

BILDNER



THE OFFICIAL GUIDES

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Preface

There are three official guides for the game Railway Empire 2. For this edition, all three have been combined into one book.

In the official compendium you will find everything you need to know in addition to the tutorial missions in the game. Tips & tricks on track and station construction, everything about city and station buildings, how to build proper commodity chains, and what dangers lurk in the financial system.

The mission guide gives you tips and an overview of the campaigns and scenarios in the game and thus helps you to find your solution path for the tasks.

And last but not least, the locomotive catalogue gives you an overview of all locomotives in the game, their game-relevant values and the historical background of each locomotive. We wish you a lot of fun with this complete edition and now start building your railroad empire.

The team of **BILDNER** Verlag

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Engine Catalogue

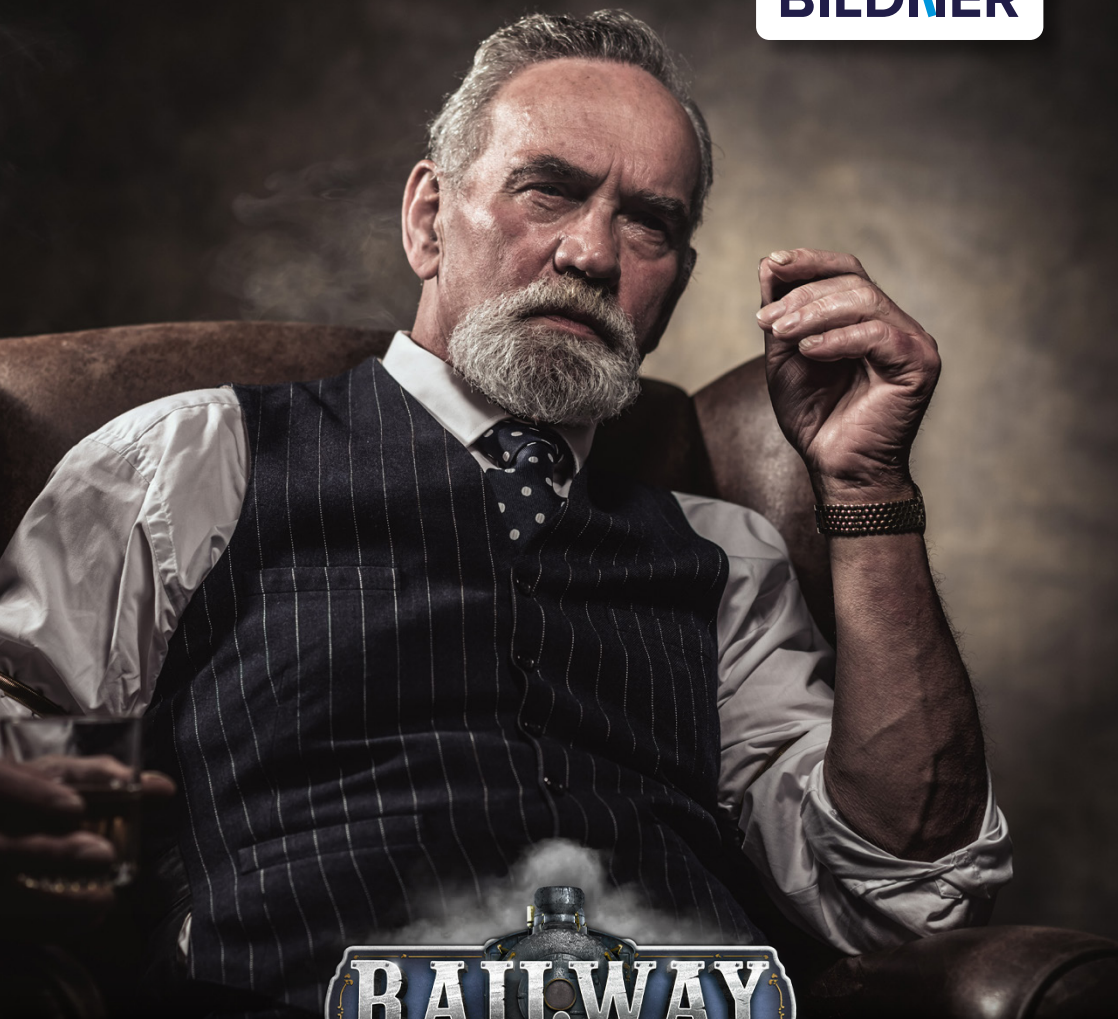
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— OFFICIAL —
COMPENDIUM

TIPS, TRICKS, GUIDES & MORE

Preface

The tutorials in Railway Empire 2 introduce the player, that is, you, to the game very well and explain the most important mechanisms. Therefore, we definitely recommend playing them. But still, some questions will remain unanswered: How do I build sensible track crossings or junctions? Why doesn't my freight locomotive deliver vegetables from the rural business to Munich even though the warehouse is full? How do I use warehouses sensibly? And many more.

These are exactly the questions we try to answer in this book, and we explain many mechanisms of the game that will help you to run a more successful railroad company. In addition to tips on track and station construction, you will find everything about goods management and the management of your company.

Some historical facts, an explanation of the multiplayer, a control overview, and a list of all achievements will round up the book.

And now enjoy reading and browsing!

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STRATEGY OPTIONS



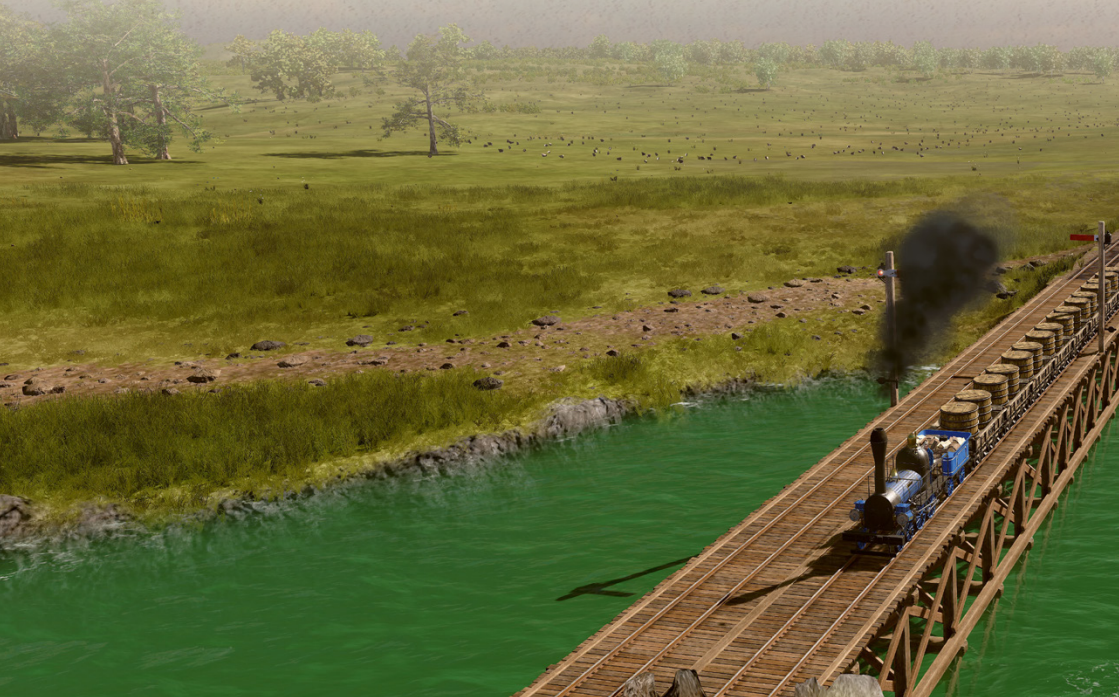
Game Characters

In Railway Empire 2, you'll take on the role of a railroad company owner, with the objective of leading your company to greatness and glory to eventually build an empire.

To do this, you'll have six different characters to play. These are by no means purely fictional characters - no, you'll have the honor of embodying characters based on important historical figures in railroad history.

Crucial for you to know is that each character is assigned three characteristics, two of which will have positive effects on your gameplay and one of which should make your work more difficult.

In the scenarios, as well as in the custom game and in the model building, you can freely choose your character. It is up to you whether you decide based on sympathy, want to set certain challenges with your choice, or decide based on characteristics. However, informing yourself beforehand is





certainly not the worst idea and can help you successfully and more easily run your company. In the scenario chapter, you'll be introduced to the scenarios one by one, and you'll also get a recommendation for your game character choice. In the campaign chapters, on the other hand, the characters are preset and cannot be changed.

In this chapter of the book, two double-page spreads are devoted to each of these six characters.

As well as information on appearance, interaction and key data in the form of a profile, you will of course be given the valuable positive and negative traits, backed up by helpful tips, which will provide you with a good basis for decision making.

In addition to the game data, you will also learn a lot about the historical person who was the model for the character. You may be surprised at some of the interesting personalities they are based on.



The Gangster



Shady Deals

20 % chance of refunding the cost of an auction.



Intimidating

Can acquire factories from the city without an auction.



Self-taught

30 % higher costs for tracks, tunnels and bridges.

Barti was born to Russian immigrants in Brooklyn, New York, where he later began his career as a gangster. Even as a teenager, he started a gang and then quickly worked his way up within the greater structure of the Jewish Mob, due to his bright mind and knack for business. As an important figure in the smuggling of legal and illegal wares, he got into the railroad business, to secure transport routes for his organization. In business he likes to give the appearance of graciousness, but does not shy away from sabotage, to eliminate his competition.

Factories become more important in longer games: the longer the scenario or game goes, the more the advantages come into play.

The higher construction costs are a handicap, especially in the early stages of the game. Without competition, his advantages are useless. The Gangster is more of an advanced character.

The Gangster



Profile

Name..... Bartholomew „Barti“ Shiloh
Company Flamingo Rail Inc. (FLAM)
Nationality USA
Age..... 31
Personality Friendly / Choleric

Appearance

Barti's trademark is his outrageously handsome face. He looks like he was plucked from a gangster Hollywood flick before Hollywood even existed. He looks cheekily into the camera with his blue eyes, the hint of a smile around the corners of his mouth. Only when he gets angry does the facade of businesslike friendliness drop, and the ice-cold killer underneath emerge.

Barti has full brown hair and loves his extravagant suits. He has a habit of wearing ties that reflect his current occupation, such as gambling or railroad construction. He can never be found without a cigar, but this has not yet left its mark on his perfect teeth.

Interaction with the Player

Talks to the player in an exceedingly friendly and chummy manner. Starts yelling and threatening when he loses at something.



Historical Model

Barti is based on Benjamin “Bugsy” Siegel, a notorious criminal of the early 20th century. Bugsy was involved in the business of the “Kosher Nostra” (the Jewish Mafia, not to be confused with the “Cosa Nostra”) as well as the Italian-American Mafia.



He is considered one of the founding members of “Murder, Inc.”, a U.S. criminal organization credited with hundreds of murders. He was an influential bootlegger in his youth and gained increasing influence throughout his life - helped by the fact that he was considered very charismatic and attractive.

The name of his company “Flamingo Rail Inc.” is based on the “Flamingo Hotel” he ran in Las Vegas in the 1940s. At 31, he was shot through the window in his Beverly Hills apartment - the perpetrator was never caught. It is suspected that his mobster contacts were involved in his death, as he is said to have embezzled around a million dollars from the mob for the construction of the Flamingo Hotel.

The Lady



Manufacturer

Factory and rural business upgrades are 30 % cheaper.



Visionary

All new buildings within a city are 50 % cheaper.



Harsh Leadership

Personnel costs 15 % more.

Madam Ward was the first of her siblings to be born free. She was raised in Delta, Louisiana, and as a young woman began her career as a cosmetics agent. Because available haircare products mainly catered to white women, she had the idea to develop a cosmetic product line especially for women of color. It quickly became clear that she had created a bestseller and soon, she stood at the top of a rapidly growing company with many factories and a large distribution network. In order to better control the transport of her products, Madam Ward got into the railroad business, which she has been developing with passion and style ever since.

The cost savings are so good that you should build factories as soon as possible. Having many factories and businesses is a must for the Lady.

Building new cities and upgrading rural businesses only becomes interesting in the advanced game. In the early game, you will only notice the disadvantages.



Profile

Name..... **Madam C. J. Ward**
Company **M. W. Manufacturing (MWM)**
Nationality **USA**
Age..... **36**
Personality **Chilly / Passionate**

Appearance

Madam Ward's clothing is generally very elegant but utilitarian in light colors like white, beige, or green. She always wears her dark hair up, mostly hidden under one of her fancy hats. Furthermore, she is rarely found without at least one of her business books, which she always studies when the opportunity arises.

Interaction with the Player

Cocky to the player, she comes off as the underdog; she has put a lot of heart and soul into her company and is passionate about seeing it grow.



Historical Model

Madam Ward is based on Madam Charles Joseph Walker, America's first self-made millionaire, who is also considered one of the most successful African American businesswomen of all time.

She was born Sarah Breedlove in 1867 in the state of Louisiana. In 1906, she married her by-then-third husband, Charles Joseph Walker, which earned her the name "Madam C. J. Walker."

She originally worked as a laundress and suffered from scalp disorders and hair loss, so she became interested in hair care. She began working as a hair care product representative but later started her cosmetics business. Her sales system, which consisted of marketing products primarily door-to-door, was so successful that she had trained more than 20,000 saleswomen by the peak of her business's success.

Madam Walker was known for her philanthropy and dedication to the welfare of the community. She donated large sums of money to organizations that supported various causes, including the promotion and preservation of the arts, the rights of African Americans, financial literacy for the public, and awarding of scholarships.

At 51, she died of kidney failure and complications from her high blood pressure on May 25, 1919. Many awards and scholarships are named after her, and in 2020, Netflix released a miniseries about her life.



The General



Secure Logistics

10 % higher revenue from freight and mail.



Strict Regiment

30 % lower track construction costs.



Down to Earth

30 % higher costs for tunnels & bridges.

General Donovan was born in the small town of Danvers, Massachusetts, but had to move often due to his father's ever changing odd jobs. At the age of fourteen he helped his father survey a railway line, where he made such a good impression, that he was recommended to study engineering. Shortly after graduating he joined the war as an officer and railroad expert, earning him two wounds and an honorable discharge. Discipline and honor are very important to Donovan, but he will hit as hard as anyone, if it means defeating his enemy

More revenue and less cost can always be needed, and bridges and tunnels can often be avoided. A good starter and all-rounder!

A good boost at the beginning of the game, later in the game track construction costs are not so important. Maps/scenarios with difficult terrain should be avoided with the General.

The General



Profile

Name.....General G. M. Donovan
CompanyGeneral Steam Ltd. (G.S.)
NationalityUSA
Age.....40
PersonalityChilly / Controlled

Appearance

The war has left its mark on General Donovan's features, etching deep lines that make him appear older than he is. Even after the war, he has not taken off his uniform and wears his rank insignia with pride. His pistol is always at hand, and he never leaves home without it. Despite the war experiences, his posture is as unbroken as his backbone, and the leg injury is only recognizable at second glance.

Interaction with the Player

Talks to the player in a chilly commanding tone; doesn't freak out if he loses an auction, for example, but concedes defeat honorably.



Historical Model

Grenville M. Dodge, born in 1831, was an officer and railroad manager who significantly shaped America's transportation landscape. As the "architect of the transcontinental railroad," his leadership and expertise enabled the completion of the nation's first transcontinental railroad, revolutionizing transportation and spurring westward expansion.



Dodge graduated with a degree in engineering in 1851 and served in the Union Army during the War of Secession, rising to the rank of major general before leaving the military in 1866. His service nearly ended early, as a Confederate sharpshooter shot him in the head in 1864.

Dodge's dedication to railroad construction and vast expertise caught President Lincoln's attention while he was still in the service. This led to his appointment as chief engineer of the Union Pacific Railroad.

Lincoln had Dodge drafted as early as 1863 so that he could determine a suitable starting point for the transcontinental railroad. Dodge's innovations in engineering and construction were instrumental in the completion of the 1,776-mile first transcontinental railroad, which culminated symbolically in the 1869 Golden Ear ceremony at Promontory Summit, Utah. He died on January 3, 1916.

The Engineer



Technical genius

20 % Lower costs for tracks, tunnels and bridges.



Maintenance

All locomotives require 10 % less maintenance.



Unemotional

The bonus from express trains is 5 % instead of 10 %.

Idris was born in Portsmouth, UK, to a French father and an English mother. Although his family was never particularly rich and at times even struggled With debt, he was able to study at the Lycée Henri-IV in Paris to live his dream of becoming an engineer.

While there, he was able to finance his first inventions With odd jobs and a little help from his friends. Since then, he has made a name for himself as a brilliant inventor who is not discouraged by defeats but is spurred on by them. With brimming enthusiasm, he throws himself into the exciting era of steam locomotives.

The maintenance bonus keeps your trains running, and the low construction costs let you get started right away - a good, simple all-rounder that you can play almost any time.

Express trains can provide a large part of the revenue, and 5 % is quite noticeable.

The Engineer



Profile

Name..... Idris K. Bailey
CompanyRolling Thunder (ROLL)
Nationality Great Britain
Age.....26
PersonalityFriendly / Impulsive

Appearance

Idris strives to behave as an English gentleman would be expected to behave. He wears suits with fancy shoes, but his clothes never stay clean for long. Most of the time, mud reaches his knees, and the rest of his clothes are stained with motor oil, wrinkled and messy. Idris has a round face with sideburns. His eyes are green, and his hair is brown. When he needs to think, he wraps himself in the bluish smoke of the cigar, without which he is actually never to be found.

Interaction with the Player

Talks to the player in a friendly but impulsive manner; is excited by competition and driven by defeat to try harder.

