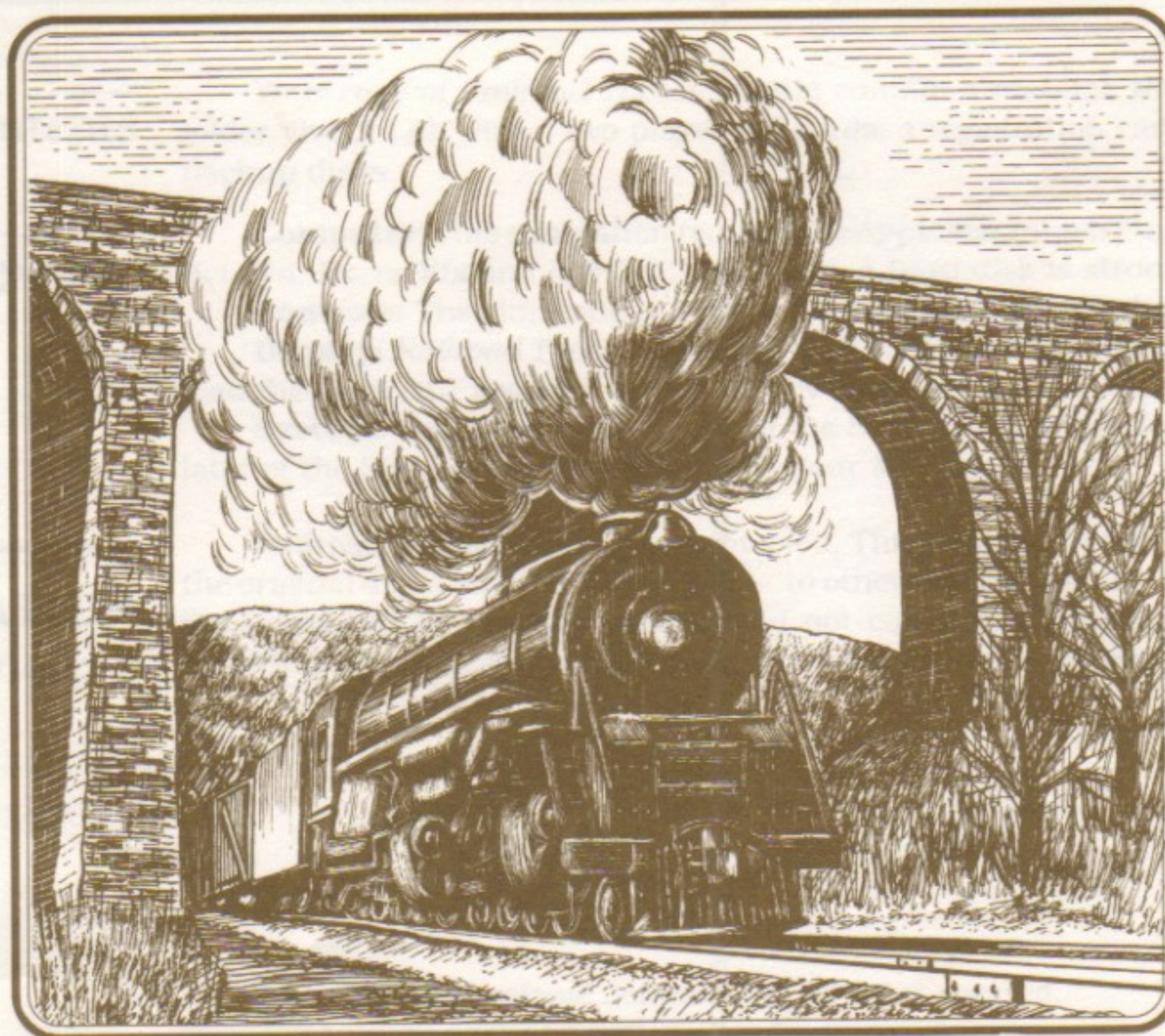


Sid Meier's

# RAILROAD TYCOON™

**MICROPROSE™**  
SIMULATION • SOFTWARE



## Technical Supplement



For Apple Macintosh Computers

## Sid Meier's RAILROAD TYCOON

# TECHNICAL SUPPLEMENT

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### Contents

Your copy of *Railroad Tycoon* should contain a manual, this technical supplement folder, five 3 1/2" disks, two player aid cards, a registration card, and an order card for backup disks.

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### Required Equipment

**Computer:** This simulation requires an Apple Macintosh Plus, SE, SE/30, LC, II, IIcx, IIfx, IIsi, IIfx, or IIfx and one 3.5" disk drive. A hard disk is strongly recommended.

**Controls:** The simulation is run with the mouse and keyboard.

**Display:** *Railroad Tycoon* supports both color and black & white graphics. When you load the game, the program automatically chooses the best color format for your system.

**System:** You must have a copy of the System Tools disk (containing version 6.0 or later of the System file) that came with your Macintosh.

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### INSTALLATION

#### Installation Concepts

*Railroad Tycoon* is not copy-protected. This means you can copy the game files from the original disks however you prefer — to other floppy disks, or to a hard disk. These files are normal in all respects and should not cause special problems when backing up, restoring, or optimizing a hard disk. However, keep the original disks handy.

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## Installation on Floppy Disks

## Installation on a Hard Disk

## LOADING

### Loading from Floppy Disks

### Loading from a Hard Disk

### Loading Problems?

This simulation is designed to run using copies of the original (distribution) disks supplied in the box. You can run the game using the distribution disks, but no information will be saved. We suggest initializing new disks before doing any copying — to make sure the disk is “clean” and in good operating condition.

**Format a Floppy Disk:** Initialize blank disks according to the instructions that come with your computer.

**Copy to Newly Formatted Disks:** Copy all files from the distribution disks to the blank initialized disks. Store the distribution disks in a safe place and proceed to play or install from the copies.

You can copy the original (distribution) disks onto a hard disk. Drag the Railroad Tycoon folder from Disk A into your hard disk and then drag the contents of the other game disks into that folder.

- (1) **Boot your machine** using a system disk if you don't have a hard drive.
- (2) **Insert Disks:** When the desktop appears, remove the system disk if necessary and insert the Railroad Tycoon “A” disk. If you have two floppy drives, put the “B” disk in the second drive. Use the copies made in the install instructions above.
- (3) **Load Program:** Double-click on the *Railroad Tycoon* icon. The game will begin loading.

- (1) **Turn on your machine.**
- (2) **Load Program:** Open your *Railroad Tycoon* folder and double-click on the *Railroad Tycoon* icon. The simulation will begin loading.

If the program doesn't load or run correctly, restart your computer using Disk A as your system disk. Make sure there are no unnecessary Start-up documents (INITs), Control Panel documents (cdevs), or Chooser documents (rdevs) in your System Folder. Some of these programs may use up memory or otherwise alter your system environment in a way that conflicts with *Railroad Tycoon*.

If you still have problems, try loading *Railroad Tycoon* on another machine. If it loads correctly on that machine, your difficulties are probably in your hardware. We regret that we know of no way in software to fix problems that exist within your hardware! If the problem is in the hardware, you must fix the hardware. The most common problem is that disk drive speed or alignment (especially alignment) is off. Have a local dealer or service department readjust it. Be sure to treat your disk drives carefully—minor bumps can throw them out of alignment. Similarly, *Railroad Tycoon* may not work on other computers running a software or hardware emulation of the Apple Macintosh.

If you have further problems unanswered by the above, contact MicroProse Customer Service at (301) 771-1151 Monday through Friday, 9AM-5PM EST. Please have a pencil and paper handy before your call.



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## SAVED GAMES

Saved games no longer work as described in the manual. Instead, games are saved from the File menu as you would expect in Macintosh software. To save a game you are playing, pull down the File menu and choose either "Save" or "Save As." In both cases the program generates a tentative name for your game based on the name of your railroad and the year. You may accept this name or change it, and save the game to any drive available.

Unlike the IBM version, you may save as many games as you wish to any available drive, subject only to space.

To restore a saved game, choose "Load A Saved Game" from the first pre-game option menu. The program then lists all saved games available from the active drive. You may access other drives at this time to reach additional saved games.

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## MACINTOSH INTERFACE FEATURES

### Windows

The interface of Railroad Tycoon has been redesigned to take advantage of the Macintosh's mouse. Contrary to the manual, there is no optional "keyboard only" interface. The following parts of the game have been redesigned with different or improved functionality for the Macintosh.

All of the game displays, information screens, and reports have been made into functioning Macintosh windows. Where applicable, these windows may be dragged, closed, sized, and scrolled.

The main game displays are divided into three parts: the Display window, the Train Roster, and the World View window. These are now each separate windows that can be moved and sized on your screen as you wish. If your computer has a large screen, you can increase the size of the Display window so that more of the map is showing when you zoom in from the Regional Display. Be aware, however, that the larger you make your map window, the more processing time needed for each map update and the slower the game.

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### Regional Display Plus

To take advantage of Macintosh's high resolution, this additional map display has been inserted between the Regional and Area Displays. The Area Display is a 4:1 expansion of the Regional Display while the new Regional Display Plus is a 2:1 expansion. You can switch to this display from the Display menu or by pressing the Command and "A" keys.

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### Using the Maps

Click on any map square to move the cursor/Construction Box to that square. Double click on any map square to obtain information about the geography, industry, or resources found there. You can scroll around the map by holding down the Command key and clicking. In cases where you wish to obtain information about a map square but not move the cursor, hold down the Option key and double click.

An efficient way to scroll is to use the map found in the World View window at the top right of any map display. The map shown in this window is one zoom farther out than the map currently in the display. The cursor box in the small window shows the exact area now seen in the larger window. Click in the small map and the main display shifts to that area of the world.



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## Menus

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### Building Track with the Mouse

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Where necessary, all game menus have been redesigned to function as expected for Macintosh software. Contrary to what is said in the manual, menus in the Macintosh version cannot be pulled down by pressing the first letter of the menu's name.

You may alternatively build track using your mouse. To extend your track one square, follow these steps:

1. At the Detail Display, position the Construction Box on the track square you wish to build from.
2. Pull down the build menu and select "Build Track" if it is not already selected.
3. Hold down the "Shift" key.
4. Place the mouse pointer in the center of the adjacent square to which you wish to lay track, and click the mouse button.

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### The Train Roster

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Trains are now numbered for easier identification and are represented by detailed pictures of locomotives and cars. Faded pictures mark cars that are less than half full.

A box appears around a train when it is selected. Click on any part of a train to select it. Double click on a selected train to open its Train Report.

After a train's number, a "P" may appear to indicate a priority shipment on board, a "W" indicates the train is waiting until full, and an "H" indicates a train ordered to hold. In the color version, a green train number and destination also indicate that a priority shipment is on board.

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### Station Reports

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To open a Station Report, double click on the station's map square from any display. To open a similar report detailing the expected supplies of cargos generated by a station each year, double click on its map square while holding down the "Option" key.

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### Shipping Reports

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Click and hold anywhere inside a Shipping Report to display the names of all commodities it represents. Double click anywhere inside a Shipping Report to open the Station Report.

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### Train Reports

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Schedule and consist changes can be made following most of the procedures explained in the manual, except that to make changes from the menu bar, the correct line of the report must be highlighted. For example, if one of your stops is New York and you wish to change the train's consist when it reaches that city, the New York line of the schedule must be highlighted before you can pull down the Consist menu to make a change. The highlight bar can be moved up and down the report by clicking the mouse, the keypad keys, or the arrow keys.

You can alternatively make schedule changes by double clicking on the report in the area where you wish to make the change. This opens the route map from which you make the schedule change.

You can also make consist changes by clicking and holding in the consist area of the report. This opens a pop-up menu that allows you to add or delete cars, etc.

Turning on or off "Wait Until Full" orders can only be pulled down from the menu bar. The correct stop must be highlighted first.



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## MACINTOSH GAMEPLAY FEATURES

**Dissolving Railroads:** If the share price of a competing railroad falls below \$5 and stays there for too long, there is a chance that the railroad can be dissolved and disappear entirely from the game.

**Bankruptcy Penalty:** For each bankruptcy that you declare, the interest you must pay for selling new bonds is increased by 1%. After enough bankruptcies, you will be unable to sell any bonds.

**Car Costs:** Each car you place on your trains costs \$5,000. When you make consist changes, you are only charged if the total number of cars on your railroad increases.

**Find City:** You may zoom into the Detail Display around any city in the game world by pulling down the Display menu and choosing "Find City." Type in at least enough letters of the city name to distinguish it from all other cities in the world and press RETURN.

**Investment Restriction:** Due to anti-trust regulations, you may only invest (buy stock) in ONE other railroad at the Investor and Financier difficulty levels, TWO railroads at the Mogul level, and all THREE railroads at the Tycoon level. Of course, you may always buy stock (Treasury stock) in your own railroad.

### **Difficulty Factors:**

Investor ..... 10% ..... +5% for each reality level selected.

Financier ..... 30% ..... +5% for each reality level selected.

Mogul ..... 50% ..... +10% for each reality level selected.

Tycoon ..... 70% ..... +10% for each reality level selected.

**Build Industries:** The following industries cannot be built by your railroad. They must appear as a part of normal development:

Forts

Textile Mills

In addition, Power Plants may not be built in England.

**Railroad Size:** You are limited to the following maximums:

32 trains

32 depots + stations + terminals

96 signal towers + depots + stations + terminals

**Forced Retirement:** You are no longer required to retire after a certain number of years as explained in the manual on page 16 under Difficulty Levels. Instead, you may play up to 100 years at any level. However, you may not increase the level of difficulty once you have started playing. The difficulty level you choose when beginning a new game remains in effect for its duration.

**Music:** To enhance your appreciation of the music in *Railroad Tycoon*, try playing with headphones plugged into the rear of your computer. Alternatively, if you have a personal sound system, plug your amplifier into the computer and hear the music through your speakers.



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## WORLD ECONOMY NOTES

### North America

North America is blessed with huge natural resources that have only been exploited since the beginning of European colonization. To this day, the region remains a major source of raw materials such as coal, metallic ores, oil, and wood products. It is also one of the richest meat and grain producing regions in the world.

Railroads were especially useful in America because they made cheap transportation available throughout this large continent. They made exploitation of this bounty of resources possible.

The early railroads were built to bring mainly raw products, such as coal and grain, from the continental interior to the peripheral harbors. As the region industrialized, the role of railroads expanded. They moved people westward during the great expansion, they interconnected the growing eastern cities, and they connected the growing industrial sector with both the sources of raw materials and markets.

In *Railroad Tycoon* the economic impact and role of railroads in North America is similar to that of the real world. The equivalent of the Pittsburgh steel mills, the West Virginia coal fields, the Detroit automobile factories, and the Chicago stockyards are in the game, though rarely in their historical location. The opportunity is there for your railroad to find the raw materials and connect them to the industries, and the industries to their markets. You develop your business by linking the coal fields to the steel mills, the steel mills to the factories, and the factories to the cities.

In a similar manner you can connect the cattle ranches to stockyards, the grain elevators to food processing plants, lumber yards to paper mills, etc. When you connect larger cities together, you create the opportunity for carrying mail and passengers between them. Harbors and river landings are places where you can pass on cargos to ships and river boats, and may be a source of new cargos from overseas.

As you build and operate your railroad, you witness the impact you have on the population and industrial growth of the area that you serve. Cities along your railroad may become the Pittsburgh or Detroit of your world.

Great Britain was the first nation to industrialize and the place where the concept and technology of railroading was invented. The earliest railroads in Britain were built to connect interior industries and resources with harbors. The main export resource was coal, mostly shipped around the coast to London and other population centers. But unlike North America where there was a rich variety and quantity of resources, in Britain the resources were more limited.

As a result of the Industrial Revolution, this island nation was converted into an industrial powerhouse, a world leader in manufacturing technology and production. Raw materials not available at home were imported and converted into goods for export or home consumption. Railroads played a vital role in this industrialization process by easing and speeding the movement of materials, finished goods, and labor throughout the country.

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### England



For example, coal from the mines near Newcastle was first carried by rail to coastal ports like Sunderland, and later directly by rail to the steel mills and factories of Sheffield. The famous Sheffield knives went by train throughout the country and to ports for overseas shipment.

Another major industry were the cotton mills that grew around Manchester to use the water coming down the hills for power. Cotton for the mills arrived at Liverpool from India and the American South, and was carried by rail to Manchester. The mills converted the cotton to cloth goods that were carried back to Liverpool for shipment overseas.

In *Railroad Tycoon* you can profit by looking for these same economic relationships. Harbors are sources of supply for cotton and hops, and these cargos can be carried to textile mills and breweries for conversion into goods and beer. Pottery and glass goods from glass works, the products of chemical plants, and factory goods can all be shipped to harbors for exportation.

To be successful, your railroad must link the peripheral harbors to the industrial midlands and resource centers. Since each game map is different, you must locate coal and chemical deposits, now not necessarily outside Newcastle, and link these resources to the industries that use them. In this way, you can help build cities such as Salisbury or York into another London.

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## Europe

The European economy is in the middle, between the resource rich North American economy and the industry rich British economy. Europe is large enough to have substantial resources and thus not depend so much on imported resources. Still, the European nations industrialized, although after Britain, and not to the same degree.

Blessed with greater natural resources than the island nation of Great Britain, the European nations were not forced to rely on their ability to manufacture goods for exportation. Although trade was certainly important, it was not necessary to finance the importation of food and materials as it was in Britain. Most of the larger European nations found within their borders sufficient natural resources for industrial production.

Nevertheless, some nations proved to have a comparative advantage in the production of certain goods. These advantages became the basis for international trade across the continent. French wines were traded for German guns or Italian cloth.

Railroads served their familiar important transport role throughout Europe. Within nations they brought the coal and ore to the mills, and moved the mill products to other industries and harbors. They were also found to be more important people movers than in either Britain or North America because of congestion, lack of roads, and high petroleum costs. Between nations, railroads hauled resources, finished products, people, and mail.

In *Railroad Tycoon* the rich industrial region of the Ruhr River Valley or the grain fields of the Ukraine may turn up anywhere. As a railroad president, it is for you to search the map to find the pieces of the economic puzzle and profitably link them together.



## DISPLAY COLORS

### Regional Display Map Colors

#### B&W

Black  
Black  
White  
White  
White  
White  
White  
White  
White  
Black  
Black  
White  
Black  
Black  
Black  
Black

#### 16-COLOR

Dark blue  
Dark blue  
Dark cyan  
Dark green  
Light green  
Light gray  
Light cyan  
White  
Brown  
Orange  
Yellow  
Orange/yellow  
Dark red  
Black  
Magenta  
Dark gray

#### INFORMATION DISPLAYED

Oceans and lakes  
Rivers  
Woods  
Cleared land  
Farmland  
Foothills  
Hills  
Mountains/Alps  
Swamp  
Villages  
Cities  
Industries  
Harbors  
Slums  
Coal, wood  
Oil chemicals, nitrates

### Freight Classes

#### B&W

\*  
\*  
\*  
\*  
\*

#### 16-COLOR

White  
Light cyan  
Yellow  
Red  
Black

#### INFORMATION DISPLAYED

Mail  
Passengers  
Fast freight  
Slow freight  
Bulk freight

\* In the B&W version, classes cannot be differentiated. Cars are identified by their icons.

### Train Roster

#### B&W

Black line  
Black line  
Gray line  
Faded car  
Gray box  
Black "P"  
Black "H"  
Black "W"

#### 16-COLOR

Gray line  
Red line  
Green line  
Faded car  
Blue box  
Green "P"  
Red "H"  
Black "W"

#### INFORMATION DISPLAYED

Stopped train  
Train ordered to pause  
Train speed indicator  
Less than half full  
Selected train  
Priority Shipment on board  
Train ordered to pause  
Train waiting until full

### Shipping Report Grab Bars

#### B&W

Gray  
Black  
White

#### 16-COLOR

Gray  
Red  
Green

#### INFORMATION DISPLAYED

Normal revenues  
Halved revenues  
Doubled revenues



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## Train Report Scheduled Stops

**B&W**

Gray  
Black

**16-COLOR**

Light gray  
Black

**INFORMATION DISPLAYED**

Scheduled stop  
Current destination

---

## Financial Reports

**B&W**

(Black)  
Black

**16-COLOR**

Red  
Black

**INFORMATION DISPLAYED**

Losses or decreases  
Profits or increases

---

## Construction Box Colors

**B&W**

Black  
Gray

**16-COLOR**

Black  
Red

**INFORMATION DISPLAYED**

Build track  
Remove track and bridges

---

## CONTROLS General

**FUNCTION**

Selector (all)  
Move cursor,  
Construction Box,  
or menu highlight

**MOUSE**

Button

**KEYBOARD**

"Return" key  
Numeric keypad keys or arrow keys

---

## Track Construction/ Demolition Keys

**FUNCTION**

North  
Northeast  
East  
Southeast  
South  
Southwest  
West  
Northwest

**KEYBOARD**

"Shift" and numeric keypad "8" key  
"Shift" and numeric keypad "9" key  
"Shift" and numeric keypad "6" key  
"Shift" and numeric keypad "3" key  
"Shift" and numeric keypad "2" key  
"Shift" and numeric keypad "1" key  
"Shift" and numeric keypad "4" key  
"Shift" and numeric keypad "7" key

---

## Shortcut Keys

**FUNCTION**

Go to Regional Display  
Go to Regional Display Plus  
Go to Area Display  
Go to Local Display  
Go to Detail Display  
Open Income Statement  
Open Train Income Report  
Build a new train  
Build station  
  
Call broker  
Survey elevations

**KEYBOARD**

"Command" and "1" key  
"Command" and "A" key  
"Command" and "2" key (centers on cursor box)  
"Command" and "3" key (centers on cursor box)  
"Command" and "4" key (centers on cursor box)  
"Command" and "5" key  
"Command" and "6" key  
"Command" and "7" key (must own engine shop)  
"Command" and "8" key  
(Box on Detail Display square)  
"Command" and "9" key (game not frozen)  
"Command" and "0" key  
(from Detail Display only)



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## Additional Keys

### FUNCTION

Double track a single track section  
(Box must be on track section)  
Single track a double track section  
(Box must be on track section)  
Get information  
(for icon within box)  
Center map on box  
Find city  
Close News window  
Quit game  
Save game

### KEYBOARD COMMAND

"Shift" and "D" key  
  
"Shift" and "S" key  
  
"I" key or "Shift" and "?" key  
  
"C" key  
"Command" and "F" key  
"Command" and "M" key  
"Command" and "Q" key  
"Command" and "S" key

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## SOUND CUES

### SOUND

Whistle/Horn  
Clink of coins

### CAUSED BY

Train passing through station without stopping  
Revenue earned (one clink for each \$25,000)

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## SIGNAL OVERRIDE CHART

### Normal Operation

#### Existing Signal: GO (circle)

B & W: White  
Color: Green  
Effect: Indicates currently safe to enter block

#### Existing Signal: STOP (circle)

B & W: Black  
16-color: Magenta  
Effect: Indicates currently not safe to enter block

---

### Overridden Operation

#### Existing Signal: PROCEED (square)

4-color: White  
16-color: Yellow  
Effect: Passes next train and returns to NORMAL operation

#### Existing Signal: HOLD (square)

4-color: Black  
16-color: Red  
Effect: Stops all trains until overridden with NORMAL or PROCEED

Note: On the Area and Local Displays, normal signals appear in black boxes and overridden signals appear in white boxes.



# WORLD CITY LISTS

The following lists include all the cities found on the four world maps. To find the location of any city pull down the Display menu and choose "Find City." Type in enough letters of the city name to differentiate it from any other name on the list. For example, in the Northeast USA, "All" is enough identification for Allentown because those letters differentiate it from all other cities on the list, including Albany and Altoona.

The same information is sufficient when ordering a controlled railroad to build track from one city to another.

## Northeast USA Cities

Akron  
Albany  
Allentown  
Altoona  
Asheville  
Ashland  
Atlantic City  
Baltimore  
Bangor  
Binghamton  
Bluefield  
Boston  
Bridgeport  
Bristol  
Buffalo  
Burlington  
Champaign  
Charleston  
Charlotte  
Charlottesville  
Chattanooga  
Chicago  
Cincinnati  
Cleveland  
Columbus

Cumberland  
Dayton  
Detroit  
Dover  
Elkhart  
Elmira  
Erie  
Evansville  
Florence  
Fort Wayne  
Fredericksburg  
Gary  
Grafton  
Grand Rapids  
Green Bay  
Greensboro  
Greenville  
Hagerstown  
Harpers Ferry  
Harrisburg  
Hartford  
Huntington  
Indianapolis  
Jamestown  
Johnstown

Knoxville  
Lansing  
Lexington  
London  
Louisville  
Manchester  
Memphis  
Milwaukee  
Montreal  
Morgantown  
Nashville  
New Haven  
New York  
Norfolk  
Oil City  
Ottawa  
Paterson  
Pembroke  
Philadelphia  
Pittsburgh  
Portland  
Poughkeepsie  
Providence  
Raleigh  
Richmond

Roanoke  
Rochester  
Saginaw  
Salisbury  
Sault Ste Marie  
Scranton  
Sherbrooke  
Springfield  
St Louis  
Sudbury  
Syracuse  
Terre Haute  
Toledo  
Toronto  
Traverse City  
Trenton  
Utica  
Washington  
Watertown  
Wheeling  
Williamsport  
Wilmington  
Winchester  
Winston-Salem  
Youngstown

## Western USA Cities

Abilene  
Albuquerque  
Amarillo  
Austin  
Barstow  
Baton Rouge  
Billings  
Bismarck  
Boise  
Bozeman  
Burns

Butte  
Calgary  
Casper  
Cedar City  
Chicago  
Chihuahua  
Decatur  
Denver  
Des Moines  
Dodge City  
Duluth

Durango  
El Paso  
Elko  
Eugene  
Evansville  
Fargo  
Flagstaff  
Fort Smith  
Fort Worth  
Fresno  
Gary

Grand Junction  
Grand Rapids  
Great Falls  
Green Bay  
Hays  
Hermosillo  
Houston  
Indianapolis  
Jackson  
Kansas City  
La Crosse



## English Cities

Lake Charles  
Las Vegas  
Lincoln  
Little Rock  
Los Angeles  
Memphis  
Midland  
Miles City  
Milwaukee  
Minot  
Mobile  
Monclova  
Monroe  
Nashville

Aberystwyth  
Aldershot  
Appleby  
Banbury  
Bangor  
Barmouth  
Barnstaple  
Barrow  
Bath  
Bedford  
Birkenhead  
Birmingham  
Bletchley  
Bolton  
Boston  
Bournemouth  
Bradford  
Brighton  
Bristol  
Builth Wells  
Cambridge  
Canterbury  
Cardiff  
Carlisle  
Carmarthen

Needles  
New Orleans  
Ogallala  
Oklahoma City  
Omaha  
Phoenix  
Pierre  
Pocatello  
Portland  
Pueblo  
Rapid City  
Redding  
Regina  
Reno

Chatham  
Cheltenham  
Chester  
Colchester  
Colwyn Bay  
Coventry  
Crewe  
Croydon  
Darlington  
Derby  
Doncaster  
Dover  
Durham  
Exeter  
Gloucester  
Great Yarmouth  
Harrogate  
Hastings  
Hereford  
Hexham  
Holyhead  
Horsham  
Ipswich  
Kendal  
Keswick

Richland  
Rock Island  
Roswell  
Sacramento  
Salt Lake City  
San Antonio  
San Diego  
San Francisco  
Saskatoon  
Sault Ste Marie  
Seattle  
Shreveport  
Sioux Falls  
Spokane

King's Lynn  
Kingston  
Lancaster  
Leeds  
Leicester  
Lincoln  
Liverpool  
London  
Ludlow  
Luton  
Macclesfield  
Manchester  
Merthyr Tydfil  
Middlesbrough  
Minehead  
Morpeth  
Newcastle  
Newport  
Newtown  
Northampton  
Norwich  
Nottingham  
Okehampton  
Oxford  
Penrith

Springfield  
St Louis  
St Paul  
Thunder Bay  
Tonopah  
Tucson  
Tucumcari  
Tulsa  
Tuscaloosa  
Vancouver  
Waterloo  
Wausau  
Wichita  
Winnipeg

Peterborough  
Plymouth  
Portsmouth  
Preston  
Reading  
Rugby  
Salisbury  
Scarborough  
Sheffield  
Shrewsbury  
Southampton  
Stockport  
Stoke  
Sunderland  
Swansea  
Swindon  
Taunton  
Thetford  
Torbay  
Whitehaven  
Winchester  
Wolverhampton  
Worcester  
Wrexham  
York



## European Cities

Adrianople  
Amsterdam  
Antwerp  
Barcelona  
Bari  
Bayonne  
Belgrade  
Berlin  
Bern  
Bialystok  
Birmingham  
Bologna  
Bordeaux  
Bremen  
Breslau  
Brest  
Brest-Litovsk  
Bristol  
Brussels  
Bucharest  
Budapest  
Cologne  
Copenhagen  
Danzig  
Debrecen

Dijon  
Dresden  
Essen  
Florence  
Frankfurt  
Genoa  
Graz  
Grenoble  
Hamburg  
Hannover  
Innsbruck  
Istanbul  
Kaunas  
Kiel  
Kiev  
Kisinev  
Konigsberg  
Krakow  
Le Havre  
Le Mans  
Leipzig  
Lille  
Limoges  
Liverpool  
London

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## CREDITS

### *Railroad Tycoon* Apple Macintosh Version

#### **Apple Macintosh Programming**

David Brewer

#### **Apple Macintosh Computer Graphics**

Michael Haire & Susan Ullrich

with

Mike Gibson & Murray Taylor

#### **Apple Macintosh Music**

##### **& Sound Effects**

Sound by Ken Lagace

Music composed by Jeffery L. Briggs

#### **Project Leader**

Bruce Shelley

#### **Documentation**

Written by Bruce Shelley

Design by Iris Idokogi

Layout by Susan Ullrich

#### **Quality Assurance**

Rob Snodgrass, Al Roireau, Chris Taormino

#### **Additional Playtesting**

Bruce Shelley, Jeffery L. Briggs

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