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# RAILROAD TYCOON<sup>™</sup> 3

OFFICIAL STRATEGY GUIDE

by  
Mark H. Walker

This game  
has received  
the following  
rating from  
the ESRB:



T  
POP

PopTop Software



GATHERING

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98 / ME / 2000 / XP



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# INTRODUCTION

The *Railroad Tycoon* franchise is perhaps the most successful strategy franchise of the last decade. The game blends a deep and satisfying strategic model with an easy-to-use, intuitive interface that lets gamers get into the game with a minimal amount of fuss. And, of course, to top it all off, who doesn't like trains?

*Railroad Tycoon 3* has trains—lots of trains! From the original Adler vintage 1835 steam engine to the futuristic E-88 electric bullet, *Railroad Tycoon 3* provides you with every locomotive imaginable in breathtaking beauty. It's just very cool to see the Red Devil puff through the beautiful hills and valleys of the Virginia countryside, the area in which I live.



But it's not just about the beauty, it's also about the wonderfully engrossing strategy. The kind of strategy that picks you out of your work-a-day life and throws you into the middle of a burgeoning railroad empire. A railroad empire stuffed with the kind of exciting challenges and edge of the seat decisions that have long been the hallmark of the *Railroad Tycoon* franchise. Yet, despite the success of past versions of this series, the folks at PopTop Software have refused to rest on their laurels. The latest version is full of improvements. Let's take a quick look at them.

- **Tunnels and Bridges:** No need to lay track around mountains and next to rivers. *Railroad Tycoon 3*'s physics engine enables the player to tunnel right through those hills and bridge the rivers. It's full steam ahead! Let no obstacle stand in your way.
- **Automatic Consist Manager:** The Automatic Consist Manager takes the tedium out of managing a railroad. Let the manager handle the tiny details of what gets shipped where, while you look at the big picture.
- **Improved Interface:** The game's interface is much improved. Now gamers can manage most all of their railroading needs from the main menu screen.
- **Building Placement:** It's now possible to place buildings right on the main screen. Gone are the days when you needed to open and close windows just to put down a new train station. Now, if you can see it, you can build on it—if you have the money.
- **Lots More:** That's right, there's lots more of everything. From trains to train stations, *Railroad Tycoon 3* has more of everything to keep a gamer's interest. Of course, all this makes the game tougher to tame, but that's why you bought this strategy guide, isn't it?
- **Lots Longer:** Well, okay, it really isn't "lots" longer, but the trains in *Railroad Tycoon 3* are longer nonetheless. Your locomotives can now pull up to eight cars!
- **Industrial Might:** You can purchase industries, build your own industries, and better still, upgrade the industries that you own. From logging camps to nuclear power plants, the options are great.
- **Realistic Cargo Movement:** Cargo now moves by rail and other means. Of course it moves faster by rail, and you can't directly control the other means, but still the fact that it is moving makes the cargo transportation system more realistic. Passengers also have a mind of their own. No longer will they board a train to New York when they really want to go to Los Angeles.
- **Improved Multiplayer:** The multiplayer aspect is also greatly improved. It's easier to find opponents and start a game when you're ready.
- **Top-Notch Editor:** Although the previous editor was good, the editor in *Railroad Tycoon 3* is simply great. It's everything hobby designers have asked for—easy and powerful.

## USING THIS BOOK

It would be nice to think that someone will read this book from cover to cover, but it probably won't happen. You probably purchased this strategy guide not to salve your literary yearning, but rather to get good and get good quickly.

With that in mind, let's minimize the time that you spend reading and maximize the time you spend playing. Hence, the following section summarizes what's in each section of the book so that you can flip to the part that you need to defeat a current scenario or opponent.

### PART ONE: THE BASIC STRATEGIES

The first two chapters are all about getting your feet wet. It's here that you will learn the basics to get things rolling in your *Railroad Tycoon 3* career. Chapter 1 shows you how to get started, build your first rail line, and get a train moving. Simple stuff, perhaps, but it's still stuff that you need to master. Chapter 2, "It's the Economy Stupid," examines the world of *Railroad Tycoon 3* and the money and materials that make it go round.

### PART TWO: UNDER THE IRON BEAST'S SKIN

The second part of the strategy guide looks at the game in a bit more detail. Specifically, it examines the trains and buildings that comprise the game. It's here that you'll get a better feel for how the game works, and how to put that newfound knowledge to work in developing winning strategies.

Chapter 3 moves from flesh and blood to iron and steam. It is here that the locomotives are trotted out for inspection. Each one is examined, throwing down a bit of history for the real-life models. It also suggests when to use a particular train.

Chapter 4 speaks to the brick and mortar of the buildings of *Railroad Tycoon 3*. To make money, you must first build an infrastructure and the cornerstones of the infrastructure are the buildings. Read this chapter to find out what each one does, along with its advantages and disadvantages.

### PART THREE: THE SCENARIOS

The scenarios section lets you dig right in. A section of the strategy guide is devoted to each of the following scenarios:

- Texas Tea
- Go West!
- Germantown, USA
- Central Pacific
- The War Effort
- The Unification of Germany
- Flying Scotsman
- Crossing the Alps
- The Third Republic
- Orient Express
- Argentina
- Rhodes Unfinished
- Japan Quakes
- Germinating Greenland
- Dutchlantis
- A Chip off the Old Block

After the single-player scenarios, a chapter on winning multiplayer strategies is included. After all, defeating the computer is one thing, but beating another human is entirely different!

## PART FOUR: CHANGING—OR AT LEAST REARRANGING—HISTORY

One of the greatest things about *Railroad Tycoon 3* is the excellent editor. No doubt the game's scenarios are fascinating, but eventually you'll want to do some creation on your own. Take some time to create your own scenarios and share them with others.

These chapters show you how to hone those creation skills. One covers map building, while the other covers event planning. Together they reveal everything that you need to know to become a master *Railroad Tycoon 3* designer.

## PART FIVE: FROM THE IRON HORSE'S MOUTH

Ever want to know what it takes to be a world-class designer like *Railroad Tycoon 3*'s creator Phil Steinmeyer? What does the development team think it takes to beat the game's artificial intelligence. Well, if you have, you've come to the right place!

In Part Five, you'll get a chance to hear what Phil Steinmeyer and the development team have to say. It's enlightening stuff and fun to read, too.

## THE FINAL PIECE OF TRACK

Well, that's the long and the short of it. We've told you about the game, and we've told you about the book. Now, there is nothing left to do but sit down in front of your computer and do it. So grab your coveralls, it's time to go a-training!





## CHAPTER ONE

# THE WORLD OF *RAILROAD TYCOON 3*

It seems that most strategy guides focus on the walkthroughs for the missions, levels, or whatever that they represent. And there is nothing wrong with that. In fact, that is the right thing to do with most games. Everyone wants to know how to quickly step through their favorite role-playing game. *Railroad Tycoon 3*, however, is a game of a slightly different ilk. True, the missions are the heart of the game, and in fact the missions and the equipment that you will use as you conquer them are the heart of this book.



Click to enter 'Crawling the Alps'

Missions are the heart of *Railroad Tycoon 3*.

But there are numerous ways to conquer each of those missions. *Railroad Tycoon 3* is a very open-ended game, and because of this aspect learning the basic tenants of the game are as important as reading the walkthroughs. Although the walkthroughs can tell you to lay a rail between two cities and start earning money, it is your expertise with the game that will tell you how to lay that track, and how to do it in such a manner as to maximize your profit. Because, in the long run, maximizing profit is the central goal in the game. If you make money, and you make money quickly, there is little else that you can't do.



*You must know how to organize a profitable rail line to win at Railroad Tycoon 3.*



There's a lot to learn in the next couple of chapters, but none of what we teach is gospel. Take it, mold it to your playing style, and develop your own winning strategies. That's the fun of this game; it lets you be creative as it lets you be competitive.



One of the best ways to learn the game is to play Sandbox Mode. In this mode, you can learn how to lay track, bridges and tunnels, route trains, and build your network. Better still, there is no rail baron waiting in the wings to steal your profits and bankrupt your company!



*Sandbox Mode is a great way to practice the game.*

So, it's in the next couple of chapters that we will teach you how to play the game well. You can then take the lessons that you learn and apply them to defeat the scenarios. So follow along as we take a look at the world of *Railroad Tycoon 3*.

## IN THE BEGINNING

To be successful at *Railroad Tycoon 3*, you must know the basics of the game. The first lesson that you must learn is the value of time. You may be able to multi-task with the best of them, but you can't hold a candle to a computer. While you're flipping through menus, it's laying track, buying stock, hauling passengers, and—in short—winning the game. Learn to make time work for you. You can choose from several different speed options when playing the game, so choose wisely. Only use the fast speed when you have everything set and you want to earn some bucks.



The first lesson you must learn is to pause the game while making decisions, buying bonds, or whatever management functions you need to perform. Doing so gives you plenty of time to make smart decisions.



*A winning player is a pausing player.*

## FIRST THINGS FIRST

---

Start a scenario and lay some track. "Wait a second," you say. "The game won't let me lay the track until I've started a company." That's right, and that's why starting your business is the first meaningful decision that you make in *Railroad Tycoon 3*.

There are two ways to finance a company: either by using the money out of your pocket or the investor's money from your investor's pockets. It would be nice to save your money and use the investors', wouldn't it? Unfortunately, your money and the investor's money is directly linked in more ways than one. For example, if your company goes under, you both lose your shirts. However, the most important link is the amount of money available to your company. In short, the more money that you invest, the more money that the investors invest.



*Starting a company is your first big decision.*

We recommend dumping all your cash into the company. After all, you're going to need that money to lay your first track, build stations, and a myriad of other money-drawing tasks. The more you have to start, the easier it will be. There are others, however, who recommend minimal cash outlay. In fact, chief among those others is Phil Steinmeyer, the designer of the game. Phil believes that for scenarios where you're trying to achieve high personal net worth, a good strategy is to start a railroad with modest funding, build a short and cheap initial route, and let it run profitably for a couple of years. Then use your company's good credit rating to issue a lot of bonds for quick expansion as you buy up as much stock as possible to gain full control of your railroad. Again, that's the beauty of *Railroad Tycoon 3*, you can adopt a playing style that suits your personality.



*Phil Steinmeyer believes that you should build a small rail line to start the game.*

Whether you invest most of your money or a very small part of it may be a matter of personal preference. Either way, once the money is invested, it's time to start laying track.

## PUTTING DOWN RAILS

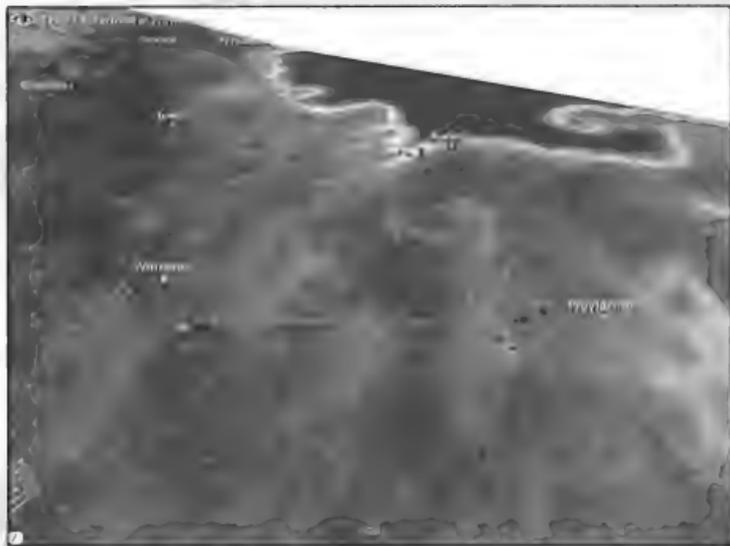
You can't make money until you have a railway. Hence, the first thing you should do (after you have formed a company, of course) is to lay down some track. That, however, is easier said than done. Oh, make no mistake, it is plenty easy to lay track. The tough part is deciding where to lay your track and what two cities to connect.



Pause the game as you ponder your track decisions. The computer thinks way faster than you do, unless the game is paused, in which case the computer is allowed to think nary a thought.

## WITH WHOM SHOULD I CONNECT?

The most important question that a budding rail baron must ask is what to connect. The answer is simple: Find two cities that are fairly close together and connect them. Don't, however, choose any two cities. Choose two cities that have the most stars and are the closest together. More stars equals more resources, and more resources equals more money.



*Connect two cities that are close together to start almost any scenario.*



Having a tough time locating your cities? Zoom out the map by rolling back the middle mouse button.

It's not a bad idea to connect to a port. These cities often have cargo brought in by ship, cargo that you can then ship to other towns. As in real estate, the city's location is also important. Towns that can serve as a hub to several cities are more valuable than those that cannot. Yet, despite these governing factors, size and distance should determine the two cities that you connect in your first railway.



*Cities that serve as a hub will help the player in the mid-to-end game.*

After deciding where you're going to build, decide how to build the railroad. There are some dos and don'ts to remember in basic railroad construction. *Railroad Tycoon 3* provides a lot of information as you lay the track. For starters, the cost of the track is displayed as you lay the track to its new position. Keep an eye on those costs, if they run too high (over 35-55% of your total money), you may have problems turning a profit. Additionally, track costs are higher through hilly/mountainous regions as well as heavily forested areas.

The track color also provides insight into how well your trains will run on it. Remember, the faster your trains run, the more money you will make. The following delineates what the colors mean:

- **Red:** Very slow going. Older trains will usually run at 1 m.p.h. over such slopes.
- **Yellow:** Slow go. Your trains will move slowly on this section of track. Additionally, trains on this section are more likely to break down.
- **Green:** Good to go! Your trains will move quickly over this section of track, and they will have minimal maintenance problems.



*Green track is good to go.*



As noted earlier, fast trains make more money than slow trains. But it's important to understand that the speed not only applies to the speed of the train over the track, but it also relates to the amount of materials and the number of passengers it can deliver per minute of rail time.

In other words, a fast train pulling one car isn't as efficient as a slower train pulling four. Because of this, it's a good idea to hold your trains until they are full, or at least contain a few cars of cargo.

## ALL ABOARD!

Of course, to make a railway you must have rail stations. *Railroad Tycoon 3* offers three for your building enjoyment. They differ in two ways:

- **Size:** The stations come in three different sizes: small, medium, and large.
- **Cost:** The stations have three different costs: small, medium, and big.

How much you spend and how large a station you need depend on your budget and what you're developing. The advantage of a bigger station is that they draw resources from a larger area. The advantage to the smaller station is that it costs less money. We recommend you start with the small stations. You're cash starved at the beginning of the game, anyway, so why spend money on more of a station than you need?



*Small stations are just fine at the start of the game.*



You can usually upgrade stations later. In fact, that is the best way to grow a railroad. Start small and then grow. On the other hand, large stations may occasionally be placed so that they span multiple areas. If you can do that, then they are a bargain.

Last, but not least, don't forget to build a Service Tower on your longer lines. It decreases the chance of engine downtime.

## **GETTING IRON**

Now that you have picked your cities, laid your track, and built your stations, it's time to put a train on that track. Most scenarios begin with minimal train choices, and feed in more locomotive options as you progress through the game. That's a good thing. Too many starting options would tend to swamp the gamer, while fewer options are just about right.



*Most scenarios provide limited train options at the beginning of the scenario.*

It's important to match your train with your needs, especially at the beginning of the game. If you believe that your train will be carrying cargo, don't worry about its passenger appeal. On the other hand, if it is people that you will be carrying, pick a train that they will want to board.

Remember that speed is good. More speed is not better, however, if that speed comes at the expense of reliability. Obviously, a broken locomotive is the slowest locomotive of all. When all is said and done, the best locomotive is probably one that does fairly well at everything, but it's not an ugly duckling.



Don't confuse cost with quality. The most expensive locomotive is not necessarily always the best. Determine what you need to make your railroad a success, then buy that train and not the most expensive piece of equipment available.



*Choose your first train wisely.*

## MANAGING YOUR RAILROAD

When everything is ready, it's time to start earning money. After all, what good is a piece of rail that doesn't earn money? To earn money, however, you must properly manage your railroad. Let's take a look at how to do just that.

### COUNTING CARGO

Perhaps the most important aspect of managing an empire is ensuring that your trains are carrying the proper cargo. A new train will use Auto-Cargo, which almost always does a nice job of choosing the best and most profitable cargo to haul. An effective method to employ is to specify the minimum and maximum cars to haul, whether to go Any Cargo, Any Freight, or Any Express, and choose whether or not to use cabooses or dining cars. It's best to avoid micro-managing the types of freight to haul. One case in which this method should be employed is if the player owns a particular industry and wants to ensure that it is properly supplied, or if the scenario goals dictate hauling a certain kind of cargo.



Don't carry too much cargo. The early locomotives really can't handle any more than three cars. After that, they may break down more often.

Of course, three cars filled with cargo that their destination craves is ideal, but it isn't an ideal world. You won't always be able to reach that ideal. But even if you can't reach the ideal, at least ensure that you never let your cars roll out of the station empty.



If managing car loads is more detail than you are comfortable with, *Railroad Tycoon 3* has things covered. In this version of the franchise, you can set the game to manage your trains for you. And you know what? It does a pretty darn good job!

## GETTING BIGGER

The first railway is no doubt important, but it won't win the scenario. To win, you must grow. In fact, you must do more than grow; you must grow *smartly*. Here are some plans that will help that happen.

- **Sweet Spots:** Keep an eye out for short, sweet routes that you can turn into cash cows. One of the quickest ways to make money is to find a short route where each town is taking what the other town is giving. Short routes are fast, and they make for less wear and tear on the train.
- **Big Places:** Look to expand into the largest market possible. Sure short routes are nice, but you can almost guarantee that a big city wants anything that your train is selling. To top it off, there are always plenty of passengers that want to go to the big city.
- **Avoid Long Routes:** Unless the cash flow is lucrative, avoid laying long routes between a pair of cities that are far apart. The time and train maintenance will eat up your profits.
- **Take it Slow:** This is especially true when you're first learning the game. Don't leapfrog your expansion, but rather expand slowly. Ensure that each route is profitable before beginning the next stage of expansion.



*Big cities are almost always cash cows.*



Perhaps the most lucrative of all routes is a route that covers a complete product cycle. For example, start at a rubber farm, go to a tire factory, then over to a weapons factory, and terminate at a Military Depot not far from a town containing the original rubber farm.

## SPENDING MONEY TO MAKE MONEY

There is, however, more to making money than laying track. You must also manage your money well if you hope to become rich. The best railroads won't always lead to victory. You must not only have top-notch railroads, but also invest your money wisely. Here is the best way to do so:

- **Get the Good Stuff:** Only buy industries that have either good or better profitability and won't soon be left behind in the game's technological dust. For example, a route that heads from a lumber factory to a weapons factory may be lucrative in 1939, but it won't bring in any money after 1940.



*Only buy factories with a future.*

- **Cash in on Your Opponent's Success:** If your opponent has a lucrative route, buy the factories on it. There is nothing more satisfying than seeing an opposing rail baron's trains carrying money for your empire.
- **Cash in on Your Own Success:** Buy industries on your own routes. Better still, purchase potentially successful industries in towns in which you are planning to connect. By doing so, you'll reap the profits when the industries grow.
- **Be Wary of the Fast Buck:** In *Railroad Tycoon 3*, cities will occasionally offer bonuses to the first railroad to connect to them. Look at these bonuses with a wary eye. Examine what the city has to offer, and the cost of laying the track. If the city is barren of consumers or producers, it will take one heck of a bonus to justify a long line.

## PLAYING WITH STOCKS

Also critical in this game is playing the stock market, issuing bonds, and buying out your competitors. Some players believe that this is where the really big money can be made—and they may just be right. You can win or lose a fortune in a matter of minutes, so it's best know how to do it right.



*It's important to play the financial markets well.*

## Issuing Bonds

This is the *Railroad Tycoon 3* equivalent of getting a loan. Like a loan, the day will come when you have to pay it back. This isn't free money, so ensure that you have a good reason for issuing the bonds. One reason is to buy a cash cow rail line or to lay one of your own. Don't just issue a bond because you are hemorrhaging money; it usually won't solve the problem.



There is a way around paying back money. If the scenario will end before the bond comes due, then by all means get the bond. Even though you don't have to repay the principal, you must still pay the interest.

## Buying and Selling Stock and Messing with Dividends

Buying stock drives your stock price up, which is a good thing. It makes your company more profitable, and also makes it more difficult for your opponents to buy you out. It's usually not a good idea to issue bonds to buy stock. Buying stock is something a healthy company should do.

On the flip side, selling stock will bring in some money. However, this may lower the price of your stock, dropping the worth of your company, and making it more susceptible to buyout. In general, it's not a good idea.

If your railroad runs profitably for a few years, your credit rating will usually improve. This enables you to issue more bonds at lower interest rates. Oftentimes, it's best to wait a couple of years into a scenario before issuing a lot of bonds.



*Railroad Tycoon 3 has plenty of stock options.*

Raising dividends is a good way to increase your personal wealth. Makes sense, doesn't it? You are the company's principle shareholder, so if you raise the payout to shareholders, you will increase your personal wealth. Of course, the board will only let you raise it so much, and raising them does increase your company's expenses.



Frequently, scenarios require that you amass personal wealth to get the gold medal. One great way to do this is to increase the stock dividends. Do it near the end of the scenario before it can bankrupt your company!

Lowering dividends keeps more money in your company, but it may also anger your stockholders and the board of trustees. But hey, if you need to cut expenses, you need to cut expenses.

There are other options available, but the aforementioned should get things rolling. Finances are covered in greater detail in subsequent chapters.

## THE LAST TIP

So there you have it; the basics of railroading according to *Railroad Tycoon 3*. This isn't everything that you need to know, but it is a good portion of it. We'll cover most of this in greater detail as we steam along.



## CHAPTER TWO

# IT'S THE ECONOMY, STUPID!

Building railroads in *Railroad Tycoon 3* is great fun. There's something almost hypnotic about watching your little trains chug through the countryside. And make no mistake, the skill with which you lay your track will influence how well you do in the game. But another thing that influences your success is the economy, both at the level of the overall map and at the points where your track connects.



*Cities, and their economies, are very important.*

The map-level economy is interesting and complex. What works in China may not work in Texas, and what works in Europe may not work anywhere else.

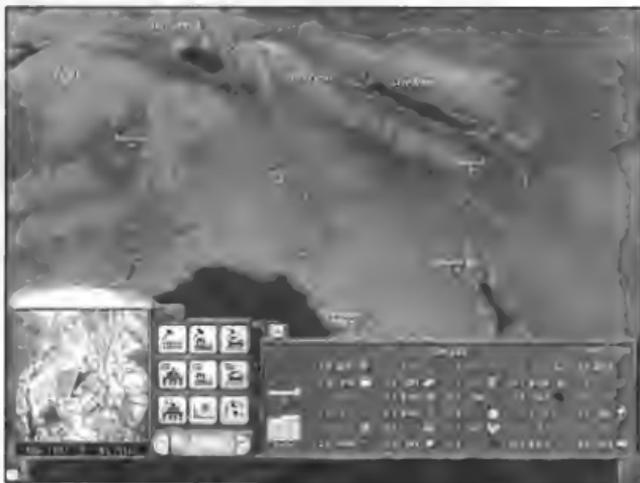


The most important thing to remember is that there's no universal "best strategy." It's important to analyze each map and formulate your strategy based on that map, the lessons that you've learned, and this book.

Let's take a look at this interesting economy, and the best way to exploit it.

## THE MAP

The first thing that you should do in any scenario is get the lay of the land. Every *Railroad Tycoon 3* map is different. For example, if the map is rich in freight but poor in people, it makes sense to set up a freight line to bring in your money. This in turn influences the type of train that you buy. Non-perishable cargo doesn't require the speediest locomotive. Sure, speed is always good, but it isn't mandatory when you're hauling wood.



*Study the map to see what's what.*



Even the date of the game affects which way the economy flows. Fewer people want to ride the train as the years march on. It will be hard to build a fortune hauling people around in the year 2015.

## DA BOOM

Just as you would imagine, the economic cycles of *Railroad Tycoon 3* affect how much money you can make. There are five economic cycles in the game:

- Depression
- Recession
- Normal
- Prosperity
- Boom times

The cycles change every so often. It seems to happen more or less every year, but it can happen more quickly. The cycles affect the following parameters:

- **Cargo generation:** For every level up from normal, more cargo is generated in each applicable building. For every level down from normal, less cargo is generated.
- **Cargo revenues:** Not only do you get more cargo in boom times, but the cargo that you transport is worth more money.
- **Track laying:** This is somewhat strange, because you expect *everything* to be better in boom times. But laying track is actually more expensive for every level above normal, and less expensive for every level below normal.
- **Interest rates:** These go up when times are bad, and down when times are good. So it's a good idea to borrow in the good times.

## IN THE GOOD TIMES

To pull it all together in boom times, you should consider expanding. Although laying track is a bit more pricey, you should also have a bit more money. Also, look at buying new trains to haul the additional cargo generated during boom times.

In boom times, you may also want to look at refinancing the bonds that you took out during the preceding depression. Remember, interest rates are higher during depressed times. Hence, it makes sense to refinance those high-interest-rate bonds when the times are good.



*Refinance your bonds when the times are good.*

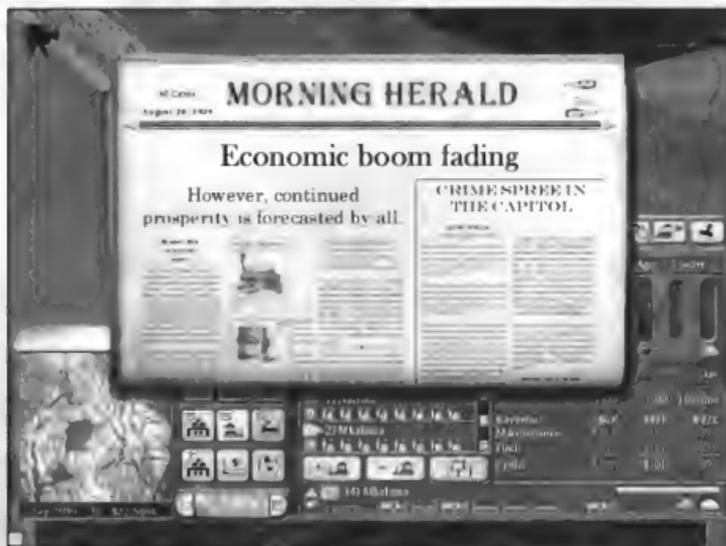
## IN THE BAD TIMES

In general, when times are bad, it's time to pull in your horns. Look at selling off old locomotives that aren't pulling their weight. After all, you have less cargo to haul in bad times anyway.

Conversely, you may want to look at buying stock, or perhaps an industry that was previously overpriced. Again, with the economy falling, prices fall across the board. What was once too expensive may now be affordable.



Hey, why not lay some track? The rails are more affordable when times are tough. It might not be a bad idea to expand your horizons during the next depression.



*Why not lay some track when the chips are down?*



Too poor to lay track? Issue a bond. Yeah, we know that the interest rates are high when the economy is down in the dumps, but you can refinance the thing during the next boom period. And the track you lay now will give you a headstart on the competition.

## ZOOMING IN

Although the factors that affect the entire map are important, so too is the local economy. Sometimes, economic factors that affect a single city and its cargo can mean the difference between a profitable railroad and a large cash hole that you can't fill up no matter how much money you dump into it.

This section will take a look at the level of the local economy. From the size of cities to the law of supply and demand, we'll give you quite a few tips that will enhance your *Railroad Tycoon 3* game-playing skills.



*The thriving city of Dallas, Texas.*

### BIGGER IS USUALLY BETTER

Big cities are going to be big cities, no matter the scenario. For example, London will always attract hordes of people and industries. How big the cities in the game will be, however, depends on three things:

- The scenario designer.
- A random factor.
- Growth over the course of a scenario.

You have little to do with the first two factors, but you can seriously influence the third. Connect the city to the things it needs. For example, an iron mine needs to ship its iron ore to a steel mill. Also, you need to make it easy for passengers to get into and out of the city.



Don't forget the dining car bonus. It makes sense to add one to any train that routinely hauls two or more passenger cars. This adds a 20% bonus to passenger car revenues. Of course, the downside is that the additional car adds weight to the train, which in turn reduces its speed. But hey, life is full of compromises.



*Dining cars drive up passenger revenue.*

## SUPPLY AND DEMAND

Just as in the real world, the economy in *Railroad Tycoon 3* is based on the basic economic model of supply and demand. The obvious goal is to transport materials and goods from where they're cheaply available to where they'll be bought for a greater amount of money. The trick is to figure out how to figure that out.

There are a couple of ways to get the economic lay of the land. Clicking on the Overview button gives you a general view of which goods and materials are selling where. The pricing is color-coded, so you can get an overall feel for the areas of the map where the people want your goods.



*The economic lay of the land.*

You can also click on the train station in any town to get a detailed listing of the available goods and their costs. That's the preferred method because you can quickly see what the town has to offer. Better still, click on the goods presented in the station list to graphically display your profit margin on the selected materials in all the cities where you can transport them. Hook up to the greatest profit margin, and you're ready to make some dough.



*Click on a town's station to display this spreadsheet.*



Even if you have the artificial intelligence manage your trains, you'll want to check the number of cars each train hauls. As the locomotives get more powerful, they can haul more cars. There's nothing sadder than leaving cargo on the docks because you forgot to increase the maximum number of cars that a train is allowed to haul.



*Long trains frequently mean big bucks.*

## THE POLITICS OF HAULING

There are several other factors that affect how much money you make from each haul. It's not just the straight law of supply and demand. Let's take a look at each:

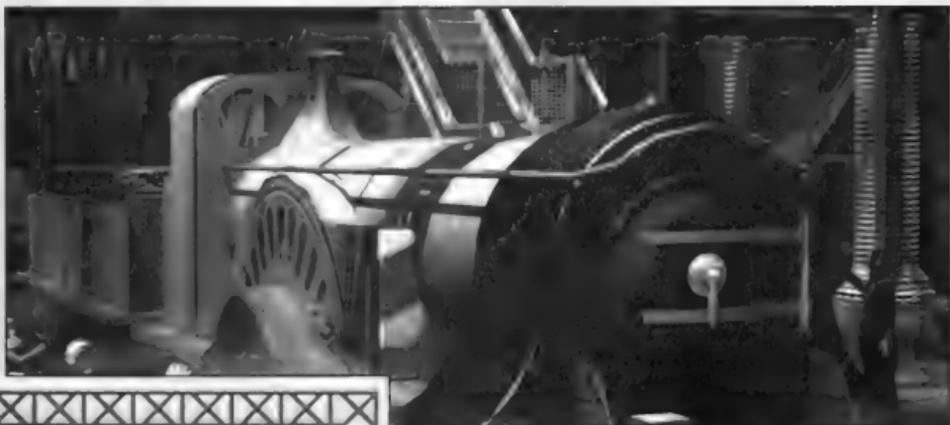
- **Speed of delivery:** This one is simple. The faster your train gets to its destination, the more money you make. Speed has a greater effect on express cargo like passengers and mail than it does on stuff like steel.
- **Track ownership:** Did you know that you can use your opponent's tracks? Well, you can, and more often than not it's a good idea. You will have to pay a surcharge, however.
- **Demand level:** The more people want an item, the higher the demand level. The higher the demand level, the pricier the item becomes.
- **Buy industries:** Buy lucrative industries as soon as they're available. The sooner you buy them and the quicker you upgrade them, the more money you'll make off the industry. Finally, it should be noted that the more profitable an industry is, the more expensive it is to buy. One good strategy is to buy an industry just before your railroad connects to its home town and drives its profits—and purchase price—up.



Consider investing in lucrative industries.

## THE LAST NICKEL

These strategies won't make you an instant tycoon, but they will send you on your way. To be successful, you must take what you've learned here and apply it in the game.



## CHAPTER THREE

# THE IRON BEASTS

There's a lot to keep track of when you're playing *Railroad Tycoon 3*. That's what makes it such a satisfying game. The main things you need to track are the engines that move your cargo. Without them, there's no money. Let's take a look at them.

### PLANET 2-2-0



- Top speed: 25 MPH
- Cost: \$10,000
- Annual maintenance: \$6,000
- Reliability: Poor
- Passenger appeal: Ultra cool
- Comments: Cheap, and passengers love it.

### ADLER 2-2-2



- Top speed: 31 MPH
- Cost: \$20,000
- Annual maintenance: \$5,000
- Reliability: Poor
- Passenger appeal: Ultra cool
- Comments: Faster, with lower maintenance cost.

## NORRIS 4-2-0



- Top speed: 35 MPH
- Cost: \$40,000
- Annual maintenance: \$8,000
- Reliability: Below average
- Passenger appeal: Looks sharp
- Comments: Faster still, but not quite as pretty



## FIREFLY 2-2-2



- Top speed: 58 MPH
- Cost: \$70,000
- Annual maintenance: \$11,000
- Reliability: Very poor
- Passenger appeal: Ultra cool
- Comments: Very fast, very pretty, and very unreliable.

## BALDWIN 0-6-0



- Top speed: 40 MPH
- Cost: \$15,000
- Annual maintenance: \$5,000
- Reliability: Above average
- Passenger appeal: Ugly
- Comments: Good, fast, reliable freight hauler.

## BEUTH 2-2-2



- Top speed: 45 MPH
- Cost: \$60,000
- Annual maintenance: \$8,000
- Reliability: Poor
- Passenger appeal: Ultra cool
- Comments: One of the first quick passenger haulers.

## CRAMPTON 4-2-0



- Top speed: 65 MPH
- Cost: \$100,000
- Annual maintenance: \$10,000
- Reliability: Poor
- Passenger appeal: Looks sharp
- Comments: Nice, fast train



## AMERICAN 4-4-0



- Top speed: 45 MPH
- Cost: \$40,000
- Annual maintenance: \$7,000
- Reliability: Below average
- Passenger appeal: Acceptable
- Comments: Mediocre train

## FAIRLIE 0-6-6-0



- Top speed: 18 MPH
- Cost: \$30,000
- Annual maintenance: \$8,000
- Reliability: Above average
- Passenger appeal: Ugly
- Comments: Well, at least it's cheap. That and its reliability are about all it has going for it.

## CONSOLIDATION 2-8-0



- Top speed: 60 MPH
- Cost: \$120,000
- Annual maintenance: \$9,000
- Reliability: Average
- Passenger appeal: Acceptable
- Comments: Nice, fast all-around train.

## STIRLING 4-2-2



- Top speed: 75 MPH
- Cost: \$140,000
- Annual maintenance: \$8,000
- Reliability: Below average
- Passenger appeal: Ultra cool
- Comments: Speedy yet expensive passenger hauler



## DUKE CLASS 4-4-0



- Top speed: 50 MPH
- Cost: \$100,000
- Annual maintenance: \$9,000
- Reliability: Average
- Passenger appeal: Looks sharp
- Comments: Nice train

## SHAY (2-TRUCK)



- Top speed: 23 MPH
- Cost: \$40,000
- Annual maintenance: \$15,000
- Reliability: Good
- Passenger appeal: Acceptable
- Comments: Cheap, yet expensive to maintain. This is the train that you want when you're crossing mountains.

## S3 4-4-0



- Top speed: 72 MPH
- Cost: \$120,000
- Annual maintenance: \$11,000
- Reliability: Good
- Passenger appeal: Acceptable
- Comments: Expensive, but quick. Good for flat terrain.

## EIGHT WHEELER 4-4-0



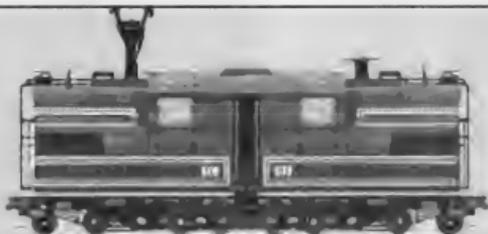
- Top speed: 102 MPH
- Cost: \$180,000
- Annual maintenance: \$6,000
- Reliability: Average
- Passenger appeal: Acceptable
- Comments: 102 MPH. Need we say more? Buy this, put it on a long, smooth route, and watch the bucks roll in.

## CAMELBACK 0-6-0



- Top speed: 60 MPH
- Cost: \$80,000
- Annual maintenance: \$7,000
- Reliability: Average
- Passenger appeal: Ugly
- Comments: Good freight hauler. Doesn't climb grades well.

## 2-D-2



- Top speed: 70 MPH
- Cost: \$50,000
- Annual maintenance: \$7,000
- Reliability: Above average
- Passenger appeal: Ugly
- Comments: One of the first electrics. Good train

## CLASS 400 4-6-0



- Top speed: 81 MPH
- Cost: \$130,000
- Annual maintenance: \$11,000
- Reliability: Average
- Passenger appeal: Acceptable
- Comments: Fast, reliable engine. Will haul just about anything just about anywhere.

## ATLANTIC 4-4-2



- Top speed: 75 MPH
- Cost: \$90,000
- Annual maintenance: \$18,000
- Reliability: Average
- Passenger appeal: Looks sharp
- Comments: Quick, reliable train.



## BE 5/7



- Top speed: 47 MPH
- Cost: \$60,000
- Annual maintenance: \$17,000
- Reliability: Outstanding
- Passenger appeal: Acceptable
- Comments: Has a lot going for it. Very reliable train.

## PACIFIC 4-6-2



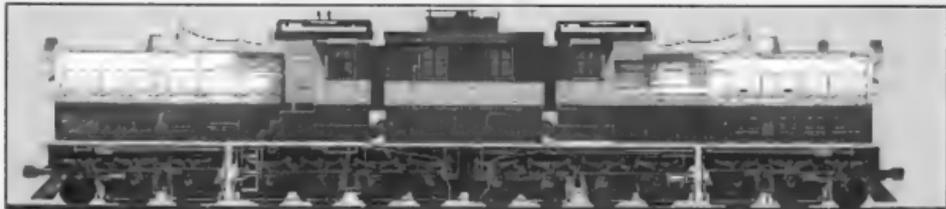
- Top speed: 95 MPH
- Cost: \$120,000
- Annual maintenance: \$21,000
- Reliability: Below average
- Passenger appeal: Looks sharp
- Comments: Fast but expensive. Passengers like this one.

## H10 2-8-2



- Top speed: 55 MPH
- Cost: \$170,000
- Annual maintenance: \$16,000
- Reliability: Good
- Passenger appeal: Looks sharp
- Comments: Not too fast, but it does a good job chomping bills.

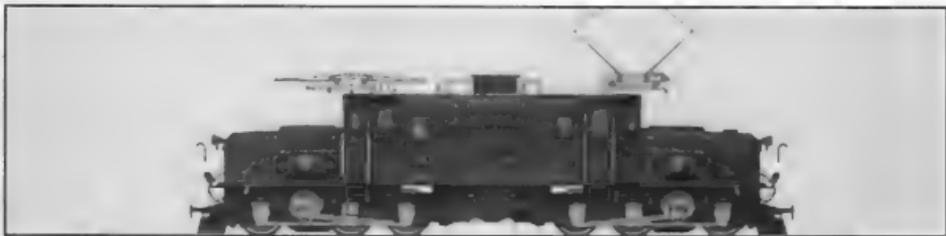
## EP-2 BI-POLAR



- Top speed: 70 MPH
- Cost: \$130,000
- Annual maintenance: \$25,000
- Reliability: Above average
- Passenger appeal: Ugly
- Comments: The passengers don't like this, but we do. Look at that reliability.



## GE 6/6 CROCODILE



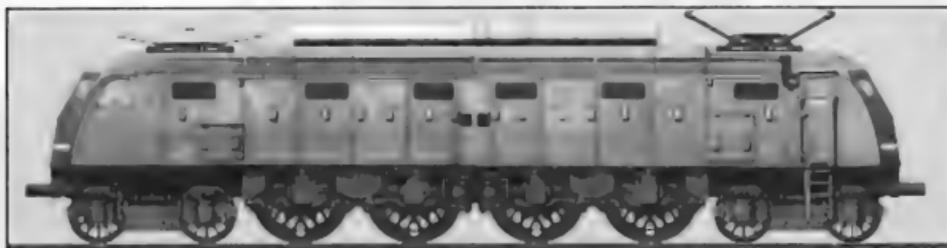
- Top speed: 40 MPH
- Cost: \$150,000
- Annual maintenance: \$10,000
- Reliability: Very good
- Passenger appeal: Ugly
- Comments: Good mountain climber. Like all electric trains, it's reliable.

## NORTHERN 4-8-4



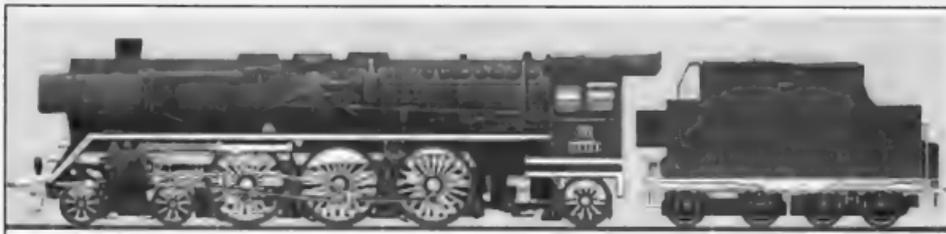
- Top speed: 67 MPH
- Cost: \$230,000
- Annual maintenance: \$23,000
- Reliability: Good
- Passenger appeal: Ultra cool
- Comments: Fast, reliable people-carrier. It's a bit on the pricey side.

## E428



- Top speed: 93 MPH
- Cost: \$260,000
- Annual maintenance: \$18,000
- Reliability: Very good
- Passenger appeal: Acceptable
- Comments: If you have electric tracks and some bucks to burn, this is the train for you.

## CLASS 01 4-6-2



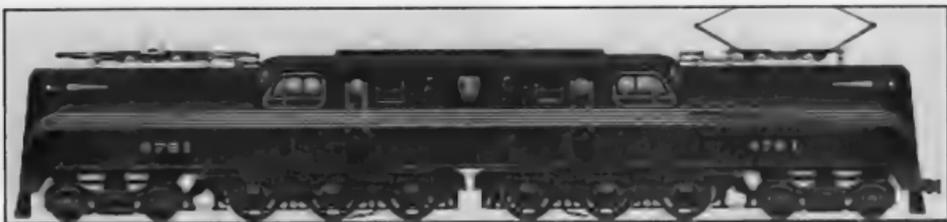
- Top speed 93 MPH
- Cost \$190,000
- Annual maintenance \$21,000
- Reliability Good
- Passenger appeal Looks sharp
- Comments Good, solid train  
Nice blend of price and speed

## MALLARD 4-6-2



- Top speed 126 MPH
- Cost \$300,000
- Annual maintenance \$19,000
- Reliability Average
- Passenger appeal Ultra cool
- Comments It does look cool,  
doesn't it? It will look cooler  
when it's zipping down your  
tracks at 126 MPH.

## GG1



- Top speed: 100 MPH
- Cost: \$310,000
- Annual maintenance: \$22,000
- Reliability: Outstanding
- Passenger appeal: Acceptable
- Comments: Fast and reliable. What more could you want?

## E18



- Top speed: 93 MPH
- Cost: \$160,000
- Annual maintenance: \$10,000
- Reliability: Very good
- Passenger appeal: Looks sharp
- Comments: Great buy for an electric passenger train. Buy this one when it comes available.

## F3 (A & B)



- Top speed: 85 MPH
- Cost: \$250,000
- Annual maintenance: \$16,000
- Reliability: Good
- Passenger appeal: Looks sharp
- Comments: Solid train, but expensive



## KRIEGSLOK 2-10-0



- Top speed: 50 MPH
- Cost: \$100,000
- Annual maintenance: \$14,000
- Reliability: Above average
- Passenger appeal: Acceptable
- Comments: Inexpensive, but you pay for your penny-pinching when it comes to speed. This locomotive is slow

## CHALLENGER 4-6-6-4



- Top speed: 60 MPH
- Cost: \$350,000
- Annual maintenance: \$26,000
- Reliability: Good
- Passenger appeal: Acceptable
- Comments: This train is just too darn expensive. Well, that isn't *entirely* true. If you have a mountain to cross, this is the train you want.

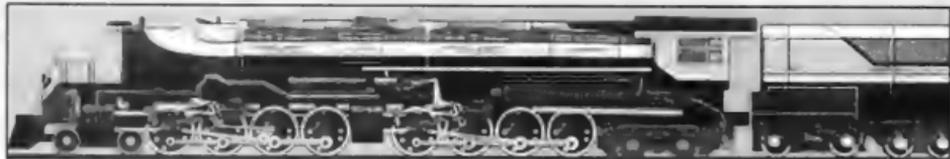


## CLASS EF66



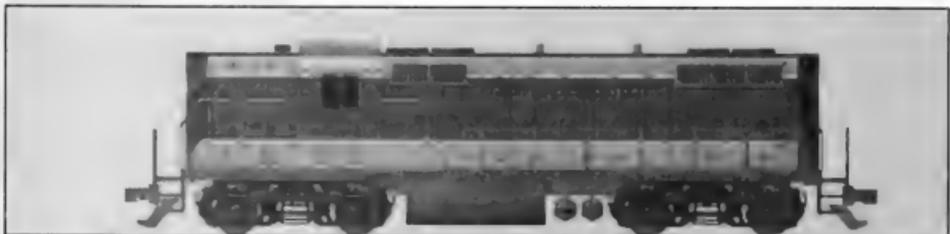
- Top speed: 75 MPH
- Cost: \$350,000
- Annual maintenance: \$9,000
- Reliability: Good
- Passenger appeal: Acceptable
- Comments: Expensive, but very reliable

## BIG BOY 4-8-8-4



- Top speed: 70 MPH
- Cost: \$400,000
- Annual maintenance: \$27,000
- Reliability: Average
- Passenger appeal: Ugly
- Comments: Yeah, it's ugly. Yeah, it's expensive. But man, can this thing haul freight.

## GP7



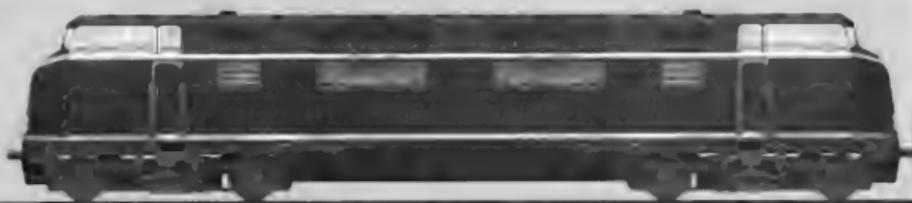
- Top speed: 71 MPH
- Cost: \$200,000
- Annual maintenance: \$10,000
- Reliability: Good
- Passenger appeal: Ugly
- Comments: It's not pretty, but it's reliable, pretty good over the mountains, and doesn't cost much.

## CLASS 9100



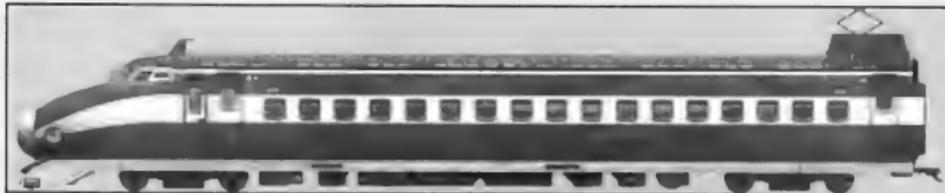
- Top speed: 87 MPH
- Cost: \$440,000
- Annual maintenance: \$12,000
- Reliability: Above average
- Passenger appeal: Acceptable
- Comments: Solid electric tram. Expensive, but its reliability will pay off in the long run.

## V200



- Top speed: 87 MPH
- Cost: \$400,000
- Annual maintenance: \$25,000
- Reliability: Average
- Passenger appeal: Acceptable
- Comments: Nothing spectacular. Strong but not too speedy.

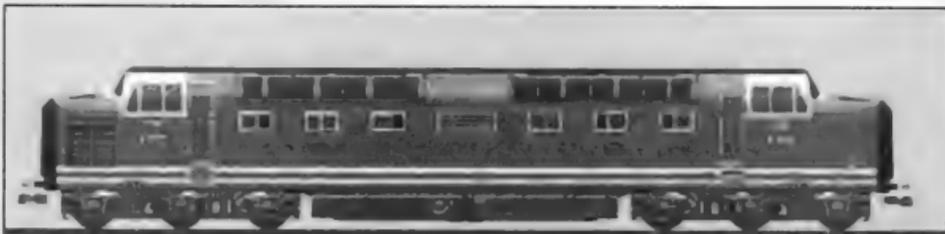
## SHINKANSEN SERIES 0



- Top speed: 130 MPH
- Cost: \$800,000
- Annual maintenance: \$8,000
- Reliability: Above average
- Passenger appeal: Ultra cool
- Comments: This is very expensive. On the other hand, it's also very fast. If you can afford it, buy it.

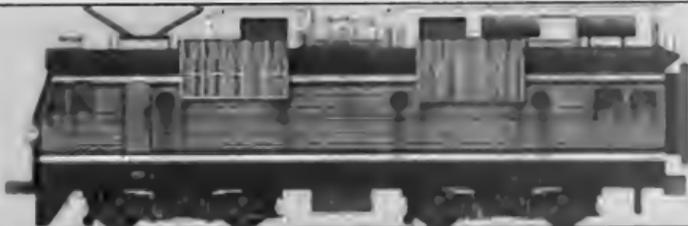


## C55 DELTIC



- Top speed: 100 MPH
- Cost: \$400,000
- Annual maintenance: \$15,000
- Reliability: Average
- Passenger appeal: Acceptable
- Comments: Fast train that runs the mountains well. Not nearly as expensive as the Shinkansen.

## VL80/T



- Top speed: 68 MPH
- Cost: \$350,000
- Annual maintenance: \$17,000
- Reliability: Outstanding
- Passenger appeal: Acceptable
- Comments: Although this is expensive for such a slow train, its reliability will save you a lot of money in the long run.

## FP45



- Top speed: 100 MPH
- Cost: \$420,000
- Annual maintenance: \$18,000
- Reliability: Average
- Passenger appeal: Acceptable
- Comments: Good train. Fast, reliable, and not too expensive. It's also pretty good over the mountains.

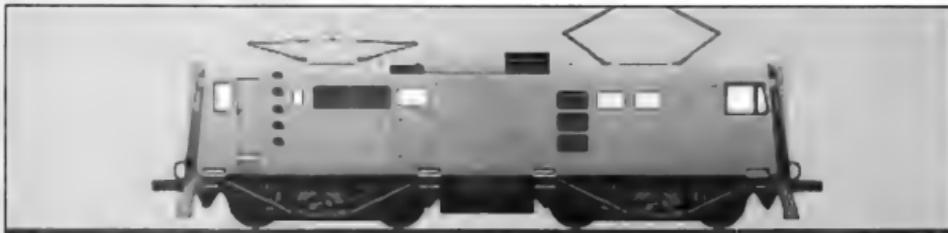
## DD40AX



- Top speed: 83 MPH
- Cost: \$800,000
- Annual maintenance: \$20,000
- Reliability: Very good
- Passenger appeal: Acceptable
- Comments: It costs a pretty penny, but it sure can climb those mountains. Great cargo train, and it doesn't do too badly with the passengers.



## CLASS 6E



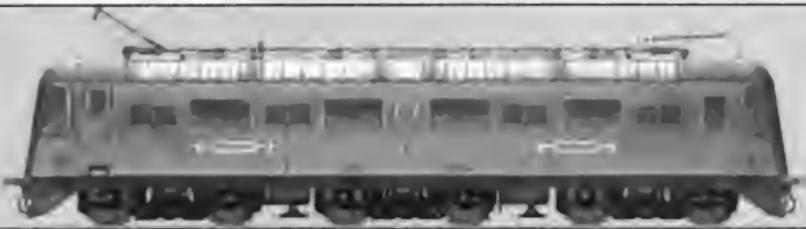
- Top speed: 70 MPH
- Cost: \$400,000
- Annual maintenance: \$22,000
- Reliability: Good
- Passenger appeal: Acceptable
- Comments: Average train. Does everything reasonably well.

## CLASS 103



- Top speed: 125 MPH
- Cost: \$650,000
- Annual maintenance: \$15,000
- Reliability: Above average
- Passenger appeal: Looks sharp
- Comments: Super deal. Buy this engine as soon as you can. It's fast, it's powerful, and the passengers love it. And hey, it's only \$650,000.

## RE 6/6



- Top speed: 87 MPH
- Cost: \$300,000
- Annual maintenance: \$21,000
- Reliability: Good
- Passenger appeal: Acceptable
- Comments: Nice, low-priced train. It hauls passengers as well as cargo.

## E60CP



- Top speed: 85 MPH
- Cost: \$450,000
- Annual maintenance: \$18,000
- Reliability: Good
- Passenger appeal: Acceptable
- Comments: Reliable. It doesn't do anything *exceptionally* well, but it does everything *fairly* well.

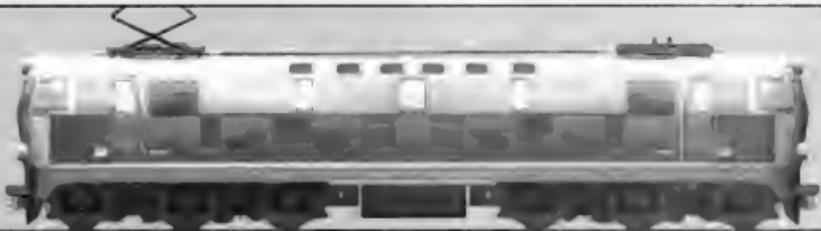


## CLASS 132



- Top speed: 75 MPH
- Cost: \$200,000
- Annual maintenance: \$15,000
- Reliability: Very good
- Passenger appeal: Ugly
- Comments: It may be ugly, but look at that price! You have to love an engine in this day and age that only costs \$200,000.

## ET22



- Top speed: 78 MPH
- Cost: \$250,000
- Annual maintenance: \$39,000
- Reliability: Very good
- Passenger appeal: Acceptable
- Comments: Not very expensive, but it has a high maintenance cost every year. Good on the hills.

## HST 125



- Top speed: 125 MPH
- Cost: \$500,000
- Annual maintenance: \$43,000
- Reliability: Above average
- Passenger appeal: Looks sharp
- Comments: Great train, but the maintenance costs will kill you.

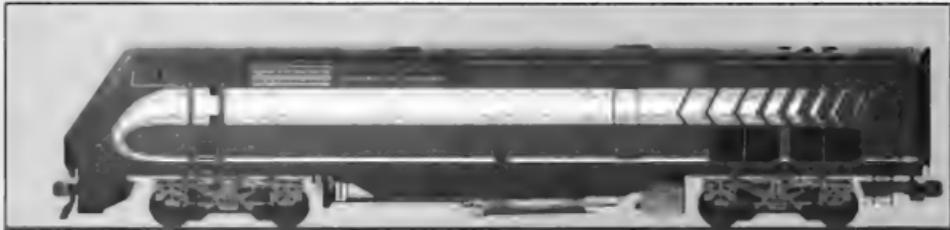
## RED DEVIL 4-8-4



- Top speed: 100 MPH
- Cost: \$400,000
- Annual maintenance: \$31,000
- Reliability: Good
- Passenger appeal: Looks sharp
- Comments: Good train with adequate speed, power to spare, and sharp looks. Yearly maintenance costs are a little high, but not too bad.

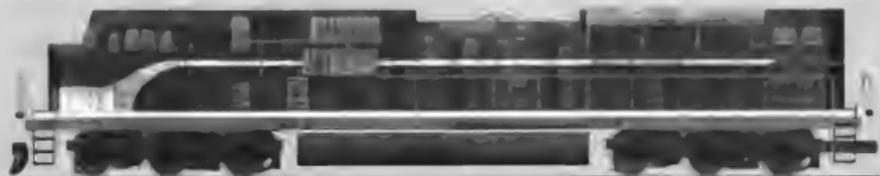


## USA 103



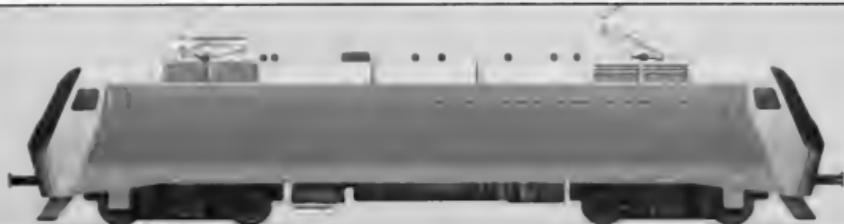
- Top speed: 103 MPH
- Cost: \$400,000
- Annual maintenance: \$20,000
- Reliability: Very good
- Passenger appeal: Looks sharp
- Comments: Very reasonable price for such a quick, good-looking train. Buy this one as soon as you can.

## NA-90D



- Top speed: 75 MPH
- Cost: \$600,000
- Annual maintenance: \$20,000
- Reliability: Very good
- Passenger appeal: Ugly
- Comments: Not a great train. It's expensive for what you get, and what you get is mediocrity.

## BRENNER E412



- Top speed: 140 MPH
- Cost: \$700,000
- Annual maintenance: \$22,000
- Reliability: Very good
- Passenger appeal: Looks sharp
- Comments: Wow, look at that speed! This is the train to buy if you want to get to somewhere quickly.

## TRANS-EURO



- Top speed: 191 MPH
- Cost: \$1,000,000
- Annual maintenance: \$25,000
- Reliability: Outstanding
- Passenger appeal: Looks sharp
- Comments: As long as you keep this train out of the mountains, it does everything well. It's fast, reliable, and a real looker. Make sure you clear the other trains off the track. If that isn't possible, give this one the highest priority.



## E-88



- Top speed: 300 MPH
- Cost: \$800,000
- Annual maintenance: \$22,000
- Reliability: Good
- Passenger appeal: Ultra cool
- Comments: Very fast, very beautiful. What more can you say?

## DD-080-X



- Top speed: 200 MPH
- Cost: \$1,200,000
- Annual maintenance: \$5,000
- Reliability: Nearly perfect
- Passenger appeal: Looks sharp
- Comments: Look at that reliability. We're not sure that the price is worth it, however.

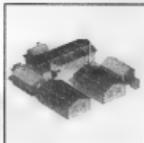


## CHAPTER FOUR

# THE INDUSTRIES IN *RAILROAD TYCOON 3*

Everyone wants to know about the trains. After all, they're sleek, fast, and sexy. Well, they're *kinda* sexy, in a heavy-metal sort of way. Anyway, you know what we mean. The trains are the stars of the show. But also important to *Railroad Tycoon 3* are the industries that produce and consume the goods that the trains carry. Let's take a look at them.

### BARRACKS



- Ships to: Nothing
- Receives from: Munitions Factory, Distillery, Brewery, Weapons Factory
- Comments: Sometimes the centerpiece of a scenario. Towns with troops love alcohol.

### WEAPONS FACTORY



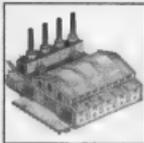
- Ships to: Military Depot, Barracks
- Receives from: Iron Mine (before 1876), Steel Mill, Tire Farm
- Comments: Good industry. Three inputs and two outputs equal a lot of possibilities.

### AUTO PLANT



- Ships to: Housing
- Receives from: Tire Factory, Steel Mill
- Comments: Anything that ships to Housing will be valuable. This has almost unlimited customers.

### TIRE FACTORY



- Ships to: Weapons Factory, Auto Plant
- Receives from: Rubber Farm
- Comments: Try to get a Rubber Farm, Tire Factory, and Weapons Factory going.

## MILITARY DEPOT

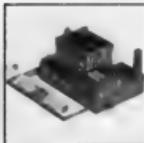
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- Ships to: Nothing
- Receives from: Munitions Factory, Weapons Factory, Oil Refinery
- Comments: Nice to have around the other military-type industries.

## MUNITIONS FACTORY

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- Ships to: Military Depot, Barracks
- Receives from: Chemical Plant, Steel Mill, Iron Mine (before 1876)
- Comments: Lots of inbound and outbound freight. This building will jumpstart any economy.

## IRON MINE

---



- Ships to: Weapons Factory, Tool and Die, and Munitions Factory (before 1876), Steel Mill
- Receives from: Nothing
- Comments: Very valuable before 1876, marginal thereafter.

## RUBBER FARM

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- Ships to: Tire Factory
- Receives from: Fertilizer Factory
- Comments: No big deal, but usually cheap. This is a good early buy.

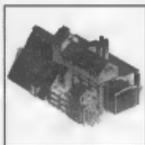
## CHEMICAL PLANT

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- Ships to: Fertilizer Factory
- Receives from: Nothing
- Comments: Fertilizer and armaments make for strange bedfellows, but such is the case here. Fertilizer feeds both the Chemical Plant and the Rubber Farm, which in turn feed Tire Factory and the Military Depot.

## FERTILIZER FACTORY



- Ships to: Fruit Orchard, Rubber Farm, Grain Farm, Sugar Farm, Rice Farm, Coffee Farm, and Corn Farm
- Receives from: Chemical Plant
- Comments: This factory has a huge number of customers. Better still, it's very cheap. Buy it on sight.

## STEEL MILL



- Ships to: Tool and Die, Weapons Factory, Auto Plant
- Receives from: Iron Mine, Coal Mine
- Comments: A major heavy industry. This is a great economy booster, but a bit expensive.

## TOOL AND DIE



- Ships to: Retail Buildings
- Receives from: Recycling Plant, Plastics Factory, Aluminum Mill, Steel Mill, Iron Mine (before 1876)
- Comments: A valuable resource, but pricey.

## ALUMINUM MILL



- Ships to: Tool and Die
- Receives from: Bauxite Mine
- Comments: Limited distribution and a high price. But look a bit deeper, and you'll find that the profits justify the expenditure.

## BAUXITE MINE



- Ships to: Aluminum Mill
- Receives from: Nothing
- Comments: Again, limited distribution, but bauxite can bring in a pretty penny.

## PLASTICS FACTORY



- Ships to: Tool and Die, Toy Factory
- Receives from: Oil Well
- Comments: Good midrange industry.

## TOY FACTORY



- Ships to: Housing
- Receives from: Plastics Factory, Recycling Plant
- Comments: Hey, it ships to the ubiquitous Housing. Enough said. Doesn't cost much to buy, and it can turn a reasonable profit.

## OIL WELL



- Ships to: Plastics Factory, Oil Refinery, Electric Plant, Housing (till 1970)
- Receives from: Nothing
- Comments: The subject of the Texas Tea scenario, the combination of Oil Wells and a Refinery can make some serious money. Look for their emergence in Texas

## ELECTRIC PLANT



- Ships to: Nothing
- Receives from: Oil Well, Coal Mine
- Comments: Middle-of-the-line profits here.

## COAL MINE



- Ships to: Electric Plant, Steel Mill, Housing (before 1910)
- Receives from: Nothing
- Comments: Before 1910, the coal mine is a very lucrative piece of land. After that, it's still profitable, but not as much.

## RETAIL BUILDINGS

---



- Ships to: Nothing
- Receives from: Tool and Die
- Comments: Not the biggest moneymaker on the map. Nevertheless, it's an integral part of the *Railroad Tycoon 3* economy and a part of most towns.

## RECYCLING PLANT

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- Ships to: Commercial Buildings, Toy Factory, Tool and Die, Housing
- Receives from: Housing
- Comments: A lucrative investment. Ships to a lot of places, receives from the ubiquitous Housing.

## COMMERCIAL BUILDINGS

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- Ships to: Nothing
- Receives from: Paper Mill, Recycling Plant
- Comments: These buildings crop up as a town/city grows.

## PAPER MILL

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- Ships to: Commercial Buildings and Housing
- Receives from: Logging Camp
- Comments: Good midrange industry. Not too expensive, not too profitable.

## LUMBER MILL

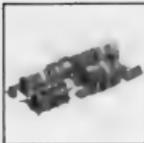
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- Ships to: Weapons Factory (before 1940), Toy Factory (until 1955), Furniture Factory, Housing
- Receives from: Logging Camp
- Comments: One of the early moneymakers. Much less profitable after the mid-1950s.

## LOGGING CAMP

---



- Ships to: Lumber Mill, Paper Mill
- Receives from: Nothing
- Comments: Midrange industry.

## FURNITURE FACTORY

---



- Ships to: Housing
- Receives from: Lumber Mill
- Comments: Logging Camp/Lumber Mill/Furniture Factory is a good triumvirate. Of course, the Furniture Factory will then ship its goods to the ever-present Housing.

## OIL REFINERY

---



- Ships to: Military Depot, Housing
- Receives from: Oil Well
- Comments: Serious money to be made here, if you can set up some Oil Well/Oil Refinery combinations.

## PORT

---



- Ships to: Scenario-defined
- Receives from: Scenario-defined
- Comments: Usually set as a trigger for victory conditions.

## WAREHOUSE

---



- Ships to: Scenario-defined
- Receives from: Scenario-defined
- Comments: Usually set as a trigger for victory conditions.

## COFFEE FARM

---



- Ships to: Housing
- Receives from: Fertilizer Plant
- Comments: Ships to Housing, and that's a plus.

## URANIUM MINE

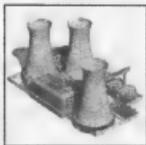
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- Ships to: Nuclear Power Plant
- Receives from: Nothing
- Comments: Limited distribution, but each carload usually pays very well.

## NUCLEAR POWER PLANT

---



- Ships to: Nothing
- Receives from: Uranium Mine
- Comments: Costs a pretty penny, but it can earn some serious cash.

## DISTILLERY

---



- Ships to: Housing, Barracks
- Receives from: Fruit Orchard, Sugar Farm
- Comments: You can make some serious bucks here.

## BAKERY

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- Ships to: Nothing
- Receives from: Sugar Farm, Grain Farm
- Comments: A real breadbasket of money.

## BREWERY

---



- Ships to: Barracks and Housing
- Receives from: Grain Farm, Rice Farm
- Comments: Both this and the distillery are an excellent source of income. In fact, anything that ships to Housing can make some serious bucks under the right circumstances.

## DAIRY PROCESSOR

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- Ships to: Housing
- Receives from: Dairy Farm
- Comments: Can make a little bit of money. It won't win the game for you, but it helps.

## MEAT PACKING PLANT

---



- Ships to: Housing
- Receives from: Cattle Farm
- Comments: We've seen these develop an almost endless appetite for cattle. By the same token, they can ship an almost endless supply of meat. We like these. They make money.

## TEXTILE MILL

---



- Ships to: Housing, Department Store
- Receives from: Cotton Farm, Sheep Farm
- Comments: Good moneymaker, especially in the scenarios in the mid-1900s.

## DEPARTMENT STORE

---



- Ships to: Nothing
- Receives from: Textile Mill
- Comments: Cities sprout these. They love to get the stuff from Textile Mills.

## COTTON FARM

---



- Ships to: Textile Mill
- Receives from: Fertilizer Plant
- Comments: Doesn't cost much, and it can earn a few bucks for you.

## CORN FARM

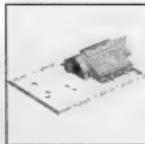
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- Ships to: Sheep, Cattle, Dairy Farms, Housing.
- Receives from: Fertilizer Plant
- Comments: This will work almost anywhere. Great for filling up a train's cars.

## SHEEP FARM

---



- Ships to: Textile Mill
- Receives from: Corn Farm
- Comments: Doesn't cost much, doesn't earn a heck of a lot.

## CATTLE FARM

---



- Ships to: Meat Packing Plant
- Receives from: Corn Farm
- Comments: For some reason, this farm *really* fills up the cars. It's a good buy.

## DAIRY FARM

---



- Ships to: Dairy Processor, Housing
- Receives from: Corn Farm
- Comments: Nice little cottage industry. Ships to a couple of places, and that always helps.

## FRUIT ORCHARD



- Ships to: Distillery, Housing
- Receives from: Fertilizer Plant
- Comments: Again, an industry that can fill up some cars.

## SUGAR FARM



- Ships to: Bakery, Distillery, Housing
- Receives from: Fertilizer Plant
- Comments: One of the best farms. Ships to three different consumers, and that's a good thing.

## GRAIN FARM

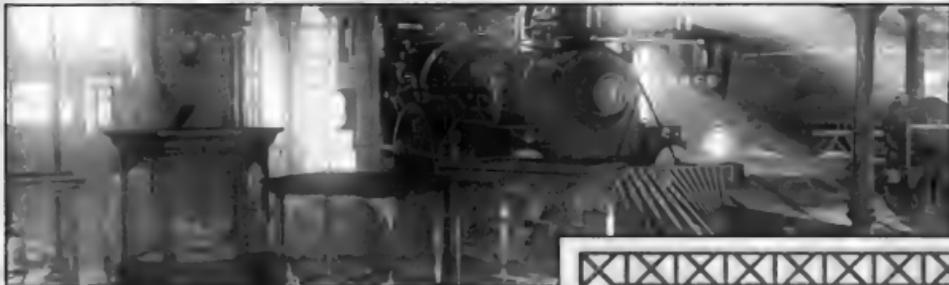


- Ships to: Brewery, Bakery, Housing
- Receives from: Fertilizer Factory
- Comments: One of the best farms. Ships to three different consumers, and that's a good thing.

## RICE FARM



- Ships to: Brewery, Housing
- Receives from: Fertilizer Factory
- Comments: Not quite as good as the Grain Farm, but still generates a solid income. Fairly cheap.





CHAPTER FIVE

**THE CAMPAIGN**

# GO WEST

This is a short but challenging campaign. The title is descriptive, but also misleading. Yes, the goal is to move west. But rather than covering the expansion of the railroad as it heads across the Great Plains, this campaign moves west through the northeastern United States.

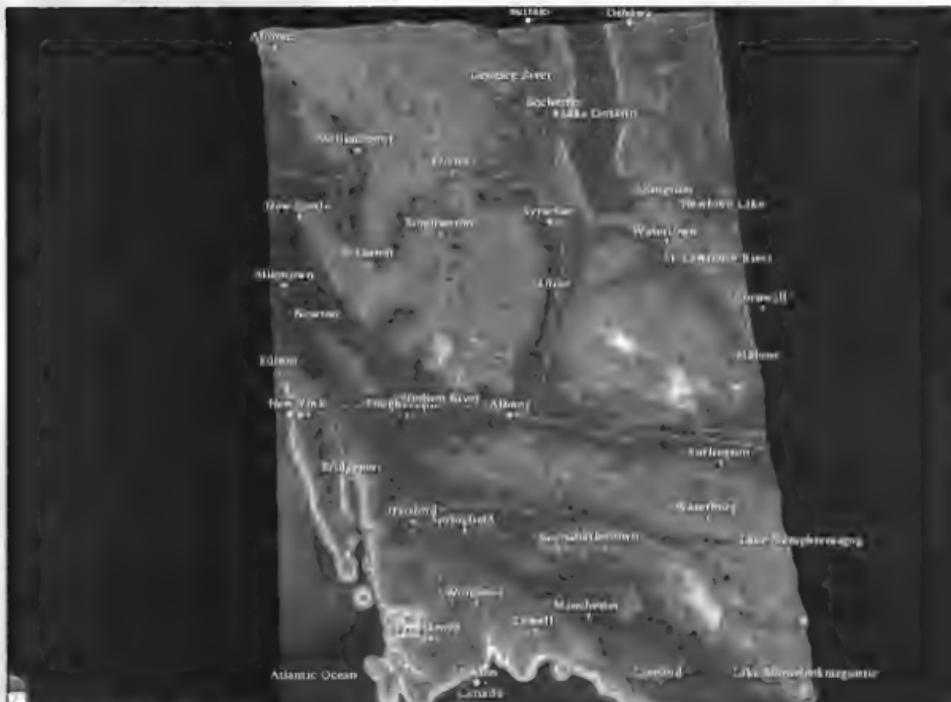
This campaign may make you feel a bit cramped. America's northeast is a hilly region, and not exactly the best terrain for railroad expansion. But you must expand if you want to win.

## START DATE

January, 1840

## LOCATION

The northeastern United States



*Those sure are a lot of hills.*

## AWARD OBJECTIVES

- **Bronze Medal:** Connect Boston to Buffalo before 1866.
- **Silver Medal:** Connect Boston to Buffalo before 1861.
- **Gold Medal:** Connect Boston to Buffalo before 1856.

## HEADING WEST

This is a deceptive scenario in more than just the title. At first blush, the victory conditions don't look too steep. Hey, all you have to do is connect a rail to Buffalo. How tough can that be? Well, as it turns out...



*Boston looks like a friendly enough place.*

The first challenge is the time period. It's 1840, and there's no such thing as a fast locomotive. The next challenge is the terrain. It's very hilly in the northeast, and hills mean two things: It's expensive to build a railroad, and the trains move slowly. On the plus side, you don't have to make a lot of money during this campaign, nor do you need to put anyone else out of business. All you need to do is connect to Buffalo as quickly as possible.



*There are a lot of hills on this map.*



Keep in mind that this is a relatively short scenario. Hence, you can issue bonds without worrying about paying them back.

## BRONZE MEDAL

- You don't have all the time in the world to win a bronze medal, but you do have enough time to be methodical. Take some time to build a couple of profitable rail lines as you expand west.
- Maximize your startup investment dollars, and then begin your railroad in Boston. Start slowly. Build a railroad to Worcester to generate income. Usually, this rail line will support a couple of trains.
- Once your finances are looking good, expand to Springfield. Build up some funds for a big push, and then expand to Albany, Utica, Syracuse, Rochester, and finally Buffalo.



*Moving toward Albany.*

### SILVER MEDAL

- This is the same premise as the bronze medal, with one major difference. You must move a bit faster and take more risks.
- Take the same route, but use bonds and stocks to fund a faster expansion. Yes, it's a bit riskier, but it's what you need to do.



Remember that laying track is cheaper when the economy is depressed. Try to make your track purchases in lean times. You might not have that much latitude, however.

- You might also want to take the northern route instead of the southern one. Connect to Manchester, Charlestown, and up to Malone on the St. Lawrence River. From there, follow the river down to Lake Ontario, and trace the lake's southern shore to Buffalo.



*The shores of Lake Ontario.*

## **GOLD MEDAL**

- You'll really need to move fast if you want to win the gold medal. Operate on the edge. You don't have time to amass profits or worry about your board of directors. All you want to do is make it to Buffalo by 1856.



Remember that all your track must be connected. You must run one continuous line. Hence, there's no jumping from one profitable area to the next. We've found that it works best to run east to west.

- As always, start in Boston. Immediately lay a track to New York, via Providence and Bridgeport, and place two or three trains on it. Have one train take the express route from Boston to New York, and direct the others to stop at all the little towns in-between.
- As soon as you have the cash to fund the railroad, move north into Poughkeepsie and then to Albany. Pause, catch your breath, and accumulate some money for the final push.



Don't forget to issue bonds and sell stock to help with your cash flow. Also, remember to make enough money to keep from getting fired. If you lose your job, you lose the game.

- Finally, head west from Albany and connect Syracuse (bypassing Utica), Rochester, and then Buffalo. Do this before 1856 and you win.



*Issue those bonds!*



# GERMANTOWN U.S.A.

This is another scenario where you connect one city to another. In this case, you must connect St. Louis to Cleveland in 30 years to get a bronze medal. The silver and gold medals are a bit tougher to get.

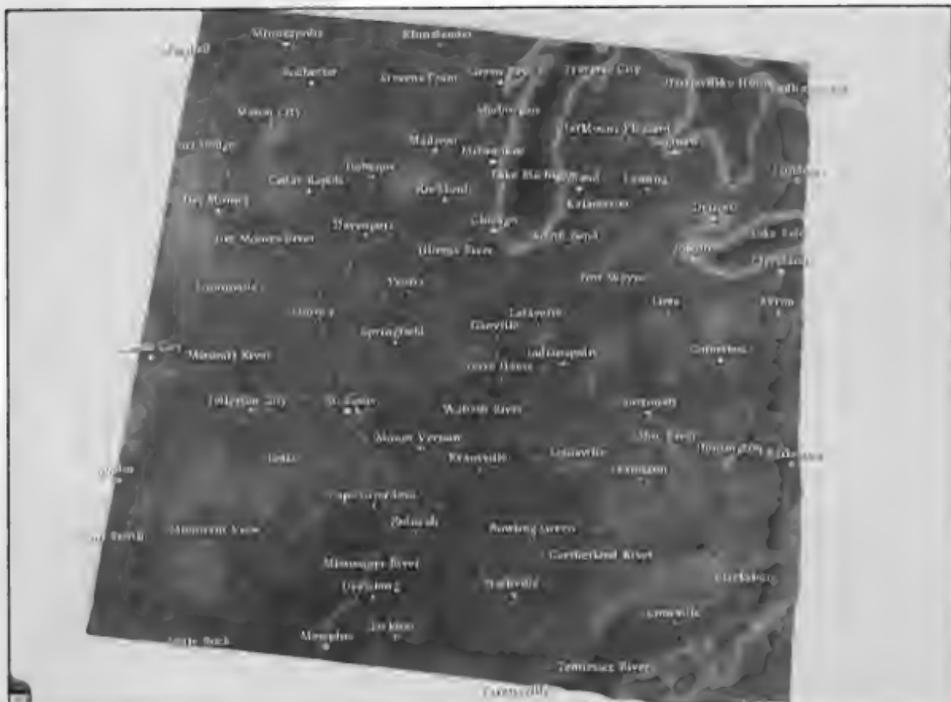
Nevertheless, the scenario isn't too hard, and it's a lot of fun. The land is relatively flat, and the rivers aren't too daggone close together. So let's board that old steam engine and expand the west a bit.

## START DATE

January, 1850

## LOCATION

Eastern Midwest United States



*St. Louis to Cleveland.*

## AWARD OBJECTIVES

- **Bronze Medal:** Connect St. Louis to Cleveland, and have a company book value of \$10 million before 1880.
- **Silver Medal:** Connect St. Louis to Cleveland, and have a company book value of \$25 million before 1880. Earn at least \$5 million from industry profits.
- **Gold Medal:** Connect St. Louis to Cleveland, and have a company book value of \$25 million before 1880. Earn at least \$5 million from industry profits. Drive all the other railroads out of business.

## BRINGING ST. LOUIS TO CLEVELAND

This appears to be a straightforward scenario, and it is. After all, connecting a couple of cities can't be that hard, right?

Well, you found out in the Go West scenario how hard it can be. *Really* hard.



*It's good railroading land. This shouldn't be too tough, should it?*

Bonds won't be an issue (so to speak). The scenario lasts 30 years. Wait for a year, and then you can issue bonds that you'll never need to repay. (If only the real world was so forgiving.)

The good news is that unlike the Go West scenario, you don't need to keep your railroads connected. This enables you to connect lucrative markets first, and then connect to St. Louis and Cleveland later. On the other hand, there aren't a lot of lucrative markets to connect to. But connect to them you will.



*These aren't exactly boomtowns.*

Remember that a market's lucrative factor frequently increases as a function of the market's distance from its destination. This isn't always the case, but it seems to be on this map.



Keep in mind that simple buildings such as hotels, taverns, restaurants, and post offices can add to your income significantly. Of these buildings, the post office may be the greatest benefit. It greatly increases the amount of mail that you haul, and this in turn increases your income.

## BRONZE MEDAL

- Connecting St. Louis to Cleveland in 30 years is very doable. Of course, that's only one of the pre-conditions for a bronze medal. You must also have a company book value of over \$10 million.
- Start with a simple connection from St. Louis to Mount Vernon. Put a train on it, and then expand to Evansville. Place post offices in all three cities and a motel in Mount Vernon.
- Remember to maximize your startup investment dollars. After a year or two, issue all the bonds that you can. You'll never have to pay them back.
- After you've accumulated a bit of money, begin your expansion toward Cleveland. We suggest connecting Louisville, Indianapolis, Fort Wayne, and Toledo. You should be able to connect to Cleveland by 1865 or '86. Once you do that, design several long-distance lines to rake in the money that you'll need to earn your bronze medal.



*Moving towards Cleveland.*

## SILVER MEDAL

- You must accomplish all the bronze medal goals, and then some. One way to do it is to move a bit quicker. The faster you get to Cleveland, the sooner you can focus on making money instead of laying track. Not that the two things are mutually exclusive.
- Once again, begin in St. Louis, but take more risks when expanding your line. Remember that you want to get to Cleveland more quickly.

Remember that laying track is cheaper when the economy is depressed. Try to make your track purchases in lean times. You may not have that much latitude, however.

- Consider buying some industries. You'll need to do this anyway if you hope to go for the gold. The right industry in the right place can propel you toward a silver medal, and it can also earn big bucks that will help in your railroad expansion.



*Industry is a good thing.*

## **GOLD MEDAL**

- As with the silver medal, you need to connect to Cleveland as fast as you can. This time, in addition to amassing wealth, you must also drive the other companies out of business.
- As you did before, start in St. Louis and gradually work your way east.
- Once you've connected to Cleveland, focus on making those lucrative long hauls. One of our favorite routes is the Cleveland/Indianapolis/St. Louis line. That can generate as much as \$500 per round trip.

Ensure that you're hauling all the cargo that your cities have to offer. Click on the View Stations button. If your stations have freight available for loading, you can probably add another train to the route that includes the station.



*The View Stations button.*

- You'll also need to build some industries to win this scenario. Breweries and distilleries work well in St. Louis and Cleveland. A munitions factory or tool and die might also work, wherever there's an iron mine. In general, place the industries near the resources they need, and near your own railroads.
- Remember that you need to be the last company standing. Start buying competitors' stock early, and even buy industries near their railroads. Another tactic is to dump their stock on the market, devaluing it.



*Buy up your competitors' stock and take them over!*



# CENTRAL PACIFIC



This is the type of railroad stuff that you've read about. We've all heard of the great expansion across the plains, as the railroads connected our coasts. Well, this is the scenario that lets you relive those times.

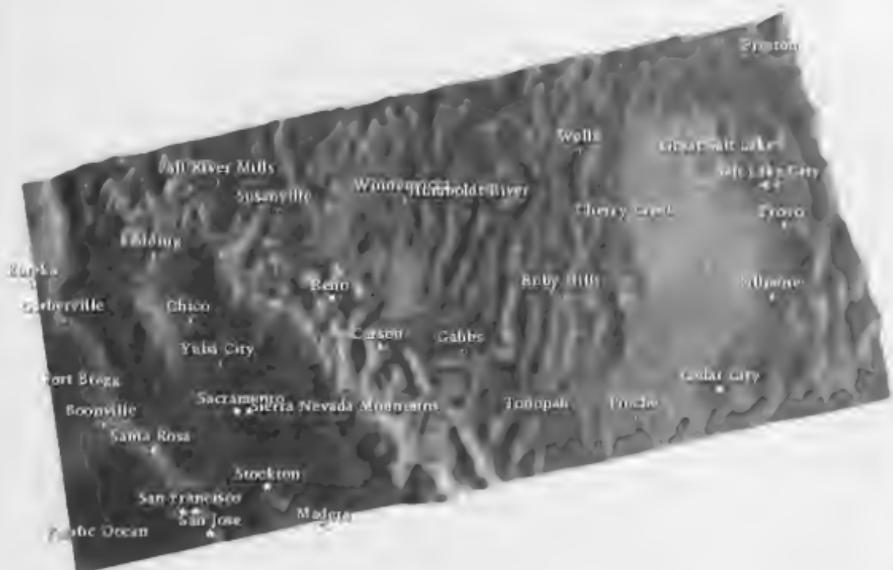
It's a straightforward scenario, with a couple of twists. You must connect two cities. You've done that before. But the twists are track limitations and an inability to buy or sell stock.

## START DATE

January, 1855

## LOCATION

Western United States



*The west coast.*

## AWARD OBJECTIVES

- **Bronze Medal:** Connect Sacramento, California with Salt Lake City, Utah before 1876
- **Silver Medal:** Connect Sacramento, California with Salt Lake City, Utah before 1876. Have a company value of \$10 million.
- **Gold Medal:** Connect Sacramento, California with Salt Lake City, Utah before 1876. Have a company value of \$10 million. Move 10 earloads of troops between Sacramento, California and Salt Lake City, Utah before 1976. The troops won't appear until the cities are connected.

## SPECIAL CONDITIONS

- You have a limited amount of track. To start, you'll be given 800 miles. At the beginning of each year, you'll earn an additional 100 miles.
- You cannot resign or be removed from the chairmanship of your company.
- Track must connect to existing track.
- You can't buy or sell stock.

## CONNECTING THE COASTS

Once again, you're in the city-connecting business, which is both fun and enjoyable. In this case, however, some new challenges have been thrown your way.



*Start at Salt Lake City.*



As in the other scenarios, bonds won't be a problem. The scenario lasts less than 30 years, so you'll never need to repay these bonds.

The main challenge is the lack of track. You receive 500 miles of track at the start of the game, and you get another 100 miles each year. This simulates the difficulty of hauling construction materials to the west. Additionally, all your track must connect to other track, and you may not buy or sell stock.



*No stock dealing in this scenario.*

Although those restrictions sound tough, they aren't really that bad. If you lay track prudently, you'll have plenty. And the stock isn't an issue. There's plenty of money to be made hauling cargo. Why worry about the stock market?



As always, remember that simple buildings such as hotels, taverns, restaurants, and post offices can add to your income significantly. Of these buildings, the post office may be the greatest benefit. It greatly increases the amount of mail that you haul, and this in turn increases your income.

## BRONZE MEDAL

- It's best to start on the eastern half of the map and then head west. The logic is simple. It's going to cost you some bucks to cross the Rocky Mountains, and you don't have enough money at the game's start.
- Accordingly, place your first station in Salt Lake City, and then head south to Provo and to Filmore. Make sure you place a post office in each city.
- After you've accumulated a bit of money, begin heading west. Connect first to Cedar City, and then to Pioche and Tonopah. Look at your stations. Provo has a lot of cargo waiting to be hauled. Set up a route straight from Provo to Tonopah.
- Build cash for a couple of years. Once you have a bit over \$1 million, head over the Rockies. Hook up to Sacramento, and you win.



*Bridging the Rockies.*

## SILVER MEDAL

- Milk the Provo-to-Tonopah line. Add as many trains as the line will take. In fact, you may want to upgrade as much of your line to double track as possible.



You don't need to bulldoze single track to lay double track. Just select double track and lay it right over the single track.

- Remember that laying track is cheaper when the economy is depressed. Try to make your track purchases in lean times. You may not have that much latitude, however.
- Buy a profitable industry in a town that's serviced by your railroad. The sooner you buy the industry, the more years it will make money for you.



*Double that track!*

## **GOLD MEDAL**

- Take chances. Connect to Sacramento as quickly as possible.
- Double the track on the profitable routes. Don't buy industries. You'll need the liquidity to continue your rapid expansion.
- Hook up to San Francisco. You'll need to be there by 1870 to haul the 10 earloads of troops.



Make sure that you hook up to the southern side of San Francisco. When you put down your station, be sure that its area of coverage includes the barracks, which are south of the Bay.



*The barracks.*

- Set up direct train routes from San Francisco to Salt Lake City. You'll want a minimum of two trains on these routes.

**Make sure you set these trains' priority to high. That will give them priority over the other trains on the track and hasten their delivery of troops.**



*The troops head east!*

# TEXAS TEA

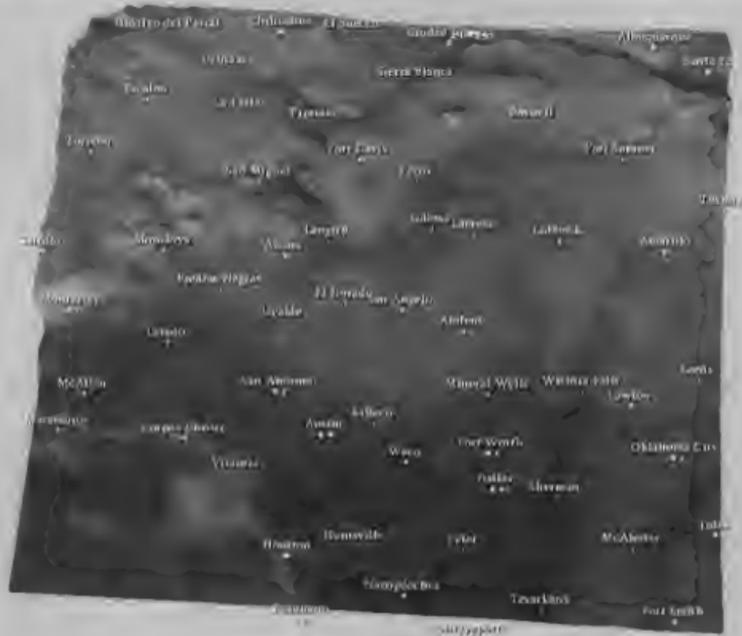
Like the men say, it's big, it's dry, and it's yours. In this game, the vast lands of Texas are begging for a well-planned transit system. Texas still has many resources that have yet to be discovered, and tapping those resources is the key to success. Who holds that key? That's right, the key master is none other than yourself. You must exploit the riches of this land to walk away the richest rail baron in Lubbock.

## START DATE

January, 1888

## LOCATION

The great state of Texas



*It's a dry, dusty land.*

## AWARD OBJECTIVES

In 30 years you have to do the following:

- **Bronze Medal:** Accumulate \$30 million in company cash and haul 50 loads of oil.
- **Silver Medal:** Accumulate \$30 million in company cash, haul 50 loads of oil, and haul at least 30 loads of coffee from Mexico to the United States.
- **Gold Medal:** Accumulate \$30 million in company cash, haul 50 loads of oil, haul at least 30 loads of coffee from Mexico to the United States, and achieve \$30 million in personal net worth.

## RIDING THOSE RAILS

This isn't a particularly difficult scenario, but you must apply the basic strategies you learned in previous chapters. Start by immediately pausing the game. One of the best places to begin your economic conquest of Texas is in the streets of San Antonio.



*The budding town of San Antonio.*

San Antonio begins as a two-star town, which is a good size for the start of a scenario. Nearby Austin is a one-and-a-half-star town and the future capital of Texas. Build your first rail line between these two cities, and then build another between San Antonio and the port city of Corpus Christi.

Slap down a Duke class train on each rail line, and watch as your money begins to pile up. Make no mistake, the Duke is a bit pricey, but it's fairly reliable and the Texans love the look. That love will pay off when Austin becomes the apple of the Texan's eye, and hauling passengers will generate a significant income.



Don't forget to hammer together a couple of Service Towers. Put one on each rail line. While you're at it, you may want to place a Service Tower near San Antonio. That will be your railroad hub in the early to middle stages of the game.

### BRONZE MEDAL

- Do everything in your power to maximize the revenue generated by your trains. Eventually, this will lead to the \$30 million in accumulated wealth you need.
- Push your territory into the central part of Texas. There you'll find the 50 loads of oil you need. Remember to keep your trains in good repair. You can't afford a lot of breakdowns.



*Go west, young man!*

### SILVER MEDAL

- Immediately issue a bond. Use the extra money to open a third rail line to McAllen in southern Texas. This will get those loads of coffee coming in quickly. Again, don't forget to build service stations along your lines.
- Upgrade to the Eight-Wheeler as soon as it becomes available. Its extra speed will help you move your cargo quicker and increase your profits.
- Make sure to set your trains' minimum cargo to at least one car before they leave the station. You don't want those trains pulling air.



*Pulling air.*

## **GOLD MEDAL**

- You'll need to do everything that's been mentioned so far, and you'll need to do it very well. Consider issuing a bond to increase your initial cash allotment.
- Try to get three routes running as soon as possible. You'll need the extra money. And make sure that all your trains leave the station with cargo in tow. No one pays for an empty train.
- Finally, you need to play the stock market adroitly. Look for investment opportunities and ways to make quick cash. San Angelo will offer \$300,000 to the first railroad company that connects to it by 1893. If you've already expanded into El Dorado, it's just a short jump over to San Angelo.
- Mind your trains, invest wisely, and expand smartly, and soon you'll be holding the cherished gold medal.

# WAR EFFORT

This is the first of several unique scenarios that ship with the game. Of course, that's one of *Railroad Tycoon 3*'s strong points—its powerful editor allowed the design team to create captivating scenarios.

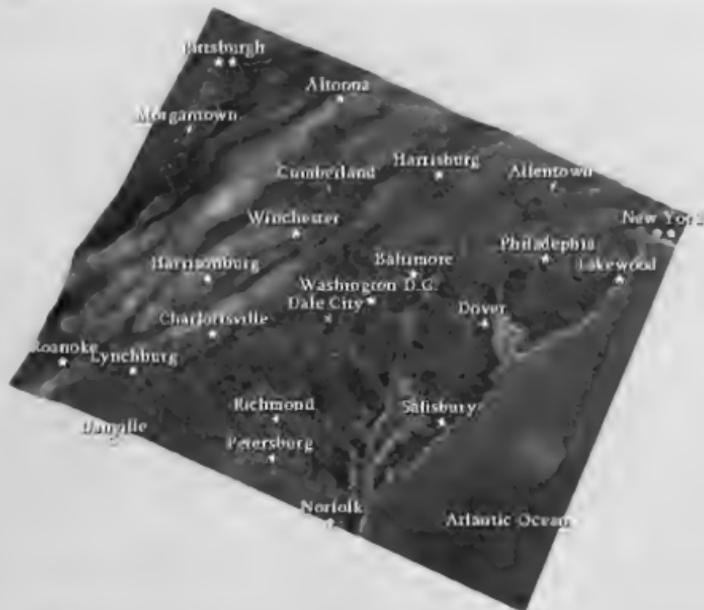
In this case, you have very little to worry about. You can't build or buy anything, nor are the stock markets an option. In fact, you don't need to make a single, solitary dollar. All you need to do is move weapons, ammunition, and diesel fuel to either New York City or Norfolk. That's the requirement for the bronze medal, at least. If you want to go for the gold, you'll also need to ship cheese, clothing, and meat. The problem is that you don't have much time to do all this shipping.

## START DATE

December 11, 1941

## LOCATION

Eastern United States



*The east coast.*

## AWARD OBJECTIVES

- **Bronze Medal:** Haul 10 loads of weapons, ammunition, and fuel to either Norfolk or New York by 6:00 AM on December 15, 1941.
- **Silver Medal:** Haul 15 loads of weapons, ammunition, and fuel, and 5 loads of clothing, to either Norfolk or New York by 6:00 AM on December 15, 1941.
- **Gold Medal:** Haul 15 loads of weapons, ammunition, and fuel, and 10 loads of clothing, meat, and cheese, to either Norfolk or New York by 6:00 AM on December 15, 1941.

## SPECIAL CONDITIONS

- No financial or economic elements.
- No buying or building of any kind.
- Time progresses slowly (thank goodness).

## SUPPORTING THE WAR

Great fun here. You need not worry about anything but transporting goods. But then again, that's the challenge of the scenario. You'll need to set up your loads properly if you hope to win this one.



*Hauling the goods.*



You don't need to haul any passengers in this one. Neither are breakdowns a problem. Accordingly, don't tack dining cars or a caboose onto your train.

Job one is to choose a locomotive. The choices are the H10 steam or the EP-2 electric. The electric is faster, but that really isn't an issue. Neither train gets above 40 MPH on their routes, so there's plenty of power to spare. It's really a case of whether you want to start in Norfolk (steam) or New York (electric). We choose electric because New York is slightly closer to Pittsburgh.



*Take the EP-2.*

Job two is to study the map. To accomplish this mission, you'll need to be efficient. This means minimal backtracking. You need to know where your goals are and how to get them where you're going. The primary stockpile of goods is located at Pittsburgh, so that's a key city. In the south, Richmond, Dale City, and Washington are important.



*Pittsburgh is key.*

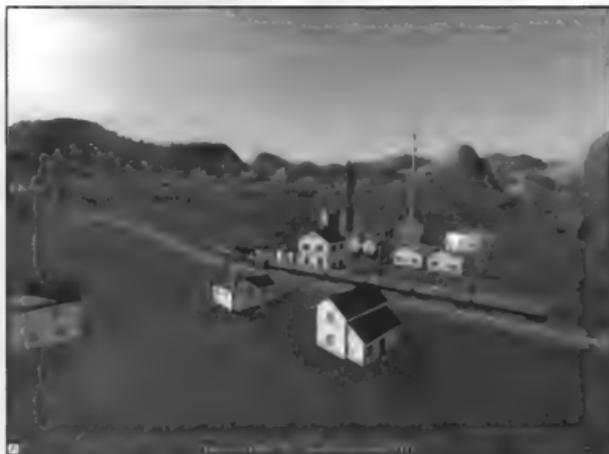
Keep in mind that you'll need to run the longest routes first. This gives you more options once time gets short. There's nothing worse than discovering you need two loads of ammunition and it's all the way out in Pittsburgh.



The View Stations button is one of the best ways to keep track of where the cargo is. Click this button and then double-click on any station to see what it offers.

### BRONZE MEDAL

- Not too tough. We recommend starting with the EP-2 Bi-Polar. Make the first two runs from Pittsburgh to New York. This will fill up your coffers of weapons and ammunition.
- After a couple of runs, you'll be offered another train. We recommend that you take the Pacific, located near Charlottesville. If you went against the grain and selected the H10 out of Norfolk to start the scenario, take the Northern now. It's out of Pittsburgh.
- Use the Pacific out of Charlottesville to pick up the waiting cargo in Washington, Richmond, and Dale City. Head to Norfolk and dump it off.
- By now, you'll be okay on weapons and ammunition. There's plenty of diesel to be had in both Danville and Salisbury. Pick it up, get back to port, and you have the bronze.



*Picking up diesel.*

### SILVER MEDAL

- Again, we recommend that you choose the EP-2. Run your routes as you did before.



Remember, use the View Stations screen to keep abreast of where the stuff is. To get the silver, you need to add some clothes to your shopping list.



Once you've reached the bronze requirement, you're offered a speed upgrade to your trains, or a new train near Harrisburg. Take the new train. You need to move a lot of cargo in a short time.

- Use the Harrisonburg train to haul ammunition to Lynchburg, pick up five loads of clothes there, and bring them to Norfolk. Use your other two trains to fill out your munitions needs, and you have a silver medal.



*Headed to Lynchburg.*

### **GOLD MEDAL**

- Start with the EP-2. Haul two loads from Pittsburgh, and then take the Pacific train that's offered to you in the south.
- Continue to haul the munitions and fuel from the outlying stations. You should have a bronze by the beginning of the third day.



Once you've reached the bronze requirement, you're offered a speed upgrade to your trains, or a new train near Harrisburg. Take the new train. You need to move a lot of cargo in a short time.



*The new train.*

- Use the new train to move clothing, cheese, and meat through Virginia. Use the EP-2 in the north to gather meat from Philly and fulfill your additional munitions requirements.
- The Pacific 4-6-2, which is located in the south, should be sent on short runs to gather any goods that have slipped through the cracks. Work smart, and the gold will be yours.



*Headed toward Norfolk with the goods!*

# THE UNIFICATION OF GERMANY

In this scenario, you aren't worried about cities so much as states. You'll need to connect quite a number of cities, but winning the game means connecting the city-states of what will soon be known as Germany.

## START DATE

January, 1848

## LOCATION

What will soon be known as Germany



Germany.

## AWARD OBJECTIVES

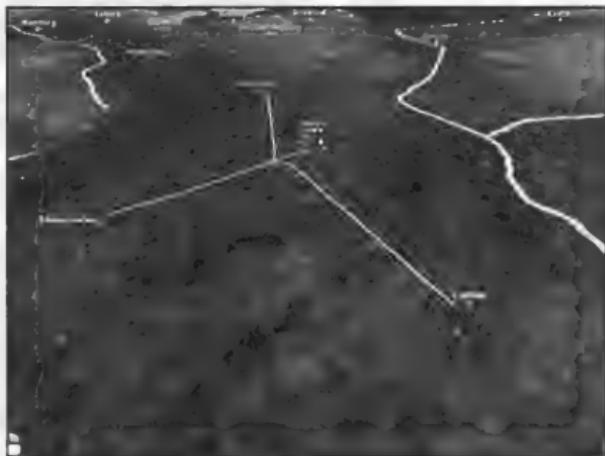
- **Bronze Medal:** In 30 years, connect seven German states.
- **Silver Medal:** In 30 years, connect 10 German states and have a personal net worth of 8 million.
- **Gold Medal:** In 25 years, connect 13 German states and have a personal net worth of 15 million

## SPECIAL CONDITIONS

- All German states begin with a G—"Name".
- You may not start multiple companies.
- You may not build unconnected track.

## BUILDING GERMANY

This scenario is challenging, but fun. You must do a lot of connecting, but you're an old hand at that by now.



*Connecting the dots.*



You must connect cities to win, and you have to do it profitably to win *big*.

First, choose where you want to start. The options are

- Prussia
- Hannover
- Bavaria

We recommend that you start in Prussia. It's the largest of the territories. Yeah, it has the biggest overhead, but it also has the most potential for wealth. We think it pans out the best in the long run.



*Take Prussia.*

Although we recommend Prussia, we understand that you might not want to go that route. Hence, our comments can apply to just about any route that you choose.

## **BRONZE MEDAL**

- Take two cities that are fairly large and close to each other, such as Berlin and Neuruppin. Lay track, start a route, and begin hauling in the cash.

Need we mention the bond issue? It's a great way to get some extra money when you start the scenario. In this case, however, you may want to pay it back if you're going for anything but the bronze.

- Build slowly. Remember to lay track during the depressed years, and then make money during the years of prosperity. Don't keep too much money in your coffers. Put that money to work.
- Expand north and west. Move first into Mecklenburg-Schwerin, then to Holstein, and then to Hannover and Oldenburg. After you've connected these states, move south through central Germany, connecting states as you go. Soon you'll have enough states for your bronze.



*Running through Germany.*

### **SILVER MEDAL**

- Again, we recommend that you choose Prussia.
- You'll need to expand a little more quickly this time. One way is to place double track between the first two cities that you choose. This will seriously ramp up your profits, if you've chosen the correct cities.



Take a minute to view your stations, or just look over the cities that you're considering expanding to. Try to set up win-win combinations where the cities you move into want cargo that you're already carrying.



*The expansion.*

- Make sure to pay back your bonds. You don't want them weighing down your personal wealth.

## **GOLD MEDAL**

- Begin as before. To win the gold, you must worry about not only your track, but every single penny that you spend. That worrying starts now. Be careful where you lay your track.
- Use the money that you get from bonds to expand early. Again, we suggest running double tracks and multiple trains on your first line. This will increase profits quickly.



Use some of your initial bond issue money to buy up competitors' stocks. Try to pick a winning company. You don't want to drive them out of business; just rick their controls and earn enough wealth to garner a gold medal.



*Buy stocks.*

- Don't be afraid to skip cities. Yes, your track must be connected, but it doesn't need to connect to every city in Germany. Sometimes the long routes can be the most lucrative.



*Long routes can make serious bucks!*



# FLYING SCOTSMAN

Ah, the British Isles! This is our first trip to England in our *Railroad Tycoon 3* excursions. Again, we're connecting one place to another, but this scenario has thrown in a few twists. Twist number one: Not only must the cities be connected, but *well*-connected. If you want to win the silver or gold medal, your trains will need to average 12 MPH between Edinburgh and London.

## START DATE

January, 1840

## LOCATION

Great Britain



Great Britain.

## AWARD OBJECTIVES

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- **Bronze Medal:** Connect Edinburgh to London by the end of 1865.
- **Silver Medal:** Connect Edinburgh to London by the end of 1865. Also, maintain a lifetime average locomotive speed of 12 MPH or faster.
- **Gold Medal:** Connect Edinburgh to London by the end of 1865. Also, maintain a lifetime average locomotive speed of 12 MPH or faster. Be in charge of the only railway by 1865.

## SPECIAL CONDITIONS

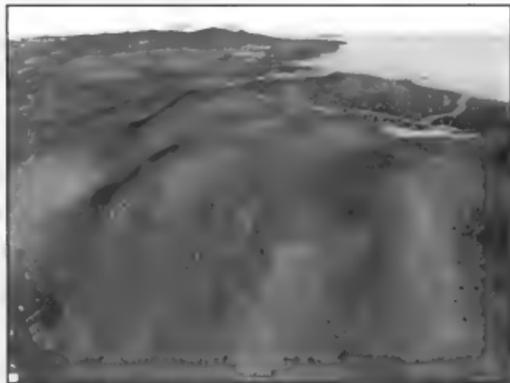
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- Players may start only one company.

## THE FLYING SCOTSMAN

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As the song says, "We have a long way to go and a short time to get there." But we can do it. In our favor is reasonable railroading terrain. There are hills south of Edinburgh, but otherwise, laying the track won't be too tough or expensive.



*There are hills south of Edinburgh.*



As you know, you should try to lay your track when the economy is depressed. Now, this won't be possible at the beginning of this scenario because you need to get going right away. But whenever possible, make money in the boom times and lay track during the depressions.

The trick in this Flying Scotsman scenario is to connect enough cities to turn a profit, but not enough to slow down your rail lines too much. We think taking the eastern route to London is the best way to do this, for two reasons:

- It's the most direct route. London is almost straight south from Edinburgh. The more direct the route, the less track you need to lay.
- It's just the right number of cities. There are enough cities to make a profit, but not so many that your trains will be slower than the 12 MPH average needed for the silver.

Another way to increase train speed is to build an express route and place a fast train on it, such as the Firefly 2-2-2. Remember, the 12 MPH speed requirement is an average of *all* your trains. An express train or two can really ramp this up.



*Express routes are good.*

Besides these considerations, this is a very straightforward scenario. Build south, keep your tracks together, turn a profit, and win the game.

### **BRONZE MEDAL**

- Start in Edinburgh and build a track south to Newcastle. Place a train on it and start turning a profit. As soon as the Firefly 2-2-2 is available, retire your original train and place the faster Firefly on the route.



Remember to lay the track as straight as possible. Any turns will slow the trains down. Although you don't need to worry about speed for the bronze medal, you'll need to hurry up for the silver or gold.

- **NEXT**, build south to Middlesbrough, Scarborough, and Kingston upon Hull. Start routes in each of those towns.



If you're running short on cash, issue bonds. You won't have to pay them back before the end of the scenario.

- Now make the big jump to London from Kingston upon Hull. This is one long piece of track, but it's easy railroading country. You should be able to lay this down with little or no problem. If you've followed our instructions, you should be hooked up to London by 1851, and the bronze medal is yours.



By the way, a famine strikes Europe in the early years of the game. You're offered the chance to haul food at a discount. Accept the opportunity. Hauling food at a 25% discount significantly increases how many carloads of goods you carry, which increases your profit.



*Hooking up to London.*

## SILVER MEDAL

- Connect your tracks as before. Once you've connected to London and you're making money, it's time to increase the average speed of your trains. There are several things you can do to increase their speed.
- Ensure that all the routes are running the fastest trains available. If you want to raise your average speed, you'll need fast trains.



You can also increase the average speed by lowering the maximum number of cars that each train is allowed to haul. But be careful, because hauling fewer cars can mean smaller profits.



*Small trains move faster.*

- **Double your tracks.** With double tracks, the trains spend less time waiting on each other and more time chugging along faster than 12 MPH. And every minute they do that, the closer you are to a silver medal.

### **GOLD MEDAL**

- You'll want to lay down your tracks as you did before. Quickly expand south. The faster you move south, the less room you'll leave for your competitors to expand.



You might want to expand west from London to Bath, and then north to Birmingham, Liverpool, Manchester, Leeds, Middlesbrough, and Edinburgh. It takes more time, but you'll earn more money and take money away from your competitors.

- **Buy your competitors' stocks early.** You can make money from *their* money. And the more money you make, the less they can make.



*Buy stocks.*

- Ensure that you own enough stock in your competitors' companies that you can attempt a merger. This is perhaps the best way to reduce the playing field to your company, which is required to earn the gold medal. Without enough shares, your merger attempt will fail.



*A failed merger!*

Of course, how much you're offering the other company affects the merger. The more money you offer, the better your chances.

# CROSSING THE ALPS

And you thought that the mountains in the United States were hard! Now *these* are some mountains. The tallest mountain range in the world, the Alps are a tough challenge for even a veteran railroader.

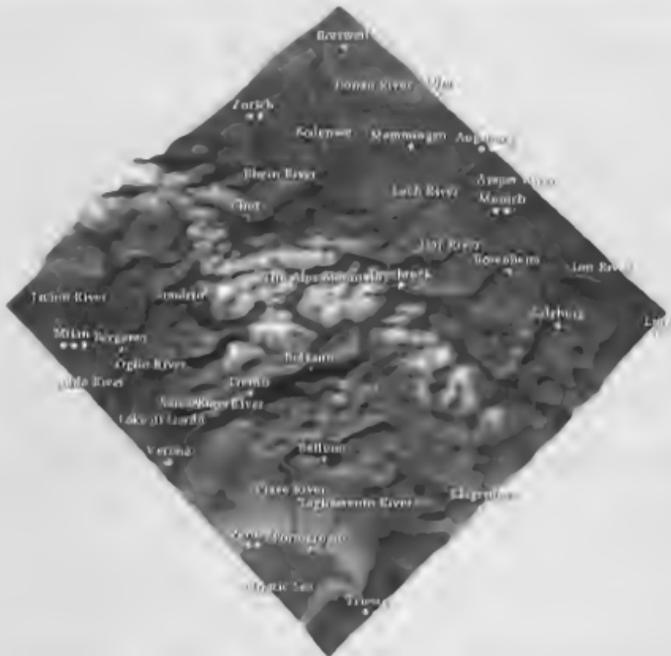
On the plus side, the start date is 1875, so you'll have access to some better locomotives. And you get 35 years to complete your chores. Of course, the downside to having 35 years is that those pesky bonds will come due, so you'll need the cash to pay them back.

## START DATE

January, 1875

## LOCATION

Europe



*The beautiful Alps.*

## AWARD OBJECTIVES

- **Bronze Medal:** Connect Milan, Italy to Zurich, Switzerland by the end of 1910
- **Silver Medal:** Connect Milan to Zurich to Munich, Germany to Venice, Italy by the end of 1910
- **Gold Medal:** Connect Milan to Zurich to Munich to Venice by the end of 1910, and haul 30 loads of weapons.

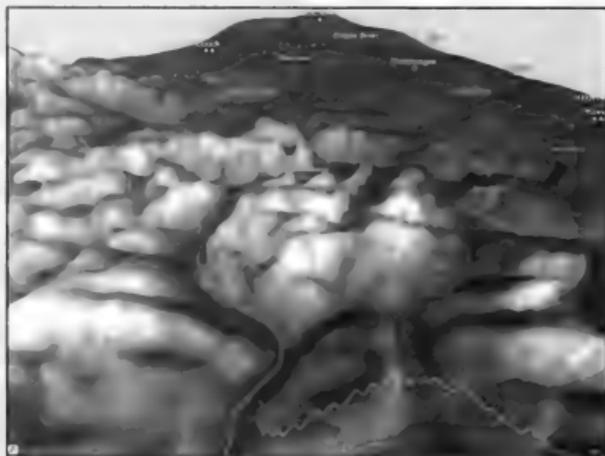
## SPECIAL CONDITIONS

- You may not lay unconnected track.

## CROSSING THE ALPS

With limited cities and lots of mountains, your options are limited. One resource that you have a lot of in this scenario is time. In the past, you've had 30 years or less to accomplish your goals. In Crossing the Alps, you get a whopping 35 years!

All kidding aside, every little bit helps and that extra time may spell the difference between victory and defeat.



*The Swiss Alps.*



In this scenario, we recommend that you check out each locomotive's grade-climbing ability on the locomotion chart that comes with the game. You don't need really fast trains to win, but you do need really good climbers.

The best way to take this scenario—at least when you're going for the bronze—is nice and easy. Advance one city at a time, build up your profits, then move on. If you do this, 35 years is plenty of time to build a railroad that crosses the Alps.

On the other hand, if you get too greedy and overextend yourself, you may just end up bankrupting your company. Slow and steady is the key to this scenario. Try to keep your trains from climbing too steeply. Follow rivers, zigzag up mountains, whatever it takes to ease the grade your trains must climb.



*Lay track by rivers.*

Another way to mitigate the mountain's effect on your train is to haul less cargo. Four cars can make it up a steep grade much easier than eight can. Then again, fewer cars make less money.

## **BRONZE MEDAL**

- Start in Milan and build a track to Bergamo. Place two trains on this track to increase profits. Watch the cash roll in.



Make sure that you place a post office in each city. This increases the mail profits. Also, place a tavern in one city and a restaurant in the other.

- Now you're ready to take your trains north. You can trace the river valley north, and then east to Sondrio. Or, if you have the money, lay your track straight north to Sondrio, digging tunnels as you go.

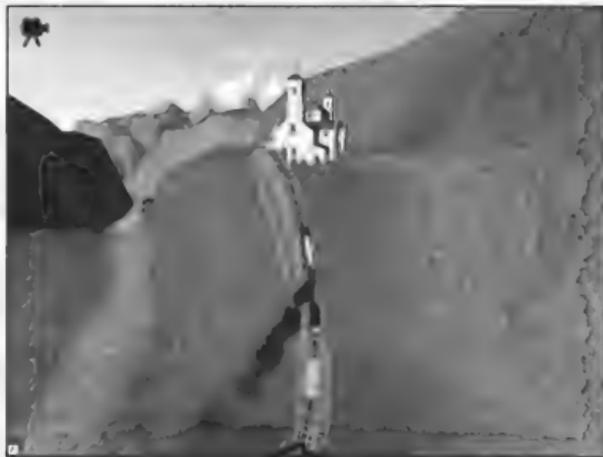


Tunnels are expensive. There are no two ways about it. Once the track is down, however, the trains are much faster because the tunnels reduce the grade.

- Put a couple of trains on the Sondrio-Bergamo route. You might want to put one on a Sondrio-Bergamo-Milan route. Also, run a track over to Verona. The Milan-Verona route can be lucrative, and you'll need the cash.



Use a *Fairlie* on the Sondrio-Bergamo route. Even with tunnels, it's a steep route and you'll need this train mountain-climbing capability.



*Headed to Sondrio.*

- Once you've accumulated a couple of million dollars, lay your track from Sondrio to Chur and then to Zurich. You should be connected by 1900, and the bronze medal will be yours.



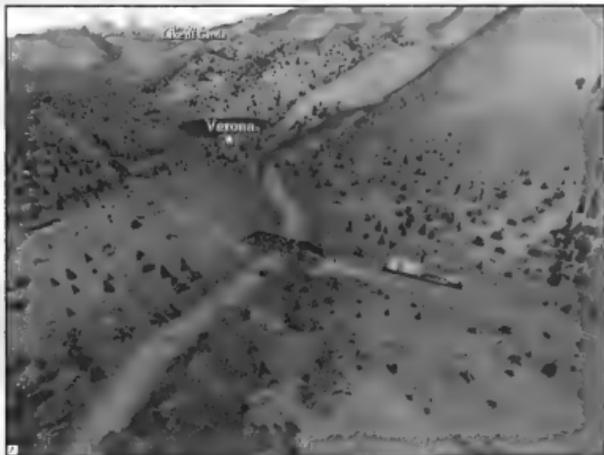
Note that engineers make several advances in railroad bridging technology during this scenario. The longer you wait to bridge the Alps, the cheaper it will be.

### SILVER MEDAL

- Actually, the silver isn't any harder than the bronze. You just go about it in a different way. You'll need to connect Venice and Munich in addition to Zurich and Milan. You can use that to your advantage, however. Start in Venice and lay track to Verona.



We recommend that you lay double track to Verona. It seems silly now, but it will pay off later.



*The fast track to Verona.*

- Once you've accumulated enough cash from the Verona run, continue the rail to Milan. Make sure that you use double rails. Once Milan is connected, place four trains on the Milan-Verona-Venice route and watch the cash roll in.
- After you've accumulated enough cash to lay rails north to Trento, Bolzano, and Innsbruck, pay the Austrian rights access fee. From Innsbruck, branch first to Munich and then to Zurich. Connect them all to win the silver.

### **GOLD MEDAL**

- Lay out the tracks as you did for the silver medal. That's part of the requirement. You still need to connect the same four cities.



To get the gold, you don't have quite as much time to play with. You need to lay that track, get across the Alps, and start hauling the weapons.

- Don't be afraid to take out all the bonds that you need, especially after the first five years. Any bonds you take out after 1880 won't need to be repaid.



*Get those bonds.*

- Try to make your connections no later than 1905. Once you've connected the four major cities, the weapons will start moving. Continue expanding, which makes it even easier to accumulate those carloads of weapons.



*The weapons start rolling.*



On any of the mountain scenarios, zoom in when laying track in the mountainous regions. This helps you see the lay of the land, which can save you some money. Up close, you can see the easy way around the obstacles.

# THE THIRD REPUBLIC

This is a straight-up moneymaking scenario. You have to connect specific cities, and there are very few limitations on how you approach the scenario. Basically, France is given to you, and you must devise a plan to make as much money as possible.

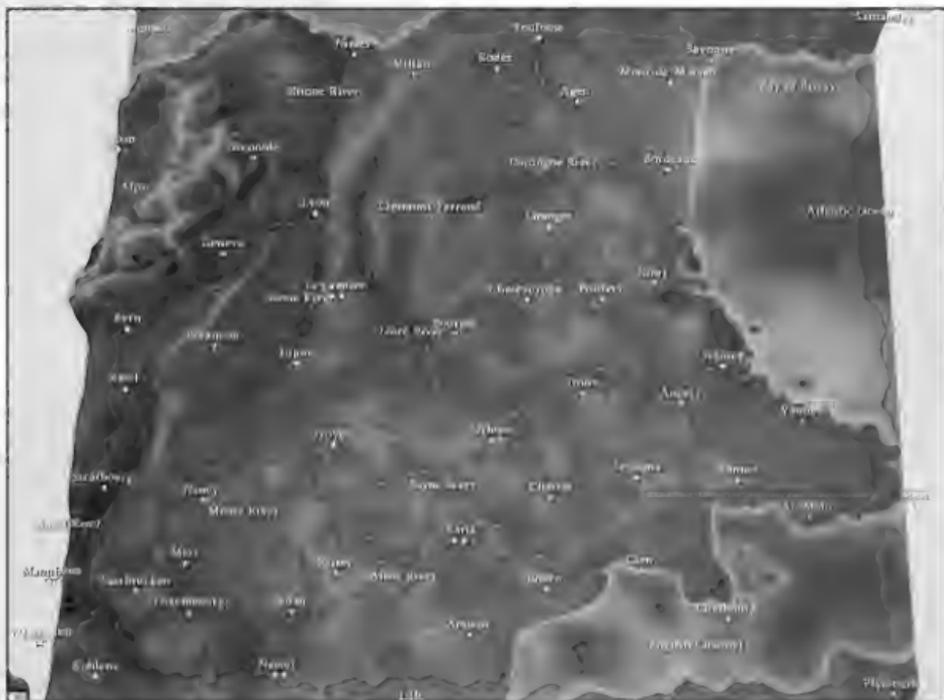
It isn't a bed of roses, however. The French economy isn't the best you've been given to work with. Nevertheless, with a bit of creativity and some hard work, you can emerge as a true railroad baron.

## START DATE

January, 1871

## LOCATION

Europe



France.

## AWARD OBJECTIVES

- **Bronze Medal:** Have a company book value of \$10 million by 1896.
- **Silver Medal:** Have a company book value of \$15 million and \$2 million in industry profits by 1896.
- **Gold Medal:** Have a company book value of \$25 million and industry profits of \$5 million, and have the highest personal net worth of all tycoons by 1896.

## SPECIAL CONDITIONS

- You cannot start multiple companies.
- You cannot merge with other companies.

## BUILDING FRANCE

This time you get to build where you want to. Remember the advice from earlier chapters, and start your rise to railroading glory in two fairly large cities that are close to each other. There are many possibilities on this map, so take your time and choose the one that suits you best. Some examples.

- Paris-Orleans
- Le Mans-Chartes
- Le Creusot-Lyon



*The Paris-Orleans line.*



We like to begin by laying double track. If you've chosen your cities wisely, you can put at least two trains on the route without depleting the city's cargo.

One other point to consider is the lay of the land. If you must bridge a couple of rivers to connect your initial cities, it's going to cost you. Look for nice, flat land when choosing your initial cities.

If you're going for the Silver Medal, you'll need to start with the industries early on. You can build or buy your own industries, or buy up the ones that are already on the map. We prefer searching for profitable industries and buying them. Yeah, it's pricey, but it's also less risky.



*Buy existing industries.*

## BRONZE MEDAL

- As we said, there are many starting opportunities. We decided to start in Paris and run our rails to Amiens.



Again, make sure that you're running double track. It's more expensive, but it will pay off when those two or three trains are zipping back and forth, hauling in the money.

- Expand quickly. Take out bonds to finance the expansion.

Never take out bonds to finance operations. This money should always be used to finance expansion. Otherwise, you're going to get into deep debt.

- Soon after the scenario starts, you're offered a choice: Take cheap coal from the United States, or stick with British fuel. The cheap coal fuel is 45% cheaper, but your locomotives will cost 25% more. We recommend that you go with the cheaper fuel. Over the course of the game, you'll spend a lot more money on fuel than on locomotives.



*Take the cheap coal.*

- Expand to Orleans, Tours, and then over to Bourges. The United States offers a loan. They'll give you \$500,000, but you must pay them back \$700,000. Take the loan. You need to expand early.
- Now connect Chateauroux-Poitiers, Niort, and Limoges. Take what you've connected, double the track, and place enough trains on it to haul the cargo. This usually takes about seven trains. Continue to expand, but at a slower rate. Build your wealth, and you'll easily amass \$10 million in 25 years.

### **SILVER MEDAL**

- The silver medal turns you into not only a rail baron, but an industrial tycoon to boot.
- Run the rails as you did for the bronze medal. We've found that this is one of the most profitable routes that you can set up. Buy industries early on. Look for the industries that are doing well, and snatch up one or two of them right away.



There's a Tool & Die in Paris and a Weapons Factory in Orleans. Both of these are good buys.



*The Paris Tool & Die.*

- Use bonds and the American loan to finance these early purchases. Remember, in order for the industries to really make money, you must buy them early.
- With the industries in hand and the track on the ground, you should have the necessary company book value of \$15 million and industry profits of \$2 million.

**GOLD MEDAL**

- Lay out the tracks as you did for the Silver Medal. This seems to be a very profitable route.



Don't be afraid to spend every penny you have at the beginning of the game. In fact, go ahead and buy bonds. Take the American loan. You need to establish yourself early. This maximizes your earning potential and minimizes how much money your competitors earn.

- Buy your competitors' stock. When they do well, you'll do well. Remember, not only must you have a company valued at \$25 million and industry profits of \$5 million, but you also must be the wealthiest tycoon in 1896.



*Expand quickly.*

- Continue to expand. Keep your eye out for profitable industries, and lay your track in such a way that it blocks your opponents.



*Buy industries.*

Increase your stock dividends toward the end of the scenario to increase your personal wealth. But watch out! If your competitors own much of your stock, it will increase their wealth as well.

# ORIENT EXPRESS

The Orient Express connects two cities, Vienna and Istanbul, that are separated by hundreds of miles. Make no mistake; it's a challenging connection. You have access rights to buy, mountains to avoid, and a profit to turn.

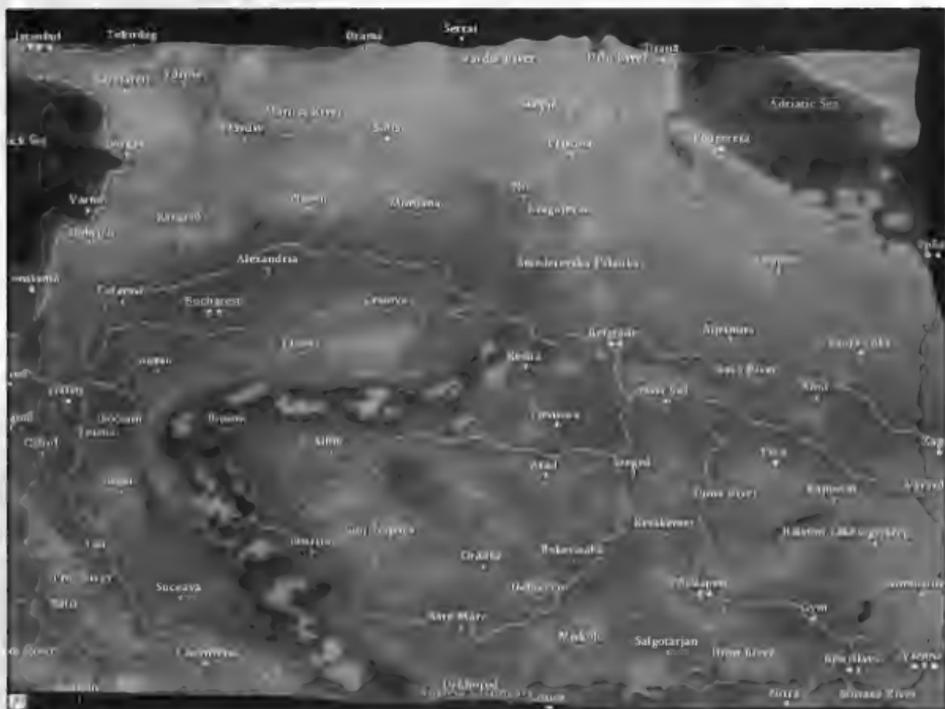
In your corner are some fast locomotives and quite a bit of time to accomplish this mission. It won't be easy, but you've been doing this for a while now. You can handle it.

## START DATE

January, 1880

## LOCATION

Orient



*The Orient Express.*

## AWARD OBJECTIVES

- **Bronze Medal:** Connect Vienna to Istanbul before 1914.
- **Silver Medal:** Connect Vienna to Istanbul and have a lifetime average express speed of 20 MPH before 1914.
- **Gold Medal:** Connect Vienna to Istanbul, have a lifetime average express speed of 30 MPH, and have a personal net worth of \$15 million before 1914.

## CONNECT THE CITIES, AND MORE

This is just another “connect the cities” scenario. But, of course, there’s so much more. For one thing, you’re going way across the map. For another, you need to move passengers quickly if you hope to win the Gold or Silver.



Vienna.



There's a bit of a secret to moving trains fast. Don't let passengers ride your slow-moving trifies. Remember that it's only the express cargo (passengers and mail) that must meet the speed requirement.

There are also mountains to cross. They run through the center of the map. Crossing them will slow any train and cost a lot of money. If you do cross them, you must watch the speed of your trains like a hawk.

As if that isn't enough, there are multiple rivers to cross, and many countries require you to secure rights to build on their land. There are a few things that work to your advantage, however. It seems that you were an entrepreneur before you became a rail baron. You can choose between several fields that will enhance your railroading.



*You have several options at your disposal.*

Finally, your competitors may actually work to your advantage. Don't be afraid to hook up to their rail lines as you trek across the continent.

## **BRONZE MEDAL**

- Start in Vienna and build a track over to Bratislava. This is a quick moneymaker. Wait a year or so while the money rolls in.



Don't wait too long. The two cities don't have enough diversity to keep the big bucks rolling in. Soon you'll need to expand your rail network.

- Expand north, first to Szombathely and then to Varazdin.



Most likely, one of your competitors has already connected Varazdin to Zagreb. So, as soon as you connect to Varazdin, you're connected to Zagreb. Sure, you have to pay a little money to the owner, but that won't keep you from winning.

- From Zagreb, head over to Brod. This can be a very lucrative route. Get ready to move into Serbia.



By now, a mysterious Serbian has approached you with a deal. If you agree to his deal, he greatly lowers the price on the access rights to Serbia. If you don't, it's 83 million.



*Into Serbia.*

- Continue through Serbia to Paslanka, Kragujevac, Nis, and Pristina in the Ottoman Empire, and work your way over to Istanbul.



Engineers make several advances in railroad bridging technology during this scenario. The longer you wait to bridge the Alps, the cheaper it will be.

### SILVER MEDAL

- Approach the Silver Medal in the same way that you approached the Bronze. Don't head straight to Istanbul from Vienna—those mountains are just too much work.
- To get the Silver Medal, you need to ramp up the speed of your trains. Not only must you connect Vienna to Istanbul, but your express trains must average 20 MPH.



One way to speed up your trains is to lay double track. This eliminates the delays as trains wait for each other.



*Double track is a good thing.*

- Another way you can accelerate your trains is to buy fast trains, and only let express cargo (passengers and mail) ride the express trains.
- Also, avoid laying track with sharp turns, which slow trains down. You can tell how fast trains will travel by the color of the track as you lay it. Green track is fast, yellow is a bit slower, and red is the slowest.

### **GOLD MEDAL**

- Now you need to connect Istanbul and Vienna, but you must have trains that average 30 MPH. In addition, you need to build a personal wealth of £15 million.
- The best way to obtain that much personal wealth is through expansion. Set up lucrative cargo routes and milk them. This will take a bit of micromanaging. Remember, you need an average of 30 MPH for passengers and mail. Accordingly, make sure that your freight routes don't carry passengers and mail.



*Keep passengers off the express routes.*

- You can also make money by investing in your competitors' stocks. Do this early, while the stock prices are still low. As you get near the end of the scenario, sell the stocks for some quick cash.



*Play the stock market.*



Last but not least, don't forget the industrial side of things. Look for promising industries, and buy them as soon as possible. The sooner you get them, the more money they earn for you over the course of the scenario.



# ARGENTINA

General Roca has put together the perfect environment. This is good railroading land, ripe for the picking. The only catch is that you need to haul a lot of cargo. On the plus side, there are plenty of cities with a fairly diverse economy. You should make enough money to fuel a rapid expansion.

## START DATE

January, 1875

## LOCATION

Argentina



Argentina.

## AWARD OBJECTIVES

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- **Bronze Medal:** Haul at least 100 loads of meat by the end of 1909.
- **Silver Medal:** Haul at least 200 loads of meat and 100 loads of wool, and earn industry profits of \$10 million or greater by the end of 1909.
- **Gold Medal:** Haul at least 350 loads of meat, 200 loads of wool, and 100 loads of grain, and earn industry profits of \$25 million or greater by the end of 1909.

## SPECIAL CONDITIONS

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- No buying and selling of stock.
- No resigning as chairman/minister.
- You cannot start more than one company.
- You cannot change the company dividend.
- You cannot declare bankruptcy.

## MOVING THE MEAT

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This is a really fun scenario. If you like laying track, running trains, and hauling cargo, it will be one of your favorites too. That's right, the stock market isn't important in this one.



*If you like running trains, this is the scenario for you.*

In truth, you'll have to do more than run trains. In fact, if you hope to win the Silver or Gold Medal, you'll have to be quite proficient in building profitable industries.

What's important is laying down profitable routes. They must be specifically profitable. You'll need to haul meat, wool, and grain if you want to get a Gold Medal.

Perhaps we should take a second to review where you'll find meat, wool, and grain, and how you can turn a profit on them. Meat comes from a cattle ranch. It goes to a meat packing plant and then on to civilization, which *Railroad Tycoon 3* calls housing.



*Meat packing plants love to have meat to pack.*

Wool comes from a sheep farm and heads over to the textile mill. The textile mill ships it to both housing and the department store. Grain comes from a grain farm and ships to both breweries and bakeries. Breweries ship to housing and barracks.

### **BRONZE MEDAL**

- Begin your conquest of the Argentine economy in Buenos Aires, and run a rail line to Pergamo and Rosario. This will get the cash flowing.



The British, Americans, and French all offer to supply your fledgling railroad with locomotives. Each one comes with strings attached.

- The British offer the Sterling, as well as 30% faster loading times at stations and 25% lower fuel costs.
- The Americans offer the Eight-Wheeler and 25% cheaper industries.
- The French offer the Crampton and 20% lower track-laying costs.

For the Bronze Medal, your best bet is to take France's offer. The Crampton is slightly slower than the other trains, but the cheaper track will really let you reach out and touch some cattle ranches. That's the quickest way to get that meat moving.

- Continue to expand into the Argentine countryside. The cattle ranches that you so desperately need are in the Rufino and General Pico regions.



If you can't get the meat to the meat packing plants, bring the meat packing plants to the meat. Build a meat packing plant in a town near a cattle-rich area, and watch the meat move.



*Expanding into the hinterlands.*

- Monitor your progress on the View Ledger tab. You have lots of time to earn the Bronze, and plenty of meat to do it with. Follow these instructions and the medal will be yours.

## SILVER MEDAL

- The Silver Medal is a bit tougher, but no less fun.
- The difference between the Silver and the Bronze is the addition of wool and \$10 million in industry profits.



Keep in mind that you'll want to set up a sheep farm/textile mill/housing chain to truly profit from the whole wool thing. You can't buy into some of these industries, and use the profits to help with the \$10 million in industry profits.



*A sheep farm.*

- For the Silver Medal, let the Americans supply your locomotive. The Eight-Wheeler is fast, which is a good thing. But even more importantly, you'll need the 25% discount on purchasing industries.
- Purchase your track as you did before. As you expand, keep an eye out for sheep farms. There is usually a bunch of wool available near Bahia Blanca.
- With the 25% discount, it should be easy to buy industries early as you expand. Once your money starts flowing in, your credit goes up and you can finance your expansion with bonds. Remember that you have plenty of time to reach your goals.

## GOLD MEDAL

- You'll want to lay down the rails just like you did for the Silver Medal. The grain that you haul is almost secondary. If you expand your empire enough, you'll haul the grain that you need to get the Gold Medal.

As you expand into the less populated areas of Argentina, you may have problems with malcontents. The government will offer us protection for \$150,000 per year. Take the protection. It's money well spent.



# RHODES UNFINISHED

This is a big continent, and you have to go from one end to the other. It's quite a job. What makes it even harder is the lack of goods at the scenario's start. It's hard to earn a buck for the first few years.

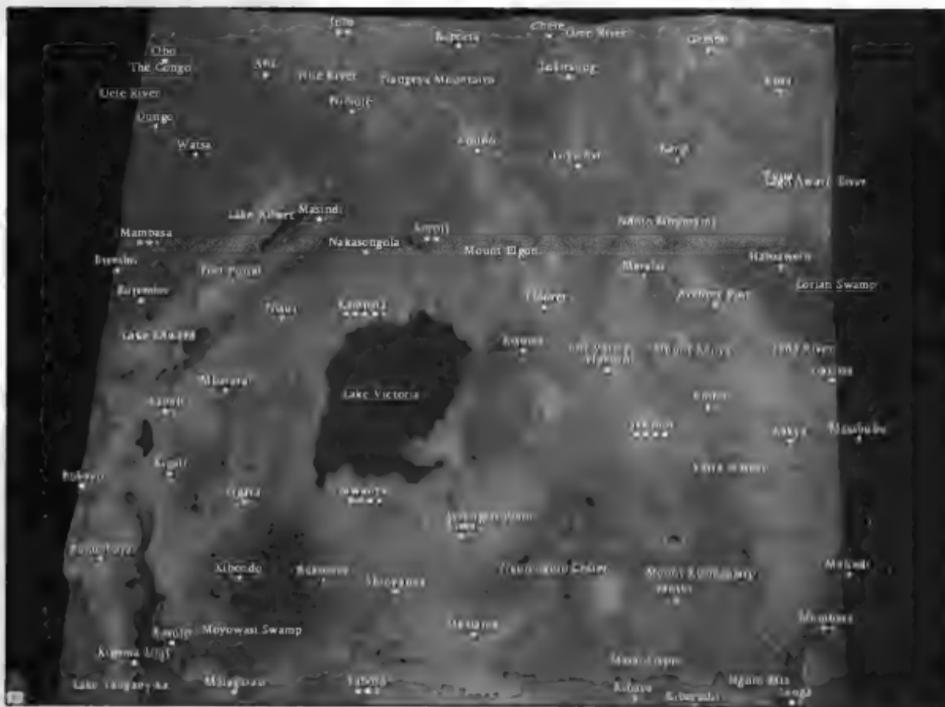
But all is not doom and gloom. The scenario takes place in the early 20th Century, so you'll have access to some pretty good trains. By the same token, Africa's size can work in your favor. It's a diverse economy, and trains that run from one part of the country to another can make some serious bucks.

## START DATE

January, 1875

## LOCATION

Africa



Africa

## AWARD OBJECTIVES

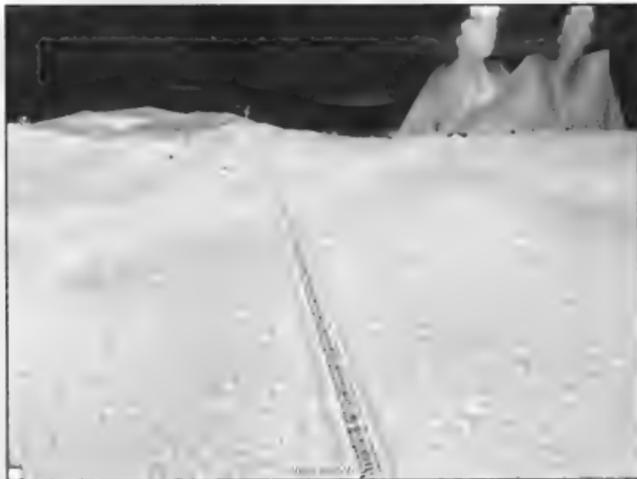
- **Bronze Medal:** Connect Dodoma in the south to Juba in the North before 1933
- **Silver Medal:** Connect Dodoma in the south to Juba in the North, and have a company book value of \$20 million before 1933.
- **Gold Medal:** Connect Dodoma in the south to Juba in the North, have a company book value of \$35 million, and connect to the city of Nairobi all before 1928.

## SPECIAL CONDITIONS

- You cannot lay unconnected track.

## BRIDGING THE DARK CONTINENT

This is a big continent, so you need to lay lots of track to win this mission. That isn't a bad thing, however. That aspect is what makes this scenario so much fun!



*That's a lot of track to lay.*



We suggest that you start this scenario by laying single track. The economy is depressed, and you may go bankrupt trying to lay double track. You can always upgrade later.

Start slowly, but not *too* slowly. It's easy to overextend yourself, and the requirement to connect to previously laid track dictates your starting position.



*You must start here.*

Make sure that you keep your trains well maintained. No matter how you go about it, you'll have a lot of ground to cover in order to reach North Africa. If you're like the average player, usually you only place water towers and service towers in towns. You may not have that luxury here. The towns are just too far apart.

### **BRONZE MEDAL**

- The track is already laid down in Dodama, so you must start there. But look on the bright side: at least your first station is already on the screen.



Don't worry about the investors in this scenario. Their take on your performance is based on your yearly profits, and yearly profits aren't important at the beginning of this scenario.

- String your railroad north to Haneti and west to Kinvika and Jamkola. These lines don't make a lot of money, but they make enough to strengthen your credit rating.



A Masai chief wants you to pay for rights to his land. Pay him in cattle. He's touched, and shortly he returns with a present—\$3,000,000 in diamonds.

- Expand your railroad north to Tabora. This is your first cargo-rich city. Milk it for all it's worth.



Double your rail lines from Tabora to Dodoma, and put as many trains on it as it will bear. This is where you get the money to fund your northern expansion.



*The station at Tabora.*

- Run a rail from Haneti to Mkalama, and then beg, borrow, steal, or earn enough money to lay rail to Mwanza. Put several trains on the Mwanza-to-Tabora (via Dodoma) line, and the big bucks start falling in your lap.



Don't let your money sit idle. Buy an industry, upgrade your trains, or double up the track. If you have a lot of money at this stage in the game, you should be moving north.

- Finally, loop around the west side of Lake Victoria and connect to Kampala. This rail line makes some major bucks. Use the money to run a rail north to Juba and claim the Bronze.



The access rights to the African countries are very cheap. Most are only \$100,000.

## SILVER MEDAL

- The Silver Medal is similar to the Bronze. Lay your track in exactly the same manner, heading north on the west side of Lake Victoria.
- Buy industry as soon as possible. You'll need the money to reach your monetary goal.



To be honest, the Bronze Medal was fairly easy. If you do what you did to get the bronze, and invest wisely in industry, you shouldn't have any trouble with the silver.



*Buying industry.*

- There's one difference in laying the track. In the race for the Bronze Medal, you put down a straight line of track. When you're going for the Gold or Silver, you need more income. Branch out to the cities near your main rail line to increase your profits.

## GOLD MEDAL

- Once again, you want to lay out the tracks as you did for the Silver and Bronze. Don't be afraid to issue bonds early and often. You need to expand quickly to win this one.

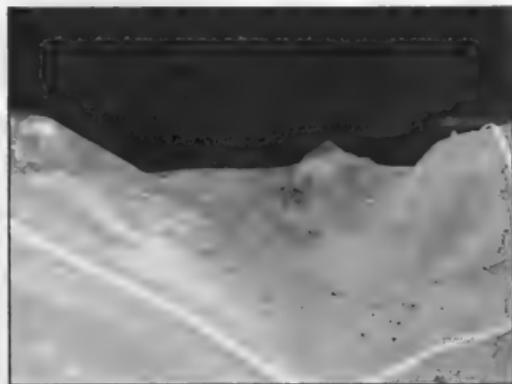
To win the Gold Medal, you must earn the money and connect the cities by 1928, not 1933.

- To win the Gold, you must connect to Nairobi. Try to run the Nairobi spur off Mkalama. Run a rail line from Mkalama to Kiisa and then over to Nairobi.



*Headed to Nairobi.*

- Don't forget your industries. Build early and often to pump up your income.



*Bridging the mountains.*



When you're bridging the mountains west of Nairobi, zoom in to find the easiest (and cheapest) way.

# JAPAN QUAKE

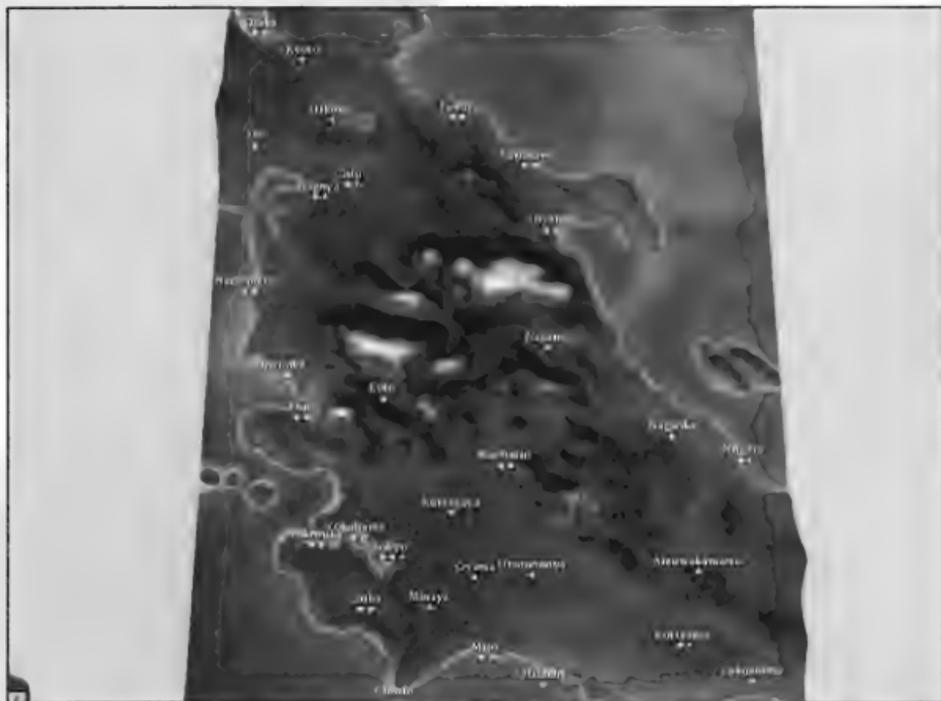
And now we move into the modern era. This is a unique scenario because track building and industrial power aren't the focus. Your goal is simple: Keep those trains running. That's all you have to do. Well, that and move a bunch of meat.

## START DATE

January, 1964

## LOCATION

Europe



Japan.

## AWARD OBJECTIVES

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- **Bronze Medal:** Deliver 20 loads of meat to Niigata by the end of 1985.
- **Silver Medal:** Deliver 50 loads of meat and 25 loads of clothing to Niigata by 1985
- **Gold Medal:** Deliver 100 loads of meat and 50 loads of clothing to Niigata by 1985, and have no more than 5 years of uninterrupted service to Tokyo, Niigata, Toyama, and Nagoya.

## SPECIAL CONDITIONS

---

- You have a limited amount of track.
- You cannot start multiple companies.
- You cannot resign as chairman.
- You cannot issue stock.
- You cannot merge with other companies.

## THE LAND OF THE RISING SUN

---

The challenge here is not to lay a lot of track, but to make the most of the track that you lay. Japan is a small island, which works to your benefit. It's also an industrialized island, and this can work both for and against you.



*This is an industrialized island.*



We recommend that you use electric trains in this scenario. That's what the Japanese have, and it's best to stick with it.

Keep in mind that the Japan of 1964 is not an agricultural nation. The game begins with only 15 loads of meat on the island. You need get all of it to Niigata. Despair not, however. You can do some tricks to get the meat there.

Hauling meat is only half the problem. You must also keep all the railroads working. Throughout the scenario, there are earthquakes and other natural disasters. You must learn to deal with them and take them in stride, because there's no defense against them.



*Natural disasters will disrupt service.*

The only defense against natural disasters is money. No, you can't bribe an earthquake, but you can fix the damage it causes. As long as you fix it by the end of the year, it's still considered a year of uninterrupted service.

### **BRONZE MEDAL**

- Job one is connecting Niigata to Azuwakamatsu to Utsunomiya to Tokyo. Make sure that you use electric track.



Tokyo is one of the meat towns. It has meat as often as anywhere else.

- Set up a new train to go from Niigata to Tokyo. Make sure that you set a custom consist in Tokyo to only haul meat.
- Start the other two trains and run them in high-profit routes such as Toyama-to-Nagoya



If you build a meat packing plant in Niigata, the meat will come a little quicker.



*Build a meat packing plant in Niigata.*

- Continue to track the availability of meat, and make sure that you send it to Niigata. You also need to work around several natural disasters. The best workaround is money. Make sure that you have enough money to rebuild the rail systems destroyed by the earthquakes or other disasters.

### SILVER MEDAL

- If it applies to the Bronze, it also applies to the Silver. Lay your track as you did before.
- Remember that for the Silver Medal, you need to transport clothing in addition to meat. Consult the overview mode to find the clothing, and then set the routes to haul it to Niigata





*Keep the track in good repair.*

- With wealth in hand, connect Toyama and Nagoya to your rail system. Use electric track. Your newly connected cities generate additional wealth. Keep the tracks connected, watch what you're shipping, and make sure Niigata gets its meat and clothing, and you'll win the Gold.



*The electric track.*



When you're expanding to Toyama and Nagoya, don't drain yourself dry. Always set aside a good amount of money to repair the damage that Mother Nature inflicts.



## AWARD OBJECTIVES

- **Bronze Medal:** Seed at least 10,000 square miles.
- **Silver Medal:** Seed at least 15,000 square miles.
- **Gold Medal:** Seed at least 20,000 square miles.

## SPECIAL CONDITIONS

- There is one cargo type and it stays loaded.
- You cannot be fired as chairman.
- There are no stocks, bonds, or dividends.
- You cannot buy, retire or replace your locomotive.
- You can only build up to 250 sections of track.
- Your locomotive will start to get “gunked up” between visits to stations and lose some speed. However, that “gunk” improves the locomotive’s hill climbing ability a small amount too.

## SEEDING GREENLAND

This one seems like a puzzle at first, but there are several ways to solve it. Remember that you can lay down 250 track sections when needed.



*Churning up the track.*

The interest here is the train micromanagement. Normally, this may cause some problems, but since there is only one train and a short amount of time, it becomes an enjoyable challenge.



*An enjoyable challenge.*

There is one thing to remember as you go through this scenario: Think in a logical manner. Move from one part of the map to the next part in a reasonable fashion. Lay down track when needed and make sure the track is placed where it will do the most good.

### **BRONZE MEDAL**

- The game starts in Fiskenasstet. Ride your train to Avigaat and then Neria. Before you know it, you will have seeded almost 1,100 square miles.



Yes, you will have already “used up” three of your cleaning stations, but there is no way around this. It’s the best way to start.

- Continue up to Glacier Station 01. You must lay a piece of track just east of the Western Melt.

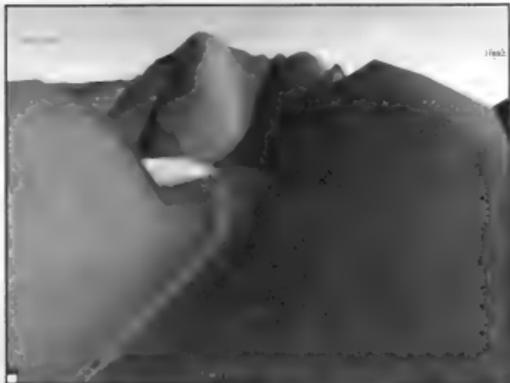


Although 250 pieces of track doesn’t seem like much, it can go a long way when properly managed.

- Next move over to Glydenlove Labs. Depending on the route that you intend to take, you may have to lay some more track.



Don’t forget that you can also bulldoze track. Bulldozing is useful when you want to force your train to take a specific route to a station.



*Headed to Glydenlove Labs.*

- Upon arriving at the labs, your job is done and the Bronze will be yours. Good job!

#### **SILVER MEDAL**

- The next step is to send your train to Nuuk. It's a small station in northern Greenland, but your train must cover quite a bit of track to get there.
- Don't worry about the "gunk" buildup on the train; it really won't be a factor.



*The fast track to Nuuk.*

## GOLD MEDAL

- Now it's time to get the Gold Medal. To start, pause the game and take a look at where your train has been.



You must always keep one eye on the clock for this scenario. If you take time to study the map while the clock is running, you'll run out of time.

- You just need to cross back through the map. Before you send the train, cut rails and add track to make sure the train goes where you want it to go. Do it right and the gold will be yours.



*Winning the gold.*

# DUTCHLANTIS

Ah, those industrious Daves. Not satisfied with merely sticking their fingers in the dike, they have built the dike to end all dikes. Despite their amazing feat, they still need a railroad baron to link the cities of their new land.

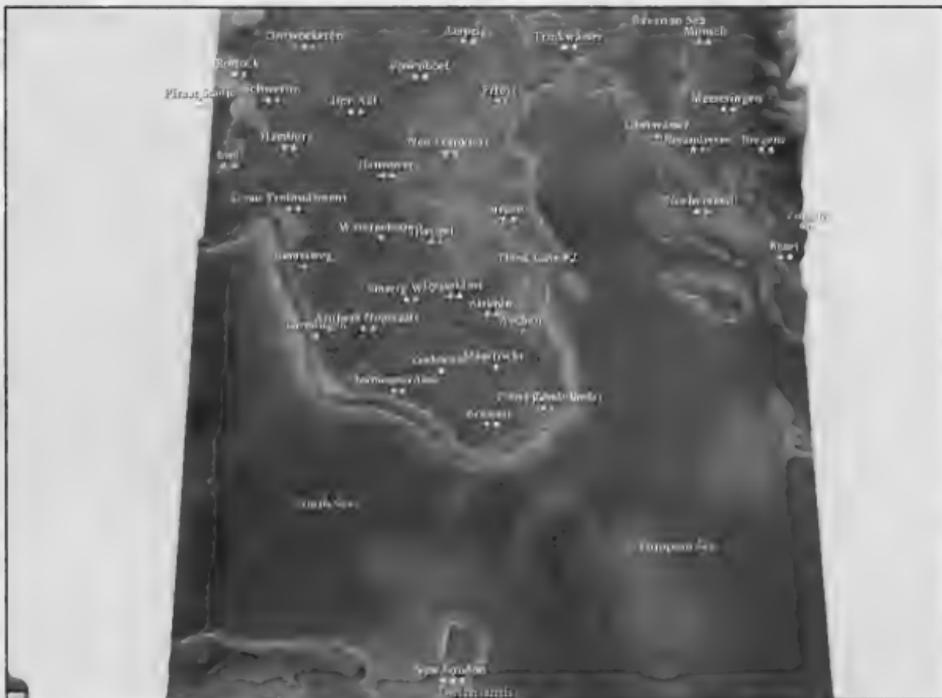
This is a challenging scenario, but not too hard. The biggest challenge is earning enough money to bridge the sea to Germania and Great Britain. But at this point in your Railroad Tycoon 3 career, it should be no problem.

## START DATE

January 2025

## LOCATION

Dutchlantis



Dutchlantis.

## AWARD OBJECTIVES

- **Bronze Medal:** Connect the nation of the Dutchlantia to the city of Munich in Germania before 2051.
- **Silver Medal:** Connect the nation of the Dutchlantia to the city of Munich in Germania and the new capital of Camelot in Britain before 2051.
- **Gold Medal:** Connect the nation of the Dutchlantia to the city of Munich in Germania and the new capital of Camelot in Britain before 2051 and haul 10 loads of uranium.

## SPECIAL CONDITIONS

- You cannot lay unconnected track.
- You cannot start multiple companies.

## DUTCHLANTIS

Actually, this scenario isn't too difficult. The railroading terrain is nice and flat, which makes things much easier. There are numerous fair-sized cities, and a bunch of fast trains to move everything



*You have fast trains.*

Fast trains make any economy better. Yes, they cost a bit more, but they get the goods to their destination much quicker. That means that they make more runs, which leads to more money.

Right off the bat, you must choose between electric and diesel trains. Diesel may be the preferred way to go because the diesel track is much cheaper. In addition, cheap track becomes critical later in this scenario.

The true challenge is bridging the water between Dutchlantia, Germania, and Britan. These bridges will cost some serious money, and gaining that money should be your goal throughout the scenario.



*Bridging the waters.*

### BRONZE MEDAL

- Begin by connecting Leipzig, Vissenboel, and Erfurt. This should provide enough cash to continue your expansion. In addition, the British company will also contribute a cool \$1,000,000, so that can't hurt.



Locomotives get very expensive in the 21st century. But just because you can buy a \$1,000,000 locomotive doesn't mean that you have to. A much cheaper HST 125 works just fine for this beginning route.

- You have the option of making your locomotives more reliable or speeding up the load times. Try speeding up the load times. The logic is simple: Quicker load times means more cargo hauled per year, and more cargo hauled per year means more money. Use that additional cashflow to fix anything that breaks down.



Make sure that you place maintenance facilities and service towers in good locations. Running out of oil or sand not only increases the chance of breakdowns, but slows down the locomotive as well.

- Now expand your railways to Verrtzeehond, Pruisich Draalbek, and Neu Berlin. These cities add diversity to your economy and ramp up your profits.



If you haul five loads of cheese a year, you'll receive a \$300,000 bonus. Pruisich Draalbek has a dairy processor nearby, so once you hook up to it, you'll get five loads per year.



*Hauling cheese.*

- Pay the rights for Germania and expand into Trinkwasser. Buy a couple of fast locomotives (like the LD 080-X) and set up long routes from Trinkwasser to Pruisich Draalbek. Next, expand across the islands to Uberwasser and up the coast to Munich.



Wait until you have the money to completely bridge the islands (about 83.5 million dollars) before you begin. Leaving "dead" rail on one of the islands generates no income and weighs you down with maintenance costs.

## SILVER MEDAL

- To earn the Silver Medal, you must do everything that you did for the Bronze Medal and a little bit more. That involves building a railway all the way to the west end of Dutchlantia, then over to Great Britain.
- To start, hook up to Munich (which is a requirement). Run about 8-10 trains over your railways.



You'll need a large number of trains to generate the level of profits that you need. Make sure, however, that you manage them well.



*You'll need lots of trains.*

- Run a rail line west to Brussels and hook up to all of the towns along the way. You'll need those hook-ups to generate profits.
- When you accumulate a few million dollars in your bank account, run your line across to New London and then to Camelot. Do so before time runs out to win the Silver.



As an aside, it will take approximately 88,000,000 to bridge the North Atlantic.

## GOLD MEDAL

- It's not too difficult to achieve the Gold Medal in this scenario. The tough part is connecting to Great Britain, which was done to win the Silver Medal.
- After bridging the gap to Great Britain, the trains should start hauling the Uranium. After all, there are nuclear reactors in Dutchlantis that need the Uranium. Haul 10 loads and you win the Gold.



*Hauling uranium.*



# A CHIP OFF THE OLD BLOCK

We've all been worrying that it would happen, that "The Big One" would hit California, and now it has—at least in *Railroad Tycoon 3*. A big quake has split the unfortunate state into multiple parts.

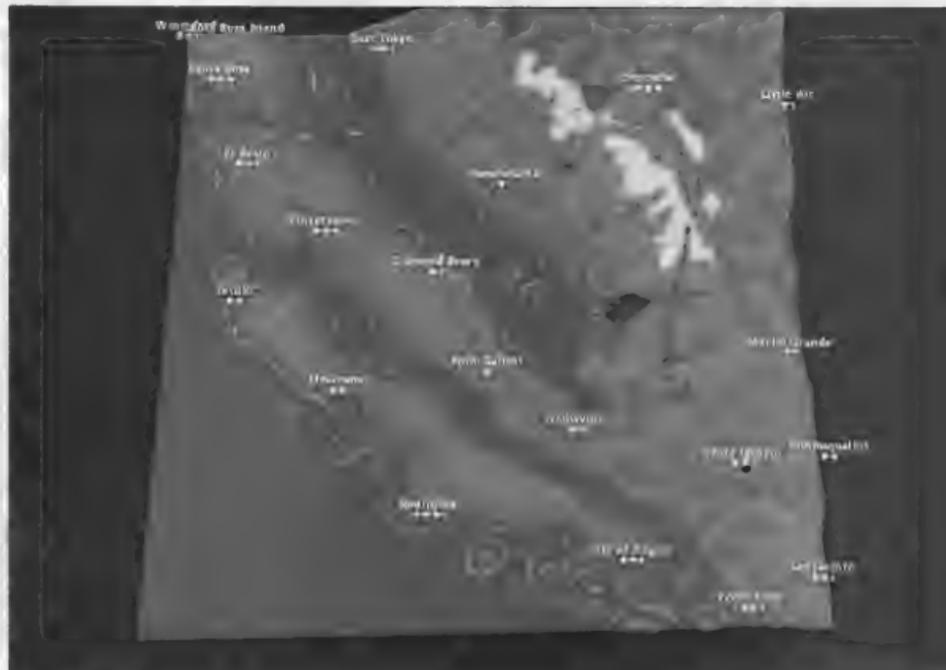
Your job is to connect these fragments and help them to rebuild the economy. You'll have to bridge numerous islands, and that can be expensive.

## START DATE

January, 2050

## LOCATION

New California.



*New California.*

## AWARD OBJECTIVES

- **Bronze Medal:** Connect at least seven cities and have \$1 million in personal net worth
- **Silver Medal:** Connect at least 12 cities and have \$10 million in personal net worth
- **Gold Medal:** Connect at least 16 cities and have \$20 million in personal net worth

## SPECIAL CONDITIONS

- You cannot lay unconnected track.
- You must start on Santa Rosa Island.
- You cannot start multiple companies.

## ISLAND HOPPING

Despite the unique setting, this scenario is typical *Railroad Tycoon 3* fun for the most part. You have to connect a bunch of cities and make a bunch of money. What could be better than that?



*Connect the cities.*



There are a bunch of ways to win this scenario, but they all boil down to the basic *Railroad Tycoon 3* principles that you've learned.

Of course, there's one big difference between this scenario and the previous ones—bridges. You need to build a lot of bridges to win this scenario. And as any veteran *Railroad Tycoon 3* player knows, bridges cost big bucks. But that's okay, because you know how to make those big bucks.

The trick is to build a good business model, make a lot of money, and connect a lot of cities. Gee, that sounds like something you can do.



*You'll need to run trains, make cash, and connect cities.*



The cost of building bridges isn't as bad as it seems at first. You get a 20% discount as soon as the game begins.

### **BRONZE MEDAL**

- No sooner does the scenario start than you get two pieces of good news:
  - Bridge construction costs have been lowered.
  - If you complete a connection between Santa Rosa and Winnefred, you won't have any access fees to the rest of California.
- Accordingly, start your railroad empire in Santa Rosa and run a line over to Winnefred. After you complete the line, you'll have free access rights to all of California.

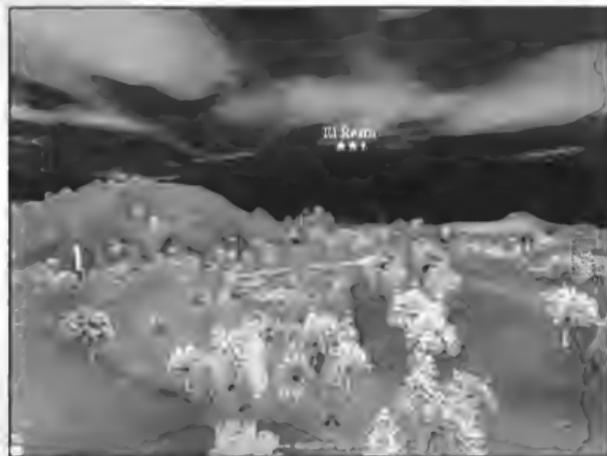


Place a NA-90D locomotive on the line. It's reasonably priced, and although it's not as fast as some of the other locomotives, it's fast enough.

- Once you've accumulated a bit of cash, cross over to El Resto. The difference in the economy really gets the cash flowing. That's a good thing, because you'll need the cash to win this scenario. Place a post office in each of your towns to increase the mail revenue.



Use the same NA-90D on this route also. It handles the route with ease.



*Hooked up to Resto.*

- From here, the Bronze is yours for the taking. Moving south, connect Olveraamor, Point Salad Bar, and Nellisville. Run a spur off the line back to Diamond Beach. There you go, seven connected cities! Put a fast train such as the DD 080-X on the route, and watch the cash roll in.



Other stuff happens, such as a visit from the City of Angels' council, but we'll discuss that in the Silver Medal section.

## SILVER MEDAL

- To earn the Silver, you need to connect more cities and make more money. That really isn't too difficult, although you'll need to stay on your toes.
- First on the Silver Medal agenda is hooking up to the City of Angels. The board of governors has approached you, offering a couple of million dollars if you hook up to the city. They're also threatening to tax you \$250,000 a year if you don't do it within three years. If you want the Silver, you'll need to do this.



*Hooking up to the City of Angels.*

- After you've hooked up to the City of Angels, run your rail line northwest along the island. Connect to Rodriguez and Oxsamamo, and you'll have the ten cities that you need.
- To accrue the personal net wealth you need, make your company as profitable as possible and raise some dividends. Buy into your company's stock, and please the directors. This will cause them to raise your salary.

## GOLD MEDAL

- To win the Gold, you need to connect to 16 cities and gain \$20 million in personal net worth. It's a challenge, but it's certainly not impossible.



We suggest that you connect to the 16 cities as quickly as possible, and then spend the second half of the scenario accumulating your personal net worth.

- Build a bridge from the City of Angels island to the mainland. Once you're on the mainland, connect Pocco Lobo, San Jacinto, Santa Ignacio, Solismiquillus, and Macho Grande. This takes some money, but you'll be able to rake in the cash when you're done.



*Connecting to the mainland.*

- Use the techniques you've learned to ramp up your net wealth. Spend the second half of the scenario concentrating on your net wealth, and you'll grab the Gold.





## CHAPTER SIX

# MULTIPLAYER BASICS

You've conquered Texas, connected the coasts, and supported the war effort. In short, you've beaten everything that *Railroad Tycoon 3* has thrown at you. It hasn't been easy. The game has a magnificent artificial intelligence, and it takes more than a little skill to beat it. But beat it you did. That's the good news. The *really* good news is: This is just the beginning. *Railroad Tycoon 3* is even more fun when you play it in multiplayer mode. The AI is good in the solo game, but it can't compare with the quick wits of the grocer down the street, the girl next door, or the banker around the block.

This chapter will give you the basics of competitive multiplayer gaming. We can't promise you'll always win, because every multiplayer game is different, but you'll definitely play better.



*Multiplayer RRT3 is great fun.*

## IN THE BEGINNING

It's a tough multiplayer world out there, and we're going to do our best to prepare you. There are a couple of basic multiplayer concepts that you need to understand right from the start. No, it's not how to hook up to the Internet, or how to bring up the chat window by pressing the Tab key. The game's user manual does an excellent job of explaining these functions. No, the two main things you need to know about multiplayer mode are

- People are smart.
- Time is not.



*Time is oblivious.*

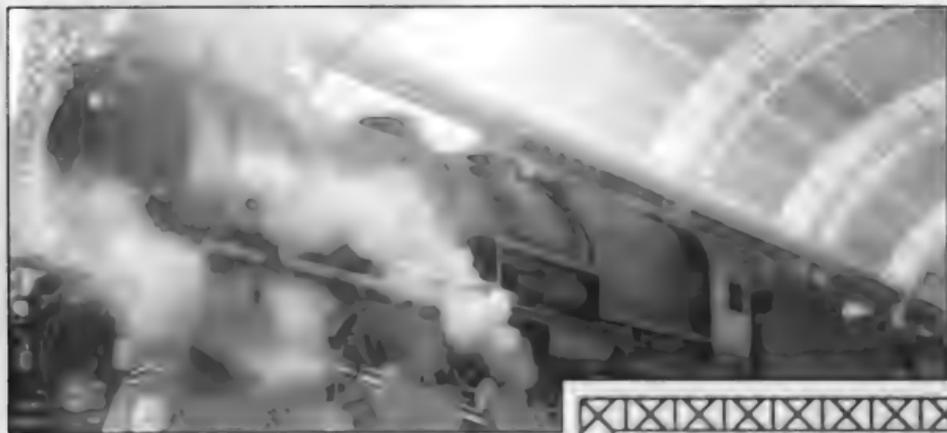
### PEOPLE ARE SMART

That's right. Despite what *Candid Camera* would have you believe, people are smart. In fact, they're much smarter and more aggressive than the computer. Gone are the campaigns where your computer opponent expanded slowly, cautiously. A human opponent will be way more aggressive than that.



*Multiplayer opponents are very aggressive.*

Yet multiplayer opponents don't confine their aggression to laying tracks. They also buy and sell your stocks, make deals with your opponents, and perform all kinds of other trickery. In fact, they do just about the same things that you do. Be warned: You'll need to be at the top of your *Railroad Tycoon 2* game if you hope to win in the multiplayer arena.





Play the stock market to win in multiplayer mode.

## TIME IS NOT SMART

No, time in multiplayer *RailRoad Tycoon 3* is not smart. In fact, time is oblivious.

In the single-player game, you can pause the clock while you place your rails or make decisions. Once you've made up your mind, you can start the clock again and let the money roll in.

Well, such is not the case in multiplayer *RailRoad Tycoon 3*. While you're laying your track, the other players are laying theirs as well. You have to be quick to keep up.

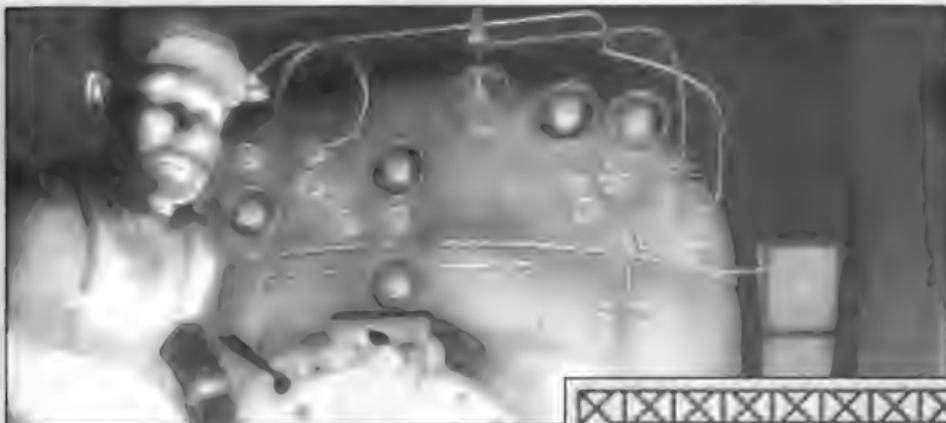




*Multiplayer Railroad Tycoon 3 is for quick-witted folks.*



Remember—Tracks don't claim territory, but stations do. Unlike the single-player game, you should place your railroad stations first and then connect the tracks to them.





*Place your stations first.*



Make sure that you place your stations well. If your track starts to look like a jigsaw, you'll waste time, track, and money.

Alright, that's the foundation. Now let's get down to a few more specifics.



We won't waste your time by going through the multiplayer screens in this book. The user manual does a great job with that. We'll assume that you know how to get the multiplayer game going.

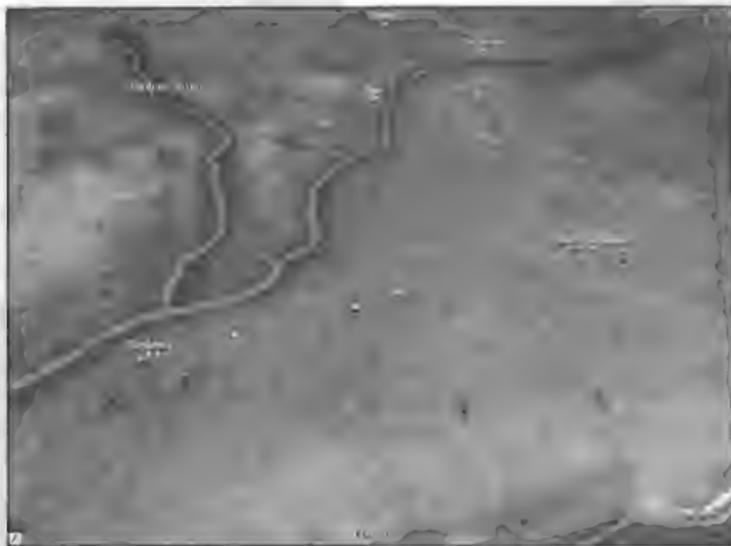
## THE RACE GOES TO THE QUICKEST

To reiterate, you need to move fast if you hope to win a game of multiplayer *Railroad Tycoon 3*. But it takes a lot more than a fast mouse hand. You need to *think* quickly.

The first thing you must do is study the map, just like in a single-player game. The difference here is that you're racing the other players, so you must study the map quickly, make a decision, and get moving.



In a multiplayer game, you don't have time to do an in-depth study of your cargo-hauling options. Pick two large cities that are close together, and get going.



*Pick two cities that are close together.*

Lay down your stations first, and then lay down your track. If the cities are big enough, lay down double track and put two or three trains on it.



Don't worry about money. Well, okay, you can't help but worry about money, but don't let the lack of it stop you. Issue a bond or two if you need the money to build those initial tracks.

### BE DECISIVE

No matter what you do, you must do *something* if you hope to win a multiplayer game. Doing something is better than doing nothing. Make a decision and go with it, whether it's the best one or not.



More often than not, the winner of a multiplayer game is the player who plays down the first profitable railroad. So play it down quickly.

### IT'S NOT ALL ABOUT THE RAILS

*Railroad Tycoon 3* isn't all about watching those gorgeous locomotives steam through the bucolic countryside. To win the multiplayer game, you'll need to play the financial markets.



*Play those markets!*

The early game is a great time to "log on" to the stock markets. Everyone's stock is low, and almost everyone's stock is going up. Buy low, wait till it goes up, and then sell high.

## ONCE YOU'RE IN...

But of course, there's more to all this multiplayer stuff. Once you're off to a strong start, you must follow up and play a strong game. We suggest the following:

- **Grow big and grow fast.** Expand as rapidly as you can. There's no point in letting your money collect dust in the bank. You need enough to operate your railroad, of course. But once operating costs are met, you need to use that money to either expand your rail lines or buy more stuff.
- **Be ruthless.** It's a tough world. And you'll need to put on your ruthless face if you hope to win. Make deals. Break them when it suits you, keep them when it helps. Do whatever it takes to win. But please be civil while you're being ruthless... no one likes a foul mouth.
- **Building more track is usually better than buying industries.** The game moves too fast to promote industry-buying.
- **Buy into your competitors.** They'll hate it when they do well and you profit from it.



*Expansion is good.*

## MULTIPLAYER MAPS

Being familiar with the maps is another key to better multiplayer play. We suggest you play the campaigns to familiarize yourself with the maps. Here they are.

### CHICAGO TO NEW YORK

The United States builds an extensive rail system to connect the major industrial hubs of the East Coast with those in the Midwest. Lots of cities. The terrain isn't too bad. This is a good one for multiple players. We like it.



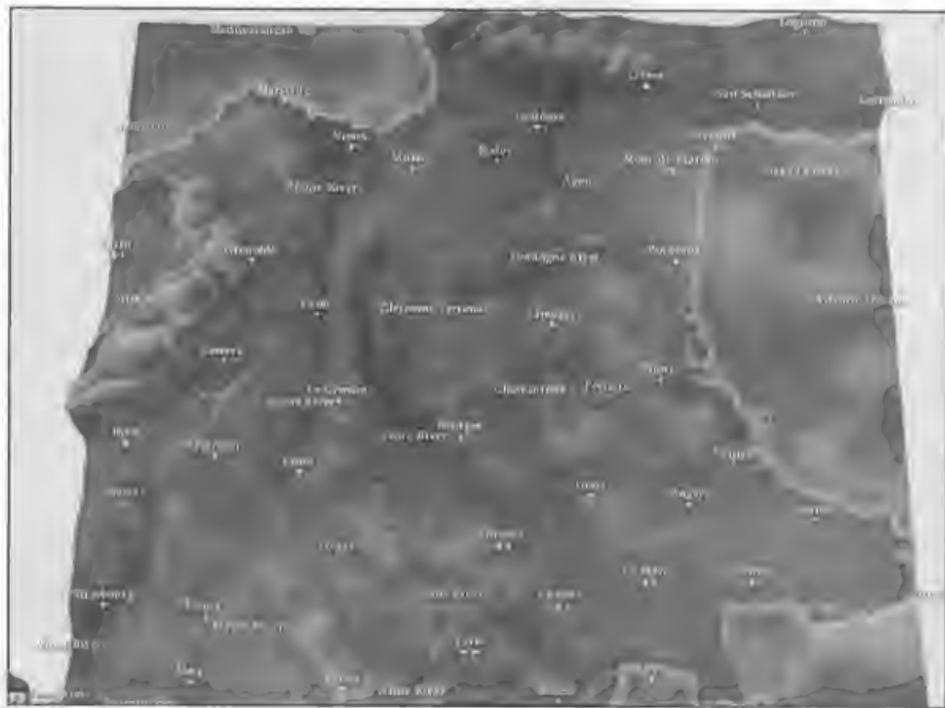
## EAST COAST USA

The dawn of the iron horse in the United States. This is a small map, best suited for two players. There are lots of hills here. It's best to follow the coast in the early going.



## FRANCE

World War II has left France without a rail-system. It's a big country, and there's a bit of rough terrain. This map presents unique challenges for up to four gamers.



## GERMANY

The map of Germany is large, with plenty of cities and resources. You have mountains, forests, and plains. There's plenty of room for everyone here. Usually, this means slightly longer multiplayer games.



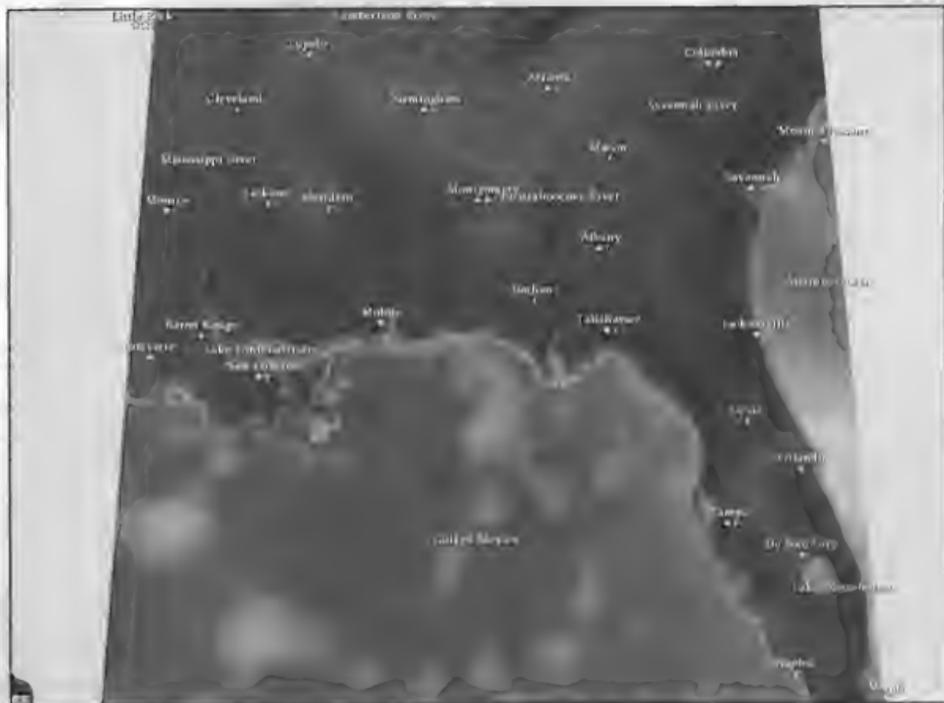
## MISSISSIPPI VALLEY

This is one of the largest multiplayer maps. The cities are a bit spread out, which makes everyone start a bit slower. It also tends to slow down the game. A two-player game can last a while on this map.



## SOUTHEAST USA

The fledgling south is an economic boom in the making. On this map, you'll struggle to find convenient cities. Most are spread far and wide. This is a cool map with lots of possibilities. Great fun.



## TEX-MEX

The land is flat. This is easy rail-laying territory. The main three resources are cotton, beef, and oil. Did we mention oil? Well, we'll mention it again. He who controls the oil controls this map.



# THE MAP EDITOR

This is one of the strong points of *Railroad Tycoon 3*. After you've played all the scenarios, you can design your own. Any railroading story that you've read about, in fact or fiction, can be re-created in *Railroad Tycoon 3*.

First, let's take a look at how to design a map. We won't provide a nuts and bolts approach. The user manual provides an outstanding section on using the map editor. Instead, we'll go over the thought process behind map design, and the theory behind creating an enjoyable map. And a historically accurate map, if it's what you want.



*If you can imagine it, Railroad Tycoon 3 can build it.*

## GET YOUR FACTS STRAIGHT

The first step in map design is to research the era that you want to depict. Which trains were available? What did the terrain look like? What were the economic triggers? The research can take many forms:

- The most common source is books.
- Movies are also pretty good. Of course, it's hard to make a detailed, historically accurate map from a movie, but semihistorical maps that capture the same feel are great fun.
- Other games (board or computer) are another source of information.

Although research is important, it isn't the *most* important element in design. Too many designers stress the "re-creating history" part of the equation and leave the rest to chance. Hence, we get massive maps in which the designer strives to include industries and towns that actually existed. While historically accurate, these types of maps are often unplayable, and they're rarely interesting.

More successful are the designers who attempt to capture the feel of the era in one coherent thought, and then translate that thought into a map. If you can't describe a map and what makes it interesting in two sentences, you're doomed to failure.



*Bigger is not always better.*

Once you've researched the era, take a minute to jot down your thoughts. Write down that central idea, and then make note of what you think you'll need. Think about how you want the map to play out.





*Put some thought into your map before you begin laying it out.*

Do you want to set it up so that only one baron can play against the AI, or so that both sides can? Just jot down what you want in the map. Make note of special map features. Is there a key bridge, a large industry, or a critical mountain range you want to include? If so, make a note of it. Now you're ready to move on to the map.

## THE MAP

---

The map screen is the canvas on which you'll paint the map. Take a few moments to do it correctly. You don't need to place every wooden outhouse in western Texas on your map, though. In fact—and a lot of people won't agree with me on this—randomly generated buildings work fine as a starting point. Make sure you input the general terrain features correctly, and then let the computer do the work for you.



*The map builder can make a nice baseline map.*

The Map Builder is an excellent tool that automatically generates a map geography you can use as a starting point. You can install the Map Builder from the CD (it's an external program not part of the standard RTS install).

Look at the automatically generated map as your blank canvas. Focus on the intent of your map, and modify the terrain that's critical to imparting that intent. Remember that terrain rarely looks like a billiard table. *Railroad Tycoon 3* lets you create 3-D landscapes. Place small rises in open terrain, and dot it with scattered trees. Bottom line: Keep your map's intent in the front of your mind, and draw the map to support that intent.

## MAKING THE MAP

There's a right way and a wrong way to make maps. You need to research the map that you want to draw, and then create the map in a systematic manner. Here's how we like to put together our maps.

### PICK A SIZE, ANY SIZE

By now you should know how big the map needs to be for your scenario. In general, the smaller the better, especially if it's the first map you've made. Too many people start big and then get overwhelmed with the size of the task.



It's easier to focus on the mission you're designing if you use a small map. It's also easier to play-test.



*Small maps are good.*

## ESTABLISH THE LAY OF THE LAND

Once you set the map's size, it's time to set the height of the land. This is where a pre-drawn sketch will really come in handy. If you know what you're trying to do, it's very easy to do it with the *Railroad Tycoon 3* editor.



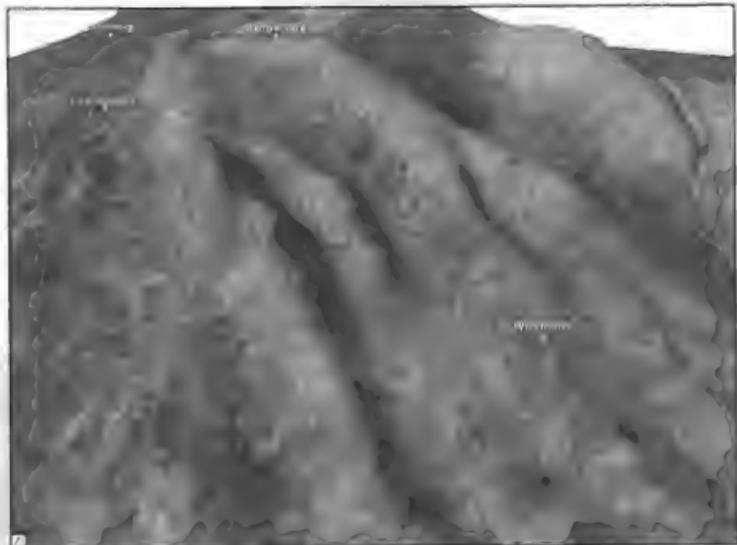
*The purple mountain majesties.*

Add the hills. Don't make crazy, impassable mountains, and remember to add passes that the players can move through. Also, remember that there are very few places on Earth that are absolutely flat. Add gentle undulations even in your flat areas.

## ADD TOWNS AND RESOURCES

Next, add the towns and the resources that will supply them. Keep in mind the type of scenario that you're trying to create. Don't overpopulate a map if you want to make it sparse. If your map isn't strictly historical, you'll have a lot more freedom.

Use that freedom to place towns in unique but not overly cute locations. Make sure that they're not too hard to reach. Rich towns on the far side of a mountain range are neat, but don't make them impossible to reach.

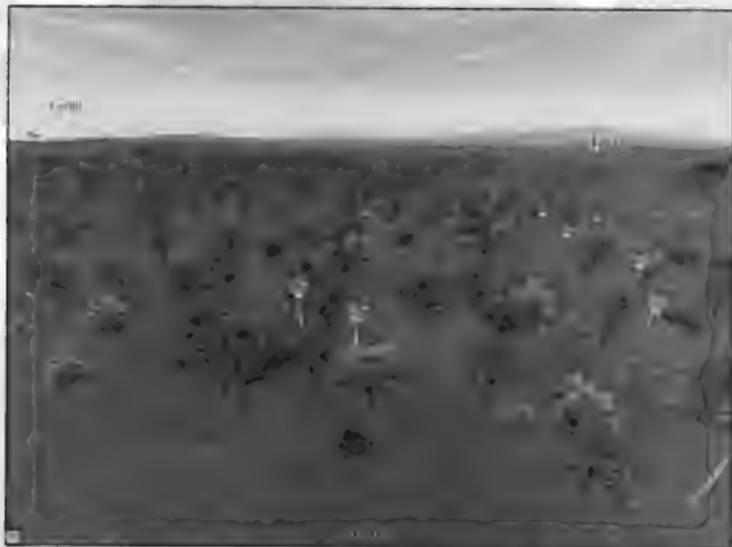


*Place towns well.*

Place your resources in a manner that's not only believable, but challenging as well. If you're putting together a historical scenario, most of the resource placement will be dictated by their historical locations. Otherwise, place resources where they support each other but also challenge the player. In other words, place an oil field in one area and a refinery in another

## ADD TREES AND SUCH

Finally, add trees and such to spruce up your map. Of course, trees are a bit more than window dressing. They're also used to depict the actual terrain.



*Trees are more than window dressing.*

Trees can also be used to determine where the players build their railroads, to some extent. Remember, it's more costly to build railroads through trees than through open territory:



# THE EVENT EDITOR

Once you've finished with the map editor, it's time to move on to the events. Although a beautiful map is the basis for a strong campaign or scenario, it's not the be-all and end-all. Clever scenarios have clever events that make them come to life. These events trigger the discovery of oil, bonus money for being the first to look up to towns or for hauling specific freight, and a myriad of other possibilities.



Good scenarios are chock-full of events.

In a manner of speaking, these events are how you write the scenario's story. By using these triggers skillfully, you can bring the map and the trains to life.



As in the previous chapter, we won't waste your time by going into the details of the event editor. Instead, we'll show you how to use the editor to design unique, creative scenarios.

## EDITING THOSE EVENTS

There are a series of event triggers, parameters, and descriptions that you can add to each scenario. Once you have a good idea of what these things do and how to use them, you'll be well on your way to becoming a good scenario designer.

- **General:** Click this button to type in the scenario information. Most of what you enter here just sets the mood for the scenario. You can put in a long scenario briefing and a short scenario description. You can also select the start date and whether it's single- or multiplayer.
- **Cities/Regions and Territories:** In these sections, you set up the cities, regions, and territories. Again, ensure that these parameters meet your vision for the scenario. Also tied in with this selection is the Building Density. This allows you to set how thickly populated your map and scenario will be.



*A thickly populated map.*

- **Players and Player Pool:** Use these buttons to set the number of players. You can also choose which AI players will fill in the open slots, which will profoundly affect the scenario. Each player has specific attributes that you'll learn as you play.
- **Locomotives:** This screen lets you choose which locomotives are available in the scenario. Make no mistake, this selection will affect how the scenario plays profoundly. Think about the difference a 300 MPH train can make, and you'll see what we mean.



*The locomotives that you choose can seriously affect the way a scenario plays.*

- **Industry (Overall):** Here's where you determine the industries to include in the scenario. Most of the-time, this will be based on the industries available in the place and time that the scenario depicts. However, you have more choices if the scenario is a fictitious one. Nevertheless, make your choices in such a manner as to guide the players. Don't put too many resources on the map. It just won't make sense to them.

- **Special Conditions:** This is where you can really make your scenario unique. There are a ton of interesting switches to set. Here's just a small sample:
  - Disable Replacing a Locomotive
  - Disable Retiring a Train
  - Disable Building Stations
  - Disable Buying a Train
  - Disable Declaring Bankruptcy



*There are a ton of options under the special conditions.*

- **Computer AI:** Here's where you set the computer AI. Specifically, you can set its level of aggressiveness, which will have a major impact on the way the scenario plays. A more aggressive computer player will expand more quickly.
- **Events:** This is used to trigger the events. You can set up a massive number of events. In fact, by using the various triggers on the event screen, you can set up events to do anything you want. You can set a trigger, clear a trigger, assign an event to a trigger, or copy an event. It's a tremendously powerful utility. Use it to make each of your creations unique.



## CHAPTER SEVEN

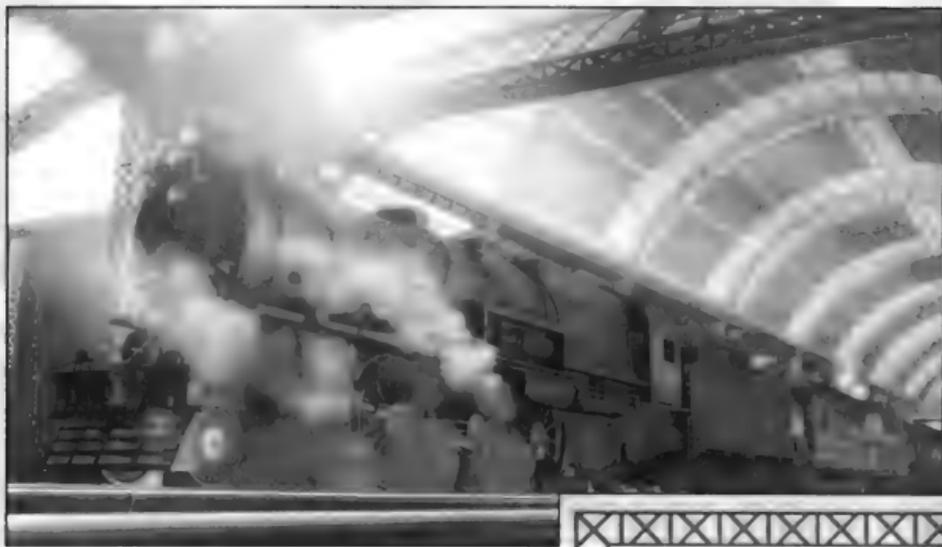
# AN INTERVIEW WITH PHIL STEINMEYER

Easily one of the most creative designers in the business today, Phil Steinmeyer is the driving force behind *Railroad Tycoon 3*. We caught up with him shortly after the game went gold. Here's what he had to say.

*Please describe the moment when you decided to make designing games your living.*

I had been a huge game fan since I was a kid. I was born in 1969 and caught the first wave of video games, beginning with the Atari 2600 in 1978 and all the great arcade games of the late '70s and early '80s. But I never really planned to get into games for a living.

In 1992, I was trying to distribute shareware games at retail (unsuccessfully), and I thought I could probably make a better shareware game than some of the stuff I was distributing. I started my first game, an RTS WW2 game called *Iron Cross*, mainly to teach myself how to program in C. (I already knew Pascal and other languages.) The game turned out well, and it made enough money for me to go into game development full time.



### Why railroads? Are you a model train buff?

Like a lot of folks, I've always loved trains. I had a model train layout as a kid. I don't have one now, though. For about a year and a half, very early in my career, I wrote database software for the now-defunct Chicago and Northwestern Railroad. And I also absolutely loved the original *Railroad Tycoon* when it came out. So when I was looking for a new game concept in 1997, it was a natural for the game that became *Railroad Tycoon 2*.



Hey, RRT3 looks like a beautiful model train, doesn't it?

### I see that you like Panzer Leader. Which new wargames do you play?

I'm pretty old school when it comes to games. Mostly because I only play my old friends from college. I actually haven't played a lot of paper wargames lately. My all-time favorite is *Titan*, a fantasy wargame, and I've also played my share of *Squad Leader*, *1776*, *1830* (the train game), *Third Reich*, and *Axis and Allies*. On PC, I loved *Panzer General* and *Panzer General 2*.

### What makes a good game?

Interesting decisions to make, and pretty graphics. Every decision a player makes should have meaningful, visible consequences in the game. A game should be challenging but winnable. This was particularly difficult in *Railroad Tycoon*, because the series appeals to such a broad spectrum of gamers with widely varying skill levels. That's why we implemented the bronze/silver/gold medal system. Even novice players should be able to get a bronze, although it might be on their second or third try. Veterans can shoot for the gold.



Railroad Tycoon 3. Pretty graphics, interesting decisions to make.



**What's the most important phase of the design process? Why?**

It just takes time and multiple iterations. Don't plan too much in advance. Play-test your game. Cut out the boring stuff and beef up the fun stuff. We cut out some features from *RT2* that we thought slowed the game down (micromanaging cargo consists, hiring managers). That way, players could control larger empires without the game completely bogging down. And we noted that players wanted all possible eye candy, like tunnels, bridges, lots of locomotives, etc. We beefed up everything.

**What do you feel attracts gamers to the Railroad Tycoon series? Why?**

Everyone loves trains. Everyone loves pretty graphics. Everyone wants to build and control an empire. Well, maybe not everyone, but enough folks to make the series a success.



*Sure, we love trains. Just look at them, will ya?*

**Do you feel games are better or worse than they were five years ago?**

In general, games keep improving. I loved games back in the day as much as anyone. But if you go back and play a game from 1980, 1990, or even 1995, you'll find that besides the visuals, which are of course inferior, usually they aren't as deep or engaging. Of course, there are plenty of bad games now, just as there were plenty of bad games then. But the best games from today are really great.

**What do you feel is the future of the computer and video game business?**

I love the extra power that better CPUs and video cards and more RAM give us. With the hardware restrictions when we made *RT2*, we could never have a detailed economy like we do in *RT3*. I'm sure future games will be even better in ways that are hard to envision right now.

**So, if PopTop put out an RPG, what would it be about?**

Well, I've always loved bread-and-butter fantasy, and I loved the *Fallout* series too. Either of those would be fun. But probably, if we did an RPG, I'd look for a way to make it more relevant to everyday life in the early part of the 21st century. Trying to live a good life with a career, family, etc. It seems mundane, but I think it could be really cool. Sort of *The Sims* or *RPGs*.



## CHAPTER EIGHT

# TALKING WITH THE TEAM

Phil Steinmeyer is certainly talented, but he would be the first to admit that it takes more than one person to put a game together. PopTop has put together a great team. Let's look at what a few of them have to say about the game and the creation process.

### **ARNE SCHMIDT**

*What's your role on the project?*

3-D artist/interface designer/map maker.

*What's your favorite thing about the game?*

The art, of course.

*What was your most memorable moment during development?*

Seeing how excited people were about it at E3.

*What's your favorite strategy?*

Expanding to as many cities as possible, as fast as possible, and then working off the debt I've incurred doing so.

*Why does everyone like the Railroad Tycoon series?*

It's inoffensive, and who doesn't like making money!

*What's your favorite game, besides Railroad Tycoon?*

*Neverwinter Nights*, currently.

*What's your favorite hobby or sport?*

*Dungeons & Dragons*.

## BRIAN FELDGES

*What's your role on the project?*

Artist.

*What's your favorite thing about the game?*

Taking a break and following a train through the landscape.

*What was your most memorable moment during development?*

Working with Guillermo during the early 3-D engine development, and seeing one of my models in the game for the first time.

*What's your favorite strategy?*

Leapfrogging my train routes instead of having the train hit every city along the way.

*Why does everyone like the Railroad Tycoon series?*

I think everyone loves something about trains. Plus, the game can be very addictive.

*What's your favorite game besides Railroad Tycoon?*

Too many to list, but I'm torn between tactical strategy games and FPS shooters.

*What's your favorite hobby or sport?*

Playing games, of course!



## FRANZ J. FELSL

### *What's your role on the project?*

Lead artist, scenario creation, and research.

### *What's your favorite thing about the game?*

The trains. I like the look of them.

### *What was your most memorable moment during development?*

The first time I could lay a bridge across a gorge, that was rather cool.

### *What's your favorite strategy?*

My second-favorite strategy is to buy industries very early. My most favorite strategy is a secret.

### *Why does everyone like the Railroad Tycoon series?*

I think people like to create things, make plans that they can implement, and watch them succeed. You're in control of your own destiny.

### *What's your favorite game besides Railroad Tycoon?*

*Masters of Orion 2*... or perhaps *Fallout*.

### *What's your favorite hobby or sport?*

My son is a great hobby. He's expensive and breaks a lot of things, but when he does things just right, it feels like an achievement for me. Of course, I also play MMORPGs.



*Bridging a gorge.*

## GUILLERMO J. GARCIA-SAMPEDRO

**What's your role on the project?**

Engine programming and engine design.

**What's your favorite thing about the game?**

All the scenery in general.

**What was your most memorable moment during development?**

All the moments I spent programming the engine were memorable.

**What's your favorite strategy?**

I usually build as much as I can.

**Why does everyone like the Railroad Tycoon series?**

I don't know for sure. I think a lot of people like trains in general.

**What's your favorite game besides Railroad Tycoon?**

*C&C Generals*, *Starcraft*, some hexagon-based WWII games, *Homeworld*...

**What's your favorite hobby or sport?**

Car racing.



*Building as much as you can.*

# BUILD THE ULTIMATE MEGA MALL!

Any way you look at it, Mall Tycoon 2 lets you manage more than just the average mall... It's the perfect mini-community — more than just a few aisles of shops, services, food courts and seasonal events. In fact, Mall Tycoon 2 offers not only more shops, but if you can believe it, more floors, more shoppers, more comic high jinks and more of everything people loved about the original.



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- Plus, an **EXCLUSIVE INTERVIEW** with the creator of Railroad Tycoon 3, Phil Steinmeyer.

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