

Transport simulator

OpenTTD 1.5

OpenTTD is based on the classic 90s game *Transport Tycoon Deluxe*. The aim is to build a thriving, transport business by connecting a map with transport links, and plying the routes with vehicles.

The gameplay is a little confusing to start with, so it's probably best to start with the tutorials at <http://wiki.openttd.org/Tutorial>, especially if you're not familiar with the original game. This will take you through building the infrastructure, buying vehicles, and putting them to work on routes. All this is needed before you can start to make money off your fledgling transport empire. Once you've learned the basics, the learning

curve gets a bit shallower, and it's easy to progress through the game using more and more advanced transport options without resorting to the documentation too much.


OpenTTD contains a number of improvements including larger maps, an online multiplayer mode and more advanced transport options. These make the game far richer and allow enjoyment for longer than the original.

Despite all the enhancements, *OpenTTD* is true to the spirit of the original, both in gameplay and in style. The isometric view and

“OpenTTD’s improvements make it far richer than the original.”



You can use land, sea and air to move cargo and people as efficiently – and as cost-effectively – as you like.

pixelated graphics will provide a welcome dose of nostalgia to anyone who enjoyed PC gaming in the 90s. Play it on a CRT screen, put some Oasis or Blur on the stereo and hunker down for some retro fun. 

PROJECT WEBSITE
www.openttd.org