Rural Businesses

In the game, there are a total of 16 types of farms, which can be identified by goods icons directly on the map.

Some businesses are on the map from the beginning, even though they are **not yet needed** (e.g., salt). Ignore these businesses until you need their goods in one of your cities.

Rural businesses within 1,500 meters of a city provide raw materials for basic needs. Additional rural businesses can be found up to 3,000 meters away. Each city has about ten rural businesses within 4,500 m, so the city can reach the highest level. In fact, at the maximum level, one rural business can serve up to five cities with a population of 100,000. As a scale, the distance between the west and east coasts of the North American map is about 49,000 m, and stations are 200 m in size.

All rural businesses within 1,000 m of a city are connected by **visible paths**. Goods are delivered by land paths as long as the farms' **export warehouse** is full.

The type of route (e.g. over mountains or rivers) has no effect on the amount of goods the cities receive.

You can build a station in the green-marked radius of 300 m around a rural business to transport the goods from there. This usually means that the other cities, which are only connected to the farm by land, will not receive any more goods because, most of the time, the warehouse will not be completely full. Land paths can get in the way of the tracks and therefore disappear from the map, but this does not mean that the cities will no longer receive the goods.

When you select a **rural business,** you learn more about its **production** and see the development of its utilization. With the help of this information, you can decide whether it is worth **buying** the rural business.

The research unit **Division of Labor**, which you can unlock from **1840**, increases the profit of all your farms by **5 %.**

Buying Rural Businesses

By selecting the **coin** icon in the **business menu,** you can start an **auction** where you and your competitors can bid for the rural business. The highest bidder must then pay the indicated price. Once a farm is yours, you will also receive data on the profit and train usage of the goods.

You can **upgrade** your own rural businesses four times, like factories. You can dismantle them for free if they are no longer profitable. However, upgrading them will cost you again. If the situation gets tough, you can return the rural business to the original owner. But you won't get any money back.

Buildings

Quick Tips

▶ Leveling up a city: You now have the option to build one more factory of your choice (!) before a random factory is built automatically after some time. This is also cheaper than using an auction.

▶ Maximum number of stations in a city: 3

▶ Maximum number of station buildings per station: 2

▶ Maximum number of city building: 1
  To build a new building, you must first demolish the old one.

▶ Make sure all trains have access to a maintenance depot. Build an additional station as a maintenance-only station outside of a city or rural business.

▶ Freight stations are especially important for the distribution of goods on your network, as without them, goods can only be transported away from the producer.

▶ Transferring passengers or reloading mail (express goods) within a city works automatically - for rural businesses you need a hotel.

▶ A combination of market hall and restaurant bonuses will increase your passenger income!

▶ Without a university, a town cannot have more than 100,000 inhabitants.

▶ If you build a new station within 4 weeks after demolishing one, the train lines will remain intact and the trains will continue to run.

▶ Be careful when building factories and city buildings:
  Don't block your own station;
  Interfere with your competitors by tactically placing them.

Factories

On the map are some **basic resources** you can process into other goods in factories. Basically, at the beginning of a game, each city has its own factory that produces either **cloth**, **beer**, or **meat**.

Up to three different factories can be built in each city. A second one can be built once your city reaches level 3, i.e., has 40,000 inhabitants. The third can be built when your city reaches level 5, i.e., 90,000 inhabitants. If the level of the city drops again, the factories will remain.

A new factory can be built if a city has a **plus icon** under its name. The city gives you about **a month** to build a factory before it builds one itself. This only applies if a finished good from a new factory is in **demand** in any city on the map. Also, you cannot have more than one factory producing the same good in a city.

Building and Acquiring Factories

You have two options to build your factories: go to the building icon in the bar at the top right and then select the **factory icon** or select the city where you want to build the building and use the icon there. You will then get an overview of all the factories you can build and see what resources you need. Select a factory and place it somewhere in the green-marked area of the city. The layout of the city will change. You can only build level 1 factories and will be able to upgrade them later.
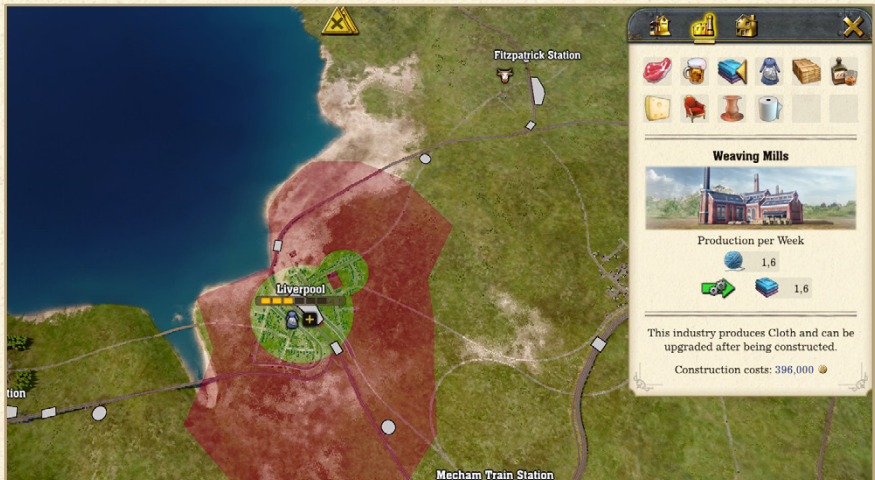
The earlier your starting year, the fewer factories you can choose from at the beginning. In 1830, you have nine factories at your disposal. You will have to unlock the rest in the **research diagram** over the years. You have to unlock some of them anyway to get more modern locomotives; others are optional.

Note, however, that some factories require goods that are produced in factories. Your factory will only produce goods when it has all the resources it needs but will stop when its **warehouse is full**. If there is no demand for the finished goods in any city, the goods will not be exported, and the factory will not produce anything, resulting in a **loss**.

You can also buy existing factories of all levels in an **auction**. To do so, select a factory and click the **coin icon** 🪙 in the upper right corner. The starting price of the auction will be displayed. Accept the offer to start the auction. If you don't have any competitors in the game, you simply pay the indicated price. If you do have competitors, they can bid if they are interested. The person who made the last bid must buy the factory when the time runs out.

Star Logistics

Scenario Description

Warehouses as a station extension are a useful tool for **efficient route management**. Create a **star-shaped logistics** around a warehouse to maximize the number of citizens of all cities on this small map.

Historical Background

Collis P. Huntington - one of the Big Four who built the western leg of North America's first transcontinental railroad - took over the Chesapeake and Ohio Railway (C&O) in 1869, which reached Huntington (West Virginia), the town he founded, in 1873. Later, the company owned joint-use rights for the Louisville and Nashville Railroad (L&N), which was headquartered in Louisville, Kentucky. St. Louis was a major railroad hub and represented the headquarters of the St. Louis-San Francisco Railway (Frisco or SLSF for short), which was founded in 1876. You can see that in this scenario, you are building on historically important areas of railroad history.

Scenario Data

Region	St. Louis und Umgebung
Scenario Difficulty	Normal
Terrain Difficulty	Normal
Map	North America
Hometown	St. Louis
Time period	1870–1877
Historic Map Size	0,7 million km²
Cities / Rural Businesses	8 / 28
Initial Funds	2,000,000
Competitors	No
Region Concession	No
Company	Selectable

Character suggestion:

The General

The freight advantage is very useful in this scenario. The cheaper track construction costs are always useful.

The Gangster

The Gangster cannot use his advantages. There are no auctions without competitors.

Tasks:

Clothes make the Man

» Dec, 1870 Achieve 6 cities with 40,000 or more **citizens** in your rail network.

> **Hint: Huntington's warehouse** can serve as the heart of a star shaped transportation system. Make sure to connect the surrounding cities to it when you add them to your network.

» Dec, 1871 Make 10 **different goods** available in **St. Louis** at the same time.

» Dec, 1871 Deliver 8 loads of **Clothing** via **Huntington's Warehouse**.

> **Hint:** A **warehouse** serves as a transfer station for your goods. Set up a rail line from **Memphis** to your **warehouse** and send more train lines to other cities from there. This will automatically distribute clothing to these cities.
>
> Note: **only Huntington's Warehouse** counts towards the completion of this task.

Rolling Drunk

» Dec, 1872 Have a **balance** of 150,000 🪙 per week.

» Jun, 1873 Connect 400,000 **citizens** to your rail network.

» Jun, 1873 Deliver 12 loads of **Liquor** via **Huntington's Warehouse**.

> **Hint:** A **warehouse** serves as a transfer station for your goods. Set up a rail line from **Indianapolis** to your **warehouse** and from there send more train lines to other cities. This automatically distributes liquor to these cities.

Paper doesn't blush

» Jun, 1874 Own a total of 3 **industries** and **businesses**.

» Dec, 1874 Make 13 **different goods** available in **Fayetteville** at the same time.

» Dec, 1874 Deliver 16 loads of **Paper** via **Huntington's Warehouse**.

Let's get Cracking

» Jun, 1876 Increase the **value** of your company to 25.000.000 🪙.

» Dec, 1876 Achieve 6 cities with 90,000 or more **citizens** in your rail network.

» Jun, 1877 Deliver 20 loads of **Ceramics** via **Huntington's Warehouse**.

> **Hint:** After you have bought a **factory**, you can **upgrade** it to increase goods production.

» Jun, 1877 Make 20 **different goods** available in **St. Louis** at the same time.

Optional Tasks

» Jun, 1877 Connect 840,000 **citizens** to your rail network.

» Jun, 1877 Deliver 8 loads of **Toys** via **Huntington's Warehouse**.

» Jun, 1877 Deliver 16 loads of **Canned Foods** via **Huntington's Warehouse**.

Scenario Tips:

» Keep in mind that Native American tribes progress over time, so planning your railroads can become more challenging.

» In your first year, you will need to connect 6 cities with a population of at least 40,000 each. Make sure you connect them within the first 125 days to keep the connection bonuses from expiring.

» Nearly all cities have connection bonuses. Columbia, Louisville, and Memphis are the most lucrative with 200,000 🪙 bonuses each.

» All cities start with the required 40,000 population except Kansas City and St. Louis. These cities have about 20,000 inhabitants.

» It makes sense to build the line to Columbia or Kansas City via St. Louis.

» Don't forget that all the goods required by the tasks must pass through the Huntington Warehouse as an interface. These are already selected in the warehouse and cannot be changed. Below you can see the goods and the time by which the task must be completed.

» Clothing (Dec, 1871)
» Liquor (Jun, 1873)
» Ceramics (Jun, 1877)
» Paper (Dec, 1874)
» Canned Food (Jun, 1877)
» Toys (Jun, 1877)

» However, it is still possible to build another warehouse next to the existing one in Huntington to store other goods.

» The following cities produce the required goods Memphis (clothing), Indianapolis (liquor), Columbia (ceramics), Fayetteville (paper), Nashville (canned food), Louisville (toys).

» Express trains are not required.

» Carrying mail and passengers is just for the growth of the cities, and is not an explicit goal of a quest (though it can be a lucrative way to make money, of course).

» In order for 10 goods to be available in St. Louis, the city must have a population of at least 40,000. In addition to corn, lumber, meat, beer, sugar, and clothing, the city also needs milk if it has 35,000 or more inhabitants, and vegetables if it has 40,000 or more inhabitants.

» Vegetables could be obtained from Columbia.

» Milk would be available on the way to Indianapolis.

» Your job is to ensure the availability of many goods in St. Louis and Fayetteville. It is important that these two cities grow. It is also a good idea to build more factories in these cities, as you will need to have a total of 3 industries and factories by June 1874.

» Huntington's Warehouse Station also has a Maintenance Depot.

Forquenot PO340
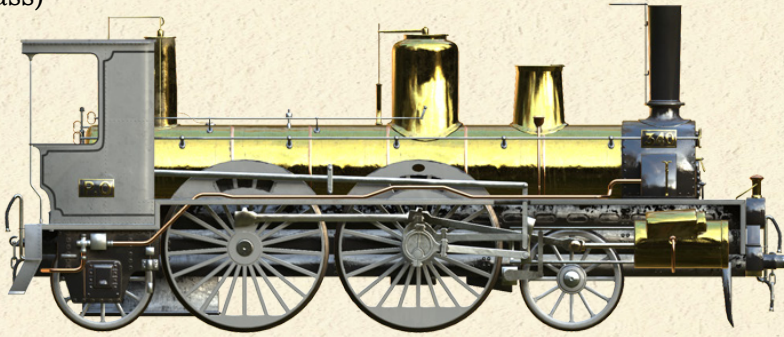
(Class)

» **New** in the USA

» **Special Paint Job:** after completion of chapter 3
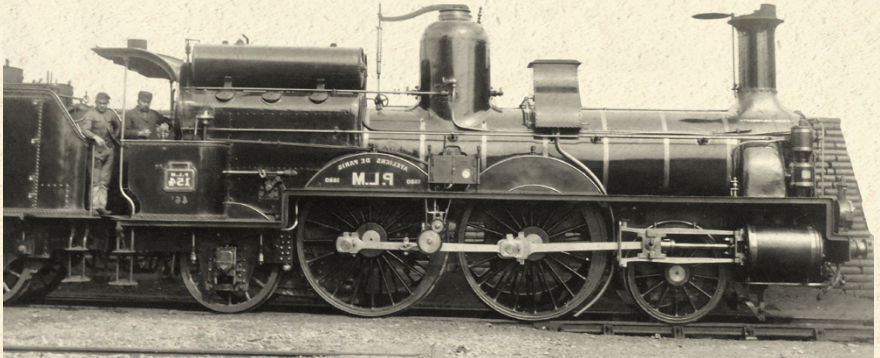
1890 ➡		Class 121 (USA)
1900 ➡		PO Pacific (EU)

Game Data

Availability	1860–1870 (USA & EU)
Suitability	Express
Price	126,000 🪙
Speed	83 km/h
Tractive Power	30 % (USA), 36 % (EU)
Popularity	113 %
Reliability	98 %
Maintenance Requirements	102 % (USA), 105 % (EU)
Consumption	85 %

Historical Context:

This relatively rare 1'B1' axle arrangement was built more frequently in 1875. The rear trailing axle actually made it possible to carry a larger boiler without compromising stability. On tender locomotives, the rear trailing axle carried the weight of the water tanks, the coal bunker, and the cab. Locomotives of this type are located primarily in Great Britain, Belgium, and France. The PLM locomotive shown here was rebuilt in 1922 as 0-8-0T locomotive No. 7702.

The PLM procured a total of 400 locomotives of this type, mainly for traffic on the Paris – Dijon – Lyon – Marseille main line.
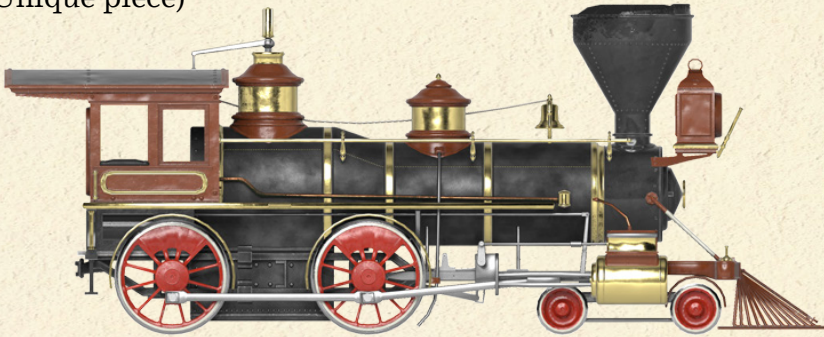
Historical Data

Year of production.. since 1876
Wheel arrangement ....1'B1'
Driving wheel diameter ....2 m
Inventor:..Victor Forquenot
Operator .... i.a. PLM

Inyo

(Unique piece)

» 1860: the only mixed locomotive of the new arrivals

» 1880: Automatic successor to the locomotives of the mixed type in North America (1850–1860)

» Replacement possibly relevant in the 4th campaign chapter

1890 ➡ **Brooks Mogul**

Game Data

Availability	1860–1870 (USA)
Suitability	Mixed
Price	98,000 🪙
Speed	68 km/h
Tractive Power	64 %
Popularity	101 %
Reliability	93 %
Maintenance Requirements	99 %
Consumption	110 %

Historical Context:

The "Inyo" of the Virginia and Truckee Railroad is a 2'B steam locomotive built in 1875 by the Baldwin Locomotive Works. It was used for both passenger and freight service. In 1877, it was equipped with air brakes and converted from wood to oil firing in 1910.

It was retired in 1926 but remained a spare parts donor for a similar locomotive owned by V&T-(Reno). In 1937, Paramount Pictures acquired her for $1,250 to use in future film productions. In 1983, it was restored to working order and became part of the Nevada State Railroad Museum in Carson City.

Historical Data

Year of production	1875
Wheel arrangement	2'B
Driving wheel diameter	1.448 m
Service weight	61.7 t
Boiler pressure	0.52 Mia
Cylinders	2 x 410 mm x 610 mm
Operator	Virginia & Truckee Railroad