TRANSPORT TYCOON™

STRATEGIES & SECRETS

Lee Buchanan

COLE COURSE

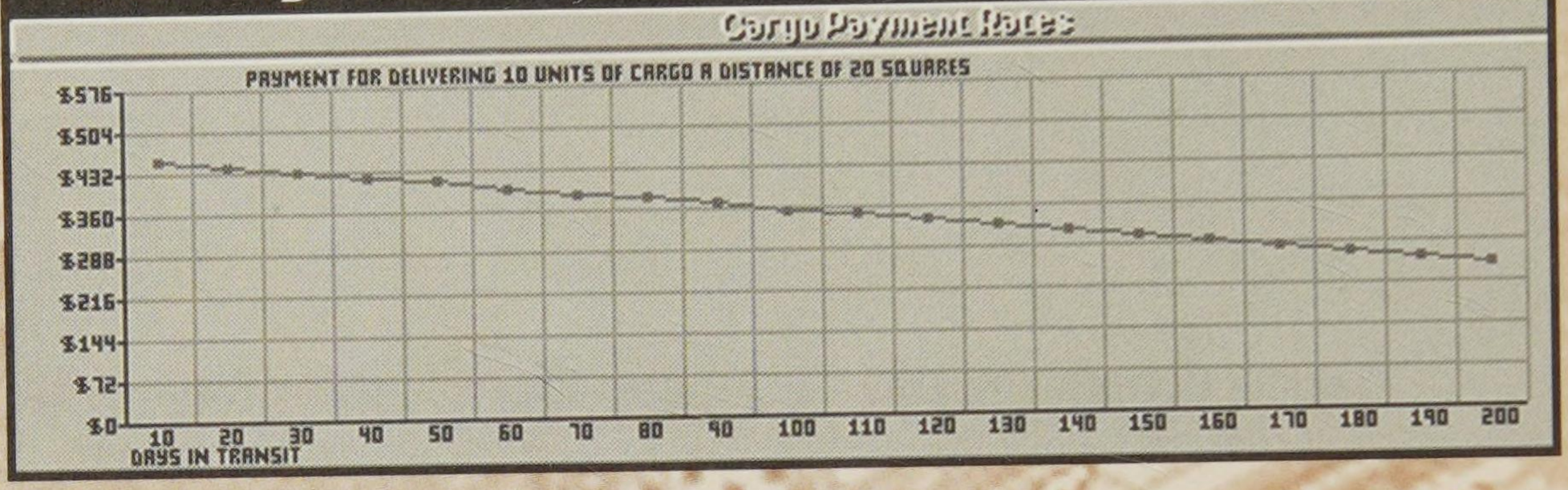
402
SPECIAL
0897 $ 5 49



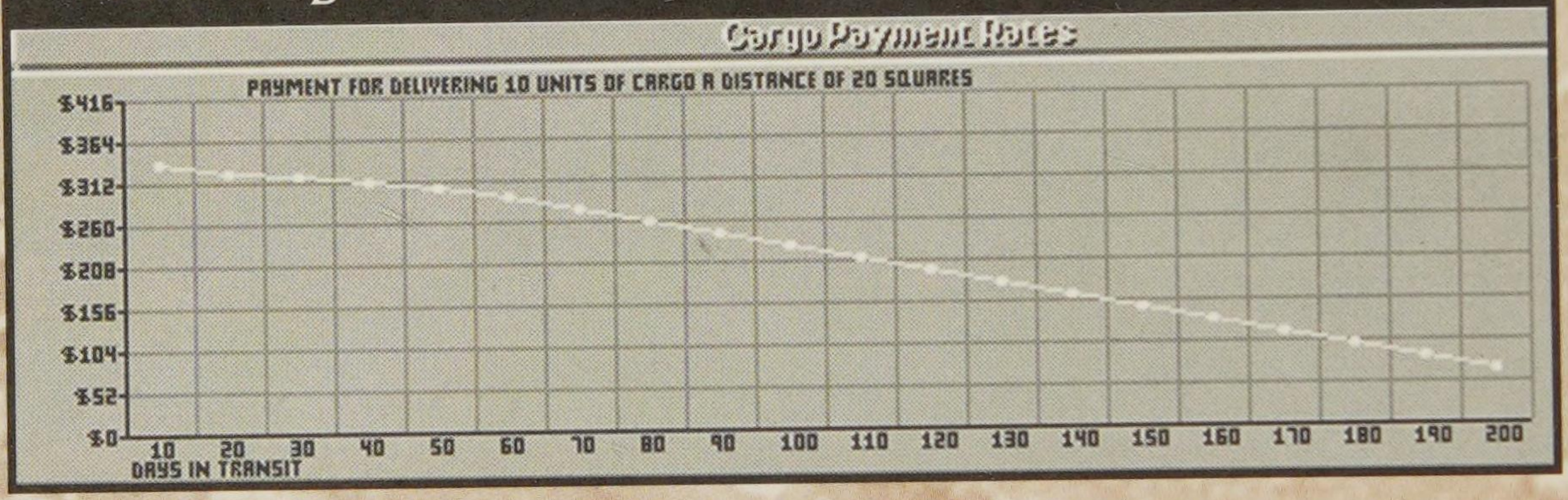
SYBEX

- Build Your Sim-Empire!
- Every Secret and Trick Revealed!

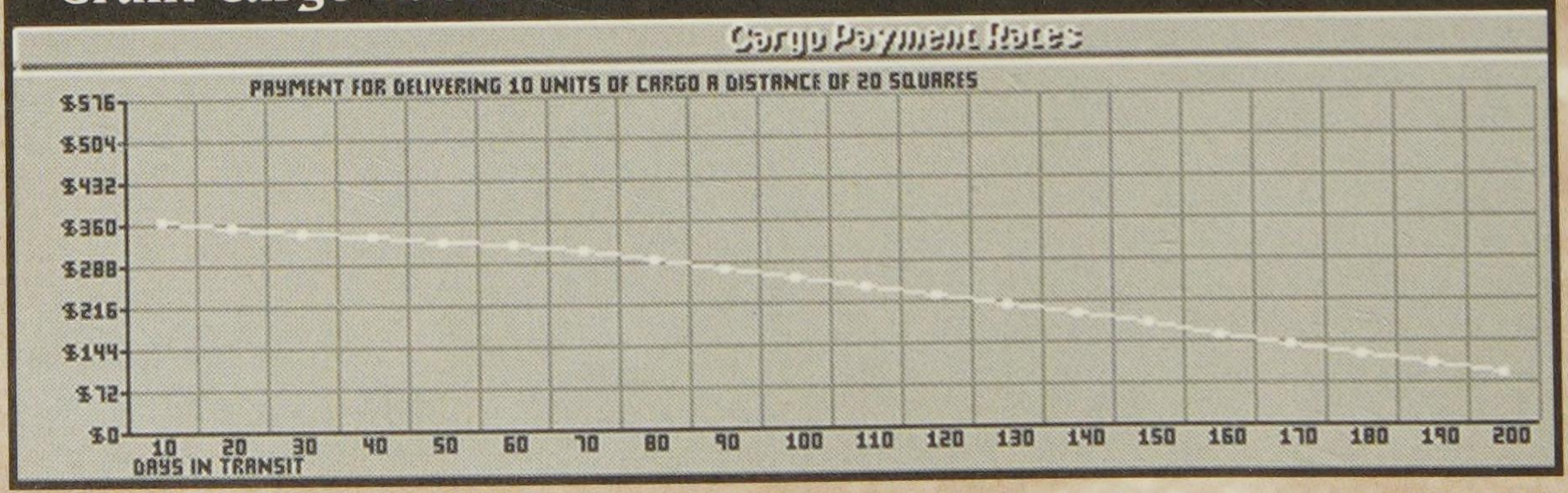
Coal Cargo Rates



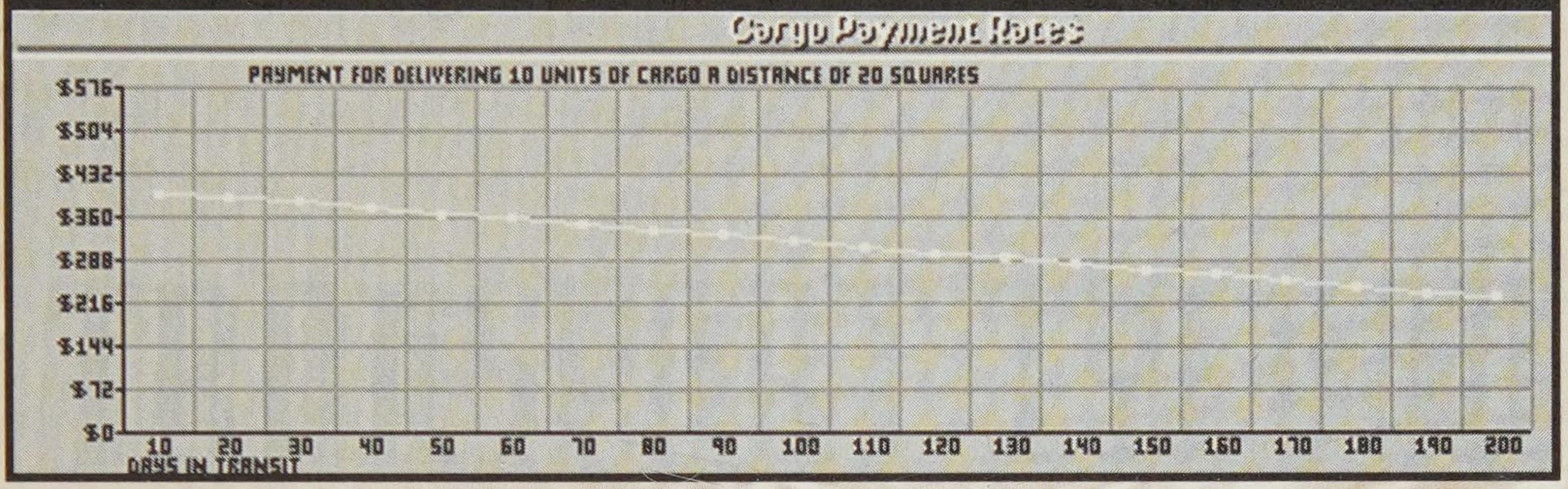
Goods Cargo Rates



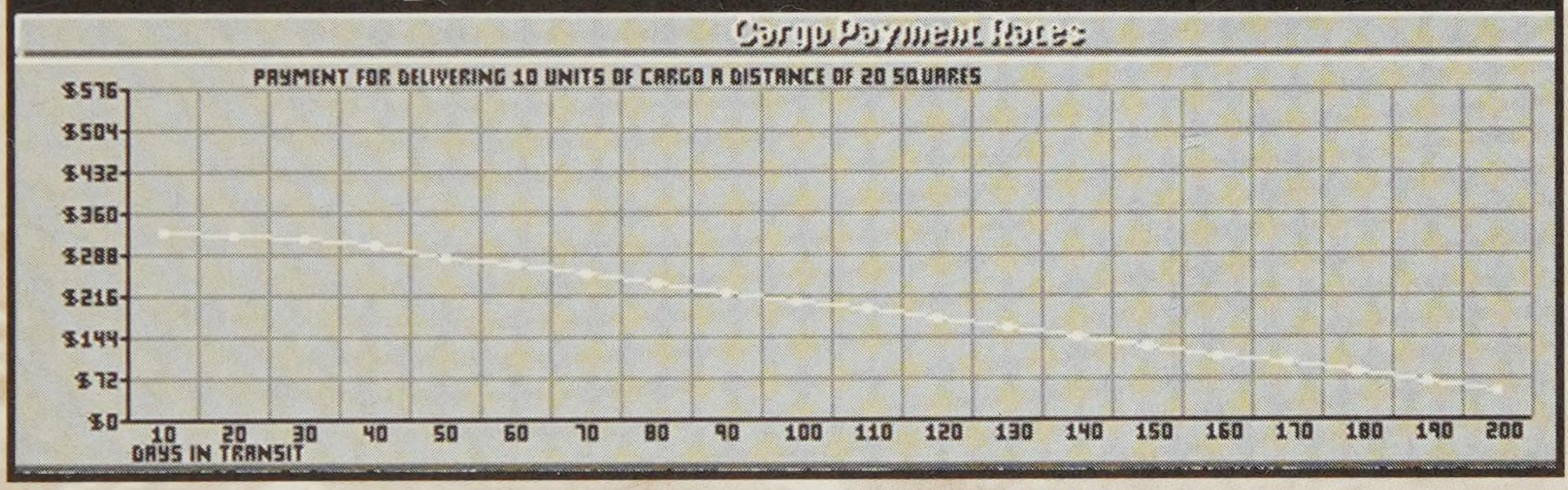
Grain Cargo Rates



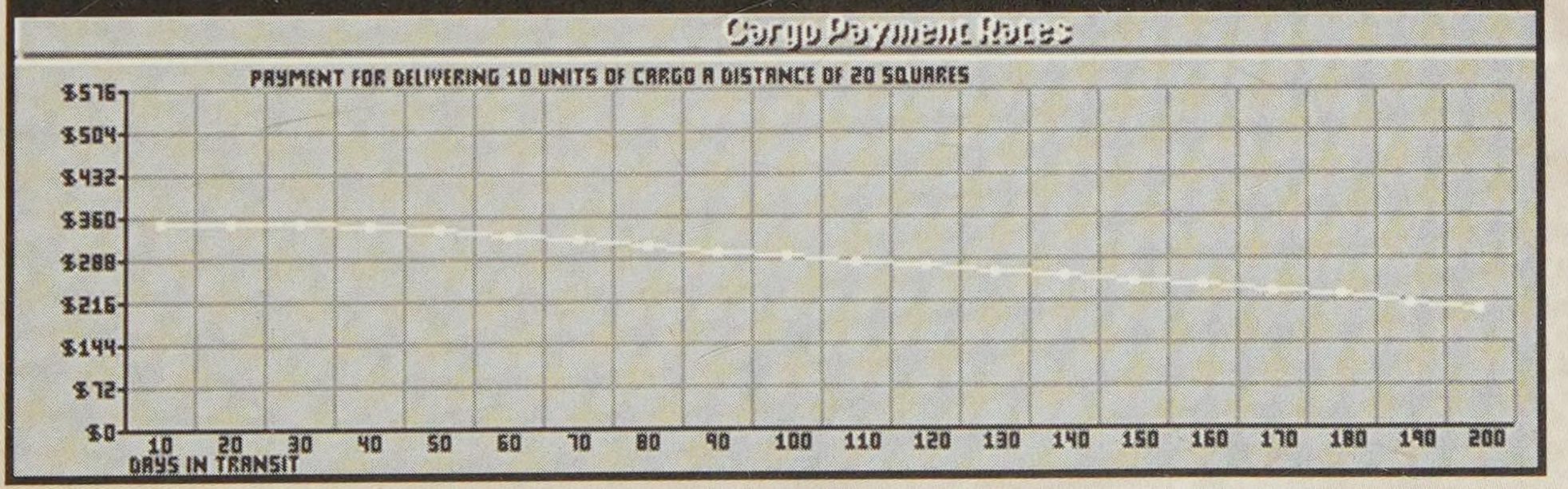
Iron Cargo Rates



Livestock Cargo Rates



Mail Cargo Rates



TRANSPORT TYCOON™

Strategies and Secrets

LEE BUCHANAN

SYBEX

SAN FRANCISCO · PARIS · DÜSSELDORF · SOEST

Acquisitions Manager: *Kristine Plachy*

Developmental Editor: *Damon Dean*

Editor: *Dusty Bernard*

Project Editor: *Kristen Vanberg-Wolff*

Technical Editor: *Dan Irish*

Book Design and Production: *Pace Design Group, San Francisco*

Proofreader/Production Assistant: *Taris Duffié*

Indexer: *Nancy Guenther*

Cover Designer: *Archer Design*

SYBEX is a registered trademark of SYBEX Inc.

TRADEMARKS: SYBEX has attempted throughout this book to distinguish proprietary trademarks from descriptive terms by following the capitalization style used by the manufacturer.

Every effort has been made to supply complete and accurate information. However, SYBEX assumes no responsibility for its use, nor for any infringement of the intellectual property rights of third parties which would result from such use.

Transport Tycoon™ is a trademark of MicroProse Software.

MicroProse is a registered trademark.

Copyright © 1995 SYBEX Inc., 2021 Challenger Drive, Alameda, CA 94501. World rights reserved. No part of this publication may be stored in a retrieval system, transmitted, or reproduced in any way, including but not limited to photocopy, photograph, magnetic or other record, without the prior agreement and written permission of the publisher.

Library of Congress Card Number: 95-68656

ISBN: 0-7821-1752-X

Manufactured in the United States of America

10 9 8 7 6 5 4 3 2 1

This book is for Susan Andrews,
my love and my editor,
who patiently tries to keep my trains running on time.

Acknowledgments

Thanks to all the gals and guys at SYBEX,
especially Kris Vanberg-Wolff, Dusty Bernard, and Damon Dean.
Special thanks to Gary Masters.

Contents at a Glance

Introduction xiv

Chapter 1: Setting the Stage 2

Chapter 2: Open for Business 16

Chapter 3: Cities and Stations 28

Chapter 4: Resources and Industry 40

Chapter 5: Road Transportation 52

Chapter 6: Riding the Rails 62

Chapter 7: Flying High 78

Chapter 8: Take to the Water 90

Chapter 9: Putting It All Together 100

Chapter 10: Crushing the Competition 114

Chapter 11: The Transport Tycoon Scenario 132

Chapter 12: The Human Factor 148

Appendix: 164

Bibliography 176

Index 179

Table of Contents

Introduction xiv

Chapter 1: Setting the Stage 2

Setting Up Shop 3

Welcome to Your World 4

The Competition 4

Planes, Trains, and Automobiles 5

Did I Win? 5

Your 100-Year Career 6

Game Options: You Make the Rules 6

Let's Make That First Buck 15

Checklist 15

Chapter 2: Open for Business 16

The Big Picture 17

Before You Build 18

Early Strategy 19

Roads, Rails, Ships, or Wings 19

Your First Cities 24

Your First Stations 25

Subsidy Fever 26

Heading Off the Competition 26

Early Growth Strategies 27

Checklist 27

Chapter 3: Cities and Stations 28

In Service to the Cities 29

How Cities Grow 30

They Grow, You Grow 30

Encouraging City Growth 30

Supply and Demand 32

Dealing with City Council 32
Attitude Adjustments 32
Your Headquarters 34
Station Creation 35
Station Manipulation 35
Combining Stations 36
Station Limits 37
Moving Mountains 38
A Level Playing Field 38
Attracting Traffic 38
Advertising 39
Checklist 39
Chapter 4: Resources and Industry 40
Industrial Strength 41
That Synergy Thing 42
Picking Profitable Links 43
Resources 43
Industry 44
Output 45
Shifts in Production 45
New Sites 45
Out of Business 46
Subsidies 47
Subsidy Selection 47
By Land or Sea 48
Road Routes 48
Rail Routes 49
Shipping Routes 49
Don't Forget Your Map 50
Checklist 50

Chapter 5: Road Transportation 52
Hitting the Road 53
The Vehicles 54
A Short-Term Solution 56
Getting the Most from Road Vehicles 56
Small-Town Connections 56
Crosstown Connections 57
Industrial Routes 58
Easing Station Overcrowding 58
Linking to Other Transport Routes 59
Anchoring a Station Chain 59
Building Stations and Roads 60
Those Trains Are Killers 60
Scheduling Routes 61
Checklist 61

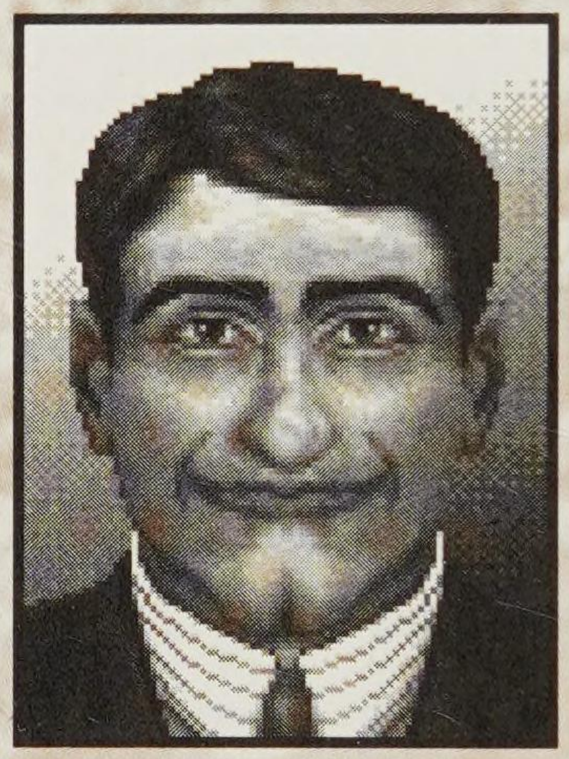
Chapter 6: Riding the Rails 62
Your Golden Age of Railroads 63
Rail Vehicles: From Steam to Electricity 64
When to Upgrade 66
Station Strategy 66
Track Configuration 69
Monorails 74
Should You Switch? 74
The Advantages of Monorails 75
Converting to Monorails 76
Checklist 76

Chapter 7: Flying High 78
Getting off the Ground 79
The Airplanes 80
When to Upgrade Your Fleet 82
Choose Your Routes 84
In for the Long Haul 84
Go for the Profitable Routes 84
Airport Authority 85
Station Placement 85
Combining Airports and Stations 86
Big Ones and Small Ones 86
Disasters: Crash and Burn 87
Take the Airline Challenge 88
Checklist 89
Chapter 8: Take to the Water 90
Ships: Life in the Slow Lane 91
The Ships 92
Shipping Routes 93
Industrial Routes 93
Hauling Passengers and Mail 94
Lake Routes 96
Linking to Other Transport Services 96
Docks and Depots 97
Where the Buoys Are 97
Changing the World 98
Sailing Away 98
Checklist 98

Chapter 9: Putting It All Together 100
Managing Your Vast Empire 101
Your Menu, Sir 102
Disk Options 102
Stations 102
Mapping Your Progress 104
The Balance Sheet 107
Player Information 107
The Graphs 108
Vehicle Menus 110
The Town Menu 110
The Station Menu 111
Pay Attention to the Messages 111
Spying On Your Opponents 111
Putting the Management Tools to Use 112
Don't Just Watch 112
Checklist 112
Chapter 10: Crushing the Competition 114
Playing to Win 115
Learning to Crawl 116
Make It Hard on Yourself 116
Get Established First 116
The Big Picture 120
Ruining Your Rivals 122
Know Your Enemies 122
Attack on All Fronts 123
Watch Them Fall 126
Cheating and Other Business Practices 127
Rambo Transport Tactics 127
Just Plain Cheating 130
Checklist 131

Chapter 11: The Transport Tycoon Scenario 132
You Can Change the World 133
The Components 134
Life on Mars 138
How to Use the Scenario Program 138
Playing God 139
Design Your Own Scenarios 139
Placement of Cities 144
Placement of Industry 145
Using the Scenario Program to Cheat 146
Checklist 147
Chapter 12: The Human Factor 148
Modem Play: The Ultimate Challenge 149
Getting Started 150
Head-to-Head Strategy 157
Strategy: The Big Picture 157
Tactics on the Front Lines 159
Dirty Tricks 162
Appendix 164
1930: In the Beginning (Population: 454) 165
1931: The Railroad Comes to Town (Population: 497) 166
1932: Building a Network (Population: 575) 167
1933: Getting Your Wings (Population: 749) 168
1934: Broke Again (Population: 932) 169
1935: Return to Profitability (Population: 994) 170
1936: Bridge to the Future (Population: 1298) 171
1937: Watching the Money Roll In (Population: 1468) 172
1938: Acting Like Onassis (Population: 1894) 173
1939: Growing Pains (Population: 1740) 174
1940: Looking to the Future (Population: 2029) 175
Bibliography 176
Index 179

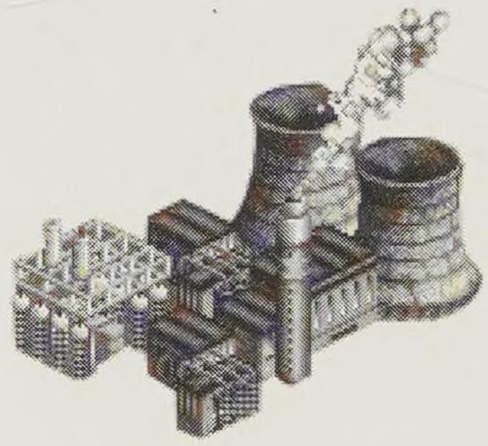




Introduction

THE ROAD TO RICHES

You're a freshly scrubbed Harvard grad, waiting to make your mark. Or you're the tough-but-beautiful daughter of a failed industrialist. Or maybe you're just a working-stiff professional who enjoys a good computer game. One thing's certain: the bank is reckless enough to loan you several hundred thousand dollars. Armed with a fat bank account—and a Pause button—your job is to build a transportation empire that will make Onassis look like oatmeal. The reward? Why, money, of course!

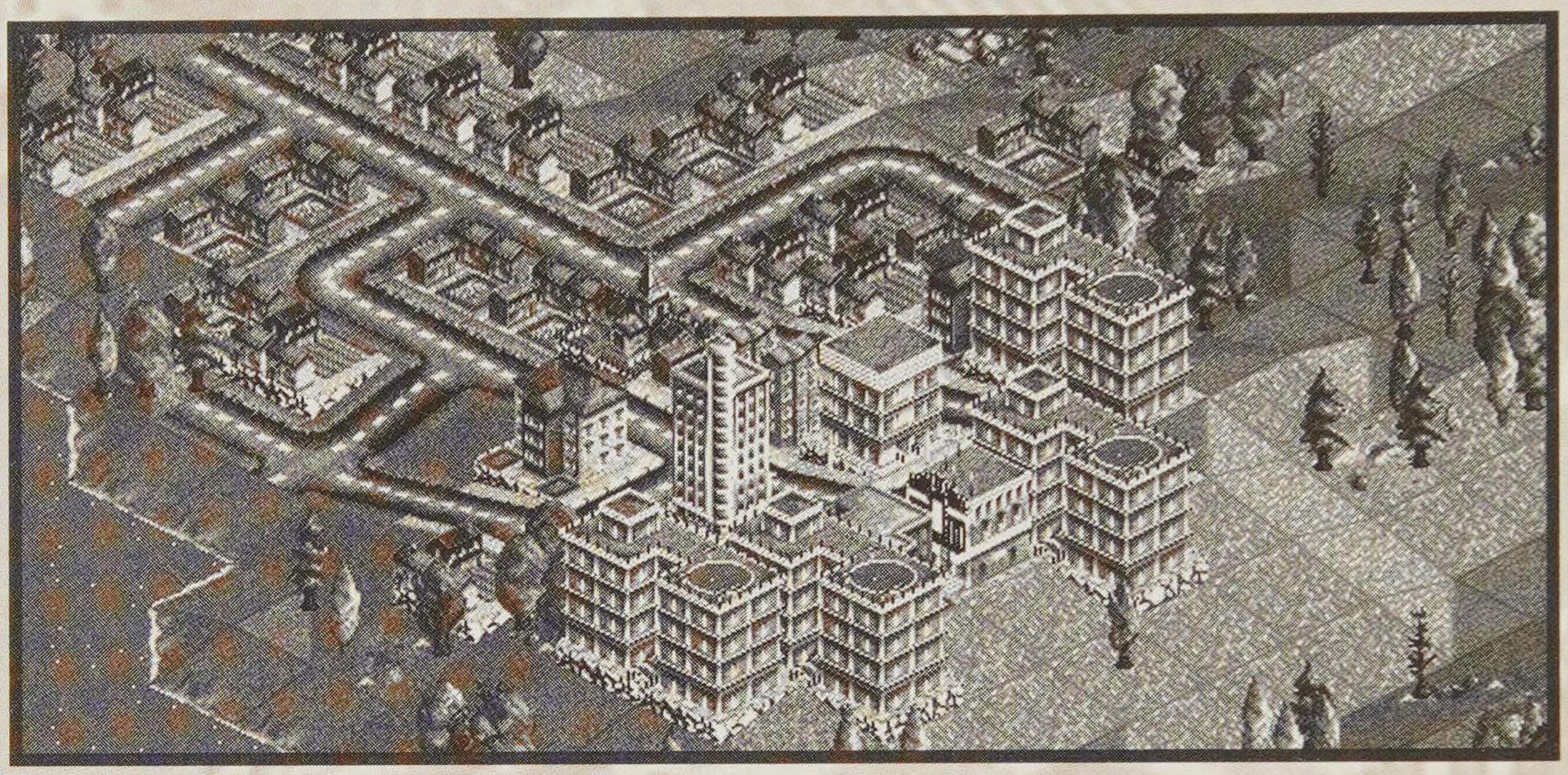


Transport Tycoon may be the most entertaining strategy game around, but it's tough to master. And the manual that comes with the game is almost useless. It's fun to jump right into the game, build a few bus routes, and lay some railroad track. But after you experience the pleasure of hearing your cash register ring a few times, your evil competitors quickly start running your proud empire into the ground. You need help, and you've come to the right place.

In this book I'll show you the winning strategies you need to earn your fortune, crush the competition, and fuel the growth of your cities. And if that doesn't work, I'll show you how to cheat. Of course, no one in the real world of business would stoop to unfair tactics or try to undermine the competition, but, hey, this is just a game!

So lace up your wing tips or shine those pumps, straighten that tie, and let's get started. Or, as they say in the Wharton School of Business, "Let's get ready to rumble!"

—Lee Buchanan



Chapter 1

SETTING THE STAGE

SETTING UP SHOP

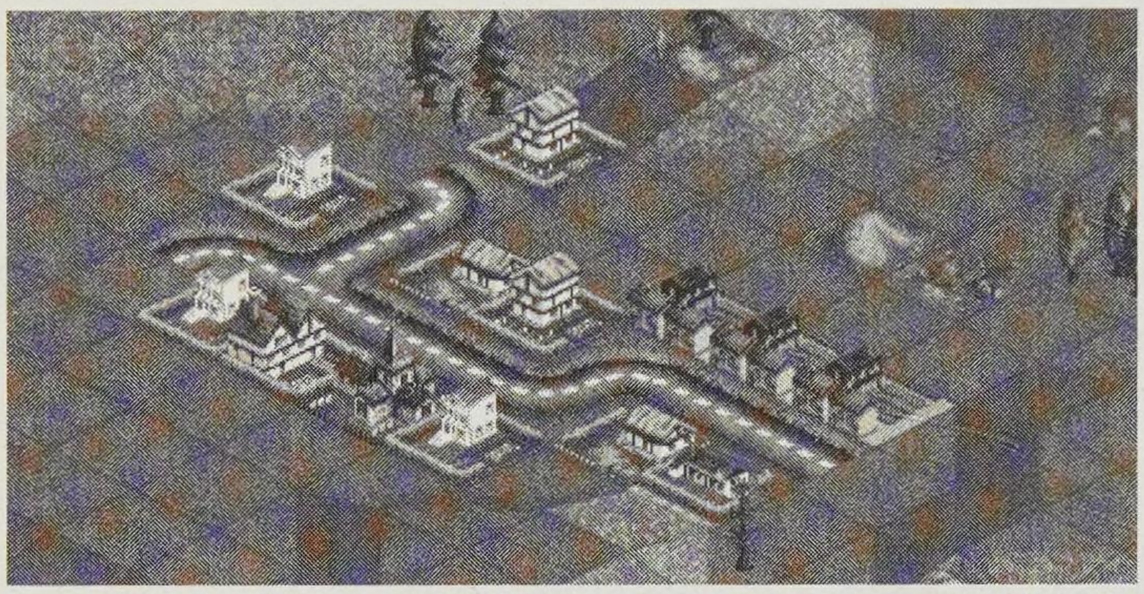
I know you're eager to make that first million, but take some time to consider the type of game you want to play. You have a hundred years ahead of you, so there's no rush. You're not going to finish the game today, or next week, and maybe not even next month.



You have all the tools you need to build an empire, but it is your decisions that will make you or break you. Let's make sure you get off to a smooth—and profitable—start. In this chapter we'll examine the major components of the game and discuss start-up options.

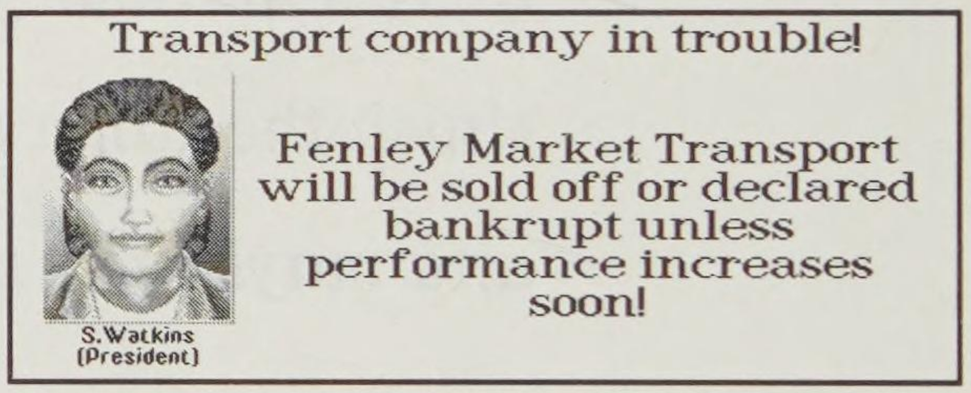
Welcome to Your World

It's 1930, and the world lies at your feet, waiting for someone with vision to build the transportation networks needed to transform its tranquil countryside into thriving metropolises.



In your little world, settlements dot the landscape, from tiny hamlets to bustling towns. Spread out among them are natural resources and industries, each industry with its own needs, and most producing the goods required to feed the demands of other industries and towns. Passengers and mail, meanwhile, are waiting to travel among the towns. And they're all willing to pay handsomely. That's where you come in.

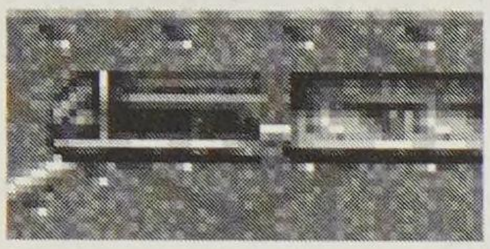
The Competition



Amassing that first million wouldn't be fun without some competition, right? Sure it would, but it's more fun if you get to grind your rivals into pulp in the process. Ah, nothing's more satisfying than watching a hated competitor file for bankruptcy!

Your rivals pursue different strategies, but they all share some traits: they're pretty savvy when choosing which towns and industries to serve, and they can build some really bizarre roads and rails.









Planes, Trains, and Automobiles

Unlike most real transportation tycoons, you aren't limited to just one form of transit in this game. You get buses and trucks, railroads, aircraft, and ships. You can concentrate on any one of these modes of transportation, or you can choose a combination of them. To build the ultimate empire, though, you need them all, and in the right combination. Each has a job it does best. I'll show you which transport systems to build, when to shift gears, and when to cut back on some services.

Did I Win?

Remember, it's not whether you win or lose. It's how much money you have when it's all over. Transport Tycoon tracks high scores at different difficulty levels, but you don't really win or lose, at least not in the conventional gaming sense. Technically, I guess you win if your company finishes with the greatest annual income. But don't feel you've failed if you don't come out on top. Finishing second among six companies at the highest difficulty levels is quite an accomplishment.

Instead of hunting for the easiest ways to win the game, tailor the world and your career so you'll be challenged and have a good time. Try different terrain types, different difficulty settings, and various business strategies, and you'll find a new set of challenges each time.

Transport Trivia

America wasn't quite ready for air travel when a Cadillac dealer from Manhattan named Inglis M. Uppercru launched Aeromarine West Indies Airways in 1920. Yet his airline was one of the few U.S. airlines to enjoy any success at all in the '20s.

Like other early airlines, West Indies got its start hauling the mail. Uppercru soon saw another opportunity in Prohibition-era America: hauling passengers to cities where they could buy a drink legally. Soon, West Indies was hauling thirsty passengers from New York to Havana and the Bahamas, with stops in Atlantic City, New Jersey, and Beaufort, South Carolina. Grateful passengers soon dubbed the airline the Highball Express.



Though West Indies thrived for several years, investors remained wary. Uppercru shut down the airline in 1923. "You cannot get one nickel for commercial flying," he concluded.

Your 100-Year Career

The life of a transport tycoon is so much fun that a normal human life span just wouldn't be enough. So in Transport Tycoon, you get 100 years to make your mark. You launch your career in 1930, and you're expected to retire in 2030. You can play for a few decades after that, but the game stops keeping score. So you'll go from steam locomotives to monorails, from tiny prop planes to supersonic transports. Just think of the stories you can tell the grandkids.

In the basic game you must begin your career in 1930, and you'll be at the keyboard for several hours before you turn the calendar on a new decade. With the add-on Scenario program, however, you can choose any year through 1965, a month before the first jet aircraft are introduced.

Game Options: You Make the Rules

Transport Tycoon can be a demanding test of your planning skills and business guile, but you have a powerful advantage over your competitors: you get to play God, at least in the beginning. You determine the topography and population of your world, as well as the number and intelligence of your rivals.

The difficulty settings are the first decisions you'll make, and they are among the most important. The options you choose at the start will have a profound impact on everything that follows. Consider them carefully before you decide because most can't be changed once you create your world.

These settings determine your numerical score, but since Transport Tycoon isn't really a win-lose game, don't worry about your score. Choose the settings you think will make for the most enjoyable scenario.

WARNING!

Don't set your sights too low. More difficult settings may make things pretty tough at first, but you'll find yourself in a more interesting game later on. If you pick the easiest settings, the competition won't put up much of a fight, and 100 years of outwitting a bunch of dim-witted rivals will get pretty boring. And if you're interested in score-keeping, keep in mind that the difficulty settings are used in calculating your score and your final rank.

Take a look at your options. They're listed in Table 1.1. Think before you start. The Mountainous setting, for example, might make for some pretty scenery, but it can make for mighty expensive roadwork, as we'll see later.

Table 1.1 The Difficulty Settings

OPTION	EASY	MEDIUM	HARD	CUSTOM	CHANGE
Maximum Competitors	2	4	7	0–7	Yes
Competitor Start Times	6 mos.	3 mos.	None	9 mos.–None	No
No. of Towns	Normal	Normal	Many	Few–Many	No
No. of Industries	Many	Normal	Normal	Few–Many	No
Maximum Initial Loan ($)	1,200,00	600,000	400,000	2.0–0.4 Million	No
Initial Interest Rate	2%	3%	4%	2%–6%	No
Vehicle Running Costs	Low	Medium	Medium	Low–High	No
Construction Speed of Competitors	Medium	Fast	Fast	Slow–Very Fast	–
Intelligence of Competitors	Low	Medium	High	Low–High	–
Vehicle Breakdowns	Reduced	Normal	Normal	Never–Normal	–
Subsidy Multiplier	x3	x2	x1.5	x4–x1.5	No
Cost of Construction	Low	Medium	High	Low–High	No
Terrain Type	Flat	Hilly	Mountainous	Very Flat–Mountainous	No
Quantity of Sea/Lakes	Low	Low	Medium	Low–High	No
Economy	Constant	Uneven	Uneven	–	Yes
Trains Reversing	Station & End-of-Track	End-of-Track	End-of-Track	–	No
Disasters	Off	On	On	–	Yes

Maximum Number of Competitors

The Maximum Number of Competitors is probably the single most critical option. If you want your success guaranteed, then create an instant monopoly by choosing no opponents. For the supreme challenge, go up against all seven rivals.



This setting can change the game dramatically, usually with interesting results. With only one opponent, you'll probably have time to get established before you butt heads with your rival. As you increase the number of opponents, you'll eventually find yourself competing for every inch of real estate and every route.

You can change this option after the game begins, so you give yourself an edge by setting Opponents to None and then adding rivals months, years, or decades later. Once you let them start, though, you're stuck with them. Try starting with one opponent, and then make the game more interesting later by adding one more at a time.

There are only 200 transport stations available in the game for all competitors, so with more rivals, you'll reach that limit sooner.

Competitor Start Time

You can get around the Competitor Start Time option (the delay before the competition starts) by adding opponents after the game begins, but this setting is a convenient way to give yourself a head start before your rivals start laying track right in your path. And even if you have several opponents, they won't all launch their careers at the same time.

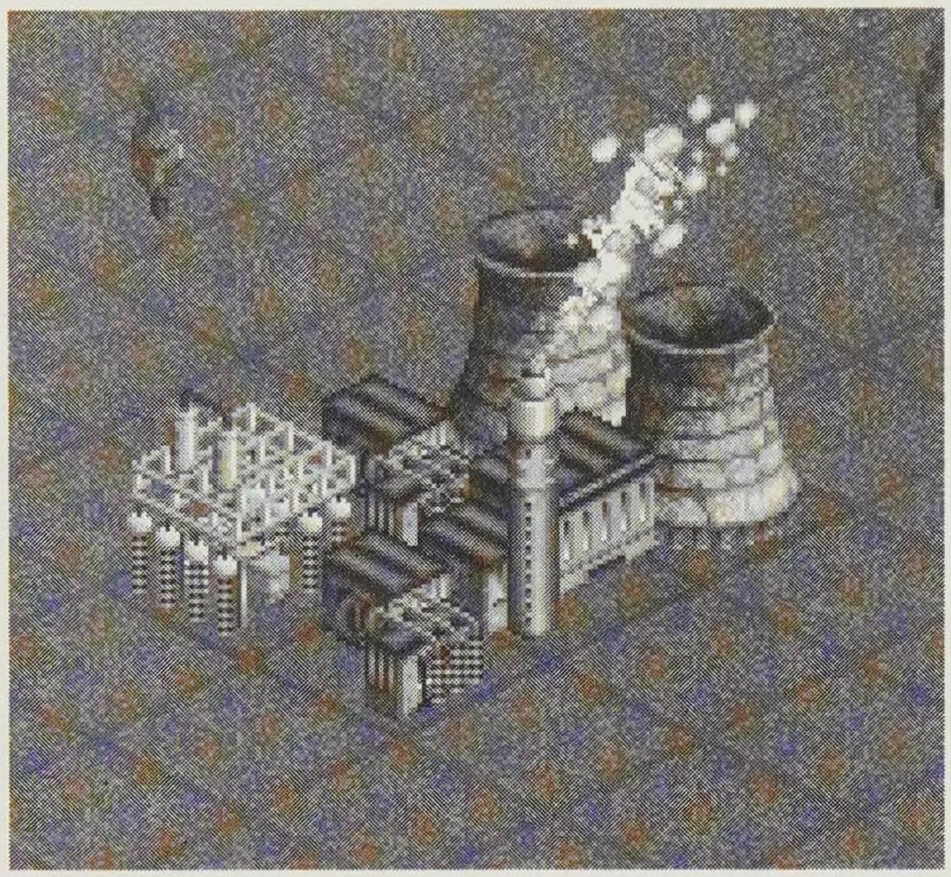
If your goal is a high score, set this option to None. Remember, you have a Pause button, and your competitors don't. By planning your moves carefully and pausing the game often, you can stay ahead of your rivals without giving away points by delaying the launch of opposing businesses.

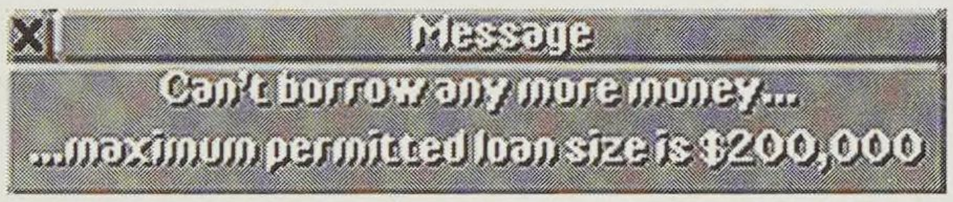
Number of Cities

The Number of Cities setting determines how complicated your world will ultimately become. Fewer cities mean fewer opportunities, but that setting will make for a much more manageable empire 50 years from now. However, it will also result in cutthroat competition for fewer resources.

A high number of cities—50-plus—gives you more room to expand your empire unmolested, but it will also test your administrative and tactical skills.

Although a higher number of towns will result in a higher score, it's misleading to call this a difficulty setting. Outwitting five rivals for the business in only a dozen towns can be even more of a challenge, especially since the confrontations will usually be head-to-head.





Number of Industries

Like the number of cities, the amount of industry you create can change the complexion of the game in subtle ways. Since industries offer plenty of subsidies for transportation services, they are a good source of income. More industry equals more opportunity, for you and your opponents. Industries can also fuel the growth of nearby towns, spurring construction and greater passenger traffic.

Opt for a low number of industries if you're looking for a greater challenge or if you just don't like dealing with industries. Otherwise, go with a Normal or High setting. The income will come in handy.

Maximum Initial Loan

Let your expansion strategy, the interest rate, and the number of opponents be your guide in determining your maximum loan amount. If you're up against just one or two competitors, opt for the lowest loan amount. If you have more than a few rivals—or you're just determined to grow as quickly as possible—increasing your credit line will allow you to respond quickly to your opponents' moves. Either way, loans are a factor only for the first couple of years. After that, you'll have more money than you can spend.

Since your credit limit is a short-term concern, you might as well go for the lowest amount to get a higher score. The tight finances will slow your growth in the very beginning, but you'll have plenty of cash in a few months to bankroll all but the most ambitious expansion plans.

Initial Interest Rate

Like your credit line, the interest rate you choose is important only early in a game, although a $1.2 million loan at 6-percent interest can slow your expansion plans, at least until the cash starts flowing. But since the interest fluctuates with the economy anyway, the initial rate shouldn't be a major concern. In the long run, a higher rate will boost your score, and you won't notice the difference after the first year or so.

Vehicle Maintenance Cost

Vehicles break down at an alarming rate in Transport Tycoon, so maintenance is a constant and major deduction from your bottom line. I'd stick with the Normal setting here, unless you find the game just isn't challenging enough. Remember, your opponents are suffering the same transport headaches.

Construction Speed of Competitors

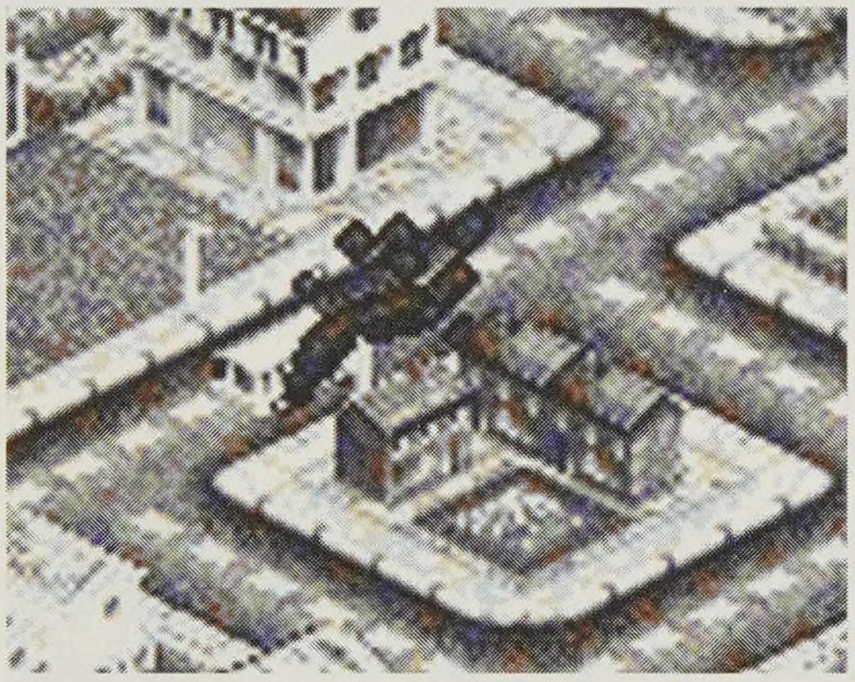
The Construction Speed of Competitors option is a difficulty setting that makes a difference. On the Very Fast setting, be prepared to watch a rival plop down a train station just when you've finished clearing the land for your first airport. Or lay track right across your path, blocking your planned rail route.

Don't be afraid to go with Fast, though. Remember: you have a Pause button. You should still be able to outsmart your rather feeble-minded competitors, so give them the advantage of a faster building speed.

Intelligence of Competitors

Opponent intelligence is an oxymoron. Your competition may be a pain in the butt, but they can be really stupid. Even at the High intelligence level, they'll build roads into figure eights for no reason. Then they'll 'doze their creation—and build another one just like it.

Be fair; leave this setting on High. An easier setting here will result in a lower score for you, but you'll find the game less enjoyable and much less challenging.



Vehicle Breakdowns

You can set the Vehicle Breakdowns option to Never, but don't do it. It isn't fair, and it isn't realistic. Breakdowns are part of the transportation business, so stick with the Normal setting. Otherwise, you'll never see the cool graphics as your trucks and trains puff smoke and come to a grinding halt.

Subsidies

Subsidies, paid by towns and businesses to attract service, can have a profound impact on income, so set this option with care. If you choose a high subsidy rate, then be prepared to go after any subsidy offer you can handle. Your opponents surely will, and if you have subsidies set to pay four times the going rate, you might just get left behind.

I prefer a low subsidy rate so I don't feel compelled to pursue every subsidy offer. This setting affects your competitors, too, so you're not giving anything away by choosing a low rate. If you prefer to follow your own strategy—ignoring most subsidies—set this value low. You'll get a higher difficulty rating, and it'll hurt your opponents since they go after subsidies aggressively.

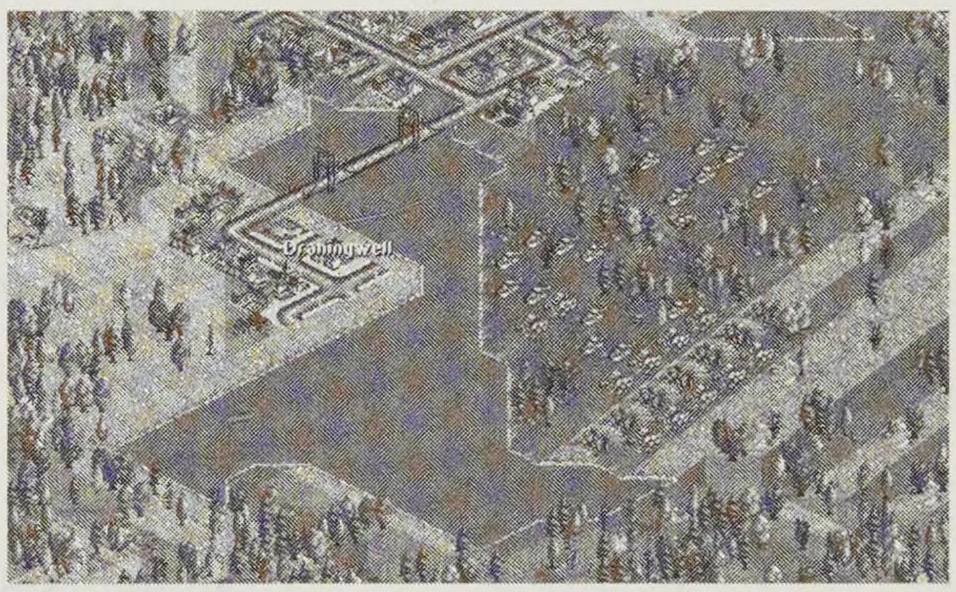
Cost of Construction

A higher setting for the Cost of Construction option can limit your growth early in the game, but your opponents will be operating under the same rates. Since you're always building, this setting is a good general difficulty factor. If you're not finding things tough enough, set it to High. If you're having a hard time keeping up, lower this factor.

No matter what rate you choose, building costs—like everything else in the world—will always increase as time passes. Fortunately, cargo rates rise to keep pace with the cost of doing business.

Terrain Type

Obviously, you can't change the terrain type once the game begins, though it would be fun to watch cities destroyed as you raise mountains underneath them. This decision will stick with you for the next 100 years. It's largely a matter of personal preference, and you might want to keep a few games with different topographies going at the same time. Remember, more hills mean more excavation and more tunnels—expensive stuff for a budding tycoon.



Again, your competitors will have to work with the same terrain, so a mountainous or watery world will make things tough on everybody. Flat worlds get boring after a while, so don't be afraid to experiment and accept the challenge of more interesting—and difficult—terrain.

Use different terrain types to force yourself and your competitors to pursue different transportation strategies. Mountainous terrain makes air travel a priority, while a world of lakes encourages several strategies.

Quantity of Sea/Lakes

Like the terrain type, water level has a direct impact on the costs of spreading your empire. But there's a benefit to having more lakes and rivers. Although it requires more bridges, more water also presents more opportunities for shipping lanes.

If you're looking for a slower-paced game, where ships and planes are more important than trucks and trains, go for a high water level and flat terrain.

Economy

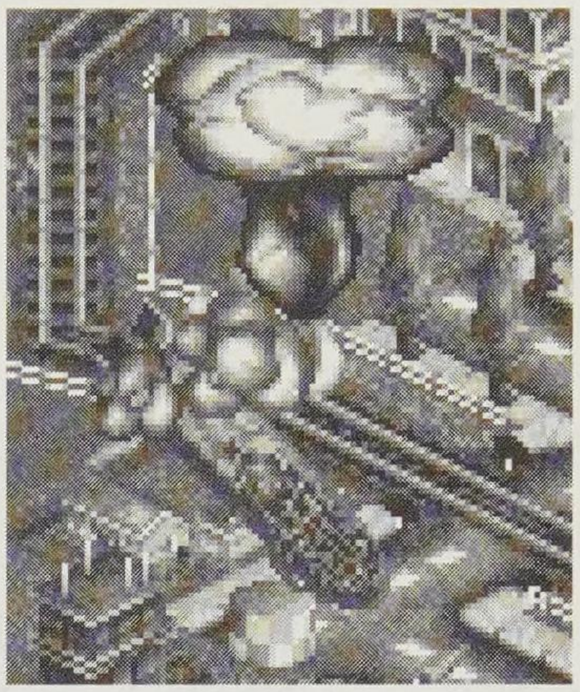
There are two Economy settings, and you should limit yourself to one choice: an uneven economy. In a steady economy, nothing changes, and that's just boring. With an uneven, more realistic economy, demand for traffic and services fluctuates, and industries suddenly shut down. A realistic economy adds flavor to the game. And don't worry; it affects your opponents, too.

When a recession hits, everybody's income will plummet, and sometimes the crisis will prove to be the last straw for a weak competitor. If your company is strong, you can expand during the downturn and then watch your revenues soar when the recession ends.

Train Reversing

Want a challenge? Set the Train Reversing option so that trains can reverse direction only at the end of a line. This way, if you have a passenger route between stations that aren't ending stations, the train must travel to the end of the line before it can turn around. We'll look at ways to build routes to accommodate this in Chapter 6, but don't lose sleep over this setting. The game doesn't provide switching yards, and the train engineers are idiots, so give yourself a break and choose the easier option. Getting multiple train routes to operate smoothly is enough of a challenge.

Disasters



The Disasters setting toggles the occurrence of common disasters like mine cave-ins, zeppelin crashes, and violent encounters with UFOs. Turn them off if you wish, but personally, I like to see things crash and burn every now and then. But where do those zeppelins come from, anyway?

Other Options

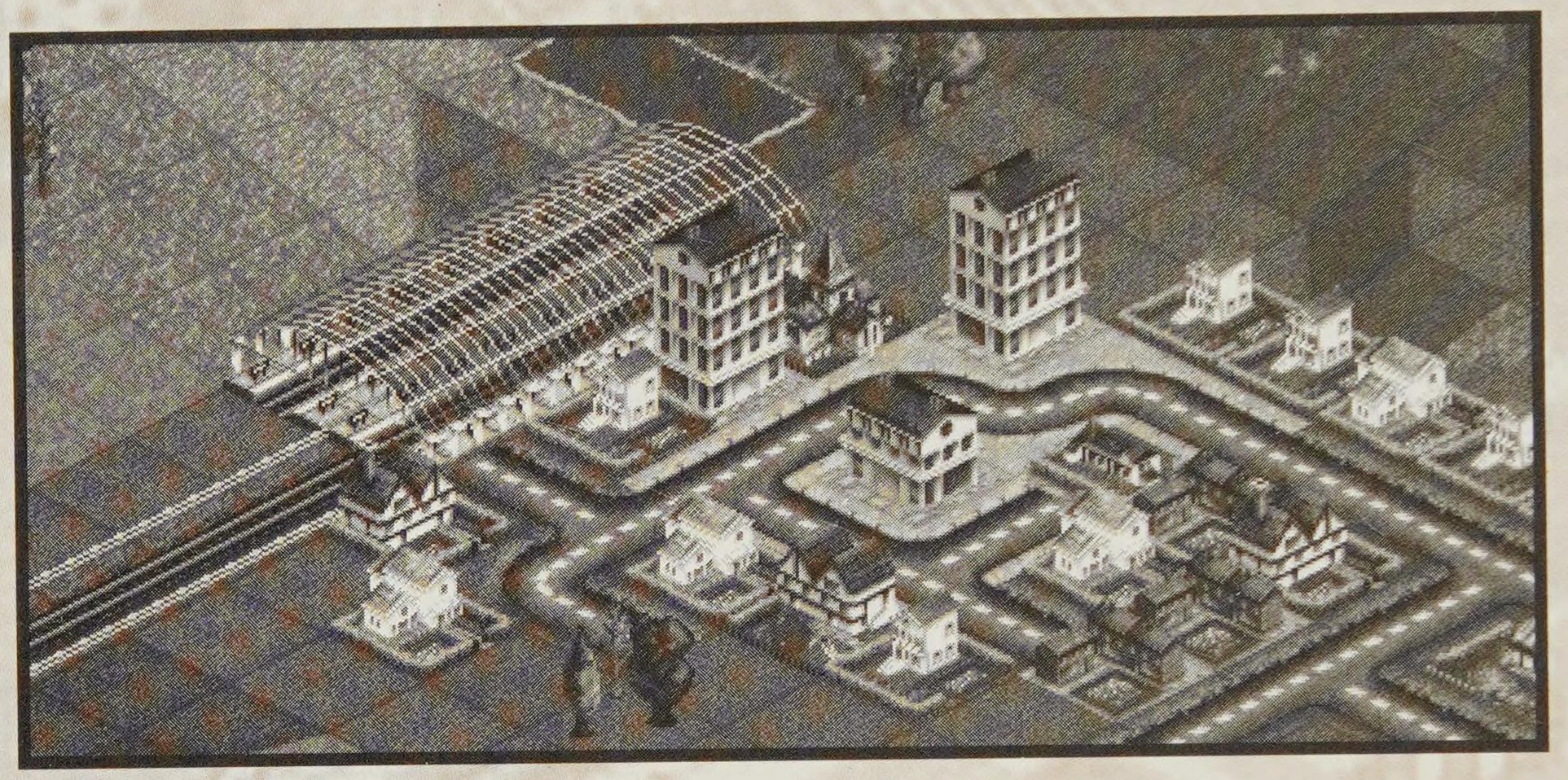
The Game options don't affect the difficulty level, and you can change most of them during a game. You can turn off the signs of town and station names, or even change the currency you're dealing in. You can't, however, change the language for naming towns and stations in the middle of a game, and you can't change which side of the road trucks drive on.

Let's Make That First Buck

Enough preparation, already. You've established the rules; now you're ready to get your first trucks rolling. In the next chapter we'll look at some towns and figure out the best places to start. We'll also discuss some basic strategies for building stations and setting routes. So let's go tycooning!

CHAPTER CHECKLIST

- ☐ **Take a look at your sleepy world before you wake it up with your trains and trucks.**
- ☐ **Decisions, decisions: think before you set the options and create your world.**
- ☐ **Winning really isn't the only thing. Tailor the game for a fun and challenging century of tycooning.**



Chapter 2

OPEN FOR BUSINESS

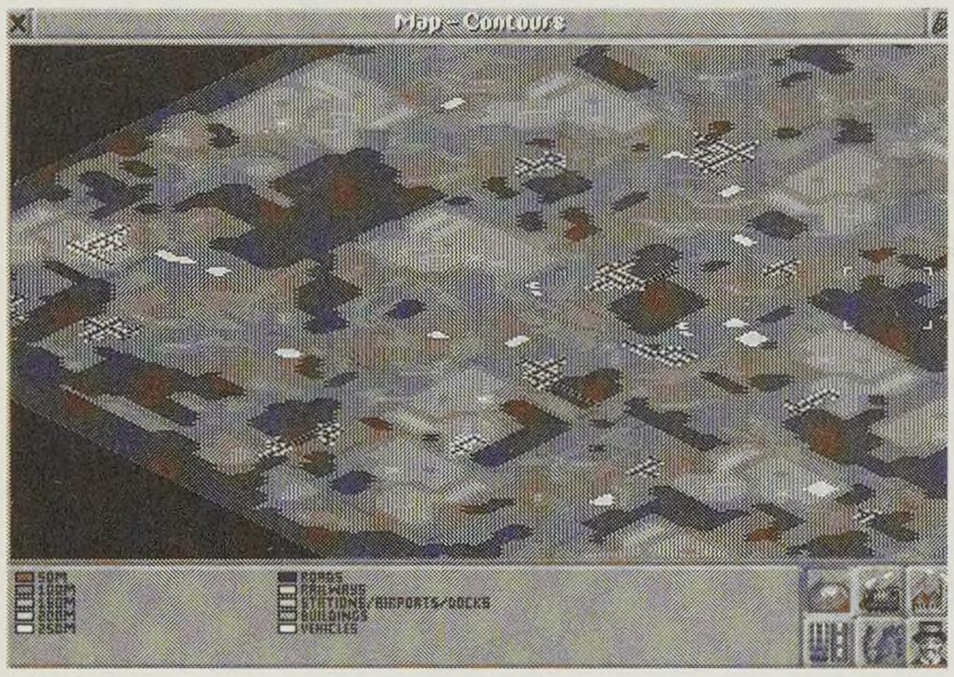
THE BIG PICTURE

With a checkbook in your hand and a flawless strategy in your head, you're ready to embark on a transportation career that will put you in the history books alongside J.P. Morgan and Aristotle Onassis. You've set the game options, so now you're ready to build that first railroad station, naming it after yourself, naturally. But wait—don't start laying track just yet. Let's think about how you're going to invest your unexpected wealth.



Before You Build

When you click the New Game button, you go straight to a sleepy region that's just waiting to be exploited by a savvy businessperson like you. Don't do anything until you've clicked the Pause button. On second thought, you'll want to turn off that maddening music first. There, that's better. Now click the Pause button. You don't want the weeks clicking by while you're just admiring how cool the buildings look. Now that you've paused the game, let's take a look at this new world.



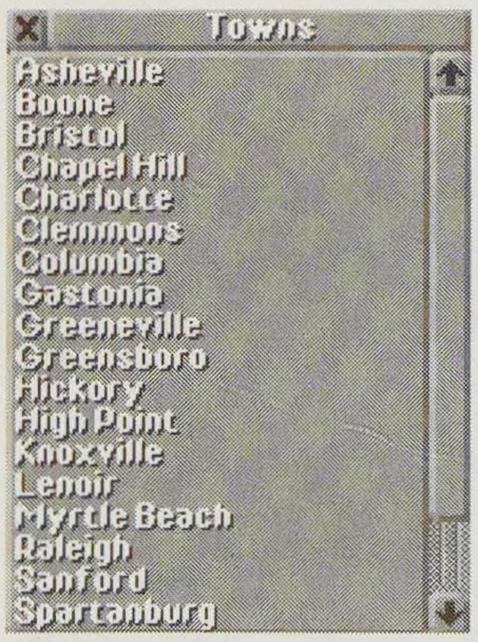
Look for a network of towns to launch your career.

Study the Map

With the game paused, take the time to get familiar with the world. Moving between the world map and the zoom views, take a look at each town. Identify the major population centers, the medium-sized towns, and the tiny hamlets. Check out the industrial sites, looking for profitable links that might pay off right away.

Try to find a cluster of good-sized towns, with lots of industrial sites and resources in the area. If you're working in mountainous terrain or a land o' lakes, look for the areas that will be the easiest—and cheapest—sites for your first routes.

You'll be studying the map constantly as you plot your strategy throughout a career, but it's important to get familiar with the world before you lay your first section of track.



Renaming Towns

The ability to rename towns is more than just a cosmetic tool, unless you just want to name all the towns after yourself. I like to study the map and then rename the towns after ones in my area or state. I live in North Carolina, so I'll name the larger towns Charlotte, Greensboro, Raleigh. Try to reflect the towns' relative geographic locations, too. In my games, a good-sized coastal town becomes Wilmington, while a town on the other side of the map becomes Asheville.

Early Strategy

Like the difficulty settings, your early building decisions can have a huge impact on your success later on. Cash is tight and opportunities abound, so you must take care in building your first stations and establishing your first routes. You're not going to go broke or conquer the world in the first few years, but some poor choices can set your empire back decades.

Roads, Rails, Ships, or Wings?

Eventually, you'll achieve your greatest success—and the most satisfaction—through a thoughtful combination of all modes of transportation. But for now, you need to concentrate on one or two. Unless you're working with a lot of lakes and a high sea level, forget about shipping for the first few years. Profitable shipping routes are rare, and ships are usually too expensive to worry about for several years. That leaves planes, trains, and trucks, and they can all be profitable investments early in a career. Let's examine the early advantages, disadvantages, and strategies for each mode of transportation.

TIP

Renaming towns not only puts your personal stamp on the world, it gives you a much clearer picture of what's happening. If you're dealing with 47 cities and you're offered a subsidy for passenger service between two of them, you'll know right away whether you're interested. "Passengers from Rotenburg to Farmington" won't mean much, but "passengers from Boston to New York" alerts you to a potential gold mine.



Road Vehicles

They lack the romance of the rails and the excitement of airplanes, but trucks and buses can be a critical element of your empire. Use road transportation early in a career for short, safe routes. You won't get rich, but you'll need the money during those first few lean years.

ADVANTAGES

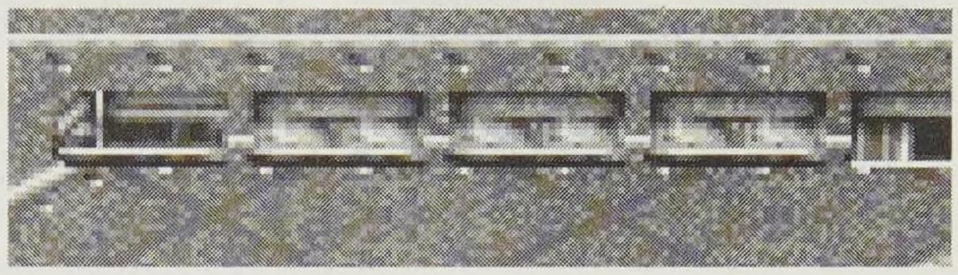
The lure of road transportation early in a career is powerful and undeniable. It's cheap. You can set up a route—and claim a subsidy—for about $10,000. And most towns already have a decent system of roadways, so you'll probably save a few dollars building roads for a crosstown route.

Trucks and buses can carry any cargo anywhere, so you can respond quickly to a subsidy offer or a short industrial link. And road terminals occupy only one square on the map, so you don't have to destroy part of a town to establish a route. You can usually build a terminal right in the middle of town.

DISADVANTAGES

The cost benefit of a bus or truck route quickly loses some of its appeal when you consider that a bus carries only 25 passengers and a coal truck hauls only 20 tons. To service a high-demand route, you'll need to build a fleet of trucks. The low cargo and passenger capacity makes road vehicles a poor choice for all but short, easy routes.

Railroads



Railroads are the most efficient mode of transportation, whether it's 1930 or 2001. Until jet aircraft are introduced, railroads will be the heart of your network. Even after the jets come along, railroads—and later monorails—will probably carry the bulk of your traffic well into the 21st century.

ADVANTAGES

A railroad route is a good choice for just about every link you can think of. You choose how many and what type of cars to link to an engine, and trains are the most versatile form of transport in the game. They're big and they're fast—and they can crush a competitor's trucks. More on that in Chapter 10.

While the locomotives are expensive, the cars that haul the cargo are not. A five-car coal train can haul 150 tons, a real bargain.

DISADVANTAGES

Trying to link every town and industry can lead to rail gridlock. Your conductors act as though they're either very stupid or on drugs; they often can't find an obvious route to their assigned station. Too many trains on too few lines can result in a transportation nightmare.

Railroads are the best choice for middle-distance routes. But for cities very close together or on the other side of the map, rails usually aren't the best choice.

The game doesn't provide switching yards, so trains aren't as versatile as they are in the real world. To set up one train to do two jobs—haul coal to a steel mill and then transport the steel to a factory, for example—you have to pull both kinds of cars.



Airplanes

Air travel is in its infancy in 1930, so it's tough to build a transportation network around planes early in the game. Even so, you can use limited air travel to rake in some big bucks and to pave the way for future growth.

ADVANTAGES

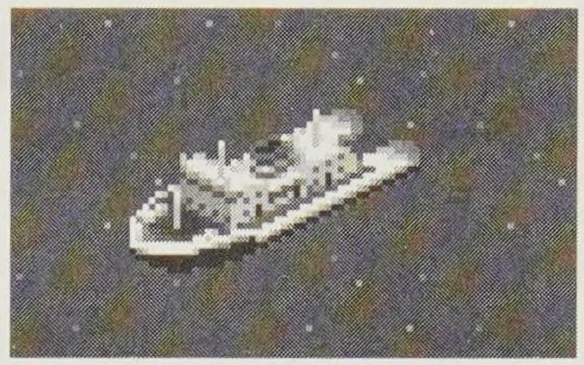
You guessed it: planes are fast. For long-distance links, air travel is the most efficient and profitable means of transport. Planes are the only reasonable mode of travel between two large cities on opposite sides of the map. And since time equals money in the transportation business, air routes can be your most lucrative links.

Air travel may not be very efficient in 1930, but you can use those early years to stake your claim to the air routes that will pay off big in the future. Building the first airports in the larger cities—even if you can't afford to buy a plane—will ensure you a piece of the big-time airline business 30 years later.

DISADVANTAGES

Okay, so planes are fast and flashy. They're expensive, too. In 1930, the old Sampson U52 costs a tidy $85,386, a big chunk of your starting capital. And with a capacity of only 25 passengers, your first plane isn't going to secure your place in transportation history.

Ships



Except for a few situations, shipping is mostly a luxury in Transport Tycoon. Consider ships your toys, the personal playthings of a wealthy tycoon.

ADVANTAGES

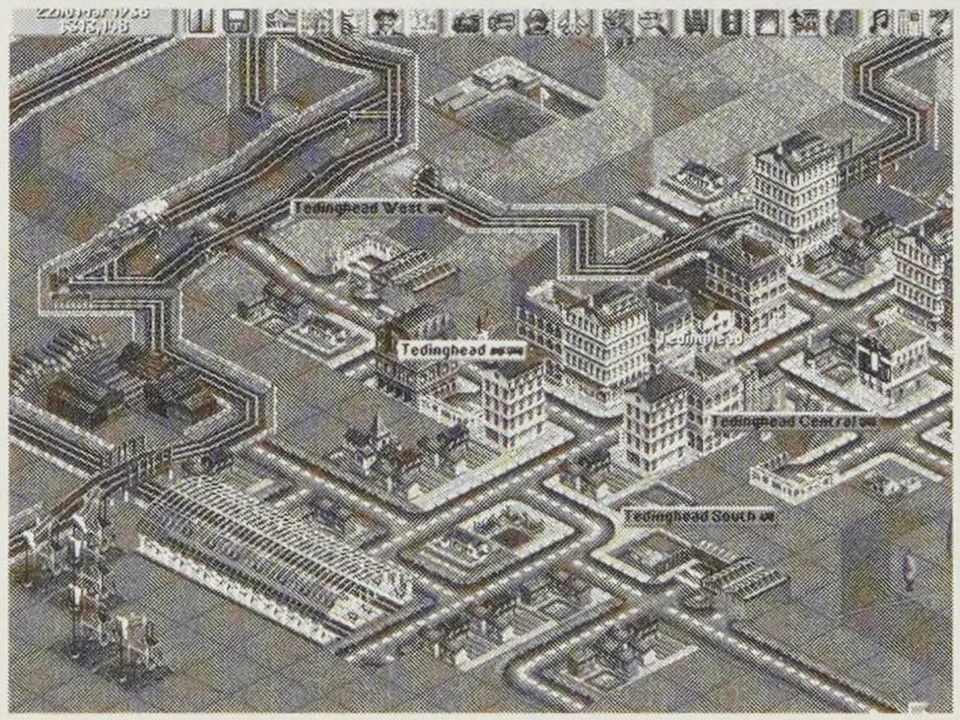
Well, ships do travel on water. Other than having that unique attribute, shipping routes offer precious few advantages over rails, roads, and air travel. If you want to be a shipping magnate, you need to set the Terrain Type or use the Scenario program to create a watery world. Then you'll have no choice.

DISADVANTAGES

Ships are expensive and slow—a combination that eliminates them from playing a major role in your transportation network during most careers. Except in the rare instances in which a lake or coastal route is much closer than a land route, ships just aren't a viable option, especially early in the game. And even the larger capacity of a ship can be matched by a locomotive hauling several cars.

A Good Early Mix

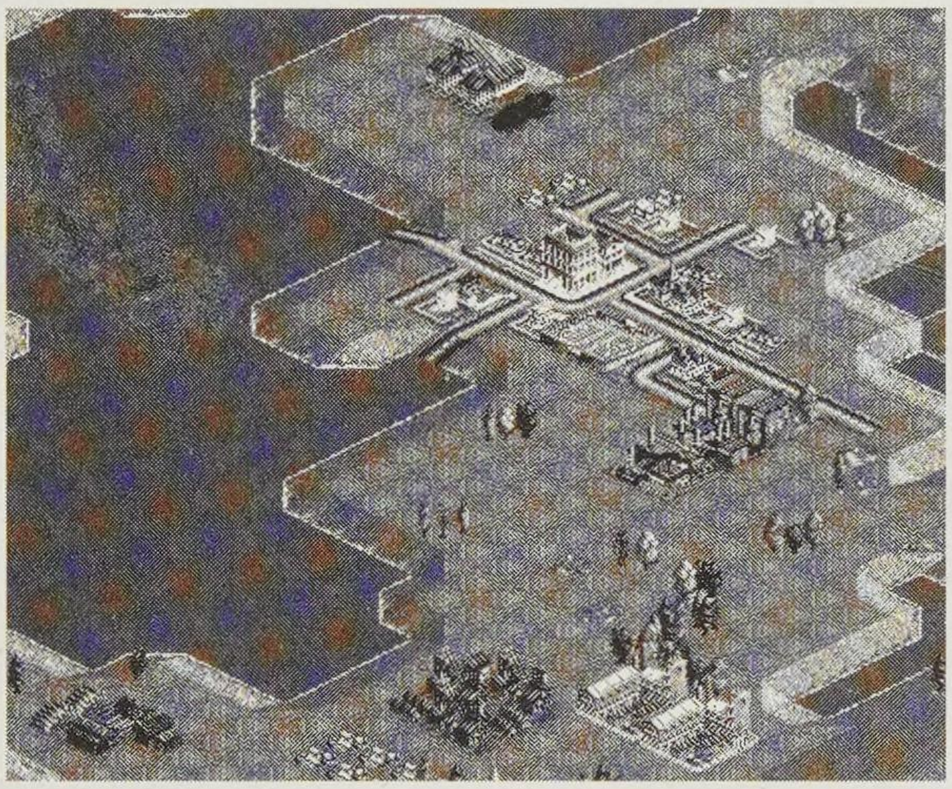
With the possible exception of shipping, you can fit all modes of transportation into your early strategy. Use railroads for your major passenger links between cities. Use bus routes from a hub city to smaller, nearby towns and for crosstown transportation within a large city. And if you're anxious to get into the airline business, establish an air link between two large cities on opposite sides of the map.



Railroads—and later on, planes—will be the backbone of your business, and you can prosper using only these two forms of transportation. The most interesting careers, though, usually include a combination of all four transport types. Each can contribute to your empire, and you can use them to complement and strengthen each other.

Your First Cities

Hauling passengers and mail will be the foundation of any transportation empire you build. You can't ignore industry, but your first goal should be to establish passenger service among a few cities. The cities on your first routes will grow, and your business will expand with them. Passengers are by far the most plentiful cargo you'll find, and these rascals keep multiplying. Unlike the fickle industries, people will always be there.



With access to water and plenty of industry in the area, this town should grow quickly.

Establish a Hub City

For your headquarters town, look for a major population center—more than 500 people—surrounded by towns of 300 or more. Ideally, the city will be situated on a plain, with fairly flat terrain and good access north-south and east-west.

Try to consider a town's potential for growth, too. A city of 700 perched on a narrow peninsula isn't likely to grow into a metropolis. A town of 400 with easy access and lots of resources nearby might be the bigger town in a few years. In Chapter 3 you'll look at a few tricks you can use to enhance a city's growth.

Aside from population, the surrounding terrain is the most important factor to consider when you're choosing which cities to service first. For trains and buses, flat terrain means fast routes. And since your budget is limited, try to avoid having to build expensive tunnels and bridges.

Your First Stations

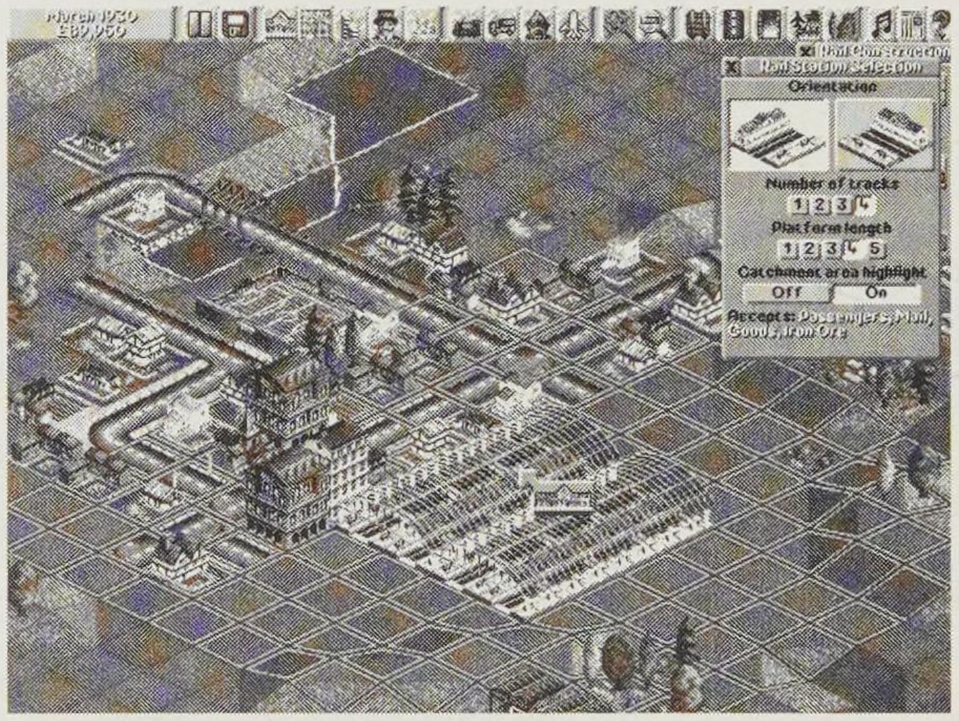
As the game opens, it's a virgin world that awaits your bulldozer and construction crews: no competitors, no stations, and no rival tracks to get in your way. Enjoy this pristine landscape while you can. In a few decades the terrain will be littered with the clutter of competing transport tycoons.

Site Selection

I'll show you some station-building tricks in Chapter 3, but for now, concentrate on building a station as close to the center of town as you can without destroying the town you're trying to serve. For railroad stations, make sure you have clear routes in and out of the stations.

Before you choose the orientation of a new rail station—east-west or north-south—consider where you'll want to go from there. Zoom out on the main view or go to the world map to see where other towns and industries lie in relation to your new station.

After building a station, lay some track from each line—even if you don't have any other routes planned—to prevent bothersome citizens from building houses in your path.



Only a few families lost their homes to make way for this train station.

Ready to Build

After you've picked out two or three cities and chosen sites for railroad stations in each, you're ready to build. Go to a city, unpause the game, 'doze the area, and build the station. Do it quickly because the clock is ticking. If you run into problems—damn that city council!—or change your mind about a station site, pause the game while you figure things out.

Subsidy Fever

In the first couple of years, the key to getting ahead of the competition is—you guessed it—money. As you race to build your business, the more money you earn, the faster your empire expands. You need every edge you can get, so jump on subsidies early and often.

Service subsidy offered:

First Goods service from Boone Oil Refinery to Lenoir will attract a year's subsidy from the local authority!

Be Selective

Don't pursue every subsidy that's offered. Consider the long-term potential of a route. A subsidy for passenger service between two large towns will pay off long after the subsidy expires. Go for it. Hauling oil from a low-production well to a distant refinery, on the other hand, might not be worth the time or the cost.

Heading Off the Competition

Remember, while you're laying track and 'dozing the homes of powerless taxpayers, your competitors are busy starting their own empires. Okay, so the computer's not too bright. But it does know a big city when it sees one, so keep track of your rivals' construction projects, and be ready to respond if you're missing a good opportunity.

Citizens celebrate . . .
First train arrives at Cafingburg Springs!



Looks like a rival beat you to that town.

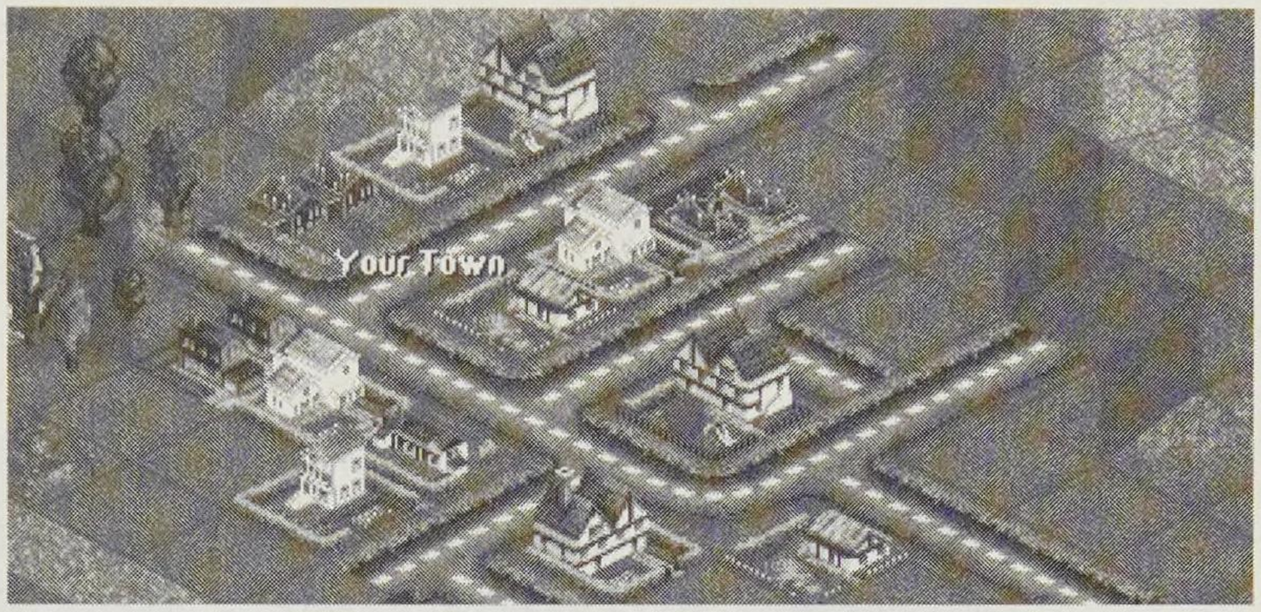
Get There First

Although you want to concentrate on developing a network from a hub city, you can't afford to ignore larger, more distant cities. Since the guy or gal who gets there first will get the best station site, don't let a rival get the prime spot in the biggest city on the map.

You can build railroad stations in these cities to get a foothold, without straying from your hub strategy. Oddly enough, stations are fairly inexpensive—about $15,000 early in the game, much less than the cost of a single locomotive. When you run across a forgotten city with potential, go ahead and build a rail station or an airport, even if you don't have enough cash to establish routes right away.

The Power of Paused Thinking

If you have a head start on your competitors, take advantage of it by using that Pause button. Later on, when the money starts rolling in, you won't have to be so cautious. Take your time early on, though. There's nothing more frustrating in this game than watching a rival slap a station right down on a site that you prepared.



This sleepy little town could be a bustling metropolis in 50 years.

Early Growth Strategies

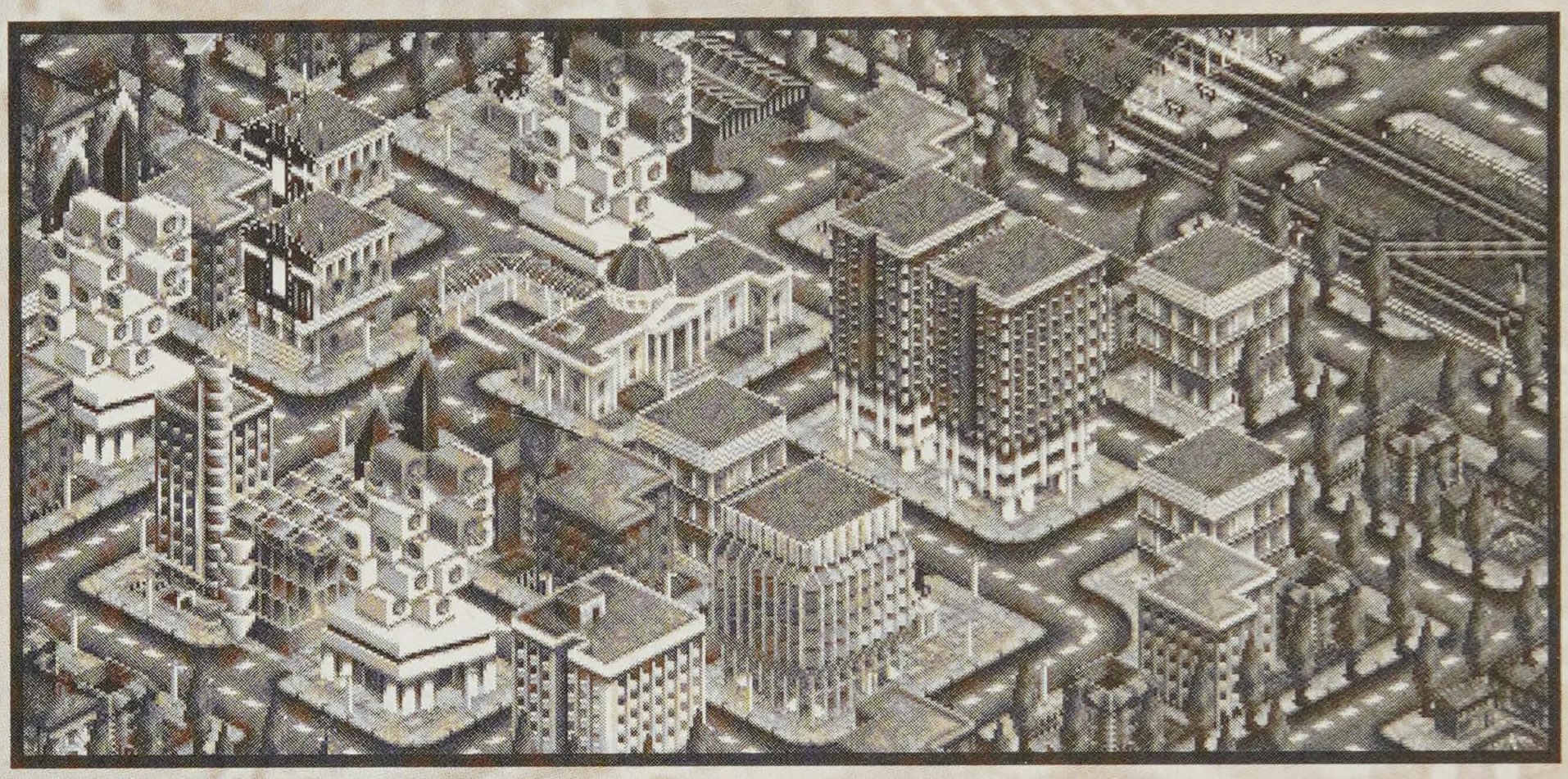
There are two basic strategies for early expansion. You may spend, borrow, and grow as quickly as you can. Or you may take a more conservative approach, establishing a few routes to get some cash flowing, and then expand steadily on a pay-as-you-go basis.

My advice: exhaust your credit lines as quickly as you need to. If you pick the right routes, the extra income will pay for the expansion in no time. You'll generate more capital to extend the tentacles of your budding empire until finally, you rule the world!

But wait—before you actually conquer the world, you'll need to learn how to deal with the well-meaning dimwits on the city council. In the next chapter we'll look at ways to finesse, persuade, and, if necessary, bribe your way into town.

CHAPTER CHECKLIST

- ☐ **Take a long look at the map before you leap.**
- ☐ **Chase subsidies to get the money rolling.**
- ☐ **Trains hauling passengers and mail will finance your expansion.**
- ☐ **Use that Pause button while you're pondering your next brilliant maneuver.**
- ☐ **Don't waste too much time admiring your work. Spend and build as fast as you can.**

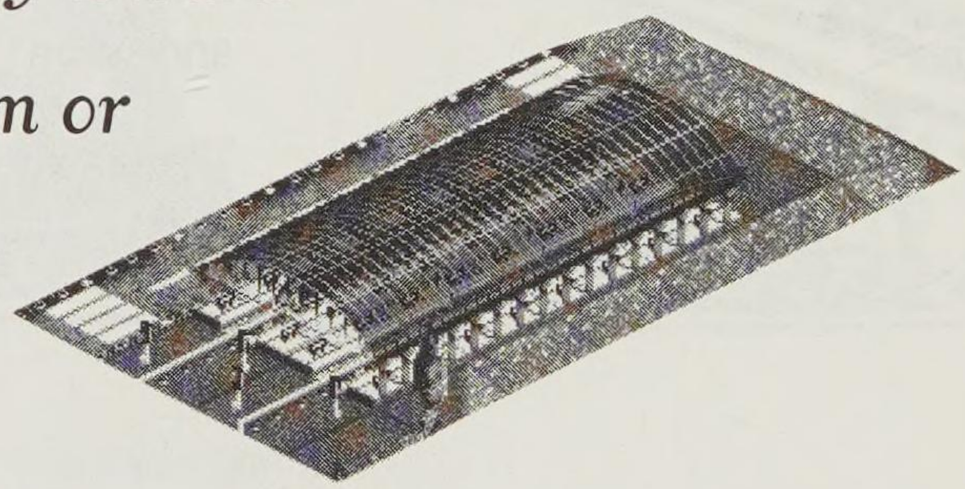


Chapter 3

CITIES AND STATIONS

IN SERVICE TO THE CITIES

The towns of Transport Tycoon hold the key to your fate as a transportation entrepreneur. How quickly they grow—and how they grow—will go a long way toward determining whether you go boom or bust. In this chapter, I'll show you some station-building tactics and other tricks to nurture your towns into far-flung metropolises.



How Cities Grow



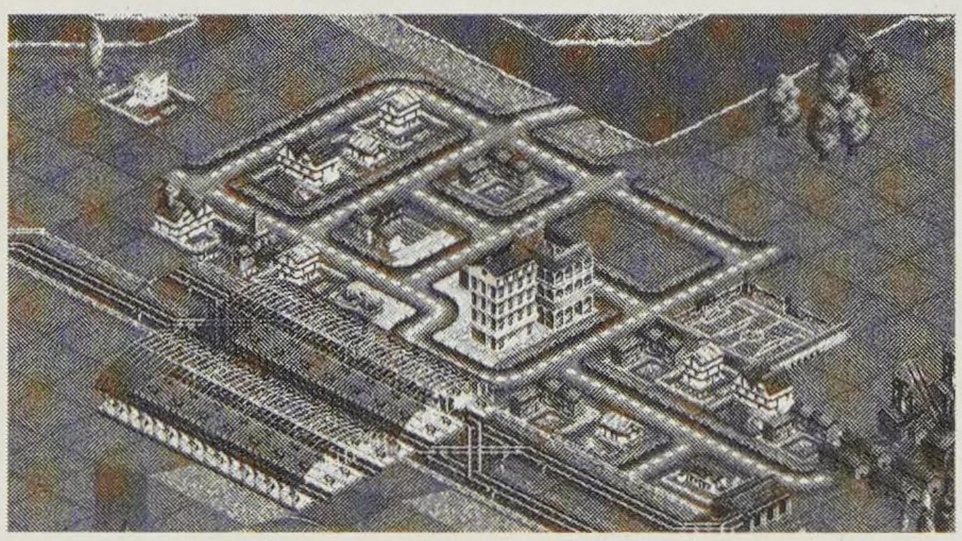
If you like small-town life, take a good look at the tiny hamlets and sleepy towns of your world in 1930, because it won't last long. With or without your help, all these burgs will grow as you watch buildings being constructed and then disappearing, to be replaced with other structures. The evolution of a town will have peaks and valleys as unseen influences cause fluctuations in population. But all of them will grow. Remember, these folks have a life of their own.

They Grow, You Grow

Cities will grow on their own, but you can fuel the population boom when you get the wheels of transportation humming and traffic flowing. The growth process provides its own fuel: more traffic means faster growth, which increases traffic, and so on.

The proximity and size of neighboring cities also impacts how fast a town grows. A passenger link between two cities will accelerate growth for each of them.

Encouraging City Growth



A road network will encourage a city's growth.

You've destroyed part of the town in order to build your transportation network; now the least you can do is rebuild some of the city's shattered streets. It's also in your interest to build roads, because roads encourage construction.

A square next to a road will not only grow more quickly, it will develop structures with denser populations. After you build a station, try to pave some roads to make a grid in town. One- and two-square grids work best, but don't wipe out the town to create a road network. Just try to link as many roads as you can, making a square network of roads near the station.

Transport Trivia

After getting rich in steamboat lines, Cornelius Vanderbilt decided to get into the railroad business. His first move was to acquire two small railroads serving New York City—the Hudson River Railroad and the Harlem Railroad. Vanderbilt started buying the undervalued Harlem stock in 1862. He quickly took over the company, manipulating stocks and making a fortune in the process. He grabbed control of the Hudson River Railroad in the same fashion, and Vanderbilt was in business.

The New York Central Railroad, which had used the Hudson River and Harlem lines to connect to New York City, approached Vanderbilt with a business proposition. By 1867, at the age of 73, Vanderbilt was in control of the New York Central.



Control of the New York Central, which crossed the state east to west, left Vanderbilt in a position to grab a monopoly in the country's richest state. The only obstacle to that monopoly was the Erie Railroad. Vanderbilt quietly began buying up Erie stock in an attempt to wrest control of the company from a group of investors led by Daniel Drew. When Vanderbilt and his share-holding allies moved to oust Drew from the board of directors, a bitter and costly stock battle began.

While Vanderbilt was buying shares, Drew had been using legal loopholes to issue more shares secretly, enough to keep control of the company. Eventually, Drew turned back Vanderbilt's takeover bid. Drew—along with investors Jay Gould and Jim Fisk—retained control of the rich Erie Railroad. Vanderbilt's bid cost him about $7 million and left him on the brink of ruin.

Supply and Demand

As cities grow and prosper, they supply more passengers and mail, and their good citizens demand more products. Watch for windows alerting you to shifts in a city's supply and demand, and move quickly to take advantage of it.

When a city grows large enough to create demand for goods—a population of 750—check for factories, saw mills, or oil refineries to meet that demand. Goods have one of the highest cargo payment rates in the game.

Dealing with City Council

Just as in the real world, do-gooders in the city sometimes stand in the way of progress. They'll block your visionary plans to tear down historic buildings or to build an airport downtown.

Talk about towns without pity. You spend thousands clearing and leveling a sweet spot near the heart of downtown, and the city council won't let you raze some shack a little old lady calls home.

Here's what you can do: nothing, at least right away. The city will change its mind eventually, but you're stuck for the time being. Try to work around the protected area. If you can't, check back often while you work elsewhere. Sooner or later, you'll be cleared to 'doze the house. With luck, the resident went to a nice rest home.

Attitude Adjustments

You can't fight city hall, but sometimes you can buy it. A timely bribe, er, donation in the form of some funding can help a city grow, disrupt a competitor's operations, or win the favor of the city fathers. This chapter covers advertising a little later, but here are a few tactics you can use to enhance your standing in town.

Do Your Job Well

Your company's performance in a city goes a long way toward determining how much freedom you'll have to raze houses and build networks. Keep an eye on your overall rating in the City menu. If the city rates your services "outstanding," you'll be able to tear down the mansion of the mayor himself to make way for a railroad track.

Lower ratings will prompt the city council to block your attempts to clear tracts for expansion. If your ratings sink to Very Poor or Appalling, the city won't allow you to build a single section of road or put up any kind of station. The only way to remedy this mess is to haul some cargo. If you have a bus station, build some more vehicles and take some people—to any destination available. When your ratings improve to Poor or better, you'll be able to build again.

Road Improvements

Funding road improvements is expensive, and it doesn't generate any more business, but it can sure wreak havoc on a competitor's routes. If a rival is burying you with a profitable road network, sign a check for road improvements; then watch with glee as the bulldozers tear up the streets.

> **Traffic chaos in Hickory!**
>
> **Road rebuilding programme funded by Tyrant Transport brings 6 months of misery to motorists!**

The road construction project will wreck a city's street network for an entire year, making life miserable for any company operating bus or truck routes through town. Remember, the construction will get in the way of your traffic, too.

A Monument to Yourself

When a city gives you the chance to build a statue of yourself, do it. Not only will you create a lasting tribute to your magnificence, you'll increase your station's approval rates in that town by 10 percent. The higher rating will draw more traffic as people travel miles to pay homage to your statue. And your mother will be so proud.

Transport Trivia

Rich and eager to show it off, Jay Gould and Jim Fisk bought an opera house in New York to serve as headquarters for their Erie Railroad. The two purchased the marble building in their own names, using company money, and then leased the headquarters back to Erie for $75,000 a year. With its carved staircase, stained glass, and glass chandeliers, the lavish opera house was a fitting home to the brash, ostentatious owners of the Erie. The company safe rose seven stories, from the basement to the top floor of the opera house.



Construction Funding

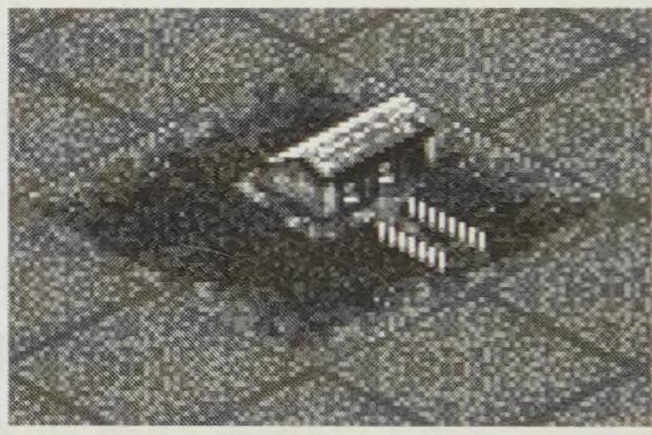
If you can come up with the money to fund a construction project, the city will put up office buildings, which greatly boost the supply of and demand for mail. Mail is an especially profitable cargo, so this can be a very lucrative investment.

Buy a Monopoly

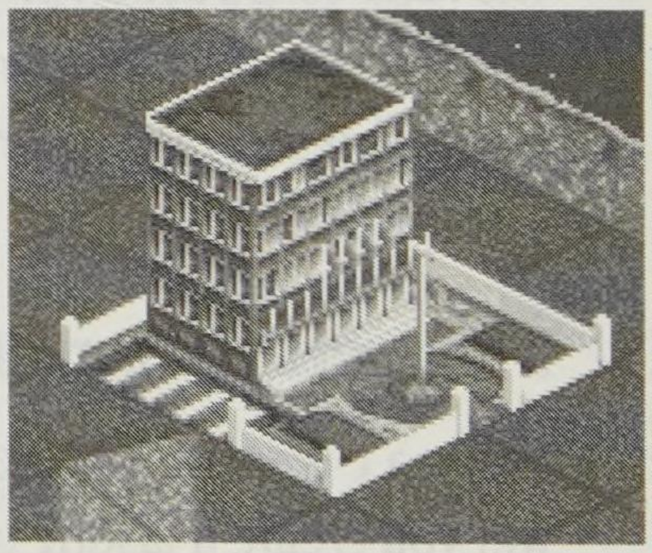
Late in your career, the largest cities will offer to sell you exclusive transport rights in and out of town for one year. If you can handle the traffic, go for it. Not only will your profits skyrocket, you'll cripple the business of any competitor.

Your Headquarters

Yeah, that pitiful hovel is your company headquarters. You may be ashamed to put your name out front at first, but as your empire grows, you'll get an office building fit for a tycoon.



You can put your headquarters anywhere you like; it has no effect on the game. Pick a nice spot, though, because once it's built, you can't move your office.



Station Creation

Rule No. 1: Don't destroy a city in order to do business there. If you tear down people's homes, they tend to move away. The citizens aren't anxious to live beside the railroad station or airport, either, so the city will tend to grow away from these. There are a few tricks, though, to get the business without driving people off.

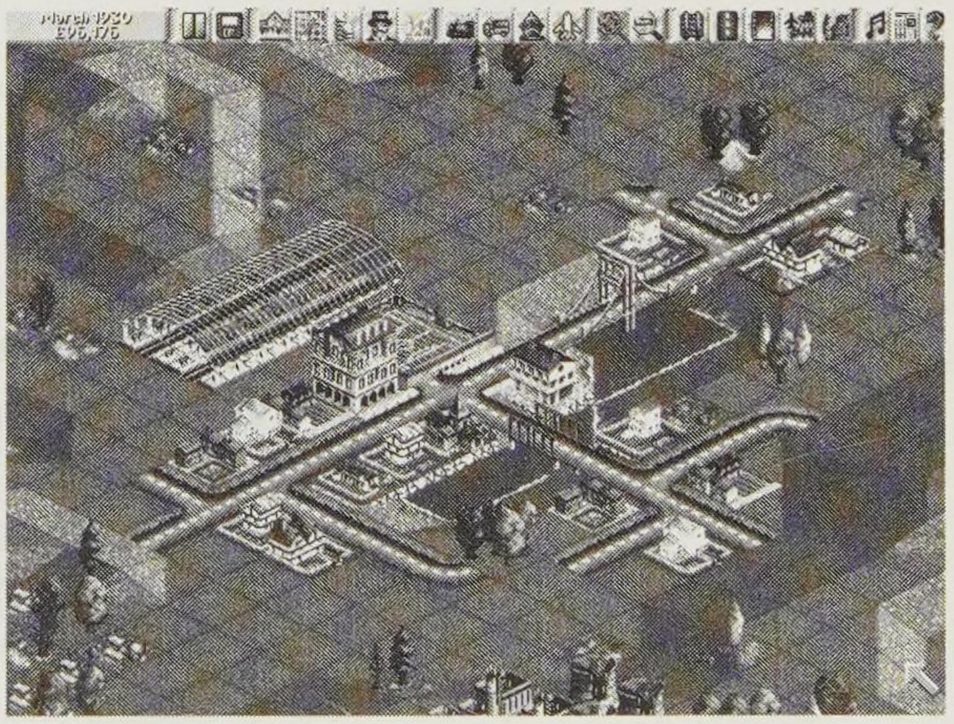
Station Manipulation

The coverage of a station—the area from which it draws cargo—is critical to the profitability of routes in and out of that station. For a bus station and a train station, the coverage grid measures 9 x 9 squares. An airport draws traffic from an area measuring 12 x 12. We'll take a closer look at the various stations in the chapters dealing with each form of transportation. For now, let's examine some tricks for getting the most coverage out of a station without leveling the town.

Railroad stations make for the most headaches, since they require connecting rails. The single-square bus stations can go anywhere, and airports don't require a buffer zone.

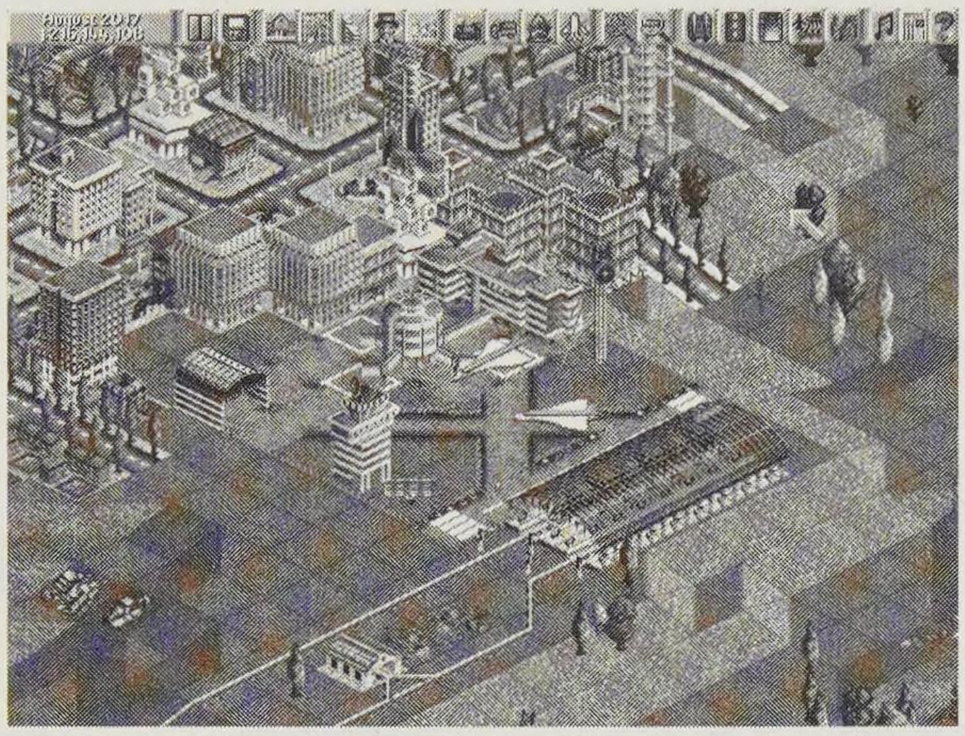
In an ideal station, you want good coverage of the city with clear, straight access for rails in each direction. Some towns seem designed to accommodate stations, while others appear made to keep you out.

If you find yourself destroying three or four houses, you should look for another site. Don't worry about ripping up roads, though. And in a very large city, you don't have to cover the entire downtown area, since you probably can't handle the heavy traffic right away.



Some towns provide ideal sites for stations. Most cities aren't this easy.

Combining Stations



This train station, though well outside of town, draws its traffic from the airport's area of coverage.

To squeeze the most profits out of a city, you can combine different stations to create a transportation complex. This is the coolest trick in the game, and it's one your opponents haven't figured out.

Stations built adjacent to one another draw passengers and cargo from the same coverage grid—the grid of the first station built. Say you build an airport close in to downtown, with its area of coverage blanketing the entire downtown. If you construct a railroad station adjacent to the opposite side, the rail station covers the same area as the airport, even though it's six squares away from the edge of town.

Stupid Station Tricks

Combining stations allows you to do more than create mega-stations. If you maintain the original station link in the town, you can build a chain of different stations. If you destroy the middle links, the last station in the series becomes a remote, unattached station that still draws from the coverage area of the station in town.

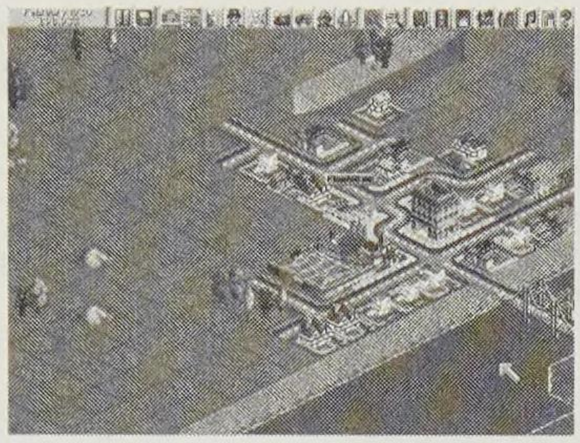
Here's how it's done. Clear a one-square alley into the heart of a city and build a bus station. Then build a long, single-track train station perpendicular and adjacent to the bus station, making a combined station. You can't attach another train station so close to the first one, so build an airport beside the rail station. Now, build a permanent train station alongside the airport. Grab the bulldozer and destroy everything between the bus station and the last train station. Voilà! You now have a train station serving the city from a distance, leaving the town plenty of room to grow.

If you're really sick, you could build and destroy a chain of stations, ending up with an airport that serves a city on the other side of the world. With that in your bag o' business tricks, you should never have to destroy more than a few buildings to cover a city.

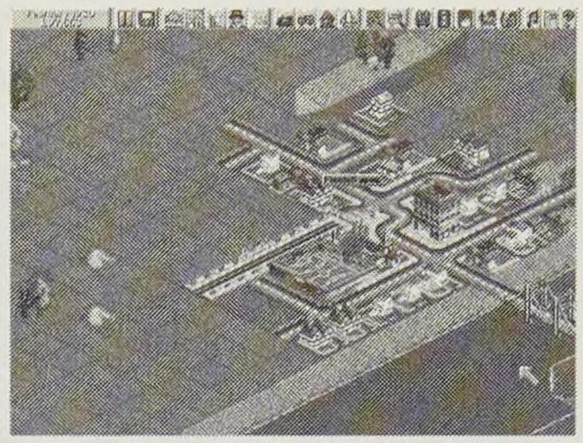
Station Limits

It's an outrage, but even a mighty tycoon like you can't expand forever. The game limits the world to 200 stations and 1000 vehicles. That's the total number available to all competitors, so there's another incentive to keep ahead of your rivals.

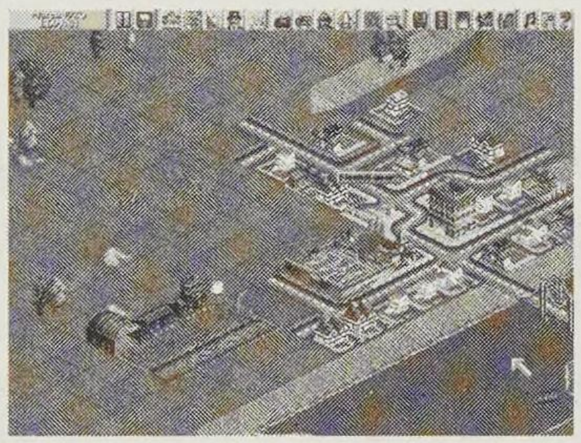
Since combined stations count as a single unit, building different stations adjacent to one another will help keep you short of this annoying limit.



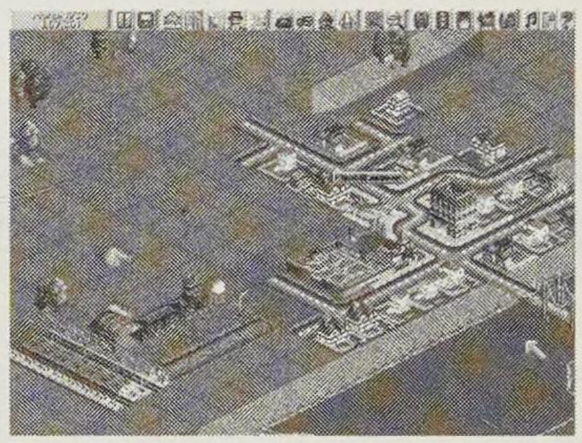
With a single bus station, you can link stations miles away to the same area of coverage.



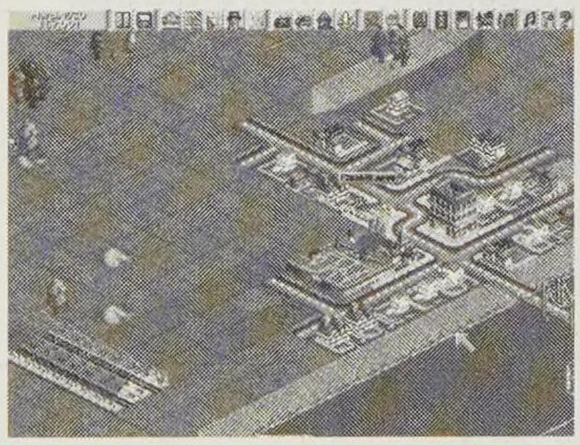
Attach a long train station to the bus terminal to extend the link out of town.



The airport is the next link in the chain.



This two-track train station is for real.



Clear out the middle links, and you have a train station covering the city from a distance.

Moving Mountains

As a mighty transport tycoon, you have the power to change the face of the earth, raising and lowering the land to suit your needs. Redesigning the world can be expensive, though. Be sure you know what you're doing before you spend $100,000 filling in a lake or moving a mountain.

A Level Playing Field

Speed means money, so your goal is to deliver passengers and cargo as quickly as possible. Since hills and mountains slow down your vehicles, it's usually best to cut your way through or build a tunnel. It can be costly, but the higher fares you'll receive will quickly make up for the investment.

It's especially important to have level access to train stations. If trains are having to creep toward the station, you're going to create a costly traffic jam.

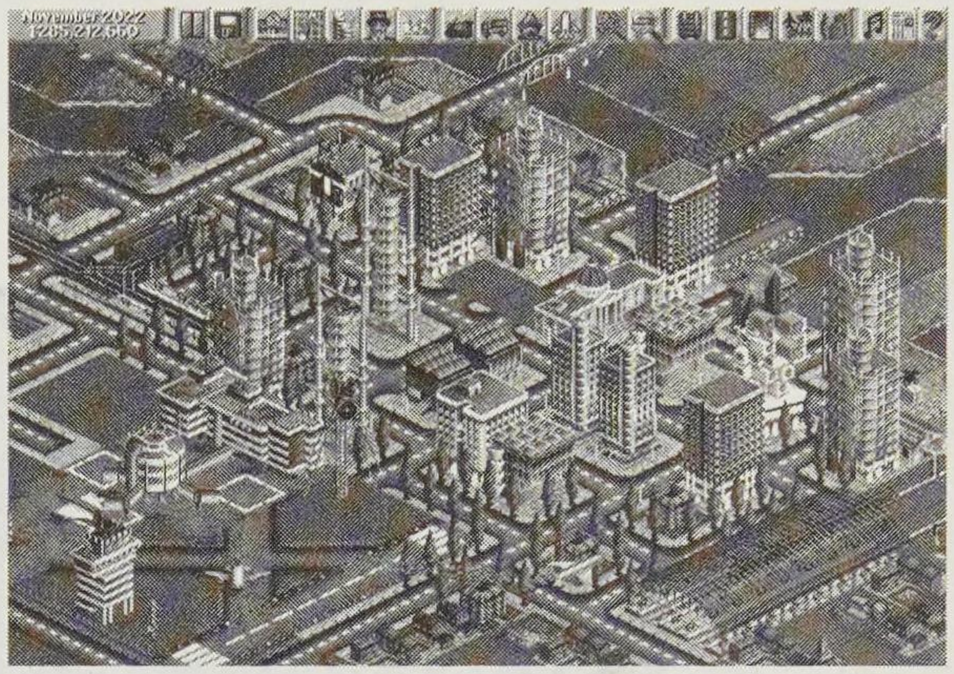
Attracting Traffic

You say your mighty stations look like ghost towns? And that same guy has the express train between Lardhead and Sludgeville all to himself? Why, you need to attract more business! And with your head for business, you quickly devise ways to generate more traffic.

Advertising

If there's another company in town competing for traffic, advertising is the surest way to bring more business your way. Advertising is also expensive, but if your trains and planes are running empty, it's a sound investment.

Don't waste your advertising dollars on towns without a competing company. You might gain a few passengers, but not enough to justify the expense. When you launch an ad campaign, tailor the cost to the potential benefit. If you're getting killed by a competitor in a large city, fork over the bucks for the large campaign.

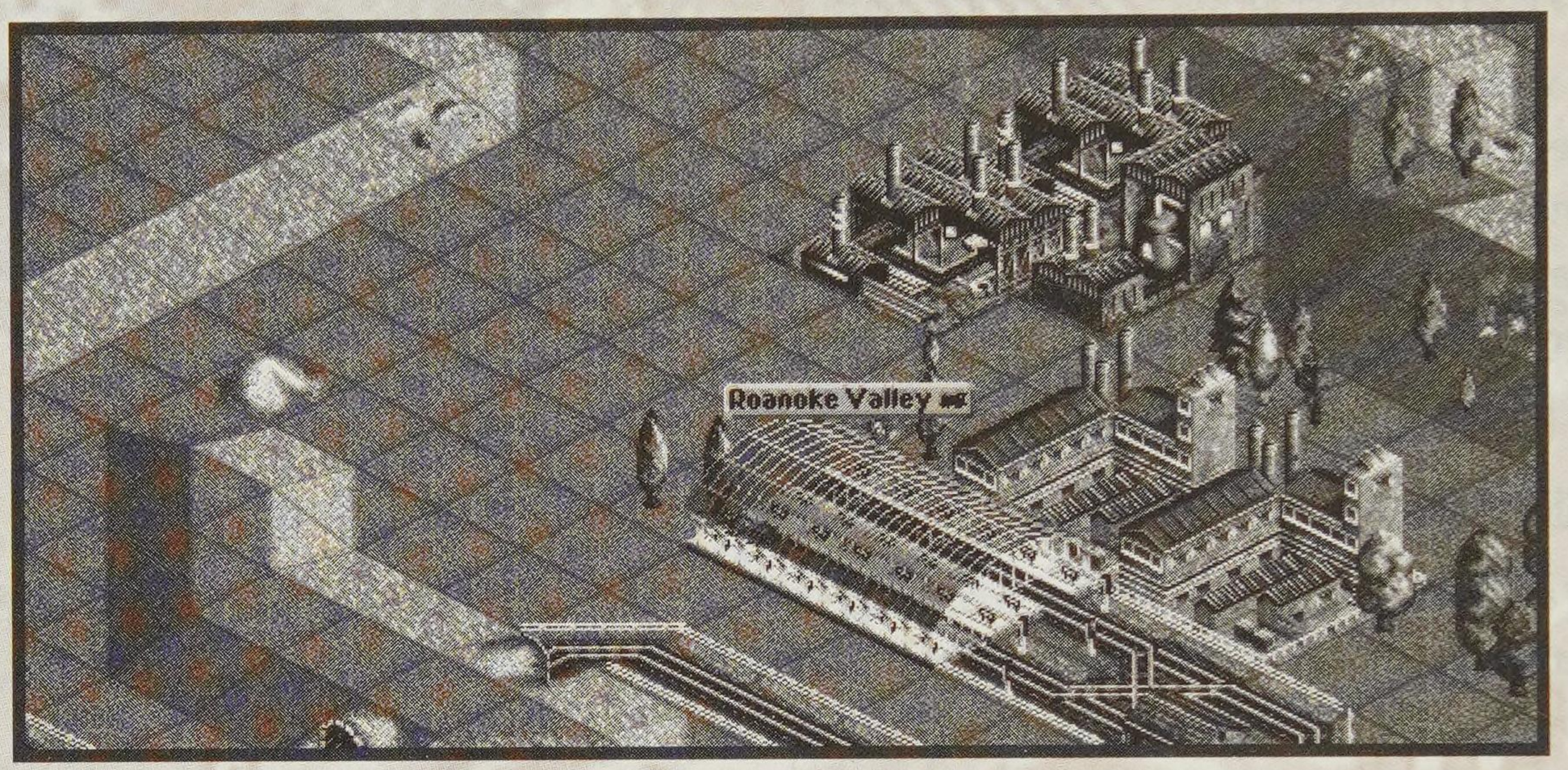


The Sierra Effect

Being a considerate and honorable businessperson, concerned about what little environment you've left unspoiled, you'll naturally want to spruce up your station's neighborhood with some trees. The greenery will make for happier, healthier citizens. And, oh yeah, planting trees around your station will attract more passengers.

CHAPTER CHECKLIST

- ☐ **Encourage city growth by building roads and delivering goods.**
- ☐ **Build a station chain to provide in-town coverage for a station on the outskirts of town.**
- ☐ **Combine train stations and airports to create mega-stations in high-traffic areas.**
- ☐ **Keep your service ratings high, and the city council won't block your construction projects.**

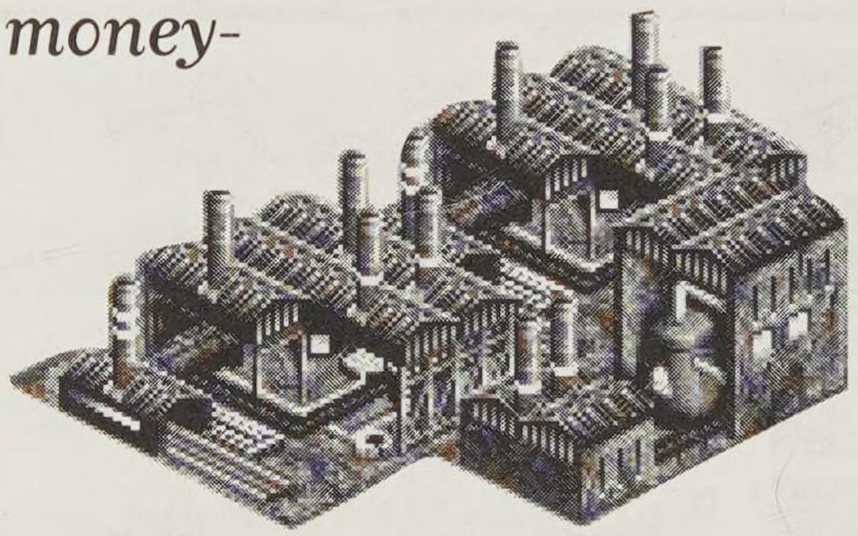


Chapter 4

RESOURCES AND INDUSTRY

INDUSTRIAL STRENGTH

To trample the competition, you can't afford to overlook any money-making venture, and that certainly includes the industries that keep your world running. You can, of course, concentrate on transporting passengers and ignore industries. But you can bet your rivals won't.



That Synergy Thing

Many of the industries have business relationships with others, so by serving one industry you create more business for yourself. For instance, a mine supplies coal to a steel mill, which produces the steel required by a factory, which in turn produces goods that can be sold in town.

A one-way link is sometimes not worth the expense and effort, but if you can create a network among industrial sites and cities, serving industry can be very lucrative.

Table 4.1: Resources and Industry

RESOURCE	ACCEPTS	SUPPLIES
 **Coal mine**	Nothing	Coal
 **Iron ore mine**	Nothing	Iron ore
 **Farm**	Nothing	Livestock, grain
 **Forest**	Nothing	Wood
 **Oil well**	Nothing	Oil
 **Oil platform**	Mail, passengers	Oil, passengers
 **Lumber mill**	Wood	Goods
 **Oil refinery**	Oil	Goods
 **Power plant**	Coal	Nothing
 **Factory**	Livestock, grain, steel	Goods
 **Steel mill**	Iron ore	Steel
 **Bank**	Valuables	Valuables
 **City**	Passengers, mail, goods	Passengers, mail

Picking Profitable Links

Delivering needed cargo to any industry will earn your company some dough, but to maximize profits—and keep ahead of the competition—you'll need to choose routes carefully.

The shorter routes are the least expensive to build, but they are also the lowest paying. Rates are based on the distance from which cargo is shipped and the speed at which it's delivered. So don't be afraid of long-distance industrial routes; they pay handsomely. Besides, building stations and buying vehicles are the greatest expenses in establishing a link. Laying track or building roads, even over great distances, is fairly cheap.

The best links are those that form an industrial cycle, such as delivering wood to a sawmill, which uses the wood to produce goods that can be sold in a city. Routes to nonproducing sites, such as a power plant, can pay nicely, but they aren't as efficient as production links. I usually ignore nonproducing routes unless they're an easy and inexpensive link.

Check the rate graphs inside the covers of this book. The different types of cargo don't pay at the same rate, so you'll want to concentrate on the most profitable services, such as goods and valuables.

Resources

Resources—oil wells, coal mines, iron mines, forests, and farms—don't demand anything, but they produce the raw materials that keep the industries humming.

All resources provide materials that are in demand somewhere, but you should pay special attention to farms. They provide two resources—livestock and grain—and they usually produce enough of each to keep your trains and trucks loaded.

TIP

Here's a tip to make industrial service more interesting and challenging. When choosing the difficulty settings before you launch a career, set Number of Industries to Low. Fewer industrial and resource sites mean longer, more difficult routes, but since cargo rates are based on distance, you can still make a bundle by linking industries.

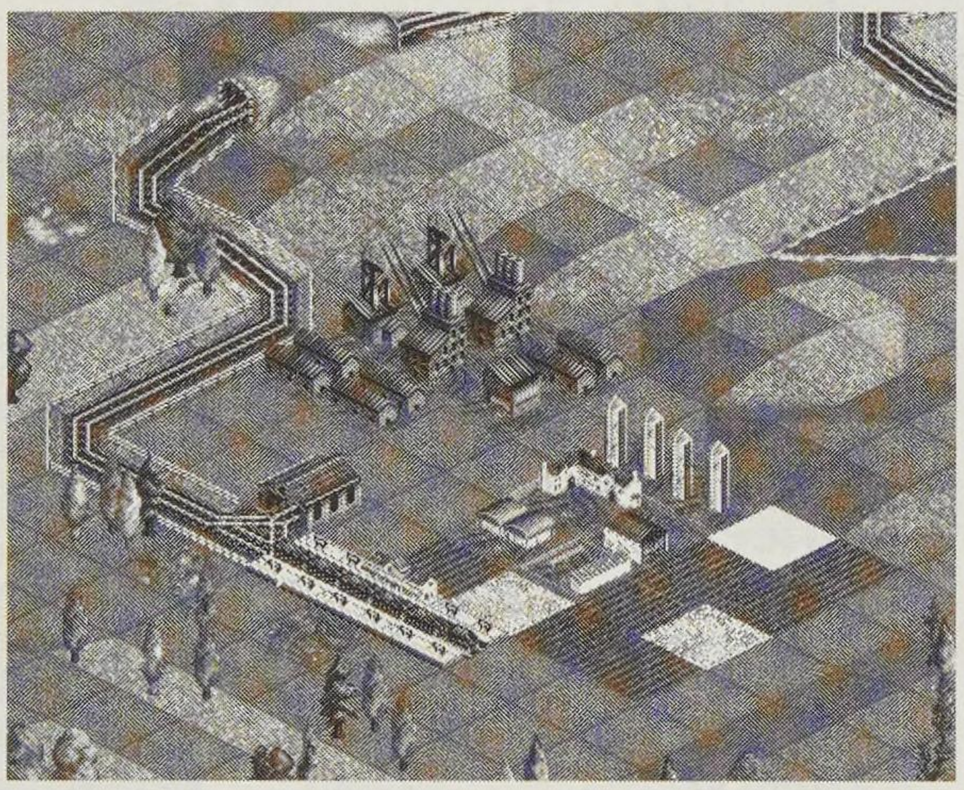
Instead of a no-brainer link between a farm and a neighboring factory, with goods going on to a nearby town, you'll have to devise more complicated transport services that require you to use two or more forms of transport to complete the link.

Cities Are Resources, Too

I've included cities in this discussion of resource sites because they produce cargo: people and mail. In fact, cities are your greatest resource since you'll make most of your money hauling folks from city to city.

When a city builds a bank, it creates both a supply of and a demand for valuables. Transporting valuables by armored trucks or railcars pays among the highest rates in the game, so establish a route as soon as you can between cities with banks.

Industry



A rare and valuable stroke of luck: two resource sites that can be served with a single station.

Industrial sites come in two varieties: producing and nonproducing. Producing industries—steel mills, factories, oil refineries, and lumber yards—each yield cargo that can be sold elsewhere. Power plants, on the other hand, produce nothing. Obviously, feeding the demand of a producing industry can be more profitable.

Factories are your best bet here since they'll accept both steel and livestock. Just try not to think about what these factories do with cows and horses. Whatever becomes of Elsie, factories pump out goods that can be sold in towns.

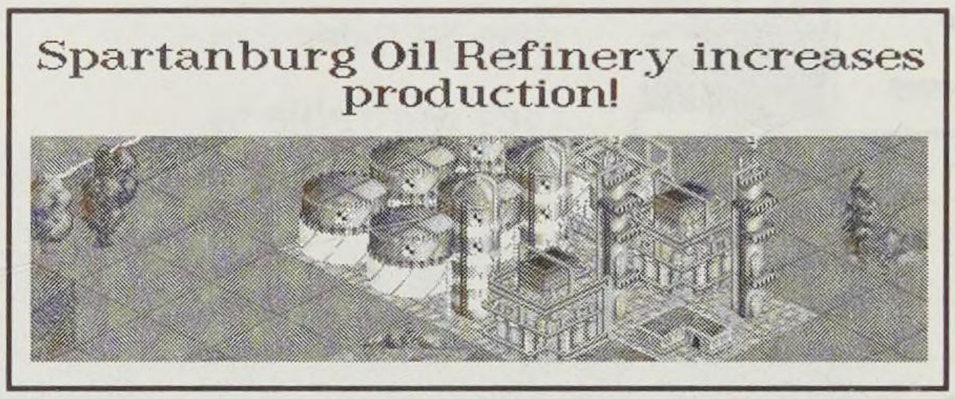
Output

If you chose a variable economy when you set the difficulty options, you'll have to deal with the ups and downs of a business cycle, just like a real transport mogul. Resource sites and industries will come and go, and their production will vary as well.

Resources and industries don't produce at the same rate, so if you're delivering iron ore to a steel mill, compare the output of nearby mines.

Shifts in Production

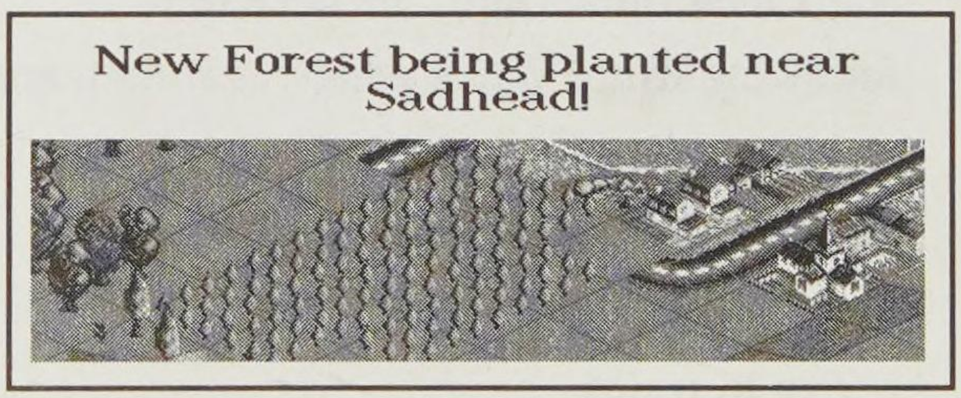
Keep an eye on the industrial reports that pop up to alert you to changes in production, and be prepared to react quickly. If an oil well or a forest you're serving increases its output, check out your capacity and add trucks or railcars if necessary. When a site decreases production, consider cutting back on your service since each vehicle is costing you money.



New Sites

When construction begins on a new industrial or resource site, check its location right away. The new enterprise just might be a missing link in a network of supply and demand. For example, a new farm can supply livestock to a struggling factory nearby.

Remember, you can click on the factory in the News box, and you'll be magically transported directly to the site.



Transport Trivia

In Europe, the first truck routes were used to feed the railroads, which were more efficient at long-distance transport. The railroads themselves usually operated the truck systems, which were used to feed cargo to the rail lines.



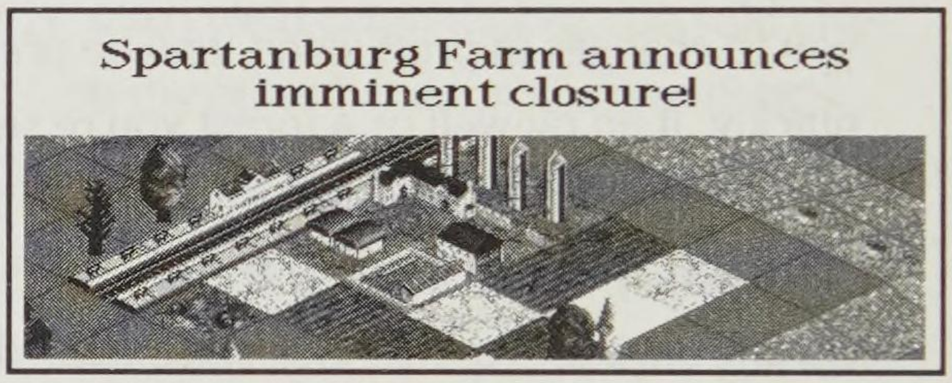
The truck routes were typically shorter than 30 miles, but they were able to extend service to remote and inaccessible towns unserved by trains. Trucks linked to rural farms, picking up produce for delivery to train stations in towns that served as distribution centers.

Trucking remained relegated to short-haul routes until the decade following World War I, when wartime advances in engine power and truck capacity made long-haul trucking a viable alternative to trains.

Out of Business

Despite your careful planning and diligent efforts to serve the community, sometimes industries and resource sites shut down completely. Naturally, this usually occurs right after you've spent a bundle laying track, building stations, and moving mountains.

There's nothing you can do, and there's little rhyme or reason to these closings. When it happens, cut your losses by removing unused track, roads, and stations serving the former site. Since you've already invested the money for a station at the other end of the link, scout around for another industry or resource to replace the failed site.



Subsidies

This world is hungry for transportation services, so industries and towns frequently offer subsidies to the company that establishes a service. Most of the subsidies offered involve moving freight among industries, so they are a rich source of income early in the game, when you need it most.

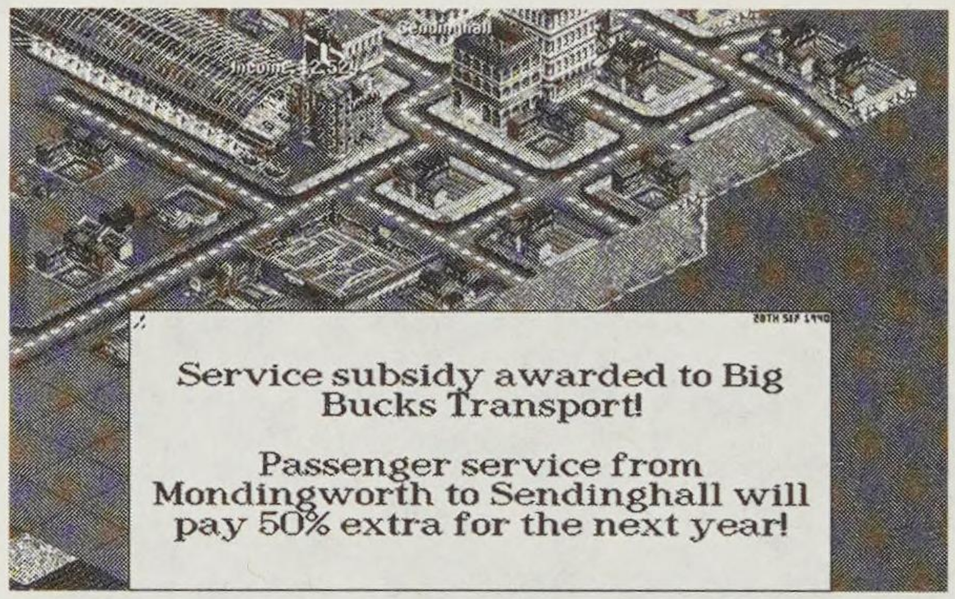
> **Service subsidy offered:**
>
> **First Passenger service from Chinningway to Penfingford will attract a year's subsidy from the local authority!**

Win a subsidy and you'll get paid two or three times (depending on the difficulty level) the normal rate for the first year of the route's operation. Winning subsidies can be critical to getting the cash flowing as you race to expand early in a game.

Subsidy Selection

Subsidies can be a great source of income, but you cannot and should not pursue every one offered. Remember, subsidies are good only for the first year of a route's operation, so their benefits are pretty short lived. Try to go after subsidies that will pay off in the long run, ideally with a route connecting a resource to producing industries.

Don't let your pursuit of subsidies seriously undermine your overall strategic expansion plans. It's easy to stray from your plan if you stop everything every few weeks to chase a subsidy. Remember, you have an entire year to win a subsidy, so you'll usually have time to complete your current project before jumping to establish a subsidized link.



Congratulations! This subsidy will help pay the bills and fund expansions.

Make note of subsidy offers when they pop up in news reports, but go ahead and finish any construction you already have under way. When you're finished, check the list of subsidy offers in the World Map menu. You'll see each current subsidy offer, along with the date each offer expires.

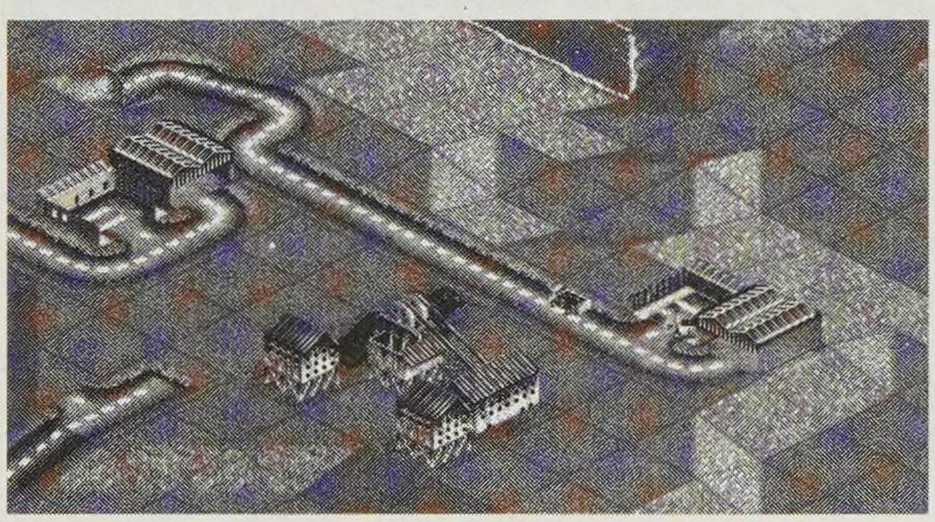
Use the list to check each offer, noting the distance, cargo, and opportunities for other connections. You should also consider how the subsidized route might fit in with your other routes—both now and a decade later. Let's say a news report alerts you to a farm-factory link that's accessible to a good-sized town, one you haven't yet linked. Develop that route, and you've opened up an entire new market, hauling goods from the factory into town and establishing passenger service to nearby towns.

By Land or Sea

Since industries and resources are born and die with frustrating frequency, take care in deciding which mode of transportation you use to service them. It's easy to fall into the habit of buying trains and laying railroad track to serve every route, when often a few trucks or even a ship can do the job just as well. And even if trains are usually the most efficient means of transporting anything, the addition of a few trucks or a ship adds a nice touch of variety to the game.

Pay attention to the terrain surrounding a subsidy prospect. If you're faced with some major earth moving or costly tunneling, the landscaping might prove more expensive than the route's worth, especially when it could die at any time.

Road Routes



Use trucks for short-haul routes or for grabbing some quick subsidy cash.

For short industrial links or for cashing in on a quick subsidy, trucks are often a good bet. The investment is usually much smaller than for establishing a rail or shipping route, so your loss will be less if one of the industries shuts down.

If the route is long and the supply heavy, though, trucks aren't the most efficient means to haul the cargo. Vehicle prices change constantly, but as a rule of thumb, figure on buying four trucks for the cost of one locomotive. Check out the site's maximum monthly production, and then decide whether trucks can do the job. If a few trucks can handle the job, a railroad line may be a foolish investment.

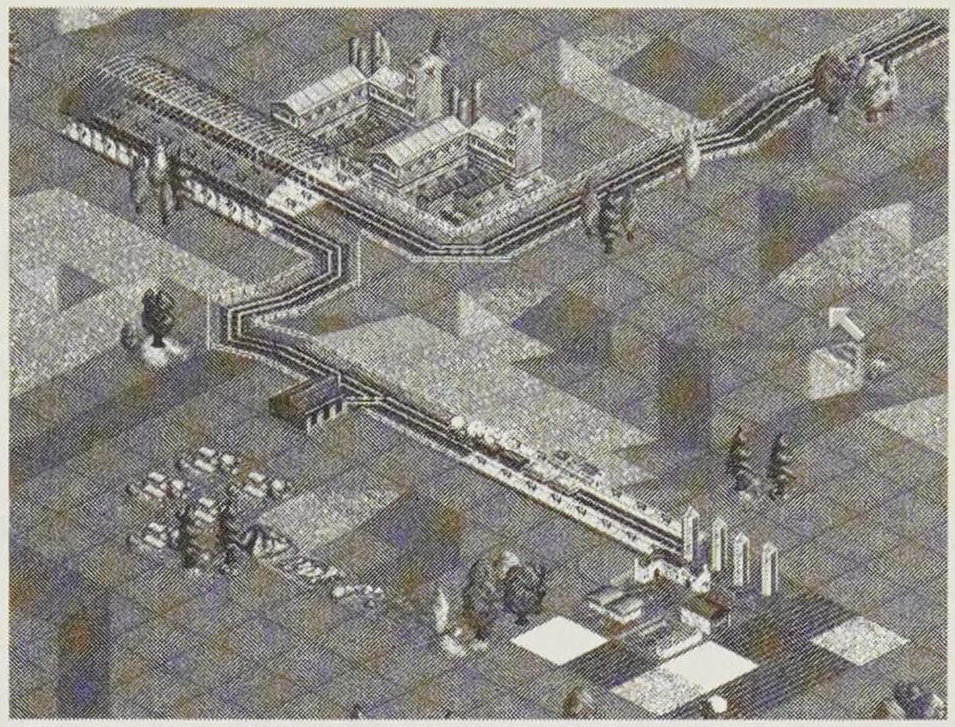
If you have more than two or three trucks on a route, consider building another station at either end of the line. Trucks waiting to pull into a station are wasting your money.

Rail Routes

If the distance is great and the demand heavy, railroads are the best choice for industrial routes. Trains are much faster than road vehicles, so an engine with just a few cars can often service a high-traffic route more efficiently than a fleet of trucks.

Station Strategy

For a resource site that demands nothing, a four-car, single-track station is all you need. But when you're servicing a route that includes a production site—a steel mill, for example—you'll want to build at least a two-track station. At the steel mill, one line will bring iron ore from the mine, while the other will haul the resulting goods to a city.

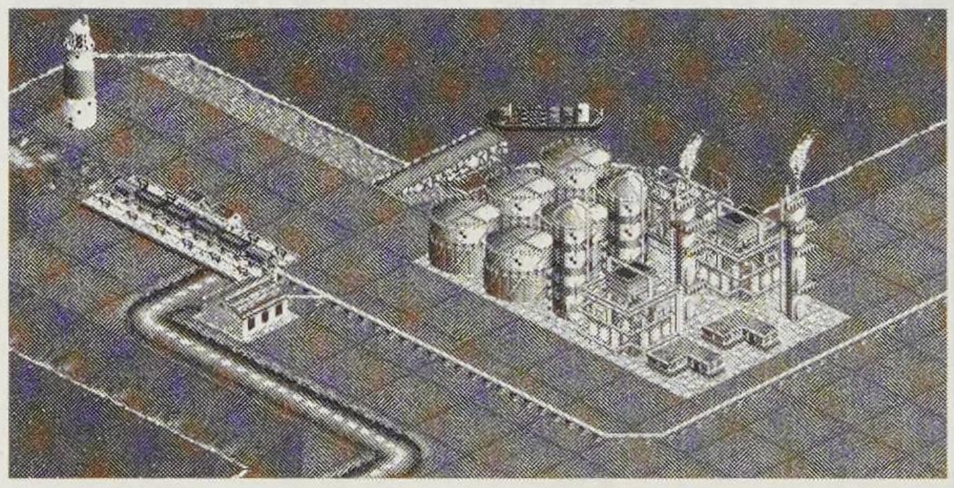


You need at least a two-line station at this factory so you can pick up goods while you deliver livestock and grain from the farm.

Shipping Routes

For the most part, ships are just a cool way to show off your newfound wealth. They're expensive and slow, and they hold surprisingly little cargo. An oil tanker, for example, holds 100 tons—the same load as a locomotive and four cars. Shipping has very few strengths compared to the other modes of transportation, but ships can prove profitable with selective industrial routes.

Look for coastal resources—such as oil wells or coal mines—that are too distant from industrial sites to link by land routes. If you can find an industrial customer for that resource close to the coast, a shipping route might be a good bet.



Ships come in handy for routes to coastal industries, like this oil refinery.

You can also use the station-chain trick discussed in Chapter 3 to build a coastal link to an inland resource or industrial site. Just build a bus or rail station covering the inland site, and then build a chain of train stations and airports, ending with a dock on the coast.

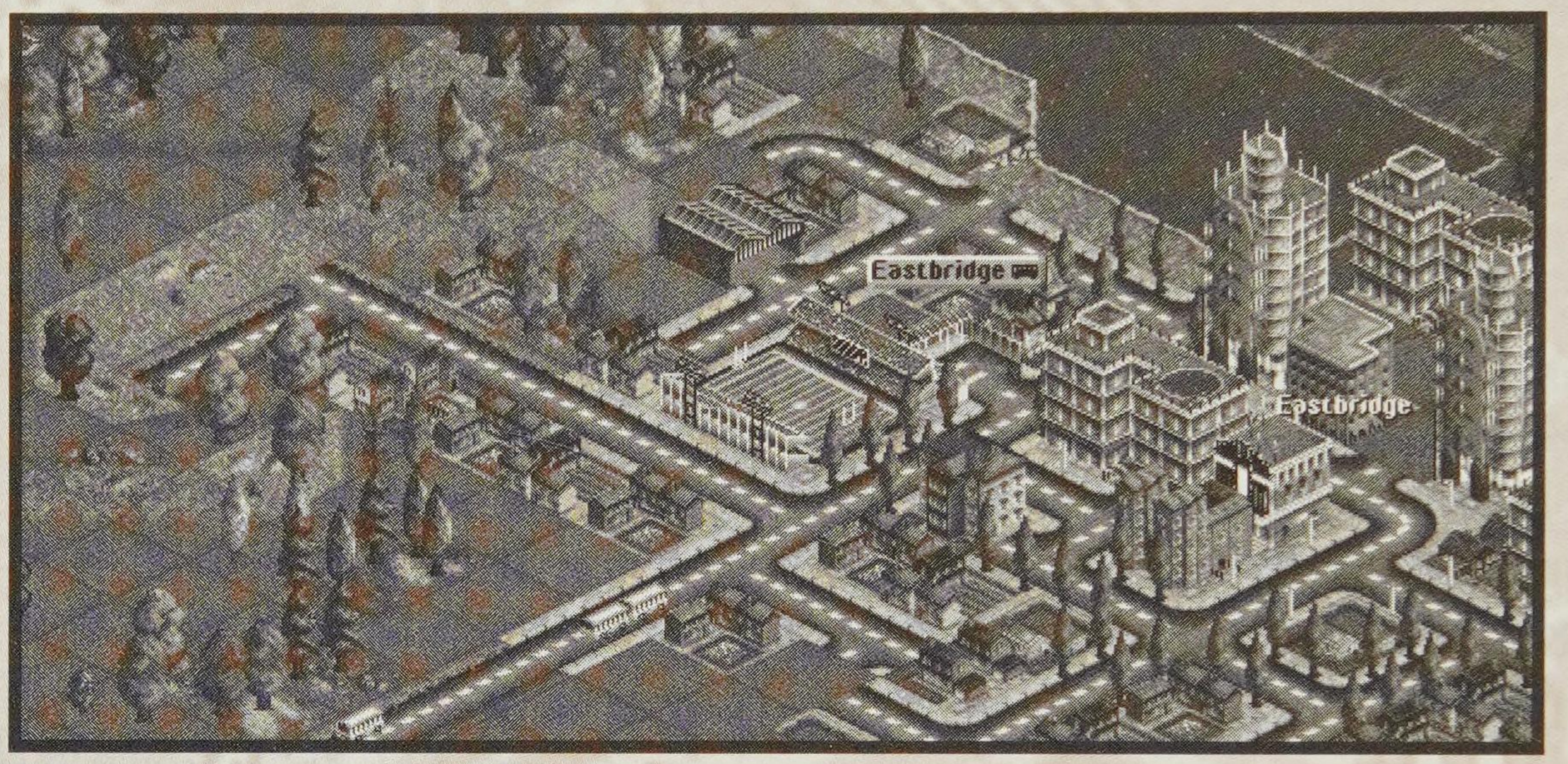
A linked service can also deliver inland cargo to the coast, where your shipping lines can pick it up. Just use truck or train routes from the inland site, delivering cargo to a coastal station adjacent to a dock.

Don't Forget Your Map

The world map comes in handy when you're scouting out potential industrial routes, and you don't even have to fold it up after you use it. Click the Industry icon at the bottom of the map, and you'll see color-coded industries and resources. This is a quick—and easily overlooked—way to find profitable industrial links. The map is especially useful for locating coastal customers and suppliers.

CHAPTER CHECKLIST

- ☐ **Look for industrial links that supply a product you can sell elsewhere.**
- ☐ **Subsidies are great, but don't forget about your overall plan while you chase every subsidy offered.**
- ☐ **Trains are usually the best choice, but trucks and ships sometimes do the job just as well.**
- ☐ **Combine shipping with land routes to link distant industrial and resource sites.**

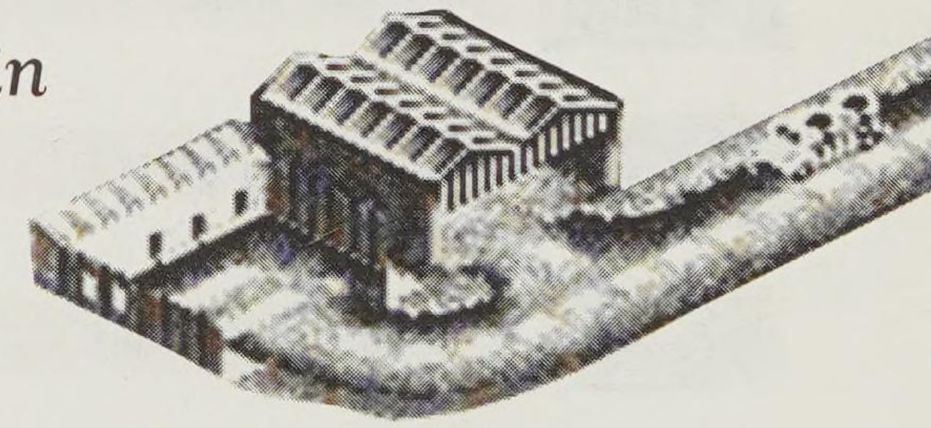


Chapter 5

ROAD TRANSPORTATION

HITTING THE ROAD

They're slow, they're noisy, and they can't haul much cargo or many passengers. Road vehicles aren't exactly glamorous, so it's tempting to dismiss road routes, especially after you get a few years into a career. It's true: in most cases, trains are a faster and more efficient means of hauling people and cargo. That doesn't mean you should ignore road vehicles, though. Buses and trucks have their place, especially for short-term service or for passenger service within a city.



The Vehicles

From petroleum to postcards, buses and trucks can haul any cargo in the world. That versatility is a strength, and you should put it to use. Trouble is, the vehicles themselves don't change much over the years. While jets and monorails drastically change rail and air travel, technology leaves the lowly road vehicles behind. Fifty years later, a truck is still a truck. While trucks gradually get faster, cargo capacity barely grows at all. You can cram only so many people into a bus.

Table 5.1: Road Vehicles

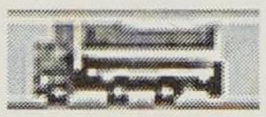
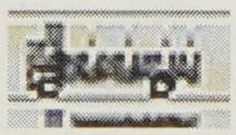
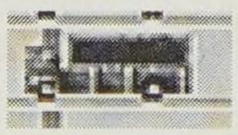
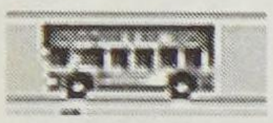
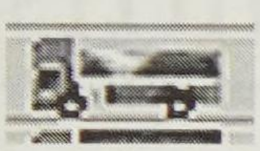
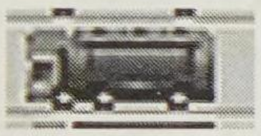
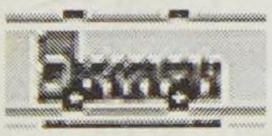
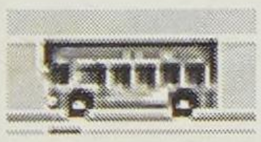
	VEHICLE	SPEED	CAPACITY	INTRODUCED	LIFE
	**Hereford Tiger Bus**	30 mph	30 passengers	1925	10
	**Balogh Coal Truck**	30 mph	20 tons	1925	15
	**MPS Mail Truck**	30 mph	22 bags	1925	15
	**Witcombe Oil Tanker**	30 mph	21 tons	1925	15
	**Talbott Livestock Van**	30 mph	14 pieces	1925	15
	**Balogh Goods Truck**	30 mph	14 crates	1925	15
	**Hereford Grain Truck**	30 mph	20 tons	1925	15
	**Witcombe Wood Truck**	30 mph	20 tons	1925	15
	**MPS Iron Ore Truck**	30 mph	22 tons	1926	15
	**Bologh Steel Truck**	30 mph	15 tons	1925	15

Table 5.1: Road Vehicles (continued)

	VEHICLE	SPEED	CAPACITY	INTRODUCED	LIFE
	**Bologh Armored Truck**	30 mph	12 bags	1925	15
	**MPS Regal Bus**	35 mph	31 pass.	1929	12
	**Leyland Leopard Bus**	60 mph	35 pass.	1963	15
	**Uhl Coal Truck**	70 mph	25 tons	1975	15
	**Reynard Mail Truck**	70 mph	28 sacks	1975	15
	**Foster Oil Tanker**	70 mph	25 tons	1975	15
	**Uhl Livestock Truck**	70 mph	16 pieces	1975	15
	**Craighead Goods Truck**	70 mph	16 bags	1975	15
	**Thomas Grain Truck**	70 mph	25 tons	1975	15
	**Uhl Iron Ore Truck**	70 mph	25 tons	1975	15
	**Foster Wood Truck**	70 mph	22 tons	1976	15
	**Uhl Steel Truck**	70 mph	18 tons	1976	15
	**Uhl Armored Truck**	70 mph	15 sacks	1976	15
	**Foster Bus**	70 mph	37 pass.	1985	15

A Short-Term Solution

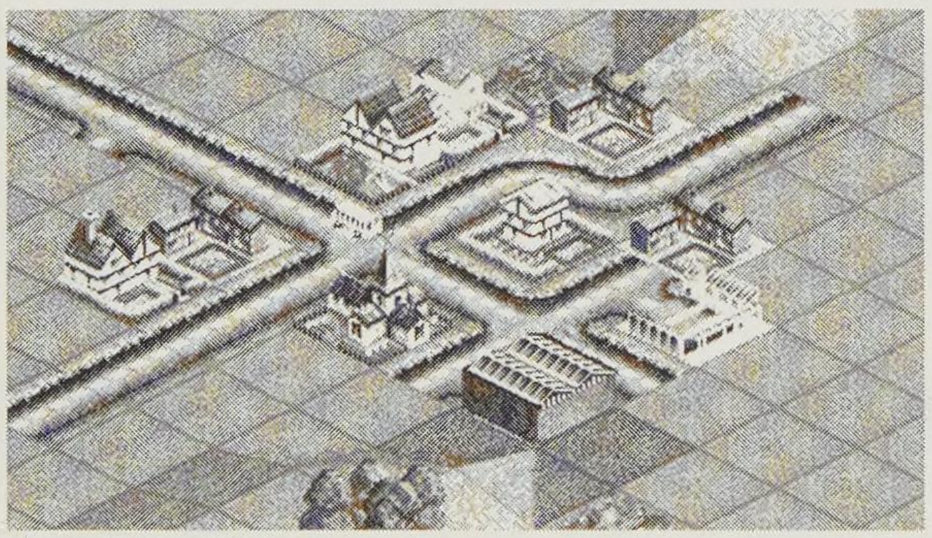
Road routes can be most useful early in a career, when you don't have the cash to buy airplanes or to establish more than a few rail routes.

Get some trucks and buses rolling right away, and you'll have a small, but steady, flow of cash to help finance your expansion. Early in a game, look for short industrial or passenger routes—especially those with subsidies—to get those cash registers ringing.

Getting the Most from Road Vehicles

Even when your airlines and trains make you a millionaire, you can still put trucks and buses to good use, servicing routes that don't justify major transport links. Let's look at several roles in which your road vehicles can keep you in the black—and ahead of the competition.

Small-Town Connections

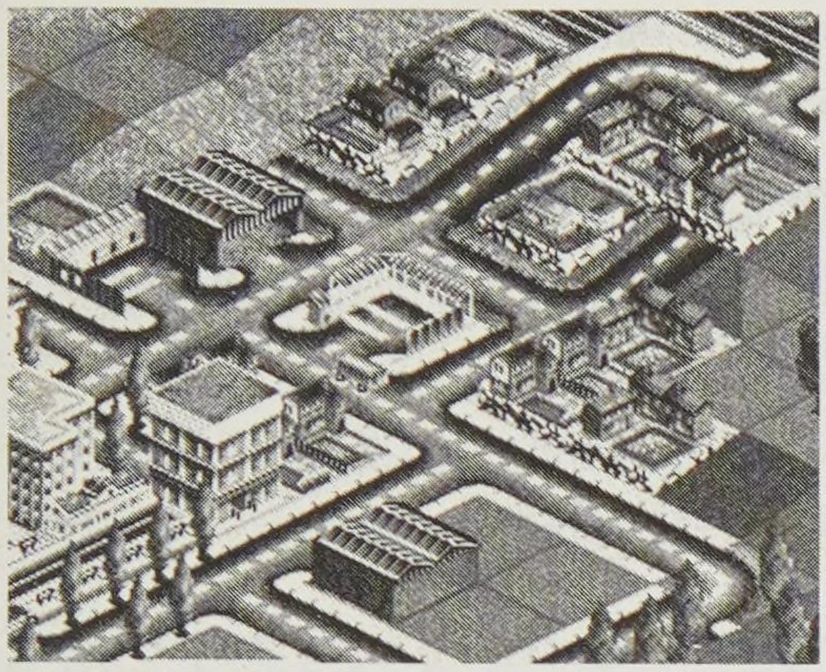


This bus will be a welcome sight to travelers stranded in this village.

It just doesn't make sense to run railroad lines to every town, so keep an eye out for income opportunities in remote areas of your world. While you're busy laying track and connecting larger towns to build your railroad empire, take the time to look around for some potential road routes.

One of the best roles for road vehicles is to service the smaller towns, especially those not conveniently located near your rail network. A couple of buses may be able to handle the passenger demand between two villages. They won't bring in the big bucks, but low-demand road routes can produce steady income. Besides, just think of the service you're providing to those country folks.

Crosstown Connections



When your cities start booming, a cross-town bus route can pay off nicely.

As towns grow, they expand well beyond the coverage area of your train stations and airports. And since growth tends to move away from those stations, you'll miss a lot of potential business with only one station. Eventually, you can build other stations to cover different parts of larger cities, but even then, you're bound to leave good chunks of the city uncovered. That's where road vehicles come in handy.

Since the fine citizens of your world will pay to be taken anywhere, why not bus them across town? You can establish routes to take people from the suburbs to downtown, or from one 'burb to another on the other side of town. You won't get rich doing it, but every bit of income helps.

Try not to build a bus station too close to one of your train stations or airports. These folks will flock to the bus station as quickly as they go to a four-track train station. You don't want to take passengers away from a high-speed, high-income rail route, only to find 500 people sitting at a bus stop. That will put a dent in your income, and your rating will decline while you leave your customers waiting for the next bus.

Transport Trivia

In the game, buses may not be able to do the job for long-distance passenger links, but that's not the case in the real world. The car-crazy United States led the way in automotive transport.

In America, rural bus operations expanded from just a handful in 1914 to 6500 in 1925. Eventually, the network of small independent bus lines gave rise to the giant lines. In the west, the Pickwick Stage Lines of Los Angeles and Pioneer Yelloway Systems merged with the bus system of the Southern Pacific Railroad to form Pacific Greyhound Lines. Between California and the Mississippi River, the company snapped up smaller lines as part of the Pickwick-Greyhound Lines. By 1930, buses bearing the Greyhound name were pulling into stations in nearly every state.



In 1928, the Pickwick company built its first sleeper bus, complete with toilet, bar, and kitchen. The new Greyhound was soon taking passengers coast to coast.

Transport Trivia

Before World War I, trucks were limited to short-distance routes, usually serving as adjuncts to railroad networks. But advances in automotive technology—particularly the development of the diesel engine—made trucking a viable alternative to the railroad for long-haul transport.



In 1930, Bernard trucks were offering the first van service between Paris and Marseilles. In Germany, the autobahn system was carrying mighty trucks pulling two-axle trailers, with a capacity of 30 tons. And in the United States, transcontinental G.M.C. trucks had reduced the journey to five days. In 1912, Packard trucks needed 46 days to make the cross-country trip.

In the real world, trucks offer a distinct advantage over trains: they can offer door-to-door service. That unique ability isn't recreated in Transport Tycoon, so trucks lose some of their real effectiveness.

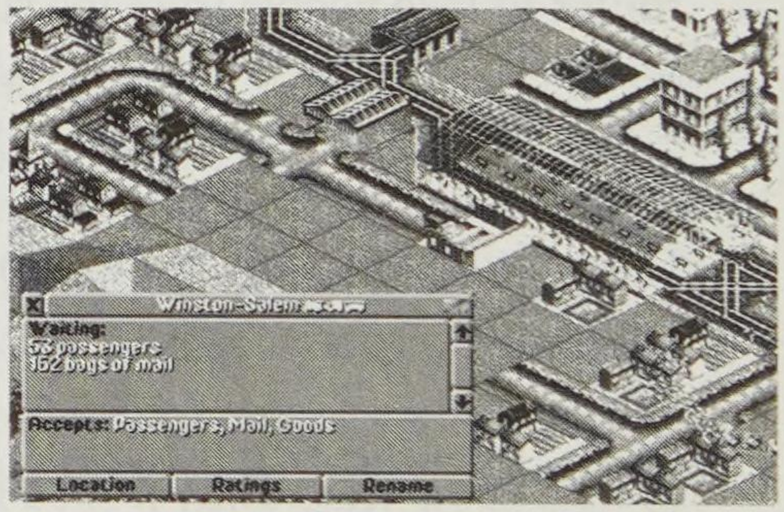
Industrial Routes

As mentioned in Chapter 4, road vehicles are ideal for short industrial links. As a rule of thumb, if both sites can be seen on the screen in the closest zoom view, consider using trucks. If the distance is much greater or if the load is too great, you should think about a rail route instead.

Easing Station Overcrowding

When other forms of transportation aren't getting the job done, road vehicles can help out, increasing your ratings and keeping your customers happy.

For example, the early airplanes have very limited capacity, only 25 or 30 passengers. While an air route can be very profitable, the airport will attract far more passengers than these small planes can handle. Instead of leaving hundreds of angry passengers stranded in an airport terminal, consider a bus route to help ease a potential problem. These people want to go somewhere, so take them.



Planes aren't getting the job done hauling passengers, so this bus route can help meet the demand.

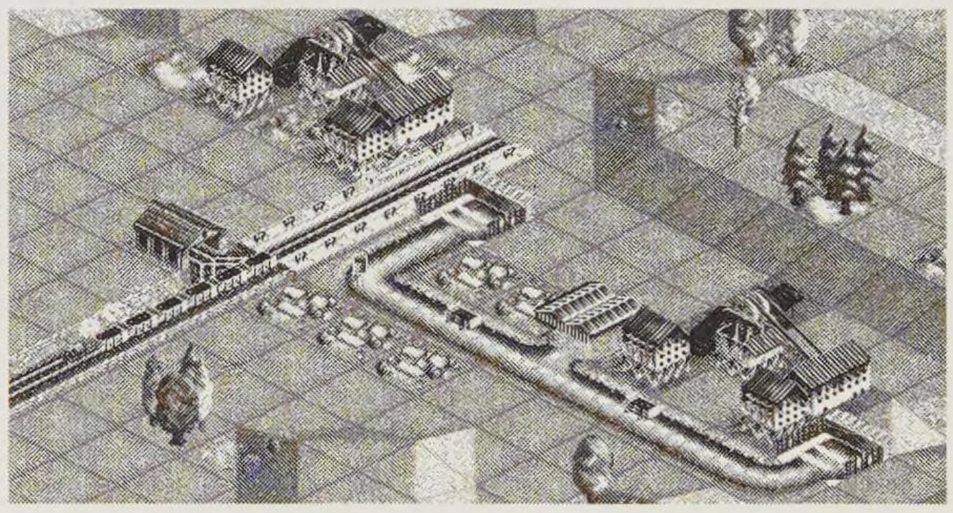
Build a bus station adjacent to the airport, and then build a road to a nearby town. A combined airport/bus station shares the same pool of passengers, so you're not taking traffic away from the more lucrative air travel. Instead, you're using buses to complement your airline service.

When you expand your airline with more planes or you upgrade to faster, bigger jets, though, check to see that your buses aren't taking passengers away from the higher-paying air routes. If the bigger planes are keeping the passenger level near zero, discontinue your bus service—and destroy the bus station—to get more passengers on board planes.

Linking to Other Transport Routes

You can also use road routes to transport cargo to another station, for delivery elsewhere. Let's say you have a train station serving a farm, and there's a steel mill just out of the station's coverage area. Build a truck route from the steel mill to a station adjacent to the train station.

When you schedule the truck, be sure to order it to unload its cargo at the train station. It won't unload automatically since there's no demand there for steel. The train can then deliver livestock and grain from the farm—plus the steel brought in by truck—to a factory.



These coal trucks are unloading their cargo at a nearby railroad station, where a train whisks it off to a power station. Trucks can play an important role in a linked service like this.

Anchoring a Station Chain

What is possibly the most important use of bus stations doesn't even require you to buy any vehicles. Linking stations to create an outlying train station or airport that still covers a distant city is one of the most important tools in the game.

Bus stations are usually the key to station-linking, often serving as the anchor station in the heart of a city. As discussed in Chapter 3, you can link a one-square bus station downtown to a train station or an airport on the outskirts of the city.

Building Stations and Roads

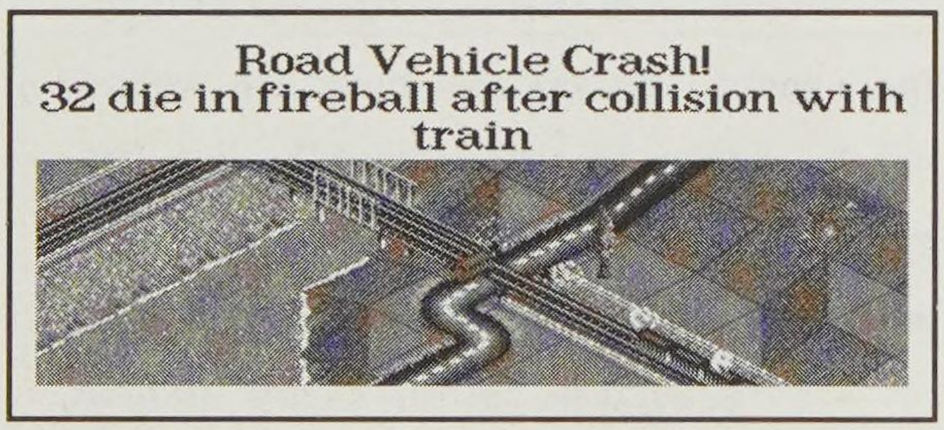
The beauty of bus and truck stations is their small size. You can put a one-square station right in the heart of downtown without wiping out entire neighborhoods.

When you're establishing a high-volume bus or truck route, consider building two or more stations close together. These stations can handle only three vehicles at a time, so a fleet of trucks trying to park in the same station can create an ugly traffic jam.

Build depots as close as possible to the station. Since depots are relatively inexpensive, consider building a depot beside the stations at either end of a route. When vehicles need servicing, they go directly to the depot, even if they're carrying a full load and the depot's at the other end of the line.

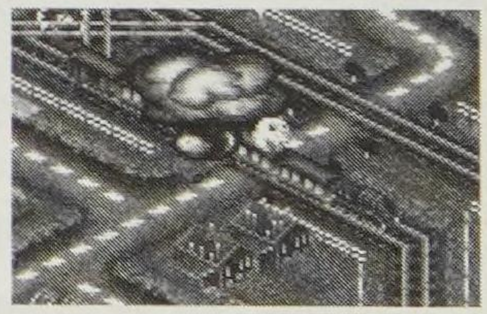
Obviously, you want to build the most direct routes possible. Use existing roads if they suit your needs, but don't be afraid to tear up the existing roads to build more direct and logical routes.

Those Trains Are Killers



Oh, the humanity! A rival's train takes out another one of your buses, along with dozens of innocent passengers.

When you're forced to build a road across a railroad track, be prepared to lose some vehicles—not to mention busloads of passengers—in fiery encounters with trains. Railroad crossings are death traps, and the train always wins.



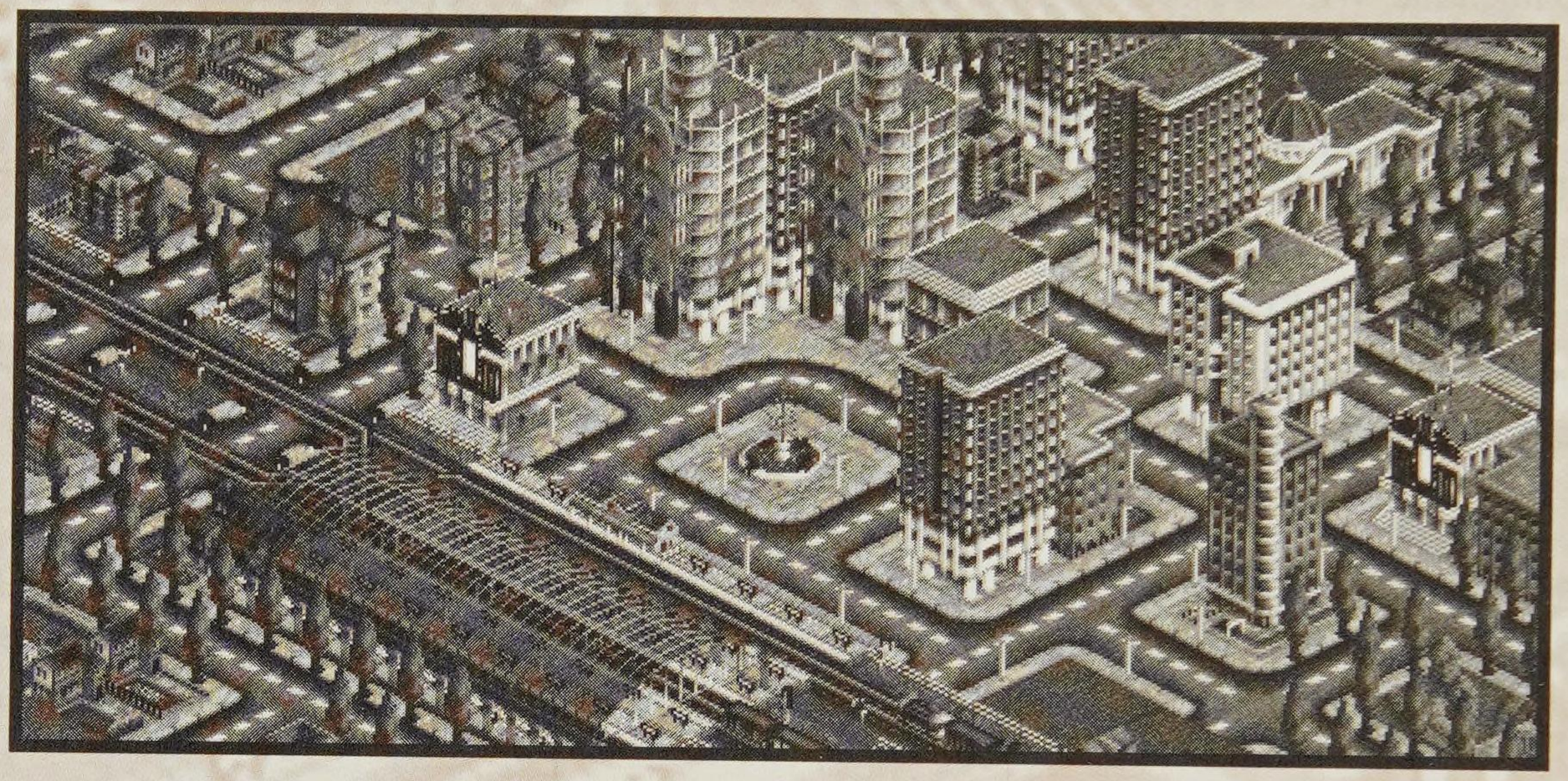
Your best bet is to build bridges over railroad tracks. You won't get to see and hear those cool crossing signals, but you'll save lots of vehicles—and hundreds of lives—over the course of your career.

Scheduling Routes

If you're using single stations at either end of a route, stagger the schedules of trucks and buses so they don't arrive at the same time. With two vehicles, wait until the first reaches the other end of the line before you crank up the second one. This will result in more efficient service and fewer traffic jams.

Chapter Checklist

- ☐ **Use buses to improve service and ratings at crowded airports and train stations.**
- ☐ **Crosstown bus routes in larger cities can transport passengers in areas you can't reach with trains or planes.**
- ☐ **Trucks are often the best choice for the shortest passenger and industrial routes.**
- ☐ **Use trucks to transport cargo to docks and railroad stations, where it can be delivered to other sites.**

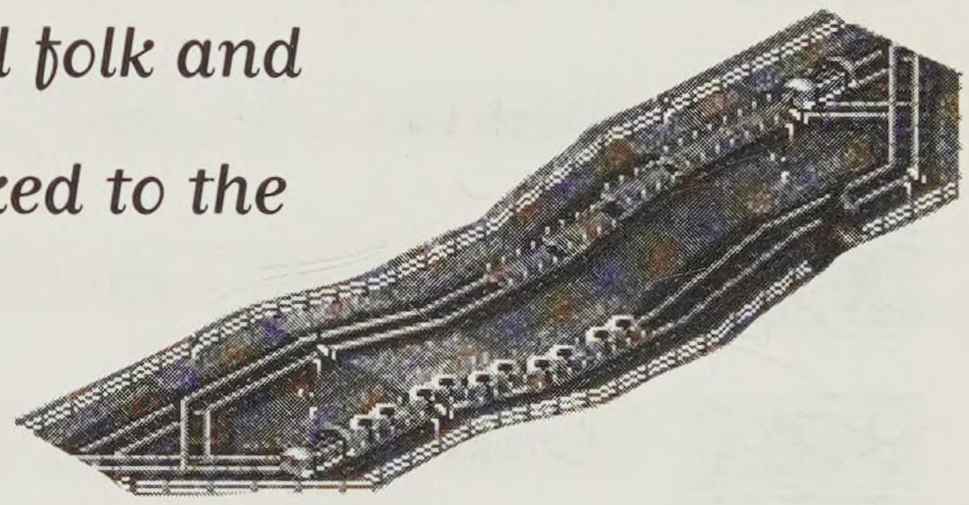


Chapter 6

RIDING THE RAILS

YOUR GOLDEN AGE OF RAILROADS

It made a handful of men obscenely wealthy. It helped tame America. It inspired folk and country songwriters. Its history is linked to the romance of a sprawling, wild land.



That's right—beer. No, not really. I'm referring to the railroad, that storied mode of transportation that lies at the heart of Transport Tycoon. From the time you schedule your first route in 1930 until jet aircraft become reliable in the 1970s, trains will be your only option for hauling large numbers of passengers over great distances. Even when the high-speed, high-capacity jets become the big money-makers, trains—and later monorails—will still move the most traffic in the world.

Rail Vehicles: From Steam to Electricity

From the moment that first little locomotive steams out of the depot, you're bound to be infatuated with trains. They chug merrily along, carrying passengers, mail, and every other type of cargo quickly and efficiently.

Over the course of your 100-year career, trains will undergo a dramatic transformation—from the tiny I-think-I-can steam engines to the mighty double-engine electric locomotives.

Table 6.1: Locomotives

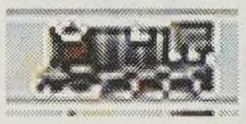
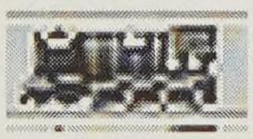
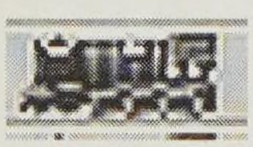
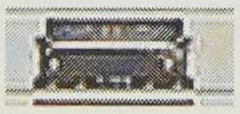
VEHICLE	TYPE	SPEED	CAPACITY	INTRODUCED	LIFE
 **Chippie Class**	Steam	35 mph	–	1924	14
 **Chaney Crab**	Steam	60 mph	–	1926	20
 **Ginzu A3**	Steam	70 mph	–	1927	30
 **Ginzu D9**	Steam	65 mph	–	1931	20
 **Kirby Paul Tank**	Steam	40 mph	–	1932	15
 **Chaney Jubilee**	Steam	80 mph	–	1934	21
 **Ginzu A4**	Steam	90 mph	–	1935	20
 **Bull R1**	Steam	70 mph	–	1943	20
 **SH 6P**	Steam	95 mph	–	1955	23
 **Manley-Marel DMU**	Diesel	70 mph	76 pass.	1957	12
 **UU 37**	Diesel	90 mph	–	1960	20

Table 6.1: Locomotives (continued)

VEHICLE	TYPE	SPEED	CAPACITY	INTRODUCED	LIFE
SH/Hendry 28	Diesel	90 mph	–	1962	18
Floss 47	Diesel	100 mph	–	1962	22
SH 30	Electric	100 mph	–	1965	23
SH 40	Electric	110 mph	–	1973	23
MDIN 56	Electric	80 mph	–	1976	20
SH 20	Diesel	125 mph	8 bags mail	1977	20
Dash 84	Diesel	75 mph	80 pass.	1984	15
TIM	Electric	150 mph	–	1984	25
Asia Star	Electric	155 mph	–	1993	25
X2001	Electric	160 mph	–	1998	22

When to Upgrade

You should consider two factors when a new locomotive is introduced: speed and reliability. Almost every new engine will be faster than its predecessor, but that extra speed usually comes with a heavy price—more breakdowns.



Wait for this locomotive to get the kinks worked out before you buy.

Reliability varies from vehicle to vehicle, and some will never be as reliable as others. But all move through a reliability cycle. The rate starts out low—often under 50 percent—and then gradually improves over the first few years of a vehicle's life. After about five years, most vehicles reach their maximum reliability rate; then they start to decline slowly as they become obsolete.

If your current trains aren't able to handle the demand, it's time to upgrade your machinery. Identify train stations where hundreds of passengers are kept waiting. If there's a faster, fairly dependable locomotive available, buy it. Order trains on that route to report to a depot, and then sell the old locomotive and replace it with a newer one. You won't have to reschedule the train; just send it on its merry way.

Station Strategy

The placement of train stations will go a long way toward determining whether a route will go boom or bust. Chapter 3 talked about linking stations to create an unconnected station that still covers the heart of a city. So there's no need to destroy more than a couple of houses to accommodate a station with the ideal area of coverage.

City Stations: The Bigger the Better

When you build a train station, you have several choices that will determine the station's size (a length of from one to five cars) and capacity (from one to four lines). The number of lines has the greatest impact on how many trains the station can handle at one time. Station length determines how many cars it can unload or load in a single train.

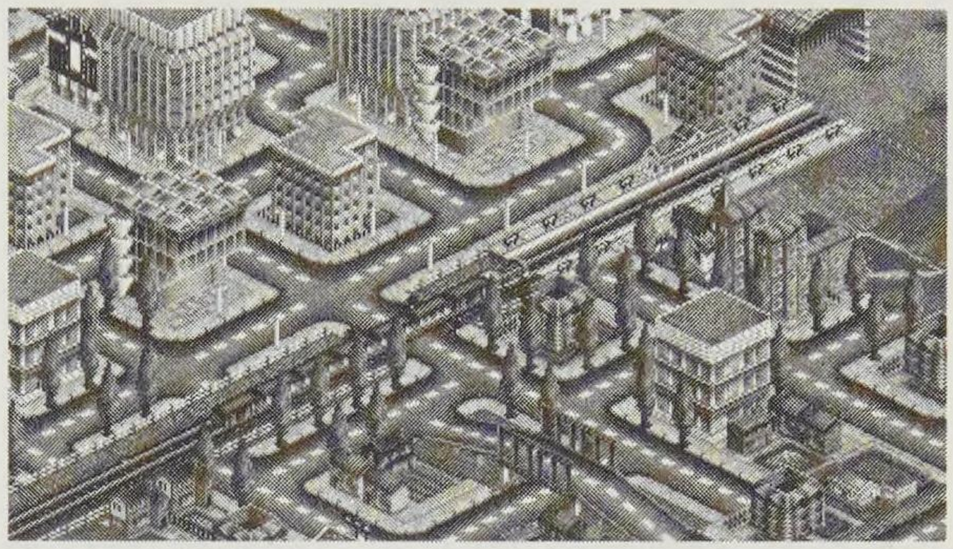
Forget about single-line stations in cities. While you may not need more than one line to service a small town, you have to think ahead. In 50 years that small town will grow into a booming city, swallowing up that tiny station in a sea of highrise buildings.

You'll never be able to handle the passenger and mail traffic with one lonely line, and there's no room to expand the station, at least not in your original, prime location.

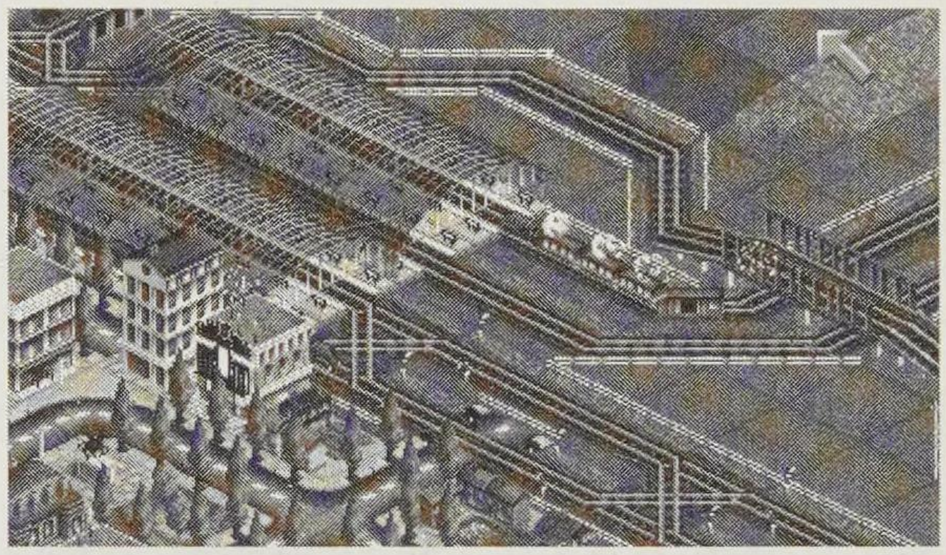
That doesn't mean you need a four-track station in every town, either. It isn't so much the amount of traffic that determines how many lines a station should have; it's the number of connections. If you have a centrally located city with neighboring towns accessible in every direction, go ahead and build a four-track station. If the city doesn't grow as quickly or as big as you expected, you haven't lost anything. And if it does become a metropolis, your trains will run a lot more smoothly.

Outside of a hub city, I like to start with two-track stations in every town I service by rail. That will usually give you enough capacity to keep passengers moving for a couple of decades, without unnecessarily impeding city growth.

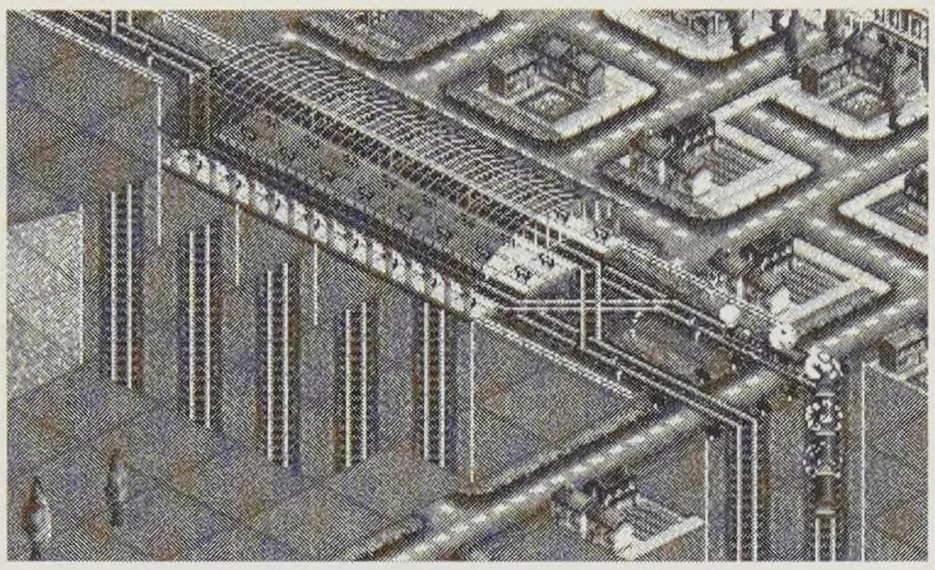
If you use a station chain to build a train station well outside of town, you really don't have to worry about the size of the station. Go ahead and build a four-track station; you've got nothing to lose.



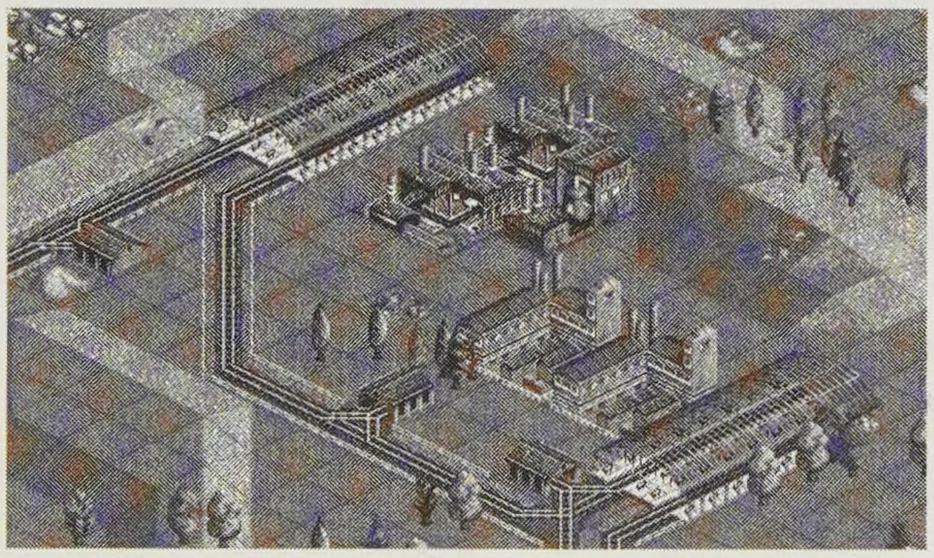
This single-track station may have been big enough 50 years ago. Now, it's swamped with angry passengers.



A four-track station is more expensive and may briefly discourage a city's growth, but it will pay off in the future.



These unsightly rails to nowhere will lay your claim to this tract to build a large airport later on.



Your citizens need someplace to work, so you'd better help keep industry humming.

LEAVING ROOM FOR GROWTH

When you build a train station fairly close to downtown, you need to make plans for its growth to accommodate the city's future expansion—and the resulting increase in passenger and mail traffic. Laying a bit of railroad track going nowhere is an excellent way to claim the space you need.

When you build a section of track, you also buy the land it's on. No one—neither a city nor a competitor—can destroy your track, so nobody else can build on it. Diagonal sections of track work best since a rival can't build a bridge over the obstacle. A few carefully placed diagonal tracks can keep a crucial section of land clear—and in your pocket—for decades.

Right after you build a station, go ahead and lay track in and out of each line to ensure yourself free access. If you don't, those bothersome citizens will build houses right at the station entrance, blocking your path.

Industrial Stations: Lean and Mean

Unlike train stations in cities, you don't have to worry about planning for the growth of industrial sites. While the output of industries and resources can increase, their physical size won't vary. For resources and nonproduction industrial sites, a single-track station will almost always do the job, unless a resource is supplying two industrial sites.

For production industries—those that demand a resource and manufacture a product—you'll need a two-track station. One track handles the delivery of resource materials, while the other carries the outbound product to another customer.

Station Length

The length of a station determines how many railroad cars it can handle at one time. This number's a bit screwy, though, because a four-car-length station will actually load and unload seven cars attached to a single locomotive.

Unless a city's layout forces you to build a smaller station, go for a five-car station every time. Like the number of tracks, the longest station won't get in the way of a city's growth, and it will pay off as the town grows.

Track Configuration

The railroad is your workhouse in Transport Tycoon, but trains are also the most difficult vehicles to manage. There's nothing more frustrating than watching loaded trains frozen in place outside a station, each waiting for a clear track before proceeding.

There are a few track-building tricks you can use to make your railroads run more smoothly. Above all, keep this in mind: your train engineers are really stupid. You have to keep things simple. If the engineer has a choice, you can bet he'll make the wrong one.

The Basics

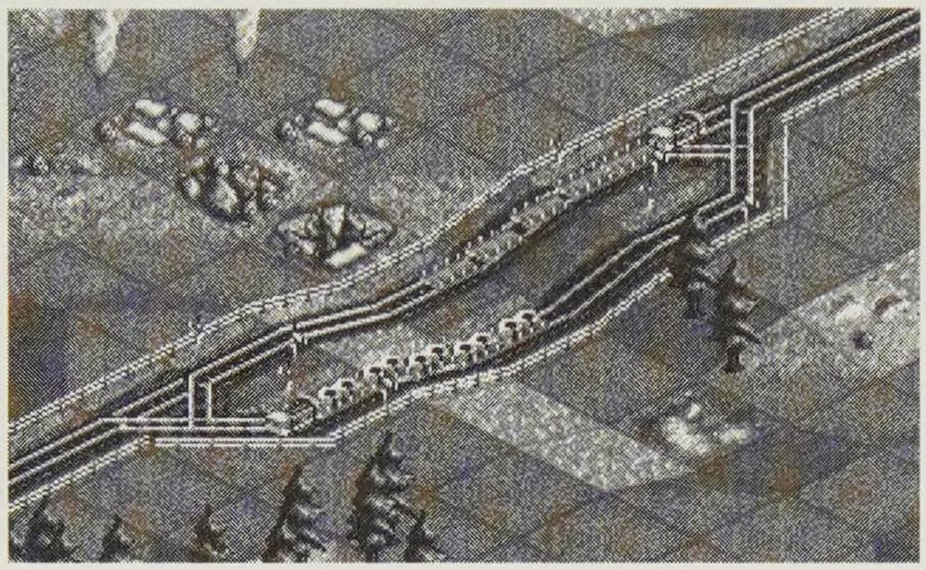
In a perfect world of transport, every train would have a track all to itself: one train, one track, two stations, and a depot. This setup guarantees success since you give the train engineer no options. That's no problem early in a career, but as you add routes and trains in your relentless drive to cover every site on the map, that once-simple layout becomes a mass of twisted tracks and trains.

Building four-track stations goes a long way toward relieving the train traffic jam, but even then you'll find trains competing for the same piece of track.

NOTE

Here are a few things to keep in mind as you build routes and schedule trains:

- *Trains will take the shortest route to a destination.*
- *Signals separate sections of track; stations and depots don't.*
- *Trains will go somewhere. If the track ahead is blocked, a train will stop briefly and then head off in another direction—any direction.*
- *A train will take a wrong turn to avoid a blocked section of track.*



This section of double tracks keeps both these trains moving.



Place a signal just beyond a junction so the train doesn't wait for traffic on the line it isn't using.

Double Tracks

When you need to run two trains on the same line, lay double tracks wherever possible, using signals on both tracks just after they fork. With properly placed signals, trains will use this switching track to pass quickly and smoothly. Be sure to build a switching track so that the double track between the two sets of signals is long enough to accommodate each train.

A single section of switching track will keep two tracks running on the same line, but they'll spend a lot of time waiting on each other to pass. Where the terrain allows, build the longest double-track sections you can.

Signals

You use signals to tell an approaching train whether the next section of track—until the next signal—is busy or clear. Used properly, signals can help keep your trains running smoothly. Built in the wrong places, they can create a gridlock hell.

In general, you don't need signals on a single-line track. If there are no x-crossings, junctions, or double-track switches, signals serve no purpose.

Remember, stations don't double as signals. If you have two trains on separate routes, using the same track into a station—though from opposite directions—they won't run without a signal in between. In this case place a signal on the track at both entrances to the station.

Depots

Depot placement is probably the single greatest culprit for rail gridlock. When a train reaches its maintenance date, it will move toward the nearest depot, no matter where that depot lies in relation to the train's two stations. A train that has to go outside its designated route to get to the closest depot can bring several trains to a grinding halt as blocked trains seek other routes, in turn keeping other trains off their routes.

The solution is simple and inexpensive. Build two depots to service the same line, one near the entrance to each station. If you're using switching sections, place another depot nearby to prevent trains from trying to turn around at the switch as they look for a depot.

X-Crossings

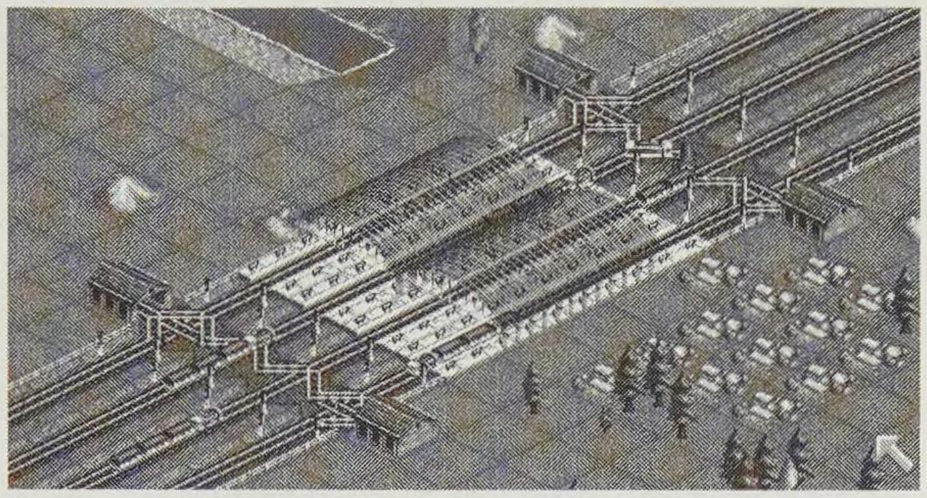
X-crossings can help keep traffic flowing at a busy station. If a train is sharing a station track with another train coming from the opposite direction, an x-crossing will usually allow the train to cross over to another line into the station.

You must put signals on both tracks, on either side of the crossing, since an approaching train will now look for clear track on both lines ahead of it. There is a downside to x-crossings, however. They invite trains—usually those headed for a depot—to cross over to other lines, getting lost and screwing up other routes in the process.

Transport Trivia

The first train signals were hand signals, given by men assigned to each line entering and leaving a station. Signalers waited a specified amount of time before allowing trains to follow another train on the same line. Increasing traffic and faster trains required a more sophisticated signal system, though, and by the 1850s large signs were used at junctions to alert engineers to the status of the track ahead. By 1900, the railroads were using telegraphs to signal that a train had cleared the track before another train could proceed.





This configuration of station, depots, signals, and crossings can handle eight trains.

Another Station Solution

Here's another way to make a multiroute station operate smoothly, using the right combination of crossings, depots, and signals.

With a four-track station, place signals on each track on the first square leaving the station. On the next square out, branch each track in three directions—straight, left, and right. Lay straight track on the next square out, and then place a signal. Build depots alongside the two outside tracks, adjacent to the crossing track. Do this in both directions.

While it's not flawless, this configuration will keep eight trains running pretty smoothly on those four tracks. You can expect some delays as trains hunt for open track, but the crossings allow them to find clear track or to make their way to a depot for servicing.

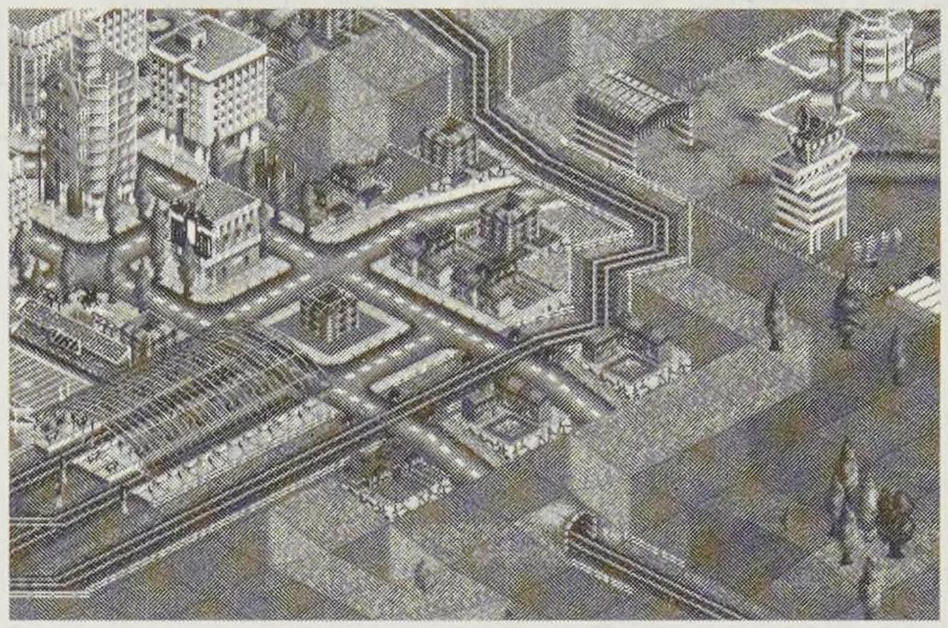
Sometimes It's Best to Start All Over

You know what they say: If at first you don't succeed, then destroy everything. Sometimes a complicated train network can screw itself into such gridlock that a little bit of constructive destruction may be the only solution. Identify the problems, order stopped trains to their depots, rip up the suspect sections of track, and start again.

If Your Path Is Blocked

Eventually, the world will become so congested with stations and tracks that you'll have a hard time building a new route. You can usually build bridges over other tracks or take long, circuitous routes around the obstacles. Sometimes, though, even those tactics aren't reasonable solutions.

If your path to a destination is blocked by a city—and its attendant stations and tracks—consider some major terrain alterations. To completely bypass the whole mess, you can lower the terrain on either side of the obstacle—even a city—and then build a tunnel underneath.



This tunnel bypasses all the mess above to connect with a route on the other side.

Dealing with Terrain

When planning a train route, keep two guidelines in mind: make it short, and make it flat. Obviously, you want to connect two train stations with the shortest route possible. If that means moving mountains, raising lakes, building bridges, and building tunnels, don't worry about the cost. Just do it. Except in the very early stages of the game, you should have plenty of money to mold the earth to suit your transport needs. Moving mountains and filling in lakes costs a lot of money, but you'll make up for it in the long run with faster service and higher cargo rates.

Climbing mountains, in particular, slows trains and takes money out of your pocket. When you're faced with a huge mountain—one that you can't reasonably lower—go under it with a tunnel. And if you anticipate more than one train running on the route, build a second and even a third tunnel to accommodate the traffic.

Transport Trivia

When James J. Hill mapped out a plan to extend his Great Northern railroad to the Pacific Ocean, he faced one towering obstacle—the Rocky Mountains.



Three years of surveying found the best pass through the mountains, the Marias Pass, at about 5215 feet above sea level. Thus began the greatest engineering feat of Hill's storied career. Work began on the 900-mile line in the spring of 1890, and dozens of workers died from exposure during the following winter.

Like computer tycoons, Hill wanted the straightest, fastest route across the mountain, but he had to settle for a series of switchbacks, zig-zagging up and down the steep slopes to the Pacific. Ten years later, the Great Northern tunneled under the steepest grade, eliminating the slow switchbacks and speeding up service on the route.

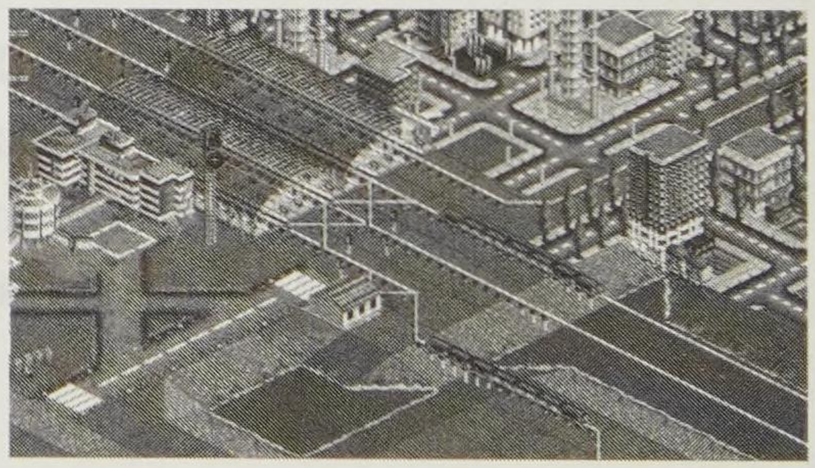
Monorails

When monorails are introduced in 1998, you have some tough decisions to make. You've spent nearly 70 years building a railroad empire big and bad enough to make J.P. Morgan sit up in his grave with envy. You're tired, you're rich, and you're pretty old. Now along comes the sleek, high-speed monorail. Suddenly your railroad network is obsolete. Or is it?

Should You Switch?

Monorails are faster and carry more cargo than conventional trains, but that advantage isn't really decisive. At 160 mph, the monorail is only 5 mph faster than the fastest locomotive. And the slightly greater cargo capacity—five more tons and five more passengers per car—isn't going to make much of a difference. In fact, your old-fashioned diesel and electric trains are still doing the job, and they will continue to serve you well through the rest of your career.

Do you need more cash? You already have more money than you can possibly spend in the few years you have left in this world. But the monorail is available—and it looks so cool—that you can't resist. And besides, it's the latest toy available.

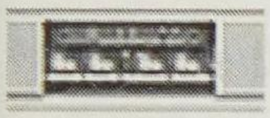
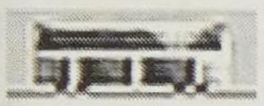
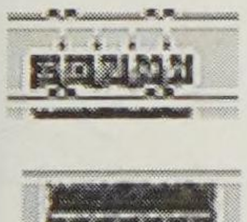
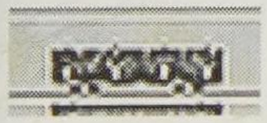


These monorails can really move. Besides, they make your city look like Disney World.

The Advantages of Monorails

Sure, they're slightly faster and carry a bit more cargo, but the real lure of monorails is that neat whooshing sound they make. In addition, they cross the longest bridges—16 squares long—at 150 mph, compared to 70 mph for those lumbering trains.

Table 6.2: Train Cars

	VEHICLE	CAPACITY	MONORAIL
	**Passenger**	40 passengers	45 passengers
	**Coal**	30 tons	35 tons
	**Mail**	30 pieces	35 pieces
	**Oil**	30 tons	35 tons
	**Livestock**	25 cattle	30 cattle
	**Goods**	25 crates	30 crates
	**Grain**	30 tons	35 tons
	**Wood**	30 tons	35 tons
	**Iron ore**	30 tons	35 tons
	**Steel**	20 tons	25 tons
	**Valuables**	20 bags	25 bags

Converting to Monorails

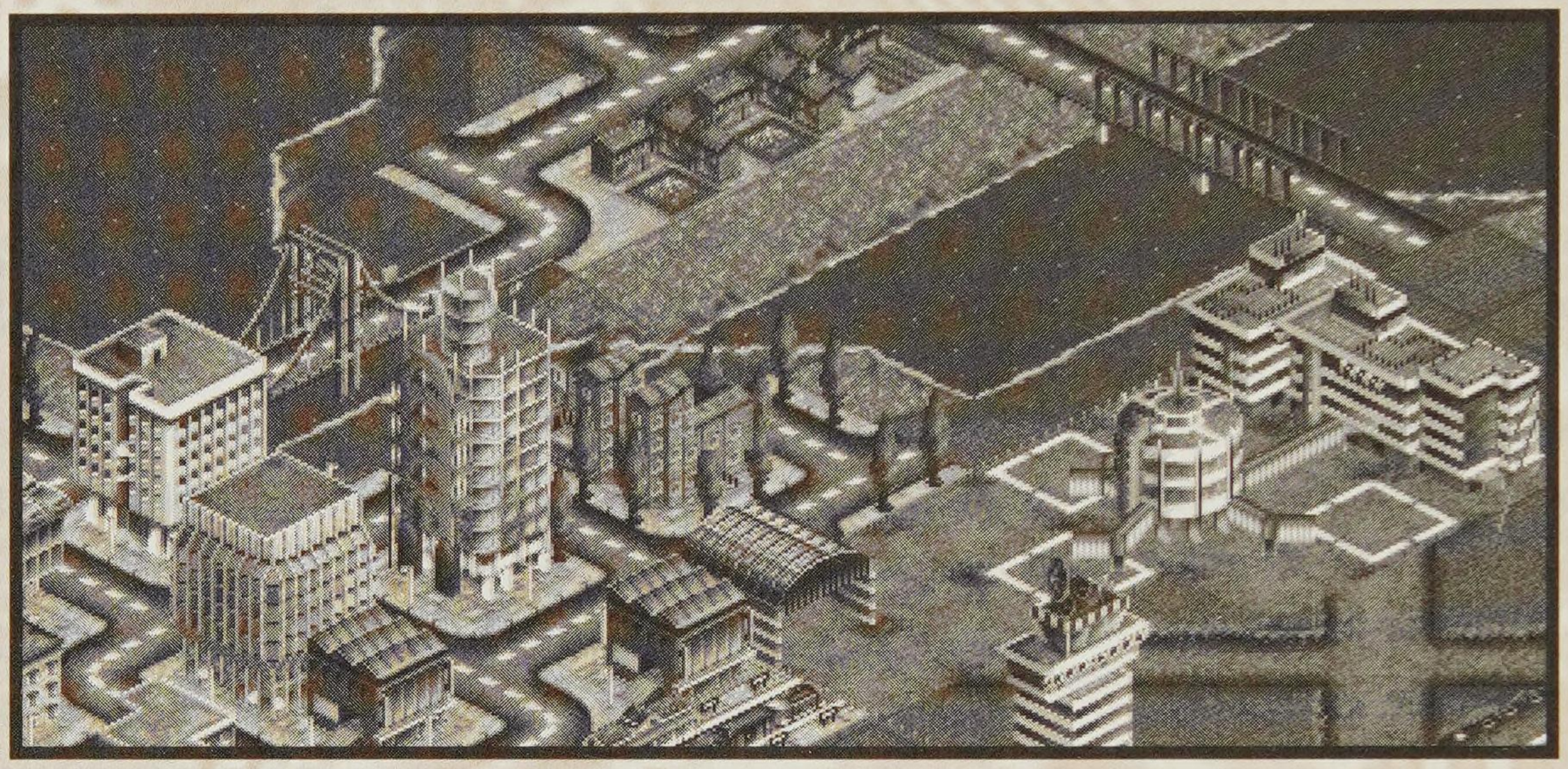
So what should you do with all those train stations and locomotives and all that track? Tear 'em down, that's what. You should have hundreds of millions in the bank by now, so money is no object.

Starting with your most heavily traveled routes, send your trains to a depot and sell them. Then destroy the old rails and stations, replacing them with those new-fangled monorails.

CHAPTER CHECKLIST

- ☐ **Use trains for middle and long-distance high-volume passenger and cargo routes.**
- ☐ **Build four-track stations in towns. You may not need them right away, but as towns grow you'll be glad you have the extra capacity.**
- ☐ **Flat terrain means faster trains, so cut down hills and tunnel through mountains to make the most level routes possible.**
- ☐ **If you have two trains using the same line, build as many double-track sections as possible to allow trains to pass.**
- ☐ **When monorails come along, bite the bullet and begin systematically replacing the obsolete tracks and stations.**

The monorail stations, lines, depots, and track configuration all work the same as their railroad cousins. So if you have a smoothly running rail route, it should work exactly the same with the faster monorails. If your rail links weren't running smoothly, now's the time to fix the problem, when you convert to monorails.

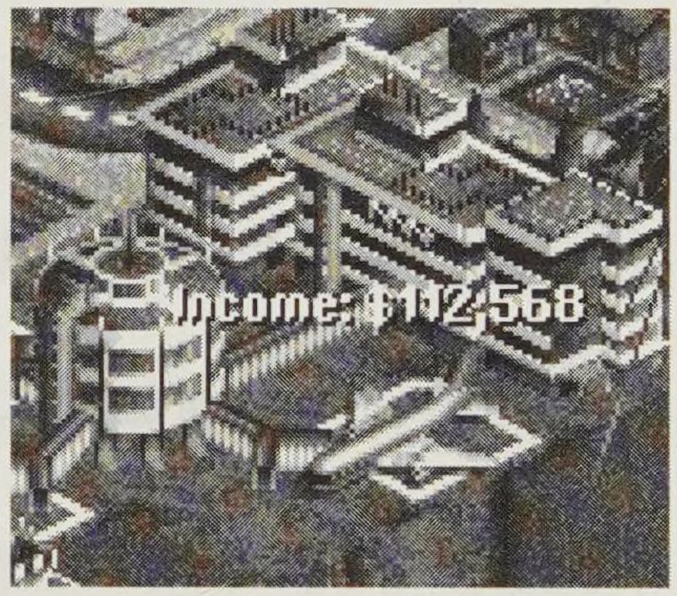


Chapter 7

FLYING HIGH

GETTING OFF THE GROUND

Okay, you've breathed diesel fumes from your fleet of trucks, and you've covered every square inch of the world with railroad tracks. So what's next? It's time to rise above the mess you've made on the ground. It's time to get airborne.



You can expect a bit of turbulence along the way. Airplanes can be notoriously unreliable, they're expensive, and they tend to crash with frightening frequency. But they're fast, and airline passengers pay outrageous rates for the privilege of flying.

So who cares if it's a little unrealistic for supersonic transports to be flying between cities just a few dozen miles apart? This is a game, so get 'em in the air.

The Airplanes

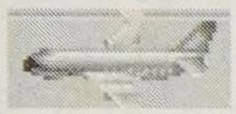
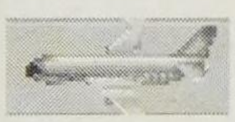
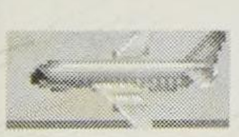
Even in 1930 you have an airborne option in your budding transportation empire. The lowly Sampson U52 carries just 25 brave passengers, but it's a start. While your competitors are chugging along in buses, you can soar above them in your shiny new plane.

Aircraft technology progresses slowly during the first couple of decades of your career. The propeller-driven planes are severely limited in both speed and capacity. But the scene changes drastically when the first jet appears in 1955. From that point on, you'll be racing to keep ahead with the bigger, faster jets.

Table 7.1: Aircraft

	PLANE	SPEED	CAPACITY	INTRODUCED	LIFE
	**Sampson U52**	296 mph	25 pass., 4 mail	1928	20
	**Bakewell Cotswald LB-3**	295 mph	30 pass., 6 mail	1933	30
	**Coleman Count**	296 mph	65 pass., 8 mail	1948	24
	**FFP Dart**	592 mph	90 pass., 10 mail	1955	18
	**Bakewell Luckett LB-8**	592 mph	200 pass., 30 mail	1957	23
	**Tricario Helicopter**	200 mph	40 pass., 15 mail	1958	20
	**Yate Aerospace 1-11**	592 mph	95 pass., 10 mail	1962	22
	**Darwin 100**	592 mph	170 pass., 35 mail	1962	25
	**Bakewell Luckett LB-9**	592 mph	100 pass., 15 mail	1965	26
	**Darwin 200**	592 mph	110 pass., 15 mail	1967	22

Table 7.1: Aircraft (continued)

	PLANE	SPEED	CAPACITY	INTRODUCED	LIFE
	**Darwin 300**	592 mph	250 pass., 50 mail	1967	25
	**Yate Haugen**	1,448 mph	110 pass., 20 mail	1969	25
	**Guru Galaxy**	592 mph	240 pass., 35 mail	1969	20
	**Bakewell Luckett LB-10**	592 mph	220 pass., 40 mail	1970	20
	**Airtaxi A21**	592 mph	225 pass., 30 mail	1973	24
	**Baker Luckett LB-80**	592 mph	150 pass., 30 mail	1979	25
	**Yate Aerospace Yae46**	592 mph	80 pass., 10 mail	1980	25
	**Airtaxi A31**	592 mph	210 pass., 25 mail	1982	24
	**Darwin 400**	592 mph	200 pass., 25 mail	1982	25
	**Darwin 500**	592 mph	220 pass., 25 mail	1982	20
	**Dinger 100**	592 mph	85 pass., 10 mail	1986	20
	**Airtaxi A32**	592 mph	160 pass., 20 mail	1987	24
	**Bakewell Luckett LB-11**	592 mph	230 pass., 25 mail	1989	25
	**Airtaxi A33**	592 mph	220 pass., 20 mail	1993	24
	**Darwin 600**	592 mph	240 pass., 40 mail	1994	25

Transport Trivia

Aiming to get an edge on the competition, United Air Lines president Phil Johnson agreed in 1930 to a radical addition to in-flight amenities—flight attendants.



The early days of flight attendants were hardly glamorous. Among their duties: pass out cotton to deaden the roar of the engines; carry a railroad schedule in case the plane was grounded; bolt the seats to the floor before each flight; and make sure the passengers trying to find the bathroom didn't open the nearby emergency exit instead.

When to Upgrade Your Fleet

As in the other modes of transportation, dependability is the key here. When airplanes break down, they don't fall from the sky; they start trailing smoke and get very, very slow. Creeping planes will cut into your profits in a hurry. Reliability ratings vary wildly among airplanes, and several will never climb out of the 60-percent range. Stick with planes above 80-percent reliability.

The Jet Age

The introduction of jet aircraft in the 1950s should prompt you to replace your entire fleet, provided you have enough money. Zooming from 296 mph in the propeller aircraft to 592 mph in the jets will pay for the upgrade quickly.

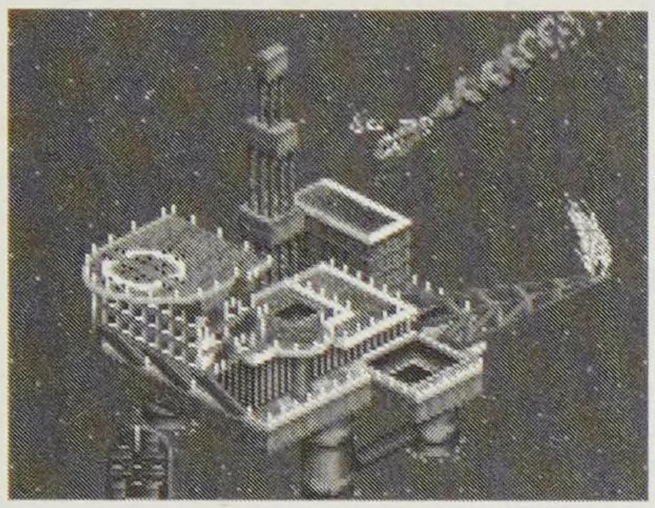
After jets come along, advances in technology slow to a crawl. All the conventional jet aircraft travel at 592 mph, so the deciding factors are capacity and reliability. When you have a dependable jet carrying 200 or more passengers, you have a gold mine. When your jets need replacing, look for slightly greater passenger capacity or for planes that can carry a little more mail.

Going Supersonic

The major advance in jet travel comes in 1969, with the introduction of the Yate Haugen, the supersonic transport. At 110 passengers, the Haugen can't match the capacity of the conventional jets, but its high speed will more than make up for the light load. Use the Haugen for the longest links on the map, and it will make you rich. For medium-distance and shorter routes, the bigger jets will still be the best bet.

The Helicopter

Ah, the Tricario helicopter! It's so cute, but what does it do? Traveling at a mere 200 mph and holding only 40 passengers, the Tricario is little more than a toy in the world of Transport Tycoon.



Only the helicopter can fly passengers to an oil rig. Why they want to go there is another question.

Though it gets lost among the big, fast jets, the helicopter does work nicely in a couple of small roles. Offshore oil rigs accept passengers—though they don't produce any—and the chopper is the only way to get people there. A link between a coastal city and a nearby oil rig won't make you rich, but it does give you an excuse to buy a helicopter.

Helicopters also come in handy for flying folks between two closely neighboring cities. And if you got stuck with a small airport that can't handle jets, you can use helicopters to ferry passengers out and help relieve the overflowing traffic.

Exclusive Rights

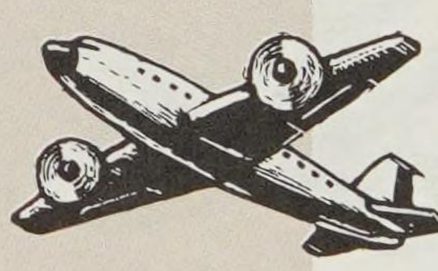
In a highly competitive game—where you're fighting furiously to stay ahead of your opponents—buying the exclusive rights to an important new airplane can be a significant advantage.

There are drawbacks: you don't know how reliable the new plane will be during that first year. I usually ignore offers for exclusive rights on most vehicles, but you should consider accepting the proposal when it involves one of the first jets or the supersonic transport.

Transport Trivia

The DC-3, introduced in 1936, boosted passenger capacity from 14 to 21, which meant that airlines could finally turn a profit from passengers alone. Long dependent on mail contracts with the U.S. government, the new plane meant business freedom for the airlines.

C.R. Smith, president of American Airlines, was the first airline boss to grasp the significance of the new plane, and the DC-3 helped American become the No. 1 airline in the United States. By 1939, 75 percent of the country's air travelers were flying in the DC-3.

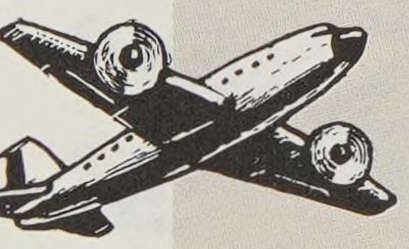


The DC-3 became legendary for its versatility, safety, and incredible toughness. A plane flying from Atlanta to Chicago ran into a cold front, and ice began forming on the wings. The pilot wrestled the plane to an emergency landing at Indianapolis, breaking the ice-caked windshield with a fire extinguisher just so he could see. Inspectors found a two-inch layer of ice—weighing about a ton—on the plane's wings and tail.

Transport Trivia

In 1962, Britain and France signed an agreement to build the Concorde, the world's first supersonic transport. Boeing followed with its SST, but both projects were troubled from the beginning. The world's overseas airlines balked at the SST's astronomical cost—$65 million, making the 747 look like a bargain at a mere $21 million.

In an effort to boost public perception and demand for supersonic travel, France staged a dramatic demonstration to prove the plane's value. In 1974, a Concorde took off from Boston en route to Paris. At the same time, an Air France Boeing 747 left Paris, headed for Boston. When the planes met over the Atlantic, the 747 was 620 miles out of Paris. The Concorde was nearly 2400 miles from Boston. After landing in Paris, the Concorde spent an hour refueling, took off for Boston, and beat the 747 there by 11 minutes.



Choose Your Routes

Almost any route you serve in the world of Transport Tycoon will make money. Even a supersonic route between two neighboring towns will turn a profit. It's dumb, but it will work. Your goal, however, should be to build the most efficient and profitable transportation network.

Remember, the number of stations, airports, and vehicles is limited, so you must work to make sure you have the right planes running the right routes.

In for the Long Haul

If you can get there quickly enough, the longest routes pay the biggest bucks. Planes are ideal for those distant connections, so don't waste your time establishing air routes between nearby cities as long as there are longer, more lucrative routes available. Remember, distance equals money.

Concentrate on linking cities on opposite ends of the map, especially early in a career. Then you can establish connections to cities situated toward the middle of the map.

Go for the Profitable Routes

After you have established your first few routes, use the vehicle list to check the profitability of your planes. If you have a route that's a clear winner—earning much more than the others—check the airport at each end to see if you're meeting the demand.

If there are more than 100 passengers waiting at each airport, you should probably buy another plane to serve the same, lucrative route.

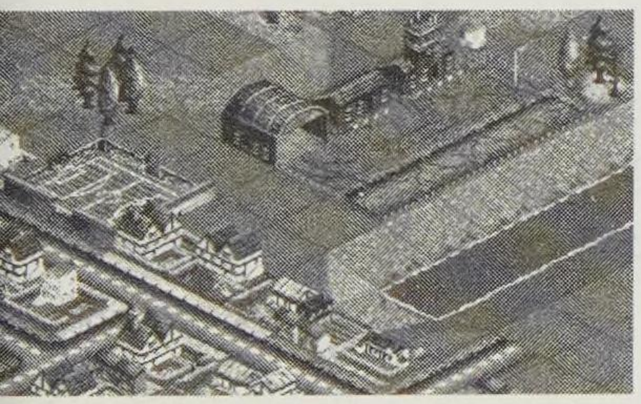
Airport Authority

They're big and noisy, and people don't like to live near them, but airports are a fact of life in the age of air travel. You can't expect your planes to land in a corn field, so let's look at some strategies for selecting sites and building airports.

Station Placement

Early on, you don't have to worry about trying to get maximum coverage of a large city when you choose a site for your first airports. You can't possibly meet the demand—the planes can't carry enough passengers, and you don't have enough cash to buy more than a few aircraft.

If you leave hundreds of passengers cooling their heels in an airport, your ratings will decline for that city, though your growing fortune will solve the problem pretty quickly. Still, it's not a crime to build an airport just outside a town, covering only part of the populated areas. The city will eventually grow toward your airport, and you'll have all the traffic you can handle.



is airport doesn't cover all the ty, but you'll have more traffic an you can handle.

By combining airports and stations, though, you can get good coverage without building an airport downtown. More on that in a moment.

Terrain is another consideration when building an airport. Since planes tend to fly into mountains surrounding an airport, try to build airports in fairly flat terrain, or be ready to level some mountains around the facility.

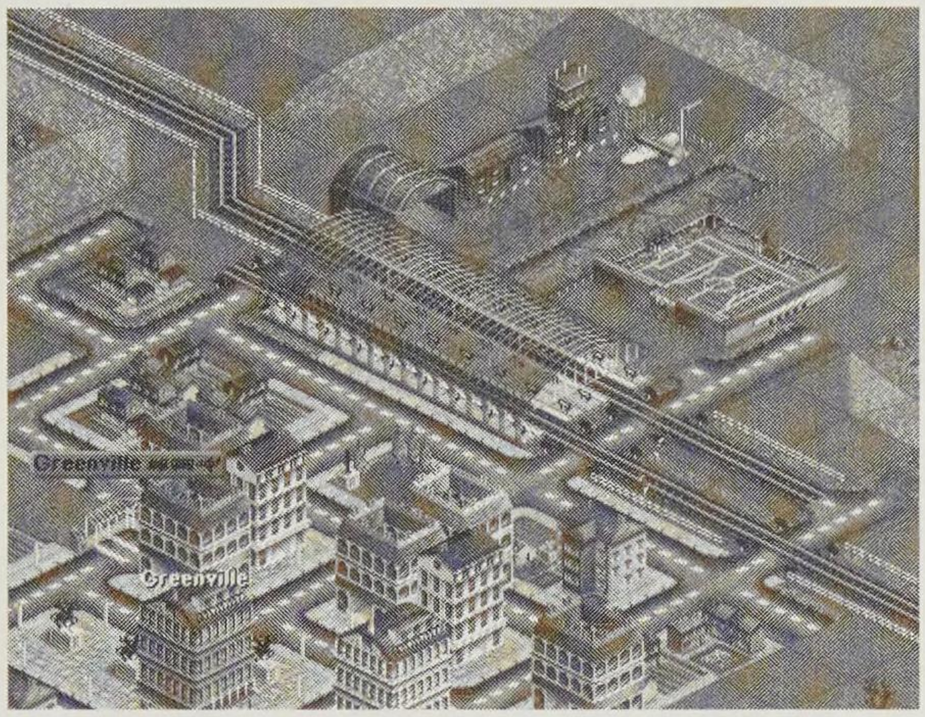
Transport Trivia

When stockholders refused to finance the proposed purchase of five Boeing 307s—at a cost of $1.6 million—TWA president Jack Frye turned to millionaire Howard Hughes for financing. Hughes gladly bought into the company, and soon the eccentric millionaire was TWA's sole owner.

The airline, however, struggled under Hughes, whose attention was distracted by numerous business interests. Hughes eventually fired Frye.



Combining Airports and Stations



Adjacent train stations and airports draw passengers from the same area, and they count as just a single station.

As we've seen before, building transportation terminals by combining airports and train stations is often the most efficient way to serve a city. You can use the station chain method to build a complex outside a city, or you may get lucky enough to find a site close to town. Either way, attaching an airport to a train station lets you use the station's coverage without crowding a city with a noisy airport.

Because they don't require open space around them, airports are often the best choice for an in-town facility. They're square, so they can fit snugly near the downtown area. Then you can build a train station adjacent to the airport and have clear lines for track into and out of the station.

Building a train or truck station alongside an airport can also help you move cargo that the planes leave untouched. Planes carry passengers and a bit of mail. That's it. If you have other cargo piling up at the airport, your ratings in that town will suffer. Attach a truck or train station to the airport and move that cargo out of there.

Big Ones and Small Ones

Until jet aircraft roar onto the scene, you can build only the smaller airports. For a few years after the appearance of jets, you're allowed to build either size, but then you're limited only to the larger, modern airports.

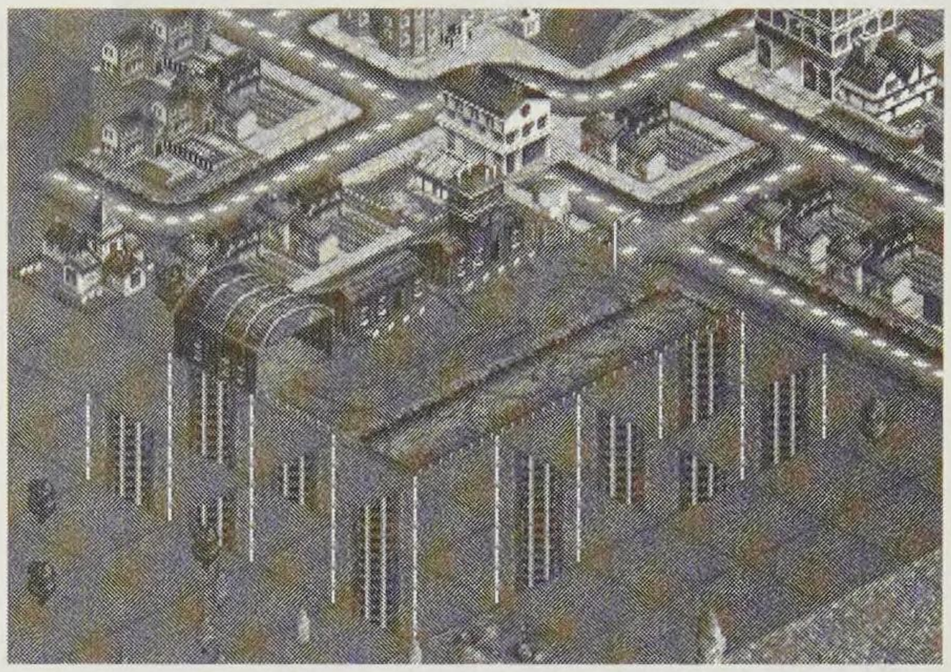
When the larger airports become available, try to convert all your airports immediately. Small airports can't handle the jets. If you try, planes will crash and passengers will die.

Besides their ability to land jets, the big airports can also handle more traffic—up to three aircraft at a time. Small airports can land and unload only one plane.

Leave Room to Grow

As you saw with train stations, you can build some railroad track around an airport to claim the area for future growth. If the area directly surrounding a small airport is mountainous, you probably don't have to worry about development hemming you in. But if the land is flat, you'd better lay some track and claim enough land to accommodate a larger airport later on.

The big airports measure 6×6 squares, so be sure to cover that area with diagonal railroad tracks. No one else can build on that land, and diagonal tracks prevent an opponent from building bridges over them.



These diagonal railroad tracks will keep enough space clear to expand this airport later on.

Disasters: Crash and Burn

It's a sad fact of life in the airline business: sometimes these babies go down, taking their load of doomed passengers with them. To keep your customers safe, cut down mountains around airports, and don't try to land the big jets at smaller, obsolete airports.

Accidents will happen, of course, so be prepared to react when one of your planes goes down in a ball of flame. Okay, so there's really nothing you can do. Just remember to buy another plane to replace that heap of twisted metal.



Oops. Sometimes even the greatest transport tycoons lose some customers.

Transport Trivia

Eddie Rickenbacker, World War I ace and president of Eastern Airlines, was among 16 people onboard a DC-3 that crashed on approach to an airport in Birmingham, Alabama, in 1941. Seven people died, but Rickenbacker survived, though he was gravely injured. As the story goes, a Catholic priest was preparing to administer last rites when Rickenbacker, cursing, rose to inform the priest that he was a Protestant.



Take the Airline Challenge

If you've already conquered the world a few times by using the full transportation arsenal at your disposal, it's time for a new challenge. Forget buses, trucks, trains, and ships. Let your competitors fight it out on the ground while you soar above them, building a transportation empire without even touching the ground.

Your choices will be severely limited for several years, but eventually you can have a comprehensive network of air routes that can transport nearly as many passengers as the biggest rail network. Use helicopters for short routes, big jets for heavy-traffic links, and supersonic transport for transcontinental routes.

It's tough to win with only airplanes, and at best you'll lag behind your rivals for a few decades. But with careful planning and the right combination of planes and routes, you can get rich by rising above the competition.

CHAPTER CHECKLIST

- ☐ Though it's tough to fly solo with aircraft as your only form of transport, try to position yourself early for the future with a few passenger routes.
- ☐ When the larger airports become available in 1965, upgrade all your older, smaller airports. Jets trying to land at the small airports will crash with frightening frequency.
- ☐ Combine airports and train stations to create mega-stations, capable of handling the heavy passenger demands of the largest cities.



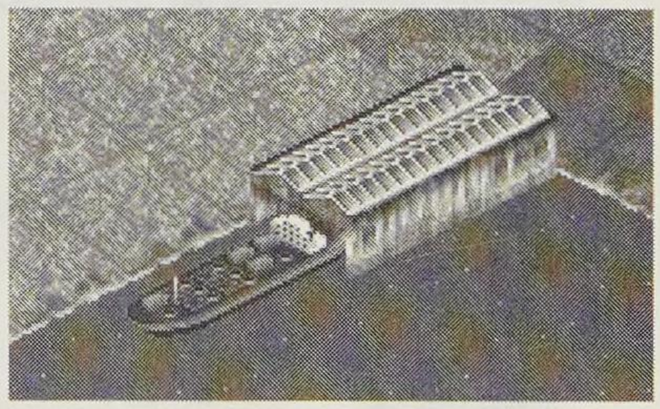
Chapter 8

TAKE TO THE WATER

SHIPS: LIFE IN THE SLOW LANE

Let's be up front about this: ships are frightfully expensive, they're painfully slow, and there are precious few routes available for them. Other than that, they're great!

Don't despair. There are some useful and profitable roles for the handful of ships available in Transport Tycoon. Those lumbering ships can serve a few select industrial routes, ferry passengers between coastal or lakeside cities, or augment other transportation services.



If you're doing business in a world without much water, ships will play a minor role at best, servicing towns and industry that can't be reached conveniently by rails or roads. But by creating a watery world when you start a career—or by building plenty of lakes and rivers with the Scenario program (see Chapter 11), you can force yourself and your competitors to pay attention to shipping.

The Ships

Unfortunately, the designers of Transport Tycoon didn't spend much time developing the shipping aspect of the game. There are only 11 ships available during your 100-year career, so their usefulness is severely limited. Ships can transport passengers, mail, oil, coal, and goods. That's it.

All those basic services are available at the start of a game. Then you'll wait nearly 40 years for larger, faster versions of these five basic ships, plus the much faster hovercraft. Apparently, shipbuilding is a dying industry in this world.

Table 8.1: Ships

	SHIP	SPEED	CAPACITY	INTRODUCED	LIFE
	**Ferry**	20 mph	100 pass.	1925	30
	**Mail ship**	20 mph	100 bags	1925	30
	**Goods freighter**	15 mph	100 crates	1927	30
	**Oil tanker**	15 mph	220 tons	1928	30
	**Coal freighter**	15 mph	200 tons	1929	30
	**Coal freighter**	25 mph	220 tons	1965	30
	**Oil tanker**	25 mph	250 tons	1967	30
	**Hovercraft**	70 mph	100 pass.	1968	25
	**Mail ship**	40 mph	150 bags	1968	30
	**Ferry**	40 mph	130 pass.	1971	30
	**Goods freighter**	25 mph	190 crates	1975	30

Shipping Routes

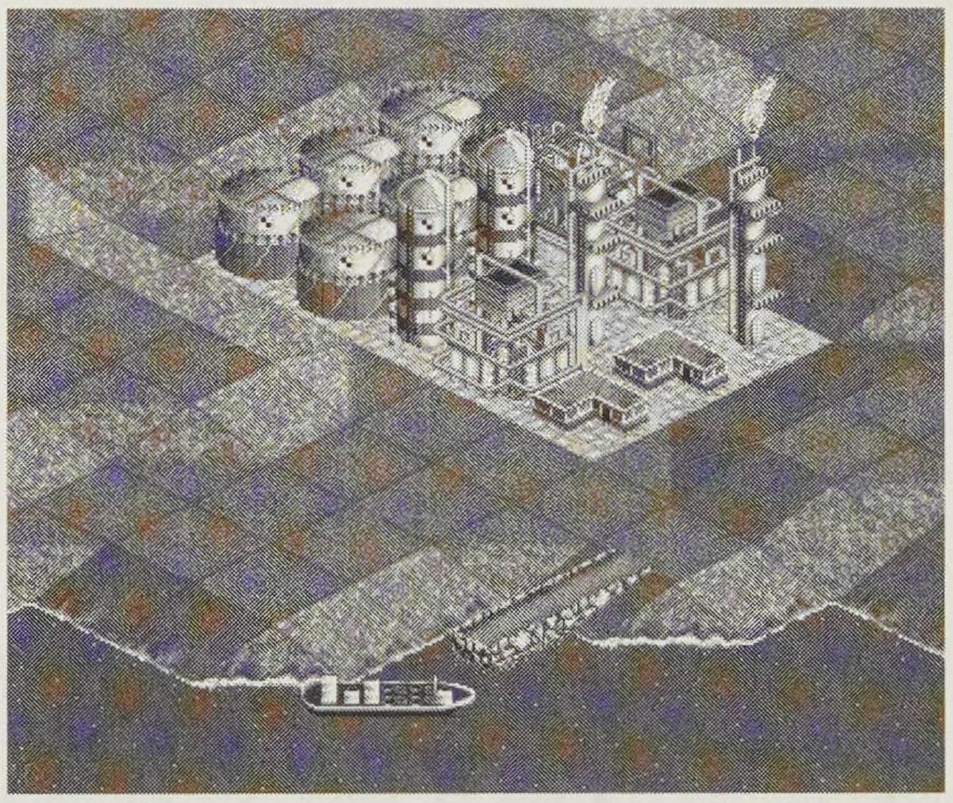
Identifying profitable shipping routes takes a bit of patience. Unlike railroads, trains, and buses, sensible roles for ships can be very rare. You'll find a few cases, however, where ships might actually do a job better than your land-bound options.

In general, look for remote towns and industrial sites, ones that are too isolated and too distant for a land route. A few decades into a game, the terrain might be so cluttered with railroad tracks and train stations that you can't find a clear path to a destination. A shipping route might bypass the whole mess.

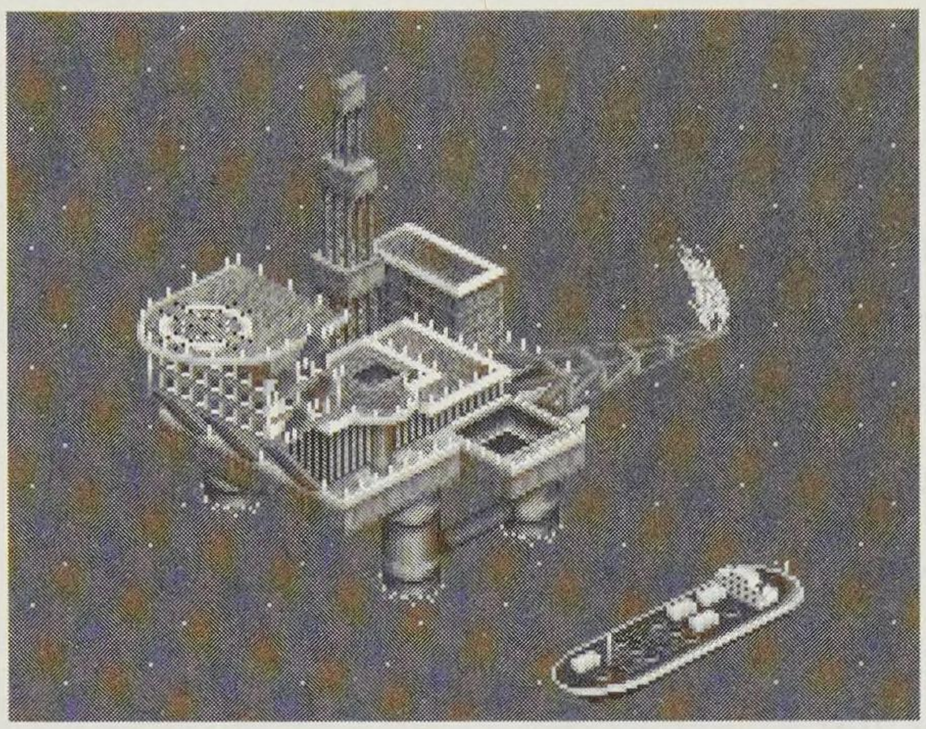
Industrial Routes

Linking resource sites and industries is your best bet for establishing shipping routes, especially early in a game. For simple routes, look for an oil well or a coal mine on the coast, and then find a coastal customer who demands that resource.

As with other industrial links, look for those that will provide two sources of cargo. The most common production link is oil well—to—refinery. The refinery produces goods that can be sold in almost any city.



A few good industrial routes can keep you in the shipping business.



Using a tanker is the only way you'll get oil from this platform.

Oil Platforms

Late in the game, the first offshore oil platforms will appear. Obviously, the only way to service these resource sites is by water. Oil platforms are often big producers, so establish a presence quickly if you want to beat the competition.

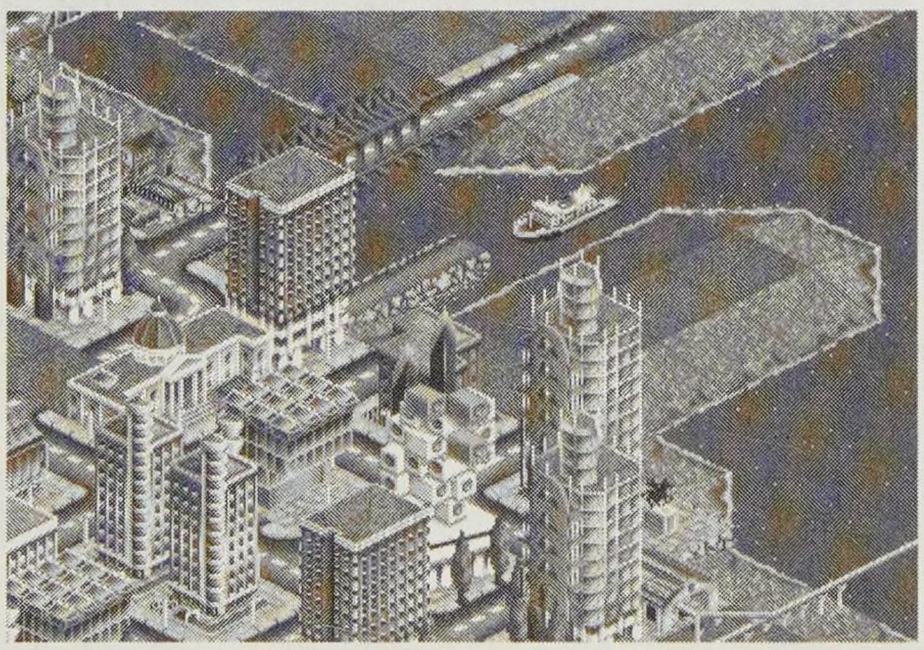
When serving an oil platform, you don't have to be too concerned about justifying the use of shipping, since there's no other option available. Your ship will spend most of its time waiting on cargo, so don't be afraid to link up with a distant customer.

Go for the Full Load

When you schedule an industrial shipping route, try to find a high-production resource. Of course, you can't be too choosy here, since coastal resources are rare enough anyway.

Order ships to wait for a full load when taking on cargo. A ship's strength is its cargo capacity, not its speed, so take advantage of it.

Hauling Passengers and Mail



It's slow but it works: a ferry arrives to pick up passengers with lots of time on their hands.

Let's face it: ships are not the most efficient way to transport passengers. Most people don't have the time to spend three weeks traveling to grandma's house for Thanksgiving. And even the U.S. postal service would find mail service too slow on your ships.

Still, there are a few instances in which you can justify a ferry or mail route. Even if they don't make a lot of sense, you'll probably want to get a few routes running just so you can watch your ferries creeping along at 20 mph.

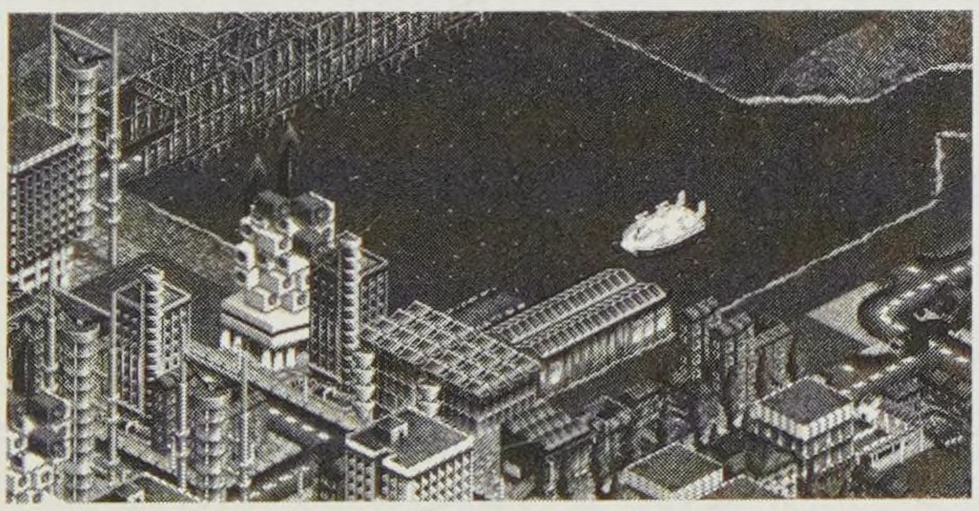
Again, look for links between coastal cities that can't be connected conveniently by land. Maybe the terrain between the cities is too mountainous or congested with a rival's railroad tracks. Or maybe you just want to establish a shipping route, no matter how little sense it makes.

You can use the trick for linking stations to bring hordes of passengers from an inland city to your dock, forcing the hapless travelers to board a ship. Start the chain with a bus station in the city, and then use train stations and airports as links in the chain, ending at the coast with a dock. Destroy the middle links, leaving only the bus station and its distant—but still connected—dock. This may not be a smart business decision since those passengers probably could be transported more quickly and efficiently by plane, train, or bus. So what? You're rich enough to afford a few bone-headed moves.

The Hovercraft

When the hovercraft comes along in 1968, you finally have a viable shipping option for hauling passengers. Carrying 100 passengers at 70 mph, the hovercraft is ideal for linking lakeside and coastal cities. Not only is the hovercraft fun to watch, it can turn a tidy profit.

Once you establish a profitable hovercraft route, put into service as many craft as you need to meet the demand. In a heavily populated world, you can always find profitable routes for hovercraft. In coastal and lakeside cities, where you have a train station or airport on the inland side of town, there are plenty of potential passengers on the other side of town, near the water. Build a dock and buy a hovercraft, and you'll be carrying passengers who were getting left behind.



The hovercraft is your best shipping option for transporting passengers.

Transport Trivia

In the real world, hovercraft and hydrofoils are used for short, calm-water transports, such as ferrying passengers across the English Channel.

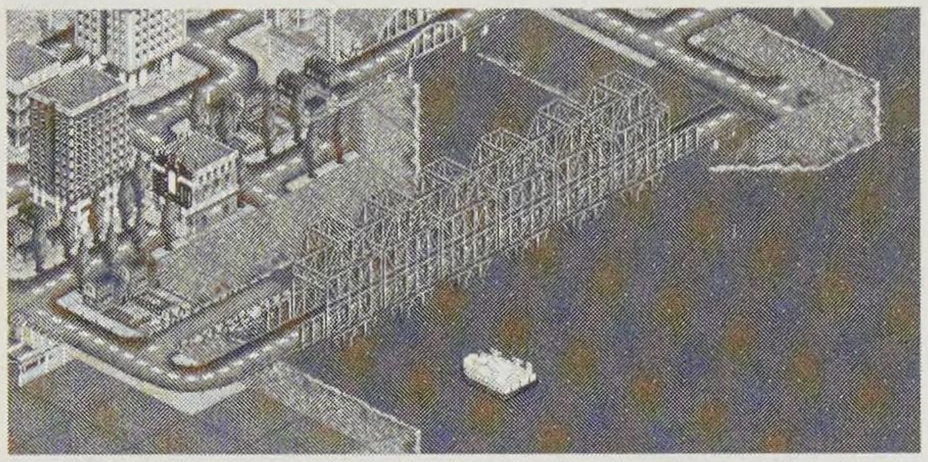
A true hovercraft uses a horizontal fan to build up air pressure within a surrounding skirt to lift the hull slightly above the surface of the water. Riding on this frictionless cushion of air, the hovercraft rises above the waves and is propelled forward by a rear air propeller. And while you can't do this in the game, a real hovercraft can skim over the ground in the same way, actually driving onto a beach to pick up passengers.

A hydrofoil has vertical columns extending from the bottom of the hull, creating a horizontal plane on the surface of the water. Driven either by water jets or a water propeller, the craft lifts clear of the water as it picks up speed, riding the same forces that give an airplane its lift.



Both of these craft work well for short-distance ferry routes, both in the real world and in your imaginary one. In your world, however, you don't have to contend with rough seas, so you can use the 70-mph hovercraft for longer-distance routes, too.

Lake Routes



Ships can be put to good use linking lakeside cities.

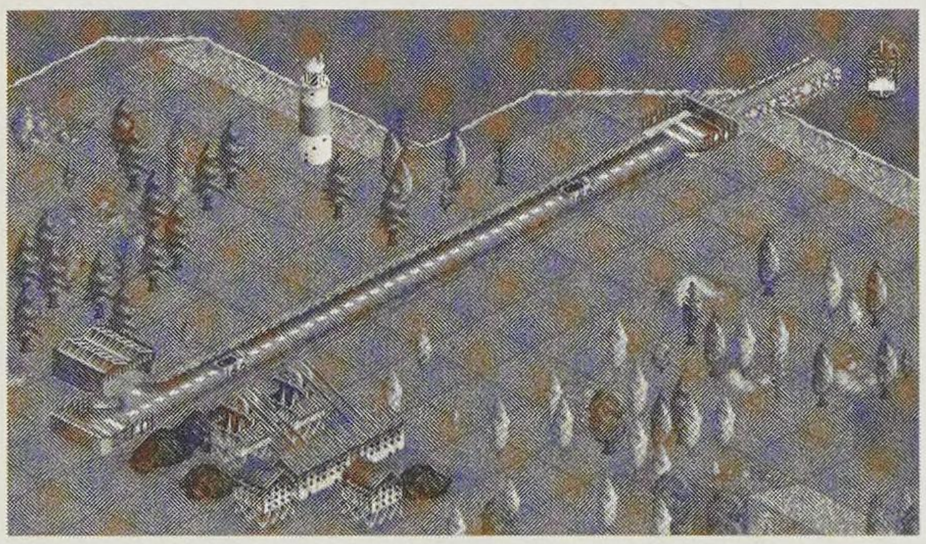
If you have large lakes in your world, ships might actually be the best service available in a few cases. You can't build bridges longer than 16 squares, so a shipping route across a lake can be a more efficient link than a circuitous land route.

For transporting passengers, hovercraft are the best bet, though even the slow ferries can pay off in fairly short lake routes.

Watch for industrial links across lakes, as well. These often can be the most useful lake routes, especially in highly developed areas where additional railroad tracks and bridges just add to the clutter.

Linking to Other Transport Services

Here's where shipping really finds its place in Transport Tycoon. With linked services, industrial and resource sites don't have to be situated right on the coast to be served by ships.



Trucks haul coal to a waiting ship in this industrial shipping link.

Using trucks or a short railroad line, you can haul cargo to a dock and then have a ship transport the cargo to a distant customer. Using this technique—and with a bit of luck—you can find a couple of shipping routes that actually make good business sense.

Trucks will usually do the job at less cost than trains, so build a road to the dock, and then put up a station adjacent to the dock. Be sure to order your trucks to unload their cargo at the dock since there's no demand at the dock and they won't do so otherwise.

Forget about hauling passengers to the coast so they can board a ship. If you have any other means of taking them anywhere, do it.

Naturally, you can reverse the service, hauling oil or goods by ship from a coastal site and then linking to a road or train route for delivery to an inland customer.

Docks and Depots

The requirements for establishing a shipping route are identical to those of any other transportation service: a dock at either end and at least one depot to service the ships.

Selecting a site for a dock can be a bit tricky. The dock construction tool doesn't show you the area of coverage, so watch the text box that shows supply and demand at a prospective site before you click the button to build.

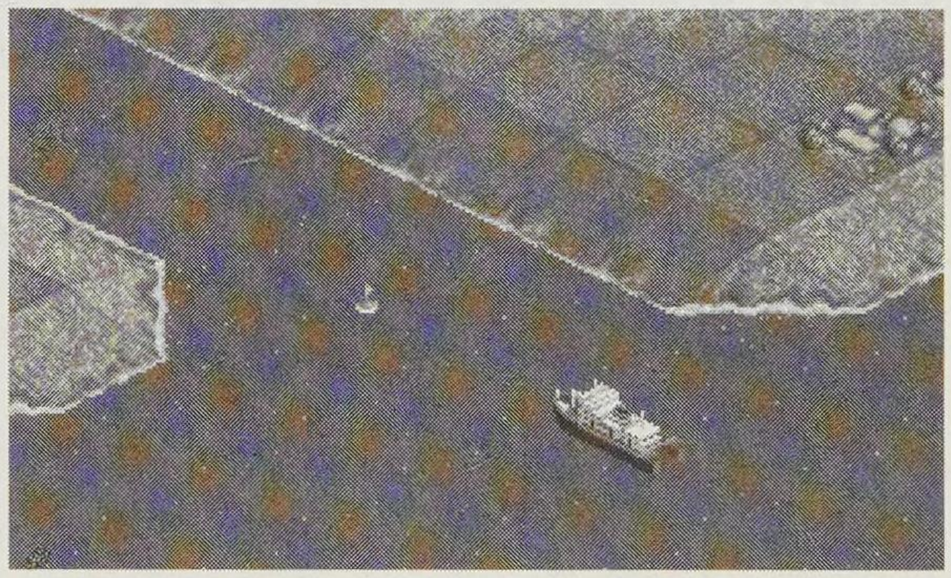
Where the Buoys Are

If you thought train conductors were fools, just wait 'til you see your ship captains at work. Going from point A to point B is a real challenge for these guys, unless it's a short and very direct route.

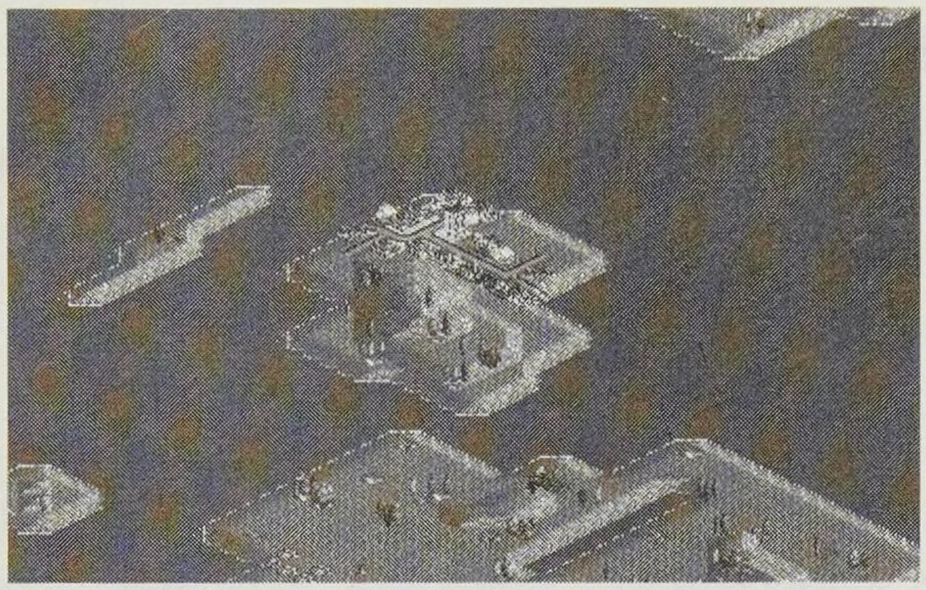
That's where the buoys come in. These handy devices act as way points in a ship's journey, and you'll need plenty of them for a route with lots of twists and turns. Place buoys at each point where a ship will have to turn. Don't waste them by placing them between points connected by a straight line.

You have to include buoys in a ship's schedule, just like stations. And you need to schedule them in reverse order for the return leg of the trip, or the ship will end up bumping mindlessly against a shoreline for all eternity.

Here's the rub: buoys not only *act* like stations; they *count* as stations. Plop buoys all over the place, and you'll quickly reach your station limit of 200, with nothing to show for it. Think before you build, because your technicians have apparently been unable to devise a means of destroying buoys once they're built. You're stuck with them, at least in the first version of the game.



Ah, the good ole buoys! Buoys are a necessary evil to keep your ships headed in the right direction.



There's no way around it: you'll have to turn to ships to make money in this world.

Changing the World

If you haven't been satisfied with your shipping success in previous games, you can create a world that forces you to put your ships to work.

Start a new career, go to the Difficulty menu, and set the water level to its highest. Now you'll have to find uses for those ships. To make shipping even more attractive, set the terrain to Mountainous, making land transport difficult and expensive.

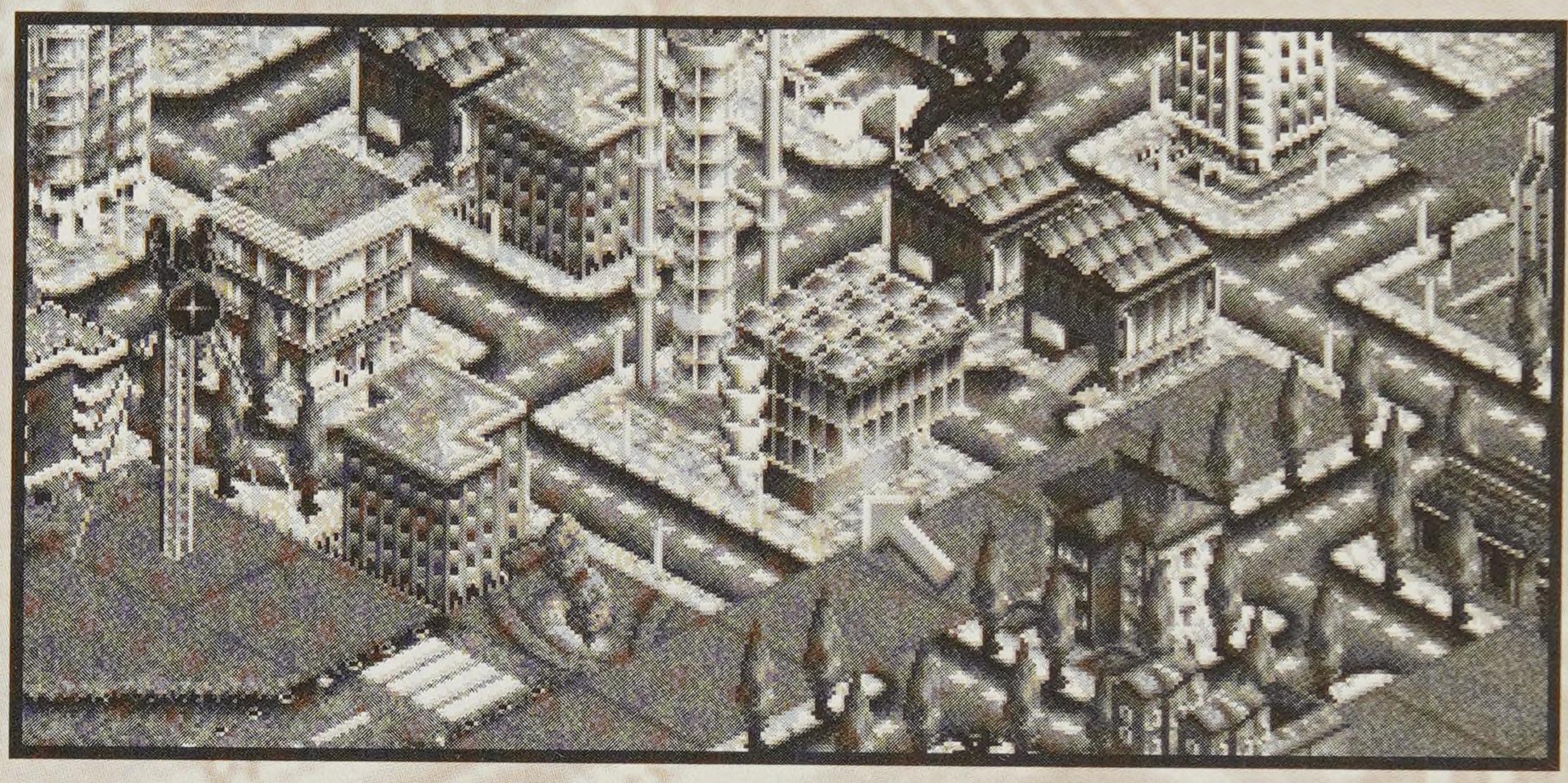
Sailing Away

So what if ships are too slow to play a major role in most games? They're available, they're cool, and you're the boss! If you want to be a shipping tycoon, go for it. And if you look for the right opportunities, shipping can even make a small contribution to your wealth.

If you really want to make shipping an integral part of the game, you need the Scenario program. As you'll see in Chapter 11, the editor lets you build exactly the kind of world you want—islands, rivers, lakes, oceans, or whatever.

Chapter Checklist

- ☐ **Ships are slow, and their capacity is lower than you'd think, but they still have a place in the transportation world.**
- ☐ **Lakeside or coastal links are ideal, but you can also transport cargo from an inland site, delivering it to a dock, to be picked up by a ship.**
- ☐ **When the hovercraft comes along in 1965, passenger shipping finally makes good business sense.**
- ☐ **Use the start-up options—or better yet, the Scenario program—to create a watery world in which shipping will be king.**

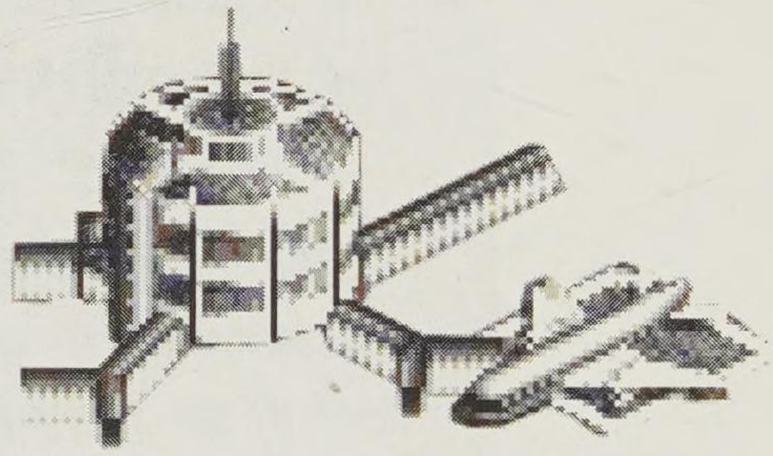


Chapter 9

PUTTING IT ALL TOGETHER

MANAGING YOUR VAST EMPIRE

Ah, the good ole days! When you had five trains, a few buses, and an airplane, you could come into the office late, take a long lunch, and then hit the golf course.



Twenty years later, you're struggling to keep up with 50 trains, two dozen jet aircraft, convoys of trucks and buses, and a fleet of ships. The world has gotten pretty complicated. You asked for a transportation empire, and now you have it. Let's look at some tips and strategies for keeping this complex empire running smoothly—and profitably.

Your Menu, Sir

If you think it's just you against the world, you're right. You're not only the owner of your transport company; you are the sole employee. You can bet real-world tycoons have armies of eager executives, ready to dispense statistics and advice at the drop of a hat. You, however, are on your own at the keyboard. And it's lonely at the top.

But you're really not alone. You, too, have a staff of expert business executives at hand, capable of providing just the information you need. No, I'm not talking about your family. They're no help; probably all they do is grumble about your spending so many hours at the computer, anyway.

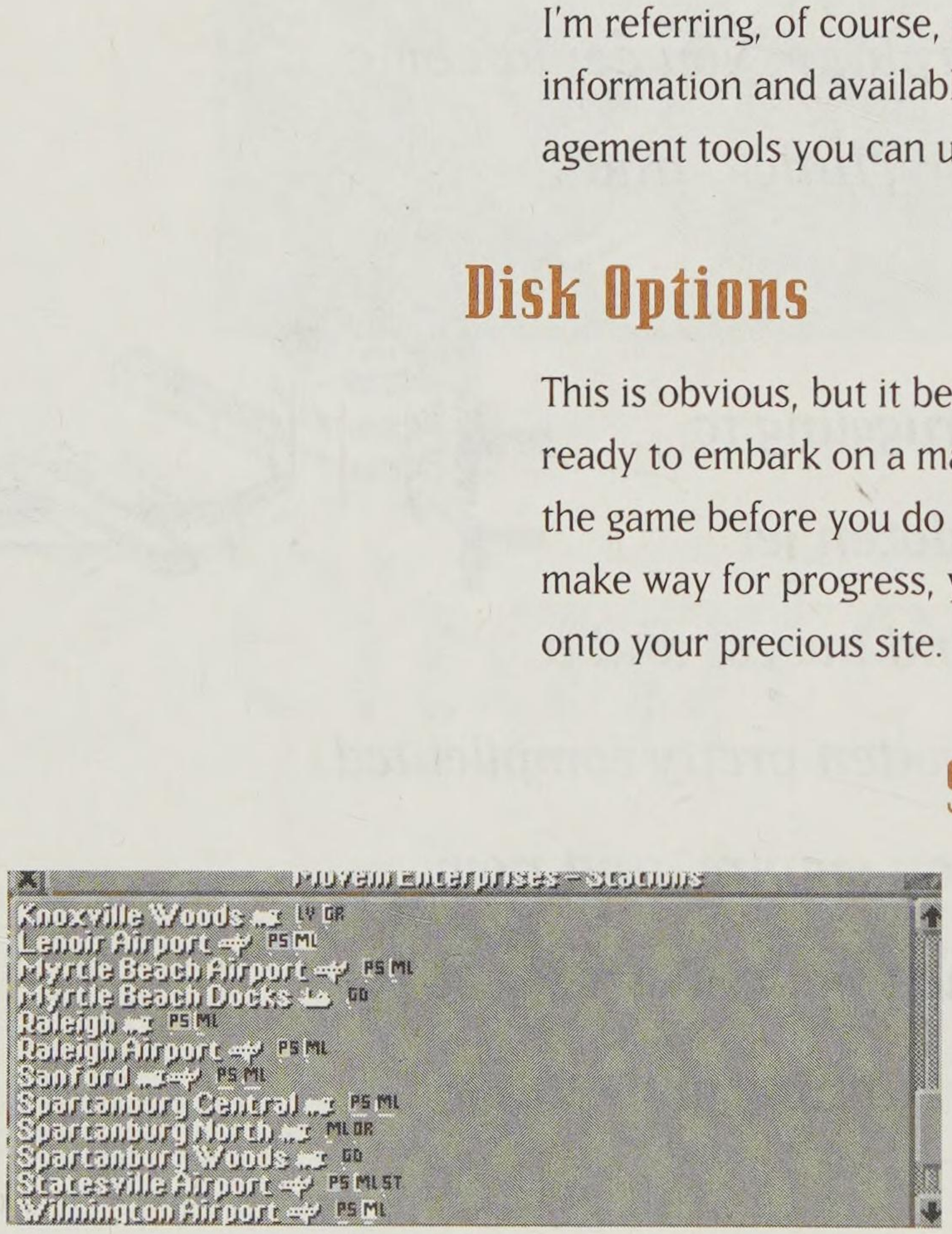
I'm referring, of course, to the labyrinth of pull-down menus, each packed with information and available at the click of the mouse. Let's look at each of the management tools you can use to keep on top of your booming enterprise.

Disk Options

This is obvious, but it bears repeating: Save early and often. Whenever you're ready to embark on a major project, such as upgrading to a larger airport, save the game before you do anything. That way, when you bulldoze the old airport to make way for progress, you won't turn suicidal when a rival slaps his own airport onto your precious site.

Stations

The Stations menu is one of the most useful tools at your disposal. By clicking the mouse, you can call up a list of all your stations—air, road, rail, and ship. Combined stations have icons showing each type of transportation served by that station.



The Stations menu is your best tool for checking for undelivered cargo.

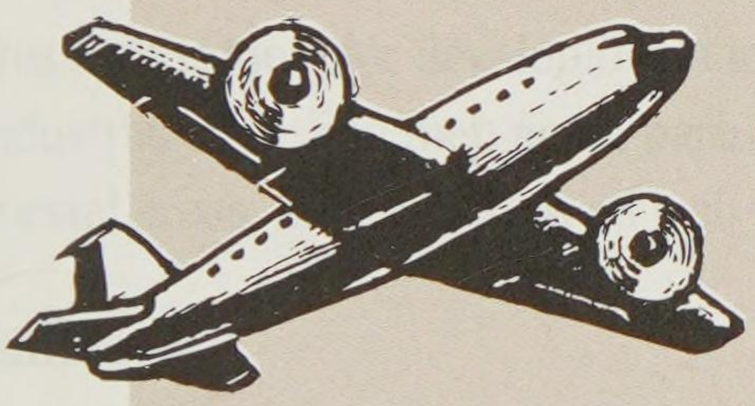
Transport Trivia

The airline business in the United States developed under the shrewd, efficient control of, you guessed it—the U.S. Post Office. The early airlines, struggling to attract passengers, stayed airborne thanks to government mail subsidies.

Postmaster General Walter Brown envisioned a nationwide air transport system, with several competitive national airlines connected to regional feeder routes. And he had the tool to build that system—the mail routes that were the airlines' lifeblood. In 1930, Brown successfully lobbied Congress for new rules for awarding government mail contracts to the airlines. The new regulations gave Brown tight control over the airlines, including the ability to consolidate and extend routes. And because he controlled the lucrative airmail contracts, the transport companies had no choice but to comply.

United Aircraft had recently established service between New York and San Francisco. Brown wanted two more transcontinental routes, each run by a different airline. The heads of the major airlines tried to forge an agreement under Brown's guidelines, but these tycoons couldn't settle it among themselves, so Brown imposed his own plan.

With the industry leaders by his side, Brown literally redrew the airline map of the United States. He gave Transcontinental Air Transport—with its coast-to-coast train/air links—the central route across the country, from New York to Los Angeles, via St. Louis and Pittsburgh. But because Transcontinental had not flown at night, it didn't meet Brown's criteria, so he ordered the company to merge with Western Air Express.



Western owner Pop Hanshue didn't like the idea, but he had no choice. He could agree to the merger or lose his mail contract. Thus TWA was born. The southern route—from New York to Atlanta, then on to Los Angeles via Dallas and Oklahoma City—went to recently formed American Airlines.

Brown had succeeded in establishing a solid national air transport system, but his re-creation of the airline business didn't please everyone. Smaller air transport companies were locked out of the network. United, which was the most successful airline before Brown changed the rules, saw its business decline by 40 percent in the face of the new, enforced competition.

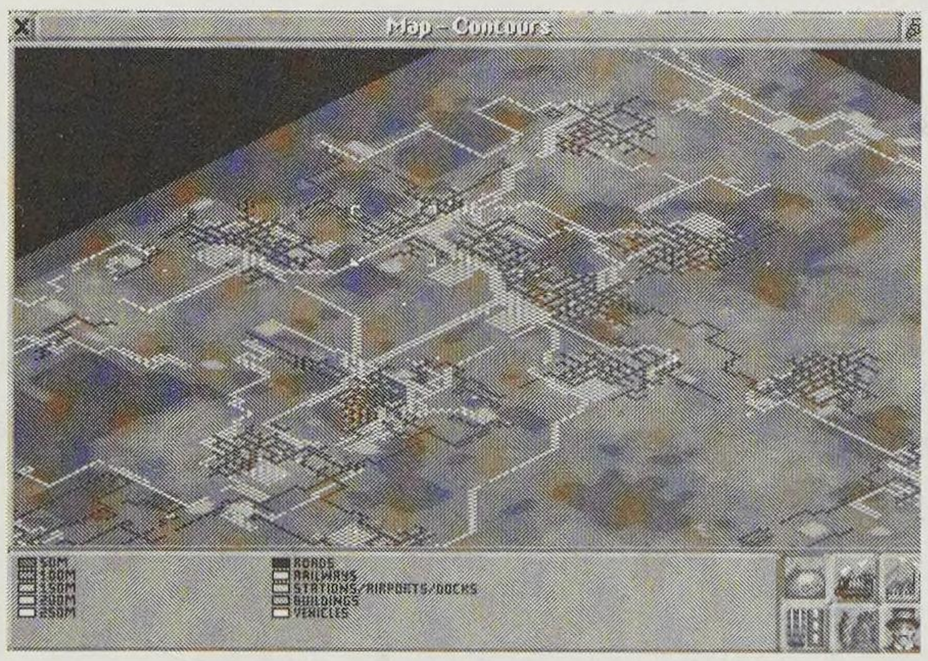
Beside each station name, you'll find color-coded bar graphs showing each type of cargo waiting there for transport. At a glance you can locate coal piling up at a forgotten station or check which stations or airports have the highest demand for passenger and mail service.

This comes in handy when you're scheduling a new service. Let's say you've bought an airplane and you're looking for a destination. Check the demand bars beside the station names, and look for an airport with a large number of waiting passengers.

Clicking on the station name takes you directly to the site, where you can put some of your business savvy to use solving any problems there might be. Let's say you find a train station that's teeming with dissatisfied passengers. Your ratings have fallen dangerously low. To move more passengers, you might add cars to an existing train or build an entirely new route. If there's room, you could build an airport adjacent to the train station, easing the overcrowded situation.

Mapping Your Progress

I know, you're already using the map almost constantly to move around in the world. But are you getting the most out of the Map menu? The map is actually six maps in one, each showing one of the following views of your world:



Use the six maps to see the big picture. Here, the Contours map is displayed.

- Contours
- Vehicles
- Industry
- Routes
- Vegetation
- Owners

Using the icons on the bottom right side of the Map menu, you can shift the display to uncover a wealth of information.

Contours

The Contours map is your basic map, the one that appears anytime you click on the Map icon. In addition to elevations, this topographical map shows all buildings, roads, railroad tracks, vehicles, and stations. It's good for surveying the transport clutter that has ruined your once pastoral world.

If you're looking to build a transcontinental railroad between two coastal cities, for example, check out the Contours map first to sketch out a rough route. Using this view of the terrain, you can plan your routes around mountains and lakes, while also considering possible future links to other towns.

Vehicles

On the Vehicles map you can check out the movements of every vehicle in the game, both yours and the competition's. The map shows every route in the game, with color dots tracking the vehicles. It's cool to watch, but there's not much practical use for this view.

Industry

The Industry map shows the location of each type of industry and resource site, along with rail and road routes. When you're looking for a customer for those 1000 tons of coal piling up at a train station, this is the place to go. Scan the Industry map, looking for a power plant that could use that coal.

This map is ideal for developing an industrial strategy. Look for resource and industrial sites, and then find a partner for that site to establish service. Scan the coastal areas, looking for an oil well you can link by ship to a coastal refinery.

Routes

The Routes view is essentially the same as the Vehicle map, but without the vehicles. It can be useful for surveying potential business opportunities in underdeveloped regions of the world.

Scan this map occasionally, looking for large sections of land that aren't being served by rail or road routes. Zoom in and pay a personal visit to the area. You might run across a city you've ignored or find an industrial link you've overlooked.

NOTE

Also under the Map menu, you'll find the Town Directory, a tool handy for moving quickly from town to town. When you're establishing new routes, you might find the station list more convenient, but the Town Directory is a good way to roam around the map.

The Town Directory is an excellent tool for keeping tabs on your enterprise. Just click on each town in succession, getting a quick glimpse of the status of your operations there. By taking this quick tour of your empire, you can identify problems before they start wrecking your bottom line. For instance, if you find that passengers are piling up at a train station, you can establish a new route to transport some of them, reducing the overflow and keeping your ratings from slipping too far.

Vegetation

I think the designers threw in the Vegetation map just for kicks. Use it if you really need to locate the biggest rock formations. This map also shows buildings and routes.

Owners

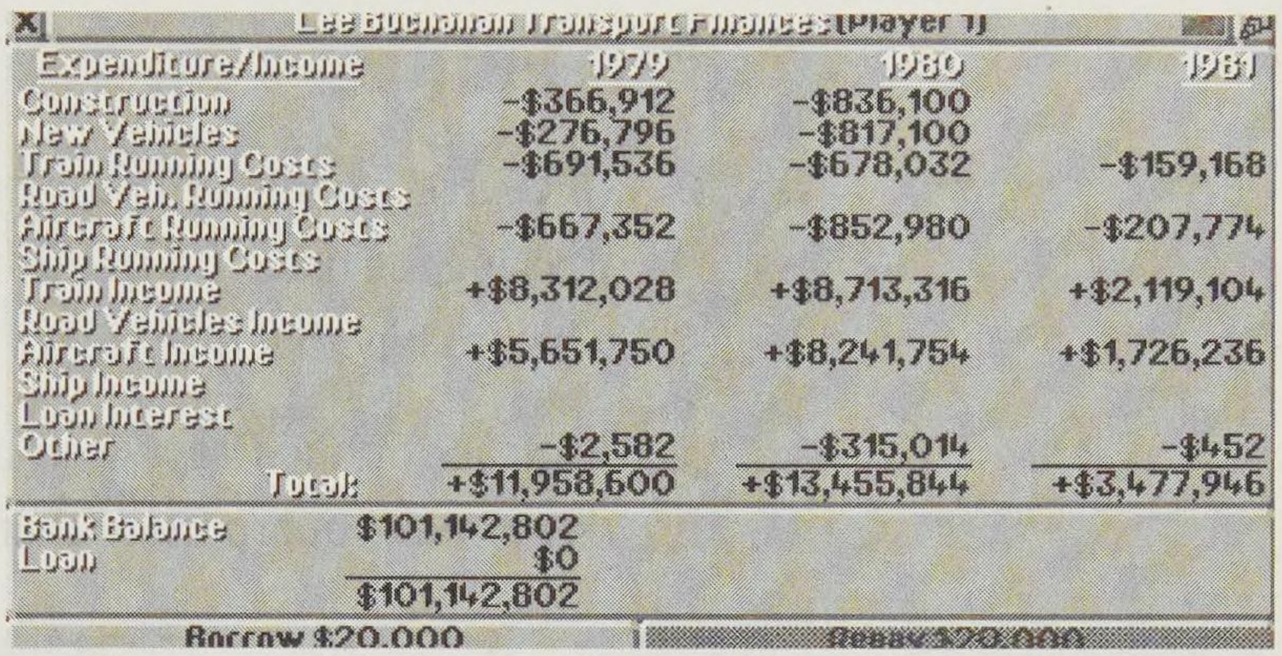
Check out the Owners map for a quick assessment of who owns what, and where. Here you can see land color-coded by owner—both cities and the transport companies. However, ownership isn't much of a gauge of how you're doing. It would be nice if the game took into account land value and ownership, but it doesn't.

Use this map to plan strategic attacks against a strong competitor. Determine where your rival's operations are most concentrated, and then look to take him on as one of the key services there. Look for a vital industrial link, one that provides goods to large cities. Or locate one of your opponent's hub cities, and go right after the heart of his operation with a rival transport system of your own.

The Balance Sheet

If you had shareholders, the balance sheet is the document they'd want to see. Transport Tycoon isn't an accounting simulation, so the balance sheet is blissfully simple. Here you'll find only the basics: construction costs, interest costs, vehicle running costs, vehicle income, and the all-important bottom line.

Pay particular attention to the vehicle income figures, which are broken out by vehicle type. The net income figure—income minus running costs—is a good way to identify your most profitable modes of transportation.



Use the balance sheet to check the relative profits of your transportation systems.

Player Information

Tired of your nose? Hair starting to thin? Time for a change of face? You've come to the right place, because the Player Information menu allows you to change your face at any time.

Sadly, you can't change the faces of your rivals. In real life, of course, you could hire some goons to rearrange your competitors' facial features, but this game doesn't offer that option. You can, however, stare with bitter hatred at your opponents' ugly mugs.

By the way, the only useful information here is the number and type of vehicles each player operates.

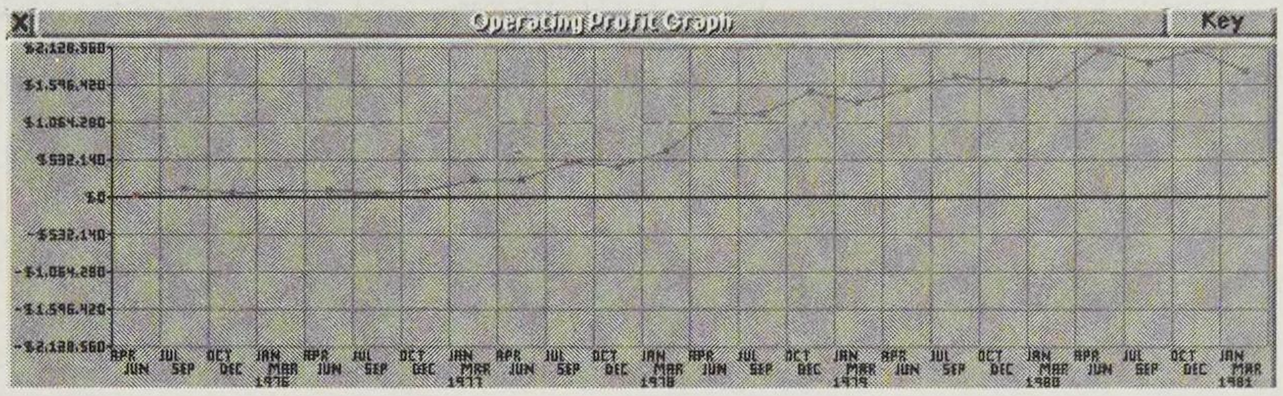


Hmm.... Maybe I'd get more business if I didn't look so dangerous.

The Graphs

Of course, no modern business can succeed without the help of colorful graphs, tracking the data and trends that executives need to know so they can figure out when to buy that new Lexus.

Just click on the Graph icon on the main menu bar, and drag the highlight bar down to the appropriate chart or graph.



Your profits, shown here with the top line, have taken a dip in the past couple of months. Better find out why.

Operating Profit

Think of the Operating Profit graph as the bottom line, shown graphically. It's the most important graph available, and it's one you'll want to check frequently to monitor the health of your business.

When your line plunges, find out why and address the problem. When an opponent's line climbs sharply, find out why and move to meet the competition. Use your opponents' station lists to check their operations, inspecting each station to find out where they're making their money. Maybe you can get some of that action, too.

Income Graph

The Income graph represents straight income figures, without taking into account operating expenses. It's not as important as operating profit, though it can filter out short-term costs such as a major expansion, showing a more accurate income picture.

Units of Cargo Delivered

Anytime you feel satisfied that you're kicking the competition's butt, take a look at the Units of Cargo Delivered graph, and you'll often be humbled. This graph charts your overall performance rating, based on a scale of 100.

Even if you grabbed most of the profitable routes, in this rating you may still trail your rivals if they're hauling a greater percentage of the cargo on their smaller routes. You'll often find you can do a better job.

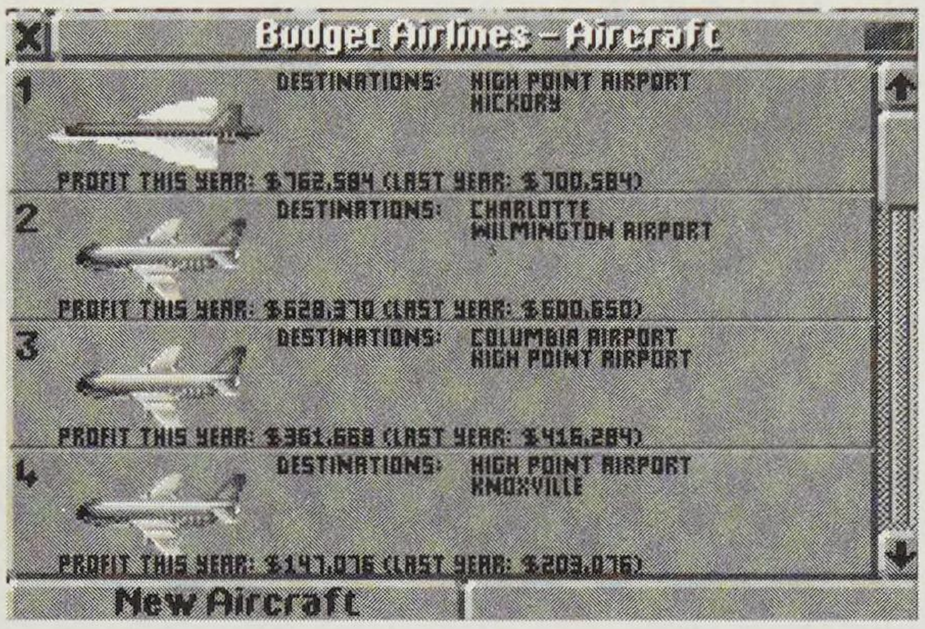
Company League Table

The Company League table is where you'll find your overall rank in relation to the competition, from route supervisor to chairman of the board. The difficulty settings you chose at the start of the game affect these rankings, so you may find yourself ranked lower than an opponent, even if you're making more money.

Cargo Payment Rates

It's easy to overlook the set of graphs representing cargo payment rates, but they can be one of your most important tools for strategic planning. Different cargo pays significantly different rates, so check these graphs when you're hunting for the most profitable routes. For easy reference, you'll find payment graphs for each type of cargo on the inside covers of this book.

Vehicle Menus



That one plane isn't generating much profit.

Find out why.

The Vehicle menus list all your operating routes, grouped by vehicle type. Here you can quickly check the income generated by every vehicle and route you own.

You should routinely check through the list for each type of vehicle, looking for the winners and losers. You might want to add a vehicle to a high-income route. When you find a poor performer, click on that vehicle and go directly to the scene. You may find an expensive traffic jam or discover a change in demand that's hurting profits there.

The Town Menu

By clicking on the name of a town in the main view, you bring up the Town menu, which can help you judge your success in the local market.

The main menu shows the town's population, along with passengers and mail—both actual and potential—picked up last month. From here you can also deal with the city council, set advertising budgets, and fund city projects—topics covered in depth in Chapter 3.

And if you think the city council's treating you unfairly, punish them by renaming the city whenever you feel like it. Toxic Town, maybe. The Ratings button shows you an overall percentage rating evaluating the performance of any transport company operating in that town.

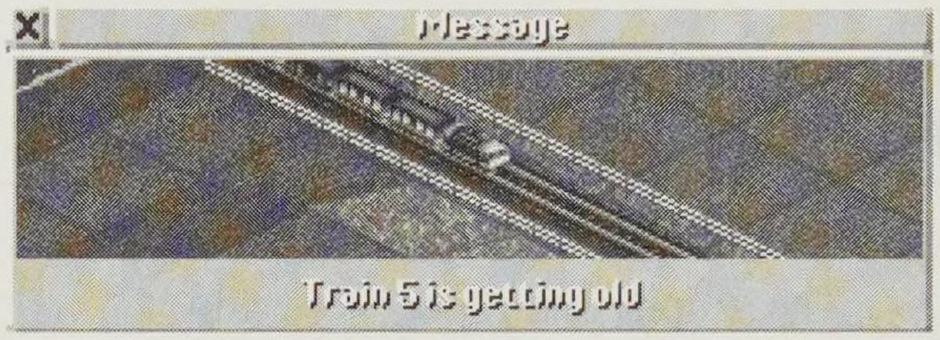
The Station Menu

The Station menu shows you what cargo is waiting to be picked up, along with the types of cargo the station accepts.

The Ratings submenu is a useful tool, allowing you to check your performance in hauling the various cargo that the town supplies.

Pay Attention to the Messages

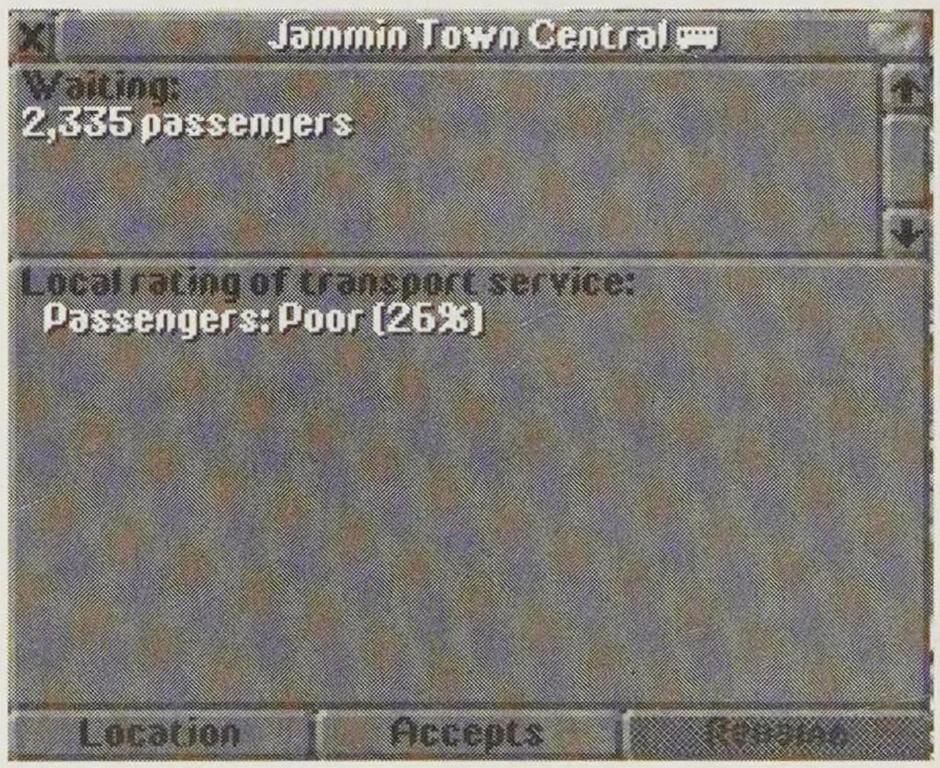
Somebody—a loyal junior executive, probably—is constantly monitoring the condition of your vehicles. When a vehicle is getting old, you'll get a pop-up window showing the suspect vehicle. Click on the window and you'll go directly to the vehicle. Then order it to a depot so you can replace it.



Spying On Your Opponents

Everything you can examine in your business is available for your inspection in the enemy camp, too. Of course, you can't buy and sell their vehicles or bulldoze their railroad tracks, but you can do just about anything else.

Most executives can't get this sort of detailed information on their rivals' businesses. Take advantage of this bit of corporate intelligence to keep track of your opponents' vehicles, monitor their performance, and check their books.



Your competitor has more than 2000 angry passengers stranded at this station. Could be an opportunity.

Putting the Management Tools to Use

You have a complete set of management tools that allows you to monitor virtually every aspect of your operations. Use them well, and you'll be able to respond quickly to a competitor's challenge or launch an ambitious expansion project of your own.

Don't Just Watch

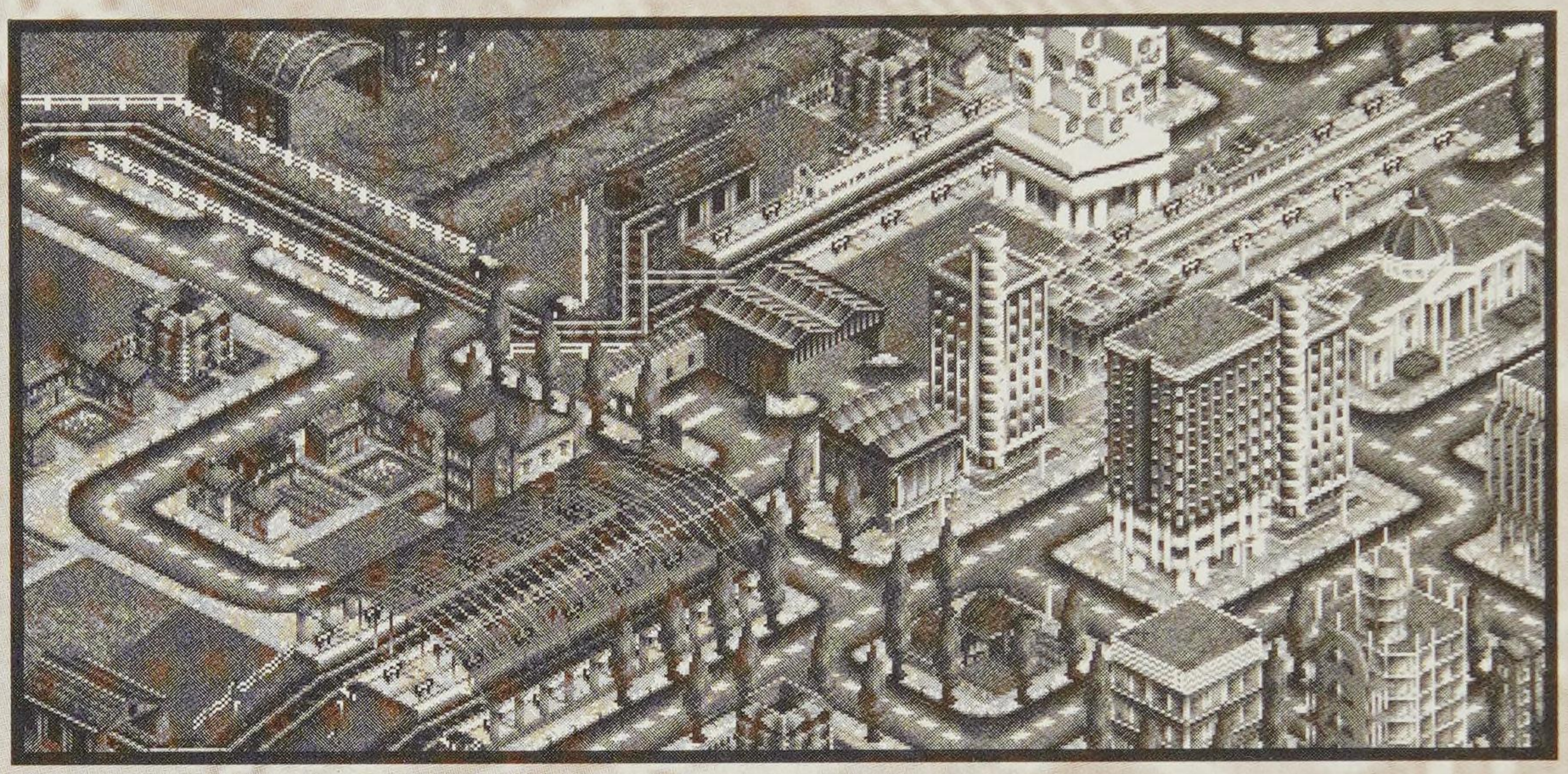
After the first couple of decades of construction frenzy, the world settles down to a normal level of hustle and bustle. There will always be opportunities for new routes, but you'll spend most of your time monitoring the status of the transportation systems—both yours and the competition.

You can't just sit there and admire your booming business. Get into the habit of constantly moving around the menus, looking for more income opportunities and identifying problems before they start cutting into profits.

The Operating Profit graph is a good gauge of your overall performance, as is the balance sheet. But don't stop there. Check the station list frequently; it's the quickest way to locate stations where you aren't getting the job done. Move from town to town, checking both Town and Station menus to find out how you're doing against the competition.

Chapter Checklist

- ☐ **The graphs and reports provide enough data to satisfy a vice president of finance. Monitor them closely and constantly.**
- ☐ **Use Station and Town menus to keep tabs on your performance—and keep an eye on your competitors.**
- ☐ **When you aren't busy building, tour the world. Go from town to town, looking for overlooked opportunities or trouble spots in your operations.**
- ☐ **Unfold your map often, using the different views to get fresh perspectives on the world. The Industry and Resource map is especially helpful for finding industrial routes.**

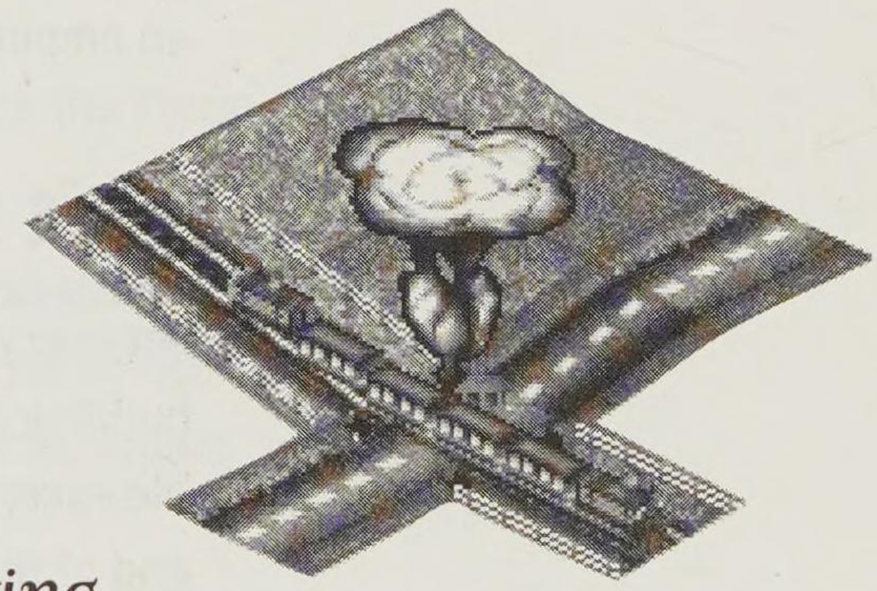


Chapter 10

CRUSHING THE COMPETITION

PLAYING TO WIN

Shipping magnate and railroad baron "Commodore" Vanderbilt might not agree, but winning isn't the only reason to play Transport Tycoon. Heck, it's fun just to play, and you can have a satisfying career with no competitors at all. But without the challenge of competing businesses, the game becomes more of a model railroad than a simulation.





Hey! Who's the new tycoon on the block?

By using honest, fair-minded business tactics, you can build a transportation network that will make your world a better place—and grind your lousy competitors to pulp in the process.

And if you're unscrupulous enough to stoop to cheating, you can do that, too. Short of cheating, there are plenty of underhanded tactics you can use to make life miserable for the competition.

Learning to Crawl

Before you can really launch your quest for world domination, you have to start small. You're in debt and have no income, and that $200,000 won't last long. The first year—and the first few months, especially—is the critical time for getting your enterprise off the ground.

By planning and building wisely in the early years, you'll lay the foundation for an empire that will dominate transportation in the modern world.

Make It Hard on Yourself

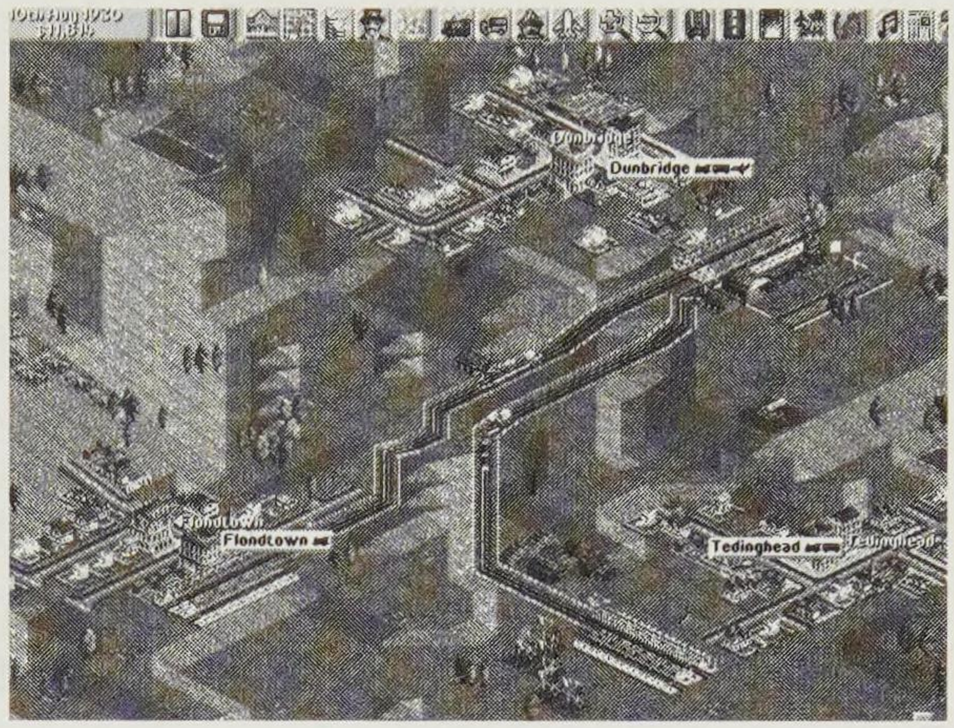
Set every option to its most difficult level—especially the beginning loan amount, building costs, vehicle breakdown rate, and the overall economy—with the possible exception of allowing trains to turn around at stations instead of only at the end of the line. That setting seems unfair since the game doesn't allow you to change cars, which real trains certainly do. Remember, your competitors aren't nearly as smart as you. If you're a real wimp and make the game too easy, you won't find much of a challenge.

Get Established First

You know what they say: most businesses fail within the first year. You don't want to add to that statistic, so be careful how you spend your money, especially during the first few months.

Get some cash flowing in before you start worrying about your competitors or implementing your grand strategy. If you start with only $200,000, your first options are severely limited. You can build two short railroad links, three or four bus and truck routes, a single plane route, or—heaven forbid—a shipping route.

Since these first routes will bankroll your early expansion, you must carefully weigh potential income against the cost of establishing a route. Your goal should be to spend that $200,000 to get as many routes as possible up and running. The following sections offer some suggestions.



This early connection among three cities will keep the cash flowing.

The First Months

Those first few months will be the most critical time in your career. Spend your money like it's really yours, pause the game often, and carefully consider your options before building.

- **Pause the game:** It's been said before, but it's easy to forget. Click the Pause button immediately; then start scouting potential sites.
- **Inspect the cities:** Travel through the world, looking for two good-sized cities, fairly close together. As a rule of thumb, look for a pair of cities close enough together so that you can see both in the main view, at the maximum Zoom Out setting. Look for cities with at least 500 residents.
- **Don't worry about industries:** Unless you're lucky enough to stumble onto an easy industrial link, concentrate on passenger service with your first few routes.
- **Don't move mountains:** Later on, when you have more money than you know what to do with, you can lower mountains, raise seas, and tunnel to your heart's content. In the first few months of a game, however, major landscaping projects can kill your cash flow and put you way behind the competition.
- **Your first train route:** Build two-track, four-length train stations in each city, connecting them with a depot somewhere along the way.

- **Your first train:** Buy the best locomotive you can afford, but make sure you have enough cash to buy cars and build the route. Pay attention to the locomotive's reliability rate and speed. A more reliable, faster locomotive will cost more, but the higher cargo rates will quickly pay for the investment. Don't buy more cars than you need. Usually, two passenger cars and a mail car will do the job on your first routes.
- **Check your bank account:** Depending on the length of your first train route, you may or may not have enough cash to establish a second rail link. If you're not sure, pick out the cities, build the stations, and lay the track. If you have enough to buy the engine and cars, go for it. If you don't, borrow more.
- **Consider road routes:** If you're too broke to build another train route, spend the rest of your money on one or two bus lines. Look for cities lying close together, perhaps with roads you can easily and inexpensively connect between them.
- **Keep an eye on subsidies:** When you get a subsidy offer in the first few months, pause the game and check it out. If the offer is for a link that makes sense on its own merit, go for it. But don't let subsidy offers keep you from establishing that first, all-important passenger route.

Planning Your Next Move

After you've emptied your bank account, you'll have to be patient and wait for your first routes to earn enough money to bankroll your next expansion. To cut down on your interest payments, consider paying off part of your debt with your early profits. That money will still be available in the form of another loan, so you can borrow again to bankroll another construction project. After you've reached your credit limit, the bank wisely refuses to lend you any more money, so you're stuck for the time being. Use this down time to plan your next brilliant move. When you're sure your first couple of routes are operating smoothly, use the map to scout for your next project.

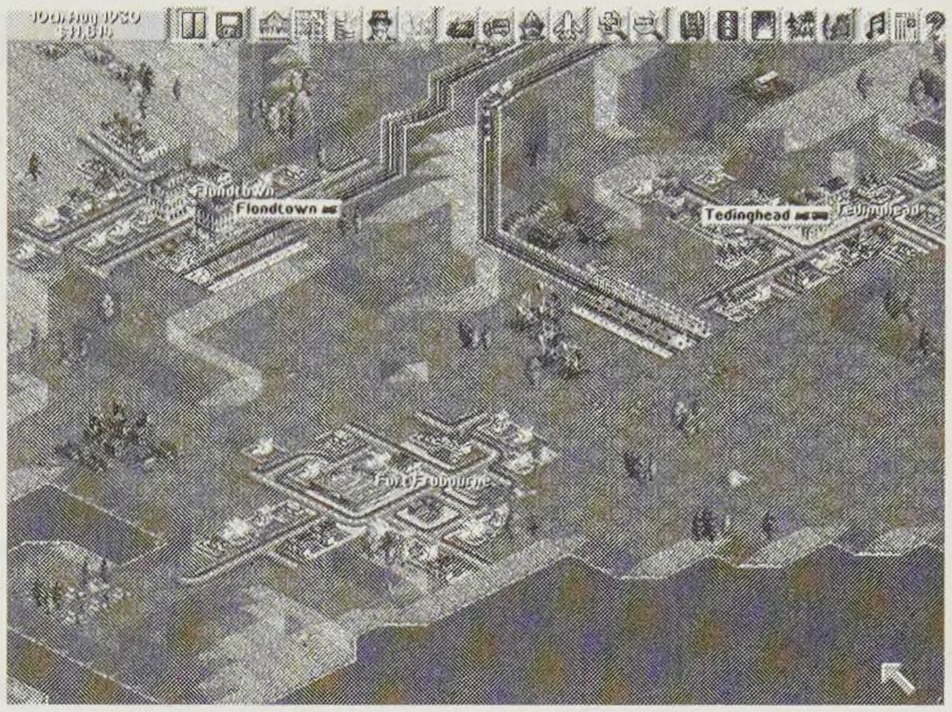
Check out each subsidy offer, looking for fast and easy money. Consider subsidy offers, but don't go after them blindly. At the highest difficulty settings, subsidized service pays only 1.5 times the regular rate, so don't abandon your well-laid plans to pursue every subsidy.

The Second Expansion Phase

For the next routes, look for other obvious connections, both passenger and industrial routes. I prefer passenger routes since they pay well, grow steadily, and don't disappear like industry and resource sites tend to do.

Ideally, you'll find a fair-sized city close to one of your existing stations. If there is one, that's clearly your next step. Use your original station as a hub station, connecting to nearby cities. You'll save money by using the same station, and you'll be building a connected transportation network.

If your first two cities are isolated, look for another pair of cities elsewhere on the map. A second, independent link will give you two networks to expand.



Extending a rail route to this nearby town is a logical next step.

Spend Money As Fast As You Can

In the first year or so, spend all the money you have, all the time. If you have only enough cash to build one station, build it. When enough cash rolls in to build the second, build it. After you lay the track, watch your bank account. When you have enough cash to buy the engine and cars, everything else will already be in place.

A Comfortable Income

If you choose your first routes wisely, you should be in position to expand at will after a few years. That $200,000 you started with wasn't a gift, you know. It was a loan, and you're paying interest on it. I like to pay off the loan early, just to get it out of the way. When your account reaches about $200,000, pay off half the loan, and then pay off the other half when your balance climbs back to $200,000. To reduce your interest payments even further, use the down time between expansion projects to pay off as much of your debt as you can. Later, if you need the cash for another project, you can borrow it back.

Of course, don't let paying off the loan get in the way of an important expansion project. If you're trying to establish an early air route, delay repayment of the loan.

On to World Domination

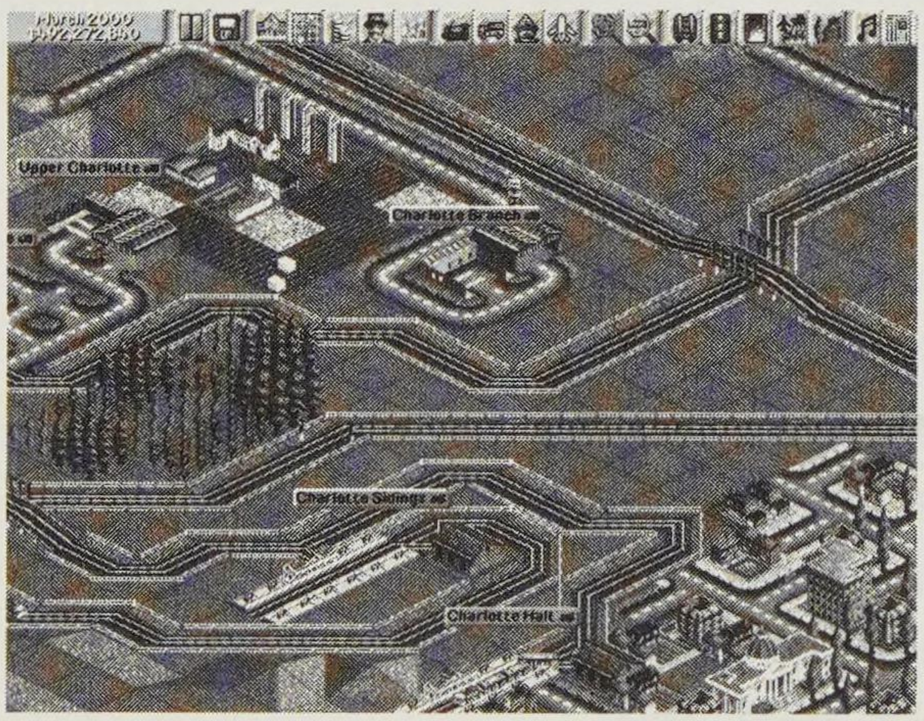
Congratulations! You're debt free, making a tidy income, and providing a valuable service to the good citizens. And doggone it, people like you. Now you have 99 years or so to rule the transport world and send your competition spiraling into bankruptcy and personal tragedy. Ah, the joys of big business!

The Big Picture

Now that your company is firmly established, it's time to implement your grand strategy. Whether you choose rails, planes, buses, or ships—or a combination of all—you have a world to conquer and competitors to ruin. No matter what your strategy, you'll want to plan for the future.

Think Long-Term

It's critical that you get a toehold in as many cities as you can. Except perhaps for the tiniest hamlets, eventually you'll want to have some sort of operation in every city on the map.



Hope you didn't want to build a rail route through here. If so, you waited too long.

You'll find it's much easier to establish service in a city early on. As the city grows, it will be harder to build stations that draw traffic from the heavily populated downtown area.

And when six opponents start laying track, you can find your path blocked at every turn. If you ignore a city for too long, you might find it virtually impossible to crack.

Up in the Air

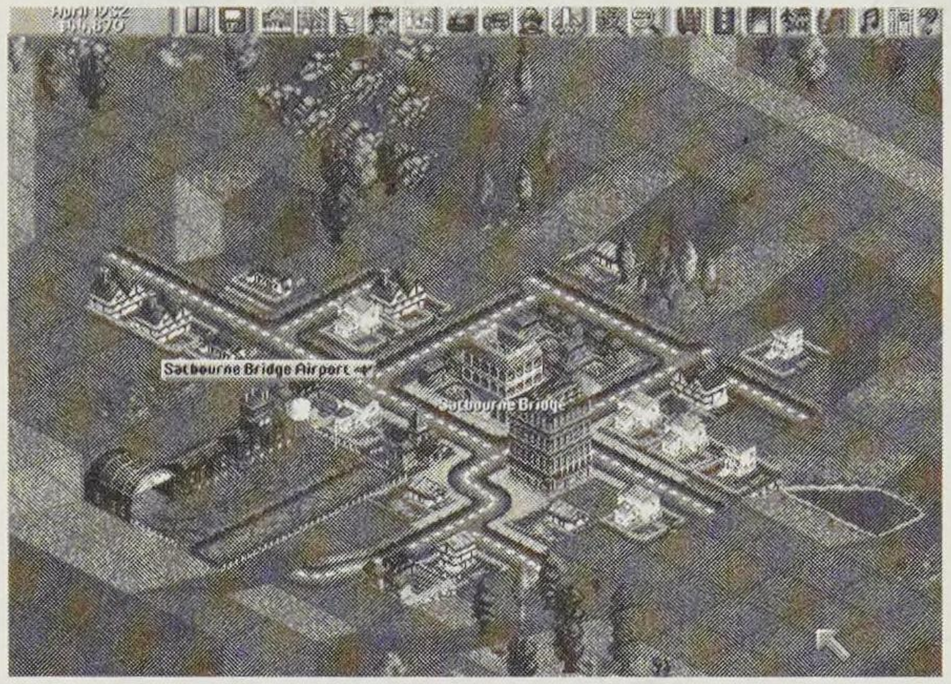
As you lay the groundwork for taking your empire to the year 2000 and beyond, remember that the future is very much up in the air. Trains are the best way to get money flowing early in a career, so it's okay to ignore air travel for the first year or so, but the big jets will ultimately be the biggest money-makers.

When you have a few hundred thousand in the bank, start looking for potential air routes. Find the biggest cities, preferably isolated ones at the edge of the map. As your expansion schedule allows, build airports in the major cities, even if you don't yet have the money to buy planes. When the money starts rolling in and you can afford to buy planes, you'll already have routes established and the best sites claimed.

As discussed in Chapter 7, make sure you stake claim to the area around an airport so you'll be clear to upgrade to a larger airport when jets are introduced.

Ready for Monorails

For airplanes, you have to prepare for advances in technology. This isn't true for rail travel. When monorails come along, you will have to destroy the old railroads, but the components of a monorail system are the same, and they occupy the same space. Just rip up the old rails and replace them with monorails.



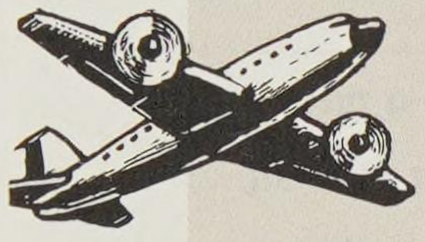
This is a perfect site for an airport—a nice, clear tract of land close to the heart of town. Go ahead and build it while the site's clear, and then buy a plane when you can afford it.

WARNING!

If you build a station or an airport and then ignore it for several years, your ratings in that city will decline. When your rating drops to Very Poor or Abysmal, the city council won't let you build any more stations or clear any squares. Your airport or station will still be intact, so start moving some traffic out of there. Your rating will gradually improve. When it rises to Poor or above, the city council will let you build again.

Transport Trivia

The American West—a great expanse of country dotted with remote cities—represented a golden opportunity for the early airlines.



Western Airlines was formed in 1926 by Los Angelenos incensed that San Francisco had been designated the West Coast terminus of the only transcontinental route. The company, with Harris "Pop" Hanshue at the helm, quickly grabbed the airmail route from Los Angeles to Salt Lake City. Within three years, about 40 percent of all airmail in the United States was passing through Los Angeles.

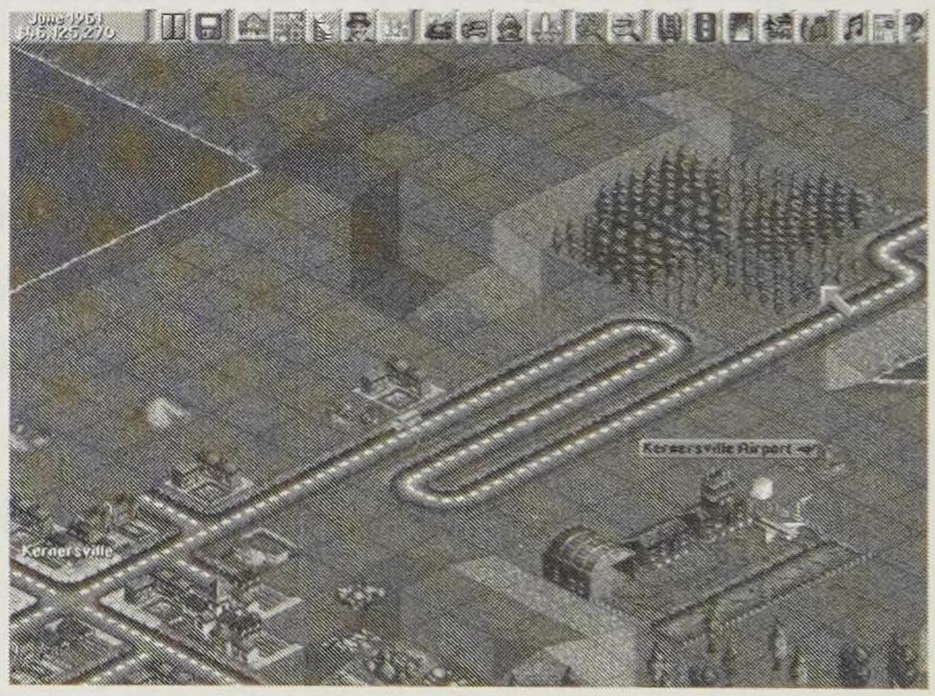
Ruining Your Rivals

Naturally, if you're like any red-blooded entrepreneur, winning just isn't enough. You want to see your competitors go belly up—out of business, shut down, and filing for Chapter 11 bankruptcy protection. In the true competitive spirit of the business world, you should want to win away every dime of your rivals' income.

Know Your Enemies

If you're determined to drive your opponents out of business, you need to become as familiar with their operations as you are with your own.

Even at the most difficult settings, your competitors have roughly the IQ of a turnip. Don't feel sorry for them; they're trying to put you out of business, too.



No wonder your rivals couldn't get into Harvard Business School. Check out the clever configuration of this road.



Investigate immediately when a competitor establishes a new service.

Keeping tabs on the competition doesn't mean you have to respond to every move they make. When a news flash alerts you to a rival's move, go to the scene and assess the situation. If it's a foolish move or a marginally profitable route, ignore it.

Don't be alarmed if your opponent gets planes in the air before you do. It's probably costing them big bucks for relatively little return. But if the move challenges your territory or might squeeze you out of a current or future market, be ready to make a move of your own.

Attack on All Fronts

Do you think Jay Gould got rich by being a nice guy? Okay, so maybe you're not ruthless in real life, but this is a game. It's a fantasy world, so assume the role of a good old-fashioned tycoon. Make things as tough as you can for the other guys or gals, and hit hard on their weak points. That's not evil; that's business.

When you are debt free and have a few hundred thousand in the bank, start scouting for business opportunities that will put you in head-to-head competition with a rival. If you can make money while taking away business from a competitor, you're doubling your gain.

NOTE

During lulls in your expansion projects, take the time to investigate each opponent, one at a time. Employ the same tools you use to monitor your own operation: Station menus, Vehicle menus, city reports, business graphs, and the balance sheet. Find out where they're making money and how, and then devise a plan to take that business away.

For example, if you notice that a rival's air route is running at capacity and bringing in big bucks, visit the site yourself. Perhaps you can find a more desirable location, and maybe you can offer service to more cities. Build your own airport, launch an advertising campaign, and drive the bum outta town!

Transport Trivia

The down-and-dirty rivalry between Cornelius "Commodore" Vanderbilt and Jay Gould, the infamous railway barons of the 19th century, saw more than a few sly maneuvers. Vanderbilt, seeking to win a monopoly on cattle shipments east from the Chicago stockyards, set rates on his New York Central railroad far below cost. Gould, not a man to be outwitted, seized an opportunity Vanderbilt hadn't foreseen. Gould bought every cow available in Chicago and shipped them east on Vanderbilt's trains—at a tidy profit, thanks to Vanderbilt's rock-bottom rates.

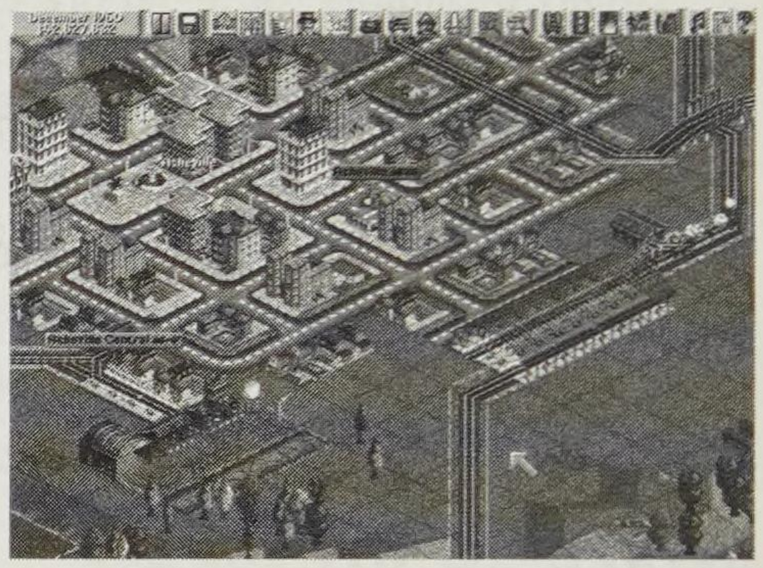


Challenge the Competition

Don't let a competitor go unchallenged in a lucrative market. Look for cities in which another company is running a route all alone, and then look for a way to get an edge.

If he's running buses between two cities, see whether there's enough traffic to justify a rail link. Check your rival's bus station. If there are lots of passengers waiting for a ride, you might have an opportunity to establish a new service—and take business away from your opponent at the same time.

Build a train station, link it to a neighboring city, and then advertise to draw passengers from his bus station to your trains. Even if you can't build a rail route, you can establish a rival bus service and then launch an advertising campaign to attract traffic.



Two companies are going head to head in the same city. This means war.

Even if your opponent is moving a lot of cargo on a route, you can still swipe that business and drive him out of town. Build your own route, and then launch a big advertising campaign. Use the newest, fastest vehicles, and make sure you have more than enough to meet demand.

When you're competing for the same route, look for anything that will give you an edge. Deliver the cargo more quickly than your opponent; your ratings will increase, and you'll attract more traffic. If your opponent's trains have to climb a mountain, see whether you can build a tunnel. If his buses have to work their way around a lake, build a bridge.

Take the same approach to industrial routes. If there's enough money to be made, and if you can get access to the same resources or industries, go for it. You can't advertise for industrial routes, but you can cut into a rival's income while boosting your own.

If your opponent has spent a fortune to provide steel to a factory, see whether you can grab the last—and most profitable—link in the chain by picking up the goods produced at the factory. Since the goods pay the higher rates, your competitor will, in effect, be subsidizing the shipment of the goods that you're delivering.

Even if you can't eliminate the competition in a local market, you can make life difficult for them. Then watch the money float from their bank account to yours.

Defend Your Home Turf

Your opponents may be pretty dumb in some ways, but they know a good business opportunity when they see one. So while you're going after a hated rival in one city, another competitor might be setting up shop in your hometown.

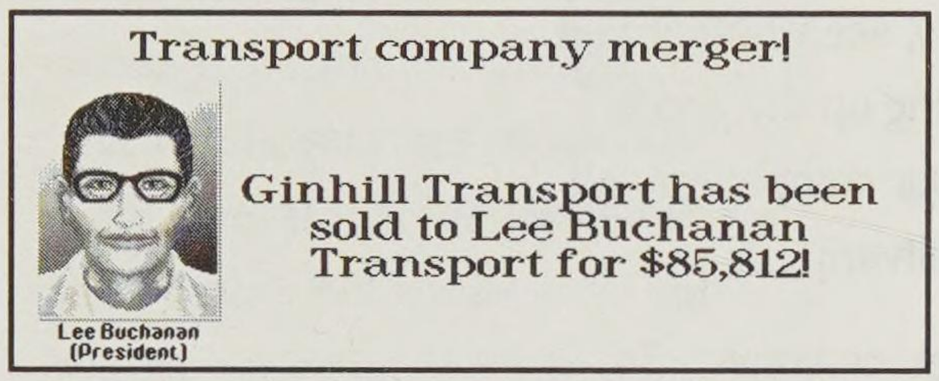
As you expand your power throughout the world, it's easy to neglect older operations, letting vehicles age and allowing traffic to build up. You should monitor your operations constantly to see that they're as efficient as possible. And when a competitor stakes a claim to one of your markets, you'll be forced to tweak your local operation in response.

When you are challenged, adopt the same strategy as when you're invading a competitor's market. If you're getting hurt, respond. Update vehicles, look for better, faster routes, and fork over some bucks for advertising. Heck, you can even plant a few trees to spruce up your stations.

Watch Them Fall

After you've successfully taken on a troublesome rival, check the reports to see the impact of your wrath. Watch as his income falls and profits shrink. Keep up the pressure, confronting him in every market, and eventually a news flash will report his company in trouble.

If the competitor's business falls sharply enough, your desperate rival will offer to sell his operations. When you receive this offer, don't think twice. Jump on it immediately. You'll get the company's stations, vehicles, and routes at a bargain.



You've driven this poor entrepreneur into bankruptcy. The least you can do is buy his assets at a bargain-basement price.

After you've bought a rival company's assets, immediately inspect your new property. Since the company went bankrupt, you can bet you'll find ways to improve service on its former routes. Upgrade vehicles, relocate stations, and add new routes to take advantage of your new resources. Then watch the money roll in.

Cheating and Other Business Practices

You can triumph without stooping to unfair tactics, and that's okay. Maybe you'll go on to get your M.B.A., and the business world can certainly use a few more honest folks like yourself.

If, on the other hand, you want to use every nasty trick in the book, read on.

Rambo Transport Tactics

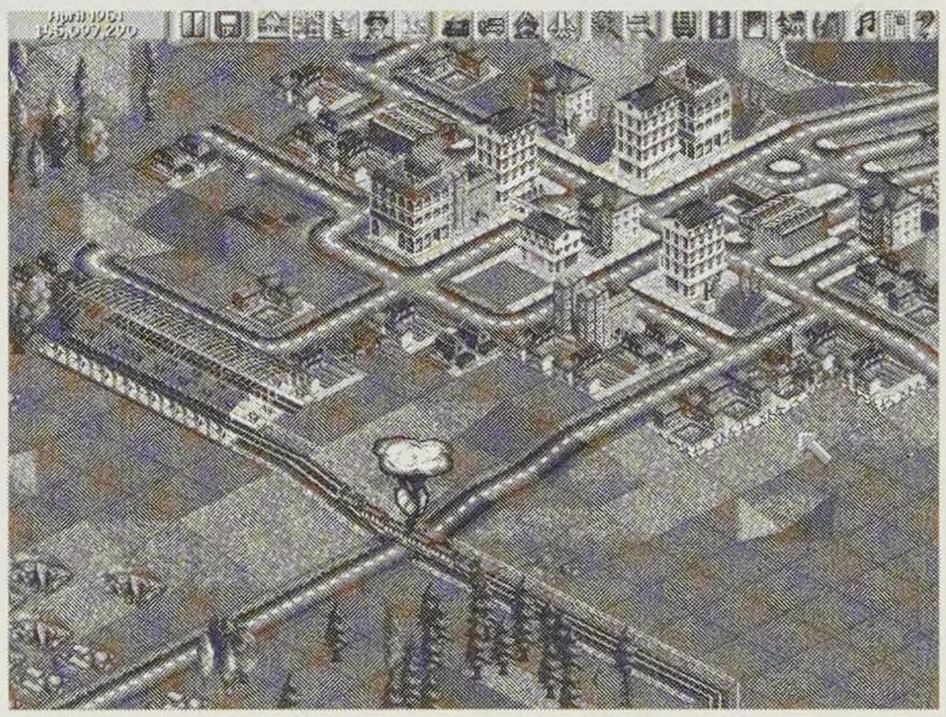
Short of outright cheating, you can employ a few less dastardly techniques to make life difficult for your competitors. Some are bugs in the game, while a few are just plain mean. The following sections describe some tactics you can use to cut off your rivals' routes, smash their vehicles, and block their expansion.

Accidents Will Happen

Yes, you can cause some unfortunate accidents to befall your opponents. Some people might call it sabotage. I like to think of it as aggressive vehicle management.

Simply crossing your railroad tracks over roads used by your rivals for vehicle routes will cause quite a bit of accidental destruction. When trains and trucks meet at a crossing, the trucks go up in a ball of flames, while the trains chug merrily on their way.

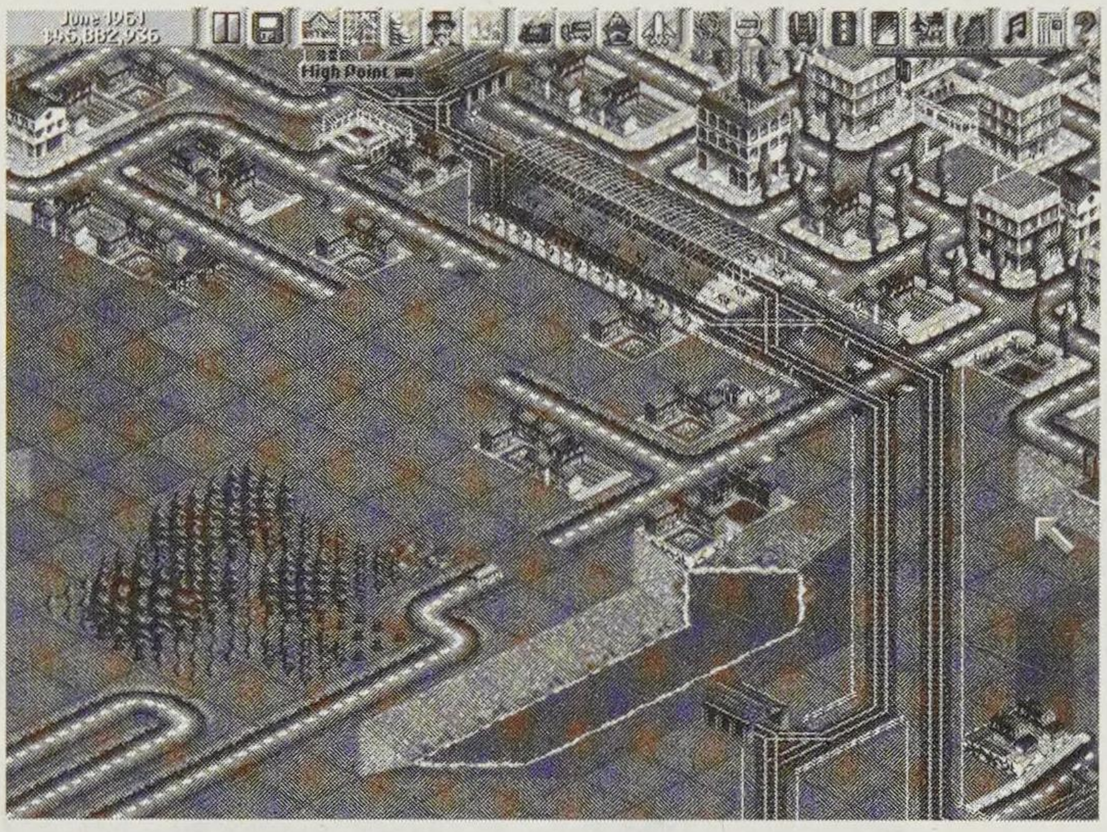
And since the accidents aren't the result of any malice on your part, maybe your conscience won't bother you too much.



Darn! My train's destroyed another bus, the property of a hapless opponent.

Underhanded Construction Techniques

Accidents are just that—you aren't responsible—but you can take your slide into unethical business practices a step further. A few sly construction techniques can halt an opponent's progress or block his routes altogether.



Sorry, buddy, didn't know you were using that stretch of road. Guess you'll have to find another route.

ROADBLOCK

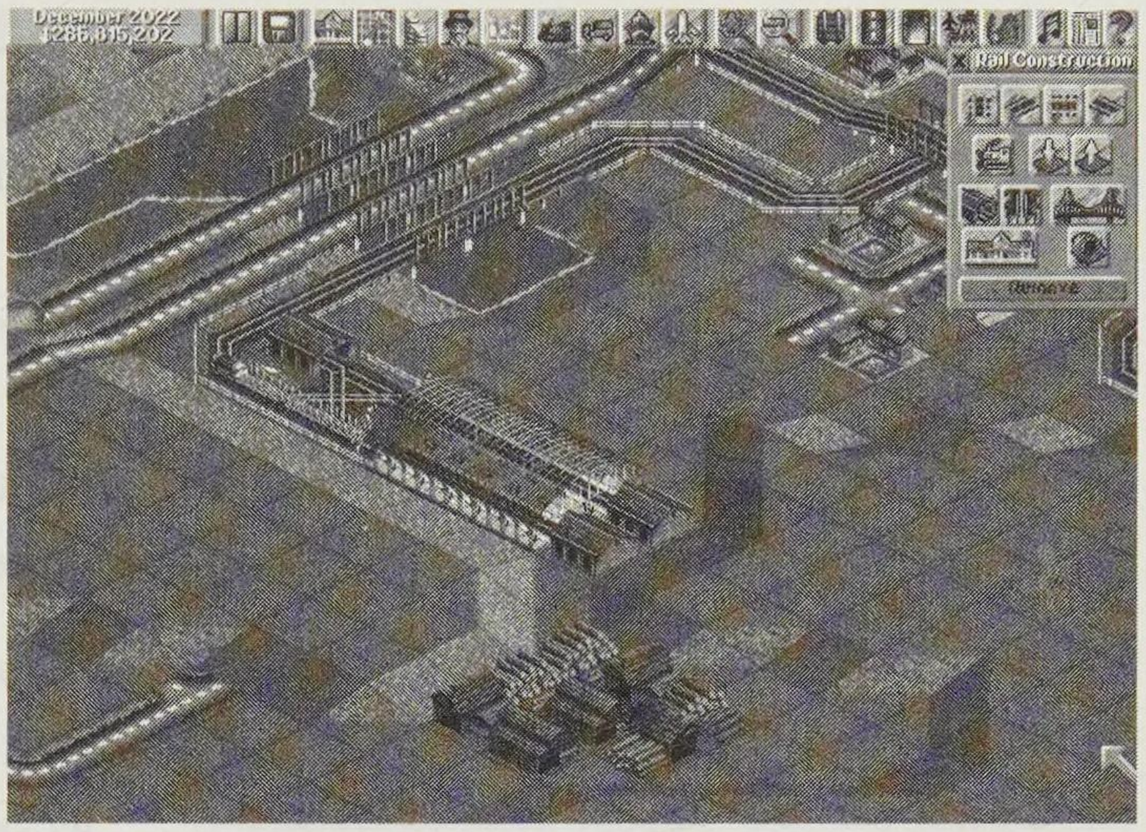
If an opponent is heavily into road transport, you can bring his company to its knees swiftly and inexpensively. When you lay a section of railroad track, you also buy the land it occupies. No matter who owned it before, it's yours now.

Assuming you're low enough to use this trick, here's all you do. Find your competitor's road route, and then lay a section of railroad track across a section of it. Now you own both the track and the road underneath. Use your trusty bulldozer to destroy the track, and you'll clear that section of road, too. It's an easy and very effective method for driving road transportation companies out of business.

Depot Madness

Your opponents' railroad operations are a bit tougher to undermine, but you can use a couple of tricks to slow their expansion.

Depots are especially effective at shutting down a rival train station. When you find enemy stations that are open at one end—no tracks coming in—simply build a depot directly adjacent to the station, blocking access for your rival's trains.



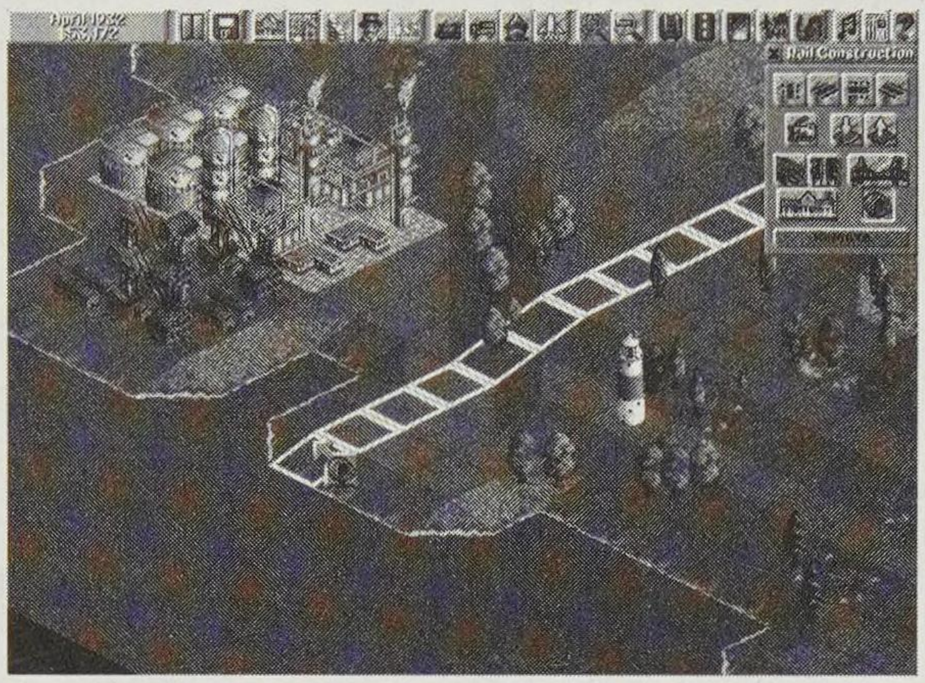
Your competitor's trains can't enter this station by going through your depot.

This Land Is Your Land

Laying diagonal railroad tracks is a messy—but effective—means of blocking your competitors' expansion. You can build wherever you like. The tracks don't have to go anywhere, and they don't have to connect to a station. Random track will clutter up the pretty landscape in a hurry, but since your rivals can't use bridges to cross diagonal sections of track, they'll have a hard time getting around them.

If you're ruthless enough—and you get lucky—you can lay track and build depots to hem in another station completely. When you stumble across an opponent in the midst of an expansion project, watch closely to see where he's going. Have your track-building tool ready. If he builds a train station, plop down some track in front of both entrances to the station. You've shut him down. With access to the station blocked, he'll have no choice but to destroy the station and start again.

Just Plain Cheating



If you have version 1.0, building a tunnel here might make you an instant billionaire.

Unlike most other strategy games, there don't appear to be any built-in cheating tricks in Transport Tycoon. There are no magic keystrokes that will instantly deposit a billion dollars in your bank account. With all the underhanded tactics discussed in this section, though, you don't really need any more blatant dishonesty.

If you build a tunnel, it must stretch the entire width of the continent, from one coast to the other. If you can't make it work, try a more mountainous terrain setting to ensure that the tunnel is long enough.

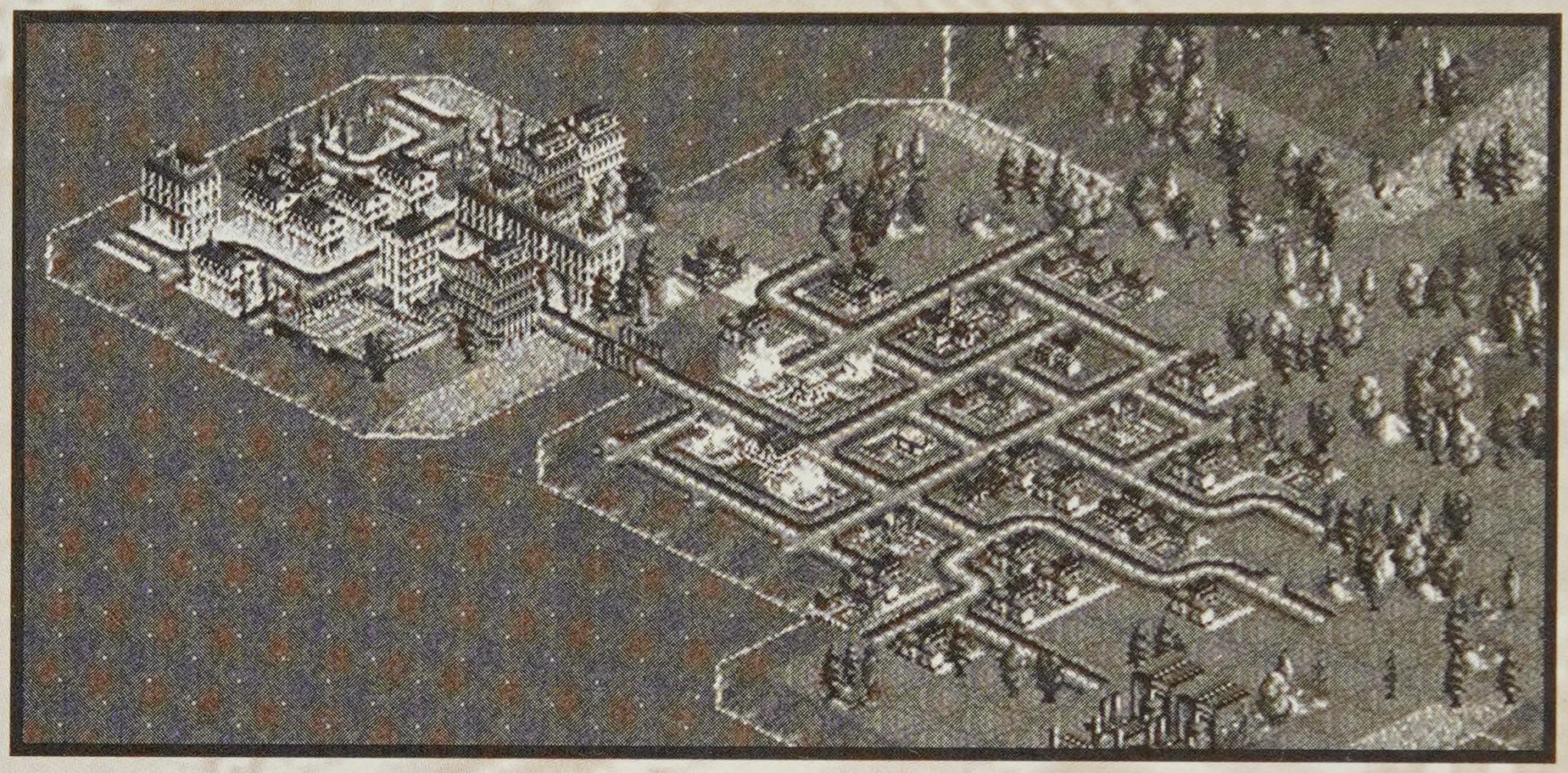
Unfortunately for cheaters, the developers caught this handy little bug, and they fixed it for later versions. If you don't own version 1.0, sorry, but you'll have to make money the old-fashioned way.

TIP

If you own version 1.0 of Transport Tycoon, a carefully placed tunnel will make you an instant billionaire. After you start a career, go to the edge of the map. Select a tunnel site that extends all the way across the world. Try to build the tunnel and a message box pops up, telling you that you don't have enough money. Then, poof! Three billion dollars or so show up in your account.

CHAPTER CHECKLIST

- ☐ To get the most fun out of Transport Tycoon, play at the highest difficulty settings.
- ☐ Establish two profitable routes to get cash flowing as quickly as possible.
- ☐ In the first few months, max out your credit limit, spending money as quickly as you can to expand.
- ☐ Build airports—even if you can't use them yet—to grab the prime air routes of the future.
- ☐ After you're financially secure, spy on your competitors to see where they're making money. Try to compete for their most profitable routes.
- ☐ If you have no scruples, resort to cheating.

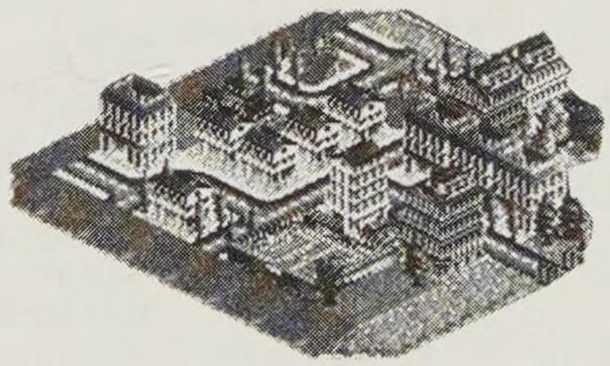


Chapter 11

THE TRANSPORT TYCOON SCENARIO

YOU CAN CHANGE THE WORLD

Tired of conquering the same old world? Looking for new challenges, a fresh start, and red water? Then check out the Scenario program, the add-on for Transport Tycoon that lets you build the world you really want.



The Scenario program allows you to mold the terrain to your liking and then place cities anywhere you want, adding industries and resources with the click of a mouse. And if you're bored with the terrain of good old Earth, you can switch to a Mars-like terrain and futuristic buildings.

However you use it, one thing's certain: the Scenario program makes a great simulation even better. If you've already bought the Scenario program, you'll find some tips here on getting the most out of the program and see how to use it to create exciting and fun worlds. If you don't have the Scenario program, you need it. Put this book down and pay a visit to your local software dealer.

The Components

The Scenario program is a simple yet powerful program that lets you tailor a Transport Tycoon career to your liking. You build the terrain, build the cities, place the industries and resources, and decide the year in which your career will begin. Let's look at each component of the Scenario program.

Set Year

If you long for the modern age of transportation each time you start a game in 1930, you'll love the Set Year feature. Here you can set a scenario to begin in any year from 1930 to 1965. Starting in 1965 cuts your career—and your game life—30 years short, but there's still plenty of tycooning ahead of you.

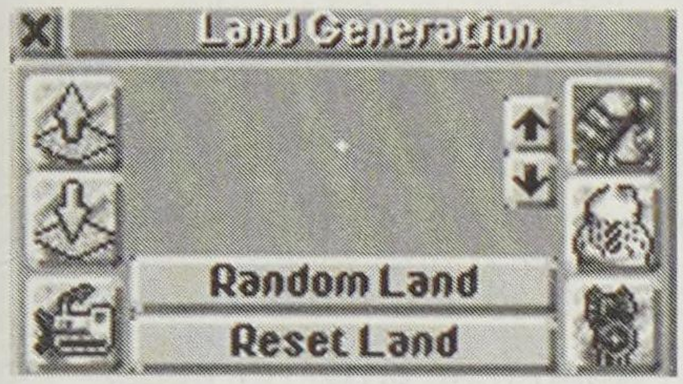
The Time setting also determines the style of buildings your cities will have, so you can start out with modern skyscrapers downtown instead of the older-style office buildings. If you want the more modern versions, though, you'll need to set the year before you build the cities.

World Map

The map works exactly the same as it does in the main game, but you'll find it a useful tool as you're creating your own world. By using the terrain view, you can see varying elevations, so you can build mountain ranges and coastal terrains more easily. The Scenario menu also includes the zoom modes for the main view, identical to those in the game.

Land Generation

If you're used to creating several worlds until you find one you like, you'll have a ball with the Land Generation feature, which represents the core of the Scenario program.



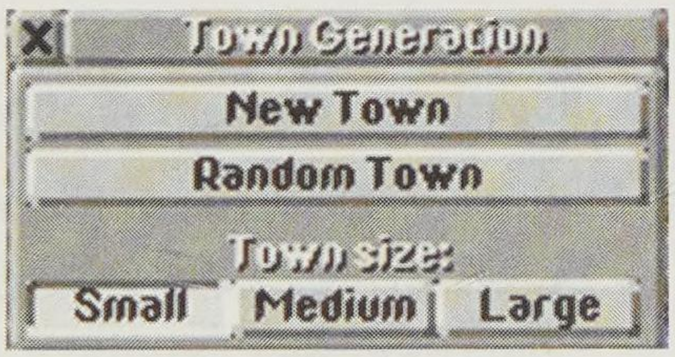
You have two choices when you decide to raise your world out of the sea. Click the Random Land button to have the computer build a world you can then modify. Or you can build your world from the ocean up.

When you're raising or lowering land, adjust the size of the tool to create different terrain features. For broad valleys or plateaus, use the tool at its largest setting. To build mountain peaks and narrow gorges, set the tool to one square.

The Scenario menu also allows you to place lighthouses, transmitter towers, and rock formations. These are purely cosmetic additions to your world, but remember that you can't destroy lighthouses and transmitters once the game begins.

City Generation

The City Generation feature is your second most important world-building tool, and it may prove to be more powerful than the ability to move mountains. You have two main choices here, too: let the computer randomly place a town, or place it precisely where you want it.



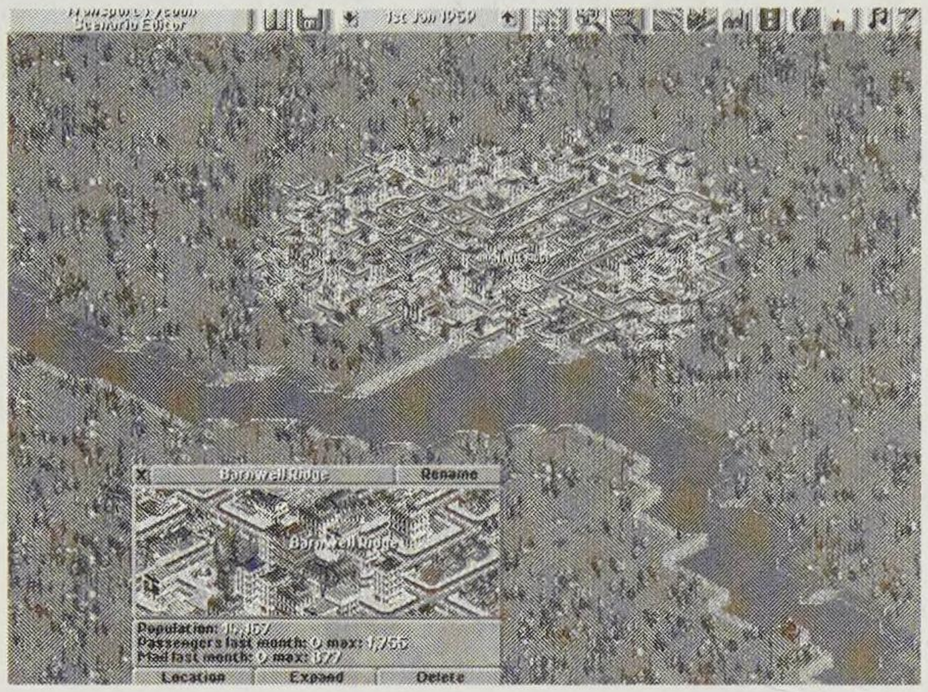
Transport Trivia

Irene Ingison was sewing dresses at the outbreak of World War II when she decided to change her own scenario and begin her transport career. Like thousands of other women during the war, Ingison went to work in a traditionally male-dominated industry. She signed on as a switch tender for the New York Central railroad in Syracuse, New York. Ingison had been earning $8 a week sewing. Suddenly she was making $6.99 a day and was responsible for switching trains onto clear tracks to avoid collisions.



At first, her male coworkers weren't too thrilled with the prospect of working with a woman. They played plenty of tricks on Ingison and the other women working the switching yards. They'd nail her lantern to the floor, put gravel inside her gloves, and lock her in the bathroom.

Ingison soon proved she could handle the job, and she began a railroading career that would last for decades. Eventually, she held the more important and demanding job of brakeman. But even in 1968, a lot of the men resented her. The union tried to force her to resign to give her job to a man, but Ingison refused. She took her fight to the courts, and a judge ruled in her favor.



If you're tired of small-town life, you can start your career in Gotham City.

WARNING!

Starting out with big towns may look like an instant gold mine, but the high levels of supply and demand generated by larger cities can cause some problems. If you can't handle the demand, a city will prevent you from building.

For both the Random Town and Place Town features, you have a choice of small, medium, or large sizes. Populations correspond roughly to the sizes of towns created in the main game menu, though the biggest towns tend to be larger when created in the Scenario program—usually well over 1000 in population.

If those cities aren't large enough, just click the Expand button and watch them grow. You can expand towns as much as you like, given the usual geographical limitations. As the towns expand at your command, they clear land and build roads and bridges—behaving just as they do when they grow normally, only at a much faster pace. If you're not pleased with the results of your urban renewal, just hit the Del key.

Big cities demand service, so you have to perform quickly. Clearing your first square of terrain marks your entrance into the local market, and the city immediately begins tracking your performance with ratings, even though you haven't even built a station yet.

You must build quickly—with a firm plan in mind—or the city council will halt your project before you're finished. This annoying habit can cripple the station-linking strategy. When you build a bus station in town to serve as the anchor of a station chain, be ready to build the other links of the chain in a hurry. One moment's hesitation will cause your bus station ratings to fall so low the city council won't let you complete the chain. You'll be stuck. Since the city won't let you build anything now, there's nothing to do but destroy the station and try again later.

Industry Generation

After you build cities for your brave new world, you get to place industrial and resource sites, too. You must build the towns first, and you're limited to one type of site within the jurisdiction of each town.

A random industry generator would be a nice option, but the game doesn't have one. Instead, you have to manually place each one, though that ability gives you some obvious advantages. More on that later in this chapter.

Don't forget that banks are industries, too, at least in the Scenario program. Banks create both a supply of and a demand for valuables, which pay some of the highest cargo rates in the game.

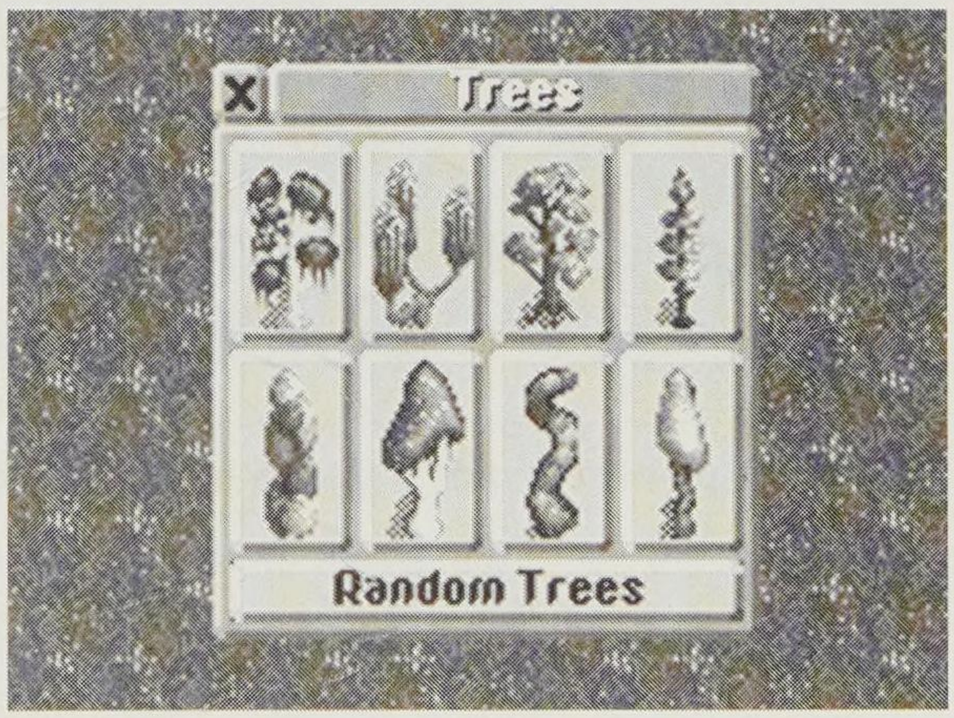
Road Construction

The Road Construction feature works here just as it does in the game, but building roads in the Scenario program doesn't cost you a penny. Before the clock starts ticking, you can build a road network—including bridges—that will give you a jump-start over your opponents.

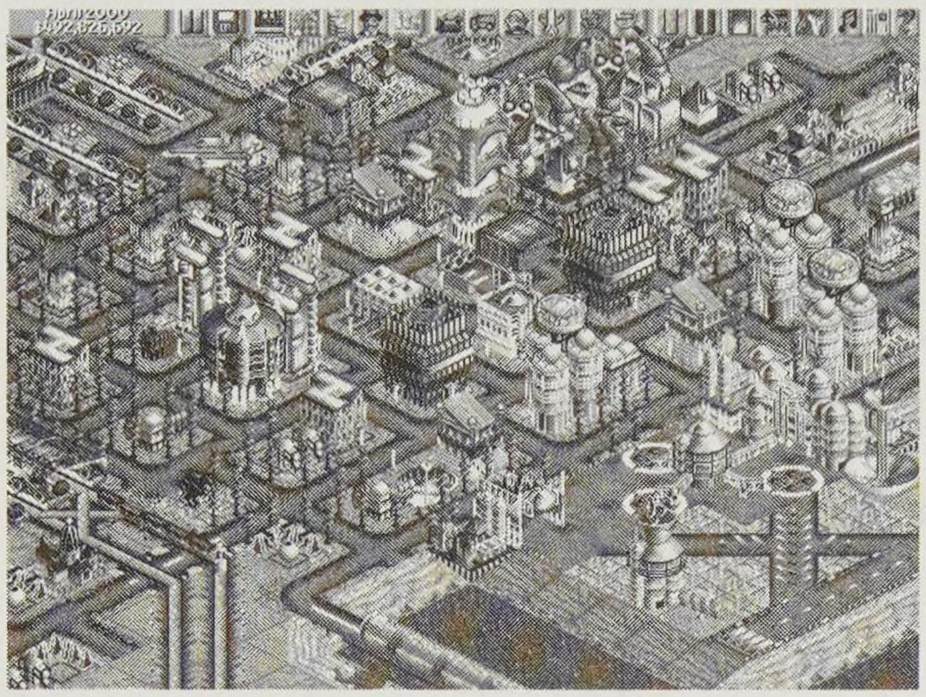
If you plan to get into the trucking business, you can lay the groundwork by building roads between towns or industries. And since you can reshape the world free of charge, you can create level routes through mountains, saving yourself a bundle in construction costs.

Trees and Signs

The Trees and Signs features won't make you rich, but they can make your world a happier, more attractive place for all your invisible citizens. Use the Signs tool to put up—you guessed it—sign posts with which you can name regions and landmarks. With the Trees tool, you'll be a regular Johnny Appleseed, planting trees by square or randomly all over the world.



Life on Mars



When you get tired of conquering the transportation industry on Earth, you can try your hand at a very different landscape.

When these guys say *alternative graphics,* they aren't kidding. *Alien graphics* is more like it, since this option will take you straight to a world with a lunar-like landscape, blood-red water, and lollipop trees. This is your world. This is your world on drugs.

So pretend you're developing a transportation network on a distant planet. Or maybe you're trying to revive our own civilization after a nuclear holocaust. Or maybe it's a frightening glimpse of the future, when things get really weird. Whatever. The game and its components work exactly the same as they do on good old Earth.

How to Use the Scenario Program

After loading the Scenario program from the main menu, you're faced with an expanse of empty ocean, either blue or red, depending on which graphics set you've chosen. This is the canvas on which you'll build the worlds of your dreams: mountains, plains, islands, valleys, and rivers.

By molding the terrain, placing industries, building and expanding the towns, and setting the year, you have the power to customize your transportation career almost any way you like. Make it harder, make it easier, make it more fun.

Playing God

Building your empire on an alien landscape is a nice change of pace, and the ability to travel through time is a much-needed addition to Transport Tycoon. But the real beauty of the Scenario program is the god-like power it gives you over the landscape of your world.

You no longer have to settle for the diabolical whims of the random terrain generator. Instead, *you* get to design the world in which you and your competitors will do battle.

Design Your Own Scenarios

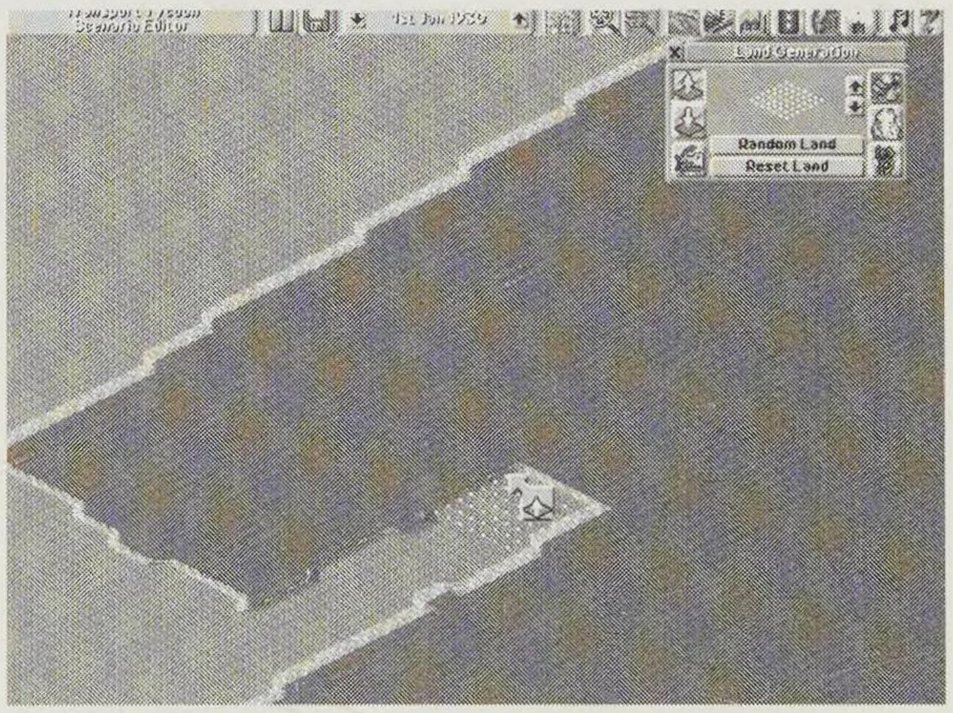
Aside from the aesthetic benefits you gain through the ability to design the world, the Terrain Generation tool opens up a whole new world of opportunity.

You can create just about any type of terrain you can imagine—lakes, rivers, islands, canyons, mountains, or a barren plain.

Make a "Base" World First

Unfortunately, the Scenario program doesn't let you begin with a simple, flat world with which you can build the world of your dreams—or nightmares. Your blank slate is the open sea; you have to build the land. If you choose Random Terrain from the menu, you'll get mountainous terrain similar to that generated in the basic game.

You'll want to do a lot of experimenting with different terrains, so the first thing to do is to build a couple of base terrains—a perfectly flat expanse of earth.



Building and saving a flat terrain base will save you lots of time later.

Set the Land Generation tool to its largest size, and then raise each section of land by one click, bringing it just above sea level. Continue across the map, raising the entire world to a low-lying plain.

This is a painstaking and boring process, so whatever you do, don't forget to save your base terrain once you've finished. That way, you can use that file to begin your world-building projects for different scenarios. Then, when you wake up in the middle of the night with a plan to create a new Garden of Eden, you won't have to repeat the process.

With this low-lying terrain base, you can build mountains and create lakes and rivers flowing across the plain.

Create a second base terrain, but this time raise the land to its highest level, far above sea level. With this base you'll have to cut down to sea level to create lakes and rivers, and you'll have sheer cliffs at the coast. Start with this high-level base when you want to create interesting mountainous terrains.

WARNING!

You must leave at least three squares of water on each side of the map. If you raise the land out of the sea closer to the edge of the map, water won't flow into areas you later lower to sea level.

Helpful Hints from Hercules

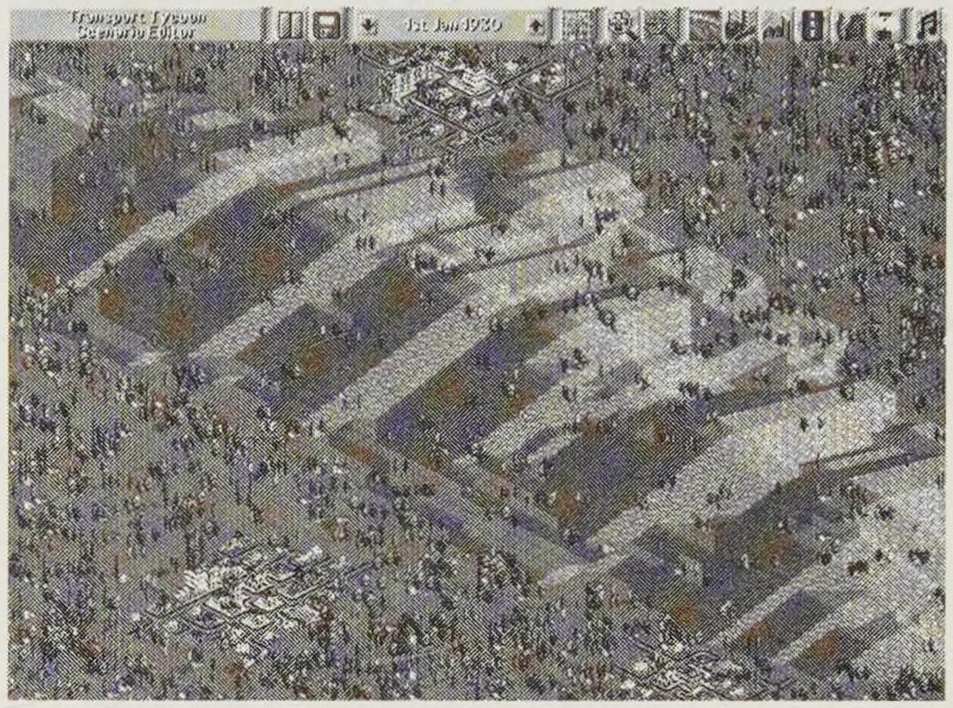
Now that you have the strength to move mountains and create rivers with the click of a button, how do you use these god-like powers? Any way you like, of course. Here are a few terrain-building ideas, but don't limit yourself to these. Let your imagination run wild.

MOUNTAIN RANGE

Unlike the original game, which makes the entire map look like the Rocky Mountains when you choose the Mountainous setting, the Scenario program lets you raise hills and mountains precisely where you want them.

Your mountain-building powers present plenty of interesting possibilities. A single, towering mountain range splits the world in half, isolating two regions by turning short connections into major construction projects.

Try building a range that juts out of the plain, with steep cliffs rising above the valley below. Or make the slope more gradual, rolling softly down to a river valley.

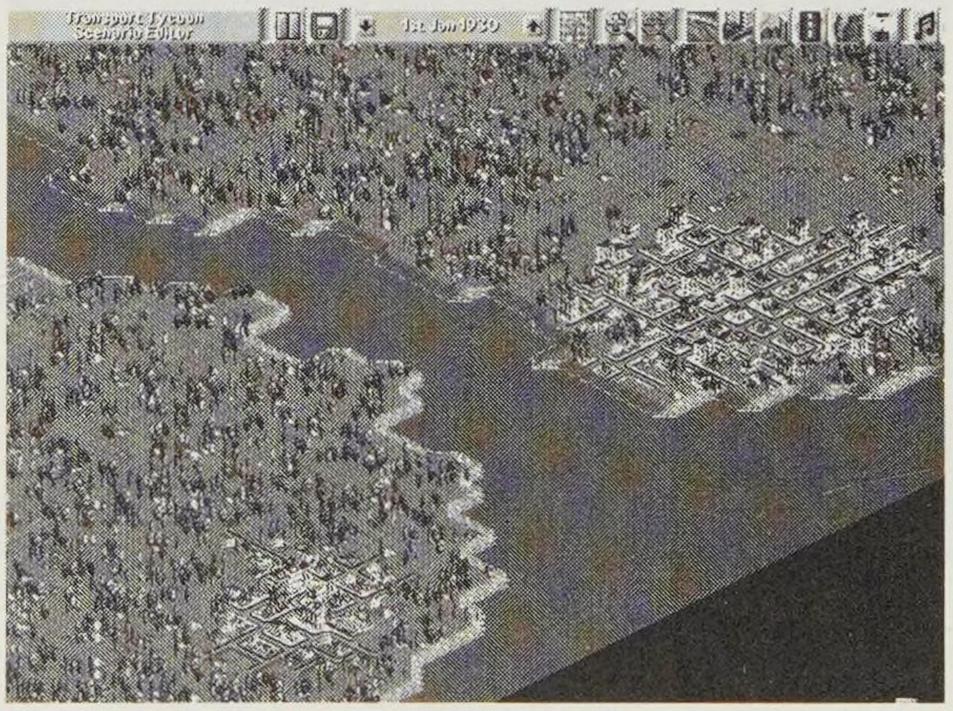


This mountain range will present tycoons with a formidable transport challenge.

THE MIGHTY MISSISSIPPI

Many of the world's great cities sprang up alongside rivers, so try carving a mighty waterway across the land, with a few smaller tributaries feeding into the river. You can let the river flow off the edge of the map and into eternity or build a delta at its mouth.

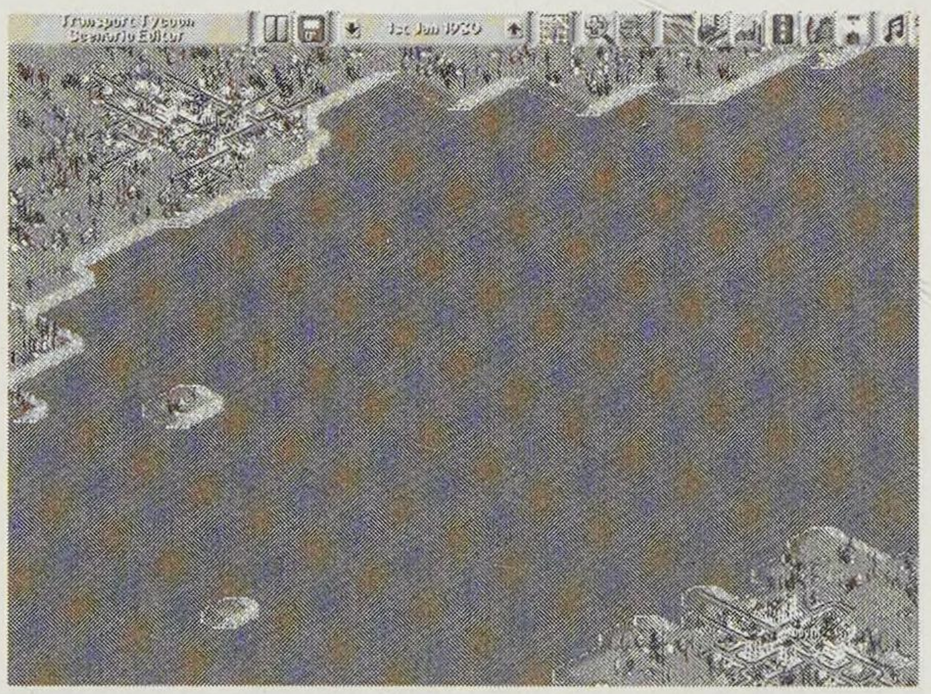
Build a steep mountain range on the end of the map, and then cut some rivers out of the mountains, flowing them toward the coast on the other side of the world. You can't actually start streams in the mountains, but you can approximate the effect by cutting down through the mountains to reach one square of water. Keep the streams narrow as they flow out of the hills, and widen them as they reach more level terrains.



A network of rivers will force you to take another look at the role of ships as a transport option.



A world of islands poses a host of transport challenges. Better save money quickly to buy those planes and ships.



Connecting these major cities is an expensive proposition. The hovercraft will come in handy here.

Besides creating a realistic and lovely world—which you'll soon ruin with roads, rails, and smoking diesels—you'll make ships a more important piece in the strategic puzzle.

ISLANDS

A chain of islands is another world altogether, and it presents some interesting challenges to your transport genius. There are lots of possibilities at sea: a large main island, surrounded by smaller islands and atolls; or a pair of giant islands, with just enough distance between them to prevent bridge crossings.

Heck, if the game included grass huts and hammocks, you could re-create Gilligan's Island and maybe 'doze the castaways' huts every now and then just for kicks.

Obviously, using ships to transport people and cargo will be a priority in an island scenario, along with air travel—if the islands are large enough to accommodate airports. The mighty railroads, which usually rule the transport world on land, will be reduced to a small supporting role in the islands.

NEIGHBORING CONTINENTS

This is one of my favorite scenarios: the tips of two land masses, each coast in plain view but separated by the open sea. For the first few years the two countries will exist independently, with only an occasional plane or the rare ship connecting the two continents.

It'll be a race to see which company can seize the lucrative, long-distance routes across the ocean. You won't have enough money to exploit the opportunity early in the game, so you'll have to develop some local routes to raise the capital.

Later, when you're filthy rich, you can build a land bridge between the continents and establish the world's first transoceanic train service. Sort of.

CANYON

Haven't you always wondered what would it be like to build a major city at the edge of the Grand Canyon? Well, it's about time you thought about it. Using the high-level terrain base—and your land tool at its smallest setting—cut a narrow gorge down to sea level.

Okay, so this scenario doesn't really create any different challenges or opportunities for a transport tycoon. It just looks cool.

THE COAST

You can use the entire map to replicate a coastal environment. Build low hills on one side of the map, giving way to a broad coastal plain. Flow a river from the hills to the sea, ending in a delta.



Large coastal cities provide lots of opportunity for shipping and combined transport services.

For that popular rugged-coastline look, raise the land at the coast, creating steeper cliffs. You can then carve out bays, inlets, and peninsulas.

Transport Trivia

Much of the railroad line running between Los Angeles and Salt Lake City in the American West occupies a lonely expanse of desert. "There are not enough people on the whole of the line to fill a good-sized house," noted an engineer during the route's construction.



The terrain may have been desolate, but the route proved to be a vital link in the Western rail network. The Union Pacific subsidiary Oregon Short Line merged with San Pedro, Los Angeles & Salt Lake railroad to complete the link in 1892.

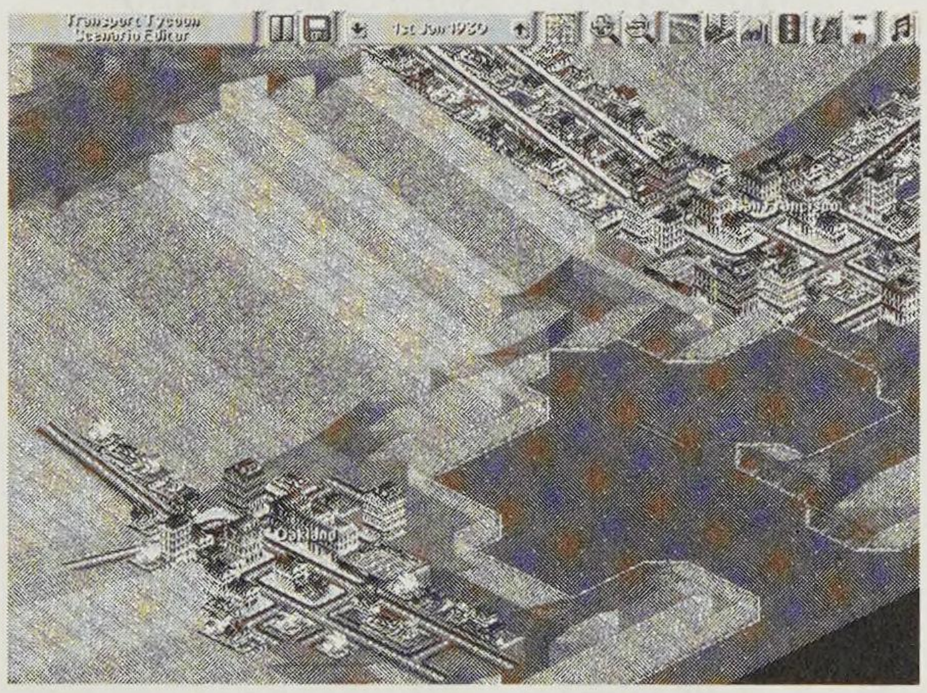
Placement of Cities

The power to place cities precisely gives you another means of dictating how your custom world will develop—and which strategies the competing companies will have to adopt. It's tempting to build a series of giant cities, but you'll find a more challenging game with a good mix of sizes and locations.

Cities as Scenarios

You can create a giant, isolated city, cut off from the rest of the world by an ocean or mountains, or two or three large cities, spread across the map with nothing but grass and trees in between.

Or you might try a world full of tiny towns, none larger than 200 or 300. They will grow, of course, but you and your rivals will face lower income for many years.



Okay, so it doesn't look exactly like the San Francisco Bay area. Approximating real regions and cities makes for an interesting game.

RE-CREATE YOUR WORLD

If you have a real talent for world-building, you might want to try to re-create different geographic regions: the San Francisco Bay area, southern Florida, the English Channel, part of the Great Lakes, or the Mississippi River delta.

The game doesn't provide all the tools to create really distinctive features—sorry, no white cliffs of Dover or snow-capped Rocky Mountain peaks—but you can approximate many real-world terrains.

After you create your real-life geography, you can place cities where they would be in the real world. Build Chicago on Lake Michigan or San Francisco and Oakland in the Bay Area. If you're familiar with the area, it's a simple matter to place outlying towns, mountains, valleys, lakes, and rivers.

Placement of Industry

The ability to place industrial and resource sites anywhere you like is another toy in your world-building toolkit. Whether you prefer your industries rare or plentiful, you can choose the sites to change or enhance a scenario.

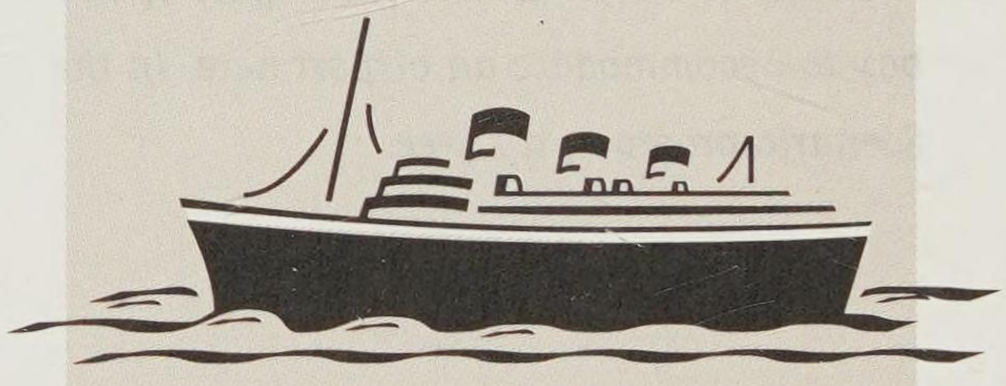
In an island scenario, for example, try placing resource sites on tiny, remote islands. An oil field on an atoll might be the missing link in a production chain—the only way to supply a refinery on the big island and produce goods you can sell in a nearby city.

Whatever the scenario, you can situate industrial and resource sites to make industrial links easy or virtually impossible. If you've created a region and a town to serve as your home base, you can place a network of sites nearby to feed the growing town.

You can place only one type of each industry and resource near each city. Otherwise, you can place these sites wherever you like, as long as there's room for them.

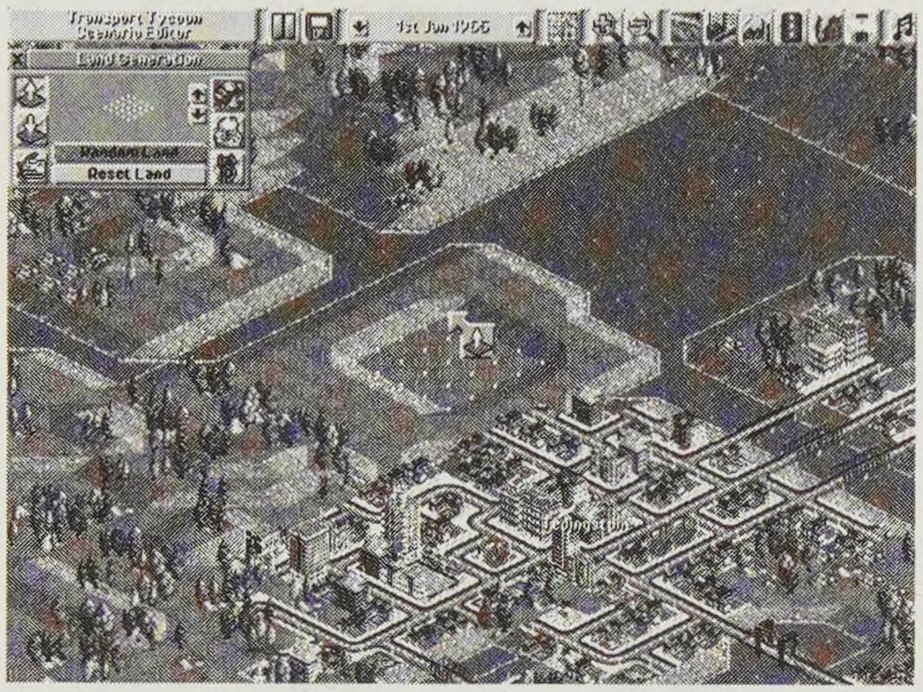
Transport Trivia

From Minnesota to New Orleans, the Mississippi River serves as a major transport artery for both river traffic and trains. Railroad tracks run on each side of the river for almost its entire length, with trains and barges often passing each other, bearing the same cargo up and down the river.



Using the Scenario Program to Cheat

If moving mountains and traveling through time aren't enough to satisfy your hunger for power, you can use the Scenario program to prepare the world for your first expansion projects. Yes, that means you can cheat.



It would cost a fortune to fill in part of the bay to accommodate an airport here. In the Scenario program, it's free.

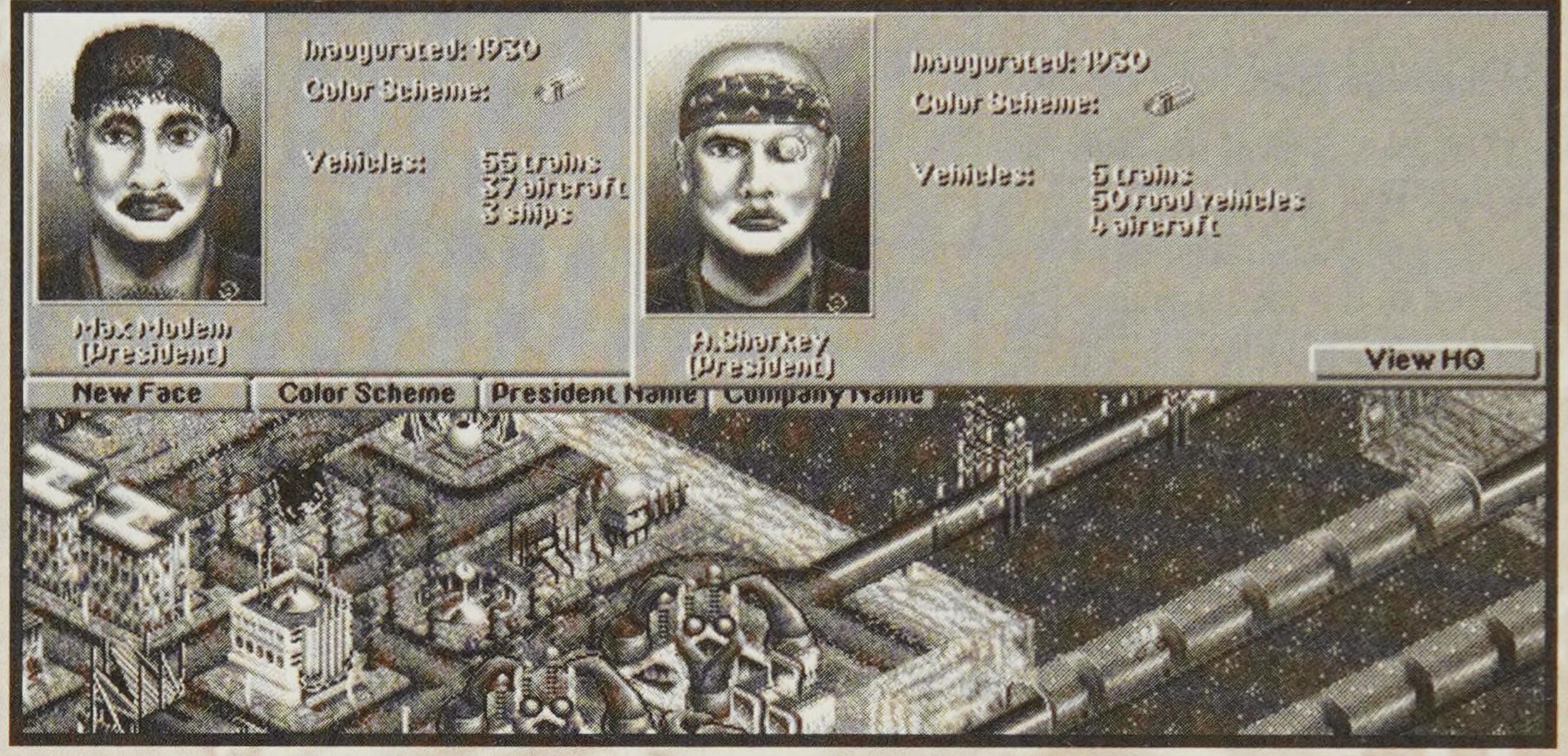
Because you can make these changes before the dawn of time, you can get a significant head start on your opponents. While they are frozen in time, unable to cut down a single tree, you can busy yourself landscaping the world to save yourself plenty of money and time once the game actually begins.

You can cut your way through mountains, fill in lakes, and clear areas around towns to accommodate airports and train stations. And you can do all this without spending a dime and without angering city councils with your destructive bulldozers.

But can you live with yourself after engaging in such blatant underhanded tactics and outright cheating? Of course you can.

CHAPTER CHECKLIST

- ☐ Strategically place towns and industries to make connections easier—or nearly impossible.
- ☐ Use the Scenario program to re-create real-world regions, such as the English Channel or the Mississippi River.
- ☐ If you're tired of the nickel-and-dime transport business of the 1930s, start your career in 1965, a month before jet aircraft are introduced.
- ☐ The Scenario program lets you gain an advantage—an unfair one—over the competition by preparing towns and terrains for construction, before the game begins.

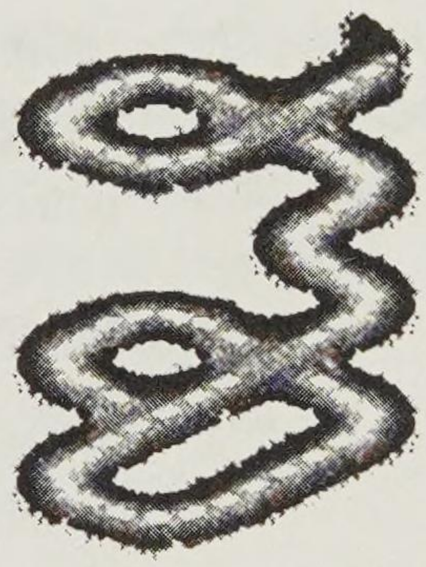


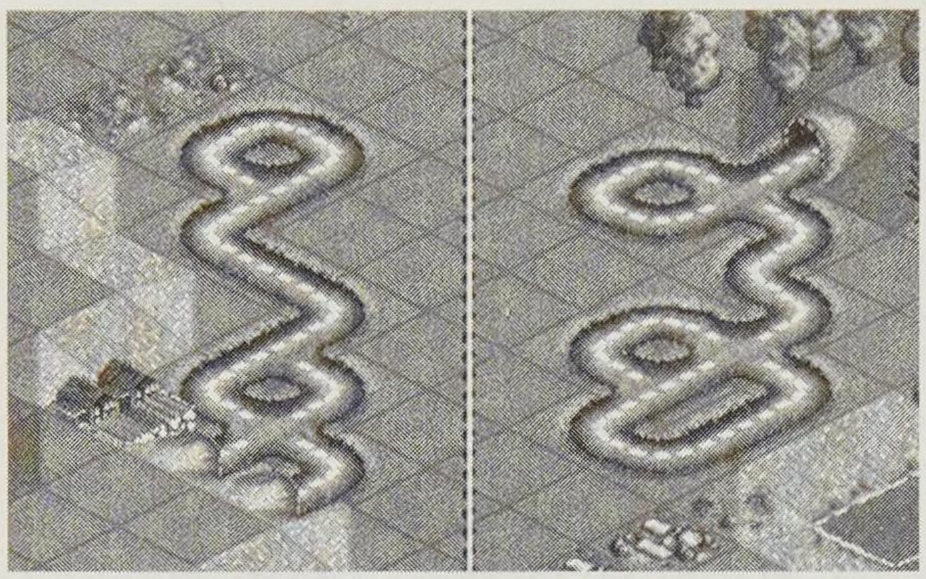
Chapter 12

THE HUMAN FACTOR

MODEM PLAY: THE ULTIMATE CHALLENGE

So you've built enough transportation empires to stretch from Earth to Mars, and then you built a few on Mars in the Transport Tycoon Scenario disk. And while the computer opponents can put up a pretty good fight, you can usually overcome them eventually. But how would you fare against a more worthy opponent? Someone with a real brain, maybe, like your accountant buddy, or your Aunt Sally, or that weird kid down the hall.





This is the sort of stupid stuff a computer opponent can do.

The computer rivals keep their trains running on time, but they lack the human quality that makes for a true challenge—imagination. The "artificial intelligence" of the computer is incapable of the sort of grand strategy—and dirty tricks—that allows you to trample your computer opponents

If you're ready for a real Transport Tycoon challenge, there's nothing like going up against a real human at the other keyboard, and that's what modem play is all about. If you've got the equipment and a playing partner, you're in for a far more interesting and enjoyable game.

Getting Started

You're on line with a modem, and your cousin is waiting at her computer across town. Get ready for some bitter house-to-house tycooning. But before you start trying to drive your friend into bankruptcy, you need to make sure the two computers are ready to make the link.

Know Your Com Port

The game gives you only two choices, com ports 1 and 2. Usually, you'll have a serial mouse on one port and the modem on the other. If you don't know which com port your modem uses, just give it a simple test from within the game. On the two-player menu, enter a phone number, choose Modem (Send), and then click Attempt Connection.

If you chose the right com port, you should hear a dial tone pretty quickly. If you don't, switch the com port setting in the game and try again. Press the Esc key if you're not ready to make a connection.

The World on a String

The most important piece of information you need for a successful modem connection is the initialization string, a long series of characters that tells your modem how to behave. You'll find the string in the documentation that came with the modem.

If you can't find the string for your modem, you'll need to call the manufacturer. Otherwise, you'll have to experiment. There's a default string already set up, so give that a try. It works for several types of modems, but you'll want to get the right string eventually since an incorrect string can slow modem play to a crawl.

Hooking Up

After you've determined that each computer is ready to use the telephone, both players need to set up the game for a modem link. When you're ready to play, decide who will place the call. That player sets the difficulty options that will apply to both opponents.

The caller selects Modem (Send) and the answering player selects Modem (Receive). Both click Attempt Connection and wait for the call to go through. When the link is made, each player's computer will go straight to the main menu, where either of you can choose to start a new game, load a scenario, and set the game options. Congratulations! You're on line with another tycoon!

Transport Trivia

Buses began to challenge the dominance of the railroad as the most popular form of public transit early in the 20th century. The buses were crude and the roads were rough, but they offered a versatility of service the track-bound trains couldn't match.

Early bus service in the United States and Europe was largely confined to routes within cities since there were few paved roads connecting towns. The lack of good roads didn't hold motor transport back for long, though. In 1912, an unemployed miner named J.T. Hayes bought a Model T Ford and began hauling passengers between San Diego and El Centro, California. Hayes picked up his San Diego passengers in front of the Pickwick Theatre, so he called his "bus" line Pickwick Stages.



In 1914, another miner, Carl Erie Wickman, outfitted a seven-seat touring car with ten seats and opened a route in Minnesota, making hourly trips from a saloon in Hibbing to the fire station in the town of Alice, four miles away.

By 1930, these two early bus companies were absorbed by the Greyhound Corp., the first of America's great consolidated bus lines.

Bus transportation quickly overtook the railroads. By 1940, intercity bus lines were driving 188,000 miles a year and carrying 380 million passengers. By 1960, they were traveling 238,000 miles and carrying 460 million passengers, 35 percent more than the railroads.

Transport Trivia

In America, the development of motorized transport sent railroads into a long decline as a means of transporting both passengers and freight. In Europe, however, rail travel was still thriving throughout the century. In 1960, the rail systems of Czechoslovakia, Germany, Hungary, Poland, Italy, and the former Soviet Union *each* carried more passengers than all the railroads in the United States.

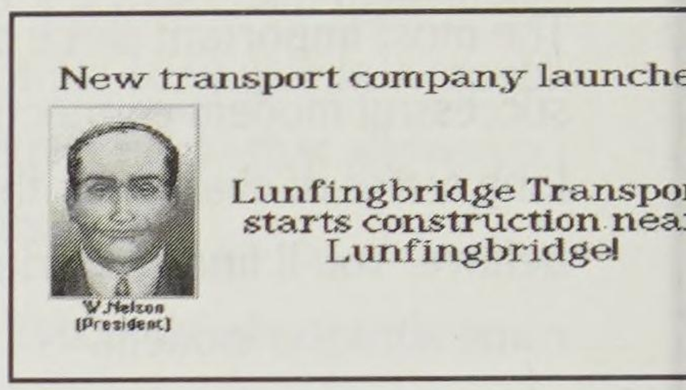
With rail mileage shrinking in the United States, the railroads sought to improve their financial lot by cutting back on unprofitable services and concentrating on the more lucrative long-distance routes.



America's love affair with the automobile, however, doomed the railroad to second-class status as a means of transportation. Despite faster, more luxurious trains, passenger traffic was slipping away from the railroads. By 1962, trains transported only 2 percent of the country's intercity travelers, a decline that has continued since.

Who Does What

Don't waste time marveling at the miracle of modern communication. The clock is ticking, so get to work quickly. Each player is free to move around the world at will and jump right into construction at any time. When your competitor is ready, you'll get a message telling you about a new transport company that was just launched, and you'll know your human opponent is in business.



Finally, a worthy opponent! A hum
competitor is a much better test of
your transport-building skills.

The game works pretty much the same as when you're playing against computer opponents. You'll see your modem rival clear land and build stations, and you can check on your competitor's operations with the various tools described previously in this book.

Difficulty Settings

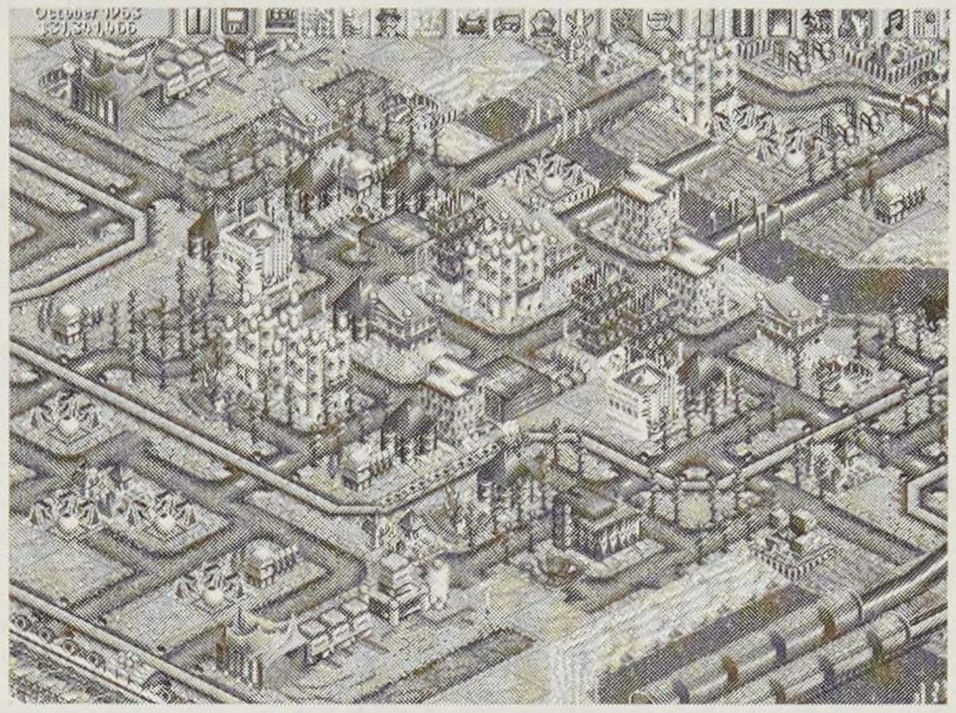
Both players will be operating under the same rules, so make sure you hash out the difficulty settings before starting a modem game. In particular, think about whether you want computer opponents to join the fray. Do you want to go head-to-head against your modem rival, just the two of you? Or do you want to throw in a wild card in the form of a computer competitor?

We'll look more closely at how this will affect the game, but it's a decision both players need to work out before launching their careers. For a more detailed discussion of the difficulty settings, see Chapter 1.

Game Options

Just as in a game against the computer, some of the game options can be changed to suit each player after the game begins. If you want to play on Earth and your modem opponent prefers the Martian terrain, that's fine. It won't affect game play, and you'll each have a very different perspective.

The two players can change other options independently, including the type of currency, driving on the left or right side of the road, and whether you measure in miles or kilometers. It doesn't matter whether you're dealing in dollars or yen. It's merely a matter of personal preference.



Your modem opponent is from Mars; you're from Earth.

Make Up Your Own Rules

Before beginning a modem session, you and your partner should establish the rules. Use the Chat mode to allow for bathroom breaks and other scheduling concerns. But you should decide beforehand what time the session will begin and what time it will end.

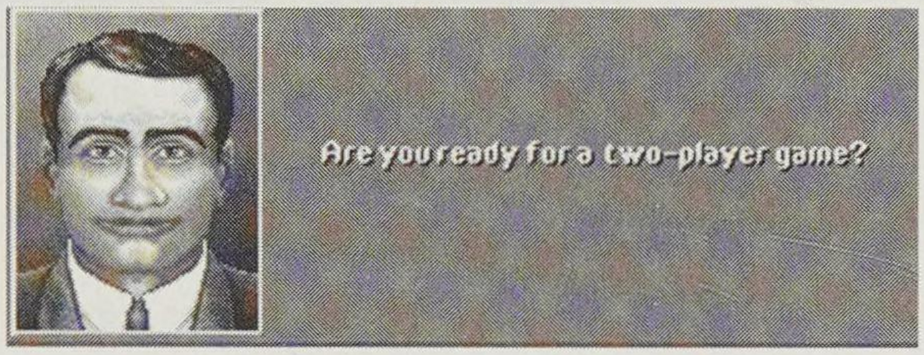
Most important, the players should agree on how to handle dirty tricks. The dastardly techniques that work against the computer (discussed in Chapter 10) are just as effective against a human player, even your little sister. Later in this chapter we'll take a closer look at how dirty tricks can impact a modem game.

Before beginning a two-player game—either in a random world or one you've created—pause the game to give both of you a chance to examine the map and plot strategy. Using the Chat mode, each player should let the other know when he or she is ready to begin. Then unpause the game, dive right in, and start tycooning.

Duel of the Pause Buttons

Remember when you could pause the game anytime you liked while you pondered your next stroke of strategic brilliance? Well, forget it in a modem game. The Pause button works equally well for each player, so your opponent can restart the game each time you pause it.

Both players need to agree on how to handle pauses or whether to allow pausing at all. The best solution: forget about the Pause button. Let time roll on, forcing each player to deal with it.



If you've included computer opponents for the human players to compete against, the humans can team up on the computer by agreeing to pause the game while they plan their next moves. Use the Chat mode to agree on a time to pause the game. Then you both can plot your strategies, while the computer opponents are helplessly frozen. When both players are ready to resume, either player can click the Pause button to resume play.

Chat Mode

Click the Message icon and then highlight Send Message. Type in a clever comment, insult, taunt, or threat, and then hit the Enter key. There! You've used computer communication to offend a friend.

Aside from insulting your opponent, the Chat mode is useful for scheduling breaks and deciding when to save games.

Saving Games

Saving games can get a bit tricky. When resuming a two-player game or starting a saved scenario, each player must have the same saved-game file. The safest method is to let one player save the game and then transfer the file electronically to the other player, using the modem and communications software. If both players belong to an on-line service, they can use it to transfer saved-game files.

If you can't exchange files electronically, make sure both players save the game at the same time. If one player's save file is just one day off in game time, you won't be able to restart the game the next time you hook up with a modem. Thanks to the Pause button, this shouldn't be a problem. Use the Chat mode to agree to end the modem session, and decide who will pause the game. When one player pauses the action, the game freezes at the same time for the other player. Both players can then save the game and sign off, ready to do battle another day.

Including Computer Players

Computer opponents can still play a role in modem games, and in fact, they can put quite a twist on your human battles. The limited capability of computer-controlled players is strengthened a bit by the presence of two human players. And they're bound to get in the way, so their mere presence will influence the course of a game.

You Need a Friend

If you don't have anyone to play with, create a human opponent. Find someone you know who has a computer and a modem, and show them the game to see whether they might be interested. Say something to get their attention, like, "Hey, wanna get your butt kicked in a game of Transport Tycoon?" They won't know what you're talking about, of course, but it might just strike up a conversation.

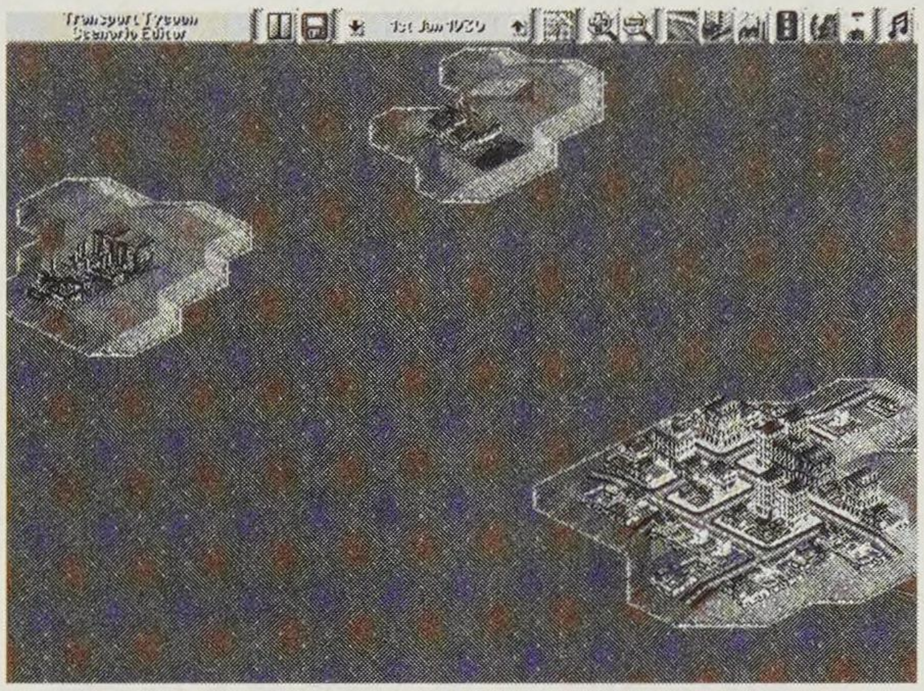
TIP

On-line services like CompuServe and Prodigy can be a gold mine for information about Transport Tycoon. Check the modem games sections to find other Transport Tycoon addicts. There you can find modem opponents, check for MicroProse patches, and upgrade files, or maybe download some saved worlds created by other tycoons.

To see whether there are any tycoons available for a local-phone modem game, post a message telling folks your area code or what town you live in. Even if you can't find a modem opponent, you might pick up some tips from other players.

Using Transport Tycoon Scenario

With the Scenario program, you can design worlds especially for two-player games. Unfortunately, modem players can't work together to build a world. But you can still customize the world for a two-player game.



The island-hopping strategy of this scenario should make for an interesting two-player game.

For example, you can set up two distinct regions of cities, each with its own set of industries. Separate the regions by water, mountains, or open plain. Arrange for each player to develop a region separately for a set amount of time before challenging each other's empire.

A world of ocean and islands makes another interesting scenario for two-player games. Each player claims one island as a home base. After that, the race is on to see who can control the most profitable routes.

The possibilities are endless. See Chapter 11 for some other Scenario ideas, and experiment with adapting them for two-player games.

Starting a Scenario

After you've made the world and saved it as a scenario, just load it from the main menu as you would in a one-player game. Again, both players should agree on a scenario before starting a modem game. Pause the game to give both players time to study the map before starting the action.

The player who created the map and the scenario has a distinct advantage, being more familiar with the location of towns and industries. Make sure the other guy gets a chance to study the situation before you begin.

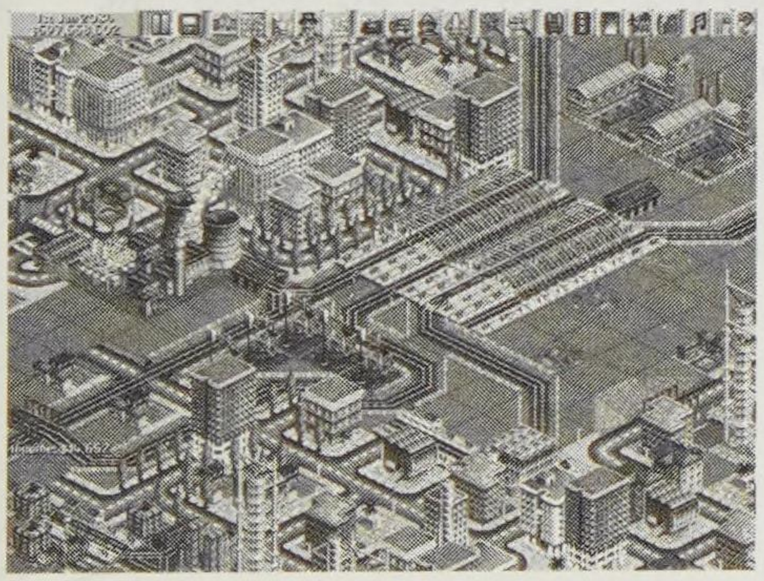
Head-to-Head Strategy

With a human opponent on the other end of the phone line, Transport Tycoon becomes a whole new game. You might have gotten by with a policy of ignorance in dealing with the less-than-brilliant computer opponents, paying them little attention until they got in your way. You can forget that strategy now. Against a real person, you're going to be in for a fight at every turn as you plot to build your empire.

The same strategies covered in earlier chapters still work, but you're going to be challenged by an opponent who can actually think—not just carry out programmed instructions.

Strategy: The Big Picture

The artificial intelligence of the computer-controlled opponents is designed to represent different strategies, and they work pretty well. Some computer opponents will focus on a particular form of transportation and be content with a small operation. Others will be much more ambitious and ruthless, challenging you at every turn. But none can match the cunning of a human opponent, so you'll have to adjust your strategy for a modem game.



Two human players going after this prime passenger route makes for a more challenging game.

Transport Trivia

America's first railroad was the Baltimore and Ohio, which opened for business in 1830, using horses to draw cars on a 13-mile stretch of track. The B & O replaced the horses with the *Tom Thumb* steam locomotive two years later.



The lesser-known Charleston and Hamburg Railway won the distinction as the first steam-only passenger rail service in the United States. The company opened a six-mile route in South Carolina in 1830. By 1836, the Charleston and Hamburg was hauling passengers on a 136-mile line, making it the longest rail route under single management in the world.

The Charleston and Hamburg scored another first with the world's first train headlight—a fire burning on a flatcar, pushed ahead of the locomotive.

Transport Trivia

Monorails may seem like a futuristic vision of mass transit, but the monorail concept is firmly rooted in the past. One of the feature attractions at the 1872 Exposition in Lyon, France, was a monorail line three-quarters of a mile long. A monorail in Wuppertal, Germany, has been operating nearly flawlessly since 1901.



You've probably noticed that computer competitors tend to be very fond of industry. Often, they'll go after industrial subsidy offers first, leaving you to grab the profitable passenger links. When you start raking in the big bucks with your passenger routes, a computer opponent will challenge you, but it's often too late.

A human opponent isn't as shortsighted. If you've gotten used to ignoring your competitors early in the game while you pursue your own grand strategy, you may be in for a rude surprise. The computer players are short-term tacticians; they fail to recognize future potential from a strategic perspective. People, on the other hand, anticipate the future and prepare for it. That makes them more dangerous opponents.

Watch Them Work

Above all, you need to stay informed about what your modem rival is doing, and where. Checking on the operations of a computer competitor is important; keeping tabs on a modem opponent is essential.

When you get a news flash alerting you to a new service launched by your opponent, go to the scene immediately to see what's happening. Look for your rival's likely next step. If he or she starts passenger service between two towns, see whether there's a logical link to another town. If it's a potentially lucrative network, you may have to respond.

A Different Game

You look at a group of small towns and foresee a money-making network of bustling cities in the future. Your computer opponent looks at the same group of towns and doesn't see enough immediate business, so he bypasses the smart strategic move to go after the short-term payoff of an industrial connection.

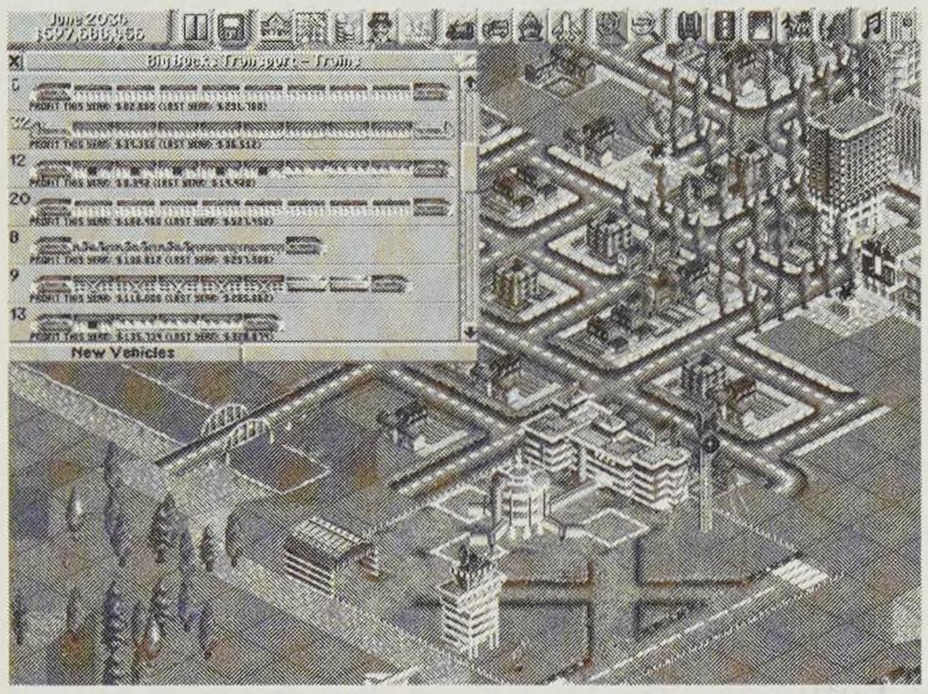
A human opponent, on the other hand, recognizes the same sort of future potential as you do. So you can forget about getting all the main passenger routes unchallenged. Instead, you're likely to come up against your modem rival at just about every turn. That subtle but fundamental difference between the way humans and computers "think" can make for a vastly different game from the one you're used to playing.

Tactics on the Front Lines

Against a human competitor, you'll also have to adjust how you handle your company's day-to-day operations. The techniques you employ—such as linking stations and building a remote station—are beyond the capabilities of a computer opponent. But your modem competitors will know those same tricks (if they've read this book).

More Advertising

The greater competition will force you to spend more money to attract passengers to your stations. Be ready to spend some money on advertising each time you go up against a modem player for passenger service. Planting trees around your station will help, too. You need every edge you can get.



Against a real live opponent, you'll need to monitor every route, looking for ways to squeeze more profits out of your operations.



Better take a close look at that new vehicle. It just might give you an edge over the person at the other end of the phone line.

Pressure to Perform

Against the slow-witted computer players, you could afford to be a little lazy in running your operations. If you developed a sound fundamental strategy, that was usually enough to keep ahead of the competition. It's a different world now, and you're going to have to keep your operations lean and mean in order to stay ahead.

Forget about playing golf three times a week or jetting to Australia for some scuba diving. You're in a fight now, and there's no idle time. You must monitor all your transportation services constantly, looking to become more efficient at each step. If a train is leaving five passengers behind, add a car. If a plane is flying half empty, move it to a route with higher demand.

More Frequent Vehicle Upgrades

If you got into the habit of waiting until your advisers warned you that a vehicle was getting old before you replaced it, you need to rethink that policy. Faster vehicles with greater capacity will mean higher revenues, and the more quickly you put them into service, the more money you'll make. You still need to measure a new vehicle's increased performance against its reliability, but if that new plane is faster and bigger than the planes you're using now, put as many into service as you can afford.

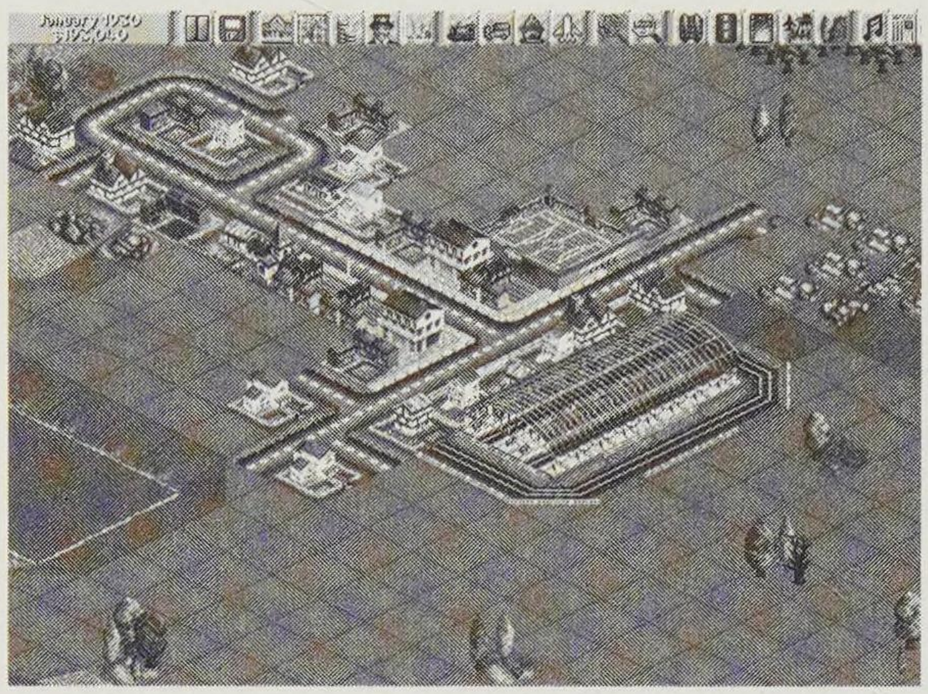
And when you're offered exclusive rights to a new vehicle, take it. It's a gamble that might cost you some money, but that new plane or locomotive just might give you the edge you need to beat out a modem rival for a profitable route.

A Second Look at Subsidies

Since you now have a more challenging opponent, the bonus income offered by subsidized services deserves another look. With increased competition, income is going to be a little less plentiful, so the higher subsidized rate can be very attractive. If the subsidy offer is for a passenger route, go for it. If you're offered a subsidy on an industrial route, take a hard look at it before you dismiss it. Unless pursuing the subsidy will seriously postpone an important expansion project, you should probably go after it.

The Bottom Line

You and your modem opponent will probably be going after many of the same services, so the heightened competition for those routes will mean lower revenue for both players. You'll have precious few choice routes all to yourself. With a real human being at the other end of the phone line, keeping tabs on your opponent's operations becomes even more critical. If your Aunt Sally is kicking your butt, find out why. Check the balance sheet and the Vehicle menu to find out where she's making her money. If she's amassing a fortune with medium-distance plane routes, maybe you should challenge her for the most profitable of those links.



This trick will shut down a human opponent, too. But a computer competitor won't see revenge.

CHAPTER CHECKLIST

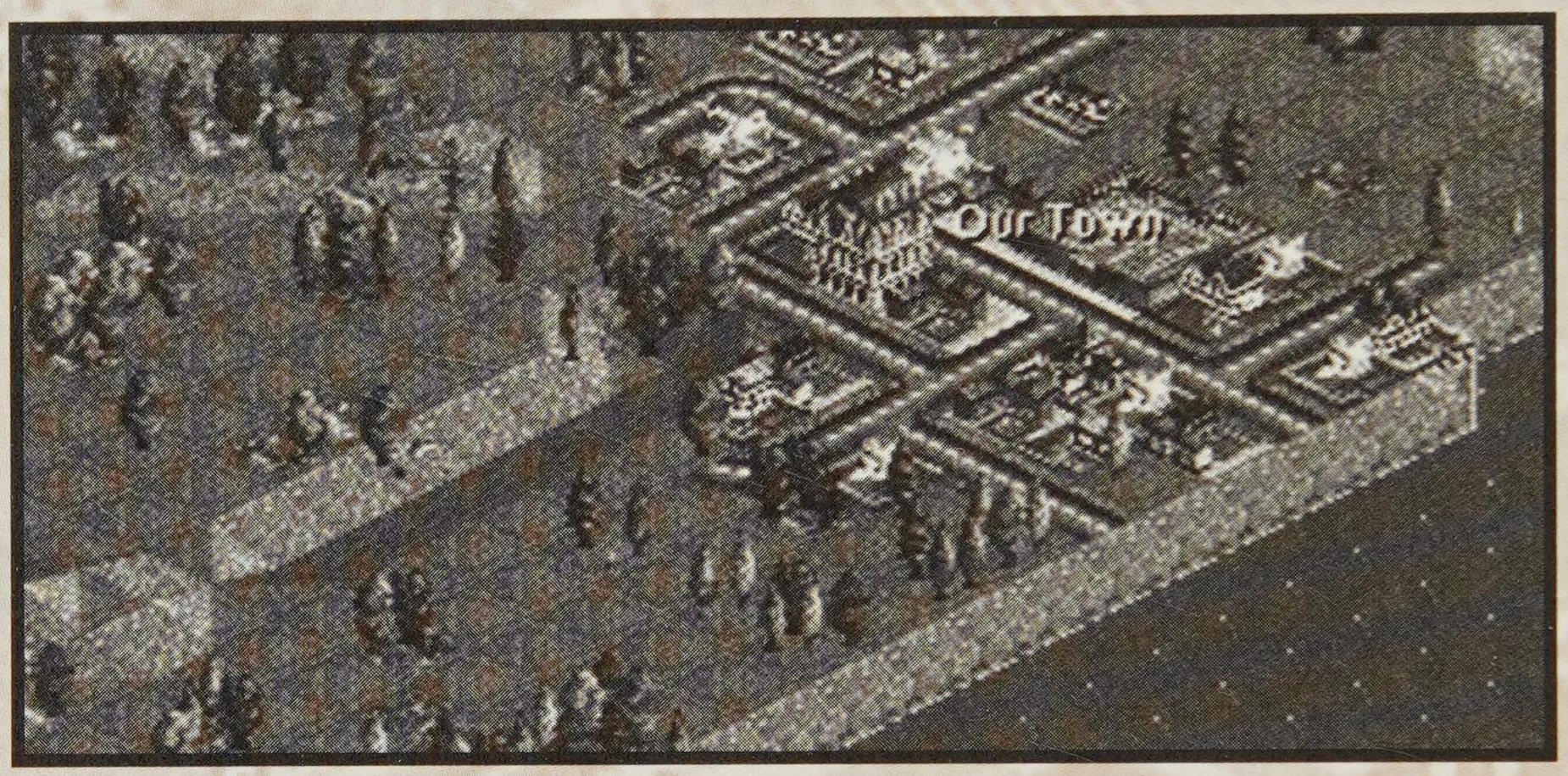
- ☐ **To avoid an agonizingly slow game speed, make sure you have the right initialization string for your modem.**
- ☐ **Use the Scenario disk to design worlds especially for two-player modem games, such as a group of islands.**
- ☐ **Think twice before employing the dirty tricks you used to beat computer-controlled competitors. Human opponents tend to get mad—and they know where you live.**
- ☐ **Against a tough human opponent, your income will take a dive as you battle for the lucrative passenger routes. You'll need to be a lean, mean transporting machine.**

Dirty Tricks

Yes, those same low-down, underhanded, cowardly tricks you used against the computer-controlled players will work against your Aunt Sally, too. The use of dirty tricks is definitely an aspect of the game that modem opponents should hash out before they begin.

The same tricks that seemed fun against the computer—cutting off a rival's road route by laying track over it or hemming in an opponent's new train station with your tracks—might not amuse your modem competitor.

If you choose to allow them, these unscrupulous tactics can lead to an ugly game. The dirty tricks and retaliations could easily escalate into, yes, full-scale nuclear war!



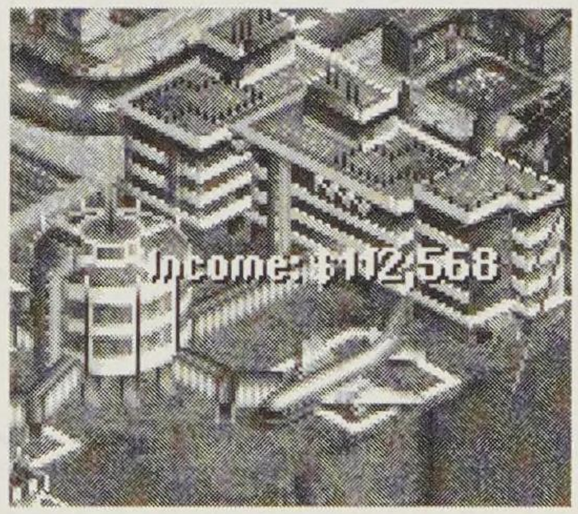
Appendix

EARLY GROWTH OF A TOWN

1930: IN THE BEGINNING (POPULATION: 454)

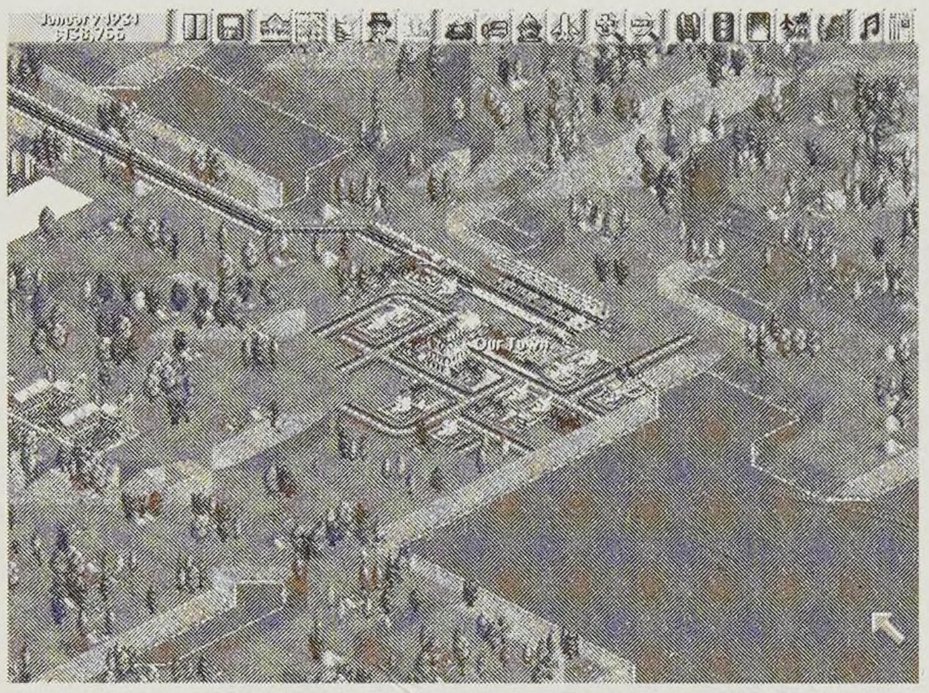
Oh, there it is! Our Town, a sleepy, quaint village, far from the hustle and bustle of modern life. No noisy trains or smelly trucks. No screaming airplanes or maddening traffic jams. At least that's the way it was before Transport Tycoon came to town.

Our Town has all the makings of a potential metropolis. The town is situated on a plain, beside a large lake. It already has an orderly road network and easy access from any direction. A farm and a factory located west of town are ideally situated to produce goods that can be sold in town.



Let's set up shop with a new transport company—call it Big Bucks Transport—and then see how the town responds to the business decisions of a tycoon over the next ten years.

1931: The Railroad Comes to Town (Population: 497)



The good citizens of Our Town have been trapped there for decades, so let's offer them a way to get out of town. The two-track station north of town will draw traffic from much of the downtown area, and our construction crews had to destroy only a couple of houses to make way for progress.

Just northwest of Our Town lies a town of comparable size, so it's a natural first link for a start-up transport company. After buying a locomotive, three passenger cars, and a mail car, we establish the first transport route in this world. Citizens cheer as the first train rolls out of Our Town's central station.

Big Bucks is a conservative company, so we've adopted a policy of controlled growth. Instead of building a second rail line this year, let's build up our account with an eye to building an airport and getting into the airline business in a couple of years.

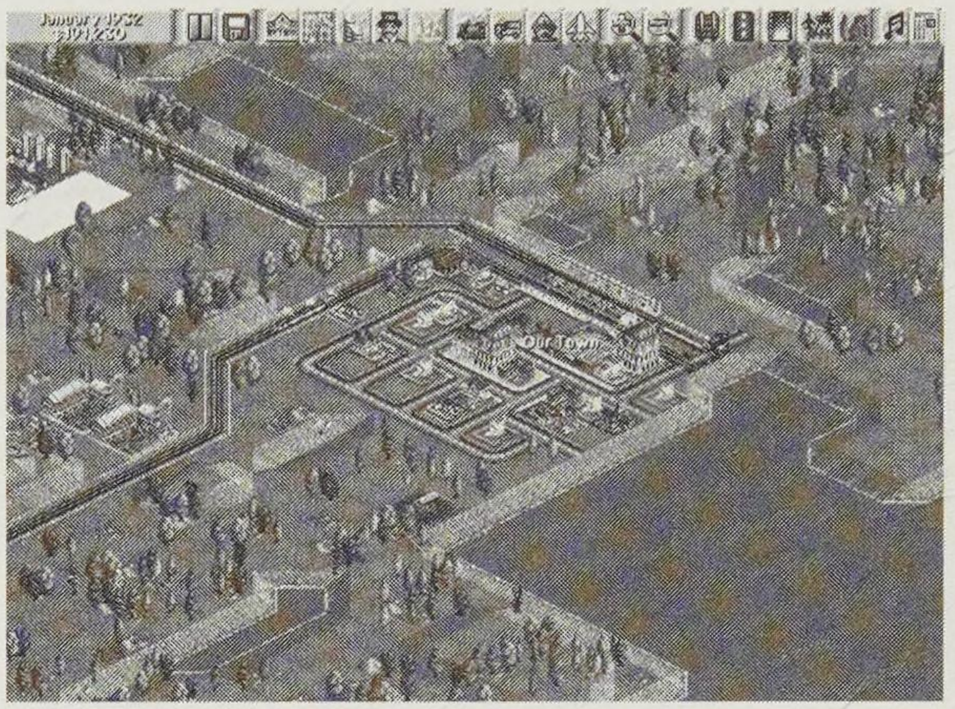
Though the construction has discouraged some growth, Our Town is already showing signs of waking up.

1932: Building a Network (Population: 575)

For a second passenger route, the company looks to the southwest of Our Town, where a link with a distant major city promises to be a profitable route.

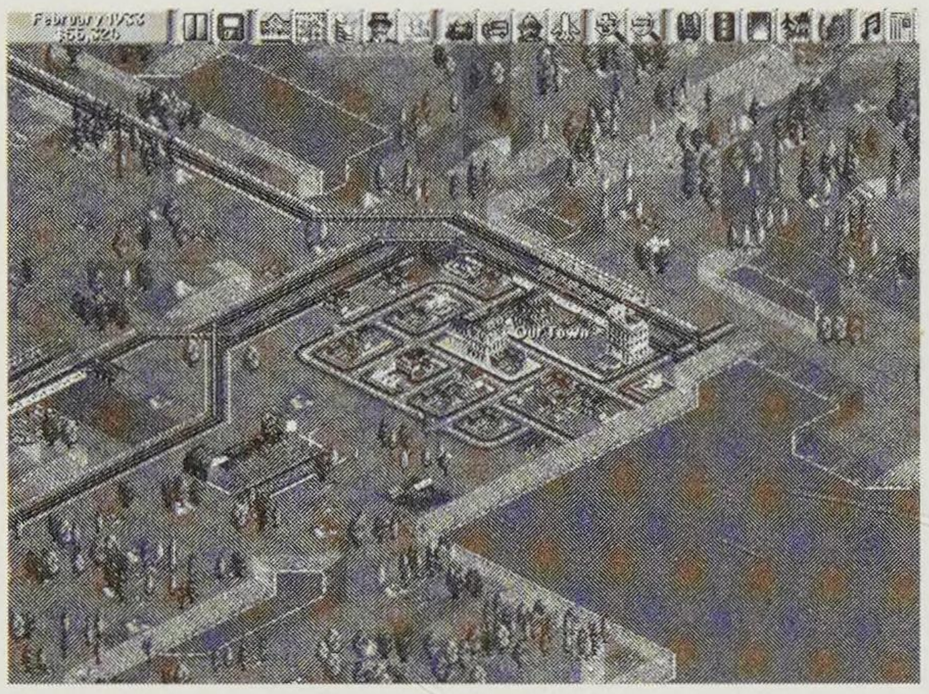
Cities love roads, so Big Bucks Transport brought in some crews to expand the town's road network. Since squares that are adjacent to roads tend to grow more quickly, this move should help nurture that underdeveloped section of town.

Our Town has grown slightly in the past year, but it isn't yet big enough to create a demand for goods, so Big Bucks Transport has delayed linking the farm and the factory.



There are two lines reaching from the northwest end of the train station, but none yet from the southeast end. The company lays track there anyway, running to the lake, to prevent any unwanted construction that might block future expansion.

1933: Getting Your Wings (Population: 749)



First, the good news. Our Town has grown rapidly in the past year, and the citizens are demanding goods. Big Bucks Transport moved quickly to meet that need, building train stations and railroad lines to haul livestock and grain to the factory, which could then produce the goods.

Now for the bad news. After we invested a small fortune to establish the industrial link and get the trains rolling, both the farm and the factory shut down and disappeared, leaving Big Bucks high and dry.

The good citizens of Our Town appreciated our help in completing their roads, and they've begun building toward the southwest. That growth is outside the coverage area of the train station, so Big Bucks Transport is missing business on that side of town.

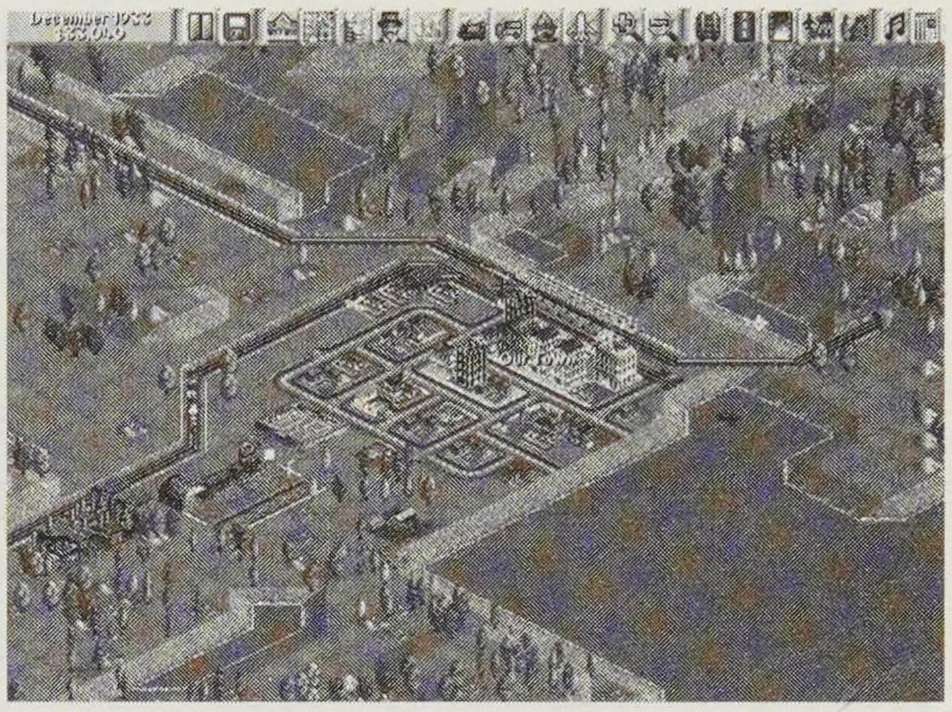
The company saved enough money to build an airport and buy one plane, so let's build the airport on the southwest side of town. With a train station on one side of town and an airport on the other, Our Town will be forced to grow between our two transport services.

Using the station-linking trick discussed in Chapter 3, we built a bus station just inside the southwestern city limits as an anchor for a station chain for an airport well outside the city.

After getting the first plane airborne—flying to a distant major city—Big Bucks Transport was confident enough to build its headquarters. That's right, we're working out of that shack down by the lake.

1934: Broke Again (Population: 932)

Thanks to Big Bucks Transport, Our Town is positively booming. The population has nearly doubled since 1930, and two more office buildings are under construction.

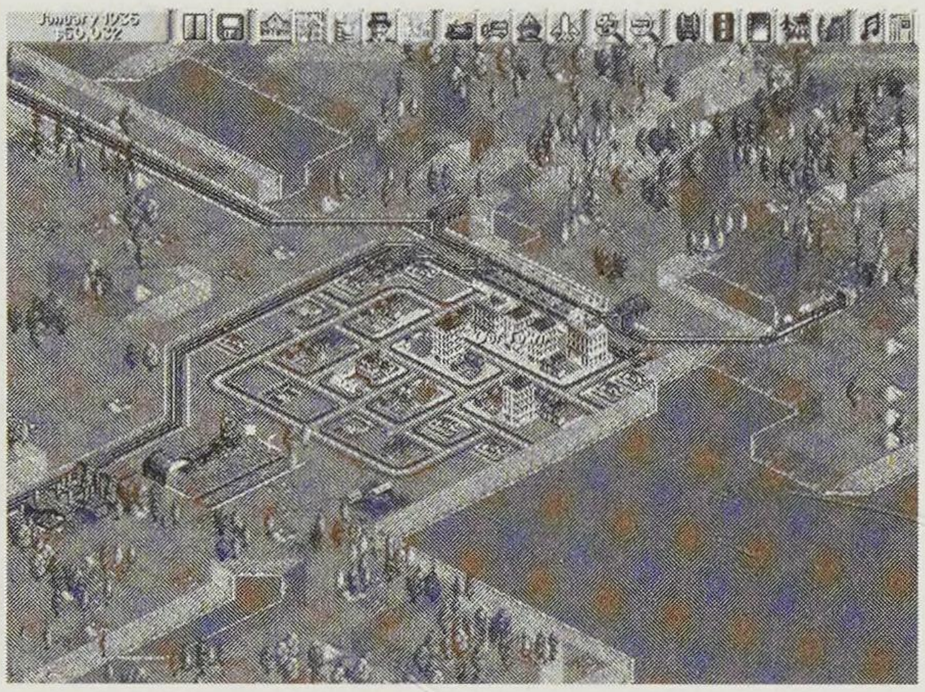


It's a good thing the town's doing well, because the company is nearly broke. After launching an airline and exhausting its credit, Big Bucks is forced to slow its expansion plans. But with two thriving passenger rail lines and an airplane bringing in capital, the expansion delay is only temporary.

After destroying the stations and rails serving the now-defunct industries, Big Bucks looks to the northeast, toward an ambitious link to a large, distant city. Crews build a line out of the station and then undertake a costly tunnel project beneath the surrounding mountains.

A steel mill has risen to the southwest of town, but there are no mines close by to provide the iron ore the mill needs.

1935: Return to Profitability (Population: 994)

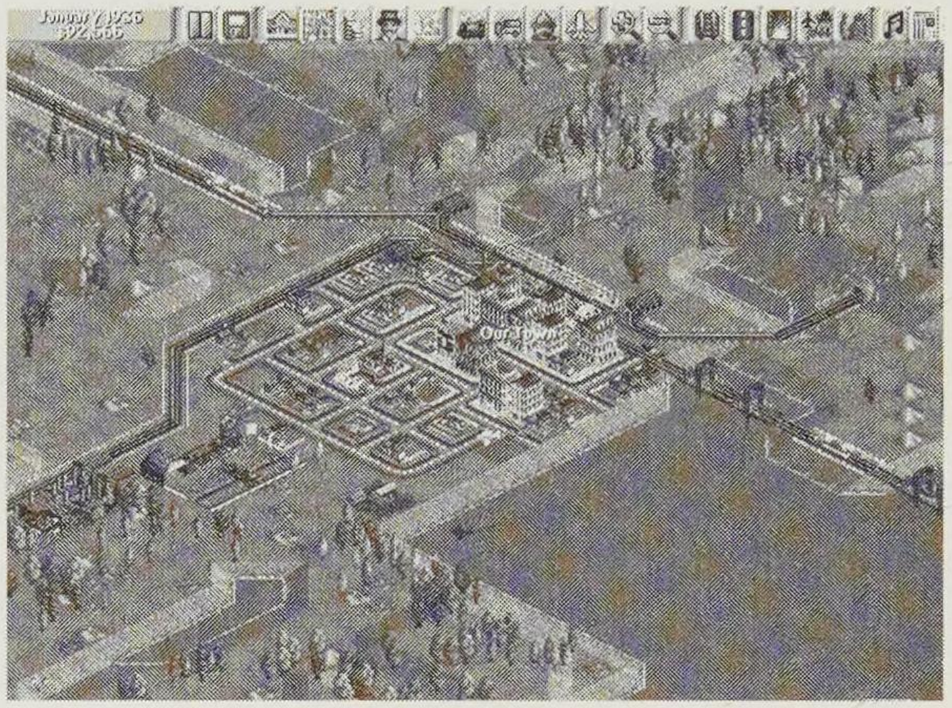


It's been a quiet year at Big Bucks Transport. The money is beginning to roll in, enough to finish the tunnel line to the northeast and get a train rolling on that route. As usually happens after a growth spurt, the rate of expansion in Our Town has slowed over the past year.

Money's still tight, so Big Bucks concentrates on expanding the town's network of roads. The new grid, extending to the southwest toward the airport, has already attracted some construction. And some brave folks are building homes alongside the railroad on the northwest side of town.

1936: Bridge to the Future (Population: 1298)

Our transport services helped Our Town to a tremendous year of growth. Tall office buildings are springing up all over downtown, and suburbs are beginning to take shape on the outskirts of town. That growth means more passengers, and more money for Big Bucks Transport.

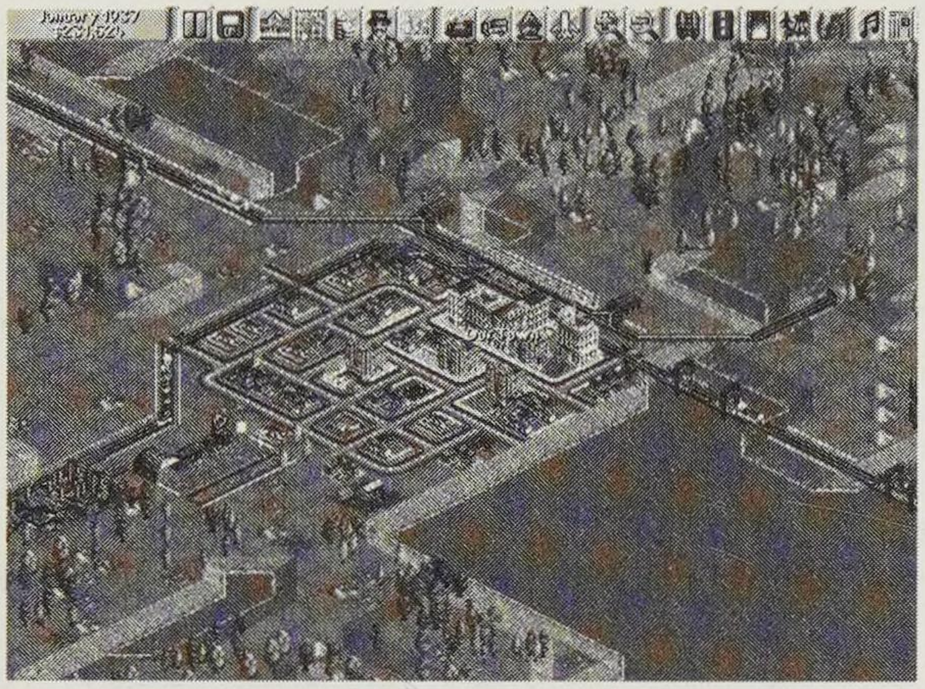


Stretching to the southeast, a new railroad line crosses bridges to connect with a smaller town. There's not a lot of demand there, but the route is long enough to command some expensive fares.

Big Bucks invested in a second airplane to serve the high-demand air route. Soon afterward, a stray zeppelin crashed into the airport, shutting down the facility for three months. Cash flow slows as our planes circle the airport.

During a lull in expansion, the company pays off half of its $200,000 debt. Since our credit's good, that money will still be available for another loan.

1937: Watching the Money Roll In (Population: 1468)



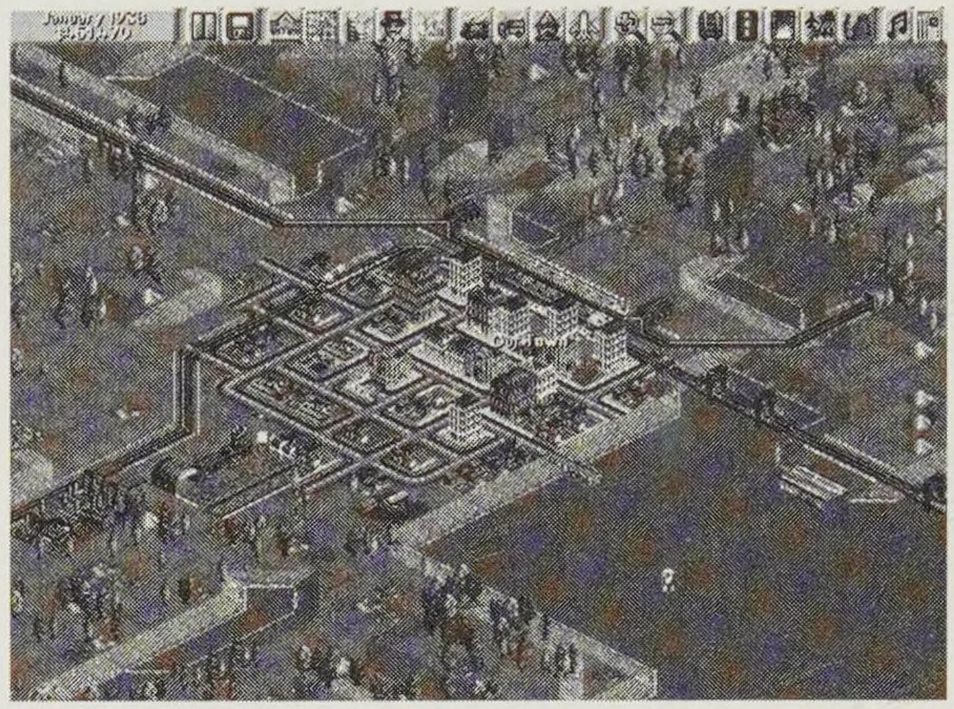
After a few lean months in the airline business following the mysterious zeppelin crash, the airport is open again for business. With each airplane bringing in about $6000 on each leg of the route, the cash registers are ringing up some nice business.

To be free of those expensive interest payments, Big Bucks Transport finishes paying off its debt.

Our Town has continued to grow steadily, though the population fluctuated wildly during the year, dropping to below 1500 after briefly topping 1700.

1938: Acting Like Onassis (Population: 1894)

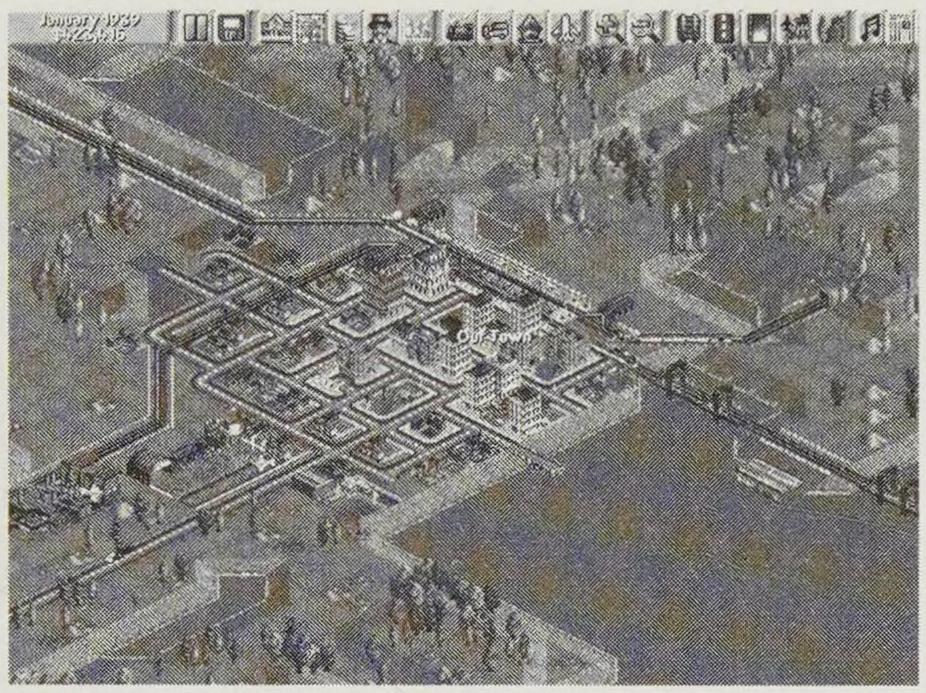
It's been another boom year in Our Town, with the population quickly closing in on 2000. With rail connections extending from town in each direction, Big Bucks has turned its attention to the airline business. The company builds another airport in a distant city and buys a plane to fly the route.



And since its executives won't be satisfied until they rule transport in the air, on the land, and on the sea, Big Bucks gets into the shipping business. Building a dock on the lake near downtown, the company establishes a passenger route to a city across the lake to the southeast.

The citizens themselves are adding to Our Town's network of roads, building streets extending across the railroad track to the northwest of town. Let's hope their cars don't stall on the tracks.

1939: Growing Pains (Population: 1740)



Our Town has suffered through a tough year, with population falling for the first time since Big Bucks Transport came to town. A few buildings have vanished downtown, and growth has slowed in the suburbs.

Profits took a dive, too, after yet another zeppelin went up in flames and crashed onto the airport runway. With four planes now in operation, this four-month shutdown of the airport really hurt. The disaster not only closed the airport, it discouraged wary passengers from buying tickets.

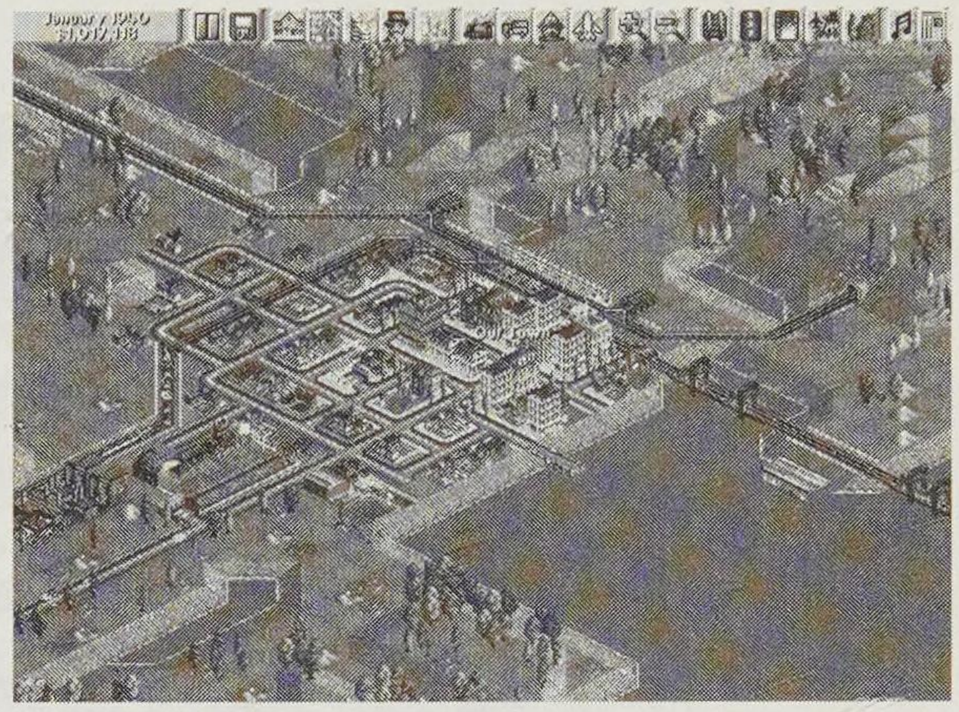
These setbacks haven't kept Big Bucks Transport from expanding. The city to the southwest, connected to Our Town by a rail line, has exploded in size. Our station there no longer covers most of the town. Big Bucks decides to launch a bus service between the cities.

Three buses are soon bringing in about $1700 each on every trip, so the modest investment will soon pay for itself.

Big Bucks has finally been able to upgrade its headquarters, replacing the embarrassing shack with a more suitable facility.

1940: Looking to the Future (Population: 2029)

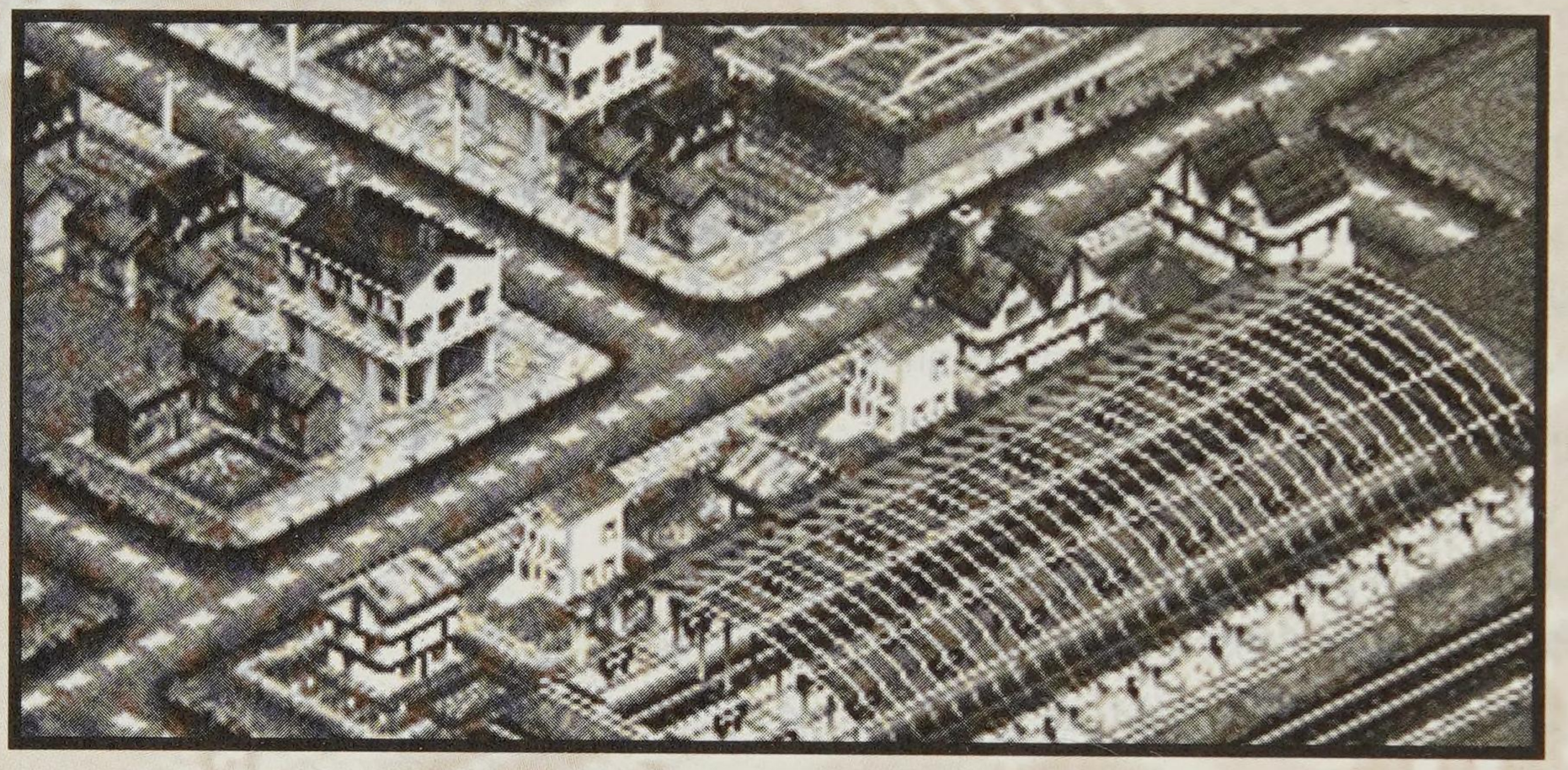
Our Town is back on its growth track, finally topping 2000 in population. The town has planted some trees to spruce up the downtown area, and the population is getting denser in the suburbs.



With all that growth to the southwest of downtown, the mail was piling up at the airport, so Big Bucks invested in a truck depot and three trucks to haul the mail to another city.

With the help of Big Bucks Transport, Our Town has blossomed into a vibrant city. Road and rail routes link the city to nearby towns in every direction, and profitable air routes provide connections to more distant locations.

What's next? That two-track station has served the town well enough so far, but we'll need to expand it to accommodate the long-distance routes that are next on the agenda. And when jets come along in the 1960s, we'll have to upgrade to a larger airport. Let's get on with it.



Bibliography

Allen, Oliver E. *The Airline Builders.* Chicago: Time-Life Books, 1881.

Benson, Gary J. and Fred W. Frailey. *Rolling Thunder: A Portrait of North American Railroading.* N.Y.: W.W. Norton & Co., 1991.

Cornwell, Edward Lewis. *The Illustrated History of Ships.* N.Y.: Crescent Books, 1974.

Firestone, Jr., Harvey S. *Man on the Move.* N.Y.: G.P. Putnam's, 1967.

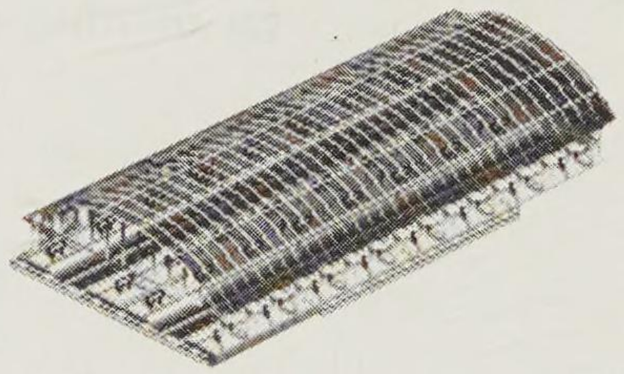
Fischler, Stanley I. *Moving Millions: An Inside Look at Mass Transit.* N.Y: Harper & Row, 1979.

Leuthner, Stuart. *The Railroaders.* N.Y.: Random House, 1983.

Mountfield, David. *The Railway Barons.* N.Y.: W.W. Norton & Co., 1979.

Transportation Through the Ages. Edited by G.N. Georgano. N.Y.: McGraw-Hill, 1972.

Walters, Brian. *The Illustrated History of Air Travel.* N.Y.: Crescent Books, 1979.



INDEX

A

accidents, 127
advertising, 39, 124, 159
Aeromarine West Indies Airways, 5
air transport, 79–88
  disasters, 87
  routes, 84
  strategy, 121
airlines
  in 1920s, 5
  mail and, 103
airplanes, 80–83
  capacity of, 58
  early strategy, 22, 23
  exclusive rights to, 83
  upgrading fleet, 82–83
airports, 85
  combining with stations, 86
  coverage grid for, 35
  expansion room, 87
  size of, 86
  and town growth, 168
alternative graphics, 138

B

Balance sheet, 107
Baltimore and Ohio railroad, 157
bank account, 118
banks, 44, 137
base terrain, saving, 140
base world, 139–140
Boeing, 84
breakdowns
  of locomotives, 66
  of vehicles, 7, 12
bridges, 60, 96
Brown, Walter, 103
building projects, city council prevention of, 136
buildings, style of, 134
buoys, 97
bus stations
  building, 60
  coverage grid for, 35
  location, 57
buses, 151, 174
  early strategy, 20, 23
  history, 57
  scheduling routes, 61

C

canyons, 143
career, 6
cargo
  graph on units delivered, 109
  payment rates, 32, 43, 109
  waiting at stations, 104, 111
Charleston and Hamburg Railway, 157
Chat mode, 153, 154
cheating, 127–130
  with Scenario program, 146
cities, 24, 117
  growth of, 30–32
  number of, 7, 9
  placement in Scenario program, 144
  ratings in, 111, 121, 136
  as resources, 44
  supply and demand of, 32
  train stations in, 66–67
city council, 32–34
  projects stopped by, 136
City Generation, in Scenario program, 135–136
City menu, overall rating in, 33
coast, 143
Com port, for modem, 150
combined stations, 36–37
  on Station menu, 102
Company League table, 109
competition, 4. See also modem play
  advertising and, 39
  blocking expansion of, 129
  challenging, 124–125
  from computer in modem play, 155
  construction projects of, 26–27
  construction speed of, 7, 11
  creating difficulties for, 127–129
  information about, 123, 158
  intelligence of, 7, 12
  maximum number of, 7, 8
  ruining, 122–126
  sale of operations, 126
  setting start time, 7, 9
  settings, 6
CompuServe, 155
concentration in industry, 5
Concorde, 84
connections, and train station, 67
construction
  and competition problems, 128
  cost of, 7, 13
  funding, 34
  speed by competition, 7, 11
continents, 142
Contours map, 105
costs
  of construction, 7, 13
  trucks vs. locomotive, 48
  vehicle maintenance, 7, 11
credit, 27
  initial loan, 7, 10, 119
  limit, 118
crosstown connections, 57

D

DC-3, 83
depots, 60, 71, 72
  and opposition, 129
  for ships, 97
diagonal railroad tracks, 129
diesel engine, 58
Difficulty menu, water level, 98
difficulty settings, 6–7, 116
  for modem play, 151, 152
dirty tricks, 127–129
  in modem play, 162
disasters, 7, 15, 87, 171, 174
diversification, 5
docks, 97
double tracks, 70

E

early strategy, 9–23, 116–118
economy, settings for, 7, 14
environment, 39
Erie Railroad, 31, 34
Europe
  first truck routes, 46
  rail travel in, 152
exclusive rights
  to airplanes, 83
  to city transport, 34
  to vehicles, 160
expanding towns, in Scenario program, 136
expansion, blocking competitor's, 129

F

factories, 44. See also industries
farms, 43
Fisk, Jim, 34
flight attendants, 82
Frye, Jack, 85

G

Game options, 6–7, 15
  for modem play, 153
G.M.C. trucks, 58
gorges, 135
Gould, Jay, 34, 124
graphs, 108–109
Great Northern railroad, 74
Greyhound Corporation, 151
growth
  of cities, 30–32
  potential for city, 24
  strategy for, 27

H

hand signals, 71
Harlem Railroad, 31
Hayes, J.T., 151
headquarters, 24, 34, 174
helicopters, 83
Highball Express, 5
Hill, James J., 74
home turf, protecting against competition, 125
houses, destroying, 35
hovercraft, 95
hub city, 24

Hudson River Railroad, 31
Hughes, Howard, 85
hydrofoil, 95

I

Income graph, 108
industrial routes, 58
  competing for, 125
  for shipping, 93–94
  subsidy offer for, 161
industries, 24, 44, 117
  number for, 7, 10
  resources and, 42
  routes to connect, 43–44
  in Scenario program, 137, 145
  shutdown of, 46
  train stations for, 68
Industry map, 105
Ingison, Irene, 135
initial interest rate, 7, 11
initialization string, for modem, 151
intelligence of competitors, 7, 12
interest payments, 119
interest rate, initial, 7, 11
iron ore, 45
islands, 142
  resource sites on, 145

J

jet aircraft, 82
  airports for, 86
Johnson, Phil, 82

L

lake routes, 96
lakes, 7, 14, 73
Land Generation, in Scenario program, 135
land ownership, track and, 68
landscape, on distant planet, 138
lighthouses, 135
linking routes
  bus stations with dock, 95
  road routes to other, 59
loans, initial, 119
  maximum, 7, 10
locomotives, 64–65
  upgrading, 66
  vs. trucks, 48
long-distance routes
  air travel for, 22
  shipping rate on industrial, 43
long-term strategy, 120

M

mail, 34, 175
  and airlines, 103
  contracts for, 83
  ships for, 94–95
map, studying, 18
Map menu, 104–106
maximum initial loan, 7, 10
menus, 102–112
messages, 111
middle-distance routes, railroads for, 21
Mississippi River, 145
modem, initialization string for, 151

modem play, 152–162
Game options for, 153
information about opponent, 158
making connections, 151
Scenario program for, 156
strategy for, 157
monopoly, 8, 34
monorails, 74–76, 158
preparing for, 121
mountains, 13, 38, 73, 117
creating, 135, 141
multiroute stations, 72
music, 18

N

New Game button, 18
New York Central Railroad, 31
news reports, 158
subsidy offers in, 47
nonproducing routes, 43

O

offshore oil rigs, 83
oil platforms, 94
on-line services, 155
Operating Profit graph, 108
opponents, 111
output, 45–46
Owners map, 106

P

Pacific Greyhound Lines, 57
Packard trucks, 58
passenger routes, 24
subsidy offer for, 161
passengers, ships for, 94–95
Pause button, 18, 25, 27, 117
before saving game, 155
in modem play, 154
Pickwick-Greyhound Lines, 57
Place Town feature, 136
plateaus, 135
Player Information menu, 107
population size, of towns, 136
power plants, 44
Prodigy, 155
production, shifts in, 45
production industries, 44
train station for, 49, 68

R

railroad crossings, 60
railroad stations
to challenge competition, 124
combining with airports, 86
coverage grid for, 35
in distant cities, 26
industrial, 68
length of, 69
level access to, 38
planning for growth, 68
with waiting passengers, 66

railroad tracks
configuration, 69–73
diagonal, 129
and land ownership, 68
railroads, 63–76
cars, 75
deciding on routes, 49
early strategy, 21, 23, 118
history, 157
linking with ships, 96
locomotives, 48, 64–65, 66
between Los Angeles and Salt Lake City, 143
monorails, 74–76
reversing, 7, 14
and town growth, 166
vehicles, 64–65
women in, 135
Random Land button, 135
Random Terrain, 139
Random Town feature, 136
Ratings, 111, 121, 136
recession, 14
reliability of airplanes, 82
resource sites
placement in Scenario program, 145
shutdown, 46
station for, 49
resources, 43–44
cities as, 44
and industry, 43
reversing trains, 7, 14
Rickenbacker, Eddie, 88
rivers, 141–142
Road Construction feature, 137
road routes, 118
deciding on, 48
road transportation, 53–61. See also buses; trucks
crosstown connections, 57
industrial routes, 58
linking routes, 59
small-town connections, 56–59
road vehicles, 54–55
early strategy, 20
roadblock, 128
roads, 30
improvements, 33
Rocky Mountains, 74
routes
for air transport, 84
to connect industry, 43–44
creating first, 117
grouped by vehicle type, 110
scheduling, 61
for shipping, 93–96
Routes view, 105
rules, for modem play, 153

S

sabotage, 127
sale of operations, by competition, 126
save feature, 102
for base terrain, 140
for modem play, 155
Scenario program, 6, 133–147
cheating with, 146
components, 134–137
design, 139–143
for modem play, 156
using, 138–146
scheduling routes, 61
scorekeeping, 6

seas, 7, 14
selecting
station sites, 25
transport mode, 48
services, for cities, 136
Set Year option, for Scenario program, 134
shipping, 91–98
docks and depots, 97
early strategy, 19, 23
hovercraft, 95
lake routes, 96
routes, 49, 93–96
Sierra effect, 39
signals, 70
Signs feature, in Scenario program, 137
small-town connections, 56–59
speed, 38
Station menu, 111
stations. See also airports; railroad stations
airport placement, 85
anchoring chain, 59
buoys as, 97
cargo waiting at, 104
city council opposition to building, 136
combining, 36–37
combining with airports, 86
coverage of, 35–37
creating, 35–37
easing overcrowding, 58–59
first, 25
limits on, 37
name signs for, 15
Stations menu, 102, 104
statues, 33
steady economy, 14
steel mill, 45
strategy
air transport, 121
early, 9–23, 116–118
early on road routes, 56
expansion phase, 119
for growth, 27
long-term, 120
mixing transport modes, 23
for modem play, 157
for train station placement, 66–69
subsidies, 7, 12, 26, 47, 118
in modem play, 161
for road transportation, 20
supersonic aircraft, 82
supply and demand, of cities, 32
switching yards, 14, 21

T

terminal, for road transportation, 20
terrain, 73
and airport placement, 85
changing, 135
setting, 7, 13
and subsidy decisions, 48
topographical map, 105
Town Directory, 106
town growth, 165–175
and airport, 168
network development, 167
railroad in, 166
Town menu, 110
towns
name signs for, 15
renaming, 18, 19
subsidies from, 7, 12

track
diagonal, 129
and land ownership, 68
traffic jam, 60
train cars, 75
train stations. See railroad stations
Transcontinental Air Transport, 103
transmitter towers, 135
transport mode
diversification or concentration, 5
selecting, 48
transport rights, exclusive, 34
transport services, linking ships to other, 96
Transport Tycoon version 1.0, tunnels in, 130
trees, 39, 159
in Scenario program, 137
truck stations, building, 60
trucks
before World War I, 58
early strategy, 20
first routes in Europe, 46
linking with ships, 96
scheduling, 59, 61
vs. locomotive, 48
tunnels, 38, 73, 130
TWA, 85, 103

U

uneven economy, 14
United Air Lines, 82
United Aircraft, 103
United States, railroads in, 152
Units of Cargo Delivered graph, 109
Uppercru, Inglis M., 5

V

valleys, 135
valuables, transporting, 44
Vanderbilt, Cornelius, 31, 124
vegetation map, 106
Vehicle menus, 110
vehicles. See also airplanes; buses; trucks
breakdowns, 7, 12
income by type, 107
locomotives, 64–65
maintenance cost, 7, 11
replacing, 111
for road transportation, 54–55
ships, 92
train cars, 75
updating, 160
Vehicles map, 105

W

water, 140
water level, 7, 14
Western Airlines, 122
Wickman, Carl Erie, 151
winning, 5
women, in railroads, 135
world map, in Scenario program, 134
World Map menu, list of subsidy offers, 47

X

X-crossings, 71

For Every Computer Question, There Is a Sybex Book That Has the Answer

Each computer user learns in a different way. Some need thorough, methodical explanations, while others are too busy for details. At Sybex we bring nearly 20 years of experience to developing the book that's right for you. Whatever your needs, we can help you get the most from your software and hardware, at a pace that's comfortable for you.

We start beginners out right. You will learn by seeing and doing with our **Quick & Easy** series: friendly, colorful guidebooks with screen-by-screen illustrations. For hardware novices, the **Your First** series offers valuable purchasing advice and installation support.

Often recognized for excellence in national book reviews, our **Mastering** titles are designed for the intermediate to advanced user, without leaving the beginner behind. A **Mastering** book provides the most detailed reference available. Add our pocket-sized **Instant Reference** titles for a complete guidance system. Programmers will find that the new **Developer's Handbook** series provides a more advanced perspective on developing innovative and original code.

With the breathtaking advances common in computing today comes an ever increasing demand to remain technologically up-to-date. In many of our books, we provide the added value of software, on disks or CDs. Sybex remains your source for information on software development, operating systems, networking, and every kind of desktop application. We even have books for kids. Sybex can help smooth your travels on the **Internet** and provide **Strategies and Secrets** to your favorite computer games.

As you read this book, take note of its quality. Sybex publishes books written by experts—authors chosen for their extensive topical knowledge. In fact, many are professionals working in the computer soft-ware field. In addition, each manuscript is thoroughly reviewed by our technical, editorial, and production personnel for accuracy and ease-of-use before you ever see it—our guarantee that you'll buy a quality Sybex book every time.

To manage your hardware headaches and optimize your software potential, ask for a Sybex book.

For More Information, Please Contact:

Sybex Inc.
2021 Challenger Drive
Alameda, CA 94501
Tel: (510) 523-8233 • (800) 227-2346
Fax: (510) 523-2373

Sybex is committed to using natural resources wisely to preserve and improve our environment. As a leader in the computer books publishing industry, we are aware that over 40% of America's solid waste is paper. This is why we have been printing our books on recycled paper since 1982.

This year our use of recycled paper will result in the saving of more than 153,000 trees. We will lower air pollution effluents by 54,000 pounds, save 6,300,000 gallons of water, and reduce landfill by 27,000 cubic yards.

In choosing a Sybex book you are not only making a choice for the best in skills and information, you are also choosing to enhance the quality of life for all of us.

GET A FREE CATALOG JUST FOR EXPRESSING YOUR OPINION.

Help us improve our books and get a ***FREE*** full-color catalog in the bargain. Please complete this form, pull out this page and send it in today. The address is on the reverse side.

Name _____ **Company** _____

Address _____ **City** _____ **State** ___ **Zip** _____

Phone ( ) _____

1. How would you rate the overall quality of this book?

- ❑ Excellent
- ❑ Very Good
- ❑ Good
- ❑ Fair
- ❑ Below Average
- ❑ Poor

2. What were the things you liked most about the book? (Check all that apply)

- ❑ Pace
- ❑ Format
- ❑ Writing Style
- ❑ Examples
- ❑ Table of Contents
- ❑ Index
- ❑ Price
- ❑ Illustrations
- ❑ Type Style
- ❑ Cover
- ❑ Depth of Coverage
- ❑ Fast Track Notes

3. What were the things you liked *least* about the book? (Check all that apply)

- ❑ Pace
- ❑ Format
- ❑ Writing Style
- ❑ Examples
- ❑ Table of Contents
- ❑ Index
- ❑ Price
- ❑ Illustrations
- ❑ Type Style
- ❑ Cover
- ❑ Depth of Coverage
- ❑ Fast Track Notes

4. Where did you buy this book?

- ❑ Bookstore chain
- ❑ Small independent bookstore
- ❑ Computer store
- ❑ Wholesale club
- ❑ College bookstore
- ❑ Technical bookstore
- ❑ Other _____

5. How did you decide to buy this particular book?

- ❑ Recommended by friend
- ❑ Recommended by store personnel
- ❑ Author's reputation
- ❑ Sybex's reputation
- ❑ Read book review in _____
- ❑ Other _____

6. How did you pay for this book?

- ❑ Used own funds
- ❑ Reimbursed by company
- ❑ Received book as a gift

7. What is your level of experience with the subject covered in this book?

- ❑ Beginner
- ❑ Intermediate
- ❑ Advanced

8. How long have you been using a computer?

years _____

months _____

9. Where do you most often use your computer?

- ❑ Home
- ❑ Work
- ❑ Both
- ❑ Other _____

10. What kind of computer equipment do you have? (Check all that apply)

- ❑ PC Compatible Desktop Computer
- ❑ PC Compatible Laptop Computer
- ❑ Apple/Mac Computer
- ❑ Apple/Mac Laptop Computer
- ❑ CD ROM
- ❑ Fax Modem
- ❑ Data Modem
- ❑ Scanner
- ❑ Sound Card
- ❑ Other _____

11. What other kinds of software packages do you ordinarily use?

- ❑ Accounting
- ❑ Databases
- ❑ Networks
- ❑ Apple/Mac
- ❑ Desktop Publishing
- ❑ Spreadsheets
- ❑ CAD
- ❑ Games
- ❑ Word Processing
- ❑ Communications
- ❑ Money Management
- ❑ Other _____

12. What operating systems do you ordinarily use?

- ❑ DOS
- ❑ OS/2
- ❑ Windows
- ❑ Apple/Mac
- ❑ Windows NT
- ❑ Other _____

13. On what computer-related subject(s) would you like to see more books?

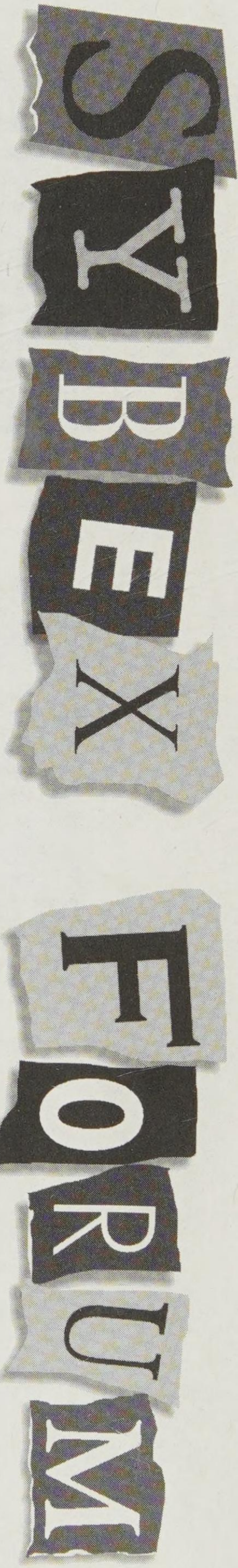
14. Do you have any other comments about this book? (Please feel free to use a separate piece of paper if you need more room)

PLEASE FOLD, SEAL, AND MAIL TO SYBEX

SYBEX INC.
Department M
2021 Challenger Drive
Alameda, CA
94501

SYBEX®

Let us hear from you.



Talk to SYBEX authors, editors and fellow forum members.

Get tips, hints and advice online.

Download magazine articles, book art, and shareware.

Join the SYBEX Forum on CompuServe®

If you're already a CompuServe user, just type GO SYBEX to join the SYBEX Forum. If not, try CompuServe for free by calling 1-800-848-8199 and ask for Representative 560. You'll get one free month of basic service and a $15 credit for CompuServe extended services—a $23.95 value. Your personal ID number and password will be activated when you sign up.

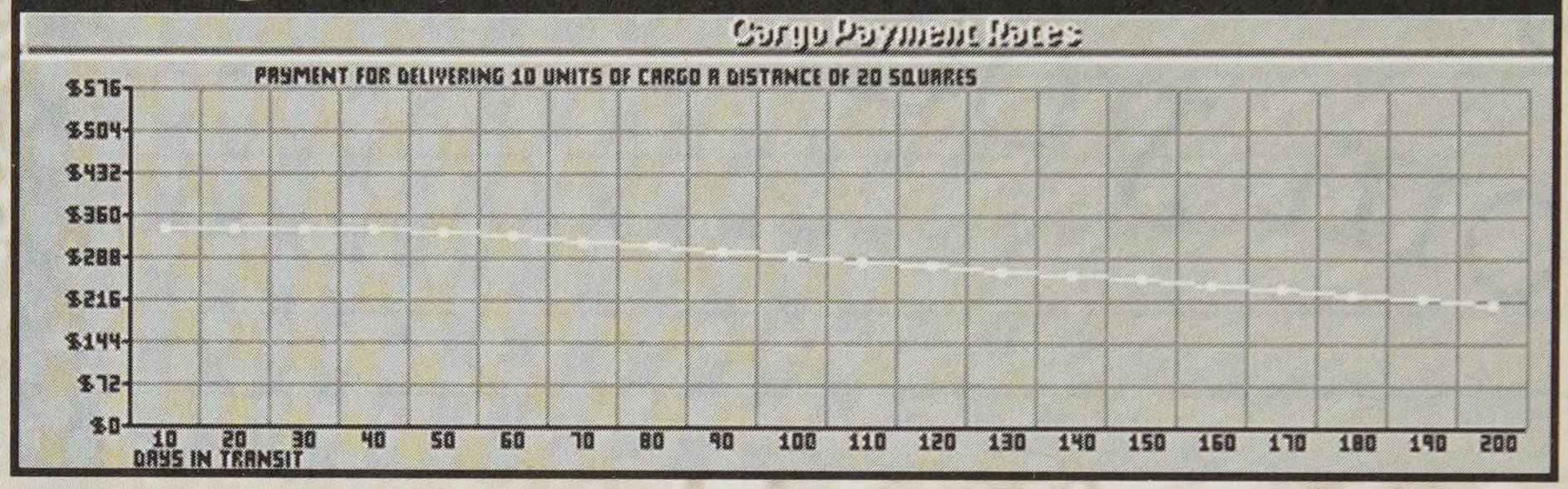
SYBEX

Join us online today. Type GO SYBEX on CompuServe.

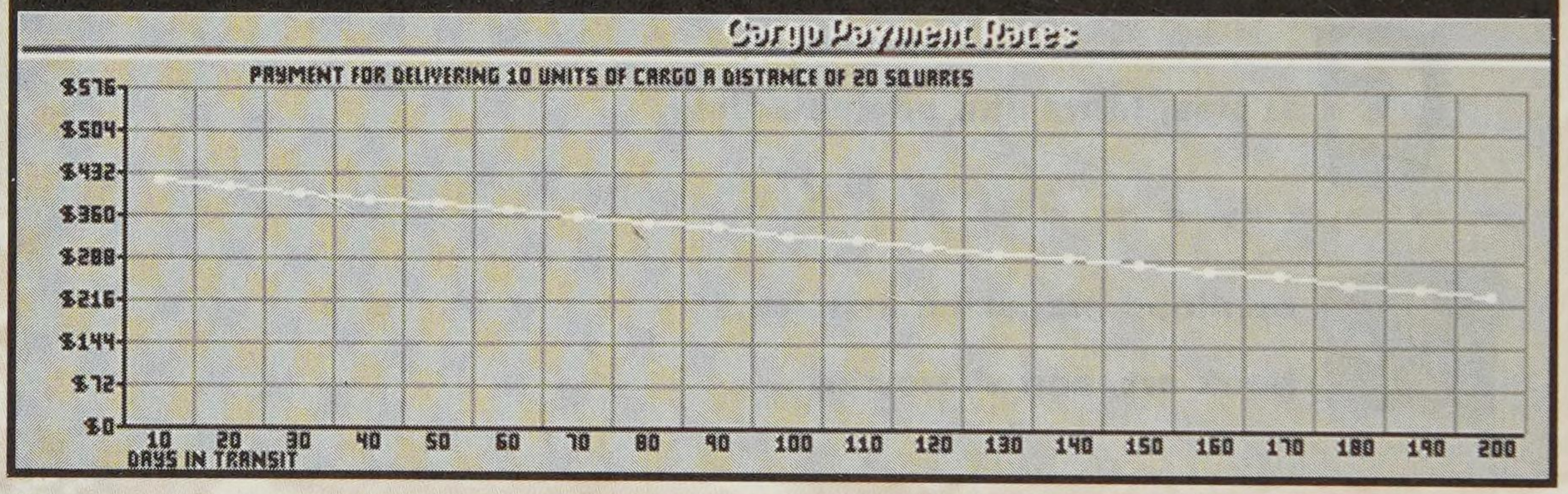
If you're not a CompuServe member, call Representative 560 at 1-800-848-8199.

(outside U.S./Canada call 614-457-0802)

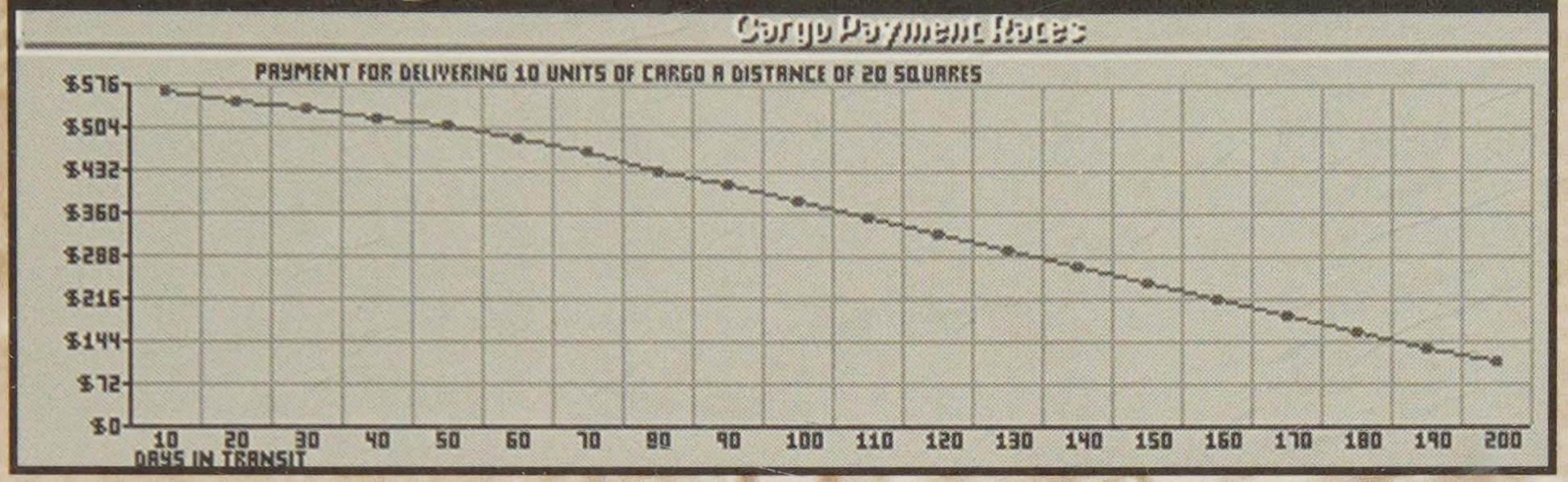
Oil Cargo Rates



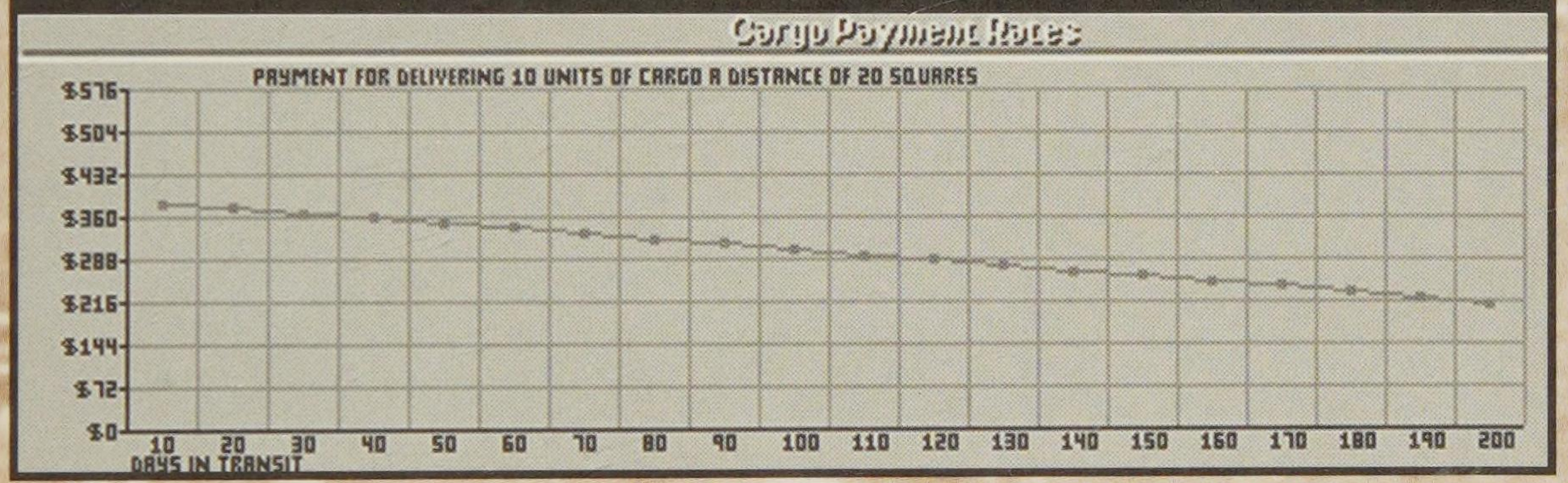
Steel Cargo Rates



Valuables Cargo Rates

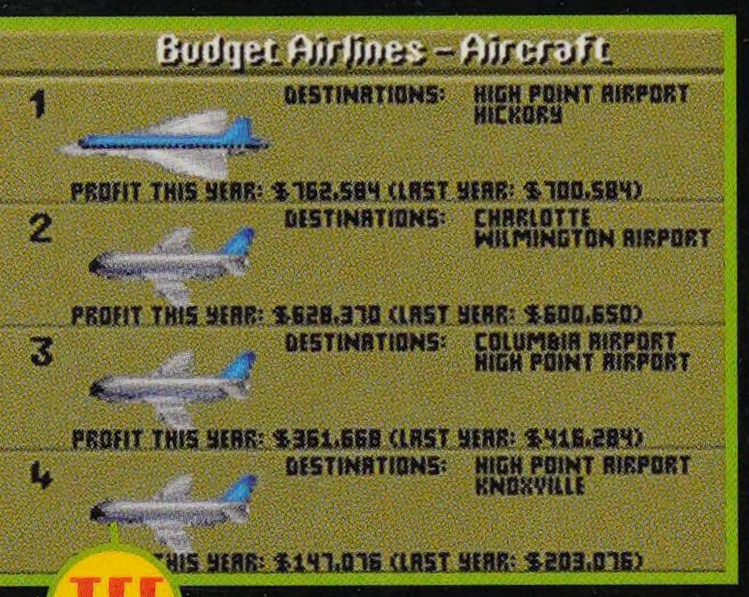


Wood Cargo Rates



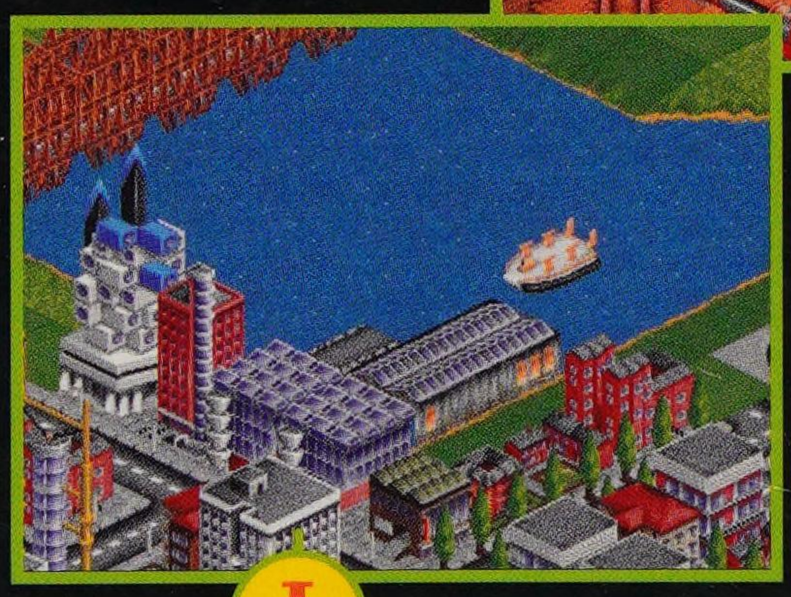
TRANSPORT TYCOON

STRATEGIES & SECRETS



With Vehicle menus you'll easily identify and correct profit-draining transit lines.





Tired of familiar Earth-type transportation modes? Visit Mars for a little variety!

Introduce the hovercraft in your coastal and lakeside communities and easily turn a tidy profit.

Create Your Own Empire and Rule Over All You See!

Ford. Vanderbilt. Onassis. Hughes. They ruled their industries. Can you do better?

With Transport Tycoon Strategies & Secrets as your guide, you'll learn how to dominate the shipping lanes, control the bus routes, and influence air traffic for hundreds of miles in every direction. Included in this intense guide to the game are all the hints and dirty tricks you'll need to become a Sim-Mogul like no other!

You'll get:

- A complete game walk-through
- An in-depth profile of each transportation mo
- Detailed industry overviews
- Tips on handling pesky city council members
- Low-down nasty tricks for beating the competi

Plus!

- The inside scoop on using the Scenario program

P8-DGL-029

9 780782 117523
90000

COMPUTER BOOK SHELF CATEGORY
DOS: Games

SYBEX

ISBN 0-7821-1752-X U.S. $14.99