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Railroad tycoon 2 economy

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The Dreamcast version is a Gold Edition with improved graphics and gameplay. Railroad Tycoon II: Gold Edition was ported over to Linux by Loki software. Play is displayed in dimetric view, as opposed to the top-down view of Railroad Tycoon. Game Screenshot of Railroad Tycoon II. Railroad Tycoon II is a railroad simulation that covers the entire history of railroads from inception to the present day and beyond. The player selects a card and assumes the role of chairman of a railway company. The player tries to make gains for investors and completes several other goals while being hindered by rivals, random events such as train crashes, train robbers, economic swings, and written events especially for the scenario. Most of the game consists of building tracks, stations and trains, used for catching passengers and cargo from one station to another. Delivery revenue can vary by time, distance, demand, freight type, economic state, station improvements and difficulty level. Companies can connect to and use each other's tracks and stations, so that revenue can be split. Expenses include the fuel, rail and engine maintenance and management fee. The fuel cost depends on the cargo weight and the distance each engine runs. Engine maintenance depends on engine age and the engine's type (some locomotives cost more to maintain than others). The older engines cost more to keep them at stake. The track maintenance is calculated exclusively from rail tuber. The player determines what kind of cargo(s) on/off at each station that the player contributes to his route. Waypoints can also be inserted to override default trace selection where multiple paths are possible. There are many industries in the game, and each can produce and/or convert specific loads. For example, coal mines produce coal, iron mines produce and in the advanced game a steel mill can convert 1 load iron plus 1 load of coal in 2 loads of steel. The players are encouraged to find a chain of production to make new cargo by catching the right type of cargo after each step of the industries. By doing so right, the player can catch raw materials one way, create manufactured return load, and make even more money catch finished products back the other way. Locomotives and industry One of the most important elements of the game relates to the player purchasing and operating a variety of locomotives, each of which possess different characteristics regarding speed, fuel type, preferred load, and the ability to tract hills and steep track grades. In general, the player must balance the cost of operating a train and the time required to transport cargo, with the balance being that the profit from freight delivery outweighs train operating costs. The player can also purchase several industrial plants to earn extra money based on the amount of cargo received and delivered. Basic industry, such as bakeries, textile mills and tool and mortality factories, earn less profit than advanced factories such as canneries, steel mills and auto plants, although the latter requires several goods delivered to produce one finished product. Furthermore, idle industries that do not produce goods will generate a negative profit, thereby increasing overall operating costs and overhead. The following locomotives are available for gameplay. Locomotives are only seen in specific periods and scenarios. In addition to the characteristics described above, locomotives are subject to mechanical reliability, which is a randomly generated factor that affects how often a locomotive will break down. All locomotives begin their operational lives with a set chance of mechanical failure, with some types more prone to breakdowns than others. Breakdown percentage odds increase the older a locomotive becomes. A train can also suffer a wreck, completely destroying the locomotive and all towed cargo. Trevithick (1804) John Bull (1831) DeWitt Clinton (1833) Prussian (1837) American C (1848) Iron Duke (1855) 8 Wheeler (1868) Vulcan (1872) Consolidation (1877) 3 Truck Shay (1882) Mastodon (1890) 10 Wheeler (1892) Mogul (1895) Bo-Bo (1895) Atlantic (1902) Camelback (1905) Pacific (1908) Class G10 (1910) Prairie (1912) D16sb American (1914) Class 13 H (1917) USRA 0-6-0 (1918) Mikado (1919) Be 4/6 II (1920) Class B12 (1923) Class 1045 (1927) USRA 0-8-0 (1930) Class A4 Mallard (1935) GG1 (1935) Class E18 (1936) Hudson (1937) Daylight J3A Streamliner (1938) Landi-Lok (1939) Class 1020 (1941) Big Boy 4-4-4-4 T1 (1945) F3 PA-1 (1946) F9 (1949) GP9 (1954) E69 (1955) TGVx Bullet Train (1957) GP18 (1958) V200 (1959) Penn E44 (1960) Class 55 Deltic (1961) Shinkansen Bullet (1966) FP45 (1968) SD45(1972) SDP40 (1973) E60CP TGV Bullet Train Class E111 (1974) Camino-FS (1975) Dash 9 (1993) AMD-103 Thalys Thalys Train (1994) Eurostar Bullet Train Class 232 (1997) DR 18 201 (1998) E-412 Brenner (1999) The game also features one futuristic train, the Mag-Lev TBX-1 depicted as released in the (then) future date of 2008. The train works with the help of Maglev technology which, due to 2015, is prototyped in both Europe and Japan. The first successful Maglev train to be operated was the SCMaglev with speeds approaching 400 miles per hour. Economy Gameing also includes financial manipulation of companies, issuing bonds, stock buybacks, stock issues, manipulating dividends, merging with other companies and declaring bankruptcy. These features are required in some scenarios and can be used for either large financial gain or total fiscal disaster. In normal financial mode, the player may purchase or sell any companies' shares at various prices, depending on the economy. On advanced settings, the broker can allow the player to buy on margin or short sale shares if he has enough value of shares or cash to rely on. The computer players can also get involved in these practices and will attempt to bankrupt the player when he is heavily in debt. The economy may vary during play, with five economic states possible: Booming, Prosperity, Normal, Recession and Depression. When the economy is good, the revenue of towed goods and stock prices will be higher. Bond interest rates will also be adjusted with the economy level, including the interest received from cash and the interest paid for the bonds. Campaigns and scenarios The original game features eighteen missions, divided between North America, Europe and the rest of the world. The missions can be played at three difficulty levels, and each also includes three listed goals. Completing only the first goal, the player awards a bronze medal, the first two a silver medal, and all three a gold medal. The player may play any mission in each set as many times as they want; they can also continue even if a mission fails. The final score for the entire 18-mission campaign is calculated by the difficulty level and the number of each type of medal achieved. In addition to the campaign, Railroad Tycoon II features many single scenarios. As with the campaign, each scenario is based on a geographic location, which can be fictional. Most scenarios also have a medal system similar to that of the campaign, although any scenario can also be played in sandbox mode. Many scenarios limit the player to a specific point on the timeline and feature written events: for example, the Korean map provides an alternative history as the player is informed of the advertised Korean civil war. Additional single scenarios can be created using the editor included. Maps can be imported, drawn from scratch, or edited from existing cards and stored under new names. Many fan creations were shared on fan sites. Development in late 1997, Bruce Shelley said of his odds of developing railroad Tycoon II, I'd be happy to work on such a game, but there are real doubts about his ability to generate sufficient sales in this blockbuster market where some of the games make the most of the money. [2] The soundtrack of Railway Tycoon II consists mostly of classical railroad blues and bluegrass from the era that turn the game around. These pieces were not, unlike most contemporary games, midi files, but rather high-quality studio recordings; some even with vocals. This fact contributed to the solid ratings this game received. Editions The Second Century is an extension package released for Windows and Macintosh in 1999. Railroad Tycoon 2: Gold is a collection of the main game, the expansion pack, and 12 new scenarios. Railroad Tycoon 2: Platinum is equivalent to the Gold Edition, but with more than 50 community-made cards, improved mouse wheel support and an electronic version of the strategy guide. Scenarios developed specifically for Platinum may not operate in some previous versions. The Dreamcast version released in 2000 has rematureed 3D graphics and all the scenarios of the main gameplay and the expansion pack and some new scenarios. The last official patch to Railroad Tycoon 2 was platinum v1.56 on February 19, 2003. [3] Reception sales Prior to its release, the collection of developers' marketing director estimated that Spoorwegtikon would sell 250,000 units during the 1998 holiday shopping season. He speculated lifetime sales of 500,000 units. [4] The game went on to become a commercial success. [5] Its sales surpassed 500,000 copies worldwide by February 1999,[6] and its computer version alone sold more than 1.5 million copies by August 2001. [5] In the United States, the game and its Gold Edition sold 351,000 copies by October 2001. [7] According to Franz J. Felsl of PopTop, much of Railroad Tycoon II's success came from European markets; he explained that it did better in Europe than it did in the U.S., which isn't the way things usually end. [9] By August 2000, Railroad Tycoon II was released in 39 unique SKUs worldwide, including eight Windows versions in English alone. PopTop's Phil Steinmeyer wrote that about 33% of the game's sales derived from the Gold Edition and Second Century expansion, and that the port for Macintosh sold respectability, while the PlayStation version was unsuccessful. He accredited the game's number of versions with his commercial success and wrote in August 2000, Overall, we just released the original game, in English, for Windows only, sales would be less than a quarter of what they are now. [10] In 2003, Steinmeyer noted that Railroad Tycoon II continued to sell quite well. [11] Critical Reviews ReceptionReview scoresPublicationScoreCGW[14]GamePro[12]OPM (US)[15]PC Gamer(UK)86%[13]PC Kingdom)86%[13]PC (US)92%[17]PC Zone78/100[16]Computer Games Strategy Plus[18]PC PowerPlay91%[19]Next Generation[20]AwardsPublicationAwardComputer Gaming WorldBest Strategy (finalist)[21]PC Gamer USThe best real-real-20]AwardsPublicationAwardComputer Gaming WorldBest Strategy (finalist)[21]PC Gamer USThe best real-Time Strategy game (finalist)[22]Computer Games Strategy PlusStrategy Game of the Year[23]GameSpotStrategy Game of the Year (finalist)[24] Awards Railroad Tycoon II has Computer Games Strategy Plus's and CNET Gamecenter's 1998 Strategy the former magazine's editors wrote that it capture[d] almost all of the things Gamers have come to love about the original. [25] In 2000, the PlayStation Port of Railroad Tycoon II received a nomination for GameSpot's Best Simulation Game Prize among console games, which went to Theme Park World. [27] The Second Century This article needs expansion. You can help by adding with it. (October 2017) ReceptionReview ScoresPublicationScorePC Gamer (UK)87%[28]PC Zone83/100[29]Computer Games Strategy Plus[30] Legacy Railroad Tycoon II has became the first match published by Gathering of Developers to sell 1 million copies,[31] and Geoff Keighley of Computer Gaming World declared it one of the publisher's few certified hits. In the United States, the publisher's combined lifetime sales reached 1.3 million copies by October 2001, including the sales of Railroad Tycoon II. [7] The gathering of developers president Mike Wilson believed the game had put his company on the map, at a time when others in the computer game industry doubted that an independent publisher could succeed. [31] It was in G4 Icons' episode 12 Sid Meier as part of Sid's history with games and computers. A sequel, Railroad Tycoon 3, was released in October 2003. References ^ Gentry, Perry (October 30, 1998). 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