



Player's Guide

Table of Contents

Introduction.....	1
Interface.....	2
Building your Railroads.....	4
Tips:.....	8
Running your Train.....	9
Tips:.....	13
The Bank.....	14
Customers.....	17
Experts.....	20

Introduction

You play a seasoned railroader turned entrepreneur as you attempt to build a railroad empire.



You'll try to do this by building railroads and providing train service for up to 20 territories that the bigger railroads have ignored. Territories become increasingly more challenging and play differently each time.

Interface

When you start the game, you will be shown a menu of buttons at the bottom of the screen. Before selecting any of them, consider selecting the "Not You?" button in the red Welcome box. This allows you to choose your name, preferably, the name of your railroad. You may configure as many "users" as you want. Each one has its own saved game and options selections.



The Options button on the Introduction screen allows you to set up the way you want to play. The tutorial mode is on by default and consists of some extra hand-holding. It is highly recommended that you keep it on the first time through. It will go off after you've played through it. You can always turn it on again by selecting the "Tutorial" button.



Games will automatically be saved after completion of each level. As specified above, each user can have their own saved game. When you run the game application again and select the Play button, it will ask if you wish to continue from where you left off.

Building your Railroads

The game starts with you ready to build your first railroad. At this point, you're still working for another railroad company (not your own). The first level is a fully surveyed territory, meaning, you know where everything is. Later levels, deal with unsurveyed territories, meaning you must survey the territory to uncover the terrain and discover where your potential customers are. Everything is hidden but one town. From this town, you begin surveying the hidden areas of the territory to discover what's there.



Your goal is to discover all the hidden potential customers in the territory and provide train service to them. Customers can be towns, farms, mines, fisheries, and sawmills (see the [Customers](#) section for more details).

You will have to deal with the terrain when laying your train tracks. This means flattening hills, cutting down trees, bridging rivers, and tunneling through mountains before laying your tracks.



You can lay tracks directly over Plains.



You need to flatten hills before laying tracks.



You need to cut down trees before laying tracks in forested areas.



You need to build a bridge to span tracks over a river. Bridges are built by cutting down 7 trees.



You need to find some TNT to tunnel through mountains.

Every customer must have a nearby train station so as to transport their wares when you begin running your trains. Each train station covers a cross-shaped area, shown in green. These green areas must not overlap with another train station's.



A red number over a surveyed area indicates the number of surrounding, undiscovered customers (think Minesweeper). They are there to help you locate customers more quickly. Think of them as the local people telling you that there are farms, mines, and towns around them. The reason you want to locate customers as quickly as possible is because surveying costs 5 times more than anything else. You would quickly run out of money if you surveyed everywhere.



An angry face over a customer indicates that the customer isn't covered by a train station. This makes the local people there angry. Remember, your goal is to try and provide train service to every customer in the territory. Build a train station nearby and they'll be happy, just make sure they're in the green "shadow" of the train station.



Laying tracks, building train stations, and preparing the land for train tracks costs 100 coins each time. If you want to build a bridge over a river then it also takes 7 trees, which you get when you cut them down from forested areas. You can blast a tunnel through a mountain but you first need to find TNT. TNT is scattered around mountains.



You can undo anything except surveying by right-clicking on an area. When you do so, all the coins, trees, and TNT come back to you, so feel free to use it. It is especially important as the track laying algorithm sometimes has a mind of its own. While somewhat frustrating, you can lay the track you want by undoing old track and train stations, then re-laying/re-building in a different order until you get the results you want.

While building your railroad, you may sometimes want to form junctions. Junctions allow you to split a line into up to 4 directions. While it is possible, you can only form junctions at train stations.



Tips:

Only reveal enough of the territory as you need to. Look for the red numbers which tell you that customers are around them, then expand around them to locate the customers. Remember, surveying costs 500 coins and can't be undone.

If you're not too low on coins and you've build the railroad you want, consider flattening some hills to look for experts. There's an expert hidden in every territory with hills. The catch, you can only have 4 experts at a time.

Try to form loops in your railroad if you have the money. This cuts down on the distance it takes for your trains to go from one station to another.

If you are low on money, then concentrate on building a smaller, shorter railroad, that probably won't include all the customers of a territory. Keeping it short will help compensate for the less milage you'll be given while running your train on it.

If you're really having a bad time at it, try restarting the level. Go to the Menu and select Play. When it asks you to continue your current game, say no. It will then allow you to restart the level. Note that the level will not look the same as the old one as levels are randomly generated, following specific rules, each time.

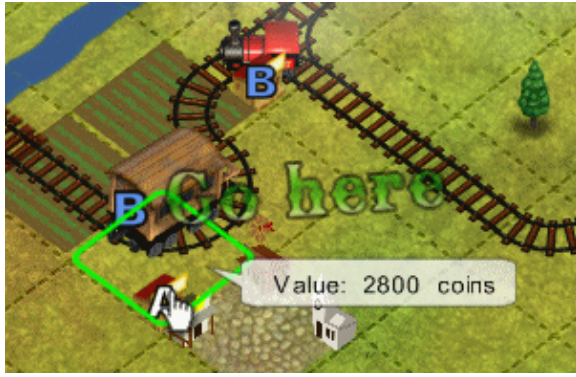
Running your Train

At some point you will want to make some profit from the railroad you just built. You do this by by pressing the Run Train button that appears at the bottom of the screen after you've connected at least 3 customer–covering stations together.

Your locomotive will appear at the train station labeled 'A'. All train stations will be labeled from 'A' to 'L'. There will be some bouncing rail cars above some of the stations. They will each have a letter over them, indicating which station your locomotive should bring them to. The letters are also color–coded to help identify connections.

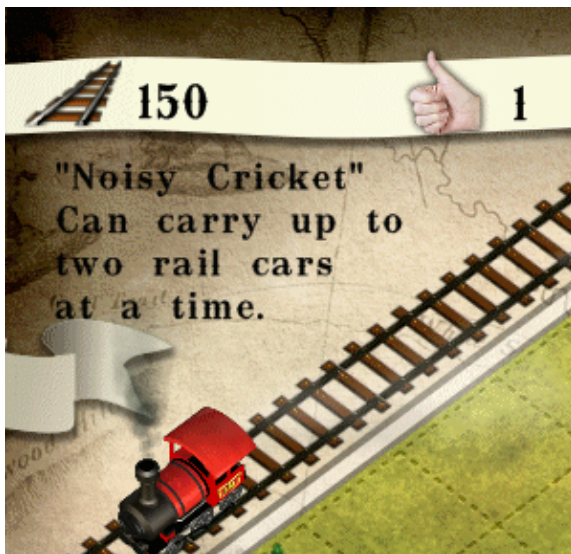


Rail cars are automatically picked up when you train stops at a train station with one and the train has room for it. Note how the rail car moves off the map and behind the larger representation of your locomotive at the top–left of the screen. You can always undo this action by clicking (or right–clicking) on the same station.



The longer the trip to a station, the more milage will be used to get there. This is important because you are only given a certain amount of fuel to test out your new railroad. When the milage reaches 0, then you must move on to the next territory. Hopefully, you'll have made enough money to build it. Note that the game is automatically saved after completing a level.

The name of your locomotive and the maximum number of rail cars it can pull are indicated at the top-left of the screen.



The milage you are given to test your railroad is based on how many customers your railroad is serving. If all are served, then you get 150 miles plus 10 miles per bought out investor. It drops off rather rapidly the more customers you fail to service.

When you deliver a rail car to its destination, you will receive your shipping rates. This is how you make money. The rates are dependant on the type of rail car you've delivered and your customer rating. Your customer rating goes from 1 (poor) to 10 (excellent) and is show besides the thumbs up icon at the top of the screen. Your shipping rate is the shipping rate for that specific type of rail car times your customer rating. This value is set at the time a rail car begins waiting for you. You increase your customer rating by one each time you deliver a rail car (unless their's an angry face over the thumbs up icon which is explained later).

You can multiply the shipping rates you get by delivering more than one rail car to the same destination. Having more powerful locomotives (see the [Banking](#) section below), capable of pulling more cars, can really pay off for this reason alone.



You start your train service with a customer rating of 1. Let's face it, you're unproven, so customers aren't willing to pay you top dollar. As you deliver cars, your rating will go up by one until it reaches ten.

The speed at which a waiting rail car bounces determines its urgency to being picked up. If it stops bouncing then it means that you won't be able to reach it in time and it will leave, presumably to find another means of transport. This makes people angry and your customer rating goes down by one. You will see an angry face appear over the station where the lost rail car was, as well as over the thumbs up icon. You won't be able to raise your customer rating until this icon disappears. Thankfully, it won't be too long.



Once a rail car has been picked up, its owners are happy. You don't actually have to deliver it on time anymore. It's only a waiting rail car that you have to worry about reaching in time. Pulling a rail car, even though you don't plan on delivering it for a while is sometimes a good strategy to keep your customer rating up.

If you manage to end a level without a single waiting rail car leaving then you'll get a "Perfect Service Bonus" of 1000 coins.

When gold mines appear on a map, then so do bandits. Bandits will block you from laying a track unless you pay them 400 coins or use a Sheriff (one of the experts) to run them all out of the

territory.

Tips:

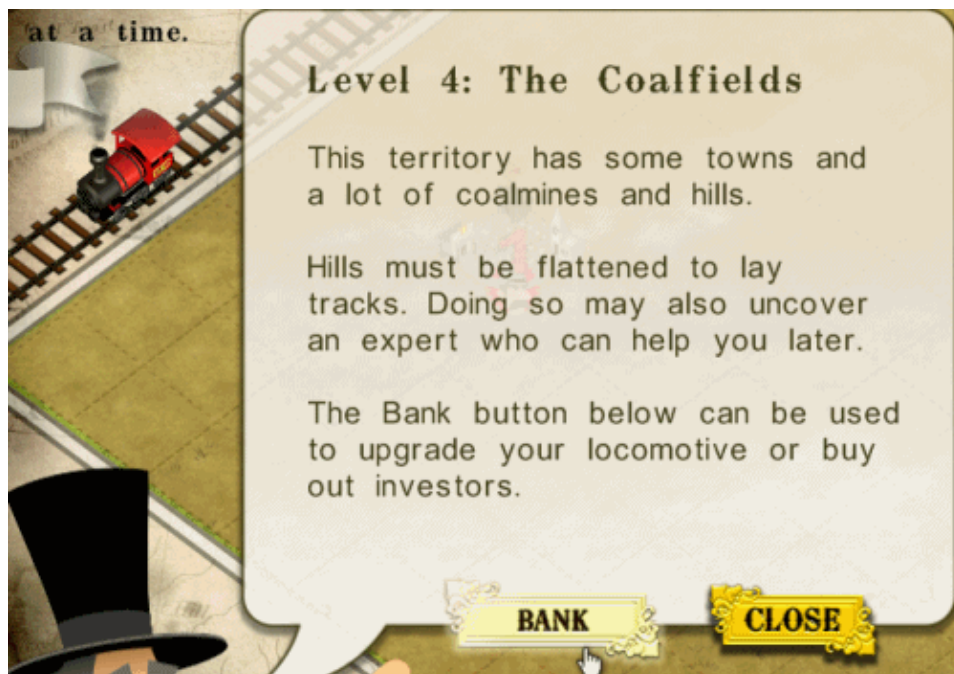
You will want to balance picking up rail cars going to the same destination and trying to keep your perfect service bonus. Remember, for every waiting rail car lost, your customer rating goes down and so will your profits.

If you are going to lose your Perfect Service bonus, then you can concentrate more on making multiple deliveries.

When you start running your train, your customer rating is one out of ten. It will take time to build up so, during this time, concentrate on moving the closest waiting rail car to a nearby station. Quantity over quality. As your customer rating goes up, choosing multiple deliveries or high paying rail cars pays off more.

The Bank

At the start of each level, you are given a brief description. Starting with level 4, at the bottom of this description is a Bank button. Select this button if you want to either buy a better locomotive (one that can pull more cars) or buy out an investor. Be careful, though, you don't want to bankrupt your company by proceeding too fast as all these things cost big money. As you play the game, you'll get a better idea on when you should spend your profits.



You start the game with 5 investors. These are the people who have lent you the money to start your railroad. They provide the start up money, you provide the know-how and sweat. But being a minority partner isn't enough for you. You want to own the company outright.

Buying out the investors, even a few, will net you much more profit by games end (100,000 coins each to be exact). It will also unlock bonus levels, one for each investor you buy out. Finally,

each investor you buy out will increase your train service mileage by 10 miles. Note that most of the investors ask for more money as you progress, so it is cheaper to buy them out early.



When first starting out, money will probably be in short supply. Buying out investors shouldn't be your main priority. Making enough profit to build your next railroad should. But as you get better at the game, you may want to buy out investors to improve your final score and unlock more of the game. Of course, you can never be considered a "Loco Mogul" until you buy out all the investors and own the company outright..

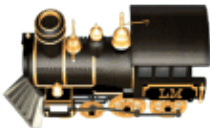
Here are the 3 locomotives in the game. You start out with the "Noisy Cricket". You only need to pay 50,000 coins once to get an updated locomotive for all future territories.



Noisy Cricket: Can carry up to two rail cars at a time.



Puffing Bill: Can carry up to three rail cars at a time.



Old Smokey: Can carry up to four rail cars at a time.

Customers

The game refers to "customers" as the areas in the territory that produce something for your railroad to transport. The customers in the game are: towns, farms, fisheries, coal mines, iron mines, gold mines, and sawmills.



Towns produce passengers, mail, and luxuries.



Farms produce passengers, mail, and food.



Fisheries produce passengers, mail, and fish.



Coal mines produce passengers, mail, and coal.



Iron mines produce passengers, mail, and iron ore.



Gold mines produce passengers, mail, and gold ore.



Sawmills produce passengers, mail, and lumber.

The latter levels introduce solid gold cars. These are golden version of the above rail cars and represent the best customers. These customers pay double the norm but will only wait for half as long for pickup.



During the running of the train phase, you will have waiting rail cars. Here is a break down on their relative worth. The higher up, the more they pay. Note that what you actually receive as

your shipping rate will depend on your customer rating and whether you're delivering multiple cars.

Luxuries (highest),
Gold ore,
Passenger,
Fish,
Food,
Mail
Iron ore,
Lumber,
Coal (lowest)

Rail cars will only wait for so long when awaiting pick up by your locomotive. If you take longer than they want to wait, they will leave and your customer rating will go down by one. Here is their relative wait times, with the shortest waiting times at the top. Cars that appear on the same line have the same waiting times.

Passenger, Fish, Food (shortest),
Gold ore, Luxuries, Lumber,
Mail, Iron ore, and Coal (longest)

Experts

One expert can be found in every territory. Strangely enough, you find them after flattening all the hills in an area. Experts will help you with either building your railroad or running your trains. You can only have 4 experts at one time.

There are 6 types of experts:



Banker: lends you 5000 coins to complete your railroad. The catch is that each remaining investor will ask for an extra 800 coins each. Best to use when you've bought out all or most of the investors.



Surveyor: will survey up to 25 areas for you.



Logger: will chop down up to 25 trees from surveyed areas for you.



Digger: will flatten up to 25 hills from surveyed areas for you.



Engineer: will add 25 miles to your Run Train phase.



Sheriff: will remove all bandits from a territory. Only really needed for the last territories, so don't waste it before then.