



## Transport Tycoon

### facts

MicroProse; 800/879-7529, 410/771-1151  
Street price: \$59.95

pc 386, 4MB RAM, 5MB disk space, DOS 5.0

If you're convinced you're destined for world domination, have your day with *Transport Tycoon*. Play smart and this simulation game will make you as wealthy and powerful as Aristotle Onassis; make a wrong move and you can lose it all.

You're an industry mogul, relying on your business savvy to build and maintain your transportation empire. Your job is to acquire planes, trains, boats, and buses that connect cities, factories, and farms. You can borrow all the money you need, but beware: everything has its cost. High interest rates and cutthroat competitors can wipe you out in no time. The trick is to finance the right combination of transport modes, stations, and industries, with growth rates that will maximize profits and stifle competitors.

*Transport Tycoon* launches you into a 3D-rendered world reminiscent of *Railroad Tycoon* or *SimCity 2000*. In *Transport Tycoon*, you open windows to acquire building tools, purchase vehicles, and analyze charts and graphs. As your empire grows, the program marks your milestones with messages that warn, guide, and praise.



The detailed, animated graphics and pleasant (if repetitive) jazz soundtrack provide for comfortable, intuitive play. Helpful tutorials make it easy to learn the basics. But don't underestimate the game's complexity. Even for experienced players, it's challenging. But look at it this way: if your economic empire collapses, you can forget all about it and start over.