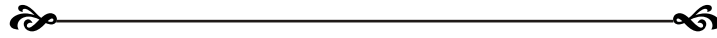

RAILROAD TYCOON 3
TRAINMASTER



Supply Chain – Industrial Base



User Guide

Supply Chain and Industrial Base



Table of Contents

Overview3
Commodities7
Cargo Icons9
Agricultural Communities10
Plantations and Specialty Farms12
Natural Resources15
General Industry17
Special Industry33
Municipal Buildings39
Rail Yard Structures and Station Amenities47



Supply Chain and Industrial Base



Overview

This guide provides all the information about the supply chain and industrial base in Trainmaster. It will assist players, map makers and scenario writers in knowing the precise cargo recipes for the various buildings appearing on maps.

The supply chain in Trainmaster is significantly more different than in the official 1.05 version, and the 1.06 unofficial "patch." Cargo is more representational in Trainmaster, and the supply chain becomes progressively more complex over time. Additionally, there is a lot more competition for cargo amongst the various entities creating a need to better manage cargo.

The buildings in Trainmaster fall into six main groups:

Agri-Communities, Plantations, and Specialty Farms

Natural Resources

General Industry

Special Industry

Municipal Buildings

Rail Yard Structures and Station Amenities

Buildings in Trainmaster can be added to maps by placement during map making, by spawning through the scenario set up, or by adding as an event effect. Trainmaster has been designed so that more attention to detail should be paid when creating maps and scenarios.

With the exception of Natural Resources and Municipal Buildings, spawning is greatly discouraged. Although this is not a steadfast rule, however, Trainmaster is designed to be more difficult than previous versions of Railroad Tycoon, and leaving the supply chain to chance with spawning can have serious negative effects.

Trainmaster has been designed so that map makers have the ability to create maps that are relatively accurate representations of actual places.

In addition to the industrial base, there are two terrain levellers that can be used to flatten out small areas for a small fee.

Agricultural Communities, Plantations and Specialty Farms

The Agricultural Communities, Plantations and Specialty Farms are the buildings that are placed on the map; the crops are decorative. Railroad tracks, or buildings can be placed over the crops without affecting the production of the community. When placing the communities on the map, they come with the default square of crops, however, these crops can be expanded on, and/or replaced depending on the artistic bent of the map creator. The crops are available in the editor with the other trees.

Trainmaster has taken a completely different approach to agricultural products with the introduction of Agricultural Communities, Plantations, and Specialty Farms. The basis for agricultural supply is more in line with how they come to market in the real world rather than specific farms as they are in RT2 and RT3.

The base for agricultural products are the Agricultural Communities. These operate like the agricultural co-operatives where the farmers bring their wares and buy their necessities. They will most likely be near a small town.

There are three main types of Agricultural Communities, and two sub-types. There are also plantations that produce a single product and specialty farms that produce other commodities.

While Agricultural Communities cannot be purchased, some plantations and specialty farms can be, and even some can be built by the player.

Farmstead Communities

Ideally a Farmstead Community will have a small town associated with it to provide some houses, and a name for it. The Farmstead Community will have demands that are consistent with the farming practices of the time, and they will demand cargo when it becomes available. They also generate passenger and mail traffic.

Production can be doubled by supplying Fertilizer for greater output of crops, and Medicine to promote healthy herds for greater output of animal products.

The Farmstead Communities can be adjusted to suit the map maker's needs by using start up events to adjust their production levels. Certain outputs can then be increased, and others decreased, or disabled altogether with a -200% (recommended) effect for that commodity.

The Dairy and Rice-Paddies Farmstead Communities are essentially the same, with Corn being substituted for Rice in the latter. The Ranches Community places more emphasis on Livestock and Grain production.

Traditionalist Community and Commune

The Traditionalist Community represents a closed community that is resistant to industrial change, and the Commune represents a much smaller closed community that doesn't change. These communities will produce non-agricultural products as well. Both the Commune and Traditionalist Community will generate small amounts of mail and passenger traffic.

The Agricultural Communities, Plantations and Specialty Farms are the buildings that are placed on the map; the crops are decorative. Railroad tracks, or buildings can be placed over the crops without affecting the production of the community. When placing the communities on the map, they come with the default square of crops, however, these crops can be expanded on, and/or replaced depending on the artistic bent of the map creator. The crops are available in the editor with the other trees.

Natural Resources

Natural Resources are mines, pits, wells, and logging camps. They cannot be built by the player nor can they be upgraded, and must be spawned, placed or added via event effect. They will generate at least one load of cargo per year making a small amount of profit. Their production may be increased by supplying commodities that it needs, and fully supplying them can make them quite lucrative as investments.

There are two basic types of mines; strip mines and deep mines. Strip mines will have their production increased by machinery and automobiles, whereas deep mines use explosives and machinery. Deep mines have a large workforce so they will also generate passenger and mail traffic. Strip mines will require fuel to operate their machinery.

General Industries

The General Industries are the main industries in Trainmaster. They can be placed, spawned or added by event effect, but they can also be built, bought, and in most cases upgraded (↗) by the player.

Special Industries

These are industries that can be used by the map maker to add a bit of colour to the map, while performing specific functions. They operate like other industries, but cannot be built by the player. They can be spawned, placed, or added, however, spawning is discouraged with limited industries.

Citizens and Municipal Buildings

These are the people in your neighbourhood. Municipal buildings are spawned by the cities as they grow, and are supplied with cargo. The player has no control over the Municipal Buildings other than the ability to bulldoze, which comes at the cost of the building. Scenario writers can add Municipal Building by event effect.

The cost of the building also determines the number of buildings that will be built, and the city size for when it will be built. Trainmaster also appears to be intuitive when spawning Municipal Buildings by responding to available cargo.

Some Municipal Buildings will consume products only, whereas others will transform some products. Some will generate passenger and/or mail traffic.

Rail Yard Structures – Station Amenities

To help to run your railroad efficiently and profitably, a number of buildings are available to assist you in your task. They perform different functions.

Service facilities are necessary to run your trains. Steam engines require a water tower, or else they must scavenge the local landscape for water. Maintenance facilities perform routine maintenance to reduce breakdowns. Supplying the cargo demanded by these buildings will reduce your operating costs.

Station Amenities provide services to the passengers travelling on the railroads. Supplying these buildings will increase their profitability.

Rail Yard Structures provide a manner for you to control cargo and its movement. These are temporary storage facilities. They work by demanding and supplying very small amounts of cargo. This allows you to ship a cargo to it by one train, and then ship it somewhere else by another train. These can be placed in cities near stations where some cargo can be sold off the train, or out in specially constructed rail yards. Rail Yard Structures will cost your company money, they will not generate a profit.

The exception is the Railroad Office. This is your local administrative facility. It has the capacity to handle gold and isotopes. This is also where all your paperwork goes. It will generate a small profit if served. It will also double the length of time that mail waits at a station before finding an alternate method of delivery.



Commodities

In addition to Passengers, Mail, and Troops there are 50 different freight cargo that can be transported in Trainmaster. Cargo can be divided into categories based on their origin and level of processing. In some cases a commodity can be in two or more categories, however, will be listed at its first instance, with its base price.

Express Cargo

Passengers	\$100	- commuters, tourists, migrant workers, earthlings, etc.
Mail	\$80	- snail mail, courier packages, etc.
Troops	\$50	- soldiers, sailors, recruits, reservists, etc.

Agricultural Resources

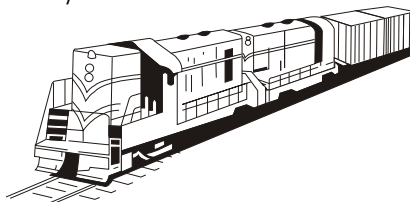
Corn	\$25	- corn, maize, soybeans, etc.
Cotton	\$30	- cotton only
Grain	\$30	- wheat, rye, canola, oats, etc.
Gum	\$30	- latex only
Hemp	\$30	- hemp, flax, sisal, etc.
Milk	\$110	- milk
Livestock	\$90	- cattle, sheep, goats, horses, llamas, bison, etc.
Produce	\$45	- fruits, vegetables, cash crops, etc.
Rice	\$30	- rice only
Wool	\$30	- animal hair, etc.

Forest Resources

Logs	\$30	- logs
Pulpwood	\$30	- pulpwood, pulp.
Hides	\$30	- pelts, hides, skins, furs.

Mineral Resources

Bauxite	\$30	- non-ferrous ores
Coal	\$30	- coal only
Gold	\$200	- gold, silver, titanium, etc.
Oil	\$35	- crude oil, tar, bitumen
Iron	\$30	- ferrous ores
Sand	\$25	- silica, clay, etc.
Uranium	\$50	- yellow cake



Commodities

Industrial Products

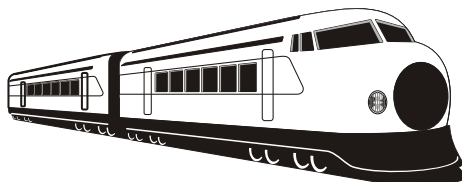
Alcohol	\$100	- Wine, Beer, Whiskey, ethyl alcohol, vinegar
Aluminum	\$85	- non-ferrous metals
Chemicals	\$55	- all chemical products
Electronics	\$230	- lights, switches, computers, radios, etc.
Explosives	\$160	- TNT, gunpowder, nitroglycerine, C4/Semtec
Fertilizer	\$85	- dung, compost, bone meal, chemical fertilizers
Flour	\$85	- flour only
Glass	\$85	- glass, ceramics, dishes, bottles, etc.
Isotopes	\$500	- refined radioactive metals
Lumber	\$85	- 2x4s, plywood, particle board, etc.
Machinery	\$200	- machines, tools, gears, parts thereof, etc.
Meat	\$195	- fresh meat
Paper	\$85	- paper, newsprint, bags, packaging, etc.
Plastic	\$85	- plastic products, cellulose, packaging, etc.
Rubber	\$85	- rubber products, tires, hoses, etc.
Steel	\$85	- ferrous metals
Sugar	\$75	- refined sugar
Textiles	\$95	- clothing, seat covers, rope, leather, belts, etc.

Finished Goods

Ammunition	\$160	- bullets, bombs, cannon balls, etc.
Automobiles	\$200	- cars, trucks, motor cycles, etc.
Food	\$250	- bread, cheese, frozen foods, snacks, etc.
Furniture	\$220	- chairs, sofas, desks, etc.
Goods	\$170	- all manufactured articles not elsewhere specified.
Medicine	\$150	- better living through pharma-chemistry.
Missiles	\$500	- rockets, ICBMs, etc.
Petroleum	\$75	- gasoline, diesel, kerosene, lubricants, etc.
Weapons	\$255	- guns, tanks, cannons, etc.

By-Products

Depletalloy	\$200	- depleted uranium
Waste	\$10	- the stuff you throw away.



Cargo Icons



Some rail car sets will make use of the cargo icon object. This places a graphic on the side of the car when it is hauling a cargo. This graphic is based out of the cargoicon_a.dds file, a 1024 x 1024 TGA file with reductions containing 45 images at 128 x 128, with an alpha channel, laid out as below. This file can be modified to have company logos or roadnames, and included with custom packs. Cargo that is hauled in gondolas, or on flatcars, share the same icon, #40, if used.

1 – Alcohol	9 – Corn	17 – Gold
2 – Food	10 – Cotton	18 – Oil
3 – Flour	11 – Grain	19 – Petroleum
4 – Sugar	12 – Gum	20 – Chemicals
5 – Medicine	13 – Hemp	21 – Textiles
6 – Livestock	14 – Milk	22 – Goods
7 – Meat	15 – Rice	23 – Wool
8 – Waste	16 – Produce	24 – Hides
25 – Automobiles	33 – Mail	41 – Missiles
26 – Furniture	34 – Passengers	42 – Uranium
27 – Paper	35 – Troops	43 – Isotopes
28 – Glass	36 – Fertilizer	44 – Depletalloy
29 – Rubber	37 – Explosives	45 – Coal
30 – Plastic	38 – Ammunition	
31 – Electronics	39 – Weapons	
32 – Machinery	40 – Various	

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40
41	42	43	44	45			

Agricultural Communities



Farmstead Community (1800)

1800 – ∞

Produces: 1 Passengers – 1 Mail
Demands: 1 Passengers – 1 Mail

	(Dairy)	(Rice Paddies)	(Ranches)
<i>Produces:</i>	0.5 Waste	0.5 Waste	0.5 Waste
	1 Produce	1 Produce	1 Produce
	1 Grain	1 Grain	2 Grain
	1 Hemp	1 Hemp	1 Hemp
	1 Corn	1 Rice	1 Corn
	1 Milk	1 Milk	1 Milk
	1 Wool	1 Wool	1 Wool
	1 Livestock	1 Livestock	2 Livestock
<i>Demands:</i>			
	1 Food	1 Food	1 Food
	1 Lumber	1 Lumber	1 Lumber
	1 Machinery	1 Machinery	1 Machinery
	1 Textiles	1 Textiles	1 Textiles
	1 Goods	1 Goods	1 Goods
	1 Petroleum	1 Petroleum	1 Petroleum
	0.5 Automobiles	0.5 Automobiles	0.5 Automobiles
	0.2 Chemicals	0.2 Chemicals	0.2 Chemicals
	0.3 Oil	0.3 Oil	0.3 Oil
	0.5 Steel	0.5 Steel	0.5 Steel

Note: Commodities are demanded as soon as the become available.

Enhanced Production:

1 Produce	←	0.5 Fertilizer
1 Grain	←	0.5 Fertilizer
1 Corn	←	0.5 Fertilizer
1 Milk	←	0.5 Medicine
1 Livestock	←	0.5 Medicine

Agricultural Communities



Traditionalist Community (1800)

1800 – ∞

Produces: 0.5 Passengers – 0.5 Mail
0.5 Livestock

Demands: 0.5 Passengers – 0.5 Mail
1 Coal

1800 – 1920

1921 – ∞

<i>Produces:</i>	0.5 Grain	1 Grain	
	0.5 Produce	2 Produce	
	0.5 Hemp	1 Hemp	
	0.5 Milk	1 Milk	
	0.5 Wool	2 Wool	
	0.5 Furniture	1 Furniture	← 0.5 Logs
	0.5 Textiles	1 Textiles	
		1 Livestock	← 0.3 Medicine
<i>Demands:</i>	0.5 Iron	0.5 Machinery	
		0.5 Steel	

1865 – ∞

Demands: 1 Goods



Commune (1800)

1800 – ∞

Produces: 0.5 Passengers – 0.5 Mail
1 Produce – 1 Food – 0.5 Textiles – 0.5 Goods

Demands: 0.5 Passengers – 0.5 Mail

Plantations and Specialty Farms



Cotton Plantation (1800)

1800 – ∞

Produces: 0.5 Passengers – 0.5 Mail – 1 Cotton

Demands: 0.5 Passengers – 0.5 Mail – 2 Petroleum

Enhanced Production:

1 Cotton ← 1 Fertilizer

1800 – 1865

Demands: 0.1 Machinery

Enhanced Production:

1 Cotton ← 1 Passengers

1866 – ∞

Enhanced Production:

1 Cotton ← 0.3 Machinery

2 Cotton ← 0.3 Machinery + 0.5 Fertilizer



Rubber Tree Plantation (1800)

1800 – ∞

Produces: 0.5 Logs

1848 – ∞

Produces: 3 Gum



Plantations and Specialty Farms

Bio-Mass Plantation – Hemp (1938) – \$300,000

1938 – ∞

Produces: 1 Hemp

Enhanced Production:

2 Hemp	←	0.3 Fertilizer
1 Hemp	←	0.5 Machinery
1 Hemp	←	0.5 Petroleum

Bio-Mass Plantation – Corn (1954) – \$300,000

1954 – ∞

Produces: 1 Corn

Enhanced Production:

1 Corn	←	0.5 Fertilizer
2 Corn	←	0.3 Machinery
1 Corn	←	0.5 Petroleum

Lavender Farm (1800) – \$300,000

1800 – ∞

Produces: 2 Medicine

Enhanced Production:

1 Medicine	←	0.5 Fertilizer
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1920 – ∞

Produces: 1 Goods

Enhanced Production:

1 Passengers	←	1 Passengers
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Plantations and Specialty Farms

Vineyard (1800) – \$1,600,000

1800 – ∞

Produces: 1 Passengers – 0.5 Alcohol

Demands: 1 Passengers

Enhanced Production:

2 Alcohol	←	1 Lumber
2 Alcohol	←	1 Glass
1 Alcohol	←	0.5 Fertilizer
1 Alcohol	←	0.3 Livestock
1 Livestock	←	0.3 Livestock
2 Wool	←	0.3 Livestock

Logging Camp (1800) – \$200,000

1800 – ∞

Produces: 1 Logs – 1 Pulpwood – 1 Passengers – 0.5 Mail
0.5 Hides (until 1960)

Enhanced Production:

3 Logs	←	1 Machinery
3 Pulpwood	←	1 Machinery

1800 – 1960

Produces: 0.5 Hides



Natural Resources

Bauxite Mine – Strip Mine (1886) – \$200,000

Produces: 1 Bauxite – 0.5 Sand

Enhanced Production:

2 Bauxite	←	0.5 Machinery + 0.5 Coal
3 Bauxite	←	0.5 Automobiles + 0.5 Petroleum

Coal Mine – Strip Mine (1800) – \$200,000

Produces: 1 Coal – 0.5 Sand

Enhanced Production:

2 Coal	←	1 Machinery
3 Coal	←	0.5 Automobiles + 0.5 Petroleum

Coal Mine – Colliery – Deep Mine (1800) – \$300,000

Produces: 1 Coal – 1 Passengers – 0.5 Mail per year

Enhanced Production:

2 Coal	←	1 Logs
3 Coal	←	1 Explosives
3 Coal	←	1 Machinery

Iron Mine – Deep Mine (1800) – \$350,000

Produces: 1 Iron – 0.3 Gold – 1 Passengers – 0.5 Mail per year

Enhanced Production:

2 Iron	←	1 Explosives
2 Iron	←	2 Logs
2 Iron	←	1 Machinery + 1 Coal

Natural Resources

Gold Mine (1800) – \$500,000

Produces: 0.5 Gold – 1 Iron – 1 Passengers – 0.5 Mail per year

Enhanced Production:

1 Gold	←	1 Coal
1 Gold	←	1 Explosives
1 Gold	←	1 Machinery
1 Gold	←	2 Chemicals

Uranium Mine – Deep Mine (1934) – \$700,000

Produces: 2 Uranium – 0.5 Gold – 1 Passengers – 0.5 Mail per year

Enhanced Production:

1 Uranium	←	1 Explosives
1 Uranium	←	1 Logs
1 Uranium	←	1 Machinery
1 Uranium	←	1 Coal

Oil Well (1860) – \$200,000

Produces: 1 Oil

Enhanced Production:

2 Oil	←	1 Machinery
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Sand Pit (1800) – \$200,000

Produces: 1 Sand

Enhanced Production:

3 Sand	←	1 Machinery + 1 Coal
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Tar Pit (1800) – \$50,000

Produces: 1 Oil

General Industry

Aluminum Mill (1886) – \$2,300,000 – \$1,300,000

1886 – ∞

3 Aluminum ← 2 Bauxite

1886 – ∞

3 Aluminum ← 1 Bauxite + 1 Chemicals

Automobile Plant (1900) – \$2,400,000 – \$1,560,000

Produces: 1 Waste

Demands:

1900 – 1939 0.5 Machinery

1940 – 1974 1 Machinery

1975 – ∞ 2 Machinery

1900 – 1929

2 Automobiles ← 1 Steel + 0.3 Rubber + 0.1 Glass
0.1 Textiles + 0.1 Electronics

1930 – 1969

3 Automobiles ← 1 Steel + 0.3 Rubber + 0.2 Glass
0.2 Plastic + 0.2 Electronics

1970 – ∞

4 Automobiles ← 1 Steel + 0.3 Rubber + 0.2 Glass
0.5 Plastic + 0.5 Electronics

Bank (1800) – \$2,000,000

Demands: 2 Paper

0.5 Gold ← 0.3 Gold

Bakery (1800) – \$357,000 – \$195,000

3 Food ← 1 Flour + 0.5 Sugar + 0.5 Logs

General Industry

Bio-Diesel Plant (1920) – \$2,000,000 – ⚡\$1,170,000

1920 – ∞

3 Petroleum	←	1 Hemp
1 Pulpwood	←	1 Hemp

1955 – ∞

2 Petroleum	←	1 Corn
1 Pulpwood	←	1 Corn

Bottling Plant (1885) – \$1,400,000 – ⚡\$780,000

1885 – 1969

3 Food	←	1 Produce + 0.5 Steel
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1885 – ∞

3 Food	←	1 Produce + 0.5 Glass
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1970 – ∞

3 Food	←	1 Produce + 0.5 Aluminum
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1975 – ∞

3 Food	←	1 Produce + 0.5 Plastic
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1985 – ∞

3 Food	←	1 Produce + 0.2 Plastic + 0.2 Paper
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Brewery (1800) – \$2,000,000 – ⚡\$1,170,000

1800 – 1939

2 Alcohol	←	1 Grain + 0.5 Lumber
2 Alcohol	←	1 Rice + 0.5 Lumber

1885 – ∞

2 Alcohol	←	1 Grain + 0.5 Glass
2 Alcohol	←	1 Rice + 0.5 Glass

1940 – ∞

2 Alcohol	←	1 Grain + 0.3 Aluminium
2 Alcohol	←	1 Rice + 0.3 Aluminum

General Industry



Candy Factory (1890) – \$1,800,000 – ~~\$1,300,000~~

1890 – 1969

3 Food ← 1 Sugar + 0.5 Produce + 0.3 Paper

1890 – ∞

3 Food ← 1 Gum + 0.5 Sugar + 0.3 Paper

3 Food ← 1 Gum + 0.5 Produce + 0.3 Paper

1970 – ∞

3 Food ← 1 Sugar + 0.5 Produce + 0.3 Plastic



Cannery (1800) – \$1,800,000 – ~~\$1,040,000~~

1800 – 1909

3 Food ← 1 Produce + 0.5 Alcohol + 0.2 Lumber

1800 – ∞

3 Food ← 1 Produce + 0.5 Alcohol + 0.2 Glass

1910 – ∞

3 Food ← 1 Produce + 0.2 Chemicals + 0.2 Steel

3 Food ← 1 Meat + 0.2 Chemicals + 0.2 Steel



Casino (1930) – \$2,400,000

Produces: 1 Waste

Demands: 1 Food

1930 – ∞

0.5 Gold ← 1 Alcohol

0.5 Gold ← 0.5 Passengers

1 Passengers ← 0.5 Passengers

1930 – 1950

0.5 Gold ← 0.3 Gold

1950 – ∞

0.7 Gold ← 0.5 Gold

General Industry

Cereal Company (1906) – \$1,150,000 – \$650,000

1906 – ∞

2 Food	←	1 Corn + 0.2 Paper
2 Food	←	1 Grain + 0.2 Paper
2 Food	←	1 Rice + 0.2 Paper
3 Food	←	1 Corn + 0.3 Sugar + 0.2 Paper
3 Food	←	1 Grain + 0.3 Sugar + 0.2 Paper
3 Food	←	1 Rice + 0.3 Sugar + 0.2 Paper

Chemical Plant (1885) – \$800,000

1885 – ∞

2 Chemicals	←	1 Coal
2 Chemicals	←	1 Glass
3 Chemicals	←	1 Pulpwood + 1 Alcohol
3 Chemicals	←	1 Gum + 1 Alcohol

Creamery (1800) – \$1,400,000 – \$780,000

1800 – ∞

2 Food	←	1 Milk
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1880 – ∞

3 Food	←	1 Milk + 0.5 Sugar + 0.2 Paper
3 Food	←	1 Milk + 0.5 Produce + 0.2 Paper

General Industry

Distillery (1800) – \$1,400,000 – \$780,000

1800 – 1939

2 Alcohol	←	1 Produce + 0.5 Lumber
2 Alcohol	←	1 Corn + 0.5 Lumber

1800 – ∞

2 Alcohol	←	1 Produce + 0.5 Glass
2 Alcohol	←	1 Corn + 0.5 Glass

1970 – ∞

2 Alcohol	←	1 Produce + 0.3 Plastic
2 Alcohol	←	1 Corn + 0.3 Plastic

Electric Plant (1890) – \$800,000 – \$455,000

Demands: 10 Coal
 5 Petroleum

Electronics Factory (1890) – \$1,600,000 – \$910,000

1890 – ∞

3 Electronics	←	1 Steel + 0.5 Glass
3 Electronics	←	1 Steel + 0.5 Rubber
3 Electronics	←	1 Steel + 0.5 Plastic
3 Electronics	←	1 Aluminum + 0.5 Glass
3 Electronics	←	1 Aluminum + 0.5 Rubber
3 Electronics	←	1 Aluminum + 0.5 Plastic

General Industry

Explosives Factory (1847) – \$1,400,000 – \$780,000

1847 – 1989

2 Explosives ← 1 Coal + 0.5 Hemp

1847 – ∞

2 Explosives ← 1 Coal + 1 Pulpwood

1886 – ∞

2 Explosives ← 1 Petroleum + 1 Pulpwood

3 Explosives ← 1 Petroleum + 0.5 Hemp

1890 – ∞

3 Explosives ← 1 Pulpwood + 0.3 Chemicals

3 Explosives ← 1 Hemp + 0.3 Chemicals

3 Explosives ← 1 Aluminum + 0.5 Chemicals

Fertilizer Factory (1850) – \$1,150,000 – \$800,000

1850 – 1920

1 Fertilizer ← 1 Waste

1890 – ∞

3 Fertilizer ← 1 Pulpwood + 1 Chemicals

3 Fertilizer ← 1 Waste + 1 Chemicals



General Industry

Flour Mill (1800) – \$800,000

1800 – ∞

2 Flour	←	1 Grain + 0.2 Paper
2 Flour	←	1 Grain + 0.2 Textiles
2 Flour	←	1 Corn + 0.2 Paper
2 Flour	←	1 Corn + 0.2 Textiles
2 Flour	←	1 Rice + 0.2 Paper
2 Flour	←	1 Rice + 0.2 Textiles

Food Processor (1950) – \$910,000 – ~~\$520,000~~

1950 – 1979

3 Food	←	1 Meat + 0.5 Produce + 0.3 Aluminum
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1980 – ∞

3 Food	←	1 Meat + 0.5 Produce + 0.3 Plastic
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Furniture Factory (1800) – \$2,000,000 – ~~\$1,170,000~~

1800 – ∞

2 Furniture	←	1 Lumber
3 Furniture	←	1 Lumber + 0.5 Hides
3 Furniture	←	1 Lumber + 0.5 Textiles
3 Furniture	←	1 Lumber + 0.5 Glass

1856 – ∞

2 Furniture	←	1 Steel
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1901 – ∞

2 Furniture	←	1 Plastic
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General Industry

Glass Factory (1800) – \$1,600,000 – \$910,000

1800 – 1860

2 Glass ← 1 Sand + 1 Logs

1800 – 1919

2 Glass ← 1 Sand + 0.5 Coal

1910 – ∞

3 Glass ← 1 Sand + 0.3 Chemicals + 0.1 Machinery

1920 – ∞

3 Glass ← 1 Sand + 0.1 Aluminum + 0.1 Machinery

Industrial Assembly Line (1890) – \$1,800,000 – \$1,040,000

1890 – 1969

3 Goods ← 1 Steel + 0.5 Plastic

3 Goods ← 1 Lumber + 0.5 Plastic

1890 – ∞

3 Goods ← 1 Steel + 0.5 Electronics

3 Goods ← 1 Lumber + 0.5 Electronics

1970 – ∞

3 Goods ← 1 Plastic + 0.5 Electronics

3 Goods ← 1 Plastic + 0.5 Machinery



General Industry



Lumber Mill (1800) – \$1,150,000 – \$650,000

1800 – ∞

- | | | |
|----------|---|------------------------|
| 1 Lumber | ← | 1 Logs |
| 2 Lumber | ← | 1 Logs + 0.5 Machinery |

1940 – ∞

- | | | |
|----------|---|----------------------------|
| 2 Lumber | ← | 1 Pulpwood + 0.5 Chemicals |
|----------|---|----------------------------|



Machine Shop (1800) – \$1,400,000 – \$780,000

1800 – 1880

- | | | |
|-------------|---|----------------------------------|
| 3 Machinery | ← | 1 Iron + 0.5 Textiles + 0.5 Coal |
| 3 Machinery | ← | 1 Iron + 0.5 Rubber + 0.5 Coal |

1856 – 1900

- | | | |
|-------------|---|-----------------------------------|
| 3 Machinery | ← | 1 Steel + 0.5 Textiles + 0.5 Coal |
| 3 Machinery | ← | 1 Steel + 0.5 Rubber + 0.5 Coal |

1866 – 1900

- | | | |
|-------------|---|------------------------------------|
| 3 Machinery | ← | 1 Aluminum + 0.5 Rubber + 0.5 Coal |
|-------------|---|------------------------------------|

1890 – ∞

- | | | |
|-------------|---|---|
| 3 Machinery | ← | 1 Steel + 0.3 Rubber + 0.3 Electronics |
| 3 Machinery | ← | 1 Aluminum + 0.3 Rubber + 0.3 Electronics |

1980 – ∞

- | | | |
|-------------|---|--|
| 2 Machinery | ← | 1 Plastic + 0.5 Rubber + 0.3 Electronics |
|-------------|---|--|

General Industry

Meat Packing Plant (1800) – \$1,600,000 – \$910,000

Demands: 0.3 Machinery

1800 – ∞

3 Meat	←	2 Livestock
3 Hides	←	1 Livestock
0.5 Fertilizer	←	0.1 Livestock

Missile Plant (1940) – \$2,700,000 – \$1,560,000

1940 – 1990

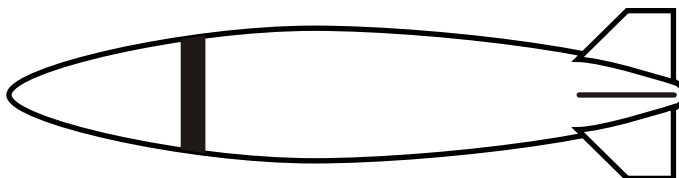
1 Missile	←	1 Aluminum + 0.5 Explosives 0.2 Electronics + 0.2 Machinery
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1960 – 1990

2 Missiles	←	1 Aluminum + 0.5 Explosives 0.2 Electronics + 0.1 Machinery + 0.1 Isotopes
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1991 – ∞

2 Missiles	←	1 Aluminum + 0.5 Explosives 0.5 Electronics + 0.5 Machinery
3 Missiles	←	1 Aluminum + 0.5 Explosives 0.5 Electronics + 0.5 Machinery + 0.1 Isotopes



General Industry



Munitions Factory (1848) – \$2,700,000 – \$1,560,000

1848 – ∞

3 Ammunition ← 1 Iron + 0.5 Explosives + 0.3 Lumber

1856 – ∞

3 Ammunition ← 1 Steel + 0.5 Explosives + 0.3 Lumber

1880 – ∞

3 Ammunition ← 1 Aluminum + 0.5 Explosives + 0.3 Lumber

1960 – ∞

3 Ammunition ← 1 Steel + 0.5 Explosives + 0.3 Depletalloy



Nuclear Power Plant (1950) – \$2,700,000 – \$1,560,000

Demands: 2 Uranium

1960 – ∞

3 Depletalloy ← 1 Uranium

0.5 Isotopes ← 0.1 Uranium



Oil Refinery (1856) – \$2,700,000 – \$1,560,000

1856 – ∞

2 Chemicals ← 1 Oil

1866 – ∞

2 Petroleum ← 1 Oil

General Industry



Paper Mill (1800) – \$800,000 – \$520,000

1800 – ∞

1 Paper	←	1 Pulpwood
1 Paper	←	1 Hemp
3 Paper	←	1 Pulpwood + 0.5 Machinery
3 Paper	←	1 Hemp + 0.5 Machinery

1856 – ∞

3 Paper	←	1 Pulpwood + 0.3 Chemicals
3 Paper	←	1 Hemp + 0.3 Chemicals



Pharmaceutical Plant (1905) – \$1,800,000 – \$1,040,000

1905 – ∞

3 Medicine	←	1 Chemicals + 0.5 Glass
3 Medicine	←	1 Produce + 0.5 Glass
3 Medicine	←	1 Chemicals + 0.5 Plastic
3 Medicine	←	1 Produce + 0.5 Plastic
3 Medicine	←	1 Alcohol + 0.5 Cotton

1905 – 1979

3 Medicine	←	2 Livestock + 0.5 Machinery
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1980 – ∞

3 Medicine	←	1 Livestock + 0.5 Machinery
------------	---	-----------------------------

General Industry



Plastics Factory (1901) – \$2,300,000 – ~~\$1,300,000~~

1901 – 1940

3 Plastic ← 1 Hemp + 0.5 Chemicals

1901 – 1979

2 Plastic ← 1 Pulpwood + 0.5 Chemicals

1901 – ∞

3 Plastic ← 1 Oil + 0.5 Chemicals

3 Plastic ← 1 Gum + 0.5 Chemicals

2000 – ∞

3 Plastic ← 1 Hemp + 0.5 Chemicals

2 Plastic ← 1 Corn + 0.5 Chemicals



Publishing House (1800) – \$1,150,000 – ~~\$650,000~~

1800 – ∞

2 Goods ← 1 Paper + 0.3 Hides

2 Goods ← 1 Paper + 0.3 Textiles

1838 – ∞

2 Goods ← 1 Paper + 0.3 Gum

1856 – ∞

2 Goods ← 1 Paper + 0.3 Chemicals

General Industry



Reclamation Facility (1915) – \$800,000 – \$455,000

Demands: 1 Electronics
 0.5 Machinery until 1969 then 1 Machinery

1915 – ∞

2 Iron	←	1 Waste
2 Bauxite	←	1 Waste
2 Pulpwood	←	1 Waste
2 Sand	←	1 Waste



Rubber Factory (1838) – \$1,800,000 – \$1,040,000

1838 – 1909

2 Rubber	←	1 Gum + 1 Logs
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1838 – 1939

2 Rubber	←	1 Gum + 0.5 Coal
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1910 – ∞

3 Rubber	←	1 Gum + 0.5 Coal + 0.3 Chemicals
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1940 – ∞

3 Rubber	←	1 Plastic + 0.5 Coal + 0.3 Chemicals
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Theme Park (1920) – \$1,200,000 – \$950,000

Sea World (1930) – \$1,200,000

Produces: 5 Passengers – 1 Waste

Demands: 5 Passengers – 2 Food – 2 Goods – 1 Machinery

General Industry



Steel Mill (1856) – \$2,700,000 – \$1,560,000

1856 – ∞

2 Steel ← 1 Iron + 0.5 Coal

1 Fertilizer ← 0.5 Coal



Sugar Refinery (1800) – \$1,000,000 – \$750,000

1800 – 1889

3 Sugar ← 1 Produce + 0.5 Coal + 0.2 Paper

3 Sugar ← 1 Corn + 0.5 Coal + 0.2 Paper

1890 – ∞

3 Sugar ← 1 Produce + 0.3 Chemicals + 0.2 Paper

3 Sugar ← 1 Corn + 0.3 Chemicals + 0.2 Paper



Tannery (1800) – \$1,000,000 – \$750,000

1800 – 1930

2 Goods ← 1 Hides + 1 Pulpwood

2 Textiles ← 1 Hides + 1 Pulpwood

1920 – ∞

3 Goods ← 1 Hides + 1 Chemicals

3 Textiles ← 1 Hides + 1 Chemicals

General Industry



Textile Mill (1800) – \$1,600,000 – \$910,000

1800 – ∞

1 Textiles	←	1 Hemp
1 Textiles	←	1 Cotton
1 Textiles	←	1 Wool
3 Textiles	←	1 Hemp + 0.3 Machinery
3 Textiles	←	1 Cotton + 0.3 Machinery
3 Textiles	←	1 Wool + 0.3 Machinery



Weapons Factory (1845) – \$1,800,000 – \$1,300,000

1845 – 1902

1 Weapons	←	1 Iron + 0.3 Lumber
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1856 – ∞

2 Weapons	←	1 Steel + 0.5 Lumber
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1856 – 1939

3 Weapons	←	1 Steel + 0.5 Lumber + 0.3 Textiles
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1940 – ∞

3 Weapons	←	1 Steel + 0.3 Rubber + 0.3 Electronics
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1965 – ∞

2 Weapons	←	1 Steel + 0.5 Plastic
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1990 – ∞

4 Weapons	←	1 Steel + 0.5 Depletalloy 0.3 Electronics + 0.3 Rubber
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Special Industry – Ports and Warehouses

Port and Warehouses 1800 – ∞

The port can be spawned, placed or added by event. It must be adjacent to an ocean or lake.

The cargo recipe for a port or warehouse will vary depending on the scenario. Some cargo can be produced earlier by using a port or warehouse.



Gwizz Port

The Gwizz port is both a port and a railroad station. Like any other port, its freight demands are determined by the map maker or scenario writer.

1800 – ∞

Produces: 3 Passengers – 2 Mail – 1 Troops

Demands: 3 Passengers – 2 Mail – 1 Troops



Special Industry



Shipyard (1800)

The Shipyard must be placed adjacent to water. This represents the ship building industry. In the 1800s, it produces wooden ships, then it moves towards steel. Since ships sail away, shipyards don't produce anything except sand which comes from dredging.

1800 – ∞

Produces: 1 Passengers per – 1 Mail – 2 Sand

Demands: 1 Passengers – 1 Mail – 1 Oil – 2 Goods – 1 Machinery

1848 – ∞

Demands: 1 Rubber

1866 – ∞

Demands: 3 Petroleum

1800 – 1920

Demands: 2 Textiles

1921 – ∞

1 Textiles

1800 – 1889

Demands: 3 Lumber

1890 – ∞

1 Lumber

1800 – 1860

Demands: 3 Iron

1861 – ∞

0.5 Iron

1910 – 1960

Demands: 1 Electronics

1861 – ∞

2 Electronics

1800 – 1856

Demands: 0.5 Machinery

1857 – 1930

1 Machinery

1931 – ∞

2 Machinery

1800 – 1880

Demands: 1 Goods

1881 – 1940

2 Goods

1941 – ∞

3 Goods

1856 – 1930

Demands: 1 Steel

1931 – 1949

2 Steel

1950 – ∞

3 Steel

Special Industry – Government



Legislature

This represents the seat of government such as the capital, or other forms of bureaucratic waste.

1800 – ∞

Produces: 2 Passengers – 3 Mail

Demands: 2 Passengers – 3 Mail – 2 Gold – 1 Goods – 1 Furniture

1910 – 1965

Demands: 1 Electronics

1966 – ∞

2 Electronics

1800 – 1920

1 Waste



2 Paper

1921 – ∞

1 Waste



3 Paper



Mint

Where raw materials are turned into currency.

1800 – ∞

Produces: 3 Mail

Demands: 3 Mail – 2 Gold – 0.5 Machinery

1800 – 1924

Demands: 1 Paper

1925 – ∞

2 Paper

1856 – ∞

Demands: 1 Steel

1899 – ∞

Demands: 1 Chemicals – 1 Electronics

Special Industry – Government



Immigration Building

This is where immigrants register to start a new life in a new country. Or they decide that they were better off in the old country. This is a passenger generator to add colour to a map.

1800 – ∞

Produces: 2 Passengers

Demands: 2 Passengers – 1 Paper



Municipal Landfill

The Landfill should be spawned or placed in areas outside the cities and towns o be most useful. In 1930 unless supplied with Sand and Machinery, it will only consume 2 loads of waste.

1865 – 1930

Demands: 2 Waste

1930 – ∞

Demands: 2 Waste

10 Waste – 2 Sand – 1 Machinery



Waste Incinerator

The Incinerator can be spawned or placed in cities or in the outlying areas.

1800 – ∞

1 Fertilizer ← 2 Waste

1 Coal ← 2 Waste

Special Industry – Military



Armoury

The place where reservists (part-time soldiers) go to train. Should be placed in towns or cities.

1800 – ∞

Produces: 0.5 Troops – 0.5 Mail

Demands: 0.5 Troops – 0.5 Mail – 0.5 Textiles – 1 Ammunition – 0.5 Weapons



Military Outpost

Smaller than a fort, this is where the poor sods on the front line are isolated.

1800 – ∞

Produces: 1 Troops – 0.5 Mail

Demands: 1 Troops – 0.5 Mail – 1 Food – 1 Gold – 1 Alcohol
1 Ammunition – 1 Weapons – 0.5 Electronics (when avail.)



Military Headquarters

The source of general stupidity. For security reasons the Military HQ is visually indistinguishable from large office buildings.

1800 – ∞

Produces: 1 Troops – 0.5 Passengers – 0.5 Mail

Demands: 1 Troops – 0.5 Passengers – 0.5 Mail – 1 Goods – 1 Gold
1 Textiles – 0.5 Furniture – 1 Electronics (when avail.)

1800 – 1919

1 Waste



2 Paper

1920 – ∞

1 Waste



4 Paper

Special Industry – Military



Fort

In the 1800s, the Fort is the base military establishment where troops are housed, and recruits are trained. In 1920 the Fort will cease its military function, and it will become a tourist attraction. There is a 1 Year overlap for the transition.

1800 – 1920

Demands:

1 Gold – 1 Lumber – 1 Produce – 1 Steel – Medicine
2 Textiles – 3 Goods – 3 Ammunition – 3 Weapons
3 Explosives – 3 Food – 3 Grain – 3 Livestock – 3 Alcohol

1 Troops	←	1 Troops
0.5 Troops	←	0.5 Passengers
0.5 Mail	←	0.5 Mail

1920 – 1930

0.5 Troops	←	0.5 Troops
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1920 – ∞

Demands:

0.5 Paper – 2 Goods		
0.5 Passengers	←	0.5 Passengers



Military Base

This supplants the Fort in 1920, but is available in 1890, and performs the same function, but in a more modern sense.

1890 – ∞

Produces:

1 Troops – 0.5 Passengers – 1 Mail – 1 Waste
--

Demands:

1 Troops – 0.5 Passengers – 1 Mail – 1 Gold		
1 Lumber – 1 Produce – 1 Meat 1 Electronics – 2 Medicine		
2 Textiles – 3 Paper – 3 Goods– 3 Ammunition – 3 Weapons		
3 Explosives – 3 Missiles – 3 Petroleum – 3 Alcohol		
0.5 Troops	←	0.5 Passengers

1890 – 1946

Demands:

3 Livestock – 3 Grain

1890 – 1939

Demands:

1 Automobiles

1940 – ∞

Demands:

2 Automobiles

Municipal Buildings – Residents



House

The House is the base unit of the citizens on your map. Multi-family dwellings have 4 times the demand and production.

1800 – ∞

Produces: 1 Passengers – 1 Mail – 0.04 Waste

Demands: 1 Passengers – 1.2 Mail

0.01 Flour – Sugar – Furniture

0.02 Rice – Milk – Alcohol – Paper – Textiles

0.03 Produce – Meat

1800 – 1899

Demands: 0.01 Food – Medicine

0.02 Goods

1800 – 1950

Demands: 0.02 Coal

1900 – ∞

Demands: 0.02 Medicine – Electronics – Automobiles

0.03 Food – Goods

1856 – 1949

Demands: 0.02 Petroleum

1950 – ∞

0.04 Petroleum



Municipal Buildings – Residents



Suburban Bungalow

1958 – ∞

Produces: 0.2 Passengers – 1 Mail – 0.06 Waste
Demands: 0.2 Passengers – 1.2 Mail

0.01 Sugar
 0.02 Rice – Milk – Alcohol – Paper – Furniture
 0.03 Textiles
 0.04 Medicine – Electronics

1958 – 1979

1980 – ∞

<i>Demands:</i>	0.03 Food	0.05 Food
	0.03 Produce	0.02 Produce
	0.03 Meat	0.02 Meat
	0.03 Goods	0.04 Goods
	0.03 Automobiles	0.05 Automobiles
	0.04 Petroleum	0.05 Petroleum



Hi-Rise Apartment Building

1930 – ∞

Produces: 6 Passengers – 6 Mail – 0.1 Waste
Demands: 6 Passengers – 7 Mail

0.1 Sugar – Medicine – Electronics – Furniture
 0.2 Rice – Milk – Alcohol – Furniture
 0.3 Paper – Textiles

1930 – 1964

1965 – ∞

<i>Demands:</i>	0.1 Food	0.3 Food
	0.1 Automobiles	0.2 Automobiles
	0.1 Petroleum	0.2 Petroleum
	0.2 Produce	0.1 Produce
	0.2 Meat	0.1 Meat
	0.2 Goods	0.3 Goods

Municipal Buildings – Infrastructure

Church

1800 – ∞

Produces: 3 Passengers

Demands: 3 Passengers – 0.1 Alcohol

1800 – 1949

Demands: 0.1 Gold

1950 – ∞

0.2 Gold

Museum

1800 – ∞

Produces: 2 Passengers

Demands: 2 Passengers – 0.1 Gold – 0.2 Goods – 0.2 Paper

Post Office

1800 – ∞

1 Mail	←	1 Goods
1 Mail	←	1 Paper

School House

1800 – ∞

Demands: 0.1 Furniture – 0.5 Milk – 0.5 Paper

Stadium

1880 – ∞

Produces: 5 Passengers

Demands: 5 Passengers – 2 Food – 2 Alcohol

Theatre

1800 – ∞

Produces: 3 Passengers

Demands: 3 Passengers – 1 Corn

Municipal Buildings – Medical

Hospital

1890 – ∞

Produces: 2 Passengers – 1 Mail – 1 Waste
Demands: 2 Passengers – 1 Mail – 0.5 Troops – 1 Alcohol
 1 Chemicals – 1 Cotton – 0.3 Furniture

1890 – 1949

Demands: 0.5 Paper
 0.5 Machinery
 0.5 Electronics

1950 – ∞

1 Paper
 1 Machinery
 1 Electronics

1890 – 1959

Demands: 1 Coal

1890 – 1923

Demands: 0.5 Medicine

1924 – 1949

1 Medicine

1950 – ∞

2 Medicine

1890 – 1923

Demands: 0.5 Food

1924 – 1959

1 Food
 0.5 Petroleum

1960 – ∞

2 Food
 1 Petroleum

1950 – 1969

Demands: 0.5 Isotopes

1970 – ∞

0.5 Isotopes

Apothecary

1800 – ∞

1 Medicine ← 1 Alcohol

1856 – ∞

1 Medicine ← 1 Chemicals
 2 Medicine ← 1 Alcohol + 0.2 Chemicals + 0.2 Glass

1800 – 1939

2 Medicine ← 1 Alcohol + 0.2 Hemp + 0.2 Glass
 2 Medicine ← 1 Alcohol + 0.2 Produce + 0.2 Glass

1856 – ∞

2 Medicine ← 1 Chemicals + 0.1 Plastic

Municipal Buildings – Commercial



Confectionery

1800 – ∞

0.5 Food	←	0.5 Sugar
0.5 Food	←	0.2 Sugar + 0.2 Gum



Office Building

1800 – ∞

Produces: 0.5 Passengers – 2 Mail

Demands: 0.5 Passengers – 3 Mail – 0.5 Furniture

1800 – 1919

0.3 Waste	←	1 Paper
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1920 – ∞

1 Waste	←	2 Paper
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1910 – 1965

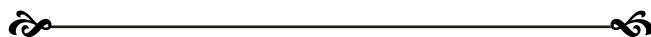
1966 – 1989

1990 – ∞

Demands: 0.5 Electronics

1 Electronics

2 Electronics



Department Store

1800 – ∞

Produces: 3 Passengers

Demands: 3 Passengers – 1 Furniture – 1 Textiles – 1 Goods

1890 – ∞

Demands: 1 Electronics

Municipal Buildings – Commercial

Grocery Store

1800 – ∞

Demands: 0.3 Alcohol

1905 – ∞

Produces: 0.5 Waste

	1800 – 1904	1905 – 1949	1950 – ∞
<i>Demands:</i>	1 Food 1 Flour 1 Sugar 0.5 Rice 0.5 Meat 0.5 Milk 0.5 Produce	2 Food 0.5 Flour 0.5 Sugar 1 Rice 1 Meat 1 Milk 1 Produce	3 Food 0.5 Flour 0.5 Sugar 1 Rice 2 Meat 2 Milk 2 Produce

1800 – 1959

Demands: 0.5 Medicine

1960 – ∞

1 Medicine

Industrial Park

1856 – ∞

Produces: 1 Passengers – 1 Mail

Demands: 1 Passengers – 1 Mail

0.5 Goods	←	0.3 Steel
0.5 Furniture	←	0.3 Lumber
1 Glass	←	0.5 Sand
1 Machinery	←	0.3 Iron + 0.5 Coal
1 Machinery	←	0.5 Aluminum + 0.5 Rubber
1 Ammunition	←	0.3 Explosives + 0.3 Steel

1890 – ∞

1 Electronics ← 0.5 Plastic + 0.3 Gold

Municipal Buildings – Commercial



Hardware Store

1905 – ∞

Produces: 0.2 Waste

1800 – 1889

1890 – 1939

1940 – ∞

<i>Demands:</i>	0.5 Explosives	1 Explosives	1 Explosives
	0.5 Ammunition	1 Ammunition	1 Ammunition
	0.5 Goods	1 Goods	2 Goods
	0.5 Lumber	1 Lumber	2 Lumber
	0.5 Machinery	1 Machinery	2 Machinery
	0.5 Textiles	1 Textiles	1 Textiles
		1 Chemicals	2 Chemicals
		1 Petroleum	2 Petroleum

1900 – ∞

Demands: 1 Rubber

1935 – ∞

Demands: 1 Plastic



Radio Station

1925 – 1954

1955 – ∞

Demands: 0.5 Electronics 1 Electronics



Retail

1800 – ∞

Demands: 1 Glass – 1 Alcohol – 1 Medicine – 1 Goods

Municipal Buildings – Commercial

Scrap Yard

1856 – ∞

0.5 Bauxite	←	1 Waste
0.5 Iron	←	1 Waste
0.5 Machinery	←	1 Waste
0.3 Ammunition	←	1 Waste

Service Station

1900 – 1954

Demands:

1 Petroleum
1 Rubber

1955 – ∞

2 Petroleum
2 Rubber

Shopping Mall

1958 – ∞

Produces: 3 Passengers – 2 Mail – 0.5 Waste

Demands: 3 Passengers – 2 Mail – 2 Paper – 3 Alcohol – 2 Glass

2 Rubber – 2 Chemicals – 2 Petroleum

1958 – 1981

Demands:

1 Furniture
2 Automobiles
2 Electronics
2 Goods
2 Plastic
2 Textiles
2 Food

1982 – ∞

2 Furniture
3 Automobiles
3 Electronics
3 Goods
2 Plastic
3 Textiles
2 Food

Service Facilities



Service Tower (\$30,000)

Provides water, fuel, and sand for locomotives.

1800 – ∞

Demands: 0.3 Coal – 0.3 Sand – 0.3 Explosives



Maintenance Facility (\$100,000)

Provides repairs and routine maintenance on locomotives and track.

1800 – ∞

Demands: 0.5 Machinery – 0.3 Sand – 0.5 Petroleum – 0.2 Lumber – 0.2 Oil

1800 – 1860

1856 – ∞

Demands: 0.2 Iron

0.2 Steel



Railroad Office (\$65,000)

The administrative hub of your railroad operations. This is where the Trainmaster is employed. The Railroad Office will increase the revenue of your railroad when its demands are supplied, or it is performing an administrative function or service.

The Railroad Office will also double the length of time that mail remains at a station before seeking alternate transportation, and provide secure storage for Isotopes and Gold in transit..

1800 – ∞

Demands: 2 Paper

0.5 Mail	←	0.2 Goods
0.3 Gold	←	0.2 Gold
0.2 Isotopes	←	0.1 Isotopes

Station Amenities



Restaurant (\$65,000)

Restaurants generate income from passenger traffic. Profitability is increased by supplying its demands. Taverns will compete with restaurants for business as travelers decide whether to drink or eat.

1800 – ∞

Demands: 0.5 Food – 0.3 Meat – 0.3 Produce – 0.2 Glass



Tavern (\$50,000)

Taverns generate income from passenger traffic. Profitability is increased by supplying its demands. Taverns will compete with restaurants for business as travelers decide whether to drink or eat. Gambling is permitted until 1910 with the house taking a cut.

1800 – ∞

Demands: 1 Alcohol – 0.2 Glass

1800 – 1910

0.3 Gold ← 0.2 Gold



Hotel (\$100,000)

Hotels generate revenue from passenger traffic, and also attract passengers as tourists. Room service and clean linens will increase profitability.

1800 – ∞

Produces: 2 Passengers – 0.5 Mail

Demands: 2 Passengers – 0.5 Mail – 0.2 Food – 0.2 Alcohol
0.2 Textiles – 0.1 Furniture

Rail Yard Structures



Ice Platform (\$30,000)

1800 – 1910

0.1 ← 0.1

Food – Produce – Meat – Milk - Alcohol

1 Waste ← 2 Pulpwood



Cold Storage (\$100,000)

1890 – ∞

0.1 ← 0.1

Food – Produce – Meat

Alcohol – Milk – Medicine



Liquid Storage (\$65,000)

1860 – ∞

0.1 ← 0.1

Oil – Petroleum – Chemicals – Gum

Demands: 1 Sand for spills. Supplying this will reduce losses.



Hopper Yard (\$100,000)

1800 – ∞

0.1 ← 0.1

Coal – Bauxite – Iron

Sand – Uranium – Waste



Silo (\$65,000)

1800 – ∞

0.1 ← 0.1

Grain – Corn – Rice – Flour – Sugar

Rail Yard Structures



Storage Shed (\$65,000)

1800 – ∞

0.1 ← 0.1

Cotton – Wool – Hemp

Hides – Explosives – Fertilizer



Storage Depot (\$65,000)

1800 – ∞

0.1 ← 0.1

Machinery – Goods – Furniture

Glass – Electronics – Textiles



Rail Depot (\$25,000)

1800 – ∞

0.1 ← 0.1

Aluminum – Steel – Lumber

Rubber – Plastic – Pulpwood



Stock Yard (\$100,000)

1800 – ∞

0.1 Livestock ← 0.1 Livestock

0.3 Fertilizer ← 0.1 Livestock

Demands:

0.5 Corn – 0.5 Grain

