

About This Game

Simutrans is an open-source transportation simulation game available for Windows, Mac, and Linux. Your goal is to establish a successful transport company and build the necessary infrastructure to transport passengers, mail and goods between cities, factories and tourist attractions by land, air and water.

- Establish a successful transport company
- Transport passengers, mail and goods by land, air and water
- Interconnect cities, districts, public buildings, industries and tourist attractions
- Control and watch your finances and the traffic of your vehicles and goods
- Lots of graphics packages to choose from
- Play with people from anywhere in the world in online games

- **Graphics Packages (Paksets)**

In Simutrans you have multiple choices from the beginning to the end. Even before starting the game you have lots of graphics packages to choose from, every pakset giving you a different experience and play style.

- **Vehicles and Cargo**

The success of your company will depend on good planning, and we give you the tools for it. Simutrans can have buses, trucks, trains, trams, ships, airplanes, monorails, maglevs and any other vehicle that goes through air, land or water. Choose them wisely and transport the immense variety of cargo each pakset has to offer, from passengers and mail to raw materials and consumer products.

Dynamic and Intelligent

- **Cargo has Destinations**

Simutrans citizens and products don't simply jump in your vehicles and go to wherever you send them. They actually have individual destinations: people want to check out attractions, go shopping, or visit friends. Products also have their destinations - factories have contracts with each other and they won't sell or buy from anyone else. If you don't give them the possibility to go where they want, they simply won't use your transport company.

- **Complete the Chain**

Transporting products not only gives you money, but makes the economy roll. As you transport products between factories, they start producing and selling. Every factory receiving the materials it needs starts producing new goods letting you connect more and more factories across the region.

- **Influencing Cities**

Your transportation affects city growth. Every unit of anything you transport will affect the nearby cities making them grow and prosper. Sometimes cities will create new attractions and places of interest, which attract a lot more passengers. Or maybe your service may attract new industries, that give you even more opportunities. But not everything you do leads to good things - as cities grow more cars are on the roads, and you will end up trying to deal with the traffic. What you do shapes the future.

Control and Customize

- **Configure All or Nothing**

Simutrans has a lot of configurations that you can customize. If you're not a customization freak, don't worry, generally with a few options Simutrans will fit your play style. But if you are, you'll enjoy all the options and ways to change the game.

- **Build Your World**

When you create a new game, don't expect it to be a fixed world. You can shape the world to suit your needs, build roads, factories, houses, and buildings, raise and lower the terrain, create rivers, lakes, and seas, or beautify the world by planting trees.

How You Play

- **Multiplayer**

Tired of playing alone? Simutrans lets you play multiplayer. You can join a public server and compete and collaborate with people all around the world. You can also play with your friends creating a private online or LAN server.

- **Hardcore or Casual?**

You can challenge yourself in a normal game, trying to make your company successful and rich. Or you can just relax and have some fun playing with no hurry or money, just for your enjoyment and the satisfaction of transporting everything.

Cost

This game will be **Free** on Steam.

Languages

Simutrans offers a range of languages, translated on a [volunteer basis](#). Languages will be listed on the steam page when they reach at least 80% translation of Base Texts, and 65% translation of pak128.

History of Simutrans

[Simutrans](#) is an Open Source game developed under the [Artistic License](#).

This game was originally developed by Hansjörg Malthaner from 1997 till 2004, before being handed over the 'The Simutrans Team' in 2005. Since the beginning it has been upgraded and updated.

Title: Simutrans
Genre: Simulation
Developer:
The Simutrans Team
Publisher:
Open Source Publishing
Release Date: 24 May, 2016

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Minimum:

OS: Windows XP or above

Processor: 1 Ghz or faster processor

Memory: 512 MB RAM

Storage: 500 MB available space

Additional Notes: Broadband internet connection required for network play

English,French,German,Czech,Hungarian,Japanese,Korean,Portuguese,Simplified Chinese,Traditional Chinese,Italian,Dutch,Finnish,Polish,Russian,Swedish,Ukrainian





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A lot like OTTD and thats a good thing. Its a solid transportation tycoon simulation game and fun to boot.

One thing it has over OTTD is that it treats passengers more logically as they have specific destinations that they want to go to.

It has a bit of a steep learning curve, but its fun if you can get over the hump!. Here is my review On the game <https://www.youtube.com/watch?v=o3Nlm-eGmzk>. Been playing this game for 15 years.

My PC recently crashed, most of my files gone. I built a new PC. Installed and launched Just Cause 3, a 5yo AAA game, had to start from the beginning. Installed and launched Simutrans, a 20yo open source game, all my save files, even those pre-steam ones, still here.

10/10 would play again in 2029.. I swear to god this game is confusing as ♥♥♥♥♥. If I put the time into it, I would understand everything. When I launched the game I accidentally chose the wrong language and I didn't know how to turn it to English. This game helped me learn a language and it was fun. 3/5 the soundtrack makes me wanna die.. Good and satisfying game! Played for HOURS!

Very Good Game. Better Than Sim City But Not As Good As Cities In Motion.. Found my personal successor to Transport Tycoon on steam. Nice!. Did not even load on Mate 1.12.1. i don't appreciate the sentiment that being trans is something you can simulate. this game is offensive to those transitioning and who have transitioned.. Spent an hour dicking around trying to buy a train for a route and couldn't figure out how, and there is 0 support. Don't do it.

Update - tutorials, videos, nothing really tells you anything. If I wanted a puzzle game, I'd get a puzzle game.. I initially gave Simutrans a negative review due to the steep learning curve. I persisted at it though, and I feel that I've come to a point where I understand things well enough that I can honestly say I am enjoying this game immensely. While it is complex, it isn't as complicated to play as it seems at first.

Tips for other new players:

The two biggest problems I was facing in the beginning were "No Route" and factories not producing anything.

The routing problem, I discovered, usually has to do with the sometimes quirky way that the game places "ways" (roads, rails, runways, etc.). Often it would place two road sections, but they would not be joined together. If you lay out a road or railroad, then try to start a vehicle and it says something like "No Route," look over the road/RR that you built very closely (you'll probably have to bulldoze a lot of trees to see it) and most likely you'll find at least one section where the roads butt up against one another but aren't connected.

Airports are a bit different, as there are some special rules regarding them. Basically, build a runway, then build a taxiway that attaches to one of the middle sections of the runway. It cannot be connected to one of the end tiles of the runway. If the graphic does not physically join with the runway, the taxiway isn't connected and planes will not be able to find their way from the loading ramps to the runway to takeoff.

As for factories not producing anything, you have to understand the game's economy. Factories (this term covers all goods producing buildings - mines, farms, and manufactories) work by contract only, and you need to have a complete supply chain working before the factory will produce anything. The easiest supply chains to setup at the start are power stations. If you can find either a Coal-Fired or an Oil-Fired power plant, you can link it's fuel sources (hopefully they are nearby, but not always) to get a near constant flow of cash. But you have to remember that the fuel source (either a coal mine or an oil well) will not start producing anything to transport until you have a fully functional logistical solution all the way to the power plant. Once you have vehicles ready to transport the goods all the way, only then with the original fuel source start to produce cargo.

Overall, I am enjoying playing it very much. It is still very difficult, as the economy is amazingly harsh, and I haven't yet been able to setup a functional network that didn't go bankrupt within the first few months or years. Highly recommend that new players turn on the "Sandbox" mode (also called "Freeplay" in the game) to allow your company to continue to operate with a negative balance.. **STAY AWAY FROM THIS GAME, AT ALL COSTS.**

It's been quite some time that I have been giving a chance to this game. Unfortunately, while trying to play it on 3 different computers (2 macs and 1 windows laptop), I have been able to launch the game only twice. It seems that I can only run the game on windowed mode in both Windows & MacOS with only certain graphic packs. Especially on MacOS, pak64 and pak128 do not work at all and I always receive a "fatal error". Simutrans needs very serious "module compatibility" work and it needs a tremendously improved user experience. I must also point out that I tried downloading individual components from the website and tried manual installation. The result is worse. I have a strong suggestion for the developers: **PLEASE CHECK WHAT OPENTTD TEAM IS DOING.** We are not on 1990s anymore, create a working installer, embed pak/script/map/scenario download capability into the game and make the game work on fullscreen!!!

I am definitely done with this game. However if you are willing to give it a try, either wait until its critical issues being resolved or simply go for OpenTTD. **A HUGE THUMB DOWN** for Simutrans.. Start game, hears '90s style music, immediately quit the game.

Read reviews, find out it was started in the '90s, restart the game.

Load game, click new game, immediately try to build a road.

Mess around with the pop-up menus for 20 minutes, find a road, build roads.

Build a train track, build stations, wonder why the hell there are no trains.

Find a train depot, facepalm, build train depot.

See train going down the track, jump for joy, find out it isn't going anywhere due to scheduling problems.

Realise I haven't done anything in the last half hour, realise I'm confused as all hell, leave the game.

3 hours later... finally have an idea what I'm doing

10/10 would be confused again.

It's actually a great game if you take the time to learn it, and it's free, so you should give it a try.. What to say about simutrans on steam version? Well the game didn't change too much to get on steam but i will try to do a review.

On the start the game says nothing, no tutorial, no challenges, no objectives. For some people that is a good thing, for others, it's bad. For me i don't really care, because i like to discover games and not only let they say to me what they are. Like i said there is no tutorial, and the next part i will say about the missing tutorial.

The missing tutorial is a really bad thing, i needed to watch youtube so much times to understand how the game work (and that before the game were on steam). The game is simple when you learn it but the hard part IS learn it, a tutorial on start could be really good for making the game easier for new players, also a lot of people dont like it because "bugs my brain", because its too hard to learn and they are losing a great game because of no tutorial.

A thing i dont really know if its fixed is that it doesnt matter if you have a slow or fast train, you will get the same money, lose the same money, the only thing that changes the money is the train, that means, you dont need to put a electric train and lose a lot of money to buy it, you can get a slow train and lose an hour watching it go to where it needs to go and get the same money (again dont really know if they fixed that).

The multiplayer is another thing to talk about. I actually couldnt join a single internet game, i dont know if its because of where i live (because i dont live in USA) or if its the servers, but i just cant find a server and when find one cant play on them i dont know why, a better server system could be great.

Now starting with the good things about the game! This game have trains, cars, ships, airplanes and a lot of things that are just great, realistic and fun, i like to watch the trains for hours, some times i put an epic train to go nowhere just to watch its speed.

The money system is really good, some times i manage to double my start money, some times i just lose it in minutes and i think the money system is great, for me it dont need to change.

Copy cars are great! some times you see bots with like 30 cars and you dont really know how they do that, but you can copy your vehicles and do the same (just dont copy too much or youre owned).

And now talking about the bots! well they are smart, not the best AI, but they are good enough to steal my jobs and make me play a lot of time, theres some AIs that only care about passengers and others that only care about products and that is good so you can do a rival war about passengers when you want or about products (also you can enter on theyr "profile" and destroy everything if they steal too much your jobs, but dont do that, its so bad...)

And this is the end of my review about simutrans, i really like it because its a good simulator game and have trains, i also like some games where you need to manage money and all of these things and because of that i think this game is really good, and like i said before, 90% of the guys who hate this game is because dont know how to play, but i say to you... **PLAY IT AND LEARN HOW TO PLAY IT AND YOU WILL LOVE MORE THAN I LOVE** (at least if youre a guy who like games like that because if you like FPS games you wont like it...) and bye for eveyrone whos reading, have a great game!. 7-8/10.

It is a nice game for those that like the retro-kind of games, but for me

Hell NO !! xDD

It's a nice game and it has potential.

A graphic upgrade would be perfect and then the game would be more attractive.

But ... I think we need an old school videogame. Don't we?

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