WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

Railroad Tycoon II

Table of Contents

Console and Controller Information

Railroad Tycoon II is a memory card compatible game (Visual Memory Unit (VMU) sold separately). The number of memory blocks required to save game files varies according to the type of software and content of the files to be saved. With this game, 2 blocks are needed to save your campaign progress; 3 blocks for high scores; and up to 1 full memory card (200 blocks) to save the game in the middle of a level (Your campaign progress and high scores are automatically saved to the memory card after each completed level. While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller or any peripheral equipment.

Railroad Tycoon II ™ is a single-player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y, and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

DREAMCAST CONTROLLER

Overhead View

Analog Thumb Pad

X Button
Y Button
B Button
A Button

Direction Button
(D Button)

Start Button

Forward View

Expansion Slot 1

Right Trigger
(Trigger R)

Left Trigger
(Trigger L)

Expansion Slot 2

Caution

Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.
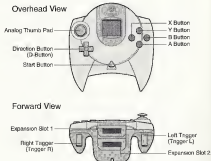
General Controls Quick Reference

Analog Thumb Pad	Move cursor
D Button	Jump cursor from one menu item to the next. Scroll the screen.
A Button	Select item under the cursor. Perform current action (lay track, place station, etc.)
B Button	Close current menu. Cancel current action (lay track, place station, etc.). From the game screen, the B Button can also be used to jump over the Mode Buttons.
X Button	Perform secondary action (change track type, change station size).
Y Button	Get help about item under the cursor.
Left Trigger	From the game screen, enter Navigation Mode. Also used to switch between screens.
Right Trigger	From the game screen, change Game Speed. Also used to switch between screens.

Menu Navigation

The Analog Thumb Pad (or optional mouse) can be used to move the cursor around the screen. Pressing the A Button (left mouse button) will select the item under the cursor. Pressing the Y Button (right mouse button) will bring up help about an item under the cursor.

The D Button can be used to navigate around in-game menus more quickly. Pressing the D Button in any direction will jump the cursor to the next item in that direction.

When viewing items in a list, move the cursor over the item that you want to select and press the A Button. Pressing the A Button again will perform the most common action for example, when viewing a list of your stations, moving the cursor over a station name and pressing the A Button twice will open the Station Info screen.

Track Mode

A Button	Set track starting point. Moving the cursor will then display the path and cost of building track between the starting point and the cursor's location. Pressing A again will build the track.
B Button	Clears the starting point, canceling the current track pathway.
X Button	Change track type-single, double, single electric & double electric.
Y Button	Get help about the building or terrain under the cursor.

Station Mode

|	
A Button	Build a station at the current cursor location. Stations must be placed next to track and cannot be built on top of another building
B Button	Exits Station Mode without building a station.
X Button	Change the size of the station being built. The highlighted area around the station will change to indicate the new size.
Y Button	Get help about the building or terrain under the cursor.

Bulldozer Mode

A Button	Bulldoze any buildings or trees in the area around the cursor.
B Button	Exit Bulldozer Mode.
X Button	Changes the size of the area to be bulldozed. The highlighted area indicates the region that will be bulldozed.
Y Button	Get help about the building or terrain under the cursor.

Navigation Mode

A Button	Zoom out.
B Button	Rotate map counter clockwise.
X Button	Rotate map clockwise.
Y Button	Zoom in.
Analog Thumb Pad	Move cursor

Game Speed

A Button	Pause/Resume the game.
B Button	Increase game speed.
X Button	Decrease game speed.
Y Button	Not used
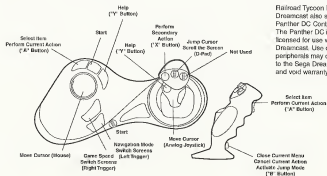
Railroad Tycoon II for Sega Dreamcast also supports the Panther DC Controller. The Panther DC is not currently licensed for use with the Sega Dreamcast. Use of non-licensed peripherals may cause damage to the Sega Dreamcast console and void warranty.

The Basics - About Railroad Tycoon II - Introduction

Since the invention of the wheel, man has been obsessed with finding faster and more efficient ways of transporting people and goods to distant destinations. The ancient Romans used ruts or grooves in their roads to improve the flow and speed of traffic. In the 1600's, miners laid down wooden planks on which they led horse-drawn carts to lighten their workload, and increase the speed at which they could extract coal and other raw materials from the mines. However, few things changed the world as dramatically and quickly as did the introduction of steam power in the 1700's, and the invention of the steam-powered locomotive in 1804.

Initially replacing the horse for freight work and thus earning the long-lived moniker "the Iron Horse," the steam locomotive and the railways on which they revolutionized the means of transportation and inspired visionary entrepreneurs and generations of songwriters. Virtually overnight, it became feasible to haul cargo over great distances, and the railroad industry quickly became a cash cow for landowners and the railroad barons themselves. For the first time, long-distance travel was a reality, and new industries, folklore, and legends were created to cater to the needs and dreams of a more mobile population. Railroad Tycoon II takes you back to the momentous period in human history. You slip into the role as chairman of your own railroad, and it is your job to be better, faster, and just plain smarter than your competitors. Good business sense is a must, but so is a healthy dose of guts to go for the glory of building and ruling your own iron empire.

As your fledgling empire grows, you'll have the chance to bring rail travel to the cities of your choice, supplying them with goods they need. You'll also be given various tasks whose completion depends on your ability to think faster that your competitors, make allies out of enemies, and above all, satisfy your shareholders. The stock market is another area where you can pad your fortune, or grind your rivals into dust. There are as many ways to accomplish your goals as there are individuals playing the game, and no scenario will play the same way twice, resulting in a fresh gameplay experiences every time.

Skill Levels

Railroad Tycoon II Sega Dreamcast has three skill levels from which to choose:

Easy
Human players have an edge over their computer opponents, generating more revenue from the cargo that they deliver.

Normal
Human and computer players are on equal footing.

Hard
Computer players have an edge over their human opponents, generating more revenue from the cargo that they deliver.

Custom
When creating a custom game, you can use Sandbox mode. In this mode you do not have to worry about managing your money.

Locomotives and Cargo

Locomotives

Train locomotives are the engines that provide motive force, to pull your cargo cars along the tracks towards their destinations. From the beginning of the nineteenth century through the present day, locomotives have seen tremendous improvements in pulling power, speed, and reliability. There are three principal types of engines- steam engines, diesels, and electric. A few other hybrids have been tried over the years, but none achieved widespread success.

- *Steam*

  Steam engines burn coal, wood, or oil to heat a boiler. Steam pressure from the boiler drives pistons, which power the train. Steam engines were the only engines widely used from the beginning of the rail era through the middle of the twentieth century. Eventually, diesels and electric replaced steam engines, for a variety of reasons, including their generally lower fuel and maintenance costs.

- *Diesel*

  Diesel engines are actually diesel-electric engines, using an on-board diesel engine to generate electricity, which then powers an electric motor, which then powers the wheels. This type of engine is more commonly known simply as a diesel. Diesels first entered widespread use after World War II and (along with the electrics) had almost completely replaced steam engines by the mid-fifties. Almost all engines in commercial use in North America today are diesels.

- *Electric*

  Electric engines draw electricity from an external source and apply it to the drive wheels. While the first electrics appeared in the late nineteenth century, they weren't widely used until 1930's. Electric engines are generally more efficient than diesels, but they require an expensive infrastructure of electrified track. Throughout Europe, most major lines are electrified, and electric engines are in heavy use. In North America, electric engines are used only in a few places, most notably the Northeastern United States.

Cargo

Locomotives are used to haul cargo cars. Hauling cargo by rail is considerably more efficient and cheaper than hauling by truck, and is still the primary method by which a vast array of products (especially heavy, bulk goods) are transported. Railroad Tycoon II has 32 types of cargo cars, plus two special cars. Not all cargo is available on every map. You'll find coffee in South America, but not in Scandinavia. You'll find more wool in Australia than in Canada.

Your railroad is not buying and selling the cargo, but rather, being paid to transport it. Other factors, such as timelines of delivery and distance hauled, affect the rate as well. In general, four major factors affect prices paid:

- *Demand*

  If a station has a demand for cargo, a much higher price will be paid. The exact difference depends on which industry model was selected from the options panel when the game was started. With the Expert industrial model, there is a specific price level for each cargo at each station that rises and falls depending on how many of that cargoes are arriving at the station. If the station is being flooded with a particular type of cargo, the price level will fall.

- *Distance*

  Longer hauls pay a higher fee. Some cargo (such as mail and passengers) is particularly distance-sensitive.

- *Speed*

  A faster delivery will pay more. Again, some cargo is more sensitive to this (such as mail, produce, and milk).

- *Cargo Type*

  More valuable types of cargo generally pay somewhat more than less valuable types. Processed steel pays more than raw iron ore.

Tutorial

About This Tutorial

This section provides a brief overview of the basic elements of Railroad Tycoon II Sega Dreamcast. It is *not* a comprehensive overview of every menu, item and function within the game, but should get you up and playing fairly quickly.

You don't have to complete the tutorial to play the game. In fact if you're one of those people who just likes to dive right in you can refer to the brief in game tutorial and start playing around. However, if you have a few minutes to spare, we can save you a lot of time by showing you how to do the things you need to do to keep your trains running on time and turn a profit. The in game tutorial works best when combined with this written tutorial.

Setting Up A Game

Upon launching the game and after viewing the introductory movie, you will find yourself in the main menu screen. This is your launching pad for starting new games. You can also view the credits and high scores. For now, select **Tutorial** to jump right into things...

Exploring The Main Interface

Upon starting the game a pop-up window explaining the background and objectives of the current level will appear. Please read it carefully-not all scenarios are won simply by crushing your competition! In the tutorial level your goal is to reach $10 million dollars in personal net worth by the year 1900. This means you must accumulate a combined total of cash and stocks with a value of at least $10 million dollars by the

year 1900. If you can reach $25 or $50 million by the year 1900, you will receive a greater victory. Press the A Button to close the window and continue.

The clock is ticking in this level, so you should pause the game while you build up your first railroad. The lower right corner of the screen contains the Game Speed controls. The display in the middle shows the current game speed, from 0-5. Move the cursor over the game speed icon and press the A Button to set the speed to 0. Note that you can still build track and stations, and perform other game functions while the game is paused. To return the game to its previous speed, press the A Button again.

You can also change the game speed without moving the cursor by holding down the right trigger on the Sega Dreamcast controller. Doing this will display the Game Speed hotkeys for the Game Speed controls. As long as you're holding down the right trigger you can use the A-B-X Buttons to change the game speed.

Now, let's take a closer look at the main interface screen:

Main Window

This is where the actual game play takes place. Consider this your window to the world. You can scroll the Playing Field by using the D Button or moving the cursor to the edge of the screen. You can get additional information on anything that appears in the Playing Field by moving the cursor over it and pressing the Y Button.
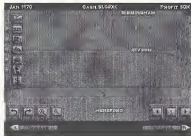
Navigation Controls

The lower left corner contains the Navigation controls. They are used in the same way as the Game Speed controls in the other corner. Moving the cursor over any of the Navigation icons and pressing the A Button will allow you to rotate the map and zoom in and out. In addition, you can hold down the left trigger on the Sega Dreamcast controller to temporarily use the A-B-X-Y Buttons for navigation.

Status Bar

Across the top of the screen are important statistics that you need to know at all time: the current date, your company's available cash, and your profit for the year. When you spend or receive money, the profit display in the top right corner will briefly display the change in your income.

Game Control Icons

Along the left hand side of the Playing Field are a series of buttons that you use to perform the various functions needed to run a successful company. In order they are: Trains, Track, Station, Bulldoze, Mini-map, and Finance. To select a button, move the cursor over it and press the A Button on the controller. You can also jump to the first icon by pressing the B Button when your cursor is over the Playing Field. Using the D Button will quickly "jump" the cursor from one button to the next.

Building New Track

The first thing that you need to do is build some track to run your trains on. You'll want to build a short route between two big cities so you can quickly start hauling cargo and bringing in more cash. You'll find the city of Slough ideally situated to be the center of your new empire. Slough is near the far south central part of the map and is just west of the city of London.

Select the Lay Track icon. A pop-up menu will appear that displays the different track types available to you (in this case Single and Double) as well as the different bridge types available (Wood, Stone and Iron). By default, you will build single track and wooden bridges. Although it is inexpensive, you will not be able to run multiple trains along the same route very quickly. This is fine for now-you can always build double-track later when you have more money and need to run several trains along the same route.

You'll also notice that when new pop-up menus appear your cursor is automatically moved over the top button, which in this case is Lay Track. Go ahead and press A Button to close this menu. Your cursor will change to a track icon when it is over the Playing Field to remind you what mode you're in. In addition an icon will appear at

the bottom of the screen that displays the current track type you're using. You can press the X Button to toggle through single or double track types, or move your cursor over the icon and press the A Button to change it.

To build your track move the cursor just to the east of Slough, then press the A Button on the controller. As you move the cursor around the track follows. Move the cursor towards Oxford (further west), the next destination.

You'll notice that there are colored numbers along the track. These indicate the *grade* (or steepness) of that section of track. Some trains-especially those that are available early in the game-are very sensitive to grades, and will move very slowly over hills. You don't want to build a steep track, so press B on the controller to clear the proposed route. By building smaller sections of track around the steep you hill you can keep your trains running faster. You'll find that it's often better to go around a steep area than it is to go over it, at least until you get some stronger engines.

To exit Track mode completely, press the B Button when you're not laying out a section of track. Your cursor will change to indicate that it is in Selection mode.

Building Stations

Now you need to set up stations to store the cargo you need for your trains. Select the **Station** icon from the Game Controls bar. This will give you the **Build Station** icon. Press the A Button to place your first station.

The Station List screen will close and you'll be back at the main Playing Field, but your cursor will now appear in the shape of a station. An icon across the bottom will allow you to change the current size of


your station. There are three sizes of station: Small, Medium, and Large. Each one is much more expensive than the next, but they cover a much larger area. Move the cursor next to a section of your track and you'll see a highlighted area that indicates the station's area of influence. Any buildings within the highlighted area will buy and sell cargo at that station.

Find a good location that covers as many buildings (especially houses) as possible. Press the A Button to build the station.

If you select the station icon again, you will be taken to the **Station List Screen**. Selecting a station from this list will bring up the **Station Detail Screen**. From here you can buy upgrades for your station, in the form of additional buildings. For now you're best off saving your money, so don't build any upgrades just yet. Press the B Button to exit the screen, or move the cursor over the "Done" Button and press the A Button.

Place another station at Oxford, and you're ready to buy your first train!
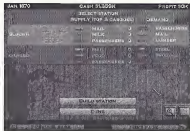
Buying Trains

Selecting a Locomotive

Based upon the time period and geographic location, various locomotives will become available as the game progresses. There are two locomotives available as you start this tutorial. Select the **Train** icon from the left of the Playing Field and you will be taken to the New Train Window. Select **Purchase Train** at the bottom of the screen.

A list of available trains will appear. Select one from the list. Press the Y Button to view additional information on this engine. Select **Purchase** to complete the transaction.

Selecting Destinations and Cars

Selecting a locomotive will take you to the Train Info screen, which is where you set the route and cargo load ("consist") for your trains. By default, the train will be set up to run between your two stations. The right side of the screen shows the stops along your train's route and the cars that it will pick up at each stop. The left side can display either a map of the level you're on, a list of your stations, or the cargo available at the stop you currently have selected. The icons along the bottom of the map can be used to switch between modes.

To add new cars to your train select the **Cargo** icon. Highlight the cargo that you want to add to your train at the selected stop and press the A Button. Note: *You can use both the analog tumb pad and the D Button to navigate around the screen. The D Button will jump the cursor from item to item, and is generally faster.* Note that you are setting the cars that the train will load up when it leaves the station. If a train comes into a station with a steel car and leaves with a single passenger car, it will either sell its steel (if the station had a demand for steel) or it will leave it in storage at the station. Other trains can pick up cargo that's in storage, but it will lose value over time.

Passenger and mail are among the easiest and most profitable cargoes to manage. For now set your train to pick up one Passenger and one Wool car in Slough, and to pick up one Passenger and one Goods car in Oxford. This will lead us into our next topic...

Supply and Demand

The Textile Mill in Oxford can produce Goods. However, it only produces Goods if supplied with Wool. There are many industries that work in a similar fashion. Here are a few examples:

- A Bakery produces food only when supplied with Grain.

- A Meatpacking Plant only produces Food when supplied with Cattle.

- A Steel Mill only produces Steel when supplied with Iron *and* Coal.
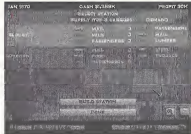
There are other permutations as well:

- Farm buildings (Grain and Tobacco) produce **more** cargo if supplied with Fertilizer.
- Animal buildings (Cattle and Wool) produce **more** cargo if supplied with Grain.

It is important for you to look at these supplies and demands and plan your routes accordingly. If you have a route deliver food from a bakery to a city that demands it before the bakery is supplied with grain you'll be running empty cars and **losing** money because of it.

When playing on Hard difficulty the demand of stations also changes based on how many supplies they receive-if a station receives a lot of steel in a short time, its demand for steel will drop. You receive more money for cargo that is in high demand.

Economics

So far, this tutorial has focused on getting your railroad up and running. Now it's time to take a quick look at the other aspects of Railroad Tycoon II -company management and the stock market. Since the tutorial requires you to amass personal wealth to win you may need to use the more advanced economic techniques, such as issuing bonds, buying back stock and attempting a merger with an opposing company. Learning to manage your funds can greatly increase your fortune.
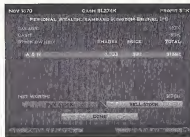

Stocks

The stock market is rather turbulent but it is also your best path towards building up a large personal worth. Part of your company's starting funds is your own personal investment. This investment is represented by your starting stock. As your company's stock price goes up so does your personal wealth. In addition your company pays you salary and bonuses based on their perception of your performance as chairman.
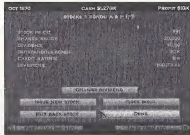
When achieving personal wealth is the goal of a level, it is very important to invest your money back into your company, or even your opponent's company. You need to look for the trends that dominate the stock market. If you have just set up a route that is going to be very profitable in the upcoming year, buy stock before its price goes up. Conversely avoid buying stock if you are having a bad year.

To purchase stocks select the Finance icon and then choose **Personal Wealth**. You can switch between different players by using the left and right triggers. If you choose to **Buy Stock** in another company a confirmation pop-up will appear. Stock is always purchased in 1000 share increments. Buying stock in a company will drive its price up, as will good management. Buying stock in your own company while it is young is always a good idea.

Buying Out Another Company

Once your company has grown significantly larger than the competition you may decide to buy out other companies. The cost of buying out another company is based on its size, success, and how much stock you currently own-you're more likely to convince the company's shareholders to agree to a buyout if you own a large piece of the company. When you buy another company you immediately gain possession of their trains, track, and stations. If you own stock in a company that you buy out, you'll also profit nicely from the deal.

Bonds

Issuing bonds allows your company to get a quick influx of cash, which is very helpful when you're trying to build up profitable routes. Bonds *do* have to be paid back, though, and often have a high interest rate. They are paid back over a long period of time, around 20 years. It is important to make sure your railroad is profitable enough to support the interest payments. Otherwise you'll just be in debt on top of losing money.

To issue a bond press the **Issue Bond** Button from the **Stocks and Bonds** screen. If you have already issued one or more bonds, this button will change to **View Bonds** instead, and you can select it to get information on your outstanding bonds.

Controlling your Railroad Empire

That about does it for this tutorial. You've seen all the important game elements, and had the chance to experiment a bit. After playing around some, you may want to start a new game to use your knowledge. Also, don't be afraid to jump right into the campaign - the first few scenarios are geared toward a novice player, and you can learn as you go.

Options

At any point in the game the player can press the Start button to access the in game Options, access Cheat Codes, Load Games, Save Games, review the mission Briefing or even Restart the mission. Options allow the player to adjust the Sound and Music volume, the Cursor Speed, Sound Output (Mono or Stereo), the News Frequency, Smart Cursor and the Keyboard Mode (Software or Hardware). In addition, these Options can be saved to the VMU.
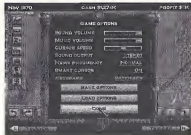
Technical Support

Having a problem getting your game to run? Need to ask a specific technical question? Email us directly at support@talonsoft.com.

If you would prefer to talk to someone in person, you can reach our tech support staff at (410) 933-9191. Our hours of operation are from 9 a.m. to 5 p.m. Eastern Time.

If you prefer U.S. mail, please use the following address:

TalonSoft
P.O. Box 43730
White Marsh, MD 21236

Or visit us online at www.talonsoft.com.

Credits

Tremor Entertainment:

Rod Barr	Bran Kelly	Ivalyo Bellchev
Emil Dotchevski	Jeremy Buttell	Jeff Vaughn
Robert Djordjevich	Jivko Velev	Val Ivanova
Paul M. Smith	Hamish Grieve	Scott Dominguez
Chris Fregien	Steve Pak	Scott Nyman
Troy Barganz	Jeal Choi	Anthony Saunders
Matt Sivaborvorn	Keith McCormick	
Mike Latschislaw	Michael Williams	

PopTop:

Phil Steinmeyer	Frank Lutz	Paul Mullen
Todd Berganz	David Deen	Franz Felsl
Rich Kollmeyer	Arthur Berganz	

Manual:	Marketing:	Package Design:
William Haskins	Frederick L. Jones	Michael P. Hadwin

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