

Railroad Tycoon 3 - Trainmaster

Limited 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. As always, spawning is discouraged with limited industries.

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.

Oil (bitumen, pitch, tar) is demanded from 1800 on, however, oil wells do not appear until later. Small amounts of oil will be produced from a tar pit.

Produces:

1 Passengers per + 1 Mail per year
1800 -> 2 Sand per year.

Demands:

1800 -> 1 Oil	
1848 -> 1 Rubber	
1866 -> 3 Petroleum	
1800 - 1920: 2 Textiles	1921 -> 1 Textiles
1800 - 1889: 3 Lumber	1890 -> 1 Lumber
1800 - 1860: 3 Iron	1861 -> 0.5 Iron
1910 - 1960: 1 Electronics	1961 -> 2 Electronics
1856 - 1930: 1 Steel	1931 - 1949: 2 Steel
1800 - 1956: 0.5 Machinery	1857 - 1930: 1 Machinery
	1931 -> 2 Machinery
1800 - 1980: 1 Goods	1881 - 1940: 2 Goods
	1941 -> 3 Goods

Legislature

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

Produces:

2 Passengers + 3 Mail per year
1800 - 1920: 2 Paper => 1 Waste 1921 -> 3 Paper => 1 Waste

Demands:

1800 -> 2 Gold	1910 - 1965	1966 ->
1 Furniture	1 Electronics	2 Electronics
1 Goods		

Mint

Where raw materials are turned into currency.

3 Mail per year

Demands:

1800 -> 2 Gold		
0.5 Machinery		
1800 - 1924: 1 Paper	1925 -> 2 Paper	
1856 -> 1 Steel	1899 -> 1 Chemicals	1900 -> 1 Electronics