

## Railroad Tycoon 3 - Trainmaster

### Mineral and Forest Resources

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 will generate passenger and mail traffic. Strip mines will require fuel to operate their machinery.

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#### Bauxite Mine - Strip Mine (1886) - \$200,000

Produces:

0.5 Sand  
1 Bauxite

Enhanced Production:

0.5 Machinery + 0.5 Coal => 2 Bauxite  
0.5 Automobiles + 0.5 Petroleum => 3 Bauxite

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#### Coal Mine - Strip Mine (1800) - \$200,000

Produces:

0.5 Sand  
1 Coal

Enhanced Production:

1 Machinery => 2 Coal  
0.5 Automobiles + 0.5 Petroleum => 3 Coal

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#### Coal Mine/Colliery - Deep Mine (1800) - \$300,000

Produces:

0.5 Passengers + 0.5 Mail per year  
1 Coal

Enhanced Production:

1 Explosives => 3 Coal  
1 Logs => 2 Coal  
1 Machinery => 3 Coal

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#### Iron Mine - Deep Mine (1800) - \$350,000

Produces:

0.5 Passengers + 0.5 Mail per year  
1 Iron  
0.3 Gold

Enhanced Production:

1 Explosives => 2 Iron  
1 Logs => 2 Iron  
1 Machinery + 1 Coal => 2 Iron

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**Gold Mine - Deep Mine** (1800) - \$500,000

Produces:

0.5 Passengers + 0.5 Mail per year  
0.5 Gold  
1 Iron

Enhanced Production:

1 Explosives => 1 Gold  
1 Logs => 1 Gold  
1 Machinery + 1 Coal = 2 Gold

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**Gold Mine - Strip Mine** (1800) - \$500,000

Produces:

1 Gold  
0.5 Sand

Enhanced Production:

1 Machinery + 1 Coal => 2 Gold  
1 Machinery + 1 Coal => 3 Sand  
1 Automobiles + 1 Petroleum => 3 Gold

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**Uranium Mine - Deep Mine** (1934) - \$750,000

Produces:

0.5 Passengers + 0.5 Mail per year  
1 Uranium  
0.5 Gold

Enhanced Production:

1 Explosives => 2 Uranium  
1 Logs => 2 Uranium  
1 Machinery + 1 coal => 2 Uranium

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**Oil Well** (1860) - \$450,000

0.5 Passengers + 0.5 Mail per year  
0.5 Machinery => 2 Oil (max 4/year)

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**Logging Camp** (1800) - \$200,000

Produces:

0.5 Passengers + 0.5 Mail per year  
0.5 Logs  
0.5 Pulpwood  
1 Hides

Enhanced Production:

1 Machinery => 2 Logs (Total max 5/year)  
1 Machinery => 2 Pulpwood (Total max 5/year)

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**Tar Pit** (1800) - \$50,000

The Tar Pit produces bitumen/pitch/tar for use as chinking at the shipyard.

Produces: 1 Oil