EUROPE'S TOP PLAYER'S GUIDE TO THE BEST-SELLING PC GAMES

THE UNIQUE COLLECTABLE SERIES

PLAYER'S GUIDES TO:

TRANSPORT $ TYCOON $

AND

FULL THROTTLE™

EXPERT ADVICE ◆ EXCLUSIVE INTERVIEWS

TRANSPORT $TYCOON$

Have your tickets ready please! It's 1930, the start of the golden age of transport. You've got a loan, a little experience and an ambition the size of a zeppelin. In front of you lie countless towns, cities and villages, untouched and unconnected. You have just 100 years to capitalise on the growing industrial and thriving populous. Choose your name, face and colour then get out there and lay that hardcore! It won't be easy, you've 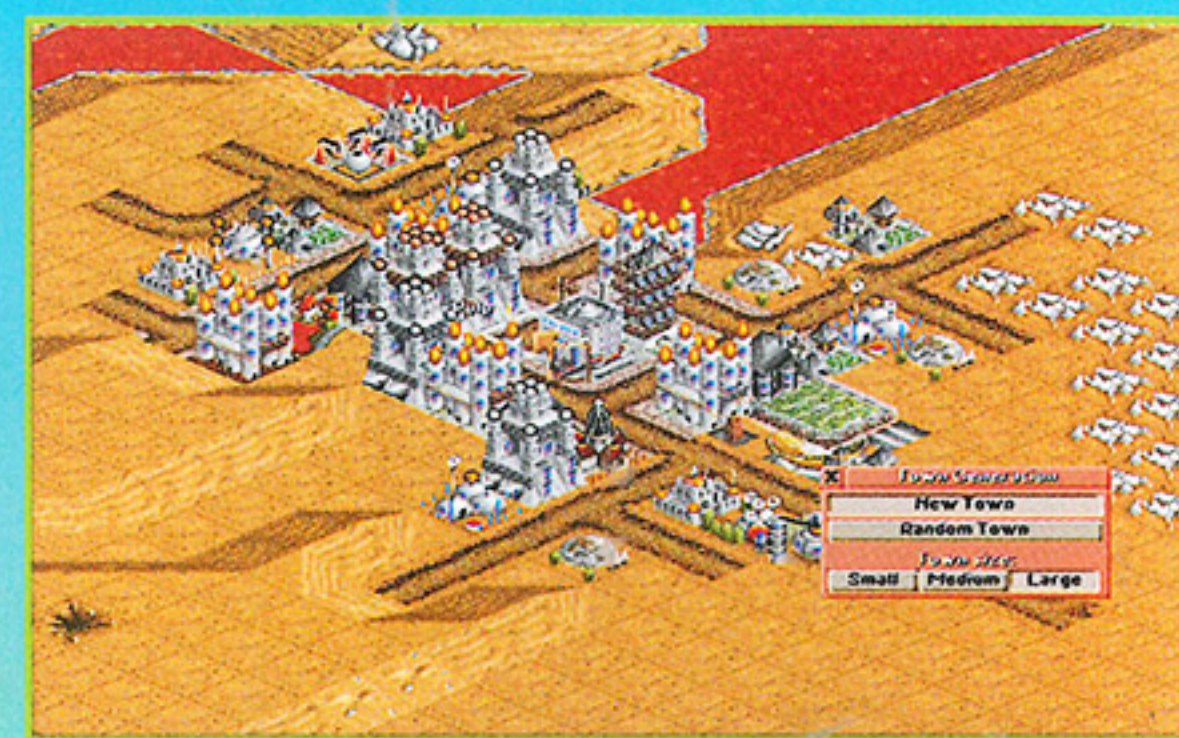not only got to worry about competition, you have natural disasters, fluctuating economies and advancing technology to furrow your brow. Need solutions to these problems? Read on...

WORLD EDITOR

To create the most profitable and easiest land to work, keep the scenery as flat as possible. You should also try and have as little water as possible seperating land sections. Make sure all of the pockets of water are connected to each other so your shipping network can be more complex.

When you start to place the towns on the map you should make sure you use an even mix of small, medium and large settlements. Try and place four coastal towns on each of the edges of the main map to aid the collection of dock produced goods. Put one or two of the towns in isolated positions. This sets them up for good airline routes.

Industries should be placed as near to towns as possible. The exceptions are the coal mine and power station which should be placed as far away from towns as possible. Place industries so they lie in a line with the industries which they supply and which supply them. Use the table on page fourteen to help you decide which industries to select. This gives you an edge over opponents who start after you.

GENERAL HINT$
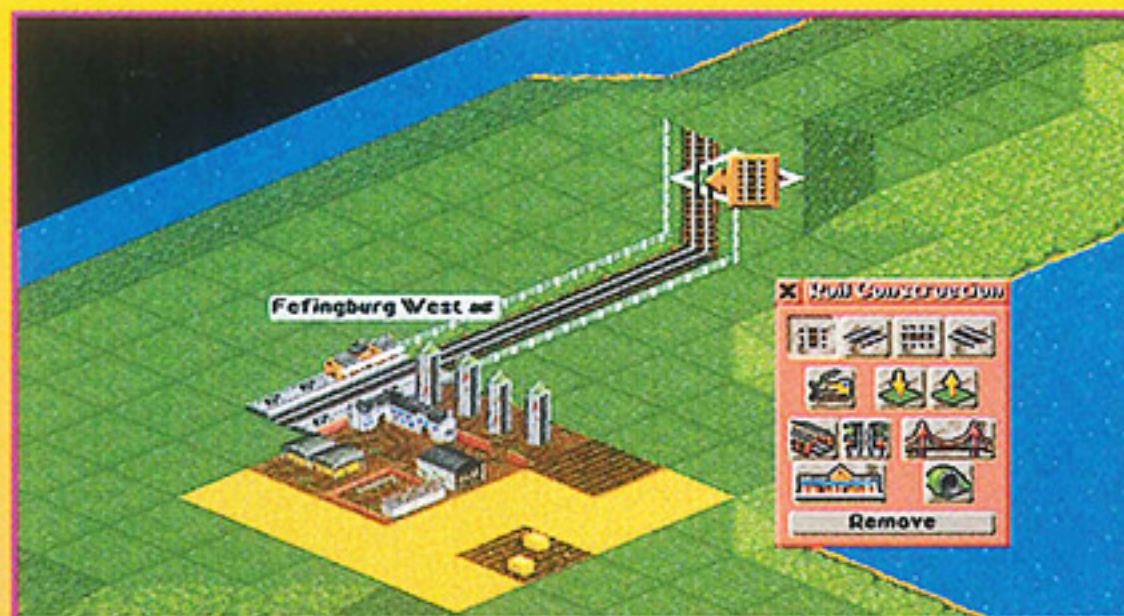
You will often find yourself laying transport networks which don't work in practice. This may be because you've placed the entrances to stations the wrong way around, or it may be you haven't got the money to finish the route. Make sure you save your game each time you start to build a new network. This is especially important in the first couple of years when money is tight.

Use the pause icon whenever you are checking any statistics. This is especially useful when you are planning a new network. You can check to see which towns have the largest population before building a network to service them. Use the shortcut window at the top of the screen to skip through the towns in order.

SYSTEM REQUIREMENTS

CPU:	486 SX
RAM:	4MB RAM
VIDEO CARD:	SVGA
HD:	13 MB
SOUND CARD:	SOUND BLASTER, ADLIB, ROLAND, GRAVIS, PRO AUDIO SPECTRUM
CD:	YES
FLOPPY:	YES

Service subsidy offered:

First Iron Ore service from Ginnway Iron Ore Mine to Wrunnway Steel Mill will attract a year's subsidy from the local authority!

It is often the company who builds a network the fastest who suceeds the most. Whenever a new subsidy is offered, click on the news window to alternate between the two locations involved. This will instantly move the main map over the locations. You should concentrate on these routes if other transport companies have been started, even if this means stopping other projects momentarily.
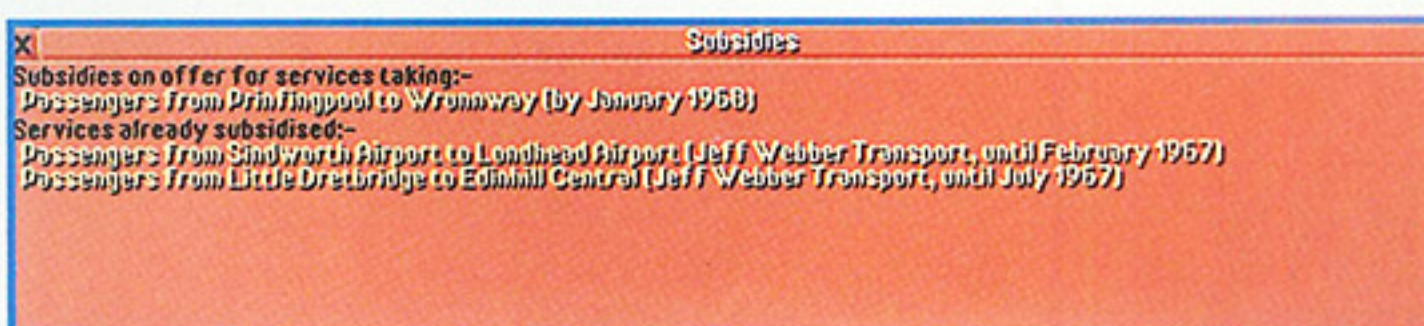
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$TARTING OUT

Set up a couple of these local bus routes before looking around for industry services. The cheapest industries to link are coal mines and power stations. They also need the least amount of planning and money. Link them with a straight rail network and start moving that freight. This should bring in enough cash to start on the larger projects.

As soon as you start any game you should strive to set up a profitable passenger service. This will stand as your 'bread and butter' and sets a firm foundation to build the rest of your company. Roads are the cheapest and easiest of the networks to set up. You should find two towns which are very close to each other before setting up a small bus route.

Try and keep your loan under £200,000 in the first year. Although you should aim for extreme growth early in the game, you don't want to make your loan interest take up too much of your income. This will actually prevent you from growing further. You should also only borrow what you need to complete particular projects. Spend the full £10,000 before trying to borrow another £10,000 unless you need more than that amount for a single purchase. This stops you paying interest on cash which isn't being used.

Pay careful attention to the subsidies offered early in the game. If you manage to claim them for your company first you can reap tremendous rewards in the form of multiplied revenue rates. You should concentrate on completing only the subsidised services in the first year. This will give you an enormous money boost for fast growth.

New vehicles which have either been offered on a trial or those which have just been released to the marketplace, provide an opportunity to overtake your opponent's existing transport networks. If you have the funds available you should try and upgrade a majority of your vehicles to the new model. Concentrate on converting vehicles which run to industries or towns you share with other companies.

Try to get a foothold in as many towns as possible in the early years of the game. This can take the form of simply buying tracts of land near to the centre of towns and running routes which lead nowhere. As the game progresses towns will grow and it will become harder and harder to get stations placed in good catchment zones. This is also a cheap way of laying the foundation for transport networks in the future.

Your popularity rating in a town is of extreme importance throughout the game. It influences a number of factors which may effect the growth of your company. If you share a town with one or more transport companies, the most popular company will receive most of the passengers, mail and valuables on offer. The same rule applies to industries. It can also effect the planning permission handed out by local authorities. Towns which think you provide a poor service will not allow you to build, change or remove tiles near to them. This includes the construction of new stations.


Keep the waiting lists as low as possible to keep your popularity ratings high. If the list appears to be particularly high in a station you should consider swamping it with extra buses, planes and boats. It is not so easy to increase the volume of traffic with trains. You could replace the station with a longer or wider station or could build a second station in a different part of the map. Remember to leave gaps between long lines of vehicles to avoid bottlenecks at the stations.

$ETTING UP

Setting up a good railway network should be your primary objective when playing Transport Tycoon. Railways provide the best opportunity for the transit of all types of cargo. They will provide the bulk of your money on which your empire grows.
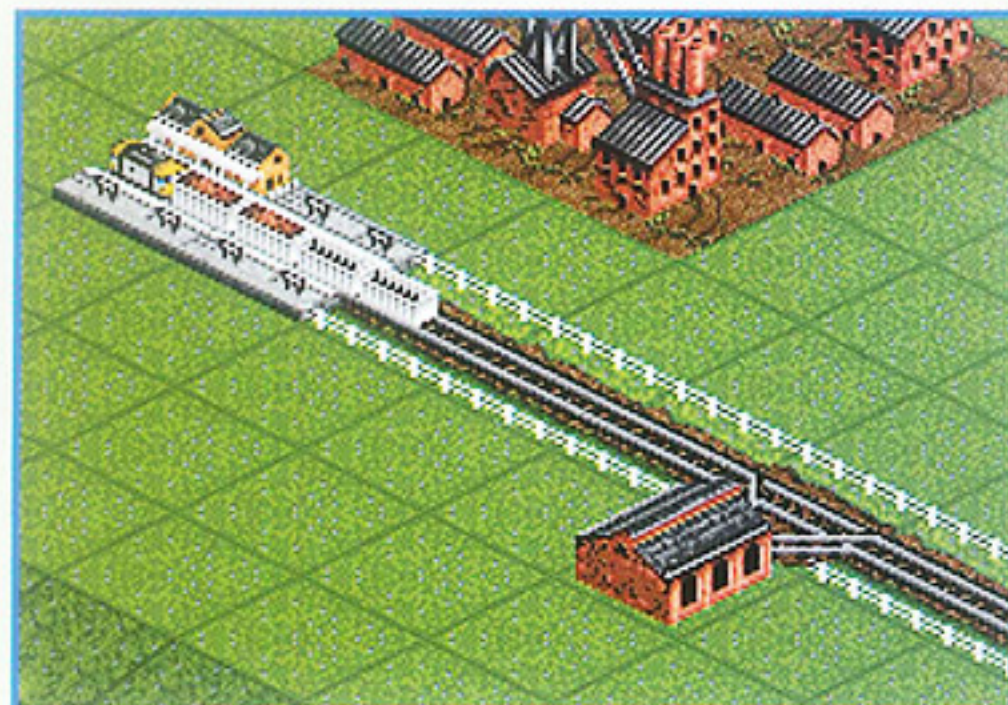

① Locate an industry which provides raw materials and place a single track station with a length of three squares next to it. The most profitable service to run is from an iron ore mine. Run a single track from the mine to the nearest steel mill. Build another station of the same length with two tracks next to the mill.
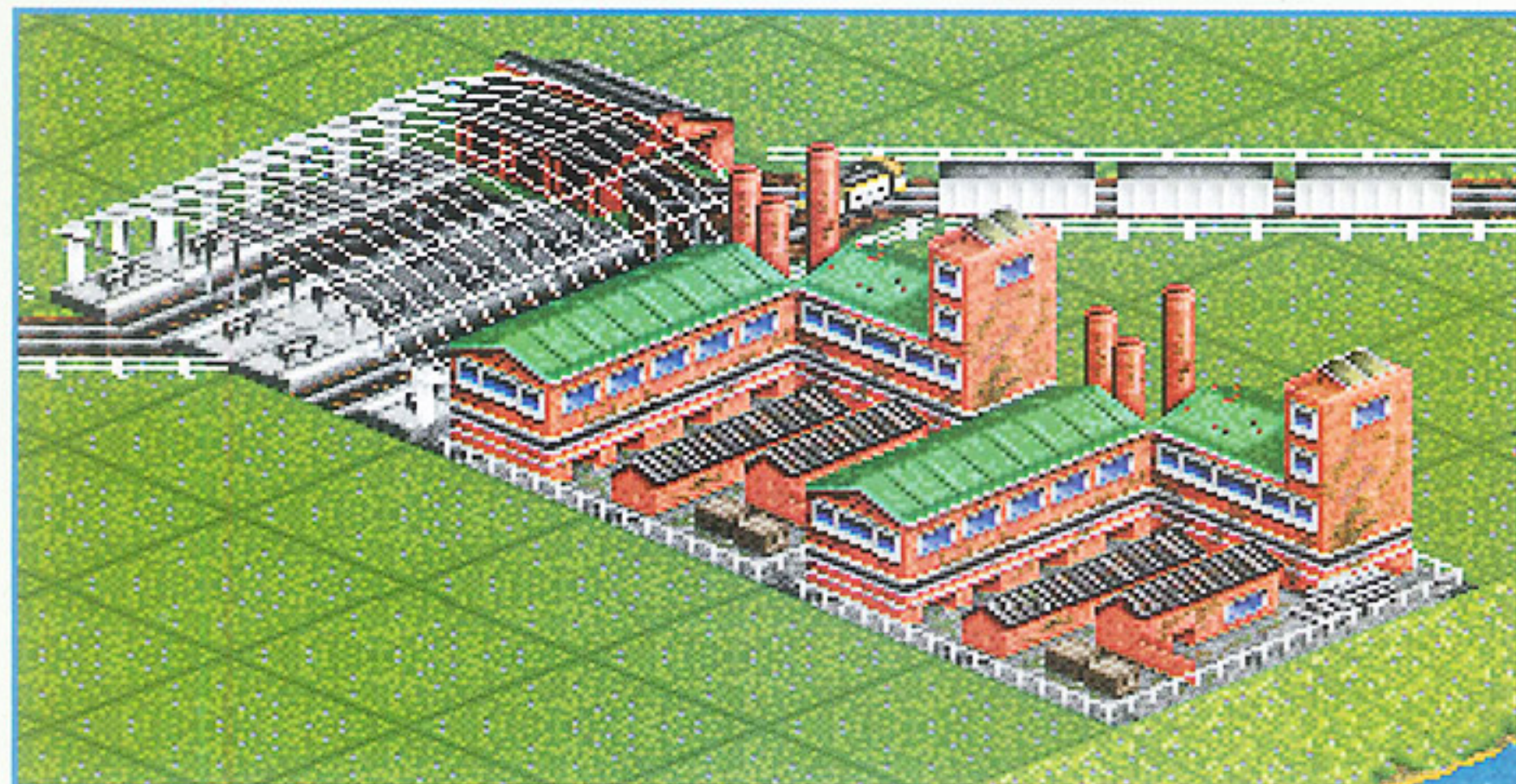

② Run a track from the second line to a factory and build a third station with one track alongside it. Continue this track to the nearest town and place the final (fourth) station where it will accept goods.
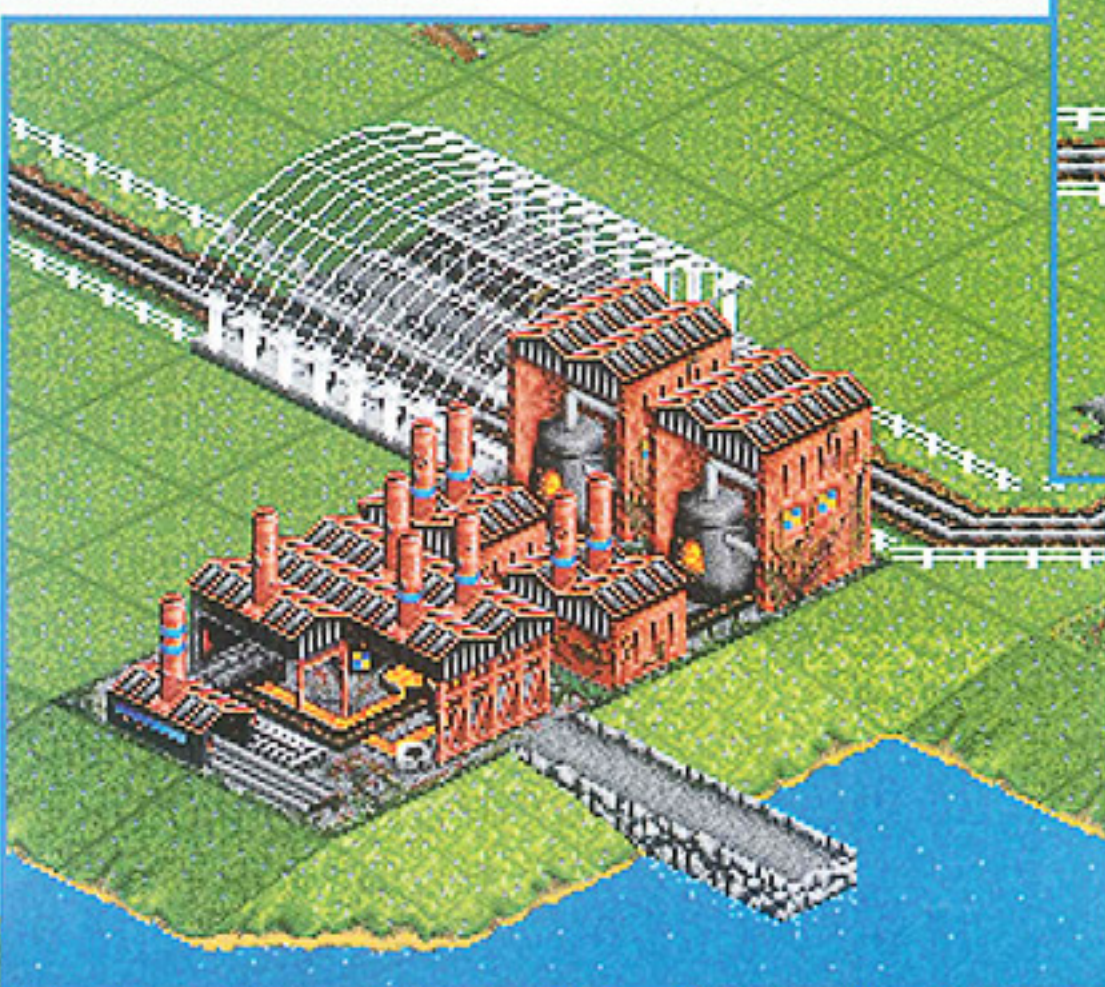
③ If you cannot get a station to accept goods at the town end of the network, try extending the length of the station to improve the catchment area. Adding a second track will also inprove the catchment area, and is worth doing even if the second track is never used.
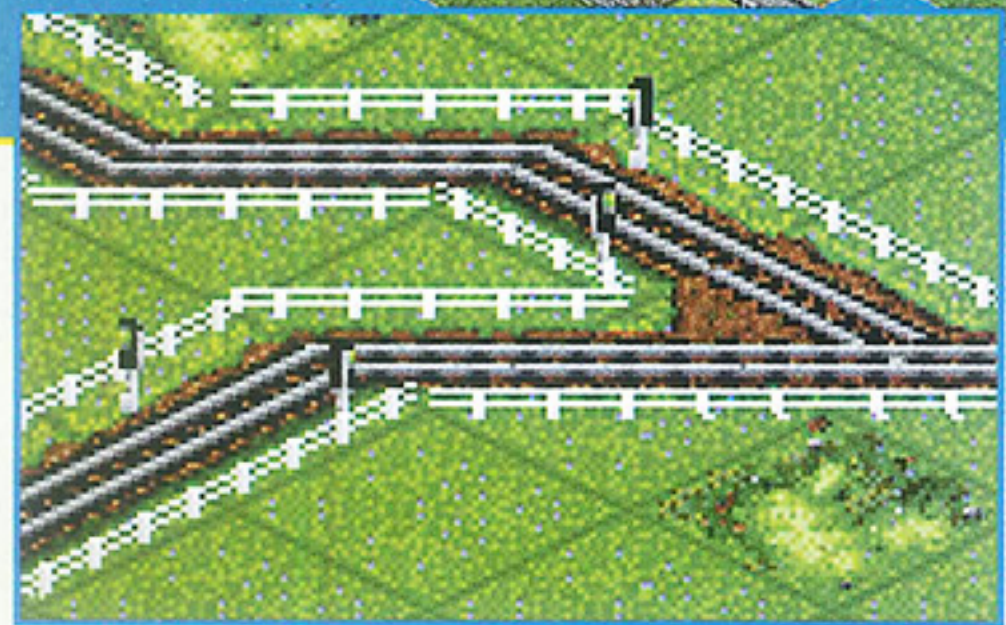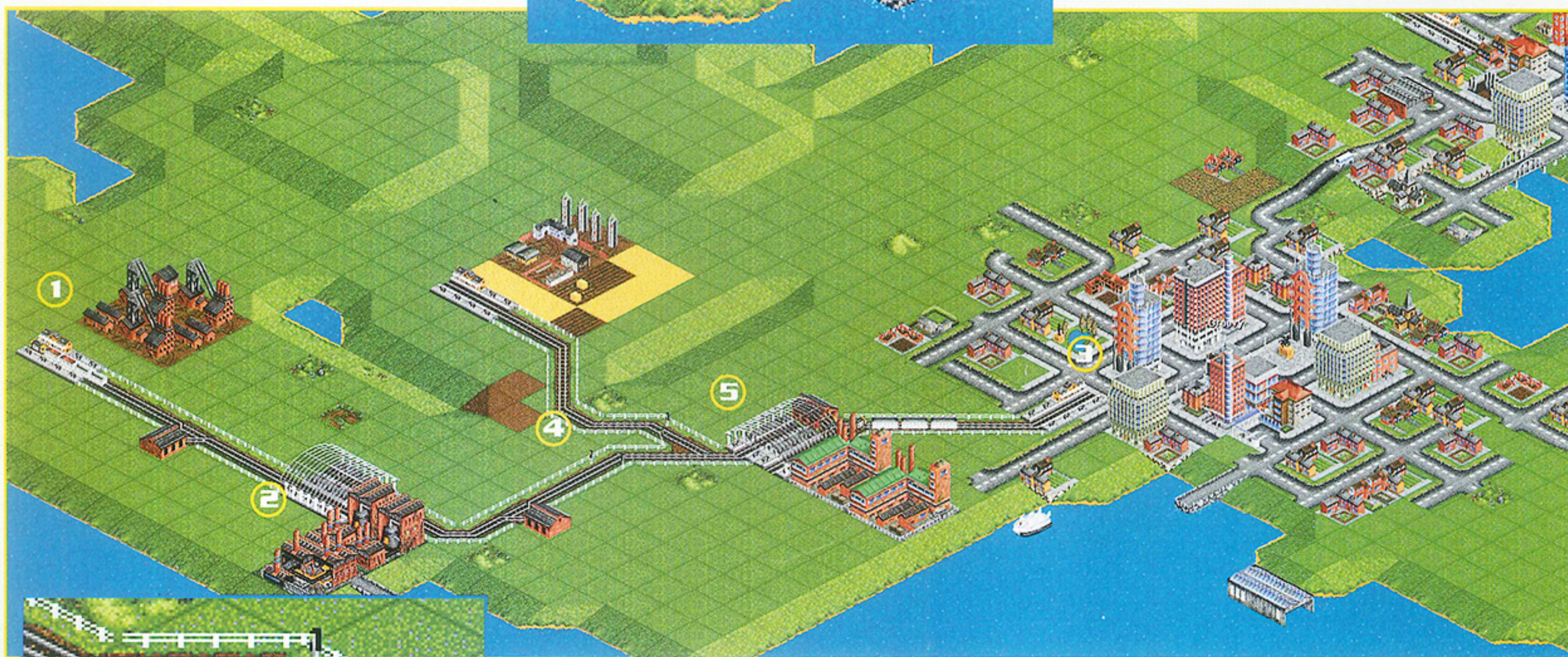
④ If there is a farm nearby you could consider adding an additional track to the factory. Try and lay the junction with the existing line as close to the station as allowed. Place signals on a straight bit of track right next to the junction to increase the speed trains can pass through the shared section.

ENGINES					
NAME	INVENTED	SPEED	CAPACITY	LIFE EXP	POWER
Jinty class	1924	56Km/h	-	14 Years	250Hp
Stanier Crab	1927	96Km/h	-	20 Years	600Hp
Gresley	1928	112Km/h	-	20 Years	1100Hp
Collett Panier	1931	64Km/h	-	15 Years	300Hp
Gresley D49	1931	104Km/h	-	20 Years	900Hp
Stanier Jubilee	1934	128Km/h	-	21 Years	1200Hp
Gresley A4	1936	144Km/h	-	20 Years	1400Hp
Bulleid Q1	1943	112Km/h	-	20 Years	900Hp
BR 8P	1954	152Km/h	-	23 Years	1800Hp
Metro-Cammel	1956	112Km/h	76 Pass DE	12 Years	600 Hp
EE 37	1960	144Km/h	-	20 Years	1750Hp
BR/Sulzer 25	1961	144Km/h	-	18 Years	1250Hp
Brush 47	1963	160Km/h	-	22 Years	2580Hp
BR 86	1965	160Km/h	-	23 Years	3600Hp
BR 87	1974	177Km/h	-	23 Years	5000Hp
BREL 56	1976	128Km/h	-	20 Years	3300Hp
BR IC125	1977	201Km/h	8 Mail DE	20 Years	4500Hp
Sprinter	1984	120Km/h	80 Pass DE	15 Years	700Hp
T.G.V.	1984	241Km/h	DE	25 Years	7000Hp
Eurostar	1993	249Km/h	DE	25 Years	8000Hp
X2001(mono)	1998	255Km/h	DE	20 Years	10000Hp

(DE - Double Engine)

⑤ You should try to build one train depot for each route run on this network. If you don't do this the trains will keep swapping positions when they go into the depot for servicing. This will eventually cause you to lose money on a number of routes.
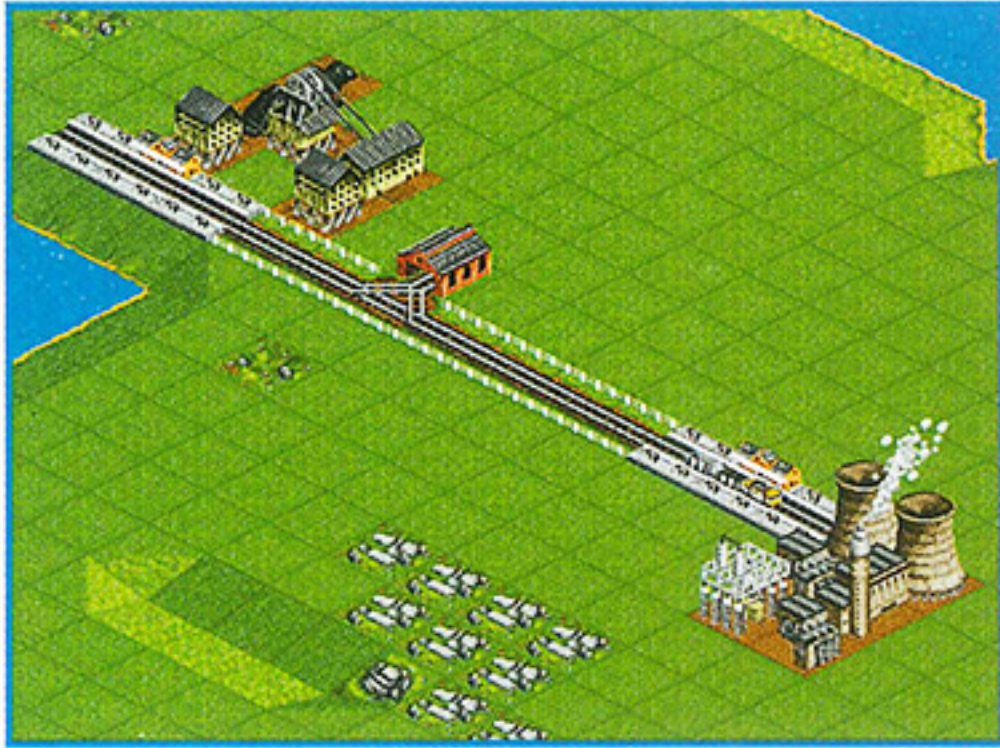
EXPANDING THE $ERVICE

When you are dealing with a short rail link you should try to keep the platform length as short as two or three sections. There is little need for a larger platform unless you plan on expanding the service over a greater distance. This is when you should build the four and five square platforms.

Industries which provide goods when given raw materials should always have two trains running to them. One train should deliver the raw materials and one should collect the goods to stop production being stunted. Although a multiple track station is ideal, you should try to stick with single track shared by two trains when you first start out or if funds are low.

The catchment area is vastly improved by enlarging the measurements of the station. You should always try to place railway stations so they serve the largest buildings in a town. Lay roads around your railway stations so they lead away from the town centre. When the town starts to grow the computer will follow already placed roads rather than building new ones. This way you can shape the way the towns look.

The time will come when most of your trains can operate at the maximum of 241Km/h. You should plan for this when laying your bridges during the golden age of steam. You should always build the fastest possible type of bridge when laying track. You can keep your trains travelling at maximum speed over sections of water which are nine squares or less in width. Greater distances will mean big losses in speed, time and profit.

In some circumstances you will find that trains which share a section of track swap places due to servicing irregularities. If you cannot build new depots due to lack of space you will have to send both trains back to the depot so you can start them off in the proper order. Unfortunately this will result in a loss of revenue, but is neccessary to make the route profitable.

$ CARRIAGES $

TYPE	WEIGHT EMPTY	LOADED	CAPACITY
Passenger Carriage	25T	27T	40 Passengers
Coal Hopper	18T	48T	30 Tons Coal
Mail Van	21T	28T	30 Bags Mail
Oil Tanker	24T	54T	30 Tons Oil
Livestock Van	20T	24T	25 Cattles
Goods Van	21T	33T	25 Crates Goods
Grain Hopper	19T	49T	30 Tons Grain
Wood Van	16T	46T	30 Tons Wood
Iron Ore Hopper	19T	49T	30 Tons Iron Ore
Steel Van	18T	38T	20 Tons Steel
Valuables Van	30T	50T	20 Tons Valuables

Monorail vans add five units to the capacity, but not to the weight.

As trains get older they start to break down more frequently. Because trains provide most of your funds in the first fifty years you should pay careful attention to the state in which your engines lie. When an engine starts to get old you should really replace it. This is sometimes impractical, so an alternative screen is needed. Go to the information screen about that vehicle and set the servicing interval so it is more frequent. This will lower the number of breakdowns whilst you wait for the funds to replace it.

From 1998 onwards you have the opportunity of building a monorail system. Unfortunately there is a limit to the number of trains you can own, and you have normally reached this limit long before 1998. The best course of action is to start systematically replacing your entire train network with a monorail one. It is costly, but very, very effective. You should notice the increase in profits almost instantly.

Rail networks require a great deal of space, and it is often the case that you miss out on the bulk of the passengers in a town because you can't build stations close enough to the town centre. The way around this is to link bus stations with rural train stations. Run a bus service from the centre of a town to a railway station and order the buses to unload at the linked station. You can then transport these additional passengers over greater distances for greater profit.

The best way to judge which station length is required is to look at the size of the service you are running. Large towns always deserve four or five square platforms unless it is for short routes. Manufacturing industries should also get the best treatment. You can normally get away with two and three square platforms on raw material sites.

$ETTING UP

Building a road network has its advantages as well as its disadvantages. Roads can be used by both yourself and your competition, and road transport is slow and unreliable. On a positive note, it's very cheap to set up and maintain. You can get yourself a good rating in a lot of towns with a cheap road service.

① Pause the game and scroll around the main map to find two large or medium towns which are within ten tiles of each other. Try and choose towns which are surrounded by flat land with very little water. Zoom in as close as you can and link them with a straight bit of road. Try to make the road as straight as possible to speed up the transit route. You should avoid raising or lowering the terrain or building bridges at this early stage.

② Place a bus station as close to the centre of the town as possible. Leave the 'highlight catchment area' switch on and fit in as much of the town as you can. Repeat this with the other town making sure that both stations are orientated to face road sections. Build a road vehicle depot next to the largest town, making sure you can trace a route to both stations.
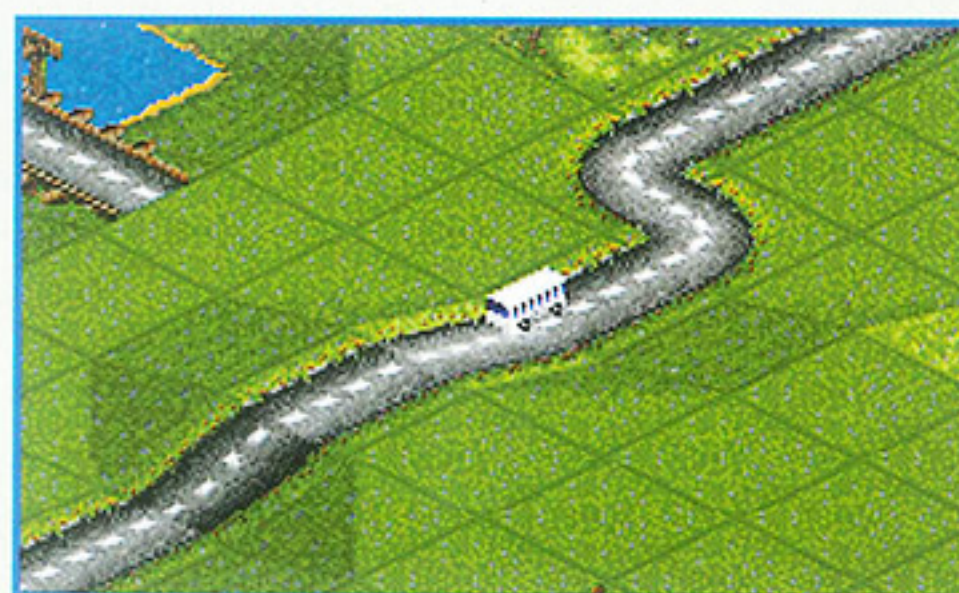
③ Click on the depot and select the 'new vehicles' switch. Scroll down the list to find the fastest of the buses. Build four of these buses and click on their order icons. Set them to run between the two stations you have built. Start them rolling, but make sure you leave a three second gap between each one. This stops them from building up at either of the stations.
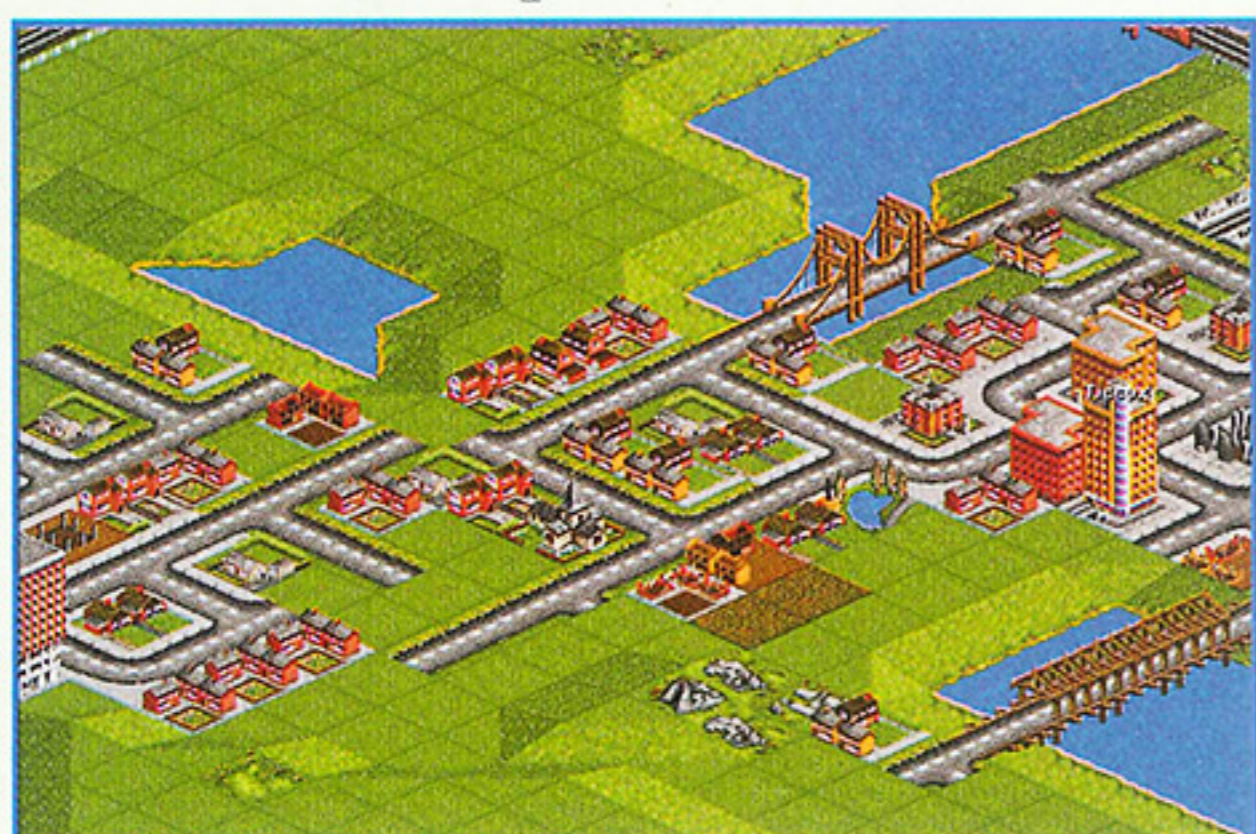

④ After the buses have completed one return journey you should check the waiting lists at both stations. If the amount of passengers waiting is under two hundred you can move off to start another network. If the amount of passengers is more than this you should set another bus running on the same route.

⑤ Follow the same principle for transporting cargo over the road. Although road networks are the least profitable for freight, they are cheap to set up and run. Place lorry depots near to banks or bus stations to get the most amount of valuables and mail.

EXPANDING THE $ERVICE

Select Road Bridge

|		
Wooden,	32kmh⁻¹	£601
Girder, Steel,	64kmh⁻¹	£1,026
Suspension, Concrete,	80kmh⁻¹	£1,186
Suspension, Steel,	96kmh⁻¹	£1,299
Suspension, Steel,	112kmh⁻¹	£1,345
Lattice Girder, Steel,	160kmh⁻¹	£1,558
Lattice Girder, Steel,	209kmh⁻¹	£1,664
Lattice Girder, Steel,	241kmh⁻¹	£1,764

Roads are easily the most versatile of the four transport types. The big advantages to building a road network are the low startup costs and the improved growth for towns. Road networks are best used for short passenger services and mail runs. Freight doesn't pay for itself when compared to the much more profitable rail option. You would have to build several vehicles and depots to transport as much freight with the same level of profit as a single train route.

Your road service will become less and less important as the game progresses. It will be responsible for less and less of your profit, but will provide your other services with support. When you build bridges for roads, don't spend money on bridges which offer the 112Km/h speed limit. The speed restriction won't effect your road income as much as it would your train income.
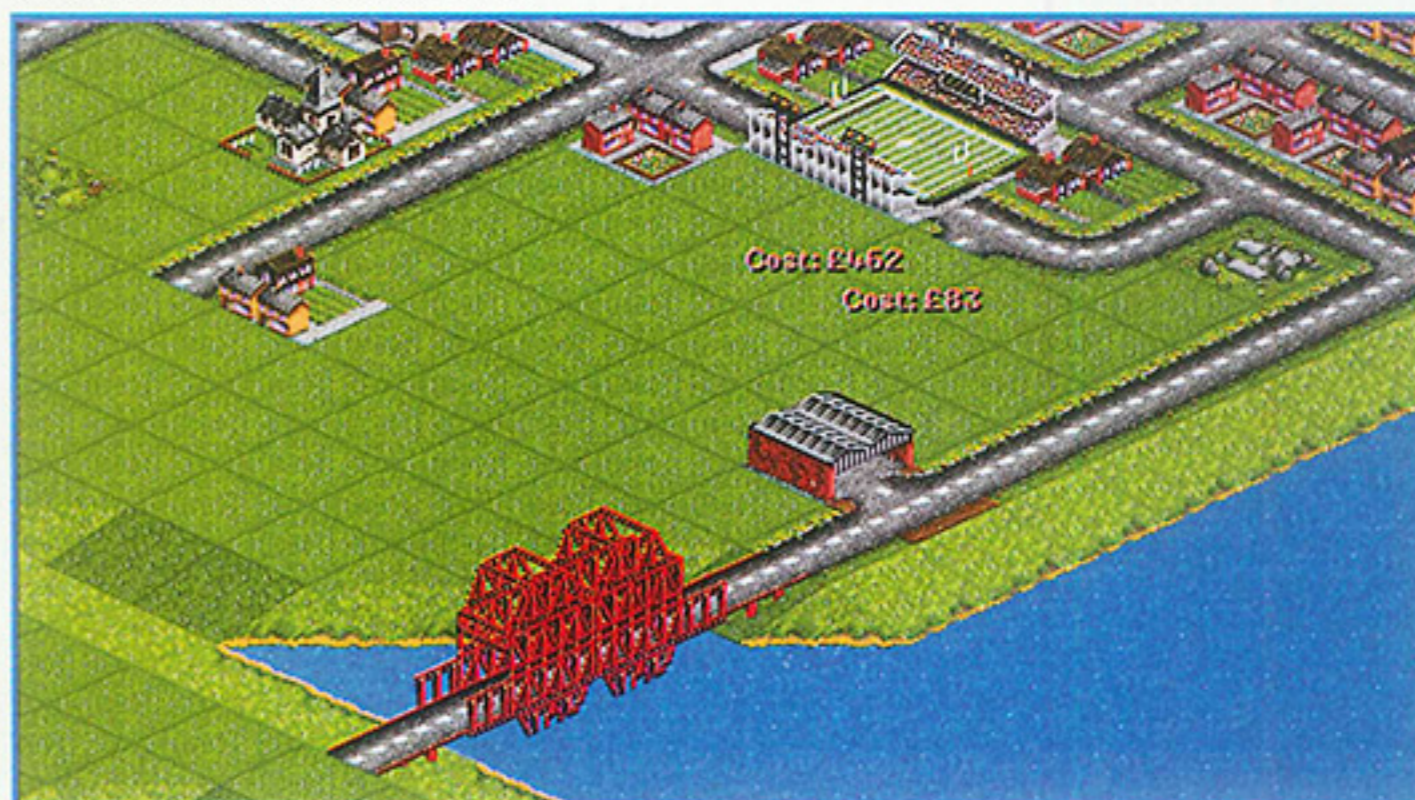
Because the depots are used for repairing, servicing, buying and scrapping vehicles you should try to place them at frequent points along road routes. A depot on each side of the town is the best plan of action to give your vehicles good coverage.

The catchment area of bus stations is a lot smaller than any of the other transport types. The buildings, however, are a lot smaller and can be positioned in the best point in most towns. This can lead to instant waiting lists which can never be matched. In large towns you should consider placing two stations near to each other to share the demand.

Buying and programming your buses and lorries works best in groups of three. You can set off the vehicles one after another so they move in and out of the station in one smooth motion. This avoids bottlenecks at the various stopping points on the route.

Because buses carry very few passengers you will often have to keep adding extra vehicles to a route. You should never have more than six vehicles serving one route unless you have the timing sorted out perfectly. Each station can only take two buses at once, any more are turned away and lose you money!

As mentioned before, roads are fundamental in the growth pattern of all the towns in the game. When you start to connect towns by road you are unknowingly creating a pathway for expansion. Use this to your advantage by placing extra stations in squares along these road routes. When the town sprawls outwards you will be ready to collect the new passengers.

Tunnels cost nearly three times more than conventional roads over hills. It is always better to build a tunnel straight through a hill to keep your traffic moving at its maximum speed. Lowering or raising terrain is far too expensive, and roads going uphill cause a significant loss of speed. Tunnels are by far the most effective way of crossing uneven land.

$ ROAD VEHICLES $

| NAME	INVENTED	SPEED	CAPACITY	LIFE EXP.
Leyland Lion Bus	1925	48Km/h	25 Passengers	10 Years
AEC Mail Car	1925	48Km/h	22 Bags Mail	15 Years
Scammel Oil Tanker	1925	48Km/h	21 Tons Oil	15 Years
Dennis Cattle Car	1925	48Km/h	14 Cattle	15 Years
Bedford Goods Car	1925	48Km/h	14 Crates Goods	15 Years
Scammel Wood Car	1925	48Km/h	20 Tons Wood	15 Years
AEC Iron Ore Car	1925	48Km/h	22 Tons Iron Ore	15 Years
Bedford Steel Car	1925	48Km/h	15 Tons Steel	15 Years
Bedford Coal Car	1926	48Km/h	20 Tons Coal	15 Years
Leyland Grain Car	1926	48Km/h	20 Tons Grain	15 Years
Bedford Armoured	1926	48Km/h	14 Sacks Valuables	15 Years
AEC Regal Bus	1929	56Km/h	31 Passengers	12 Years
Leyland Leopard Bus	1963	96Km/h	35 Passengers	15 Years
Ford Coal Car	1975	112Km/h	25 Tons Coal	15 Years
Renault Mail Car	1975	112Km/h	28 Bags Mail	15 Years
Volvo Oil Tanker	1975	112Km/h	25 Tons Oil	15 Years
Ford Cattle Car	1975	112Km/h	16 Cattle	15 Years
Fiat Goods Car	1975	112Km/h	16 Crates Goods	15 Years
Peugeot Grain Car	1975	112Km/h	25 Tons Grain	15 Years
Ford Iron Ore Car	1975	112Km/h	25 Tons Iron Ore	15 Years
Volvo Wood Car	1976	112Km/h	22 Tons Wood	15 Years
Ford Steel Car	1976	112Km/h	18 Tons Steel	15 Years
Ford Armoured	1976	112Km/h	15 Sacks Valuables	15 Years
Volvo Bus	1985	112Km/h	37 Passengers	15 Years

$ETTING UP

The oceans in Transport Tycoon give you the opportunity to transport freight to the most isolated towns and industries. Your shipping network should work closely with your airlines to provide the services which the aeroplanes cannot give. It also provides you with a cheap alternative to long distance rail links.
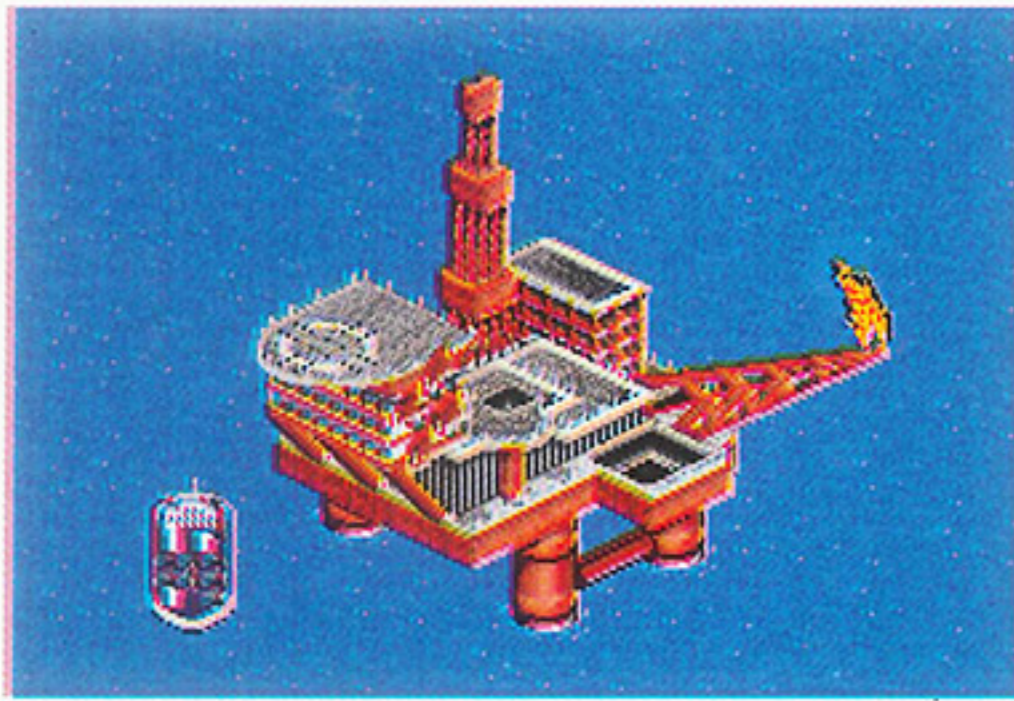
① You should wait until the first oil rig is placed before trying to set up a successful shipping route. The only other reason you should want to set up a shipping lane is if you have a industry on an isolated island.
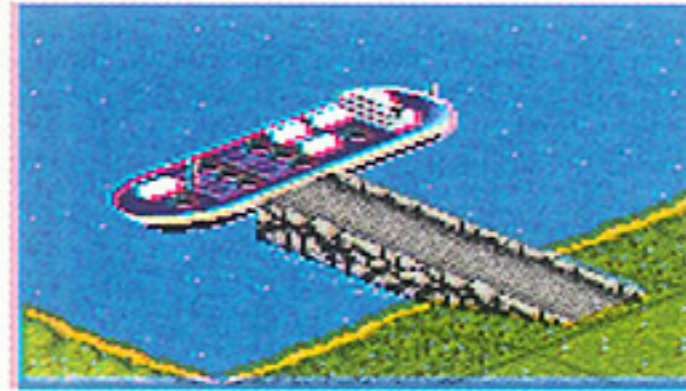
② Ships have a limited range over which they can travel. They also require servicing after every two or three journeys (over long distances). Place a depot close to the oil rig rather than the refinery.

③ Find an oil refinery along a coast and build a dock so that it accepts oil. Oil rigs come with their own docking facilities, so you don't have to bother building a dock at that end. Although rigs accept mail and passengers you shouldn't bother running ocean services for either of these cargoes.
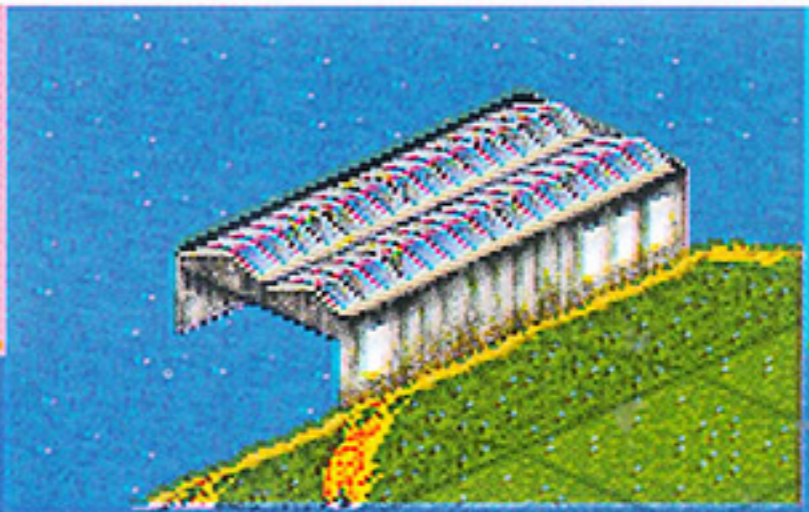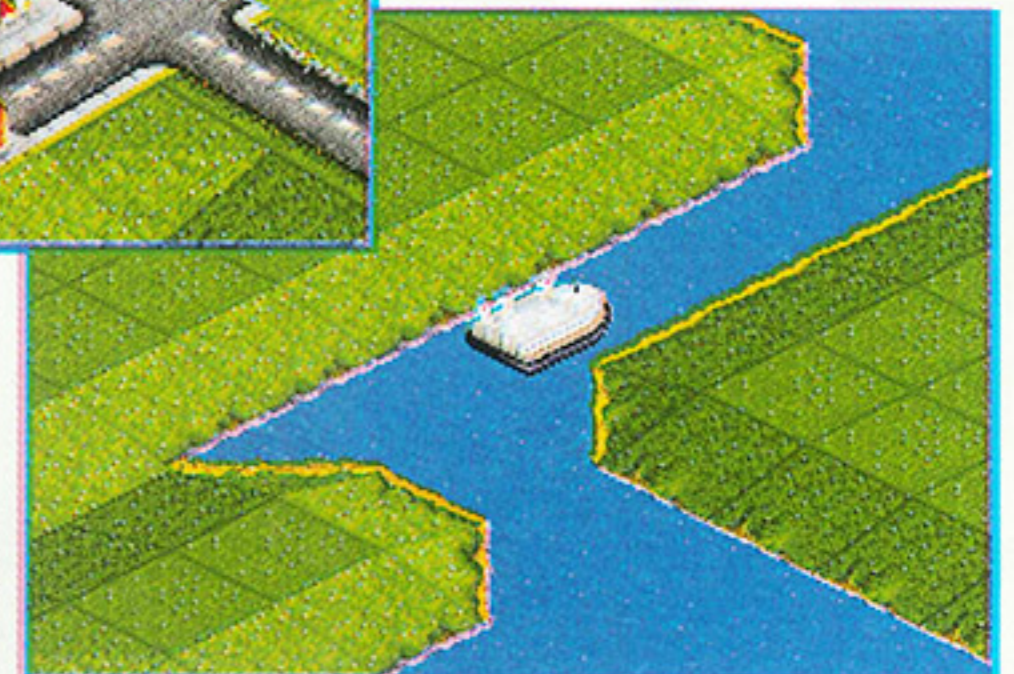
④ Build an oil tanker for every oil rig you have available and set them on a course between the rig and the refinery dock. Make sure you set your tankers to collect a full load at the oil rig to maximise profit compared to journey time. Passenger ferrys and hovercraft should not be set to collect the full load. Passenger services lose their payment rate much faster than other cargoes.
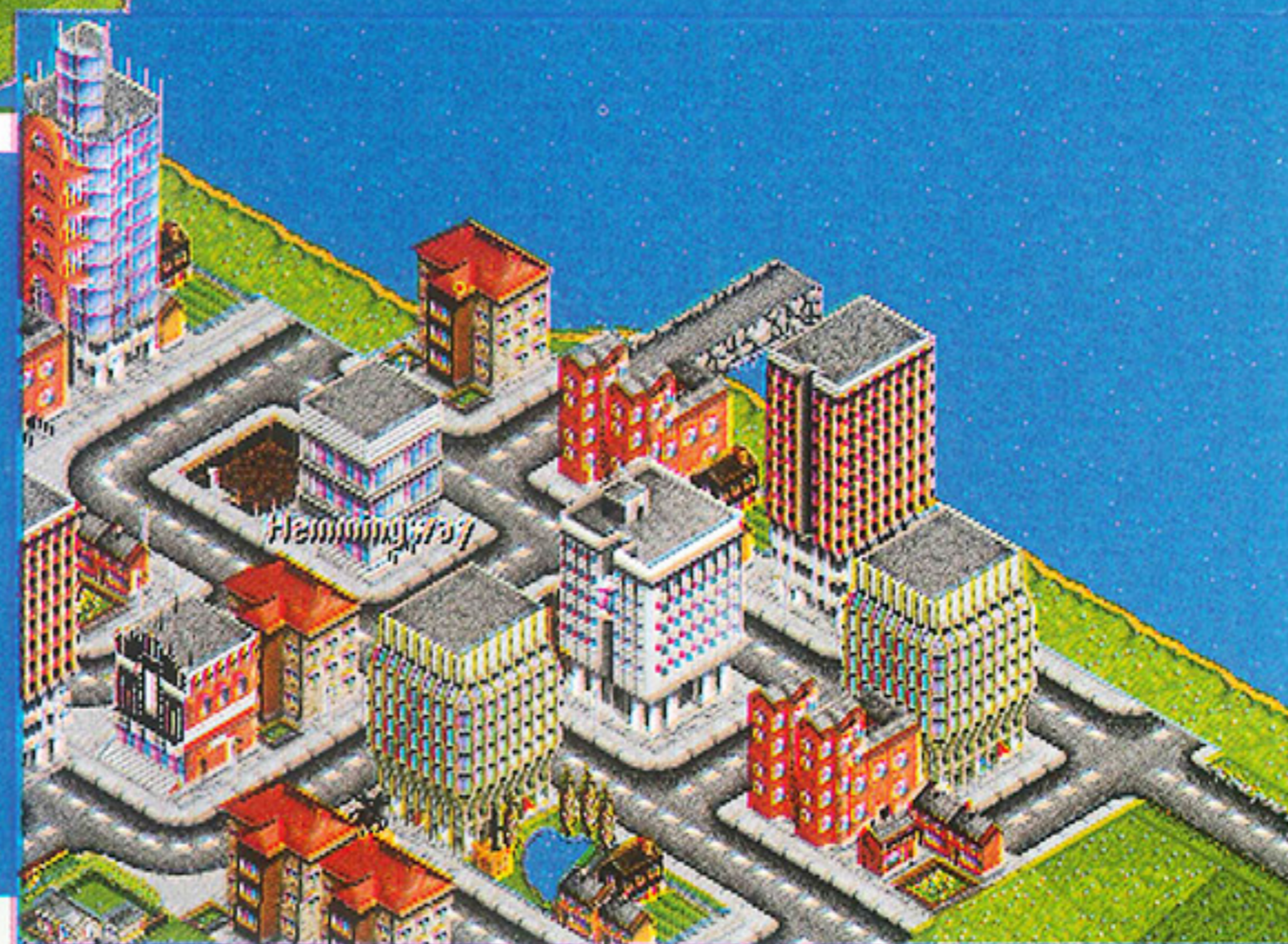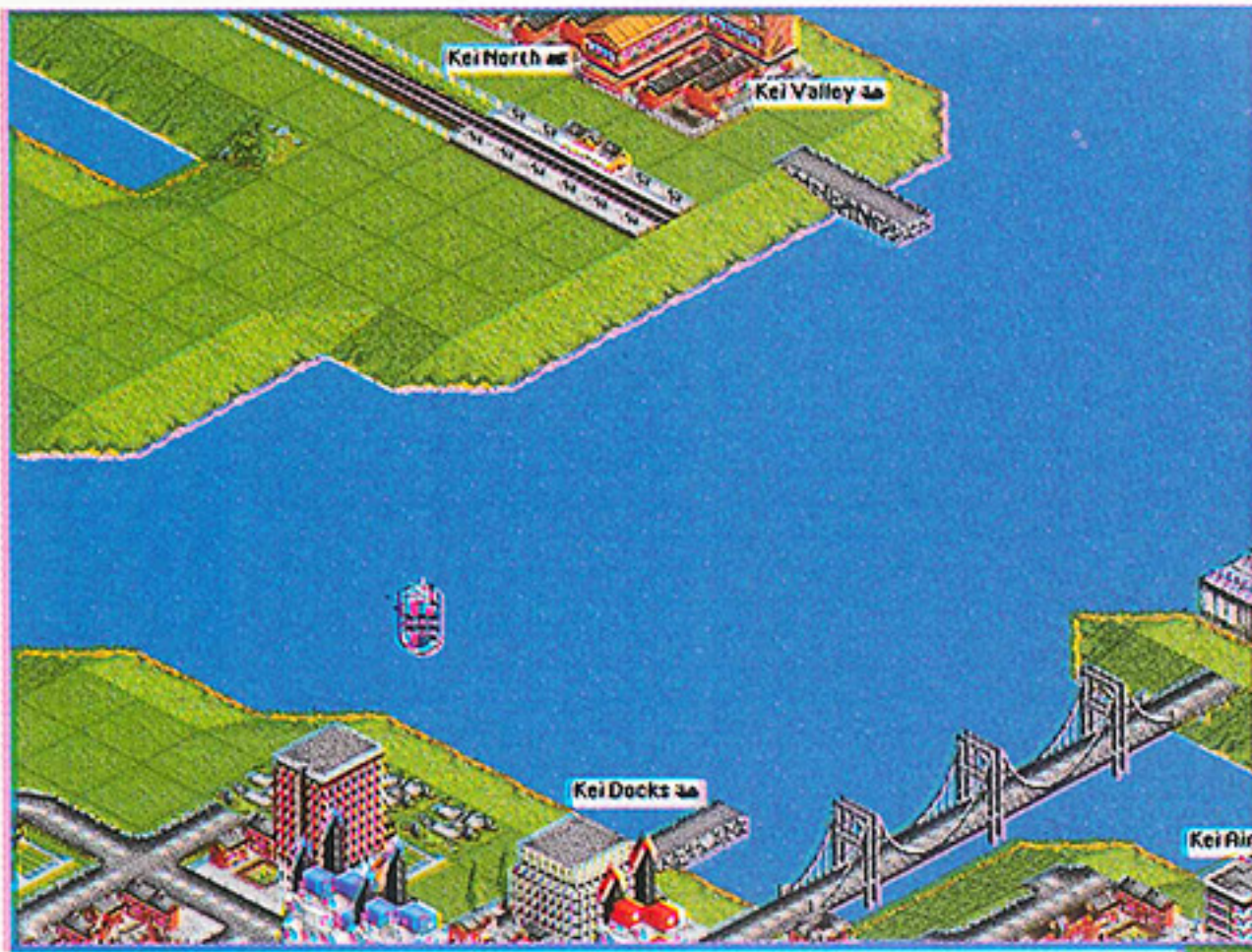
⑤ Your busiest ports will tend to produce large stockpiles of the three main cargoes: passengers, mail and goods. You should place buoys along your ocean routes so your fleet will sail along a fast route between two docks. Ships will attempt to find the shortest route if you don't place buoys, but will work more speedily if you do. This will help to shrink the stockpiles.

⑥ After your ship has set sail for the first time you should keep an eye on it to make sure it doesn't become caught up on the shoreline. In some circumstances you should lower the land to produce a canal to shorten the length of routes. Limit these canals to twenty squares in length.

EXPANDING THE $ERVICE

Shipping lanes are efficient, but expensive for freight transportation. You can transport a lot more materials by rail than you can by ship. Trains are also a lot faster and have lower start-up costs.

Ships are very slow moving, and won't be profitable on most services. You shouldn't approach passenger services until the invention of the hovercraft. Keep the routes short until the invention of the second generation of ships.
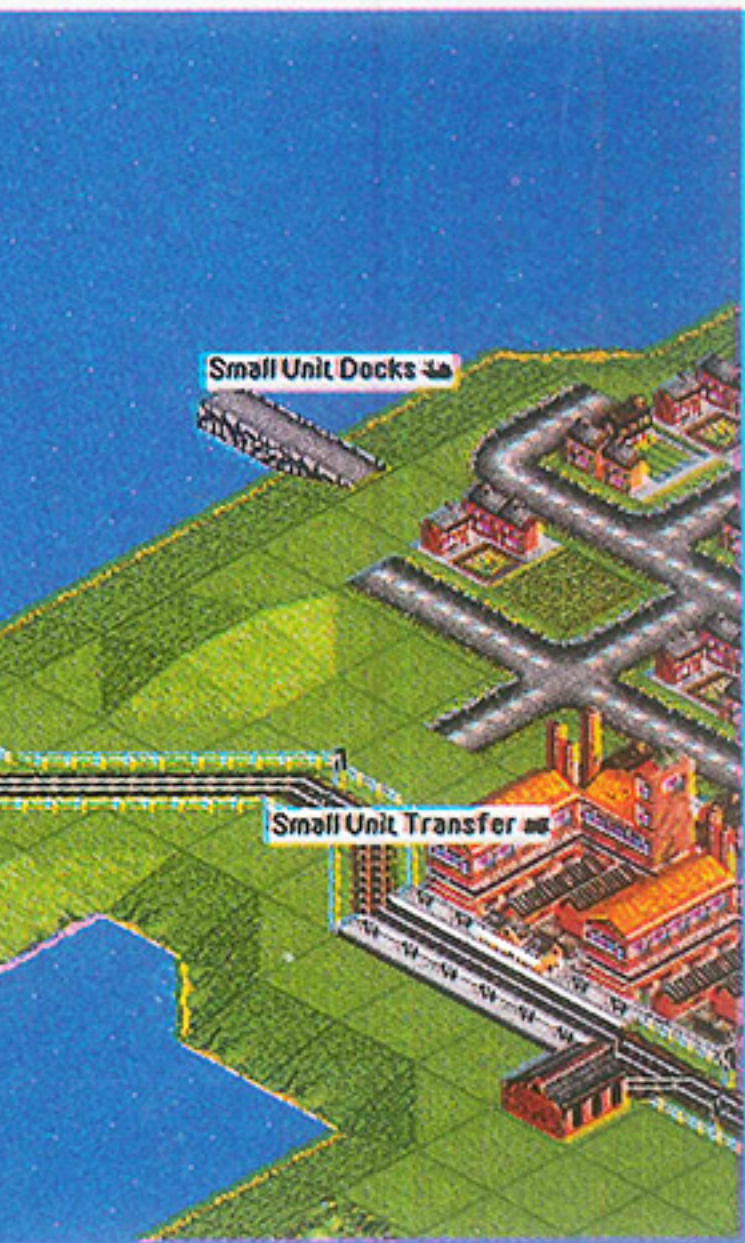
The catchment area of docks is very small. When you place a dock you must make sure there is a facility or town within three squares of the shoreline. Seaside towns can produce excellent revenue from passenger services.
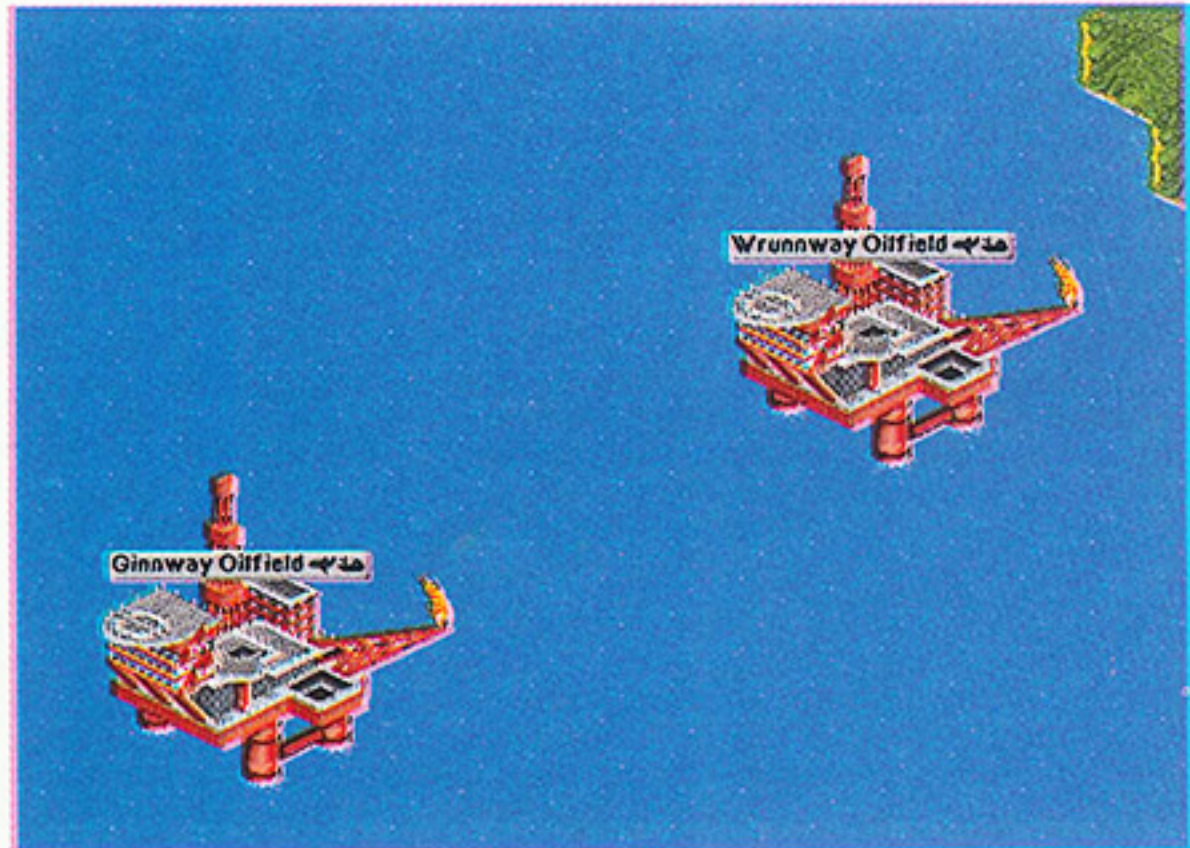
Despite this there are a number of situations where shipping routes are more effective than rail links. The first of these is with the transportation of oil from rigs. Oil rigs only start to appear in the later years of the game. There is no other way of collecting the oil produced at sea, and oil rig production is too profitable for you not to service.
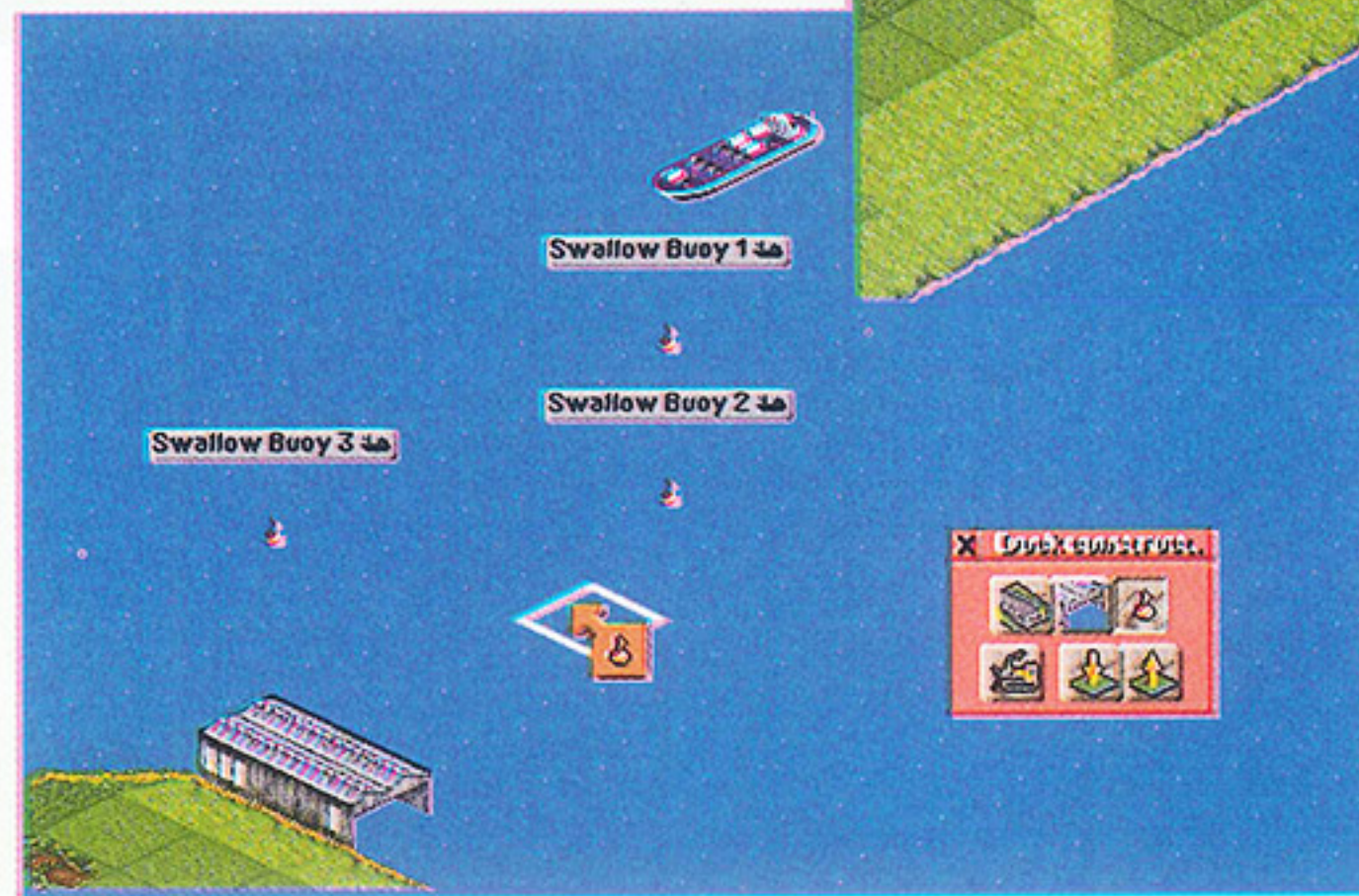
The second is when you are transporting materials over large expanses of water. Bridges can only be built over water up to a maximum of sixteen squares. Bridges will also slow down trains and road vehicles if they reach over ten squares.

You should not normally have to run more than one boat on any route. The only exception is with passenger services. Passenger ships tend to have a small capacity so you will have to run three or four ships to keep the service at a reliable level.

Because docks tend to revolve around the transportation of oil to refineries, you will end up with large stockpiles of goods which remain uncollected on the dock. To combat this problem you should place a train or lorry station in an adjacent square to make a combined station. You can then use a rail network to transport the goods inland.

Boats should always be set to take a full load before moving off. This is because the return journey takes a great deal of time and you will end up with half loads on all your voyages.

SHIPS

| NAME	INVENTED	MAX SPEED	CAPACITY	LIFE EXP.
Passenger Ferry	1925	32 Km/h	100 Passengers	30 Years
Mail Ship	1925	32 Km/h	100 Bags Mail	30 Years
Goods Freighter	1927	24 Km/h	100 Crates Goods	30 Years
Oil Tanker	1928	24 Km/h	220 Tons Oil	30 Years
Coal Freighter	1929	24 Km/h	200 Tons Coal	30 Years
Coal Freighter	1965	40 Km/h	220 Tons Coal	30 Years
Oil Tanker	1967	40 Km/h	250 Tons Oil	30 Years
Hovercraft	1968	112 Km/h	100 Passengers	25 Years
Mail Ship	1971	64 Km/h	150 Bags Mail	30 Years
Goods Freighter	1975	40 Km/h	190 Crates Goods	30 Years

① Start your airline by finding a large town with few transport links. Do not attempt to start building an airline if your funds are under £200,000. You should also wait until the larger airports are available to you. This isn't always practical so you should be prepared to adapt if your competition has started an airline before you.

$ETTING UP
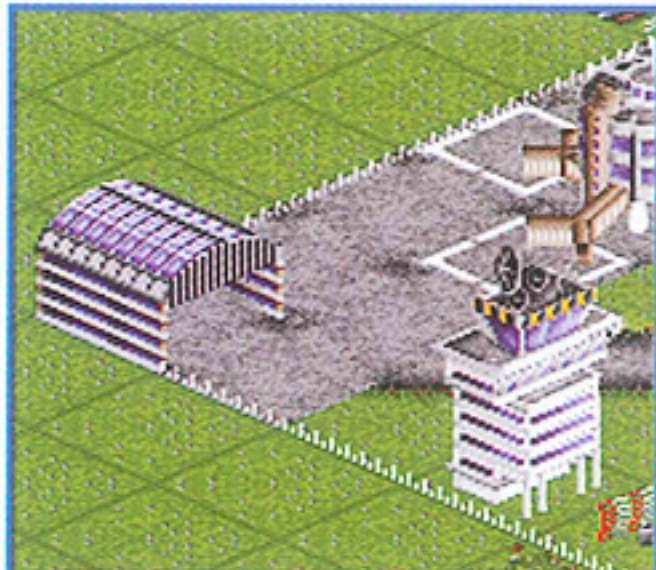
Airlines are the most profitable and efficient way to transport passengers in the Transport Tycoon empire. They provide the best cargo payment rates of all four transport types. The novelty of flying will keep the passengers coming in the early years, and the might of the Concorde will awe them in the later ones.

③ Find another town in similar circumstances. The best towns tend to be those with one or two freight services and a weak bus service. Isolated towns are ideal as airlines provide a cheaper link to the grouped conurbations.

② Level off the land and place the airport so that most of the residential buildings are included in the town. Try to avoid placing airports next to industries, aeroplanes can never transport freight.

④ After placing the second airport you can start buying the first of your aeroplanes. If you are lucky enough to have the funds before 1948 you should concentrate on purchasing the Douglas DC3. It is really worth waiting until after 1948 so you can start your airline with the more impressive Viscount.
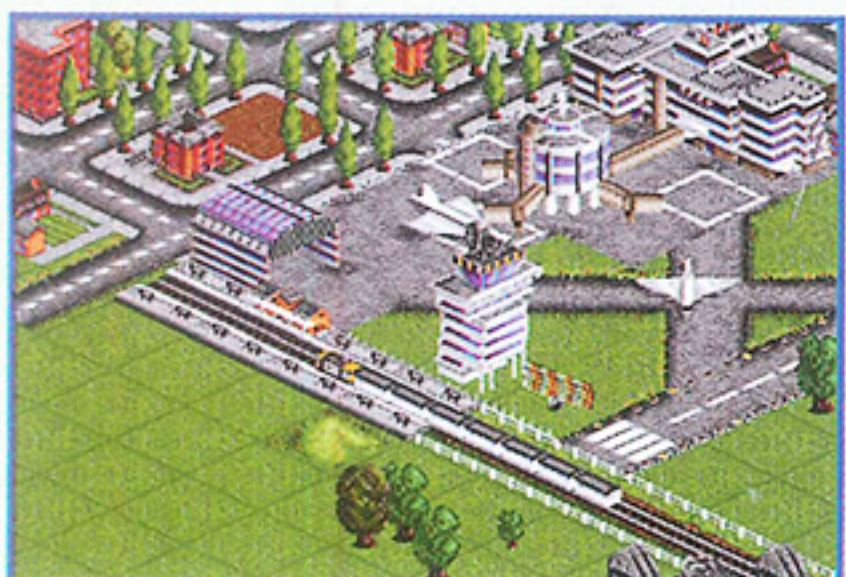
⑤ Set this first plane to run between the two airports without waiting to collect a full load at either end. Wait to see how the waiting lists end up after one return journey. One of the airports will normally have more passengers waiting than the other. Build a third airport (if you have the funds) and run a second plane between the most popular airport and the newly constructed one.

⑥ Try to keep your first airports as far apart as you can. The longer routes are easily handled by the fast planes, and will yield a much higher profit. You shouldn't build more than five airports before 1950. Around the 20th year of the game you will be given the option to construct large airports. From this point on you should concentrate on developing your airlines with great speed. This is the only other time in the game that you should start to increase your loan. You should have paid the loan off before the start of the 1940's.

EXPANDING THE $ERVICE

There isn't much to choose between the aircraft developed after 1958. Use the DC8 for all of your services until the 747 comes along. Don't bother with any of the smaller craft, your airports will almost always supply more than 200 passengers to fill a DC8. As soon as the Boeing giants and the super-fast Concorde come along you should start adding to your fleet with new services.
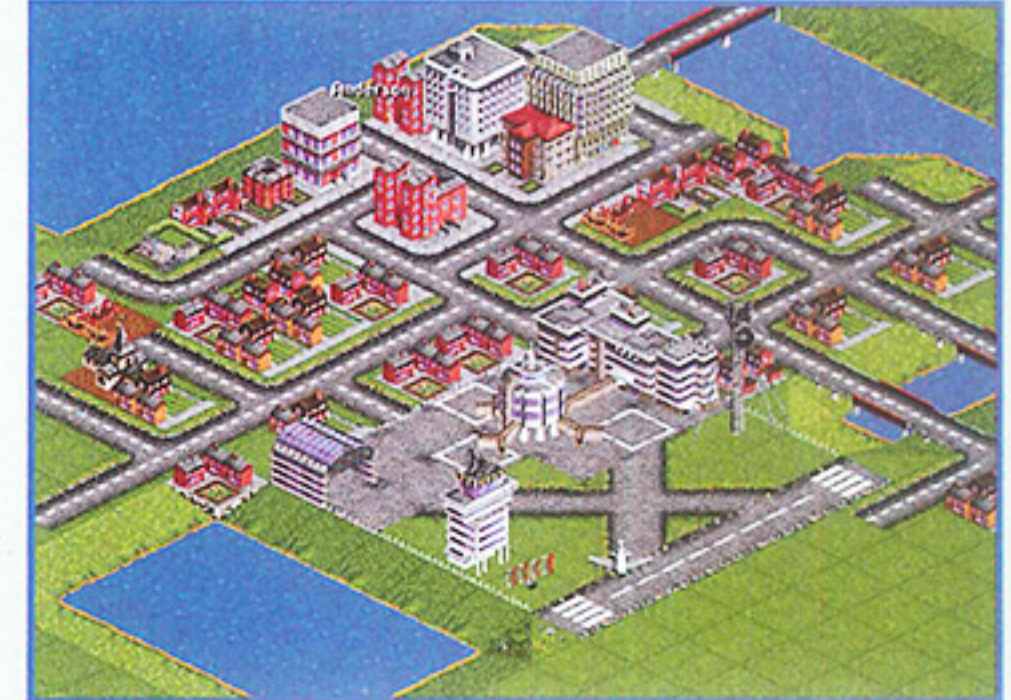
Oil rigs can provide a small amount of profit after the invention of the Sikorsky helicopter. You should try and run one helicopter to each oil rig as it is built. You won't be able to pick up or drop off passengers and mail if your opponent gets there first. These services barely break even and you should only operate them if you have a healthy bank balance.

The Concorde can almost transport the same number of passengers as a 747 in the same length of time. You will get much better returns on the ultra-short journey time, but will have to pay much more in running costs. When the towns on the map start to get very large you should start running two services between two airports. Mixing a fast Concorde service with a large 747 service will ensure excellent profits for your airline. Stick with these two planes for the rest of the game.

You may notice 'stacks' of planes building up around the busiest airports. Large airports can accommodate three aeroplanes at the terminal at once. This prevents a lot of the bottlenecks associated with the other transport types. Unfortunately the air strip can only take one plane at a time. As a rule of thumb you should never have more than four planes running to any one airport.

Air crashes are all too common a problem for any transport tycoon. You have to be ready to replace crashed aeroplanes, even before they are removed from play. Buy a replacement and set it to copy the wrecked planes' course. You can even set it rolling out of the hangar if you want to move on to other things. The new plane will wait patiently until the wreck has been cleared from the runway.

Mail will often build up at airports in ridiculous amounts. Towns will supply approximately one and a half to two times as many passengers as mail to an airport. The mighty Boeing 747, for example, can only ship 50 bags of mail compared to 250 passengers. This 5:1 ratio will lead to an excellent passenger service and an appalling mail one. This ratio is similar for all aircraft, so you need a measure to combat the build up. The best course of action is to link the airport with a railway station, lorry station or dock. You should never try to run more planes to ship the excess mail.

As the game progresses the towns will spread outwards, consuming the wilderness and open space on the main map. By the 1980's there will be little space remaining for the construction of large airports. Although the catchment areas are very large you should still try to build them as close to the population centre as you can. The ideal ratio of airports to towns should be about 1:3. You should never have to build more than 25 airports. Because you are limited to the number of aeroplanes you can buy, you will find you are limited to less planes per port.

You should constantly monitor the routes your airline is running. You may find that you are transporting passengers between two local airports for little profit. You should swap the routes around so that they become as frequent as possible, even if that means closing down some of the quieter airports. This pruning will keep your airline profits sky high.
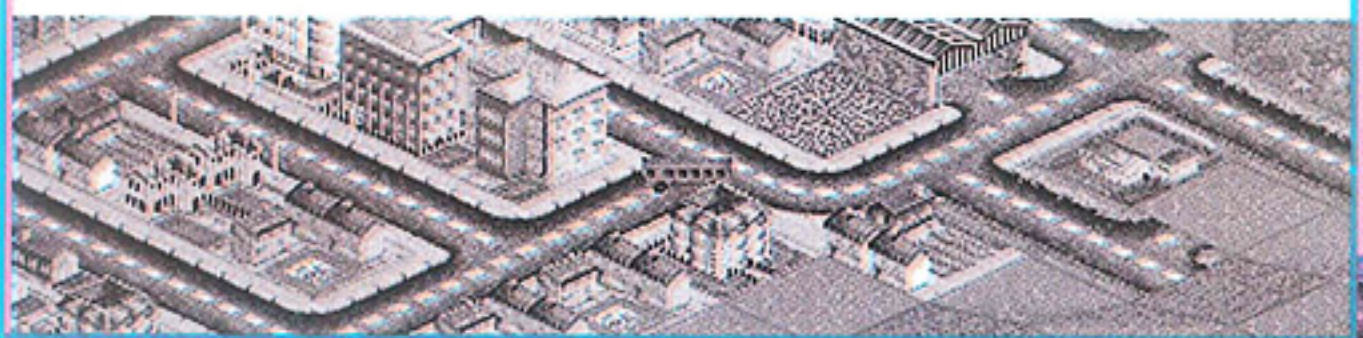
💲 AIRCRAFT 💲

NAME	INVENTED	SPEED	CAPACITY	LIFE EXP.
Junkers JU52	1929	476Km/h	25 Pass. 4 Mail	20 Years
Douglas DC3 Dakota	1933	476Km/h	30 Pass. 6 Mail	30 Years
Vickers Viscount	1948	476Km/h	65 Pass. 8 Mail	24 Years
SE310 Caravel	1955	952Km/h	90 Pass. 10 Mail	18 Years
Sikorsky Helicopter	1957	321Km/h	40 Pass. 15 Mail	15 Years
DC8	1958	952Km/h	200 Pass. 30 Mail	23 Years
BAC1-11	1963	952Km/h	95 Pass. 10 Mail	22 Years
Boeing 727	1963	952Km/h	170 Pass. 35 Mail	22 Years
DC9	1965	952Km/h	100 Pass. 15 Mail	26 Years
Boeing 737	1967	952Km/h	110 Pass. 15 Mail	22 Years
Boeing 747	1967	952Km/h	250 Pass. 50 Mail	25 Years
Concorde	1968	2330Km/h	110 Pass. 20 Mail	25 Years
DC10	1970	952Km/h	220 Pass. 40 Mail	20 Years
Lockheed Tristar	1970	952Km/h	240 Pass. 35 Mail	20 Years
Airbus A300	1972	952Km/h	225 Pass. 30 Mail	24 Years
MD80	1978	952Km/h	150 Pass. 30 Mail	25 Years
BAe146	1980	952Km/h	80 Pass. 10 Mail	25 Years
Airbus A310	1981	952Km/h	210 Pass. 25 Mail	24 Years
Boeing 757	1982	952Km/h	200 Pass. 25 Mail	25 Years
Boeing 767	1982	952Km/h	220 Pass. 25 Mail	25 Years
Fokker 100	1987	952Km/h	85 Pass. 10 Mail	20 Years
Airbus A320	1987	952Km/h	160 Pass. 20 Mail	24 Years
MD11	1989	952Km/h	230 Pass. 25 Mail	25 Years
Airbus A330	1993	952Km/h	220 Pass. 20 Mail	24 Years
Boeing 777	1994	952Km/h	240 Pass. 40 Mail	25 Years

OPPO$ITION

Road vehicle destroyed in 'UFO' collision!
15TH JUL 194

There are many devious ways you can stunt the growth of your opponents. They are all cheap, effective and downright nasty! Keep an eye on the owners map and look out for new stations or constructions. Scroll to find these places before trying some of the following.

Once you have a new railway station you should follow the track to an unfinished end. Place a couple of your own rail track tiles to block this line. Your opponent will have to rip up the track and re-lay it. You can keep doing this until they are forced to move stations and depots. This will cost them a lot more than it will cost you.
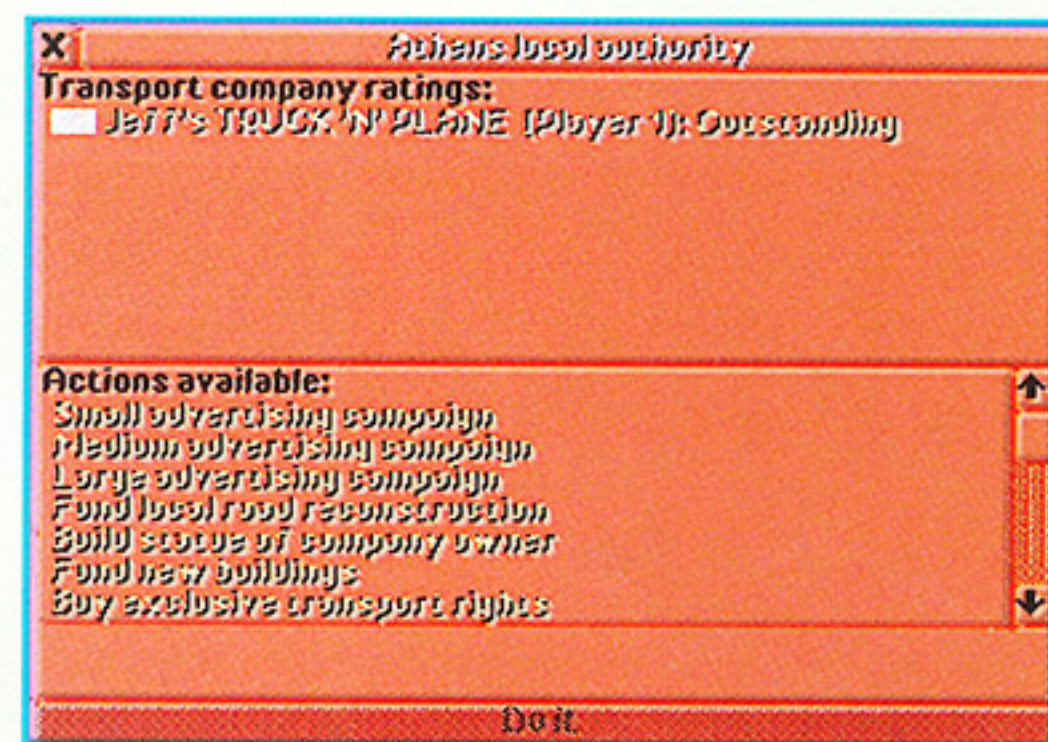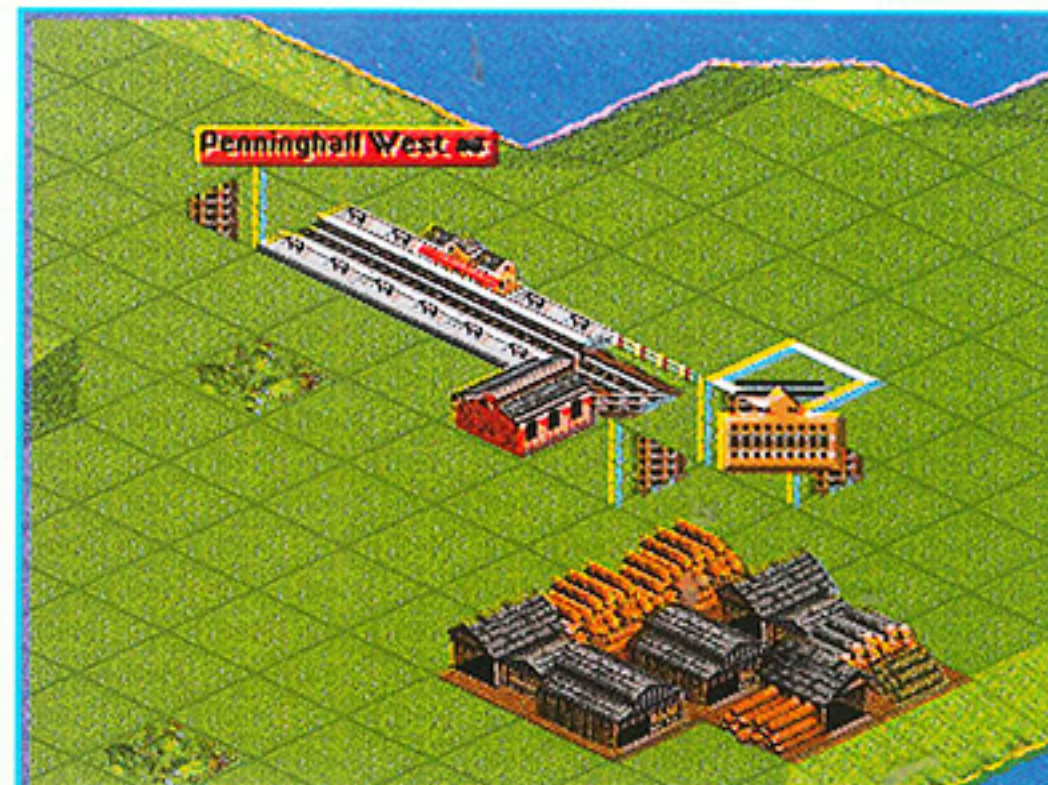
Road networks are a little harder to disrupt. You have to wait until your opponent has actually started sending road vehicles between stations. Place rail track over the top of roads right next to the stations. You have to make sure they are placed perpendicular to the road. You cannot place rail track on crossroads or junctions. Once you have placed track over all possible exits and entrances you can select the bulldozer and clear the whole square with your track in it. The road will vanish as well. Place a strip of track in the empty square so a new road cannot be built. This should cost you less than £100, but your opponent will have to re-route all the vehicles, demolish the stations and replace any depots.

There are a number of perks you can award to local authorities to win convince them to give you more cargo than your opponents. One of the best of these is to fund new buildings in the town. This will increase the population much faster than normal and will increase the load on your stations. You can also opt to pay for a years exclusive transport rights. This is very expensive and won't pay for itself in most towns. It does help to make your opponents life that much harder.

To increase demand in your own stations you can plant trees around the outside. This is a small feature which computer controlled opponents tend to omit. In a shared town the prettiest station will get the most customers, it also improves your rating with the local authority. Advertising campaigns are a cheap alternative to pouring funds into local authority. They are not as effective at bringing in more customers. With all of the local authority options you must remember to increase your service to cope with the extra demand, if you don't, your waiting lists will grow and your investment will have a reverse effect.

INDU$TRIE$

Industries must be linked together in the correct order to ensure good profits. Rail routes can be replaced with sea routes if circumstances are right. You should upgrade the road links on longer routes to air links within the first fifteen to twenty years.