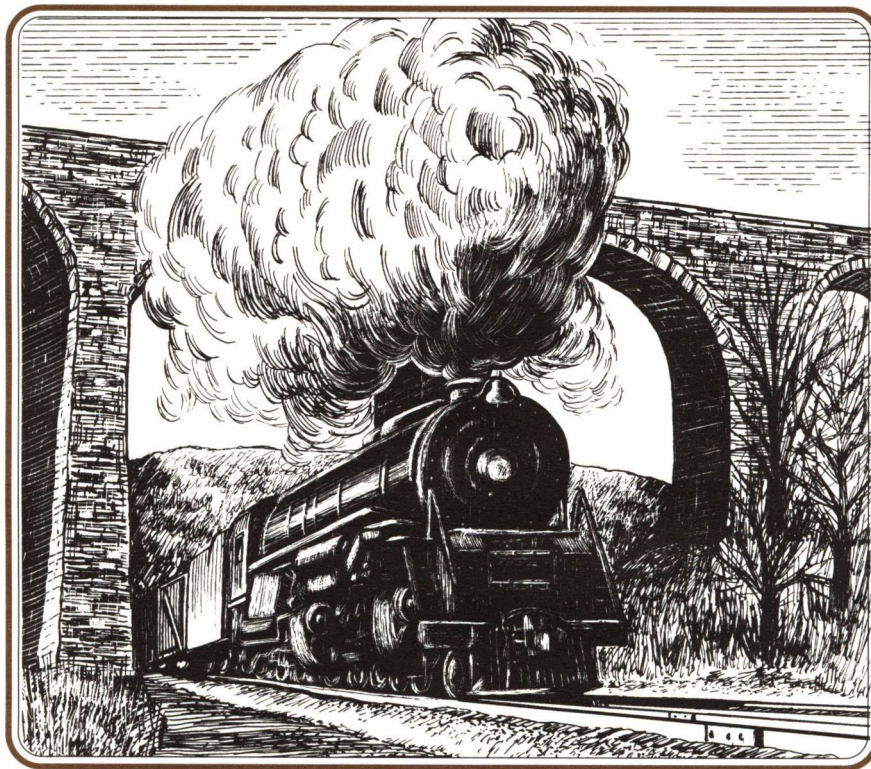


Sid Meier's

RAILROAD TYCOON™

MICROPROSE™
SIMULATION • SOFTWARE



Technical Supplement

For IBM PC & compatible computers

Sid Meier's RAILROAD TYCOON TECHNICAL SUPPLEMENT

Contents

Your *Railroad Tycoon* package should contain a manual, this technical supplement folder, three 5 1/4" disks or two 3 1/2" disks, two player aid cards, a registration card, and an order card for backup disks.

Required Equipment

Computer: This simulation requires an IBM PC, XT, AT, PS/2, Compaq, Tandy 1000, or a computer 100% compatible with one of those models. The machine must have at least 512K of RAM and DOS 2.x or 3.x. When using higher versions of DOS, more RAM may be necessary.

Controls: The simulation can be run entirely from the keyboard, or with a mouse and keyboard. A mouse is recommended as the interface has been designed to take advantage of the mouse. Unlike some MicroProse simulations, a joystick cannot be used to run *Railroad Tycoon*.

Display: The simulation requires a color monitor with an IBM CGA, EGA, MCGA, VGA or Tandy 1000 graphics system. EGA systems must have 256K on the graphics card (standard on all but the earliest releases). The simulation will not run on a system with a monochrome monitor. If you are using a compatible graphics card/monitor, it must be 100% hardware compatible to one of the above.

DOS: You must have IBM or Microsoft DOS, version 2.0 or higher. A version between 2.11 and 3.31 is recommended (3.1 or less on 512K machines).

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.

Railroad Tycoon has been left unprotected for your convenience in making backup copies and when playing from a hard drive. However, making additional copies to give away or sell is a Copyright Violation. See the Copyright Notice at the end of the game manual.

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Installation on Floppy Disks

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 making back-up copies and using those to play from. A description of how to make back-up copies follows. Also, format disks before doing any copying — to make sure the disk is “clean” and in good operating condition.

Format a Floppy Disk: Formatting a disk requires that you boot your computer with DOS, and at the “>” prompt type the appropriate format command. For example, on most machines this is “FORMAT A:” to format a floppy disk in the A: floppy drive. For details, consult the description of “FORMAT” in your DOS manual.

If you’re using 5.25” 360K drives (standard for PCs and XTs) format four disks: three for the game, one for your save-game files.

If you’re using 3.5” 720K drives (standard for PS2 models 25 and 30, as well as recent Tandy 1000s), format three disks: two for the game, one for your save-game files.

If you’re using 5.25” 1.2MB drives (standard for PC-ATs and many 386’s) or 3.5” 1.44MB drives (standard for PS2 models 50 and above), format two disks, one for the game and one for your save-game files.

Copy to Newly Formatted Disks: After formatting your disk(s), now use the DOS “COPY” command to copy the disks with *.* as the file designators. Typically this command is entered as “COPY A:*.* B:*.*”, even if you just have one floppy drive. For details, consult the description of “COPY” in your DOS manual.

Installation on a Hard Disk

You can copy the original (distribution) disks onto a hard disk. The files copied are standard DOS files. They can be copied, erased, and optimized as desired.

Install Program: For your convenience, a batch file called “INSTALL” is included that automatically installs the program onto your hard disk. To use this file, place the “A” disk in your A: drive, type “INSTALLC (or D:)", press return (enter), and follow the prompts.

Warning: The install batch file assumes you will install from floppy drive A: onto hard disk C: or D: if you have the choice. If your hardware configuration is different, do not use the batch file. Instead, you must manually copy the files from the floppy to the hard disk, using the DOS “COPY” command.

Technical Notes: This install program creates a subdirectory on your hard disk titled “Rails” and copies all files into that subdirectory. It then copies a runtime batch file into your root directory titled “RAILS.BAT”, for your convenience. If you’re an experienced IBM user, feel free to modify or move “RAILS.BAT” in the root directory.

LOADING

Loading from Floppy Disks with a Single Drive

(1) Boot your machine using DOS (version 2.11 to 3.31 is recommended).

(2) Insert Disks: When the "A:>" prompt appears, remove the DOS disk and insert the *Railroad Tycoon* "A" disk. Thereafter during play you are prompted when you must remove the "A" disk to insert the "B" or "C" disks. Note that at certain times the program accesses the "A" disk for information so **do not remove the "A" disk from your drive once the game has begun** unless prompted to make a switch. Also, be aware that game animations and certain additional graphics are only available from two disk or hard drive systems. Use the back-up copies made in the install instructions above.

(3) Set Speed: If you have a "turbo" or multi-speed computer, use your normal speed setting.

(4) Load Program: Type the following: "RAILS" and press return. The simulation will begin loading.

Loading from Floppy Disks with Two Drives

(1) Boot your machine using DOS (version 2.11 to 3.31 is recommended).

(2) Insert Disks: When the "A:>" prompt appears, remove the DOS disk and insert the *Railroad Tycoon* "A" disk. Put the "B" disk in the second drive to start. Once you have passed the locomotive identity test, replace the "B" disk with your "C" disk. **Do not remove the "A" disk from your drive once the game has begun** unless prompted to do so if saving a game or loading a saved game from a saved game disk. Use the back-up copies made in the install instructions above.

(3) Set Speed: If you have a "turbo" or multi-speed computer, use your normal speed setting.

(4) Load Program: Type the following: "RAILS" and press return. The simulation will begin loading.

Loading from a Hard Disk

This assumes your machine runs under DOS when it boots, which is true of 99+% of all IBM and compatible machines with hard disks.

(1) Turn on your machine. If it is already on, exit all programs and return to the root directory with the "CD" DOS command. For example, if your hard disk is C: then "cd C:\\" does this.

(2) Set Speed: If you have a "turbo" or multi-speed computer, use your normal speed setting.

(3) Load Program: Type the following: "RAILS" and press return. The simulation will begin loading.

Graphics Options

VGA: Select this option if you have a VGA graphics board.

MCGA: Select this option if you have a PS/2 or an MCGA graphics board.

EGA: Select this option if you have an EGA graphics board. This option provides 16 colors.

Tandy 1000: Select this option if you have a Tandy 1000. This option also provides 16 colors.

CGA: Select this if you have a CGA graphics board. This option provides 4 colors.

Sound Driver Options

When *Railroad Tycoon* loads it asks you to select a sound option. The current options include the following:

No Sound: This turns off all sound throughout the game.

IBM Sound: This default sound setting is appropriate to all IBM PC, XT, AT and PS/2 machines with no special sound hardware.

Tandy Sound: Only use this option on Tandy computers, which include a special music chip.

Ad Lib Sound Board: Only use this option if you've added to your computer the Ad Lib music board.

Roland MT-32 MIDI Board: Only use this option if you've added to your computer this sound board produced by Roland.

Loading Problems?

The latest notes regarding this program and problems with "compatibles" can be found on disk, in an ASCII file named "READ.ME". You can read this file using standard DOS commands, such as "TYPE READ.ME".

If the program does not load or run correctly, turn off your entire machine and restart it. Make sure DOS and *Railroad Tycoon* are the *only* programs loading into memory. Certain RAM-resident programs or tools can conflict with *Railroad Tycoon*.

If you continue to have trouble, try the original *Railroad Tycoon* disks. Your copies may be bad. If the original doesn't work, try the original *Railroad Tycoon* disks in another PC. If the disks work in another machine, then your machine has compatibility problems (i.e., some aspect is not entirely IBM compatible). Try a different machine speed, or a keyboard/mouse, graphics, or sound option. Sometimes an alternate setting will work.

If you have trouble loading on other machines as well as your own, you may be one of the tiny percentage with a defective disk. In such cases, contact MicroProse Customer Service at (301) 771-1151, Monday through Friday, 9am-5pm Eastern time. Please have a pencil and paper handy when you call.

SAVED GAMES

You may save games currently under way and recontinue them at a later date. Games may be saved onto your hard drive or onto a previously formatted saved game disk. You may not save games onto your original game disks or back-up game disks. To save a current game, open the Game menu and choose "Save Game". This opens a window that asks you to name the drive you wish to save to.

Saving Games To a Floppy Drive

1) Place your previously formatted save game disk in the floppy drive you wish to save to, normally either your A: or B: drive.

2) Enter the letter of the drive where you have previously placed your save game disk and press RETURN.

3) This opens the saved game files on your disk. Each disk can contain four saved games on it. Highlight to the file into which you wish to save your game and press RETURN. This saves your game into this file.

Saving Games To a Hard Drive

1) The letter your of hard drive is already shown in the window, so simply press RETURN.

2) This opens the saved game files on your hard drive. You can have your saved games on it. Move the highlight to the file into which you wish to save your game and press RETURN. This saves your game into this file.

You may only have four games saved on any disk. If the game files are full on any disk, move the highlight to the existing saved game you wish to overwrite and press return. This writes the new saved game over the old one, erasing the old one. If you don't want to erase any game on a full disk, hit the ESC key to return to the game, and start over. However, you cannot format a disk while the game is underway, so have additional formatted disks handy.

Loading a Saved Game

Saved games can only be loaded during the pre-game options. To load a saved game, follow these instructions:

1) Choose the option "Load Saved RR" when you start the game.

2) Type the letter of the drive where the saved game disk is located, either your hard drive (D: or C: normally) or a floppy drive (A: or B: normally). Insert disk if necessary.

3) After selecting the drive, press RETURN.

4) Move the highlight down the list of saved games until the game you wish to load is highlighted, and press RETURN. This loads the saved game.

All saved games consist of two files, a RR#.SVE file and a RR#.MAP file. The number corresponds to the saved game on the disk, numbered 0 to 3. If you have several saved game disks, then you have several saved games named RR1.SVE, etc. Saved game files are normal DOS files that can be moved and copied using standard DOS commands.

ADDITIONAL IBM RAILROAD TYCOON 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 increases 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.

Menu Options: You may highlight any menu option by pressing the letter key of the first letter in the option. If more than one choice share the same first letter, additional letter key taps cycle through the options that start with the same letter.

Sound Effects: If you selected one of the sound driver options when you started your game, you may toggle the sound effects on or off later in the game. This is done from the Features option, found in the Game menu (in the same manner as animations are toggled on or off). If you selected No Sounds when beginning play, the sound effects option does not operate.

WORLD ECONOMY NOTES

North America

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.

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.

England

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.

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 from ports throughout the world.

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.

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 as 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

4-COLOR

Light cyan
Light cyan
Magenta
Magenta
Magenta
Magenta
Magenta
Magenta
White
White
White
White
Black

16-COLOR

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

INFORMATION DISPLAYED

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

Train Roster

4-COLOR

Black line
Magenta line
White line
Black engine
Magenta engine
White car
White car
White car
White car
Magenta car
Magenta car
Magenta car
Magenta car
Black car
Black car

16-COLOR

Black line
Red line
Green line
Black engine
Green engine
White car
Light gray car
Light cyan car
Dark cyan car
Yellow car
Light green car
Red car
Dark red car
Black car
Dark gray car

INFORMATION DISPLAYED

Stopped train
Paused train
Train speed indicator
Normal loads
Priority Shipment on board
Mail car at least half full
Mail car less than half full
Passenger car at least half full
Passenger car less than half full
Fast freight car at least half full
Fast freight car less than half full
Slow freight car at least half full
Slow freight car less than half full
Bulk freight car at least half full
Bulk freight car less than half full

Freight Classes

4-COLOR

White
White
Magenta
Magenta
Black

16-COLOR

White
Light cyan
Yellow
Red
Black

INFORMATION DISPLAYED

Mail
Passengers
Fast freight
Slow freight
Bulk freight

Financial Reports	4-COLOR Magenta Black	16-COLOR Red Black	INFORMATION DISPLAYED Losses or decreases Profits or increases
Shipping Report Borders	4-COLOR Black Magenta White	16-COLOR Gray Red White	INFORMATION DISPLAYED Normal revenues Halved revenues Doubled revenues
Train Report Scheduled Stops	4-COLOR Magenta Black	16-COLOR Light gray Black	INFORMATION DISPLAYED Scheduled stop Current destination
Station Reports	4-COLOR Light Cyan Magenta Black	16-COLOR Dark green Red Light green	INFORMATION DISPLAYED Cargo picked up this period or Revenue earned for delivery Cargos removed by other transport Cargos available now
Construction Box Colors	4-COLOR White Black	16-COLOR White Red	INFORMATION DISPLAYED Build track Remove track and bridges
CONTROLS General	FUNCTION Selector Selector 1 Selector 2 Open menu Move cursor, Construction Box (Box) or menu highlight	KEYBOARD RETURN key RETURN key First letter key	MOUSE Left button Left button Right button Left button Numeric keypad keys
Track Construction/ Demolition Keys	FUNCTION North Northeast East Southeast South Southwest West Northwest		KEYBOARD COMMAND 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 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

'F1' key
'F2' key (centers on cursor or pointer)
'F3' key (centers on cursor or pointer)
'F4' key (centers on cursor or pointer)
'F5' key
'F6' key
'F7' key (must own engine shop)
'F8' key (Box on spot)
'F9' key (game not frozen)
'F10' key (from Detail Display only)

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 inside Box)
Override signal
(for signal within Box or cursor)
Center map on cursor or pointer
Quit game
Exit menu without making choice

KEYBOARD COMMAND

Shift and 'D' key

Shift and 'S' key

'I' key or Shift and '?' key

'S' key

'C' key
Alt and 'Q' key
ESC key

KEYBOARD INTERFACE ONLY

General

FUNCTION

Switch cursor
(between map and Train Roster)
Open Train Report
(train marked in roster by cursor)
Pause train
(train marked in roster by cursor)

KEYBOARD COMMAND

TAB key

RETURN key

'H' key

Train Report Controls

FUNCTION

Go to priority row of Train Report
Highlight schedule stops 1, 2, 3, or 4
Go to Route Map
Move highlight on Route Map
Select highlighted stop on Route Map
Exit Route Map without any changes

KEYBOARD COMMAND

'P' key
'1', '2', '3', or '4' key
Shift and 'S' key
Numeric keypad '1-9' keys (not '5')
RETURN key
ESC key

SOUND CUES

Sound

Whistle/Horn

Clink of coins

Caused By

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

SIGNAL OVERRIDE CHART

Normal Operation

Overridden
Operation

Existing Signal	4-color	16-color	Effect
GO	Cyan	Green	Indicates currently safe to enter block
STOP	Magenta	Red	Indicates currently not safe to enter block
PROCEED	White	Yellow	Passes next train and returns to NORMAL operation
HOLD	Black	Dark red	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	Cumberland	Knoxville	Roanoke
Albany	Dayton	Lansing	Rochester
Allentown	Detroit	Lexington	Saginaw
Altoona	Dover	London	Salisbury
Asheville	Elkhart	Louisville	Sault Ste Marie
Ashland	Elmira	Manchester	Scranton
Atlantic City	Erie	Memphis	Sherbrooke
Baltimore	Evansville	Milwaukee	Springfield
Bangor	Florence	Montreal	St Louis
Binghamton	Fort Wayne	Morgantown	Sudbury
Bluefield	Fredericksburg	Nashville	Syracuse
Boston	Gary	New Haven	Terre Haute
Bridgeport	Grafton	New York	Toledo
Bristol	Grand Rapids	Norfolk	Toronto
Buffalo	Green Bay	Oil City	Traverse City
Burlington	Greensboro	Ottawa	Trenton
Champaign	Greenville	Paterson	Utica
Charleston	Hagerstown	Pembroke	Washington
Charlotte	Harpers Ferry	Philadelphia	Watertown
Charlottesville	Harrisburg	Pittsburgh	Wheeling
Chattanooga	Hartford	Portland	Williamsport
Chicago	Huntington	Poughkeepsie	Wilmington
Cincinnati	Indianapolis	Providence	Winchester
Cleveland	Jamestown	Raleigh	Winston-Salem
Columbus	Johnstown	Richmond	Youngstown

Western USA Cities

Abilene	Burns	Dodge City	Fort Worth
Albuquerque	Butte	Duluth	Fresno
Amarillo	Calgary	Durango	Gary
Austin	Casper	El Paso	Grand Junction
Barstow	Cedar City	Elko	Grand Rapids
Baton Rouge	Chicago	Eugene	Great Falls
Billings	Chihuahua	Evansville	Green Bay
Bismarck	Decatur	Fargo	Hays
Boise	Denver	Flagstaff	Hermosillo
Bozeman	Des Moines	Fort Smith	Houston

Indianapolis
Jackson
Kansas City
La Crosse
Lake Charles
Las Vegas
Lincoln
Little Rock
Los Angeles
Memphis
Midland
Miles City
Milwaukee
Minot
Mobile

Monclova
Monroe
Nashville
Needles
New Orleans
Ogallala
Oklahoma City
Omaha
Phoenix
Pierre
Pocatello
Portland
Pueblo
Rapid City
Redding

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

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

English Cities

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

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

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

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	Dijon	Lublin	Rostock
Amsterdam	Dresden	Lvov	Saint Etienne
Antwerp	Essen	Lyons	Salonika
Barcelona	Florence	Madrid	Salzburg
Bari	Frankfurt	Magdeburg	Saragossa
Bayonne	Genoa	Marseilles	Sarajevo
Belgrade	Graz	Metz	Sofia
Berlin	Grenoble	Milan	Southampton
Bern	Hamburg	Minsk	Split
Bialystok	Hannover	Munich	Stettin
Birmingham	Innsbruck	Nantes	Strasbourg
Bologna	Istanbul	Naples	Stuttgart
Bordeaux	Kaunas	Nice	Tirana
Bremen	Kiel	Nuremburg	Toulouse
Breslau	Kiev	Orleans	Tours
Brest	Kisinev	Osijek	Trieste
Brest-Litovsk	Konigsberg	Osnabruck	Turin
Bristol	Krakow	Ostrava	Utrecht
Brussels	Le Havre	Paris	Valencia
Bucharest	Le Mans	Plymouth	Varna
Budapest	Leipzig	Poznan	Vienna
Cologne	Lille	Prague	Vinnica
Copenhagen	Limoges	Regensburg	Warsaw
Danzig	Liverpool	Reims	Zagreb
Debrecken	London	Rome	Zurich

MANUAL CORRECTION

You are not 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.