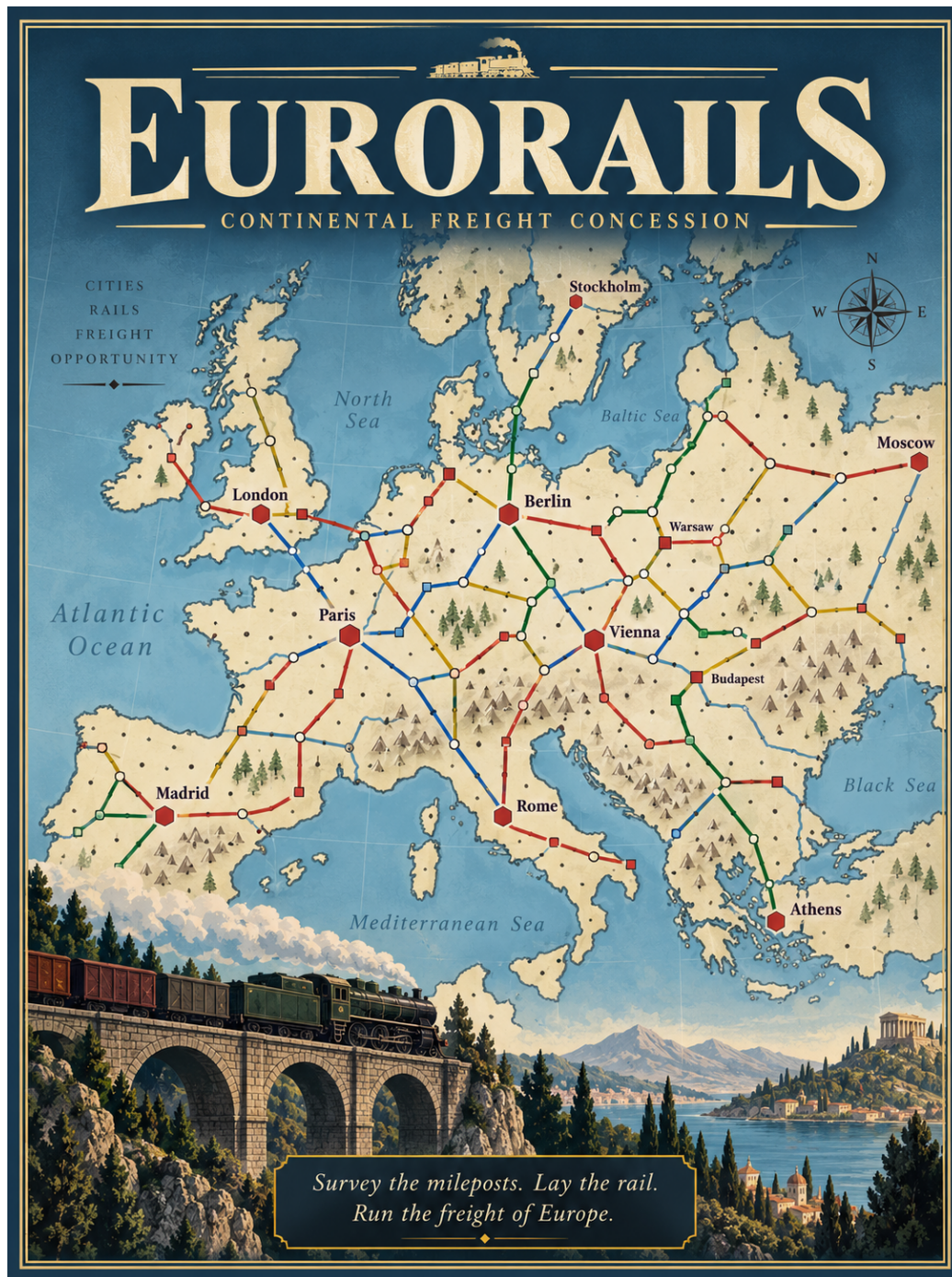


EURORAILS

Continental Freight Concession - Player manual v1.10.0



Build a European railway, carry freight for cash, and connect seven great cities. For 2-6 companies, with human or computer players. This edition includes freight advice, guided movement, pinned delivery plans, private turn handoff, construction undo, company accounts, network planning and optional recovery bonds, saved delivery queues and pickup choice.

01 / Establish your railway

The objective

Hold at least **220** in your treasury and join **London, Paris, Madrid, Rome, Berlin, Vienna and Athens** in one connected network of your own track. Rented rail helps trains travel but does not count toward this objective. Any recovery bond must also be repaid. The game checks victory after human actions and at the end of each company turn.

Setup and turn order

Choose 2-6 companies. Each starts with 50 cash and three waybills; each waybill contains three possible deliveries. Completing one delivery replaces the entire waybill. The deal number reproduces the starting deck. The first two rounds allow construction only, with a spending cap of 40 per turn. From round 3 onward, each turn has movement followed by construction, with a construction cap of 20.

The budget is a spending limit, not free money. All rail comes out of the treasury. Unspent budget does not carry over.

Building costs

Milepost	Base cost
Plain / hill / mountain / alpine	1 / 2 / 3 / 5
Town / city / great city	3 / 4 / 6
River surcharge	2 added to the average link cost
Ferry link	12

A land link costs the rounded-up average of its endpoint costs, plus any river surcharge. Your first link must touch a city; later rail must extend your own network. Two companies may own a link, or three if it enters a great city.

Construction controls

Hover a milepost to price a route, then click to build the affordable part. The traffic log says how many links were laid and what stopped construction. **Undo last build** or **U** restores the previous treasury, budget and track. Undo expires after another game action, phase change or reload. For an explicit price before building, use the route planner.

Your dispatch workspace

Read company status, waybills, events, network progress and the log in the **left information sidebar**. The map stays in the center. Use the **right controls sidebar** for search, zoom, freight orders, cargo, planners and turns. Both sidebars scroll independently. On smaller screens, switch between **Information** and **Controls** below the map.

02 / Run the freight

Train placement and movement

After the survey rounds, place your train at a city on your own line. Click a white-ringed milepost to move there. Hover previews movement points and rent. Each ordinary link consumes one movement point; a ferry consumes all remaining movement. A closed ferry cannot be used during a dock strike.

Cargo and delivery

During movement, load a city's available goods using the cargo chips. Loads can be discarded using their chips. At a matching destination, use **Deliver** under Freight orders or in the route planner on the right. It banks the fee, removes one load and draws a replacement waybill. Events may resolve during that draw.

Using another company's rail costs **4 per company per turn**. The game remembers companies already paid and selects a reachable route with the fewest movement points, breaking ties by new rental cost. You must afford all rent for the selected route.

Trains and upgrades

Train	Movement	Capacity
Freight	11	2
Fast Freight	14	2
Heavy Freight	11	3
Superfreight	14	3

An upgrade costs 20 and replaces construction for the turn. Upgrade before laying any rail. Choose speed or capacity first, then upgrade again for both.

Plan a waybill

Choose a delivery under **Freight orders** in the right sidebar, then click **Plan delivery**. The planner compares the available producers, estimates the connecting rail and highlights new construction with gold dashes. Green marks the pickup; gold marks the destination. If the cargo is already aboard, it plans directly to the destination.

The build button states the exact number of links and their cost for the current turn. Remaining links can be built later. The estimate covers your own new rail at current prices; rental fees and later events are extra. Routes may change as your network grows.

Find the next stop

Use **Find a city** to center the map and see its supplies. Click a planner stop to focus that city. **Train** or **T** returns to your locomotive. Green objective badges in the left sidebar mark cities touched by your track; the great-city counter measures the largest connected group.

03 / Events and controls

Event	Effect
Gauge Dispute	Blocks construction for the affected company turn.
Alpine Blizzard	Reduces starting movement by 4.
Dockers Strike	Blocks use of ferry links.
Excess Profits Tax	Companies with 150 or more cash pay 15.
Derailment	Removes your cargo and all remaining movement.
River Flood	Doubles the river surcharge, from 2 to 4.
Fuel Shortage	Reduces starting movement by 3.
Boom Market	Your next delivery pays 50% extra, rounded.

Shared weather, fuel, dock and flood effects remain active through the following round. Speed reductions apply when a turn begins, with a minimum of 3 movement points. Active effects are listed in the company panel. Boom lasts until used; a gauge restriction clears when the affected company ends its turn.

Controls

Action	Control
Pan / zoom	Drag / wheel or pinch; + and - buttons or keys
Fit map	Fit button or 0
Center on train	Train button or T
Undo last construction	Undo last build button or U
Finish phase / turn	Gold action button, Enter or Space
Close a menu	Back button or Escape
Fullscreen	Square expand button beside city search

Save and resume

Every completed action is saved immediately in this browser. Reopen the game and select **Resume saved game**. Old Ironway browser saves are recognized on the same origin. Browser storage does not follow you to another device or a different website.

Use **Save files > Export current game** to download a JSON backup. To restore it, choose Import save file, select the JSON, review the round and companies, then click Load this game. Invalid saves are rejected without replacing the current game. Export also works when browser storage is unavailable. Starting a new game replaces the browser save; completed games remain available until replaced.

04 / Your dispatch tools

Freight advisor

Open **Freight advisor** beside Freight orders in the right sidebar to see up to three ranked choices from your current waybills. The ranking considers payment, the estimated cost of new rail, approximate travel distance and cargo already aboard. A delivery ready at your present city ranks first during movement.

Each option names a pickup, shows payment and estimated new rail, and warns when that construction exceeds your cash. Estimates are planning aids, not guaranteed profit: rent, future events and shared-track changes can affect the result. Choose **Plan this delivery** to pin an option.

Pinned plans

Your selected delivery remains pinned between turns and in autosaves or exported saves. It belongs to your company; each human player can keep a different plan. Fulfilling an independent pinned waybill clears it. An active delivery queue instead opens its next job. Delivering a different waybill preserves the pin. Use Clear plan to remove it yourself.

Guided movement

During movement the planner provides the appropriate next action: **Place train** at the pickup city if it is on your network, **Load** the requested good, **Run** toward the next stop, or **Deliver** when ready. A run button quotes movement points and new rent before you click. Cyan dashes show that proposed run; gold dashes still show unbuilt rail.

Guided travel stops at a useful city on the selected route, including a pickup for a current waybill or a destination for goods aboard. It respects available track, ferry closures, movement and cash. It does not load goods or complete deliveries automatically. If no open route exists, extend the railway or choose another option.

Avoid missed payments

Cargo chips marked with a check are requested by a current waybill. When you try to end movement with a delivery available, a reminder offers **Keep moving** or **End movement anyway**. The reminder does not consume cargo or change your phase until you choose.

Private shared-device turns

With two or more human companies, the setup option **Private handoff** hides the board and waybills at each human turn. Pass the device, then press **Ready - reveal my turn**. Escape cannot dismiss the handoff screen. Resume and import also protect the current human turn. Uncheck the option at setup for an open teaching game. Computer waybills stay hidden during their turns.

Controls stay within reach

The turn buttons sit in a fixed dock below the right sidebar. Your primary phase action, save files and game menus remain accessible while you inspect a long list of waybills.

05 / Money and expansion

Company office

Open **Company office** from the turn controls. The ledger separates opening treasury, freight income, rental income, rail construction, train upgrades, rent paid, taxes, bond proceeds and bond repayments. The current treasury appears below the entries. The standings table compares current cash, outstanding debt and recorded deliveries.

New games record accounts from the start. For an older save, recording begins with the current treasury when its first financial action is taken in this version. Earlier transactions and deliveries are not reconstructed. The opening round is displayed, so a migrated game does not pretend to have a complete historical ledger.

Optional recovery bonds

New-game setup includes a **Recovery bonds** checkbox. When enabled, a company with less than **20 cash** may issue a bond during its building phase. The company receives **30 cash** and owes a fixed **40**. There is no recurring interest and only one bond may be outstanding.

Issue or repay through Company office. Repayment requires the full 40 and is available during building. A company cannot issue another bond in the same round as a financing action. Borrowing does not enlarge the construction budget; it only adds cash. **Outstanding debt prevents victory**, even with 220 in the bank and seven connected cities.

Computer companies follow the same eligibility rules and can borrow or repay. Existing saves from earlier versions keep recovery bonds disabled. To play with bonds, start a new game with the option enabled. Bonds are a recovery tool, not free income: each completed borrowing cycle costs 10.

Plan the remaining network

Open **Plan great-city connections** under Network planning in the right sidebar after laying your first line. It lists each great city, whether your railway touches it, and the current construction cost from your own network. A blocked approach is marked instead of priced.

Select **Plan** beside a missing city to pin it in the route planner. Gold dashes show unbuilt links; the build button quotes the affordable part for this turn. The target persists through turns and saves. Selecting a freight plan replaces the network target, and vice versa.

Read the completion estimate

The estimate repeatedly connects the cheapest next missing city, reusing rail it has already counted. This avoids adding several overlapping routes at full price. It is a greedy estimate, not a proven minimum. The displayed cash requirement adds that estimated rail, any outstanding bond, and the 220 victory treasury. Events, rival construction and your choice of route can change the total.

Undo and accounting

Undo last build restores its construction expense along with track, treasury and turn budget. Borrowing or repaying is a separate action and clears construction undo. Export a save before a major change of plan if you want a broader recovery point.

06 / Map intelligence

Inspect before you commit

Use **Inspect city** in the right sidebar to make map clicks read-only. Click a city marker to select it and update City information on the left. Dragging still pans the map. Inspection does not build track, move a train or spend cash. Click Inspect city again or press Escape to return to normal map actions. The mode is cleared when your turn ends.

Read a city report

Find a city with search, a planner stop or inspection, then open **City report**. The report lists supplies, companies whose track touches the city, and the new rail cost from your existing network. During movement it also shows a quote when the city is reachable with your current movement, cash and open track. Reaching a city and owning a line into it are different things.

The report lists matching delivery and pickup choices from your current hand. **Plan delivery** pins a destination; **Plan pickup** pins its waybill and fixes this city as the producer. If the cargo is already aboard, planning goes toward delivery. Quotes are estimates at present conditions. Choices on one waybill are alternatives, and any boom bonus applies only to the next delivery. Computer waybills stay private.

Choose your map overlays

Expand **Map overlays** in the right sidebar. **Freight opportunities** adds green circles around producers for goods still missing from your wagons and amber diamonds around delivery destinations in your current waybills. A city can have both marks. These indicate demand and supply, not a promise that the track is open or affordable.

Emphasize my railway dims rival railways during your turn while keeping it visible. Their ownership and rental rules do not change. **City names** can follow the normal zoom rules, show every city, or show only great cities and selected stops. Selected and planned stops keep their labels. The browser remembers these display choices separately from exported game saves.

Review the turn

The left-side checklist updates as you act. It highlights ready waybills, useful goods at your current station, wagon space, movement left, construction funds, eligible upgrades, recovery bonds and a paused queue. Ready counts refer to waybills, not the sum of their alternative demands. You can load and deliver with zero movement remaining.

Review turn in the right turn dock opens the same checklist with links to the relevant controls. The review performs no actions and does not end the phase. Use your normal turn button when ready. Existing delivery reminders still protect against leaving payment unclaimed.

07 / Station departures

Compare where you can go now

Open **Station board** beneath the map controls in the right sidebar. During movement, it lists the cities your train can reach with its remaining movement and treasury. The current station is included, even with no movement left. Before train placement or during construction, the board explains what to do first.

Search by **city or goods**. Choose **Freight opportunities** to show destinations for cargo aboard and requested pickups when you have room. **No new rent** includes your own rail and rivals you have already paid this turn. Sort by freight, movement, new rent or city name.

Read the quotes correctly

Every row shows movement points and new rent using the same route calculation as a map move. Freight first prioritizes destinations matching loaded cargo, then useful pickups with wagon space. It is a convenient ordering, not an optimized delivery circuit.

The best single payment is the largest matching delivery choice at that station. Choices are alternatives, not income to add together; each delivery consumes one load and replaces one waybill. A boom bonus applies only to the next delivery. Requested pickups list goods missing from your wagons, and a full train is flagged.

Preview before departure

Choose **Preview journey**. The map fits the proposed route and draws it in violet. The left-side Travel preview shows arrival movement and treasury, companies receiving new rent, relevant freight, and any cities along the route. A ferry warning explains that crossing consumes all remaining movement.

The right-side **Travel to** button runs directly to the selected city. It does not stop for freight at intermediate cities. To load or deliver there, choose that city as a separate departure first. Use **City report** on the board to read the matching waybills and supplies in detail.

Confirm, cancel and continue

Travel checks the route and price again before moving. If either changed, the updated preview is shown for another confirmation. An unreachable departure is cancelled without movement. After arrival, the game updates the log and autosave; use Cargo actions or Freight orders for loading and delivery.

Cancel preview dismisses the route without spending cash or movement. Escape also dismisses it when no menu or inspection mode is open. Your pinned delivery and queue are preserved when comparing or travelling to stations. Previews are temporary and clear after a game action, phase change or save reload.

08 / Plan a freight circuit

Build your delivery queue

Choose a waybill under **Freight orders** in the right sidebar. Use **Add to queue** directly, or **Plan delivery** followed by **Add delivery to queue**. Freight advisor also offers **Add to queue**. Each company can keep up to three jobs, with one choice from each waybill. The first queued job becomes the active plan. A waybill offers alternatives: completing any one of its three choices replaces the whole card.

Use the up and down arrows to reorder jobs, or **Remove** to take one out. When the queue is active, job one drives the route planner. The map labels queued delivery cities with their job numbers. The order is yours; the game does not claim to optimize the complete circuit or reserve cargo for a job.

Advance, pause and resume

Delivering a queued waybill removes it, adjusts the remaining card references and opens the next job. This also applies when you deliver a different choice from the same card. A replacement waybill is never silently added to the queue. Completing a delivery does not automatically load cargo, move the train or finish another job.

Choosing a separate freight plan or a network objective pauses the queue. **Pause queue** keeps the current delivery as an independent pin. Use **Follow queue** to resume from job one. Clear plan also pauses it without deleting its jobs. Queue order, status and selected pickup cities survive turns, autosaves and exported saves.

Choose the pickup you want

Before loading the planned cargo, choose **Choose a different pickup** in the route planner. Each producer shows the estimated new rail for the whole delivery and approximate travel distance. These estimates exclude rent, future events and turn limits. Select a city to hold that pickup fixed, or return to **Use automatic pickup choice**.

Once the cargo is aboard, the plan goes directly toward delivery. The saved pickup remains available if you later lose or set down the load. If a chosen pickup cannot be reached by new construction, the planner explains the problem and lets you choose another source.

Read the cargo manifest

Open **Cargo manifest** under Cargo actions in the right sidebar. It groups identical loads and lists matching destinations, waybill numbers and payments. Plan delivery pins a choice and pauses any queue. These opportunities are alternatives, not income to add together: each delivery consumes one load and replaces one whole waybill. Any boom bonus applies only to the next delivery.

Set down deliberately

Clicking a loaded cargo chip now asks before removing it. The confirmation warns when current waybills request that cargo. Keep cargo cancels; Set down one load frees one wagon. This does not leave a cache at the station: collecting the good again requires a producing city.

09 / Review the queue

Compare the complete job order

Add one to three deliveries to your queue, then choose **Review queue and compare orders** in the right sidebar. The review examines every order of those jobs: one option for one job, two for two jobs, and six for three jobs. Job numbers refer to their positions in the current queue.

Each option summarizes new rail, receipts after rail, extra starting cash and approximate travel. Complete estimates appear first, followed by lower funding gap, higher receipts after rail, and shorter travel. The current order is selected initially. Use **View details** to inspect another sequence without changing your game.

What the forecast counts

The forecast builds projected connections using the existing route planner and your selected pickup cities. Rail added for one job is reused by later jobs. An aboard load is consumed once; a later job requiring the same good must collect another load. If the requested cargo is missing, the forecast assumes collecting one load immediately before its delivery. Other cargo stays aboard.

Each step shows its pickup, new rail, delivery receipt and projected treasury. Only the first projected delivery receives a current boom bonus. The three lines on one waybill remain alternatives; the queue contains only your chosen line from that card. Replacement waybills are not predicted.

Read funding gaps before profits

Receipts after rail is estimated delivery income minus new construction, not guaranteed profit. The **funding gap** is the extra cash you would need at the start to pay for each projected rail extension before collecting its payment. A positive final treasury can still conceal a cash shortage on the way.

Estimates assume your own connecting railway at current construction prices. They exclude rent, future events, replacement waybills, upgrades, debt repayment and turn limits. Travel is approximate geographic distance, not a route movement quote. Use Station board for an exact available journey this turn. The comparison does not prove an optimal railway or timetable.

Handle partial estimates

If wagons are full and the next good is missing, or a construction route cannot be priced, the review stops at that job and explains why. Totals then cover only the completed estimate steps; later jobs are not counted. Delivering cargo earlier may free space, so another order can produce a complete estimate. The forecast never discards cargo for you.

Apply only the order you want

Apply jobs changes the queue order and saves it. It spends no cash, builds no rail, moves no train and handles no cargo. An active queue pins its new first job. A paused queue stays paused and preserves your independent plan. Chosen pickup cities remain attached to their jobs.

If the game changed while the review was open, estimates refresh and you must select the order again. **Keep current queue** or **Escape** closes the review without changes. Existing saves load normally; comparison results are temporary and recalculated when opened.

10 / Company performance

See how the railway is doing

Open **Company performance** under Network planning in the right sidebar, from Company office, or on the victory screen. Choose any company to inspect its public finances and network. The report never includes private waybills, cargo, route plans or future deck contents.

Read the progress charts

Choose Treasury, Great cities, Rail links or Deliveries. Charts combine saved snapshots with a live point. Treasury and great-city charts show victory targets. Great cities counts the largest connected group on your own track.

New games record an opening snapshot after initial waybills and events are dealt. Each completed company turn records its final cash, debt, network and cumulative accounts; a win also records the final position. The most recent **80 snapshots** per company are retained in autosaves and exported games. Historical points are never revised merely because another company later pays rent or triggers a tax.

Understand current versus recorded values

The live point includes all current transactions, even those occurring since the company's last snapshot. The change line compares cash, rail links, connected great cities and deliveries with that last stored point. The recent table shows up to ten historical points plus Now; the CSV includes every retained point.

Companies finish turns at different times and can receive rent or pay tax afterward. Historical entries are not simultaneous measurements; use **Current company comparison** for values at the same moment.

Separate operations, investment and debt

Operating surplus is freight income plus rent received, minus rent paid and taxes. It excludes track construction, train upgrades and bond cash. **Rail and train investment** combines construction and upgrades; **Net bond cash** is proceeds less repayments. Together they explain the cash change from the recorded opening accounts.

Cash after debt subtracts the outstanding bond from the current treasury. It is a planning number: it does not repay anything, and a debt must still be repaid through Company office before victory. Recorded delivery totals begin when each company's accounts began.

Older games and CSV exports

Older saves open normally without invented snapshots. Until the next completed company turn, the chart shows only current values and explains the missing history. Existing account totals may cover an earlier period than the new progress snapshots. Merely opening a report does not add a snapshot.

Export report CSV downloads the selected company's opening or end-of-turn snapshots and current values, including financial categories, train, links and connected cities. Names are quoted and spreadsheet formula-like names are escaped. Reports and exports leave the game unchanged.

11 / Construction projects

Save the cities you want to connect

Open **Construction projects** under Network planning in the right sidebar. Choose any city and use **Save project**. Keep up to five targets, including ordinary freight cities and great cities. The list is private to the company taking its turn. Your priorities and their status also appear as information in the left sidebar.

You can save cities before laying your first rail, but an opening line is required before routes can be priced or pinned. A saved target reserves no track and spends no money. The list survives turns, autosaves and exported games.

Compare separate and shared costs

From today's network prices each target separately from the railway you currently own. **After earlier projects** prices it after the preceding targets in the list have been connected. The ordered total counts shared new rail only once. Move projects up or down to compare different priorities; order can change the total, and this is not a guaranteed minimum-cost network.

The report compares the ordered total with your current treasury, showing remaining cash or additional cash required. It excludes future income, taxes, events, train upgrades, bond repayment and the 220 cash needed to win. Construction still obeys each turn's budget. Rival rail occupancy and changing event prices can alter future routes.

Pin a project, then build deliberately

Choose **Pin project** to fit its proposed route on the map and place the connection in the right Route planner. This pauses an active freight queue and replaces its map plan, but preserves queued jobs and chosen pickups. Resume that queue later with **Follow queue**.

The planner quotes the links and cost you can build now. Use its **Build** button to lay that portion, then continue in later turns. Normal cash limits, construction budgets, disputes and upgrade restrictions apply. The route and remaining cost refresh after play. The project list itself never builds, moves trains, loads cargo or delivers freight.

Finish, revise or remove

Completed targets remain in the list with zero remaining rail cost. They do not automatically select another project. Remove a completed target to free a slot, or keep it as a reminder. Removing the currently pinned project clears its pin; already-built rail is retained. Clearing a plan or choosing a freight job keeps the saved project list.

An ordinary city may support freight operations but does not count as a great city for victory. The seven-city objective still requires one connected network of your own rail. Existing saves load without manufactured projects; save your first target whenever you are ready.

12 / Freight directory

These are the supply cities on this game map. City search provides the same information during play.

Commodity	Pickup cities
Bauxite	Budapest, Patras
Beer	Munich, Prague, Dublin
Cars	Turin, Munich, Barcelona
Cattle	Cork, Limerick, Rennes
Cheese	Bern, Rotterdam, Dijon
Chemicals	Frankfurt, Basel, Rotterdam, Antwerp
China	Clermont, Dresden
Citrus	Valencia, Seville, Palermo
Coal	Katowice, Essen, Cardiff, Ostrava
Copper	Belgrade, Seville
Cork	Lisbon, Porto
Fish	Bergen, Aberdeen, Coruna, Gdansk
Flowers	Amsterdam, Nice
Glass	Prague, Venice
Iron	Bilbao, Gothenburg, Kosice
Machinery	Stuttgart, Zurich, Nuremberg, Turin
Marble	Florence, Athens, Split
Oil	Bucharest, Aberdeen, Bergen
Olives	Seville, Athens, Bari, Split
Paper	Helsinki, Stockholm, Turku
Salt	Krakow, Salzburg, Cartagena
Ships	Gdansk, Hamburg, Glasgow
Steel	Essen, Katowice, Bilbao, Liege
Textiles	Manchester, Milan, Lodz, Porto
Timber	Bergen, Oslo, Riga, Turku
Tobacco	Thessaloniki, Sofia, Istanbul
Watches	Geneva, Bern
Wheat	Debrecen, Odessa, Timisoara
Wine	Bordeaux, Porto, Dijon, Florence
Wool	Leeds, Zaragoza, Skopje

13 / Sea crossings

Crossing	Ports
Strait of Dover	Dover - Calais
North Sea	Harwich - Hoek
Irish Sea	Holyhead - Dublin
North Channel	Stranraer - Belfast
The Sound	Helsingor - Helsingborg
Fehmarn Belt	Gedser - Rostock
Baltic	Trelleborg - Sassnitz
Gulf of Bothnia	Stockholm - Turku
Gulf of Finland	Helsinki - Tallinn
Messina Strait	Villa S.G. - Messina
Tyrrhenian	Civitavecch - Olbia
Strait of Otranto	Brindisi - Igoumenitsa
Adriatic	Ancona - Split
Bosphorus	Istanbul - Varna

Practical limits

The game runs offline after its assets load. It has local hot-seat play and computer opponents, with no network multiplayer or sound. Desktop and tablet screens provide more planning room; small screens keep the map above Information and Controls tabs.

Credits

Published by Tronsoft Games. Eurorails v1.10.0 continues the supplied Ironway game with the requested name and cover, route planning and usability updates. Original coastline attribution and package license are preserved in LICENSE.txt. Full credits are in credits.txt.

Release verification: engine regression checks and three seeded computer games completed successfully. Interface behavior was exercised in a simulated DOM. A live browser layout check could not be completed because the available browser blocked local preview access.