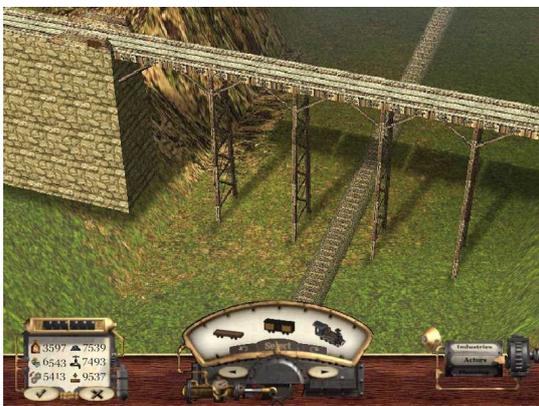


Publisher	Format
JoWood	PC Win95 CD
Release Date	Languages
	English, French, Spanish, Italian, Russian
Story	
System Requirements	Genre

The Wild West and the railroad, the stuff of which legends and history were made. With the best engineers, the most capable managers and the toughest men you can win the race to link the East with the West coast of America with the longest railroad line in the world. But this is not such much a game about obtaining and supplying the raw materials needed for this project, it also involves fighting off every type of bandit and criminal band you can think of.

You experience at first hand what it was really like to build a railroad system in this evocative epoch of history. Make sure you get the right men, the right financial backers and the right raw materials. Your skill at managing your staff in the most extreme of conditions will be tested to the full. You must protect them from hostile raids, you have to be faster than the competition and you have to make the right decisions.



Game Play

Each of the numerous missions present you with an entirely new challenge. Your mission is to establish a rail connection covering the USA from the East to the West coast. Unlike "Railroad Tycoon", the player is close to the events. "Frontierland" is more of a hands-on management game than a standard management game. Each mission covers only a small area of land, so it is easy to keep track (sorry about the pun!) of what is going on.

As there are so many missions, we will only describe one just to give an idea of how they work. In one mission, the player must build a functioning saw-mill that will produce the sleepers and planks needed to build the railway. For that, the player needs lumberjacks to cut down the trees. These then have to be transported to the warehouse. A rotary saw then has to be set up to saw the tree trunks into planks. If the player wants to do everything properly, he then has to dry the wood sufficiently that it does not later warp. A loading bay also has to be built so that the planks can later be loaded and transported. The efficiency and effectiveness of this mission has an effect on later missions. The particular attraction of "Frontier Land" is the link between the missions.

Features

- Realistic 3D graphics that can be viewed from the angle of the player's choice
- Real bridges and tunnels
- Numerous special effects – fire, smoke, sparks, etc.
- Day / night cycle
- Adventure elements – continuous story-line affecting the behaviour of one's character and that of the opponents
- Intelligently reacting characters, both one's own and the opponents'
- Battle features - bandits