

Railroad Tycoon 3 - Trainmaster

- Service Facilities - Station Amenities - Railyard Structures -

To help to run your railroad efficiently and profitably, a number building 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.

Railyard 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. Railyard 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.

Service Facilities

Service Tower (\$30,000)

Provides: water, fuel, and sand for steam locomotives.

Demands:

- 0.3 Coal
- 0.3 Sand
- 0.3 Explosives

Maintenance Facility (\$100,000)

Provides: repairs and routine maintenance on locomotives and track.

Demands:

- | | |
|------------|---|
| Parts | (0.5 Machinery) |
| Sand | (0.3 Sand) |
| Lubricants | (0.5 Petroleum) |
| Track | (0.2 Iron until 1860 - 0.2 Steel from 1856) |
| | (0.2 Oil) |
| | (0.2 Lumber) |

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.

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.

Demands:

- 1 Alcohol
- 0.2 Glass

Gambling is permitted until 1910, where 0.3 Gold will produce 0.5 Gold (the house takes a cut).

Hotel (\$100,000)

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

- 2 Passengers per year.
- 0.5 Mail per year.

Demands:

- 0.2 Food
- 0.2 Alcohol
- 0.2 Textiles
- 0.1 Furniture

Post Office (\$25,000)

A Post Office will double the length of time that mail will wait before finding an alternate method. It will also accept money order requests, and if envelopes (paper) are supplied, then mail will be generated.

- 0.1 Gold => 0.5 Mail
- 0.2 Paper => 0.2 Mail

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.

Demands:

- 2 Paper per year.

Services: A secure storage facility for Isotopes and Gold in transit.

- 0.1 Isotopes => 0.2 Isotopes
- 0.2 Gold => 0.3 Gold
- 0.2 Goods => 0.5 Mail. - Parcel Post services.

Railyard Structures

Railyard 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.

Railyard Structures will cost your company money, they will not generate a profit.

Ice Platform (\$30,000)

1800 - 1910: Food/Produce/Meat/Milk 0.1 => 0.1

Demands: 2 Pulpwood for insulation. Supplying this will reduce losses.

Cold Storage (\$100,000)

1890 -> Food/Produce/Meat/Milk/Medicine 0.1 => 0.1

Liquid Storage (\$65,000)

1860 -> Oil/Petroleum/Chemicals/Gum 0.1 => 0.1

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

Hopper Yard (\$100,000)

1800 -> Coal/Bauxite/Iron/Uranium/Sand/Fertilizer/Pulpwood 0.1 => 0.1

Silo (\$65,000)

1800 -> Grain/Corn/Rice/Flour/Sugar 0.1 => 0.1

Storage Shed (\$65,000)

1800 -> Cotton/Wool/Lumber/Hemp/Hides/Explosives/Machinery 0.1 => 0.1

Storage Depot (\$65,000)

1800 ->
Food/Alcohol/Goods/Furniture/Glass/Electronics/Textiles 0.1 => 0.1

Rail Depot (\$25,000)

1800 -> Steel/Rubber/Plastic/Waste 0.1 => 0.1

Stock Yard (\$100,000)

1800 -> 0.2 Livestock => 0.1 livestock and 0.5 Fertilizer.

Demands:

0.5 Corn and 0.5 Grain per year.