual tastes and the mandates of the specific scenario you're playing, the general approach is:

Start the tutorial, or the campaign or a stand-alone scenario.
We recommend playing the tutorial first, then starting the campaign. For details on the Main Menu, see Chapter 3: The Main Menu.

Get familiar with the interface.
To navigate around the world, move your mouse to the screen edges, or click on the radar box at the bottom left. To zoom in/out, roll the wheel on your mouse. Holding down the mouse wheel or the right mouse button and moving the mouse both provide additional navigational controls.

Move your mouse cursor over any button on the interface to find out what it does (Hover help for every button displays at the bottom of the screen.). Left-click on a button to use it. You can also left-click on most objects in the game world (buildings, stations, and trains).

Railroad Superstition:

Your wish will come true if you can walk a rail for the length of sixteen railroad ties without falling off.

Railroad Quote:

The railroad is in all its relations a matter of earnest business, to be got through as soon as possible. It transmits a man from a traveler into a living parcel."
- *John Ruskin*

For details on the interface, see CHAPTER 4: INTERFACE AND CONTROLS

Start a company (if you don't already control one at the scenario's start).

Most actions in the game (laying track, building stations, buying trains) are taken by the company you control. You can't do much unless you control a company. To start a company, click on the "Company detail" button in the Button Panel. If the scenario gives you a company to start with, you'll see its details - otherwise you'll get the opportunity to start a new company. For details on companies, see CHAPTER 3: COMPANIES AND PLAYERS in the REFERENCE GUIDE.

Choose a suitable starting city for your railroad.

Zoom all the way out (roll the mouse wheel back), and look for the best starting location. Usually, you want to find two cities or towns, each with relatively high "star values" (the more stars, the bigger the city), that are close to each other with no major barriers (Mountains and oceans are hard to get around. Rivers, on the other hand, are not too difficult to cross.) Ideally, those two cities should not both be located on the same river or ocean (or else prices and profits will be held back, as your railroad will have to compete with relatively easy ship/barge traffic between the cities). For details on how the cargo economy works and strategies on the best cities to connect by rail, see CHAPTER 5 : CARGO ECONOMY in the REFERENCE GUIDE.

Lay track between your starting city and a nearby city or town.

Zoom in fairly close on your primary city. Choose the "Lay track" button in the Button Panel). To lay track in track mode, click on the map and drag your mouse. Be careful of obstacles (not only can you not lay track into buildings and bodies of water, but also you're restricted from laying track too close to them.) Start in the center of the city and lay out to the edge of the city. Then lay track towards the other city in relatively short intervals, into the other city center. If you reach a river, to create a bridge you'll have to use a relatively long click and drag, or else the bridge won't be placeable. Avoid using tunnels early on - they're too expensive for a newly started company. For track building details, see CHAPTER 5: TRACK.

Place stations at each end of your track, and probably a service tower in the middle.

Click on the "Build station" button (top row of the Button Panel, middle button). Place a medium station near each end of your track, and a service tower roughly in the middle. (After about a year or so in operation, you'll want to add a maintenance facility, also somewhere in the middle of your track. For station building and management details, see CHAPTER 1: STATIONS AND BUILDINGS in the REFERENCE GUIDE.

Buy 2 or 3 trains and route them between your stations.

Click on the "Add train" button in the Button Panel. Buy two trains, using the most modern locomotive available. Set up a simple route by clicking in the routing map on the circle for your first station, then clicking again on the circle for your second station. Leave the defaults in place for what cargo gets hauled. For train buying and operating details, see CHAPTER 2: TRAINS in the REFERENCE GUIDE.

RAILROAD FACT:

In 1829, the directors of the Liverpool & Manchester Railway held the historic Rainhill trails to find the most suitable locomotive for their railway. Robert Stephenson's famous locomotive Rocket won the competition and the 500 pounds prize.

RAILROAD SUPERSTITION:

A locomotive leaving the roundhouse and entering the turntable should never be turned to the left.

Start the Clock.

The game usually starts "Paused" to allow you to best plan your initial moves. Once you've laid out your track, stations, and trains, un-pause the game by clicking on one of the speed buttons (colored buttons just below the Button Panel).

Gradually expand over time, building a bigger, more profitable railroad.

Leave your initial setup alone for 2 to 3 years. That gives you time to generate some revenues and get a feel for the rail operations. At that point, consider buying more trains if you've got excess cargo that isn't being hauled (especially if your initial cities are far apart, or if the scenario is pre-1860 and you're using relatively slow early steam locomotives). After you've built up some profits, issue a bond from the Company Detail panel, and use the proceeds to expand your railroad. Keep growing. If there are any computer controlled railroads, link up to them at some point - the inter-network traffic can be quite profitable.

Re-invest those company profits in buying up profitable industries or buying back stock so the stock price goes up.

If your railroad is really profitable and you've already expanded to most of the best cities, start re-investing your profits elsewhere. First, consider buying up existing industries that are profitable (you can make even more money by buying up an industry BEFORE your railroad reaches the town it's in and increases its profits). Second, refinance and/or repay any outstanding bonds your company has. Third, consider trying to drive up your company's stock price by raising the dividend and using extra cash to repurchase outstanding shares.

Over time, work towards whatever the specific goals are for the scenario you're playing.

Different scenario have different goals. There are always 3 levels of victory that you're competing for - a bronze medal is the easiest to achieve, then silver, and if you're really good (or lucky), you might occasionally score a gold medal. Monitor your progress in the company ledger. Press the "View Ledger" button, just below and to the right of the Button Panel. Click on the lowest tab to see the scenario status - how you're doing in achieving the scenario's goals. Click on the "Briefing" link on this page to see the initial briefing dialog if you've forgotten the original goals.

CHAPTER 3: THE MAIN MENU

Each time you start Railroad Tycoon 3, you will be greeted by the Main Menu screen, which contains the seven options listed below.

Tutorial - Clicking here will take you directly to the Tutorial scenario. This option is strongly recommended for first-time players.

Single Player - Selecting this option will allow you to begin a new campaign or scenario, as well as resume a campaign or scenario you have previously saved.

RAILROAD QUOTE:

"I do verily believe that carriages propelled by steam will come into general use, and travel at the rate of 300 miles a day."

- *Oliver Evens*

RAILROAD FACT:

1833, Andrew Jackson became the first President to ride on a railroad.

Multiplayer - This allows you to take on up to 7 other human opponents via a LAN or over the Internet. More detailed information on multiplayer games can be found in CHAPTER 6: Multiplayer in the REFERENCE GUIDE.

High Scores - Check here to see the records for the high scores in the game.

Settings - Use this to change your graphics, sound and gameplay options.

Extras - Everything else that didn't fit! Use this to access the game's editor (for details see CHAPTER 7: Map Editor in the REFERENCE GUIDE), credits, weblinks to Railroad Tycoon 3 related sites, and the Readme file with technical/troubleshooting help and other last-minute information.

Exit - Select this option when you are ready to leave the game and return to Windows.

SINGLE PLAYER OPTIONS

Click on the "Single Player" button to begin a single player game. You'll have a choice of six gameplay options: New Campaign, Load Campaign, New Scenario, Load Scenario, New Sandbox, Load Sandbox.

NEW CAMPAIGN

Railroad Tycoon 3 includes a 16 scenario campaign, taking you to locations around the world. It is recommended that you play through these scenarios consecutively, as they have been designed to increase in difficulty as you move through the campaign. However, if you'd like, you can skip any scenario or even play them out of order. To begin a new campaign:

1. Click on the "New Campaign" button.

2. You must now select a difficulty level for the campaign from the screen that appears. When choosing a difficulty level, choose wisely, because the difficulty level can't be adjusted once the campaign has begun. For those unfamiliar with strategy games, the "Easy" difficulty setting should be selected to give you a chance to get your feet wet. Those with some experience in strategy games should select the "Normal" difficulty level. We recommend playing through a complete campaign at least once before selecting the "Hard" difficulty level.

3. Each scenario in the campaign is represented by a display case in the railroad museum. Click on the first display case on the left, which is displaying a model of a horse and stagecoach, to begin the campaign's first scenario, "West to Buffalo". Before beginning the first scenario, you may wish to review CHAPTER 4: GAME INTERFACE AND CONTROLS, to get a better understanding of how to play Railroad Tycoon 3. Once you have

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RAILROAD FACT:

The world's shortest underground railway system is the Carmelit in Israel. The Carmelit, which opened in 1959, is only 1.12 miles long, has only six stations, and is the only subway in Israel.

RAILROAD SUPERSTITION:

It was not uncommon for railroad workers to carry lucky charms, such as a rabbit's foot or four leaf clover.

completed all five of the scenarios displayed on the first campaign screen, you will see another room with additional scenarios. You can also navigate between rooms by clicking on the arrow signs on the sides of the screen, or leave the campaign screen by clicking on an "Exit" sign.

LOAD CAMPAIGN

This will bring up a window listing all of the current saved campaign games (it does NOT show saved stand-alone scenarios and sandbox games.) Choose a game and you're on your way.

NEW SCENARIO

If you would like to play a single stand-alone scenario, instead of the campaign, click on the "New Scenario" button. This will bring up a window allowing you to set up a new scenario by selecting the map, skill level, options, and number of computer players. Once you have made these selections, just click on the "Start" button to begin.

MAP

This button will bring up a list of the available maps for you to choose from for this scenario. Once selected, the map will appear in the Dialog box next to the "Map" button.

Date - For some maps, you're allowed to change the starting date. The date of the game will determine, among other things,

what locomotives will be available to you and what types of buildings appear (i.e. Nuclear Plants will not appear in 1845).

SKILL LEVEL

Next, you will need to select the difficulty level for the scenario. The basic game rules are the same at each level, but at the easier levels, you are given a significant financial edge (you get higher revenues from your trains, and lower expenses for things like maintenance, fuel and track building). Conversely, any computer opponents you face get financial penalties at the "Easy" setting and financial bonuses at "Hard" and "Expert" settings. At the "Medium" setting, there are no bonuses and penalties for either you or your computer opponents. We recommend playing at "Easy" or "Medium" until you become familiar with the game.

COMPUTER PLAYERS

Use the arrow keys to increase/decrease the number of computer controlled players participating in the game. The maximum number of computer players permitted varies according to the map you have selected.

LOAD SCENARIO

This will bring up a window listing all of the current saved stand-alone scenario games (it does NOT show saved campaigns and sandbox games.) Choose a game and you're on your way.

RAILROAD QUOTE:

"I dislike the sleeping car sections more than I have ever disliked, ever shall dislike, or ever can dislike, anything in the world."

- Helen Hunt Jackson

RAILROAD FACT:

Railroads played an important part in the Civil war, allowing the military to more quickly move their artillery, supplies and troops. The South was at a distinct disadvantage, controlling only about 9,000 miles of track, while the North was in control of about 20,000 miles of track.

New Sandbox

Sometimes you may just feel like laying track and playing with the trains, without having to worry about the running a business or making money. In Sandbox mode, all of the financial aspects of the game have been turned off, allowing you to enjoy the fun of building and feel like a kid with a new model train set. Also, in sandbox mode, you're able to modify the map in many ways you can't do in a normal game, including raising and lowering ground (i.e. you can create your own mountains), adding trees, and painting the map any colors you choose.

Clicking on the "New Sandbox" button will bring up a window displaying all of your options for setting up a new sandbox game. Once you have made all of your selections, click on the "Start" button to begin the game.

Map Name - Select the map you wish to use from the available list. Note that in Sandbox mode you have a wider selection of maps than in Scenario mode, as the maps used in the Campaign are available.

Date - The date of the game will determine what locomotives and buildings will be available to you.

Special Options: Please note that all of the following options can also be changed once you've started a sandbox game, by choosing "File Options", then "Settings", then "Sandbox Options".

Time of Day - You can select the time of day when your game will take place. With the default option, the game will cycle through normal day and night cycles (although nights are somewhat abbreviated).

Weather Conditions - Choose the weather conditions for the game. With the default "Normal weather cycling" option, the weather will mostly be clear, with occasional storms.

Allow locomotives from any time period - Selecting this option will give you access to all of the locomotives in the game, regardless of the date and location the scenario takes place.

Allow breakdown/crash for locomotives - Selecting this option will allow your locomotives to breakdown and crash normally. By default, in Sandbox mode, locomotives will not break down or crash, even if they receive no maintenance.

Disable building/city generation - Selecting this option will prevent cities and buildings from springing up on their own over time. The only buildings on the map will be those you place.

Load Sandbox

This will bring up a window listing all of the current saved sandbox games (it does NOT show saved campaigns and scenarios.) Choose a game and you're on your way.

CHAPTER 4: INTERFACE AND CONTROLS

THE MAIN INTERFACE

Once you have selected the type of game you wish to play and begun the scenario, you will be greeted by the main interface. This is your window on the world. From here you can observe the game world, review the available information, and issue commands for building your empire. The main interface is composed of five parts:

Main Window

Radar Area

Dynamic Panel

Button Panel

Hover Help
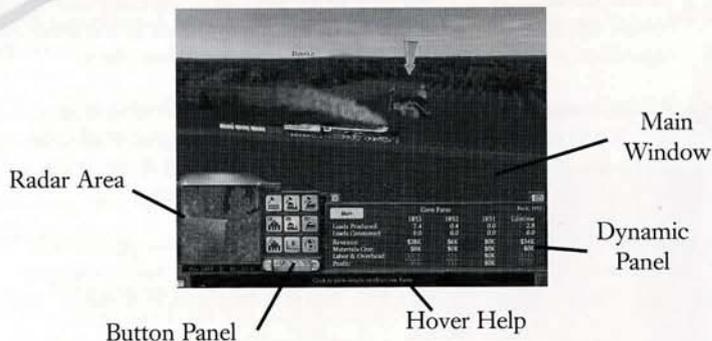
Main Window - This is your view on the world of Railroad Tycoon 3. Here is where all the action happens. This is where you will lay track, watch trains run their routes and keep an eye on your empire. The interface has been designed to allow you to keep a constant eye on the world.

Radar Area - Here you will find an overview of the current map. Clicking on a location on the map in this area will instantly transport you to that location, allowing you to quickly navigate the map without having to scroll around.

RAILROAD FACTS:

The first American-made steam locomotive to enter into regularly scheduled passenger service was The Best Friend of Charleston. Constructed by the West Point Foundry in New York, this train began service for the South Carolina Canal & Railway Company on December 25, 1830. After six months of successfully transporting passengers and freight between Charleston and Hamburg, the locomotive exploded in 1831, when the fireman closed the boiler's safety valve because of the noise.

Button Panel - This area gives you access to all the functions and information you will need in building your empire. Simply clicking on a button will allow you to seamlessly move between the activity boxes, information and changes in game speed.

Dynamic Panel - As you select the different options in the Button Panel, this area will change to display the available information and/or controls for that option.

Hover Help - This area will provide you with information about the buttons/options as you move your mouse cursor over them. It will also provide you with important information about actions you are taking, including the cost of building or buying various items.

NAVIGATING THE MAP

You can move around the map using a number of different methods.

MOUSE CONTROLS

Exploring the vast and detailed maps in Railroad Tycoon 3 is only a mouse-click away. To move around the map, move the mouse cursor to the edge of the screen in the direction you wish to go. To rotate the map, hold down the right mouse-button and drag the mouse in the direction you wish to rotate the map. The mouse-wheel allows you to zoom-in and zoom-out of the map. Rolling the mouse-wheel back toward you will zoom you out, giving you more of a birds eye view. Rolling the mouse-wheel forward zooms you in for a closer look. Finally, if you press and hold down the mouse-wheel and move the mouse, you can slide the map around.

USING YOUR RADAR

In addition to using the mouse controls, you can navigate the map using the radar area. You can instantly move to any location on the map by simply left clicking on a location on the radar map. The cities are marked by white dots on the map. You can also zoom quickly

over the map by clicking and holding down the left mouse-button on the radar map and dragging your cursor over the map.

ALTERNATE MOVEMENT, ZOOM AND ROTATE CONTROLS

In addition to controls provided by the mouse and the radar area. you can use the arrow keys on the keyboard to move the map around. If you hold down <SHIFT> while using the arrow keys, you'll control zoom and rotation rather than just moving the map around. Finally, if you don't like the default controls for these items, you can change them in the Settings window. Press <F6> to see the settings window, and choose the "Camera Controls" option. You can enable on-screen buttons for zoom and rotate (like Railroad Tycoon 2), or you can switch into different camera modes, including the mode "Free - Any Angle", which allows you to use the mouse to look up at the sky or straight down at the ground.

PRIMARY ACTION BUTTONS

In the Button Panel there are nine square buttons, which represent the primary actions you will need to focus on in Railroad Tycoon 3. Clicking on any of these buttons will bring up a display in the Dynamic Panel, which provides you with information and options for that particular area of the game.

LAY TRACK

Clicking on the "Lay track" button will allow you to lay track - the first step in building a railroad. For complete track building information, see CHAPTER 5: TRACK.

RAILROAD SUPERSTITION:

Sweeping out a caboose after dark will bring bad luck.

BUILD STATION

After you've built some track, you'll need to build some stations (trains must travel between stations.) For complete station building and operating information, see CHAPTER 6: Stations

ADD TRAIN

Finally, after you've built track and stations, it's time to buy some trains! Click on this button to add a new train. We recommend using at least 2 trains on your early routes, and, depending on the amount of cargo available, you may need many more.

For complete train buying and operating information, see CHAPTER 7: TRAINS.

VIEW COMPANIES

Click on the "View companies" button to view a list of the companies currently operating in the game. If you don't yet have a company, you may start one here. Double-click on any company listed in the Dynamic Panel to view the Company Details.

VIEW STATIONS

You can instantly view a list of all of the stations in your railway by clicking on the "View stations" button. Double-click on any of the stations listed to view details of the station. Your camera will also shift instantly to that station's location on the map.

RAILROAD FACTS:

The Orient Express was nicknamed the "Spies Express" due to the number of spies that used the train. One famous spy to have traveled on the Orient Express was Mata Hari.

VIEW TRAINS

Clicking on the "View trains" button will instantly display a list of all of your trains. Click on any of the trains listed in the Dynamic Panel to view the Train Detail screen for that train. For information on the Train Detail Screen refer to CHAPTER 2: TRAINS in the REFERENCE GUIDE. Your camera will also shift instantly to that train's location on the map.

COMPANY DETAIL

To view information on your company, click on the "Company detail" button. This option will bring up vital financial data on your company in the Dynamic Panel. For more information on companies, see CHAPTER 3: COMPANIES AND PLAYERS in the REFERENCE GUIDE.

STOCK MARKET

For a quick view of the stock market, click on the "Stock market" button. The Dynamic Panel will display information on your personal Cash, Stock and Purchasing Power. You can also use the "Buy" and "Sell" listing to quickly trade stocks.

Selecting the "View" option will bring up a window with additional information on the performance of the stock. All of the "Per Share Data" may be displayed on the chart, by simply clicking the small box following the listing. Once clicked, the performance of that information will be added to the chart in a unique color. For additional information on stocks refer to CHAPTER 4: THE STOCK MARKET in the REFERENCE GUIDE.

OVERVIEW MODE

Clicking on the "Overview mode" button allows you apply various overlays to the map, so you can check on vital information as you play. There are five overlays available:

Cargo Supply - This overlay allows you to see the prices and availability of all cargos on the map. Click on a given cargo. For most cargos, the map turns shades of red, yellow and green - green areas will pay the highest prices for that cargo and red the lowest. The black rectangular boxcars indicate the number of carloads available to be hauled. The most profitable routes are ones that haul from red areas to green areas, with many carloads (i.e. black boxes) available to be hauled. Note: The cargos passengers, mail, and troops work somewhat differently. For full details, see CHAPTER 5 : CARGO ECONOM in the REFERENCE GUIDE.

Holdings by Company - This is especially useful when you're playing a crowded scenario against multiple opponents (human opponents or A.I. controlled opponents). Click on a company and the track, trains, stations and other buildings it owns will be highlighted.

Profitability - All profit-making buildings and trains are highlighted. Those in green are the most profitable. The ones in yellow are roughly breaking-even, and the ones in red are losing money. Note that not all buildings operate for profit. Late in the game, when you've got excess cash, you can use this overlay to help spot profitable industries worth purchasing.

Track Grade - Tracks with steep grades can slow trains down. With this overlay enabled, the steepest track is shown in red - the flattest is green. If you zoom close to the track, you can see the actual grade percentage, which corresponds to the speed performance on grades that can be seen in the "Add Train" window.

Traffic Density - With this overlay enabled, track will be highlighted based on how much train traffic is passing over it, on average. Red track has the most traffic, green track has the least. If you have track that is dark red, you might want to consider upgrading it from single track to double track.

ADDITIONAL ACTION BUTTONS

At the bottom of the Button Panel, there is a strip of eight buttons. These control the speed of the game and access the View Ledger and File Options windows.

GAME SPEED

You can run Railroad Tycoon 3 at one of six speed settings: Paused, Very Slow, Slow, Normal, Fast, and Very Fast. You change the game speed by selecting the appropriate button or by using the "+", "-", and "Pause" keys on your keyboard.

FILE OPTIONS

The "File Options" button displays a window containing seven options: Load, Save, Briefing, Settings, Main Menu, Quit, and Cancel.

Load - This option allows you to load a previously saved game.

Save - Select this option to save your current progress. You will be able to reload the game again from this point.

Briefing - This will display the same briefing that you received at the beginning of the scenario. Check here if you forget what you are supposed to be doing.

RAILROAD FACTS:

The first railroad tunnel in the Western Hemisphere was the Staple Bend Tunnel on the Allegheny Portage Railroad. Built in 1833, this tunnel allowed trains to travel through the Allegheny Mountains in Pennsylvania.

RAILROAD QUOTE:

"A man who has never gone to school may steal from a freight car; but if he has a university education, he may steal the whole railroad."

— *Theodore Roosevelt*

Settings - Here you will be able to change the existing options in the area of Gameplay, Sound, Graphics, Hot Keys, Scrolling, Camera Controls and Dialogs.

Resign - Clicking here will end your current game and return you to the Main Menu.

Quit - This will end your current gameplay session and return you to the Windows desktop.

Cancel - Click here to return to the game.

VIEW LEDGER

The Company Ledger contains detailed information on the company, including in-depth information on its operation and financial status. For additional information on the Company Ledger, refer to CHAPTER 3: COMPANIES AND PLAYERS in the REFERENCE GUIDE.

DATE

Below the Radar Map, you will see a box containing the date. You will want to keep an eye on the date for many reasons. First, certain scenarios require you to complete objectives before a specific date. Don't let time get away from you…or you might just run out of it. Second, many locomotives and industries don't become available until a particular date. If you are interested in purchasing one of these new fangled locomotives, you will want to watch the date to make sure you have enough money stocked away. Lastly, you may have certain expenses due on specific dates. For example, interest payments on bonds will be

paid at the end of every quarter, so you can expect your coffers to be a little emptier when that time comes.

CASH DISPLAY

Next to the Date, there is a box listing your company's currently available cash. Now get out there and see if you can't make this number go up!

CHAPTER 5: TRACK

The heart of every railroad is, of course, the rails themselves - the track upon which everything else is built. After starting a new railroad, the first thing you'll want to do is lay down some track.

LAYING TRACK

To lay track, select the "Lay track" button in the Button Panel. The Activity Panel will display various options for laying track and your mouse cursor will appear as a segment of track. To lay a section of track, move the mouse cursor over an open area in the world, hold the left mouse-button down and then drag the track out to the location where you wish it to end. Release the mouse button to lay the track, or press the <ESC> key to cancel. You can also press the "Undo" button if you're unsatisfied with the result.

OBSTACLES

If there are obstacles in the way, you may not be able to lay the track as you desire. Under normal circumstances, buildings, rivers, lakes/oceans, mountains, and even other track can all be potential

RAILROAD SUPERSTIOTION:

Stepping onto the cab of an engine with your left foot first is bad luck.

RAILROAD FACTS:

During the Civil War, General Sherman instructed his men to tear up the enemy railroads. They would then use the wood to make large bonfires, heat the metal rails and twist them around trees to make them unusable. These twisted rails were known as "Sherman's neckties".

obstacles. They can even project a small "blocking" radius around them - not only are you limited from laying track directly through them, but they may prevent track laying out to a distance of one to three track lengths on either side. In particular, laying track through dense cities and towns may take some trial and error.

Fortunately, there are methods of getting around virtually all of these obstacles. You can lay track around a building, or, in the worst case, bulldoze the building. You can build bridges across rivers right from the start of the game, and, from 1895 on, you can even build suspension bridges over lakes and oceans (though that's quite expensive). You can find a pass through a mountain, working your way up the slope, albeit with a steep grade. Or, you can shell out serious cash and lay a tunnel through a mountain. Finally, you can join up to existing track, cross over it at grade, or build overpasses so that trains on one track won't stop trains on the other.

CONNECTIONS

In Railroad Tycoon 3, you have a great deal of flexibility in how you lay track - the angles, grades and types of track you build. However, this can sometimes make it harder to tell when you've connected up two pieces of track. When trying to connect to existing track, we suggest that you zoom in relatively close to the relevant track (so you can see what you're doing). Also, track needs a reasonable distance to turn (the "turning radius"). If you are laying from one piece of track toward another, make the last stretch of track a relatively longer stretch (at least 10 or so track "segments"), so that the game can properly turn one track into the other.

Note: In the real world, even competing railroads almost always have interconnected track - passengers and freight movers want the extra flexibility provided by the larger joined rail networks. In Railroad Tycoon 3, also, it makes good sense to connect up to your competitor's rail networks. Both of you will generally see more traffic as a result. For more information, see CHAPTER 5 : CARGO ECONOMY in the REFERENCE GUIDE.

BRIDGES

As you're dragging the mouse to lay track, if you cross over a river, the game will attempt to automatically use a bridge to cross the river. To successfully lay a bridge, there must be no blocking obstacles (i.e. buildings) on either side of the river. You must also cross the river at a reasonably perpendicular angle (i.e. go directly across the river - don't cross at a 45 degree angle). Finally, you must drag the track across the river in a long enough motion to allow for ramps to descend from the bridge on both river banks.

This last issue can be the trickiest part of placing a bridge. If you're having trouble placing them, click the mouse a considerable distance on one side of the river (say, roughly 5 times the width of the river itself), hold the mouse down and drag it the same distance across the river. Don't lay track right up to the river's edge, release the mouse, and then try to lay track over the river - the track will be too close to the river to build a sufficient ramp. Remember, as you're first learning to do this, you can always experiment and use the "Undo" key to cancel out any results you don't like.

RAILROAD FACTS:

The Transcontinental Railroad was completed on May 10, 1869, when the eastern bound tracks of the Central Pacific Railroad met the westward bound tracks of the Union Pacific Railroad for the driving of the "Golden Spike" in Promontory, Utah.

RAILROAD FACTS:

The shortest length of railroad track in the world can be found in Vatican City (Holy See). The track, running between the Holy See and Italy, is only 2,828 ft long and is used to transport goods.

You can also lay bridges across canyons and gorges. At "Bridge Frequency : Average", the game will avoid doing this except in severe cases. If you're actively looking to do this, try "Bridge Frequency : Common".

TUNNELS

As with bridges, the key to laying tunnels is to use a long dragging motion - to give the game plenty of room to build the approach to and the exit from the tunnel. Tunnels can't be built in every situation - there needs to be an appropriate, reasonably flat place to start and end the tunnel. If you're actively looking to build tunnels, try "Tunnel Frequency : Common"

GRADE VERSUS COST

Since the dawn of the iron horse, railroads have been trying to achieve two conflicting goals as they build new routes - keeping grade down versus keeping costs down. Grade refers to the flatness of the track - it's hard and slow for trains to go up steep hills. As you lay your track, it will be green in flat areas and red in steep areas. All other things being equal, keep your grades as low as possible.

Of course, all other things are never equal - the tradeoff for lower grades is often higher costs. To keep grades down, you could lay a longer piece of track on a more circuitous route (As the New York Central did in building from New York towards Chicago). Or, you can lay directly through the mountains, but use tunnels and land bridges (over gorges), to keep the grade low and the line straight. The Lackawanna Railroad (later merged with the Erie), also building west

from New York, but several decades after the New York Central, followed this strategy, at enormous expense, generally hopping from mountaintop to mountaintop with enormous bridges and viaducts supporting the rails. The choice is yours.

TRACK LAYING OPTIONS

You have a variety of options available to you while laying track:

SINGLE/DOUBLE TRACK

Single track lays one set of tracks at a time - double track lays two sets of parallel track at a time. Double track costs more, but not quite twice as much as single track. Double track allows two trains to pass each other at full speed. On single track, if two trains pass, one must stop (it becomes transparent), then when the tracks are clear, it must slowly accelerate back to full speed. Generally, you'll want to use mostly single track at the start, and selectively upgrade heavily used track to double track (upgrade by placing double track over the top of existing single track). Note that the combined cost of laying single track initially, then upgrading it later, is more expensive than simply starting with double track.

TYPE OF BRIDGE

Until 1865, you have two bridge types to choose from - wood and stone. Wood is much cheaper, but only supports single track (not double), and trains traveling on wood bridges must slow down

considerably. In 1865, steel bridges become available. They are basically a middle ground - cheaper than stone, more expensive than wood. They support double track. Steel bridges impose some slowdown penalty on trains, but less so than wooden bridges.

Finally, beginning in 1895, suspension bridges are available to you. This opens up the possibility, for the first time, of using bridges over oceans and lakes. They are not shown as an option - rather, suspension bridges are always used when laying a lengthy bridge over an ocean or lake. They are very expensive - use them cautiously.

FREQUENCY OF TUNNELS/BRIDGES/OVERPASSES

The game will use its own discretion on when to use a tunnel, track overpass, or bridge (bridges are always used, when legal, over rivers, lakes and oceans, but may also be used over canyons/gorges). You can increase or decrease the frequency with which they are used by pressing these buttons - you can even turn them off altogether.

UNDO

Sometimes things don't go as planned. A slip of the finger or an error in judgment and you suddenly have an expensive and useless section of track. If you decide you are not happy with the track you just laid, click on the "Undo" button to remove the last section of track you laid. You will not be charged for the track and it will be as if it never happened. It is even possible to undo multiple sections of track, by clicking the button multiple times.

However, once you leave the Track Laying panel for any reason, any track you have placed is permanently committed and you cannot undo it - your only option at that point is to bulldoze it.

BULLDOZE

Use the bulldoze tool to remove buildings that are in your way, or to remove old pieces of track that are no longer necessary or are in your way. Beware, it is costly to bulldoze buildings (especially industrial buildings). Bulldozing your own track has relatively low cash out-of-pocket costs, it removes that track from your balance sheet, and that write-off is charged to your company's income statement immediately. On the flip-side, removing unused track reduces your company's track maintenance costs going forward.

RAILROAD FACTS:

The first commercially successful steam locomotives began running on the Middleton Railway in 1812. John Blenkinsop and Matthew Murray joined forces to create the Salamanca locomotive, and three subsequent locomotives, which used a "rack and pinion" drive to carry coal from the Middleton Colliery to the town of Leeds. These locomotives were able to replace the work of 50 horses and 200 men.

RAILROAD QUOTE:

"The pleasure of railway watching cannot be explained, but it can perhaps be communicated, and it can certainly be shared."

- Roger Lloyd