

RAIL EMPIRES: IRON DRAGON User Manual

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OVERVIEW

Rail Empires: Iron Dragon (RE:ID) is an adaptation of the Mayfair board game, *Iron Dragon*. It is a turn-based strategy game set in a fantasy world named Darwinina. The players take the role of rail barons at the dawn of a railroad revolution in Darwinina. Although not as technologically advanced as the industrialists of our own world in the 1800's, the railroads of Darwinina are bolstered by powerful magic. All but the simplest of locomotives are in fact dragon-machine hybrids, the greatest of which is the fearsome Iron Dragon!

The player rail barons take turns building new rail lines across two continents of Darwinina, linking cities to form valuable trade networks. Once the rail lines are built, profit is earned by delivering freight to cities that demand valuable commodities. These earnings are used to expand the players' rail empire even further.

The first player to connect all but one of Darwinina's Major Cities, and amass a fortune of 250 GP on hand, claims victory. The competition from the other rail barons, as well as the occurrence of unexpected events and disasters ensures that only the shrewdest player will achieve victory.

RE:ID can be played by one to six players against each other on a single computer (hotseat), against computer opponents, or against other players linked on the Internet, or against any combination of these.

ABOUT THIS MANUAL

This manual is arranged with the most useful information placed first. The information typically needed only occasionally is placed later.

To this end, the rules of the game are explained first, interleaved with references on how to control the game on the computer. Most players will find the whole thing pretty intuitive. Then, technical information about downloading, installing, registering, and configuring the game appears in the latter half of the manual.

QUICK START

This User's Manual is not short because it is *comprehensive*. Players who prefer to just "dive right in" should by all means do so. At the title screen, or during play, the F9 key will bring up a Tutorial Overview of the rules. This should be enough to help players get the hang of the game. Afterwards, this manual should be quick and enlightening to read. Either way, enjoy!

GAME COMPONENTS

The Map

Gameplay is dominated by the two **maps** of Darwinina. Each map has a hexagonal tiling system consisting of **mileposts**. Mileposts located at sea are sometimes called **sea points**. In scale, mileposts are spaced roughly 30 miles apart. Railroads are built, and trains moved, from one milepost to the next. Each milepost is representative of that region's terrain, such as plains, forest, jungle. Certain mileposts have a special designation such as a **city**, **port**, or **tunnel entrance**. Money is spent to build rails to each milepost -- the cost is based upon the terrain or the designation of the milepost being built to. The map also contains **rivers** and **inlets**, which are bridged at additional costs. Rail barons build rails so that their trains can move from one city to another.

The primary map is the **Main World**; it includes the western part of the Old World continent, the vast frontier of the New World continent, and several intervening bodies of water. The Main World is home to Humans, Elves, Dwarves, Wee Folk, and Cat Folk.

The second map is the **Underworld**, an immense subterranean cave network carved out of the earth by Dwarves ages ago, and subsequently conquered by Orcs. It is also home to the Trolls.

The Main World and Underworld are linked by a set of four tunnel entrances, through which rail barons can build track and move their trains. These tunnel entrances are in Kola (North), Glyth Gamel (East), Eusarch (West), and the Orc Wastes (South).



Portions of the Main World and Underworld maps

RULE DETAIL

An **inlet** is more than just a place where the coast pushes in between two land mileposts – it's only considered an inlet if it creates a **channel**, a waterway through which a ship could sail. Players can tell when a certain build crosses an inlet by the increased cost revealed by the in-game building aid.

HINT

Players can toggle between the Main World and the Underground map by hitting the space bar on the keyboard.

Darwinina is divided into 16 kingdoms, each having one or more cities. A total of 57 cities appear in the game. The appearance of cities across the map varies, reflecting the different cultures and races of Darwinina, and the differing sizes of the cities. Cities produce certain commodities, or **loads**, which are transported by rail to other cities as demanded by player-held contracts.

Each kingdom's name has a unique first letter; thus, Rakhatz, the central Dwarven realm, is the only "R" kingdom. Cities within a kingdom are also named using the kingdom's first letter, so the cities in Rakhatz are Railla, Redwitte, and Risidan, and they are the only "R" cities on the map. This aids in navigating the map quickly once players become familiar with the general layout. All players may build and move in all kingdoms – they exist in the game mostly for the purpose of organizing the city names as just described.

NAMING EXCEPTION

The only snag with the city and kingdom names is that all the cities in the Old World start with "O", and all the cities in the Orc Wastes begin with "Orc-". There is a fair degree of separation between the two areas, however, so confusion should be minimal.

UNDERWORLD

The Underworld, with the cities Uloggh and Uderyn, is considered a single kingdom; it just happens to take up the entire Underworld map!

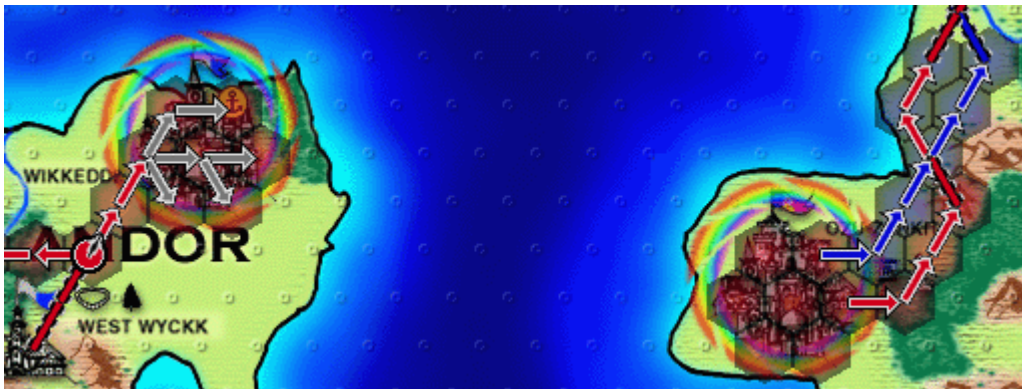
The cities on the maps are classified as one of three sizes: **small**, **medium**, and **major**. A major city is easily distinctive because it takes up 7 mileposts in a big hex formation. Small and medium cities each take up but a single milepost. The difference between small and medium cities is clear from the type of flag flying above the city: medium city flags are "forked" (two points), while small city flags are "pointed" (one point). Also, small cities simply look smaller. The different city sizes have implications on play (specifically, on build rules) that will be explained later.

HINT

Positioning the cursor over a city on the map for a few moments raises a "tool tip" info box. This box shows that city's name, the loads it produces, and the current numbers of available loads in stock.

In addition to traveling by rail, trains can board and leave ships at **ports** in order to travel across bodies of water. Port mileposts are marked on the map with anchor icons. Some major cities (Bluefeld, Eaglehawk, and Wikkedde) contain a port as one of their intra-city mileposts.

The major cities of Wikkedde and Ozu-Zarkh are connected by a magical link, called a **Rainbow Bridge**. This is the most common way of crossing from the Old World to the New World. Trains can travel from any milepost of either city to any milepost of the other city, at a cost of just one "step" of movement. During play, a random event card may create a second Rainbow Bridge (connecting Bluefeld and Octomare). A different random event card (Wizards Strike) can temporarily disrupt both bridges.

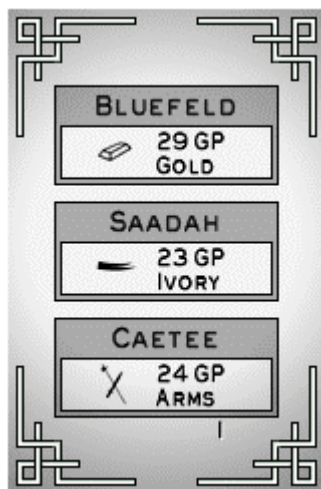


The Rainbow Bridge connecting Wikkedde and Ozu-Zarkh

Contract Cards

The game uses a deck of **contract** cards, which represent offers of payment to a rail baron for the delivery of certain goods to certain cities. Each player holds three contracts at any given time, which are exclusive: those contracts are only for that player to use. All players draw replacements from one contract deck as necessary. A discard pile is maintained for completed contracts; if the last contract card is drawn, the discard pile is shuffled to reconstitute the contract deck. There are a total of 120 contract cards; each contract card is numbered for reference.

A contract lists three possible delivery options, called **demands**. Each demand designates a desired commodity, the city seeking it, and the payoff for making the delivery. When a player completes any one of the demands listed on one of his contracts, the payoff is collected, the contract is discarded, and the player draws a new contract from the deck to replace it.



This is a contract card (#1).

The first demand is
"Gold to Bluefeld for 29 GP".

The second demand is
"Ivory to Saadah for 23 GP".

The third demand is
"Arms to Caetee for 24 GP".

In general, the three demands of a contract card are geographically dispersed and differ in value. The payoff is a function of how far away the destination city is from the cities that produce the demanded commodity.

HINT

During play, the "c" key brings up the Contracts window (as does clicking on the small contract icon on the top tool bar), which shows the contracts currently held by each player (clicking the < and > buttons in the window's title bar scrolls through each player's contracts).

Clicking on the name of a city on a demand centers the map on that city. Similarly, clicking on the load icon or name cycles through the cities that produce that load.

The colored buttons to the right of each demand box are used for *sequencing*, a reminder tool that makes life easier for players. Click on the demand sequence buttons to create a planned sequence of runs. This sequence is shown at the bottom of the movement or building window during a player's turn as a handy reference. The sequencing tool is easy to learn and can be a great assist during play.

HINT

During play, the F6 key brings up the Contract Legend window (as does clicking the question mark icon to the right in the top tool bar, then clicking Contract Legend), which contains a complete list of all the contracts (and event cards, see below) in a more condensed format. As with the player Contracts window, click on city and loads to center the map on the desired locations.

The Contract Legend window shows a white square for a contract that is currently in the contract draw deck; a colored square for a contract currently held by that color's player; and no square for a contract that has been used and is discarded. (For events, a colored square means that the event is in play and was drawn on that color player's turn).

Event Cards

Event cards are special cards that are randomly shuffled into the contract deck. When an event card is drawn in place of a contract, the event is resolved immediately, and another card is drawn to replace it. Events describe all sorts of magical, meteorological, and political happenings that can disrupt trains, rail lines and rail barons alike. There are 26 event cards in the standard game; they are numbered starting with 121 (where the contract card numbers leave off).



This is the event card "Free Dragons Attack".

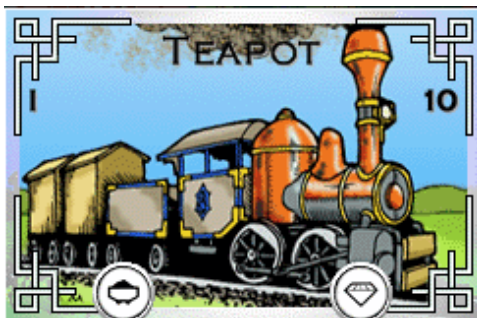
HINT

During play, the "e" key brings up the Events-in-Play window, which shows the events that have been recently drawn and which are still in effect.

Loco Cards

Loco cards represent the engines that pull each player's train. Each player has exactly one loco at a time. A loco has a name, a speed rating, and a load rating. The speed rating specifies how many mileposts the player's train may move in one turn. The load rating specifies the maximum number of loads that may be carried by the train. The combined speed and load ratings dictate a loco's "Level", an overall rating of capability. There are eight types of locos, from the most primitive Level I Teapot, up to the mighty Level V Iron Dragon. Only a limited number of each loco exists, so a desired loco may not always be available when a player is ready to upgrade.

Loco cards are not contained in a deck the way contract cards are. Each player starts the game with a certain loco card, and all remaining loco cards are publicly available for upgrade during a player's turn. When a player upgrades his loco, he exchanges his current loco card for the new one.



This is the Teapot Loco.

It is a Level I loco.

It moves 10 mileposts per turn.

This Teapot is carrying an Iron load and a Gems load.

HINT

During play, the "l" key (that's the letter L) brings up the Loco window (as does clicking on the small loco icon on the top tool bar), which shows the locos currently held by each player (clicking the < and > buttons in the window's title bar scrolls through each player's loco).

The Loco window may also be accessed during the build phase to upgrade a loco (the player pays to exchange his loco for a more powerful one).

HINT

During play, the F2 key brings up the Loco Legend window (as does clicking the question mark icon to the right in the top tool bar, then clicking Loco Legend), which contains a complete list of all the locos available for use.

The Loco Legend window shows a white square for each loco of a given type that is available for upgrade; a colored square indicates a loco currently held by that color's player.

NEW FEATURE

Optional rule settings allow the use of special new low-end (worse than the Teapot) and high-end (better than the Iron Dragon) locos. When these options are in play, the special locos will show up in the Loco Legend window.

RULE DETAIL

In the *Iron Dragon* board game, locos of different levels are printed in pairs on the front and back of a single card, which further limits their availability. In the computer game, the only limitation on loco availability (stock) is the total number of each type (generally 6 each of the Teapot and Iron Dragon, and 3 each of all others).

LOCO CARD REFERENCE

NAME	LEVEL	# LOADS	SPEED	STOCK
Handcar	0.h	1	8 mileposts	6
Teapot Alpha	0	2	8 mileposts	3
Teapot Beta		1	10 mileposts	3
Teapot	I	2	10 mileposts	6
Sardar	II	3	10 mileposts	3
Salamander		2	12 mileposts	3
Fire Drake	III	3	12 mileposts	3
White Dragon		2	14 mileposts	3
Black Dragon	IV	3	14 mileposts	3
Red Dragon		2	16 mileposts	3
Iron Dragon	V	3	16 mileposts	6
Bahamat	VI.k	3	18 mileposts	3
Tiamat		4	16 mileposts	3

Ship Cards

Ship cards represent ships that can be boarded by a player's train at ports on the map; they are used to transport a train across water to a different port on the map. A deck of ship cards is used to randomly determine what ships are available in a given port when a player chooses to travel at sea. It costs money to board a ship for such transport, based on the speed of the ship. Any ship can carry any one player's loco at a time. The ship card is discarded when the player disembarks at a port.

All players draw for ships from the one ship deck as necessary. A discard pile is maintained for discarded ships; if the last ship is drawn, the discard pile is shuffled to reconstitute the ship deck. There are a total of 13 ship cards.



This is the ship "Vulture".

It costs 3 GP to board.

It moves 12 sea points per turn.

HINT

During play, the "s" key brings up the Ship window (as will clicking on the small ship icon on the top tool bar), which shows any ships currently held by a player (clicking the < and > buttons in the window's title bar scrolls through each player).

The Ship window may also be used during the movement phase to access the buttons for drawing, boarding, or disembarking a ship.

HINT

During play, the F3 key brings up the Ship Legend window (as does clicking the question mark icon to the right in the top tool bar, then clicking Ship Legend), which contains a complete list of all the ships available for use.

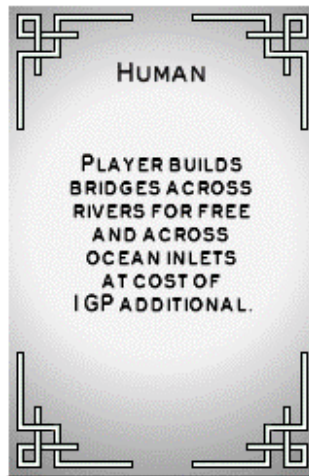
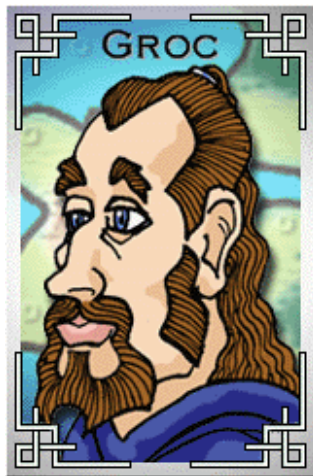
The Ship Legend window shows a white square for a ship that is in the ship face down deck; a colored square for a ship currently held by that color's player; and no square for a ship that has been used and is discarded.

SHIP CARD REFERENCE		
NAME	COST	SPEED
Parekis Packet	1 GP each	8 sea posts
Serpent		8 sea posts
Far Horizon		9 sea posts
Seahawk		9 sea posts
Eastern Star	2 GP each	10 sea posts
Hyperion		10 sea posts
Old Mormoth		10 sea posts
Fourth Emperor		11 sea posts
Mother Bren		11 sea posts
Royal Sovereign	3 GP each	12 sea posts
Vulture		12 sea posts
Feathermoth		13 sea posts
Golden Sprite		13 sea posts

Foreman Cards

Foremen cards represent those who manage the building of track. Each rail baron employs a single foreman at a time, and may change foremen many times over the course of the game. Thirteen different foremen, from various different races, are available for hire. Each race has a special ability.

Unused foremen at the beginning of the game are shuffled to form the foreman deck. When a player changes foreman, he discards his current foreman. A player may hire a foreman in several different ways, as will be explained. If the last foreman card is drawn, the discard pile is shuffled to reconstitute the foreman deck.



This is the foreman "Groc".

Groc is a human.

Groc's special ability as a human is enumerated on the right pane.

HINT

The "f" key brings up the Foreman window (as does clicking on the foreman icon on the top tool bar), which shows the foreman currently held (clicking the < and > buttons cycles through each player's foreman).

Players may also use the Foreman window during the build phase to exchange their foreman for a different one.

FOREMAN CARD REFERENCE		
NAME	RACE	ABILITY
Carras Cynnr	Catman	Player builds to jungle mileposts at cost of 1GP.
Dingur Knorsen Orrik Ironfist Ragnor Rockjaw	Dwarf	Player builds track to mountain mileposts at cost of 1 GP.
Gaelwyth Grae Persy Browne Steffan	Elf & Half-Elf	Player builds track to forest mileposts at cost of 1 GP.
Denzel Halbezch Groc	Human	Player builds across bridges for free, and across ocean inlets at cost of 1 GP.
Kudamram	Orc	Player pays no bribes in Underground and receives payment of Underground bribes by other players.
Urk Harakn	Troll	Player builds in Underground at cost of 2 GP per milepost. Player pays no bribes for building. Player may not build outside of Underground.
Wellpole Wyndle	Wee Folk	Player may draw three ship cards when boarding ship. Player does not pay boarding fees.

Load Chips

A **commodity** is something produced by a city, such as Gold. A unit of a commodity, called a **load**, can be picked up and delivered to another city by a train. Most cities produce one commodity -- some produce none, and some produce two. Load icons appear on the game maps next to the cities that produce those commodities. A player who moves his train into a city may pick up a load of that commodity to carry on his train to some other destination.

A collection of **load chips** represents the set of available loads shared by all players in the game. Each loco is capable of carrying a certain number of load chips. There are only limited numbers of loads available at any one time for a given commodity; if all the Steel loads are on player trains, for example, then no more Steel may be picked up until one of these loads is either delivered or dropped by another player. Any load chip not currently on a loco is publicly available to be picked up in an appropriate city on a player's turn. The loads that are currently on trains are shown with that player's loco in the Loco window.

HINT

During play, the F5 key brings up the City Legend window (as does clicking the question mark icon to the right in the top tool bar, then clicking City Legend), which contains a complete list of all the cities, and the names of the loads they produce. Clicking on any line of text in this window causes the map to center on the selected city.

HINT

During play, the F4 key brings up the Load Legend window (as does clicking the question mark icon to the right in the top tool bar, then clicking Load Legend), which contains a complete list of all the commodities, the cities where each commodity can be picked up, and the availability and current distribution of that load type. Clicking on any line of text in this window causes the map to center on each producing city for that load, cycling though at one city per click. The squares along the right show the number available for each load type; a white square indicates a load that is free to be "picked up"; a colored square indicates that one such load is on that color player's train.

LOAD CHIP REFERENCE

NAME	SYMBOL	STOCK	SOURCE CITIES
Ale		4	Uderyn, Uloggh
Armor		4	Inhass, Izyndyl
Arms		4	Ilik-Herb, Izyndyl
Cattle		4	Bulatz, Penjold
Cloth		4	Easingwere, Octomare, Oulde Mordel, Oykjsord
Dragons		3	Nordkassel
Fish		3	Killavare, Parekis, Piggnytz
Fruit		3	Ghassouf, Shayobh
Fur		4	Kenare, Kola
Gems		3	Elmsworth, Railla, Sbadeh
Gold		4	Eabannet, Orc-Obasyln, Risidan
Hops		4	Bluefeld
Iron		4	Railla, Risidan
Ivory		4	Caetee, Daguui, Kodankye
Jewelry		4	West Wycke, Wyrre
Lumber		3	Borgofort, Kutno, Pinewaere, West Wycke
Pilgrims		3	Eaglehawk, Janoshal, Ozu-Zarkh
Pipeweed		4	Jarlsstadh, Jodarre
Potions		4	Okyabanti, Oraianda, Ozu-Ozu
Sheep		4	Glynclwyn, Jobabh
Spells		3	Ozu-Zarkh
Spice		4	Dawuuj, Dobra-Dyn
Steel		4	Bremmner, Redwitte
Wands		3	Octomare, Opal Bezin
Wheat		3	Brevandes, Caldeen
Wine		4	Glyween, Saadah

PLAYING THE GAME

Starting a Game

Each player starts the game with a unique color, 60 GP of money, a Teapot loco, and three randomly dealt contracts. (Any event cards drawn during the initial deal are re-shuffled into the contract deck.) The maps are clear of tracks or trains. Player locos are not placed on the board until the 4th turn.

Each contract has a unique ID number. Order of play is set based on the numbers appearing in each player's initial draw of contracts. The player who has the highest numbered contract goes first, followed next by the highest number contract holder among remaining players, and so on.

RULE DETAIL

The order of play differs from the procedure in the board game rules, but it is a clear and unambiguous method, one that does in fact work equally well for the board game.

HINT

The order of play can be referenced at any time by consulting the column of colors to the right of the turn designator on the top tool bar. The top color is the first player, the next one down is next, and so on.

Initial foreman selection comes next; this is a one-time event at the beginning of the game. The foreman deck is shuffled and dealt out evenly to all players (extra cards are set aside). Each player in turn either selects one of his foreman choices to keep and use (and discards the rest), or else discards them all to try again. After each player has done this, all of the discards are re-shuffled and re-dealt to players still without a foreman, and this process is repeated until each player has selected one initial foreman.

The initial foreman selection window presents a set of buttons along its left side, one for each foreman currently available for the player whose turn it is. Click on these buttons to display the foreman's picture and characteristics. To choose a particular foreman, first click the button with that foreman's name, and then click the "Select" button below the picture. If none of these foremen are desired, click the "None of these" button; a new set of foremen will be dealt.

Choosing a foreman requires consideration of the initial contract cards drawn. These initial contracts may be displayed by using the "c" key. As described earlier, click on city names and loads to view their locations on the map. The contract icon on the top tool bar may also be used to hide (and restore) this part of the window, allowing a better view of the map. There's also a minimize button ("x") in the Contract window's title bar which can be used to hide the entire window for the same purpose.

After initial foremen are selected, the game continues with each player in order taking a turn following the standard turn sequence, until one player eventually wins the game. A standard game usually takes around 60 turns to complete.

Standard Turn Sequence

A player's turn normally has two phases: **movement** and **build**. An in-depth discussion of each phase follows this brief overview. The two phases are sequential: first movement, then build.

During the movement phase, a player moves his loco up to as many mileposts as his loco's speed ranking. This movement may pass through cities and can be interrupted by picking up and delivering loads. A player delivering a load in satisfaction of a contract demand receives payment for the delivery, removes that load from his train, discards the contract, and draws a new contract to replace it. A player may also move by ship after moving into a port and drawing and boarding a ship.

A player may drive his train on track owned by another player in addition to his own, but this costs a **bribe** of 4 GP. Also, moving in the underworld requires a 1 GP bribe to appease the Orcs.

During the build phase, a player can spend up to 20 GP per turn to build new track across the map. Newly built track must commence either from a major city milepost, or from the player's existing track system. Hence, at the beginning of the game, all players start by building from major cities. The base cost to build from one milepost to the next is 1 GP, but different terrain conditions can make this more costly, while the right foreman can make certain types of rail building more affordable.

A player may also spend part of his 20 GP per turn to either **upgrade** his loco, or **change foremen**, or both. Each level of loco upgrade costs 10 GP and is limited by the locos currently available in stock. A foreman change can cost either 1 GP or 5 GP depending on the method, and can be done just once per turn.

A player may instead forfeit his entire turn (both movement and build phases) in order to **pitch** his contracts. The player's current contracts are all discarded, and a new hand of contracts is drawn, resolving any events that are also drawn along the way. A player may not pitch if he is already being forced to skip a whole turn because of an event that was drawn on a previous turn.

Special Rules for Early Turns

The first three turns of the game are for building track only. (This also includes changing foremen and upgrading locos). A player can forfeit his build to pitch cards instead; however, any event cards drawn before the 4th turn are discarded without effect.

A player places his loco and begins movement at the beginning of his 4th turn. A loco can be placed in any city on the map to start. (It need not be connected to track of the same color). The movement window prompts the player to click on a city milepost. When he does so, a loco icon appears on that milepost on the map. The movement window then shows that city name in a pushbutton. A different city may be chosen, if the first choice is no longer desired. Clicking the button with the city name brings up the City window, finalizes the selection, and allows the player to start the movement phase by pick up the loads available there.

To balance the building opportunities among players, the order of play is reversed for the second turn of the game, so that players who do not get to build early on the first turn get to do so in the second turn. The order of play goes back to normal (reverses again) on the third turn, and remains so for the rest of the game.

RULE DETAIL

Locos are always placed on the 4th turn. A player may still pitch contracts on this turn if he chooses to do no other action.

HINT

A loco may be placed in any milepost of a Major City, not just the center one.

The Movement Phase

A player's loco, once placed, appears on the map at a specific milepost, and points in a specific direction. If the player is on a ship, or if the loco's last movement was "up" or "down" (through a tunnel or over a Rainbow Bridge), the loco counter shows no direction. Multiple locos may occupy a single milepost.

A player moves his train by traveling on built track (his own for free, or others' for a bribe), through major cities, through tunnels, over Rainbow Bridges, or on a ship at sea. Trains do not block each other's movement, and they may pass each other on the same track. A train may reverse direction only at a city or a port.

RULE DETAIL

A train may not reverse direction at a tunnel entrance.

A player pays a **bribe** of 4 GP per turn to another player to run his loco on that player's track. The loco movement may go on and off the other player's track several times in one turn for the single bribe cost. A bribe must be paid to each player whose track the moving player uses.

A player who does not employ the Orc foreman must also pay a bribe of 1 GP per turn to move in the Underworld. This bribe actually goes to the Orc foreman, which means the player who employs the Orc if any, otherwise to the bank. Movement from a tunnel entrance in the Main World to the matching tunnel entrance in the Underworld is one unit of movement and is considered part of the Underworld for purposes of paying the movement bribe.

Bribes must be paid in full before any movement along the corresponding track is permitted. Money spent for bribing is not counted against the 20 GP per turn build phase spending limit.

RULE DETAIL

If a player's loco is on another player's track, or in the Underworld, but does not move at all in the movement phase, no bribe is paid. In the Underworld, this includes changing loads in a city; the bribe is only paid for explicit movement, not for movement phase activities.



The Movement Phase

During the movement phase, the map places arrows on rail segments that can be traveled by the moving player's train, and shades the mileposts around them for better visibility. To move the train, simply click on a legal destination milepost, and the display is updated.

HINT

By default, movement arrows are only shown for routes that do not require a bribe -- that is, movement options are only shaded along the moving player's track, or along a player's track who he has already bribed this turn. This helps keep the map from becoming too cluttered. When a player wants to bribe another and move on his track, the '<' button on the movement window may be toggled to show all possible routes, including new bribes.

The background color behind the arrows indicates any bribes necessary to perform the movement. If the color matches the moving player's color, the movement is either free, or uses another player's track for which a bribe has already been paid. Otherwise, the color indicates the player who would receive a new bribe payment to perform this move. Paths that would require a bribe are not highlighted if the moving player has insufficient money to pay the bribe.

During the movement phase, a movement window shows the number of mileposts moved this turn, the number of moves left, and the amount of any bribes paid for movement. It also provides details about why a player may not be able to move should an event blocking certain movement be in play.

HINT

If a different window is showing (such as Contracts) and a player still has movement available, the movement window may be raised by using the "m" key.

Any player may use any port. To get a ship, a player moves his train to a port and then draws a ship card. If he chooses to board this ship, he pays the boarding cost and ends his movement; he sails on the next turn. If he chooses not to board the ship, he can continue with any remaining land movement, but if he returns to this same port in the same turn, he cannot draw new ships, and the previously drawn ship is no longer available either (it has, literally, sailed). If his movement permits, he can still draw ships at a different port.

Once on a ship, the player moves at sea and uses the ship's sea point speed for movement, and not his loco's milepost speed. He leaves the ship by moving into a port and disembarking, at which point the ship card is discarded. He resumes moving by rail on the following turn.

HINT

Usually the Ship window is shown immediately when a player moves to a port milepost. If at a port, the player can always get to the ship window by using the "s" key.

RULE DETAIL

A player may disembark a ship at a port in a major city, change loads and/or fulfill contracts in that city, and then draw and board a new ship (but not sail from the port) all in one turn.

A train that passes through a city where a commodity is available may pick up one or more loads of that commodity. Any unwanted loads currently on board a train may be dropped in any city.

There is no cost (in either money or movement points) to either pick up or drop off loads. There is no limit to the number of times a player can pick up and drop off loads during his movement phase. A load cannot be picked up if no free load chips are available for that commodity. A loco is limited to a maximum number of loads it can carry; for example, a Teapot can carry two loads, such as one load of Gems and one load of Iron, or two loads of Iron. A player can pick up any number of any available loads in a city, as space in the loco permits.

HINT

Usually the City window is shown immediately when a player moves to a city milepost. When at a city, the player can always get to the City window by using the "y" key (or clicking on the small city icon in the top tool bar). The city window provides all necessary controls to pick up and drop loads, and to fulfill contracts.

If a player is in a city, with a certain load on board, and is holding a contract with a demand that specifies that load and city together, he can **deliver** the load and in doing so **fulfill** the contract. When this happens, the player:

1. Receives the amount of GP stated on the demand as payment,
2. Returns a corresponding load chip from his loco to stock,
3. Discards the contract card,
4. Draws a new contract card, resolving any events that occur on the way,
5. Continues with any remaining movement as desired.

RULE DETAIL

If the payoff from a contract allows a player to satisfy the victory conditions of the game, he wins immediately and the game is over.
He does not have to replace the contract (and risk being affected by some drawn event).

The Build Phase

After completing all desired movement actions, the player proceeds to the build phase. A player may spend up to 20 GP per turn on any combination of the following: building new track, upgrading his loco, or changing his foreman. Once a player starts building, he can no longer do movement phase actions, even if he has movement points remaining.

A player builds his railroad by connecting adjacent mileposts on the map with new rail sections drawn in his own color. For each new section built, the player pays a cost based on the milepost type being built to. If it is legal for the player to build track between a pair of mileposts in either direction, he uses the lesser of the two costs. Note that the foreman a player employs may reduce these building costs.

BUILD COST REFERENCE

TERRAIN TYPE	BUILDING COST
Plain	1 GP
Desert	1 GP
Forest	2 GP
Mountain	2 GP
Jungle	3 GP
Alpine	5 GP
Volcano	5 GP
Underground Rock	5 GP
Tunnel Entrance	2 GP
Port	2 GP
Small City	3 GP
Medium City	3 GP
Major City	5 GP
* across Ocean Inlet	3 GP additional
* across River	2 GP additional

HINT

During play, the F7 key brings up the Build Legend window (as does clicking the question mark icon to the right in the top tool bar, then clicking Build Legend), which contains the building cost for various types of terrain.

HINT

If a different window is showing and a player still has build options available, the build window may be accessed by using the "b" key.

A player may build track from any major city milepost, or from any milepost to which he has already built track. (Thus at the beginning of the game, all players begin by building out from major cities.) Track is not built within major cities, nor may it be built to sea points. Track may only be built if the path is currently not occupied by another player's track.



The Build Phase

During the build phase, the cursor is used to point to a place on the map where building is desired. If the cursor is positioned over a legal build, a “cost-to-build” link appears between the two mileposts, with the number in the link circle showing the GP cost to build that track. Left-clicking at that point causes the track to be built. If the player cannot afford the build, or if it violates access rules (see below), an “X” shows up as the cost-to-build instead. If an event in play prevents this build, an “E” shows up as the cost-to-build. Additional text in the window explains why the build is not allowed.

HINT

Newly built track appears different than existing track -- it appears to have a “white glow” around it. This allows players to keep track of what they have built in a given turn. As with other actions, new builds can be undone using the “u” key; this happens in the reverse order that the track was built. Track built on prior turns (no longer highlighted by the “white glow”) cannot be undone.

RULE DETAIL

Track cannot be built out from a port simply by landing a ship there; track must be built to the port in the usual manner.

A player who does not employ the Troll or Orc foreman must also pay a bribe of 1 GP per turn to build in the Underworld. This bribe actually goes to the Orc foreman, which means the player who employs the Orc, if any. Otherwise, the bribe is paid to the bank. This bribe is different than, and in addition to, any bribe paid to move in the Underworld on the same turn, and it does count against the 20 GP per turn build phase spending limit.

RULE DETAIL

The Orc does not bribe himself for building; that is, a player with the Orc can spend a full 20 GP of track building in the Underworld.

Building to a tunnel entrance on either map entitles the player to build out from the matching tunnel entrance on the other map.

There are several “access” rules regarding builds to cities, ports, and tunnel entrances that are automatically enforced by the game. These are summarized in the Build Access Rules Reference Table.

BUILD ACCESS RULES REFERENCE	
MILEPOST	RESTRICTION
Port	Only two players may build into a port that is not part of a major city. No track may be built to or from a port that would block a second player from building into the port.
Major City	Each player has the right to build at least one section of track from every major city. No track may be built which would block any other player from having one section of track from every major city.
Major City	A player may not build more than two track sections from major city mileposts during one turn. A player may build into major cities as many times as his GP spending limit will allow.
Medium City	Only three players may build track into a medium city. No player may build more than three track sections to or from a particular medium city.
Small City	Only two players may build track into a small city. No player may build more than three track sections to or from a particular small city.
Tunnel Entrance	Only two players may build track into a tunnel entrance. No player may build more than three track sections to or from a particular tunnel entrance. Every player has the right to build at least one section of track to and from at least one tunnel entrance (above ground/below ground pair).

A player may change foremen once per turn, during his build phase, using the foreman window. Foremen may be changed in three different ways.

First, if there is currently a discard pile, a foreman may be swapped with the top discarded foremen for 1 GP.

Second, a new foreman may be drawn from the face down foreman deck for 1 GP. In this case, the player gets to choose whether to take the new foreman or keep his current one (putting the newly drawn foreman into the discard pile). Even if the current foreman is kept, this action still counts as the player's one "change foreman" action for the turn.

Finally, the current foreman may be discarded and any foreman not in use by another player may be taken (from either the face down or discard pile) for a cost of 5 GP.

HINT

The "f" key brings up the Foreman window (as will clicking on the small foreman icon in the top tool bar). During the build phase, it will display the buttons needed to perform a foreman change.

A player may upgrade his loco as part of his 20 GP spending limit during the build phase, using the loco window. Each level of loco upgrade costs 10 GP; the entire 20 GP build phase spending limit may be used in one turn to upgrade twice. When upgrading, the player exchanges his current loco for the new one. Since a limited number of each type of loco is available, it might not always be possible to upgrade.

HINT

The "l" (that's the letter L) key brings up the loco window (as does clicking on the small loco icon in the top tool bar). During the build phase, it will display the buttons needed to perform a loco upgrade.

RULE DETAIL

It is possible to upgrade from a loco that carries 3 loads, to one that carries 2. If this is done when a player has 3 loads on board, one load must be discarded. A window will appear to facilitate this.

RULE DETAIL

When a player spends 20 GP to do a "double upgrade" in one turn, he is considered to have gone directly from a Level X to a Level X + 2 loco. This allows the player to ignore the current availability (and any "3-to-2" load discard issues) of the Level X + 1 locos.

NEW FEATURE

An optional rule allows **cross-grading**, which entails spending 5 GP to change to a different loco of the same level currently owned.

When It's Another Player's Turn

When it is another player's turn (either human or AI), the remote/AI turn window comes up, and shows the major actions being performed by that player. A player may switch to many of the informational windows during this time, but cannot perform game actions when it is not his turn (other than resolving events). The User Interface Settings (F8) may be used to follow or ignore another player's movement and builds (see below).

VICTORY CONDITIONS

Eight major cities appear on the lands shown in RE:ID. A successful rail baron must connect any seven of them with his rail empire; that is, the player must be able to travel from any one of these cities to any other using his own rail exclusively (and Rainbow Bridges, but not ships!).

In addition, the successful rail baron must have 250 GP of money in hand to win. It is possible, though unlikely, to win on another player's turn. This might happen if the winner receives a bribe for movement on his tracks which puts him over 250 GP.

As soon as any player meets the victory condition, the game is immediately ended. A victory window shows various end-of-game statistics, including GP on hand, GP earned over the course of the game, and current major cities connected. When the OK button in this window is pressed, the map is wiped clean, and the game returns to the title screen.

EVENT CARD EFFECTS

Events

An event card takes place immediately upon being drawn. Each event card specifies one or more effects. An event's effect either passes immediately, or else establishes a condition that lasts for a turn. "Lasting for a turn" means to the end of the drawing player's next turn. That is, if a player draws an event on his 10th turn, it remains in effect until the end of his 11th turn (thus, the drawing player alone is actually affected for *two* turns). Once an event's effect has run its course, it is discarded. An event card with no turn-length effects is resolved immediately and is discarded. An event affects all players, not just the drawing player.

HINT

During play, the "e" key brings up the Events-in-Play window, which shows the events that have been recently drawn and are still in effect.

Certain events (Sandstorm, Flood) destroy track. These events remain in play for a turn, during which time the track cannot be rebuilt. After this, a player retains the "right of way" to rebuild his track in exclusion of any other player for three turns. After 3 turns, the track presence is completely erased, and anyone can build in those spots. Destroyed and right-of-way track appears visibly different than normal track — simply broken for destroyed track, and then fading successively out as a right of way expires.

Certain events cause a player to lose a turn. "Losing a turn" means that the player's current turn is ended immediately, and his next turn is skipped (thus, the drawing player could lose nearly all of two turns). These can be cumulative. For example, if a player delivers a contract on his 10th turn and through incredibly bad luck draws two events in a row, each of which causes him to lose a turn, then his current turn is over, and he must also skip his 11th and 12th turns!

Certain events cause a player to lose a load. If the player has zero or one loads on board, this is handled automatically. If the player has two or more loads, he must decide which to discard. This means that an event resolution can trigger a "turn within a turn" where players other than the drawing player have control of the game while choosing loads to lose.

IRON DRAGON STRATEGY

The key to victory in Iron Dragon is to build track efficiently. Delivering goods over existing track is simply more profitable than having to build new track for each delivery. Building track is necessary also in order to reach the goal of connecting the major cities, but players should be suspicious about building off to dusty corners of the map for a single contract — is this really going to be worth it in the long run?

Efficiency in building track is aided by analyzing contracts and identifying combinations of demands that work well together geographically. This might mean picking up two loads on one side of the map and delivering both somewhere close together on the other side. Or, it might mean that the city to which a load is delivered supplies the load needed for a return trip.

As players gain experience with RE:ID, they will learn that the rails built in the first three turns have a large influence over the entire game. Establishing a presence in a high-use corridor between major cities of regions can form a backbone that is used all game. Even though victory requires building to all but one of the major cities, players do not have to travel to them all! Players may find that their locos remain in a fairly limited section of the map for long stretches of time, while the profit from their operations is used to link up far-flung major cities never visited before the game is won!

GAME OPTIONS

Several optional rules are available to change the nature of the game. They are accessed in the setup game window as push buttons. A player (or Game Leader) clicks on an option to toggle through its possible settings. He can also set personal defaults for the game options in his game configuration file (see below).

HINT

During play, the "o" key brings up the Options-in-Play window (as does clicking the question mark icon to the right in the top tool bar, then clicking Options In Play), which shows how the available options have been configured for the current game.

AI Skill Level

The AI normally plays to the fullest of its ability ("Normal"). This option allows two other settings ("Easy" and "Really Easy") that cause AI players to develop at respectively slower rates, making them less competitive.

Starting Money

Players normally begin with 60 GP. This option sets the starting money at 40, 50, 60, 70, or 80 GP.

Starting Locos

Players normally begin with Level I (Teapot) locos. This option sets the starting locos to even worse special low-end locos ("Slow"), or to level III locos ("Fast").

Victory Money

Normally, 250 GP is required for victory. This option sets that number at 150, 200, 250, 300, or 350 GP, which will duly affect the length of the game.

Victory Major Cities

Normally, victory requires a player to connect seven of the eight major cities. This option sets that number at 5, 6, 7, or 8, which will duly affect the length of the game.

Place Loco Turn

This option allows locos to be placed at the beginning of the second or third turns, as opposed to the normal fourth turn.

Rainbow Bridge Duration

Normally, the Rainbow Bridge event (the connection between Bluefeld and Octomare) lasts for one turn. This option allows the bridge to continue to exist after the event card is discarded. Note that whenever the Wizard Strike event is in play, it "trumps" the Rainbow Bridge effect (no matter which way the Rainbow Bridge duration is set).

Discard Initial Events

Normally, event cards that are drawn during the initial contract deal are shuffled back into the deck. This option allows for a faster game by placing such drawn events in the discard pile instead.

Disable Events

This option allows for a faster game by causing the War Tax event to be discarded without taxing any players, or to cause all events to be removed from the deck.

Bank Loans

Normally, players may not spend money they do not possess. This option allows players to borrow money from the bank, either up to 20 GP, or an unlimited amount. Each GP borrowed from the bank incurs 2 GP of debt. Thus, if a player starts at 0 GP and then spends 20 GP, he owes the bank 40 GP. If he then fulfills a contract for 25 GP, he still owes the bank 15 GP. At such a steep rate, loans are clearly best saved for emergency situations.

Special Top End Locos

The Level V Iron Dragon is the normal top end loco. This option allows the addition of two special top end "Level VI.k" locos, Bahamat and Tiamat that are better than the Iron Dragon. Three of each are available.

Cross-Grading

This option allows a player to exchange his loco for a different loco of the same level (such as from a Sardar to a Salamander) at a cost of 5 GP.

Supply of Loads

Normally, either three or four load chips are available for a given commodity. This option allows a surplus (one extra of each commodity) or shortage (one fewer) to exist for the duration of the game.

INSTALLATION

From Download

Visit the Demo Download page and click on the full installation download link, which usually takes the form idpc_**date**_all.exe. If a patch is available, the “_all” will be removed from the filename and the file size will be much smaller. This demo is actually includes the entire game; the player does not have access to it all until a license file is purchased.

Once the installation file has been downloaded, simply double click on the install icon to install the game. Follow the onscreen instructions.

In demo mode, the game may be played using only human and AI players (no online play), and only through turn 15, and the deck is shuffled the same way every time

To fully enable the game, the player will need to purchase a license file. Follow the order links at www.irondragon.org. The subsequent form will ask for certain necessary information, including data to setup an online presence with the server, an email address, and a payment method. After the purchaser's credit card is charged (or alternative method of payment is received), a full registration license will be emailed to the address provided. Copy this registration file to the installation directory (c:/Program Files/Eden Studios is the default). At that point, the player will be fully registered for complete offline and online games.

Once the license file is properly inserted in the proper directory, the player gains access to the full features of the game, and can log into the RE:ID Connection Zone to challenge players from around the world. Good luck!

From CD

RE:ID may also be purchased in a CD-ROM version. In that case, the CD-ROM is simply inserted in the proper drive. The installation process should be triggered automatically (if not, run the SETUP.EXE file on the CD-ROM). Follow the onscreen instructions.

By purchasing the CD-ROM version of RE:ID, the player is granted full access to offline gameplay. Online play requires registration with the RE:ID Connection Zone. Visit the registration page at www.irondragon.org and supply the necessary information. Once the information has been processed, an email will be sent out notifying the player that online access has been granted.

Licenses

When RE:ID is started, the current license status is displayed on the title screen.

If the demo game is being played, no license file exists, and the game shows the player's level as **anonymous evaluation**. In this mode, the game allows human and AI players, but only through turn 15, and the deck is shuffled the same way every time. Furthermore, no online play is authorized. The demo version exists to show off the features of the game and to convince players to buy it! Even if a player plans to purchase the game right

away, the demo version should be downloaded, because it is actually the same set of files needed to play the full game.

When the player is ready to purchase the game, follow the links at irondragon.org to order. The subsequent form will ask for certain necessary information, including data to setup an online presence with the server, an email address, and a payment method. After the credit card is charged (or alternative method of payment is received), a full registration license will be emailed to the player. Copy this registration file to the RE:ID installation directory (c:/Program Files/Eden Studios is the default). At that point, the game is fully registered for offline and online games.

Software Updates

Players are advised to check www.irondragon.org periodically for news of updates and bug fixes. Registered users will also receive email advising them of new releases. A license purchased online, or the registration of a CD-ROM version, is valid for all subsequent revisions. Accessing the latest update simply requires downloading the patch from the www.irondragon.org site. The game will likely require a few bug fixes after its release (just a fact of life).

STARTING UP, USER INTERFACE, & SETTING UP A NEW GAME

Starting RE:ID

The installation process creates a Start Menu choice for "Eden Studios." Within the Eden Studios Start Menu choice is an icon for "Rail Empires: Iron Dragon." Select that icon to run the game. The installation also provides the option to install a Desktop icon for the game. If this option is enabled, an icon for RE:ID (a dragon face) will appear on the desktop.

Note: if a player creates his own shortcut to the installation file `re-id.exe`, we suggest you copy and paste the shortcuts we provide. If not, make sure the "Start In" field in the shortcut's "Properties" dialog box is filled in to the installation path for RE:ID. If this field is omitted, the game might not be able to load its resource files.

General User Interface Conventions

RE:ID is a game with substantial "off-map" information. The game uses windows to display this data, and the control tools for that data. RE:ID maintains a toolbar across the top of the display, making all game functions easily accessible with the mouse. There are also keyboard shortcuts for most actions.

The general layout during a game is to have a single window just beneath the toolbar that shows the current state or action. Most of the screen is filled with the game map, and the map surface itself is manipulated for train movement and builds.

Players can scroll the map by using the arrow keyboard keys, or by holding down the right mouse button and dragging the cursor around. Players can switch which map is displayed, and the zoom level of the view, with keyboard shortcuts; the map view may also be switched by single right-clicking on the main map surface.

Each turn has a normal “flow” through movement and building activities, and the game will naturally present these to the players. But players may at any time want to look at locos, ships, contracts, cities, events in play, or foremen, and have to access these items to change them, such as to upgrade a loco. To get to a “non-flow” window, use the toolbar buttons or keyboard shortcuts.

HINT			
Keyboard shortcuts are defined for most actions. If the game is in a state where the shortcut doesn't make sense, it won't work. Some things may only be done on your own turn.			
Key	Shortcut	Key	Shortcut
a	AI analysis window	/	Map menu window
b	Build track window	space	Switch view to next map
c	Contracts window	arrows	Scroll the map around
d	Done turn window	pg. up	Map zoom in
e	Events-in-play window	pg. down	Map zoom out
f	Foreman window	?	Info menu window
h	Recent turn history window	or F1	Loco legend window
i	Center map on own loco	F2	Ship legend window
k	Keyboard legend window	F3	Load legend window
l	Loco window	F4	City legend window
m	Movement window	F5	Contract legend window
o	Options-in-play window	F6	Build legend window
p	Pitch contracts window	F7	User interface settings
s	Ship window	F8	window
u	Undo most recent action	F9	Tutorial overview text
v	Save game window		window
w	“Who's who” player summary	tab	Next control
x	System menu window	shift-tab	Previous control
y	City window	ctrl-tab	Next window
		enter	Press active button

HINT
During play, the “k” key brings up the Keyboard Legend window (as does clicking the question mark icon to the right in the top tool bar, then clicking Keyboard Legend), which contains the keyboard shortcut information.

Windows

Aside from the title and setup screens, if a window has a title bar, it may usually be moved. To do this, click and drag on the title bar with the left mouse button.

One window is the “active” window, usually the one most recently displayed or clicked on. If more than one window is shown, players can scroll the active window designation by pressing **ctrl-tab**. One control in the active window may be highlighted as the active control. It is designated visually with a heavy white border. To change active controls within the active window, use the **tab** key to advance forward to the next control, or **shift-tab** to move backwards through the controls.

Controls

Windows contain standard control elements: text, buttons, edit boxes, and scroll bars. Text is static: players cannot change it. But the other controls are interactive.

A button causes something to happen when pressed. If a button is the active control, it may be pressed by using the **enter** key. Players may always press a button by left clicking on it.

An edit box is a place to enter text. When an edit box is the active control, players can type letters into it, and use the left and right arrow keys to move the text cursor. Players can also use the **home** and **end** keys to move to the beginning and end of the text, respectively. The **delete** key erases all current text; the backspace removes the one letter preceding the current text cursor position. The **enter** key “sends” the current text to the window, where some action is taken on it.

A scroll bar is a mechanism used to either set a value, or to expose a certain part of a larger view. When a scroll bar is the active control, the cursor keys adjust it on a per-line basis; the **page up** and **page down** keys scroll on a page basis; the **home** and **end** keys jump to the beginning and end of the data range, respectively.

Adjusting the User Interface

Preferences for how certain aspects of the user interface work are configurable. Players can set preferences to default values in the game configuration file, as described in a later section. Or, while the game is running, players can use the User Interface Settings window to control the game's user interface.

HINT
The F8 key brings up the User Interface Settings window. It is also accessible through the system menu (x).

Setting Up the Game

The title screen presents buttons for online play, offline play, and quitting the game. Online play (see the next section) routes players through a side chain of windows for connecting to the Connection Zone and getting into a game group, but eventually ends up at the same setup game window that is used for offline play.

The setup game window allows for playing a new game or restoring a saved game. Saved game files are automatically detected; if none exist, only a new game may be played. When saved games exist, players can use buttons in the top part of the window to step through them. For each one, the currently built track and loco positions in the saved game are shown on the map. A “new game” button lets players clear out the saved game data and setup a new game instead.

The “players” section of this window is used to set the number of players from 2 to 6, and to configure each player as human or AI (or remote in net play). Player colors and names are set here, too. Default names are provided as a player is set to human or AI (or remote in online play). A player name may be edited by clicking on it and making it into an edit box.

The “options” section of the setup game window shows a set of optional rules that can be enabled to change the game experience. Refer to the previous GAME OPTIONS section for details. The scroll bar is used to examine all the options. Click any option button to step to the next setting for that option. If clicked several times, the option will return to the original setting.

The “start game” section of the setup game window is used to start the game when everything is set up as desired. There is a “quit” button that can always be used to abort a game setup. There is a “start” button, which appears when it is legal to start the game. A game may not be started if it has only AI players (there must be at least one human player).

Saving Games

Games may only be saved by a player during his turn. At that time, the “v” key, or the System Menu (x) may be used to save the game. Once the Save Game window is open, a series of game slots are presented. These slots will be filled with the names of previously saved games, or the name “Empty Slot”. To save a previously unsaved game or a game under a new name, press the Delete key (or backspace over the name in the slot), and type in a new name. Then press enter. To save a game under an old name, click in the slot desired, and then press enter.

To restore a saved game, click the Saved Game button in the setup game window. If more than one saved game is available, the < and > buttons may be used to cycle through the saved game choices. Once the desired saved game is showing, press start game.

When a saved game is restored, the number of players may not be changed, but an AI player may be changed into a human player, or vice versa.

ONLINE PLAY

Introduction

When using online play, players connect to an Internet server called a Connection Zone (CZ). The CZ creates and manages groups of clients (the players), who eventually create and start a game. Once started, the clients talk directly to one another and leave the CZ alone so that it can keep its process load low.

Types of Games

Three choices exist for online play. A **public** game is open for all players on the CZ to join. A **ranked** game is a type of public game, but the results are scored online at the web site. Certain game features are disabled for ranked play: the AI help window may not be accessed, and saved games cannot be restored. A **private** game requires that the game leader supply a password when the group is created, which limits access to the group to people who know the password. Players can use private games to limit a group to certain friends without being bothered by random outsiders.

Connecting

After choosing to play online, use the Connection Zone setup window to connect to a CZ server. Here, players select their CZ (generally only one is available -- if more exist, a scroll bar will appear in the server designation window) and make a connection. After the CZ authenticates the player's user data, he is brought to the lobby.

The CZ Lobby

In the lobby, a player sees a list of all the other players in the lobby, a list of games being formed, and an open chat forum.

The player can click on the name of a game group and try to join it. If the group is private, the player is prompted for a password. Otherwise, he is automatically placed in a game set up window. There he can chat with the other players, and the game leader can give him a position and color.

The player may also set up a game group of his own. The player types the name of the group in the upper right of the lobby window. He designates it public or private. If private, he must type in a password. If public, he can choose to make it an unranked or ranked game. A group may only be created if a player's network connection is able to accept incoming connections. The CZ will prompt the player if there is a problem. The player who sets up a game group is called the **game leader**.

The Game Leader

The game leader (GL) sets the game options, chooses to load a local saved game (or play a new game), assigns clients to player positions, and starts the game. Non-GL clients watch this happen, and may quit if they are not happy with his selections. All clients in a group have access to text chat to negotiate how the game is to be setup.

The GL client's computer must be able to accept inbound TCP/IP connections - a firewall might prevent this. The CZ will enforce this when it assigns the GL spot. (In general, if the player is connected to the Internet from home via a modem, he will be fine. If he is accessing the Internet over a corporate LAN, firewall issues may arise.)

Starting and Setting Up the Game

The online setup game window now has two sections that do not exist for offline play. The bottom right section displays the IDs of other clients in the group. The client in the number 1 position is the game leader. The bottom left section is a chat area. Here, players can type messages into the edit box and send them to the rest of the group. In this way, members of a group can discuss whatever they want, while the GL tries to make everyone happy with the game settings. Everyone in the group sees all of the chat messages.

Only the GL can setup the game. He can restore a saved game from his local computer, or start a new game. He sets up the players by assigning player positions to various group clients. Any client can be assigned zero, one, or more player slots. The GL must run at least one player. Player slots may still also be assigned to AI players. Similarly, only the GL can set game options. As the GL does this, all other group members see the changes that are made on their own computers.

NOTE

The setup of games of a type other than private has some additional restrictions. A saved game may not be restored for ranked or unranked online play, only private. Also, a client may be assigned to at most one player slot in a ranked game (though the GL may still host AI players as well).

Non-GL client computers establish direct network connections with the GL client's computer. When this is done, and when a legal player assignment is in place (there must be at least the GL and one other client assigned player slots), the GL player may hit the "start" button. There may be clients in the group who are not assigned a player slot; these clients are disconnected and returned to the title screen when the GL starts the game. For everyone else, the setup window closes, and the game is underway.

Any client can quit from the network setup game window by pressing the "quit" button. For non-GL clients, this simply removes the client from the group; player slots currently assigned to this client reset to AI players. If the GL client quits the setup, it destroys the entire group, and all the non-GL clients are forced to quit as well. When a player quits an online game, he is returned to the title screen.

If the GL sets up a saved game to play, the save game data needs to be sent to all the other players' computers. This happens right after the GL presses the "Start" button, and it may take a small amount of time, depending on the size of the save game file.

Playing the Online Game

Online play is similar to offline play. When it is a remote player's turn, the home computer acts the same way it does when an AI player is taking a turn in offline play. The player can scroll the map and look at informational windows, but cannot perform actions.

Next, there is a chat window. It is a public forum for in-game conversation. In addition to the standard typed messages, there is also a button to record and send spoken "audio-grams". This requires that the player's computer be capable of simultaneous bi-directional audio input and output (most computers can do this). Only other players who have sound capabilities on their computers can hear audio chat messages. The chat window can be repositioned (as with other game windows), as well as minimized and restored to full size.

The game handles network connection loss fairly simply. If the lost player is not the GL, the network game changes that player to AI and just keeps on going. Meanwhile, the disconnected player is reverted to an offline game with the other players all changed to AI. A message appears in the chat window to notify players when this happens. If the GL disconnects, all players are disconnected, and reverted to offline-versus-AI mode. There is no reconnect capability.

When an online game is won, players may continue to use the chat window to talk about the game while the victory window is showing. When a player closes the victory window, though, the peer network connections are severed, the chat window goes away, and the player is returned to the title screen, just like in offline games. Finally, when a ranked online game is played, the final game information is sent to the CZ server for public scoring and ranking.

THE CONFIGURATION FILE

The Basics

The directory where Iron Dragon is installed contains a text file named "Rail_Empires_Config.txt". It holds the game's default settings and options. Some player may wish to adjust these values.

The configuration file is made up of sections, each of which can have one or more entries. A section is designated by a line starting with a "\$". Each line of text within a section is an entry, containing a label name, an equal sign ("="), and then the text for the setting. Any text on a line that follows a semicolon (";") is ignored; the semicolon is a "comment designator".

The following sections are named for the various section names of the configuration file. Each section supports a specific set of labels (settings). Each setting has a default value, which describes the behavior of the game when the setting is not explicitly given in the configuration file.

User Interface

Label: "Right Drag Map Effect". Default: "Scroll". Players can move the game map by clicking and dragging it with the right mouse button. When the drag map effect is "Scroll", the map will move in the opposite direction as the mouse; when the drag map effect is "Drag", the map will move in the same direction as the mouse.

Label: "Follow Remote/AI Moves". Default: "Yes". When set to "Yes", the map automatically centers the view on an AI or remote player as he moves his loco. When set to "No", the map does not do this.

Label: "Follow Remote/AI Builds". Default: "Yes". When set to "Yes", the map automatically centers the view on the milepost where an AI or remote player builds track. When set to "No", the map does not do this.

Label: "Map Animations On". Default: "Yes". When set to "Yes", the game maps are enlivened with topical animations that relate to events in play, rainbow bridges, and so on. When set to "No", these animations are suppressed, which can yield better game performance on slower computers.

Label: "Default Sound Device ID". Default: "-1". When set to a non-negative number, the game tries to use this device for sound (wave) output. When not set, the game uses device 0, which works on most systems.

Label: "Default Music Device ID". Default: "-1". When set to a non-negative number, the game tries to use this device for music (MIDI) output. When not set, the game tries to locate a valid internal MIDI device (synth).

Label: "Default Sound Volume Pct". Default: N/A. When set to a value between 0 and 100, the game initializes the sound (wave) mixer to this volume level.

Label: "Default Music Volume Pct". Default: N/A. When set to a value between 0 and 100, the game initializes the music (MIDI) mixer to this volume level.

Label: "Default Total Volume Pct". Default: N/A. When set to a value between 0 and 100, the game initializes the total (sound plus music) mixer to this volume level.

Label: "Create Audio Config Listing". Default: "No". When set to "Yes", the game generates text output in the file "err.txt" that shows the mixer, wave, and MIDI devices found in the system. Players may be able to use this data to enter specific configuration settings for their sound device using the above entries.

Default Options

The name of any valid game option is a valid label. The name of any valid option setting for that option is a valid setting value. For example: "Special Top End Locos = Yes".

For options whose settings have numerical values in their description, these are omitted. For example: "Victory Money = Really Easy".

Players can specify as many options as they would like in this section. When players start a game and bring up the setup game window, the default options will be set.

Network Names

Label: "Default Player Name". Default: N/A. When set, it specifies the name that a local player in player slot 1 is assigned; this is the typical setup for a one-player game.

Label: "Inbound Port Number". Default: "50000". This specifies the base port number used by the game to receive inbound network connections (when you are the network GL). The game uses ten consecutive numbers, for example 50000 through 50009. Being able to set this may help players coordinate with a firewall in a corporate LAN, otherwise the default setting is fine.

Connection Zone

Players can have multiple Connection Zone sections. Each one specifies the location of a possible CZ server for network play. Most players will only ever have one CZ, irondragon.org. Each such CZ section should have a setting designated out for each label.

Label: "Name". Default: "The Official Eden CZ". Specifies the name of the CZ, as shown in the game.

Label: "Primary Address". Default: "irondragon.org". Specifies the domain name of the CZ on the Internet. Can be either an actual domain name, such as irondragon.org, or a numbered IP address.

Label: "Secondary Address". Default: "209.95.108.148". Specifies the fallback domain name if the primary address fails to connect. Note that the default shown is the IP address equivalent of irondragon.org; this is a good backup naming convention.

Label: "Port Number". Default: "44099". Specifies the (outbound) port address of the CZ server. This could change in the future, but in general it will always be "44099".

APPENDIX

LOCO CARD REFERENCE				
NAME	LEVEL	# LOADS	SPEED	STOCK
Handcar	0.h	1	8 mileposts	6
Teapot Alpha	0	2	8 mileposts	3
Teapot Beta		1	10 mileposts	3
Teapot	I	2	10 mileposts	6
Sardar	II	3	10 mileposts	3
Salamander		2	12 mileposts	3
Fire Drake	III	3	12 mileposts	3
White Dragon		2	14 mileposts	3
Black Dragon	IV	3	14 mileposts	3
Red Dragon		2	16 mileposts	3
Iron Dragon	V	3	16 mileposts	6
Bahamat	VI.k	3	18 mileposts	3
Tiamat		4	16 mileposts	3

SHIP CARD REFERENCE		
NAME	COST	SPEED
Parekis Packet	1 GP each	8 sea posts
Serpent		8 sea posts
Far Horizon		9 sea posts
Seahawk		9 sea posts
Eastern Star	2 GP each	10 sea posts
Hyperion		10 sea posts
Old Mormoth		10 sea posts
Fourth Emperor		11 sea posts
Mother Bren		11 sea posts
Royal Sovereign	3 GP each	12 sea posts
Vulture		12 sea posts
Feathermoth		13 sea posts
Golden Sprite		13 sea posts

FOREMAN CARD REFERENCE		
NAME	RACE	ABILITY
Carras Cynrr	Catman	Player builds to jungle mileposts at cost of 1 GP.
Dingur Knorsen Orrik Ironfist Ragnor Rockjaw	Dwarf	Player builds track to mountain mileposts at cost of 1 GP.
Gaelwyth Grae Persy Browne Steffan	Elf & Half-Elf	Player builds track to forest mileposts at cost of 1 GP.
Denzel Halbezch Groc	Human	Player builds across bridges for free, and across ocean inlets at cost of 1 GP.
Kudamram	Orc	Player pays no bribes in Underground and receives payment of Underground bribes by other players.
Urk Harakn	Troll	Player builds in Underground at cost of 2 GP per milepost. Player pays no bribes for building. Player may not build outside of Underground.
Wellpole Wyndle	Wee Folk	Player may draw three ship cards when boarding ship. Player does not pay boarding fees.

BUILD COST REFERENCE	
TERRAIN TYPE	BUILDING COST
Plain	1 GP
Desert	1 GP
Forest	2 GP
Mountain	2 GP
Jungle	3 GP
Alpine	5 GP
Volcano	5 GP
Underground Rock	5 GP
Tunnel Entrance	2 GP
Port	2 GP
Small City	3 GP
Medium City	3 GP
Major City	5 GP
* across Ocean Inlet	3 GP additional
* across River	2 GP additional

LOAD CHIP REFERENCE			
NAME	SYMBOL	STOCK	SOURCE CITIES
Ale		4	Uderyn, Uloggh
Armor		4	Inhass, Izyndyl
Arms		4	Ilik-Herb, Izyndyl
Cattle		4	Bulatz, Penjold
Cloth		4	Easingwere, Octomare, Oulde Mordel, Oyksord
Dragons		3	Nordkassel
Fish		3	Killavare, Parekis, Piggnytz
Fruit		3	Ghassouf, Shayobh
Fur		4	Kenare, Kola
Gems		3	Elmsworth, Railla, Sbadah
Gold		4	Eabannet, Orc-Obasyln, Risidan
Hops		4	Bluefeld
Iron		4	Railla, Risidan
Ivory		4	Caetee, Daguui, Kodankye
Jewelry		4	West Wycke, Wyrre
Lumber		3	Borgofort, Kutno, Pinewaere, West Wycke
Pilgrims		3	Eaglehawk, Janoshal, Ozu-Zarkh
Pipeweed		4	Jarlsstadh, Jodarre
Potions		4	Okyabanti, Oraienda, Ozu-Ozu
Sheep		4	Glynclwyn, Jobabh
Spells		3	Ozu-Zarkh
Spice		4	Dawuuj, Dobra-Dyn
Steel		4	Bremmner, Redwitte
Wands		3	Octomare, Opal Bezin
Wheat		3	Brevandes, Caldeen
Wine		4	Glyween, Saadah

BUILD ACCESS RULES REFERENCE	
MILEPOST	RESTRICTION
Port	Only two players may build into a port that is not part of a major city. No track may be built to or from a port that would block a second player from building into the port.
Major City	Each player has the right to build at least one section of track from every major city. No track may be built which would block any other player from having one section of track from every major city.
Major City	A player may not build more than two track sections from major city mileposts during one turn. A player may build into major cities as many times as his GP spending limit will allow.
Medium City	Only three players may build track into a medium city. No player may build more than three track sections to or from a particular medium city.
Small City	Only two players may build track into a small city. No player may build more than three track sections to or from a particular small city.
Tunnel Entrance	Only two players may build track into a tunnel entrance. No player may build more than three track sections to or from a particular tunnel entrance. Every player has the right to build at least one section of track to and from at least one tunnel entrance (above ground/below ground pair).

HINT

Keyboard shortcuts are defined for most actions. If the game is in a state where the shortcut doesn't make sense, it won't work. Some things may only be done on your own turn.

<u>Key</u>	<u>Shortcut</u>	<u>Key</u>	<u>Shortcut</u>
a	AI analysis window	/	Map menu window
b	Build track window	space	Switch view to next map
c	Contracts window	arrows	Scroll the map around
d	Done turn window	pg. up	Map zoom in
e	Events-in-play window	pg. down	Map zoom out
f	Foreman window	?	Info menu window
h	Recent turn history window	or F1	Loco legend window
i	Center map on own loco	F2	Ship legend window
k	Keyboard legend window	F3	Load legend window
l	Loco window	F4	City legend window
m	Movement window	F5	Contract legend window
o	Options-in-play window	F6	Build legend window
p	Pitch contracts window	F7	User interface settings
s	Ship window	F8	window
u	Undo most recent action	F9	Tutorial overview text
v	Save game window		window
w	"Who's who" player summary	tab	Next control
x	System menu window	shift-tab	Previous control
y	City window	ctrl-tab	Next window
		enter	Press active button

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