



Game Tactics

OpenTTD

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Prologue

I am writing this document because on March 9, 2021, I decided that I wanted to help people who downloaded OpenTTD, no matter where they downloaded it from, learn to play it so that they could further spread knowledge about this game. At the same time, I wanted to do such a small maid for this game, because I spent so many hours on it that its developers deserve thanks. This document therefore serves as mine thanks to the developers and at the same time as a documentary guide for you on how to play this game and perhaps even enjoy it properly.



What is OpenTTD?

OTTD is a game in which you have the opportunity to create your own transport empire. Like KSP, OTTD has a lot of different modes or graphics. This game has an old one, but in return a beautiful pixel graphics, which date back to 1994. When was the first version of the original Transport Tycoon Deluxe game released.

Modifications

As I said, this game also supports modes. However, the community calls them new graphics. There are over 10,000 different graphics and AI in this game

Recommended graphics

As a player, I can't recommend almost anything, because it depends on what you like and how you want to play the game. However, I have a few.

Artificial Intelligence

Admiral AI

AdmiralAI is one of the oldest artificial intelligences. This AI is available directly in the graphics game repository. The main goal of this AI is to use as many types of transport as possible so that it is fun to compete against it. The current version supports car (including trams), train, aircraft and shipping.

Simple AI

SimpleAI is also available directly in the game, but is not nearly as popular as AdmiralAI. Simple AI has the task of replacing the AI that was available in the original game as best as possible. It supports all modes of transport, but it is by far the best with aircraft.

Graphics adding vehicles

There are also a lot of graphics at stake that add new vehicles, new modes of transport, better station graphics or even entire maps.

Transport

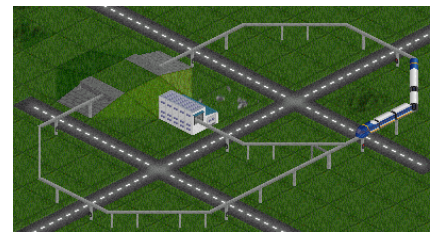
Dutch train set

One of the most popular graphics is the Dutch train set, and it's definitely not a coincidence, because this graphics add a bunch of different locomotives and wagons to the game.



Monorail set

This graphics add a whole new mode of transport to the game, namely monorail. This mod is actually completely useless for a start, but after your city grows, the monorail can function as a decoration.

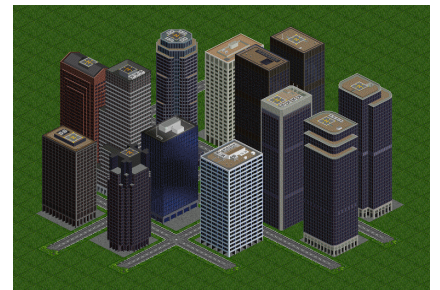


Stations and Cities

There are also a lot of graphics in the game that add either new types of stations or completely change the look of buildings in cities.

Los Angeles set

This graphics add a new theme of cities to the game, namely Los Angeles-like skyscrapers. I used it myself for a while.



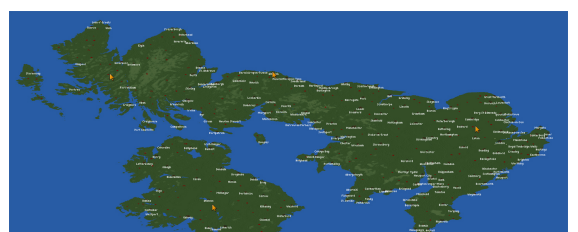
Dutch station set

The Dutch train set is not the only graphics from the developer of hollow graphics. for example, this station set exists, which adds such a beautiful station to the game, for example.



Maps and Scenery

Not every player wants to start the game on a completely unknown map. That's why players have created over 5,000 maps during the time OTTD exists. For starters, there are 6 map sizes in OTTD: 128x128, 256x256, 512x512, 1024x1024, 2048x2048 and the largest map has dimensions of 4096x4096. The most popular sizes include: for normal play 512x512 or 1024x1024 and for challenge maps 128x128 and 256x256. 4096x4096 is mostly used only on servers.



UK Scenario

This map beautifully replicates England and Ireland for those who want to play on a map that was created according to the real world. I've never played on this map myself, but based on the responses and pictures, I think it's a really detailed map.

Czech Republic Scenario

This map is an amazing copy of CZR, it has everything from cities to Lakes. Brilliant if you want to try what it's like to manage traffic throughout the whole country. Like the previous map, I can definitely recommend it. The download is directly in the OTTD GRF manager.

Basic mechanics of the game

OpenTTD is not an easy game, although it may seem so. There are a lot of simpler and complex mechanics in the game that will either make your game easier or even make the game even harder. A beautiful example of these mechanics that will make your game harder is CargoDist (Cargo Distribution).

Game mechanics

CargoDist

CargoDist adds a simple AI to the cargo (mainly to passengers and mail). So it will no longer happen that the cargo is loaded on one station and all the cargo is unloaded on the other. From the moment you turn on CargoDist, the cargo will always have a clearly defined station where it wants to go, no matter what happens. So if the cargo needs to go from point A to point D, but there is no direct route, the load will be transfer between the stations until it reaches its final destination.

Station rating

OpenTTD also includes drives that evaluate your stations. This means that if you have the rating of a certain station good and that station is needed next to the coal, you have a better chance of increasing the production / mining of coal. However, if you have a bad rating of this station, monthly coal production is likely to decrease.

City growth

Of course, one of the most important game mechanics is also the system according to which the city will grow. You may be wondering what bigger cities are for. It is quite logical the bigger the city the more passengers and mail it will generate.

There are two ways the city can grow.

1. The city will demolish smaller buildings and build larger buildings that can accommodate more inhabitants. it does not have to stop an empty space.
2. Cities can also build brand new buildings in empty spaces around city roads.

Urban growth also depends on several factors.

1. One of the most important factors is the import and export of people and mail.
2. The growth rate will also increase when you bring goods to the city.
3. The last important way is the rating of the stations and the companies themselves that operate in the city.

Vehicle replacement

There is also a way to replace all vehicles in one group at a time.

You turn on the replacement by clicking on one of the four vehicle options and creating a group in which you put all the vehicles they have, either the same commands or it's just the same vehicle. Then click **here**. After clicking, another window will appear in which you choose which vehicle you want to replace and simply click to turn on the replacement.

How to start a new game properly?

The previous text was only theoretical, but trust me the information that is written above will really help you, but only now are we getting into the fun part of the game itself.

Creating a world

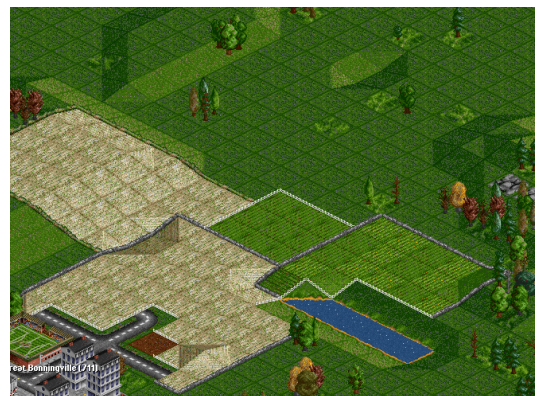
Of course, in order to play at all, we need to have a map. However, maps are divided using several factors.

Region

First you need to choose a region. There are four regions in the basic game: Temperate, Tropical, Arctic and Toy Land. Each of the regions looks completely different. Every region has their advantages and disadvantages, and I will list and describe them all for you. It is also important that each region has its own set of Vehicles.

Temperate region

A temperate region is probably the most popular of all regions, because it is simple but diverse. Sadly, however, there is nothing special about it. It's just a fine landscape with factories and trees.



Tropical region

The tropical region is also very popular for its appearance and texture of cities. Its land is divided into desolate deserts in which there are only cacti and no water and rainforests near the water. In this region, you have to import food and water into desert cities to grow. However, if you want to import water, you have to go directly from desert water sources.



Arctic region

The Arctic region is not as popular, but it is still played by a lot of people. Its main attraction is snow, which appears above a certain line. There are also two new types of production. Paper and food that must be transported to cities above the snow line to grow. It is also not possible to build electric trains here.



Toyland

The toyland is a completely unrealistic world that's meant to create a child's atmosphere. In this region, the candies and sweets represent buildings and trees. It is also the least popular region of all fours. There are also other factories in the region, such as a battery farm or a coffee quarry.



Size

An important factor is also the size of the world, which limits your playing space. There are seven basic sizes: 128x128, 256x256, 512x512, 1024x1024, 2048x2048 and the largest map in the basic game 4096x4096.

Single Player game

Maps from 128x128 to 512x512 are generally recommended. Whatever you choose from these sizes will give you fun and short gameplay. However, if you want to play longer I recommend 1024x1024 more no. It would be unnecessarily lengthy.

Single Player game with AI

However, if you want to play with artificial intelligence, I recommend either 1024x1024 or 2048x2048 more definitely not AI would then climb unnecessarily and you would not have room for growth.

Multiplayer game

However, if you want to play with friends or with 5 or more AI I recommend 4096x4096. There is plenty of room for growth and also plenty of industry to serve.

The goal of the game

The goal of OpenTTD is to build the largest and most profitable transport company possible. This can be achieved in several ways. I will briefly describe a few of them here.

Basic styles of the game

Only Cargo

This method is very effective and profitable, but you are losing the entertainment that passenger transport provides you with. At the same time, this method is very popular for its fast progress through the game, but as I said, the game is fast, but you lose the fun and misery that passenger and mail transport brings you. This method is used mainly by Ro-Ro stations and Advanced End Stations. The so-called. Feeder system, due to its efficiency and profitability.

Tips and tricks

- Build as few final stations as possible.
- Try not to use road transport.
- Never connect industries close to each other.
- Do not build tunnels and try to make your tracks as flat as possible.
- Try to maintain a good rating in cities where you have a lot of infrastructure.

Only Passenger

This method is much slower and far less effective than the previous one, but for that it is much more fun. A lot of final and transit stations are used here. Feeder stations are complete exceptions. You will get to 100 million 3 times longer, but you will have much more fun for that.

Tips and tricks

- Try to connect as many cities as possible.
- Try to make a so-called. starfish tracks to lead everything to one central city / city.
- If possible, use buses only as city transport.
- Create more stars in larger cities and build one large airport to which you will lead all those cities.

- If you have more coastal cities close to each other, do not use the train, but use boats.

Passenger and Cargo

I consider this method to be the best of all three. It's fun, effective and most importantly, the progress of the game is most visible here. You can also quickly learn how the game actually works here. All stations and all techniques in this manual can be used here.

Tips and tricks

- Use everything you find here.
- First, connect the coal to the power plant or forest to the sawmill, for example.
- Never build trains for passengers as the first industry.

Air money

I think this method is very cowardly and simple. In this way, only aircraft are used, which in themselves are simply terribly profitable. But in OpenTTD, there are 2-3 planes that can do something that others can't. And that's flying at the speed of sound. These aircraft are: Yate Haugan, Dinger 1000 and FFP Hyperdart 2. These aircraft can fly at speeds of up to 2,300 km / h.



Tips and tricks

- The first supersonic aircraft will not be unlocked until 1968.
- Try to build only large airports, thus preventing accidents.
- It is important to have a lot of airports and reasonably aircraft.
- Give each aircraft a maximum of 10 stops in the Timetable.

How and what to build?

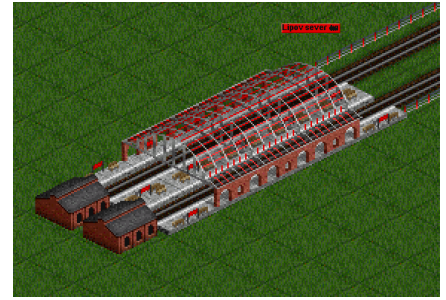
In the basic game there are a total of four modes of transport Train, Boat, Airplane and Road. As of version 1.10, the basic game also includes the possibility of trams, but you need to download mod for that. Each species has its advantages and disadvantages, but the most popular is undoubtedly train transport. Every kind of you, but finds use. For example, you will probably not transport people around the city by train, you will use the bus. Or maybe if you want to transport people from one region of the map, not the other you will not build a train track. but you will use the plane.

Trains

Of course, in order to start earning, you need to build some infrastructure. For starters, it's always best to combine either: the Power Plant and the Coal Mine, the Forest and the Saw, or you can combine Oil Drills with the Refinery. It is best to build a train now.

Types of train stations

Of course, every station cannot be final. That is why we distinguish stations into four basic types. And these are: The final stations, the so-called. Ro-Ro station, Passage station, so-called. Feeder station and also station off the main line

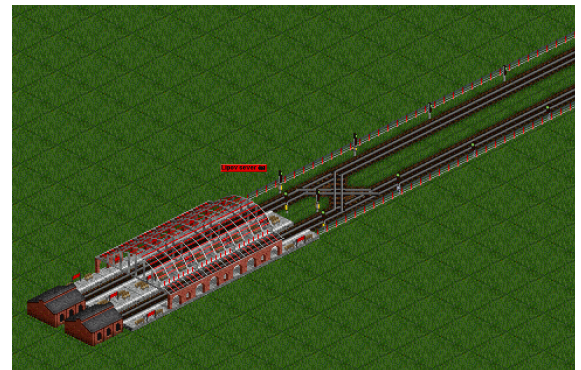


Terminal stations

This type of station is probably the easiest way to build a station. They are always at the end of the line, but even at these stations there are many improvements.

An easier way

The simplest way of stations is definitely this, because each track always takes care of only one train. However, this station has one big disadvantage. It will never earn as much as the others.



A more complicated way

This method can serve up to four trains. for this, however, it is necessary to use a complex system of classic, input, output and combination traffic lights. This method is used either to transport people or cargo.

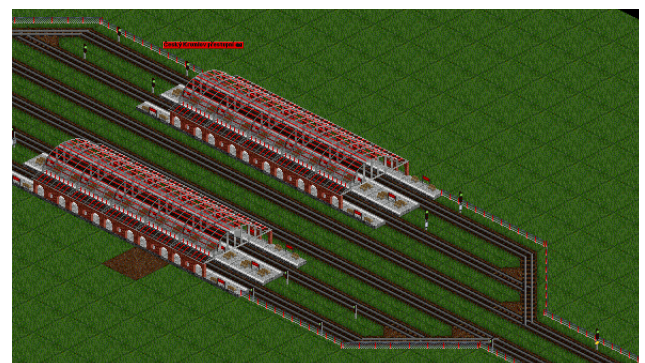


Ro-Ro station

so-called. ro-ro stations are stations that have tracks on both sides, but can only work when all trains arrive from one side. They use the same traffic lights as previous stations. They are mainly used for industries with larger production. or if you have a so-called. Feeder system. But we'll talk about that later.

Passage stations

Passage stations are used exclusively for people and mail. They are very disadvantageous for the industry. They consist of two or more free tracks in the middle and two or more platforms on the regions. However, when building the second station, you must hold down the CTRL button and



then you must click on the name of the station to which you want to connect. Then you have to somehow make traffic lights as seen in the picture.

Feeder station

this type is used exclusively for cargo, because it is very inefficient for humans. This system actually works by connecting, for example, several coal mines (these are the shorter stations) and the trains then carry coal to one central station where the longer larger trains take it to a remote power plant.



Station off the main line

These stations are only used if you have a so-called. A main way system, which is actually a system that has 2-4 rail routes that connect several cities and industries at once. These stations therefore serve to keep these routes intact.

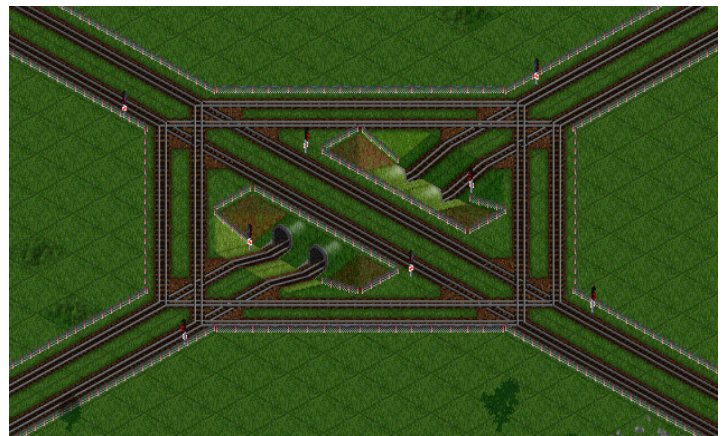


Train system

If you want to make an efficient and profitable train system, you will definitely use the system of main and side lines. This system is actually limited only by how efficient you can be and what intersections you can build. I personally recommend putting traffic lights on each track as **follows**.

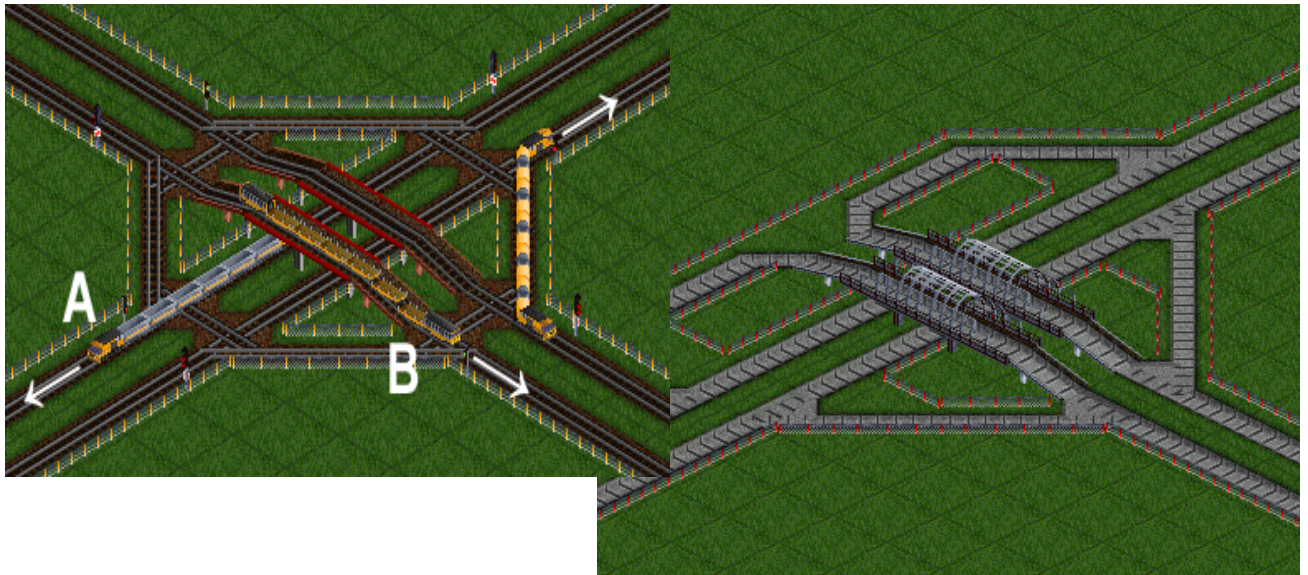
Main tracks

The system of main lines is very effective, to which the side lines are then connected (but we will talk about them later). The main lines are usually two-way double-track lines, which are usually 2-4. Of course, these tracks sometimes also have to cross, so you have several types of intersections in the pictures.



Side tracks

Side lines are always connected to the main and are used for direct connection to the industry. Stations outside the main lines are usually connected to the side tracks. These intersections are usually used for these lines



Types of traffic lights

There are 6 types of traffic lights in the basic game. Each traffic light has its own specific properties and each works differently. The traffic lights are: Classic, Entrance, Exit, Combined, Perfect PBS and finally a better PBS one-way.

Classic light

This type of lights is most common due to its versatility. is divided into two subspecies. Bidirectional and One-Way.

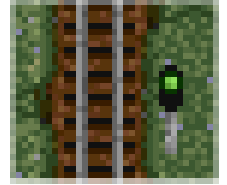
Two-way light

This signal is used where trains move in both directions on the same track. They are most often used in stations where trains run in and out. If the train has a free track, it will go to it. If all the lights are red, it will go in the simplest direction, which in many cases is straight and will wait on the signal for green.



One-way light

The one-way signal allows trains to run in only one direction. When using a one-way light, make sure they are all in the right direction. It is a good idea to follow the first train on the new line to see if there are correctly placed lights all the way to see if you have made a mistake. Click on the existing two-way signal to switch to a one-way signal. If you click on it again, you can change its direction. After the third click, the two-way light will reappear. The train chooses the path to the signal from the front. If the train arrives at the one-way signal from the other side, it immediately stops and turns.



Entrance light

The entrance signal shows green only if at least one subsequent exit or combined signal shows green. Otherwise it glows red. This will prevent the train from entering a section or station, unless the following section is free to continue the journey. If there are no exit or combined lights behind it, it behaves like an ordinary signal.



Exit signal

The exit signal behaves in the same way as a normal signal, but it is necessary to place an entrance or combined signal in front of it in order to function properly.



How to place it?

First, an entrance signal is located in the direction of travel of the train. Behind it, the track is divided into at least two sections. There is an exit signal on each of them and if the track behind both is occupied, they will glow red. Then the entrance light will be red. If at least one line behind the exit signal is free, it glows green, then the entrance signal will also glow green.

Combined light

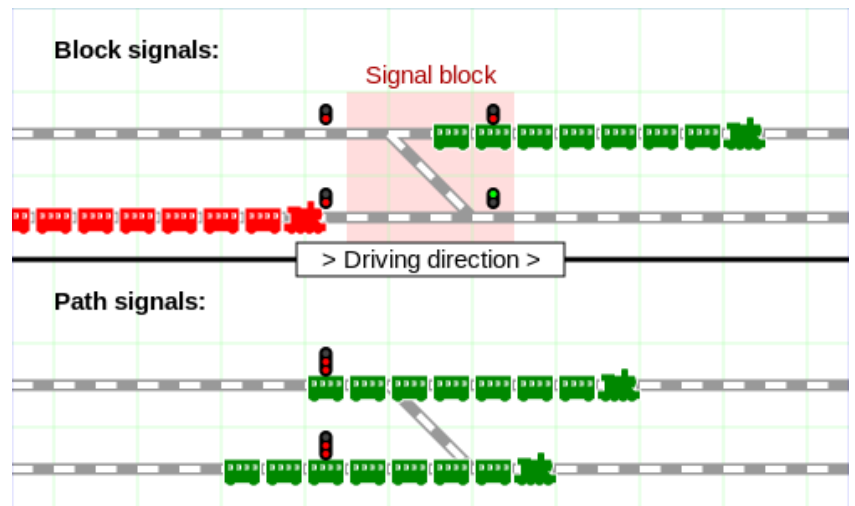
This signal simply behaves like both previous lights at once. Mostly built and advanced finite stations.



The perfect PBS lights

This type of lights allows trains to book their way to the next section of lights before entering the section. If another train wants to enter the section and manages to reserve the way to a place where it can stop safely (trains do not cross paths), the path by signal will be allowed to the section, even if there is another train in the section.

There are two types of these signals: Two-way and One-way.

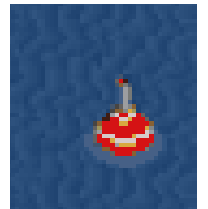


Ships

Shipping is also a very popular mode of transportation, but it is quite complex. If you want to make a shipping line, you have to use fights.

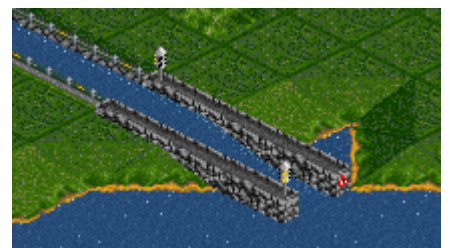
Buoys

Also important are the battles that determine your ship's direction as **follows**. However, if you do not use them, there is a high risk that you will lose the ship.



Locks

Locks are used to transport ships one unit height higher. This is especially useful if you want your boats to travel between the sea and the mainland.



Aircraft

Air transport is very popular, but also simple. you can actually say that the simplest. All you have to do is build two airports and connect them. You don't even have to worry about the hangar. It is part of the airport.

Airport

There are six airports in the basic game. Basically, it may not matter what you build, but the bigger the airport, the more aircraft can be handled at once. But keep in mind that the first clay airport has a 5% chance of falling on large aircraft.

Small airports

Small airport

This airport is the least you can buy in the basic game. This airport can handle two aircraft at once with helicopters. However, this airport is prone to various traffic problems, as the runway is also used as a taxiway between the hangar and the airport. Large aircraft have a 5% chance of crashing every landing.

This airport will be unlocked in 1959.



Suburban airport

This airport is mainly designed to handle a small number of aircraft in small towns. It has one runway, three loading stands and two heliports. Its track is 4x5. It also contains only one hangar.



Large airports

City airport

This airport is significantly better than the previous one, although it may not seem so. It contains one runway, three loading stands for aircraft and one hangar. It is also the first airport to handle jets.



Metropolitan Airport

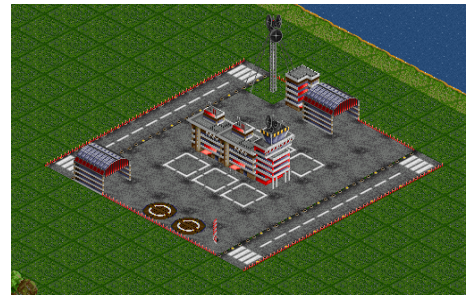
It is actually an improved version of the previous one. One of the advantages is two runways. One for landing and one for takeoff. So it is much better than urban. Unfortunately, it still contains only three stands.



Main airport

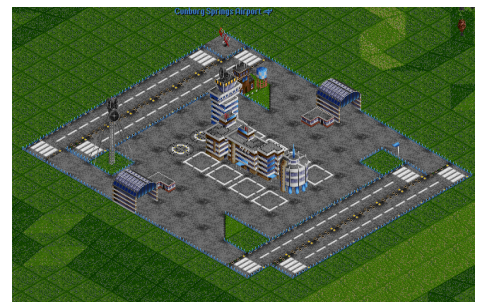
International airport

this airport is much better than the previous one. Railways are each on a different side, which means that aircraft do not have to cross paths. It also contains six stands instead of three.



Intercontinental airport

This airport is the largest airport in the game so far. It is also the only airport with four runways. Two for landing and two for takeoff. It includes eight loading terminals and two heliports. All aircraft can land here with little risk, even if the risk still exists.



Road transport

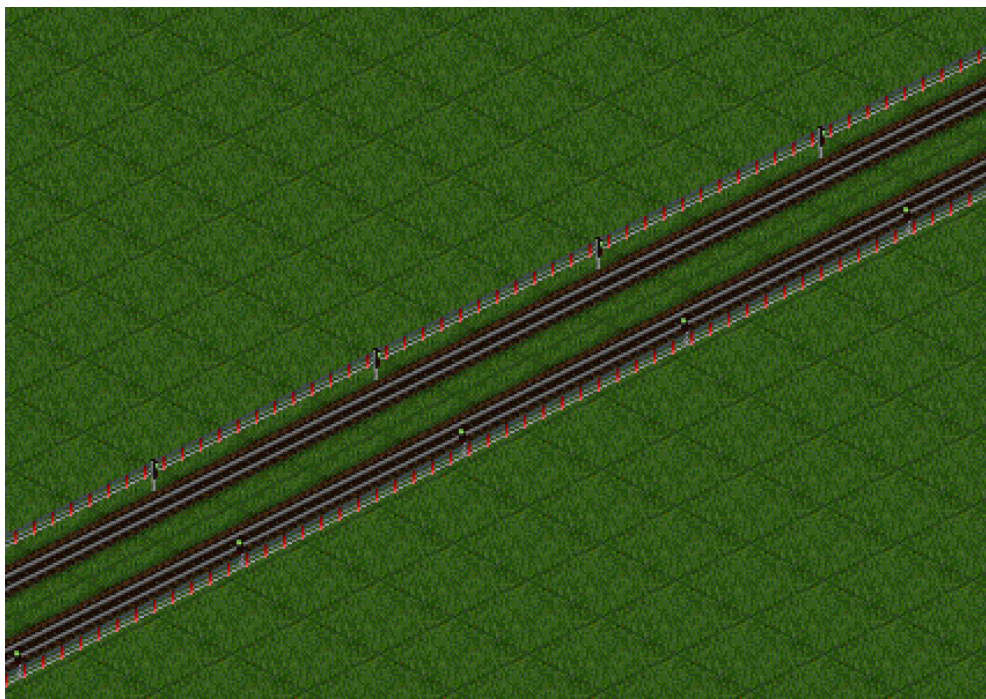
In my opinion, road transport is probably the least popular mode of transport, because it is slow, inefficient and so there are big costs for that.

Buses

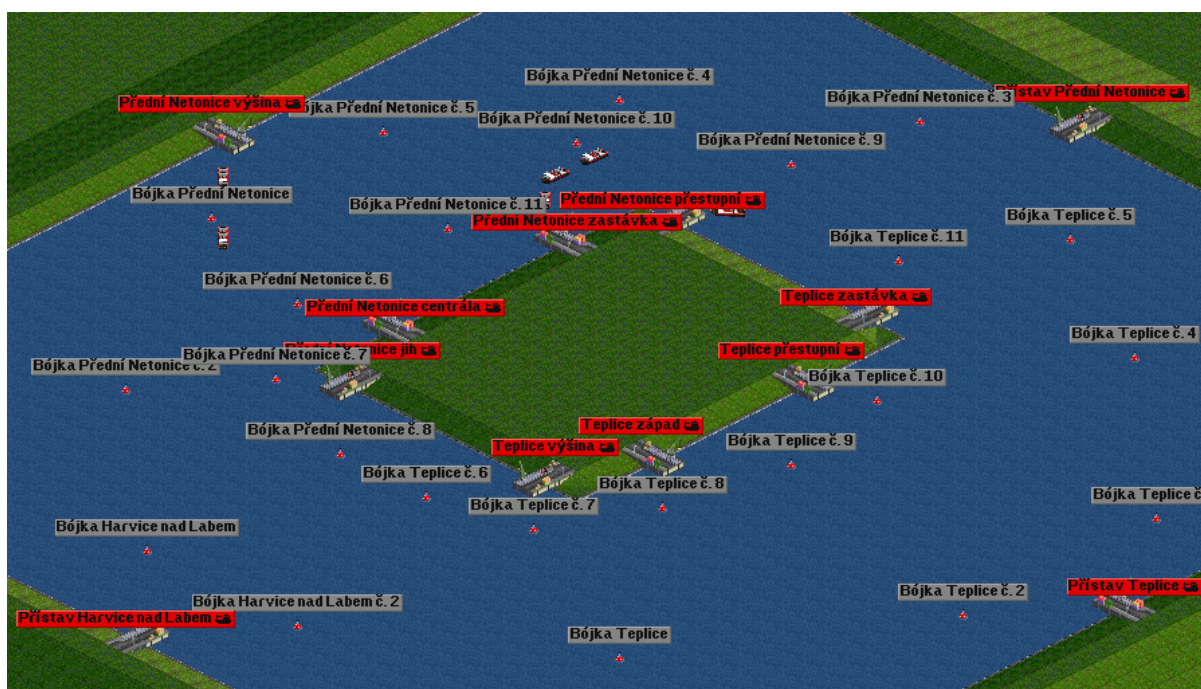
However, if you want to transport people either directly in the city or between nearby cities, you will not find a better way. Buses have a small capacity, but they are small for that and they only need one block stop. That is why I recommend them to everyone who wants to transport people and mail in and between cities.

Pictures

Traffic lights



Buoys



Vehicle Replacement

[illegible]