

EURORAILS

Dispatch notes - Strategy guide v1.10.0

Start with a payable route

Read all three waybills before laying your first rail. Use Plan to compare the construction cost with the payment. Your treasury starts at 50 even though the two survey budgets total 80. Spending every coin on a line that reaches neither a producer nor a destination is a remarkably efficient way to become a railway museum.

Build for the return journey

Prefer a compact region where two waybills share producers, destinations or track. Use Freight advisor to compare promising options; it weighs payment, construction, approximate distance and cargo aboard. A high payment can be misleading if you need long mountain approaches. Reuse existing track before opening a distant branch. Inspect a city and open City report to compare its supplies, matching orders and rail cost. The planner estimates construction, not guaranteed profit.

Keep useful cargo moving

Use Station board to compare reachable stops and preview travel. Queue one choice from each of up to three waybills. Review queue and compare orders estimates shared rail, receipts and funding gaps; apply a sequence deliberately. Use Cargo manifest for loaded goods and choose pickups to reuse track. Loading and travel remain manual. Recheck replacement waybills before leaving; they may justify changing the queue.

Use rivals carefully

Rent is 4 per company per turn. A short rental can unlock income without buying the entire line, but repeat rentals consume margin and fund your rivals. A ferry ends your movement, so load before crossing when possible.

Upgrade at the right time

Buy speed when trains spend several turns between useful stops. Buy capacity when worthwhile goods must be left behind. Either costs 20 and replaces that turn's construction, so finish a crucial connection first.

Close the concession

Use Company performance to track treasury and debt. Save missing cities in Construction projects and compare shared-rail costs. Budget for the final links, bond repayment **and** the 220 cash victory threshold. A full map and an empty treasury do not win.

Keep a recovery point

Undo only reverses the latest construction before another action. Export a save before a major change of plan, changing browsers, or starting a new game. The bank may be imaginary; lost progress is annoyingly real.