

# 1 ABOUT THE GAME

In *RAILWAY EMPIRE*, you take on the role of a railroad pioneer and transport operator. Your objective is to develop your company in the era and region of your choice into the biggest and most important railroad empire.

Each game is set in one of seven regions of the USA and in one of five eras. Each era covers 20 years and determines the technological progress you have at your disposal, above all the available locomotives.

The research points you receive over the course of the game can be invested in the selected era's research tree. Some areas of earlier eras can also be researched, but the majority have already been researched. Areas of later eras are always off limits.

Each game is usually over at the end of an era—so in 20 years' time. However, you can then choose to stay in the game, but you will not receive any more research points as *RAILWAY EMPIRE* focuses on the exciting construction phase of a railroad company.

While you are primarily dealing with the construction of stations and the laying of tracks at the start of a game, you can later also purchase factories, farms, or mines. The capital you earn in this way can then be invested in the purchase of stocks and shares in order to either buy up a rival company or protect yourself against a merger with a competitor.

Speaking of competitors: just like you, each of them wants to build the biggest and best rail network. So you need to be on guard, otherwise they will snap the most lucrative routes right from under your nose.

But it isn't enough just to lay tracks and construct stations. When building each route, you need to keep an eye on the costs and benefits. The direct route is often not the cheapest, as tunnels and bridges are expensive. On the other hand, routes become longer and/or steeper if you wish to avoid additional construction work.

And the right choice of locomotive is also decisive. Passengers shouldn't be transported using a slow freight locomotive, and an express locomotive can't pull freight containers up steep mountains.

Finally, you can also deploy special staff on each train in order to optimize it, or couple up special railcars to obtain benefits from certain transports.

# 2 GETTING STARTED

## 2.1 GAME MODES

After starting the game, you will find yourself in the main menu of *RAILWAY EMPIRE*. Here you can choose between four different game modes.

### CAMPAIGN

The campaign tells the story of the difficult construction of the Transcontinental Railroad in the USA, which was completed in May 1869. As the star of the story, it is your job to push on with the constructions of the route against all adversities and financial hardships.

In each of the five chapters, you will be supported by a different famous personality of that time, so the campaign is a very good place to get started in the railroad business.

### SCENARIOS

Each scenario is set during a specific time, in a specific region of the USA, and has a specific theme. As each scenario should provide a certain challenge, you cannot change most of the parameters.

During a scenario, you will receive certain objectives, some of which