

Railroad Tycoon 3 - Trainmaster

Agricultural Communities

Agricultural communities represent the local Co-operatives serving the individual communities. These should be placed on the map during its creation at sites where small towns are placed. The population levels of the towns should be reduced to at the most 10-25%. This will allow for a small amount of growth with the houses that are spawned as the community grows.

The Agricultural communities are the buildings that are placed on the map, and 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.

There are four general type communities, and a number of smaller speciality communities. The general communities provide an array of products depending on the region they represent, but have identical demands. Production controls can be effected through the event editor by the individual farm type, all farms, or the individual commodity. To remove a commodity from being produced by a community, set an event at start up to reduce production 200% for that commodity.

Except for some of the specialty farms which can be purchased, the Agricultural Communities cannot be bought nor built by the player. They can be spawned by the game, or can be added by event, however, this is strongly discouraged, and should be placed during the creation of the map as described above.

European Farmstead Co-operative

Produces:

- 1 Passengers + 1 Mail per year
- 1 Milk - 2 if supplied with 0.5 loads of medicine
- 1 Produce - 2 if supplied with 0.5 loads of fertilizer
- 1 Grain - 2 if supplied with 0.5 loads of fertilizer
- 1 Hemp - 2 if supplied with 0.5 loads of fertilizer
- 1 Corn - 2 if supplied with 0.5 loads of fertilizer
- 1 Livestock
- 1 Wool
- 0.5 Waste

Demands:

- 1 each: Machinery/Textiles/Lumber/Goods/Petroleum
- 0.5 each: Automobiles/Steel
- 0.3 Oil
- 0.2 Alcohol

Western Ranch Co-operative

Produces:

- 1 Passengers + 1 Mail per year
- 2 Livestock - 3 if supplied with 0.5 loads of medicine
- 1 Produce - 2 if supplied with 0.5 loads of fertilizer
- 2 Grain - 3 if supplied with 0.5 loads of fertilizer
- 1 Hemp - 2 if supplied with 0.5 loads of fertilizer
- 1 Corn - 2 if supplied with 0.5 loads of fertilizer
- 1 Milk
- 1 Wool
- 0.5 Waste

Demands:

- 1 each: Machinery/Textiles/Lumber/Goods/Petroleum
- 0.5 each: Automobiles/Steel
- 0.3 Oil
- 0.2 Alcohol

Tropical Plantation

Produces:

- 1 Passengers + 1 Mail per year
- 1 Milk - 2 if supplied with 0.5 loads of medicine
- 2 Produce - 3 if supplied with 0.5 loads of fertilizer
- 1 Grain - 2 if supplied with 0.5 loads of fertilizer
- 1 Gum - 2 if supplied with 0.5 loads of fertilizer
- 1 Corn - 2 if supplied with 0.5 loads of fertilizer
- 1 Livestock
- 1 Wool
- 0.5 Waste

Demands:

- 1 each: Machinery/Textiles/Lumber/Goods/Petroleum
- 0.5 each: Automobiles/Steel
- 0.3 Oil
- 0.2 Alcohol

Asian Farmstead Collective

Produces:

- 1 Passengers + 1 Mail per year
- 1 Milk - 2 if supplied with 0.5 loads of medicine
- 2 Produce - 3 if supplied with 0.5 loads of fertilizer
- 1 Grain - 2 if supplied with 0.5 loads of fertilizer
- 1 Hemp - 2 if supplied with 0.5 loads of fertilizer
- 1 Rice - 2 if supplied with 0.5 loads of fertilizer
- 1 Livestock
- 1 Wool
- 0.5 Waste

Demands:

- 1 each: Machinery/Textiles/Lumber/Goods/Petroleum
- 0.5 each: Automobiles/Steel
- 0.3 Oil
- 0.2 Alcohol

Specialty Farms:

Amish Community

1800 - 1920

Produces:

0.5 Passengers + 0.5 Mail per year

0.5 each: Milk/Produce/Hemp/Grain/Livestock/Textiles/Furniture

Demands:

1 each: Coal/Iron/Goods (1865)/Wool/Lumber

0.5 Machinery

1921->

Produces:

0.5 Passengers + 0.5 Mail per year

2 Produce

1 each: Milk/Hemp/Grain/Textiles

0.5 Livestock

0.5 Logs => 1 Furniture 1

Demands:

0.5 each: Steel/Machinery

1 each: Coal/Goods/Wool/Lumber

Commune

Produces:

0.5 Passengers + 0.5 Mail per year

0.5 each: Textiles/Goods

1 each: Produce/Food

Vineyard - Purchase Price: \$1,600,000

1 Passengers per Year

0.3 Glass => 1 Alcohol

0.2 Glass + 0.5 Fertilizer => 1 Alcohol

0.1 Glass + 1 Passengers => 1 Alcohol

Bringing in a load of sheep (Livestock) to prune the leaves from grapes, and fertilize the natural way, will produce a load of Alcohol, and 0.5 loads of wool. The sheep will be returned as well.

Demands:

1 Lumber

Lavender Farm - Purchase Price: \$250,000

Note: Include the Lavender Farm in the Overall Industry list even if not placing it on the map so that Apothecaries will be spawned in the cities early on.

Produces:

2 Medicine

0.5 Fertilizer => 1 Medicine

1920->

1 Goods

1 Passenger => 1 Passenger

Cotton Plantation

1800-1865

Produces:

0.5 Passengers + 0.5 Mail per year

1 Cotton

1 Fertilizer => 1 Cotton

1 Passengers => 1 Cotton

Demands:

0.1 Machinery

1866->

Produces:

0.5 Passengers + 0.5 Mail per year

1 Cotton

1.5 Fertilizer => 2 Cotton

1 Machinery => 2 Cotton

Demands:

2 Petroleum (1890)

Hemp Bio-Mass Plantation (1938)- Purchase Price: \$700,000

Produces:

1 Hemp

0.3 Fertilizer => 2 Hemp

0.5 Petroleum => 1 Hemp

0.5 Machinery => 1 Hemp

Corn Bio-Mass Plantation (1954)- Purchase Price: \$700,000

Produces:

1 Corn

0.5 Fertilizer => 1 Corn

0.5 Petroleum => 1 Corn

0.3 Machinery => 2 Corn