Simutrans Activation Unlock Code And Serial

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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

Multiple Choices

- **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:

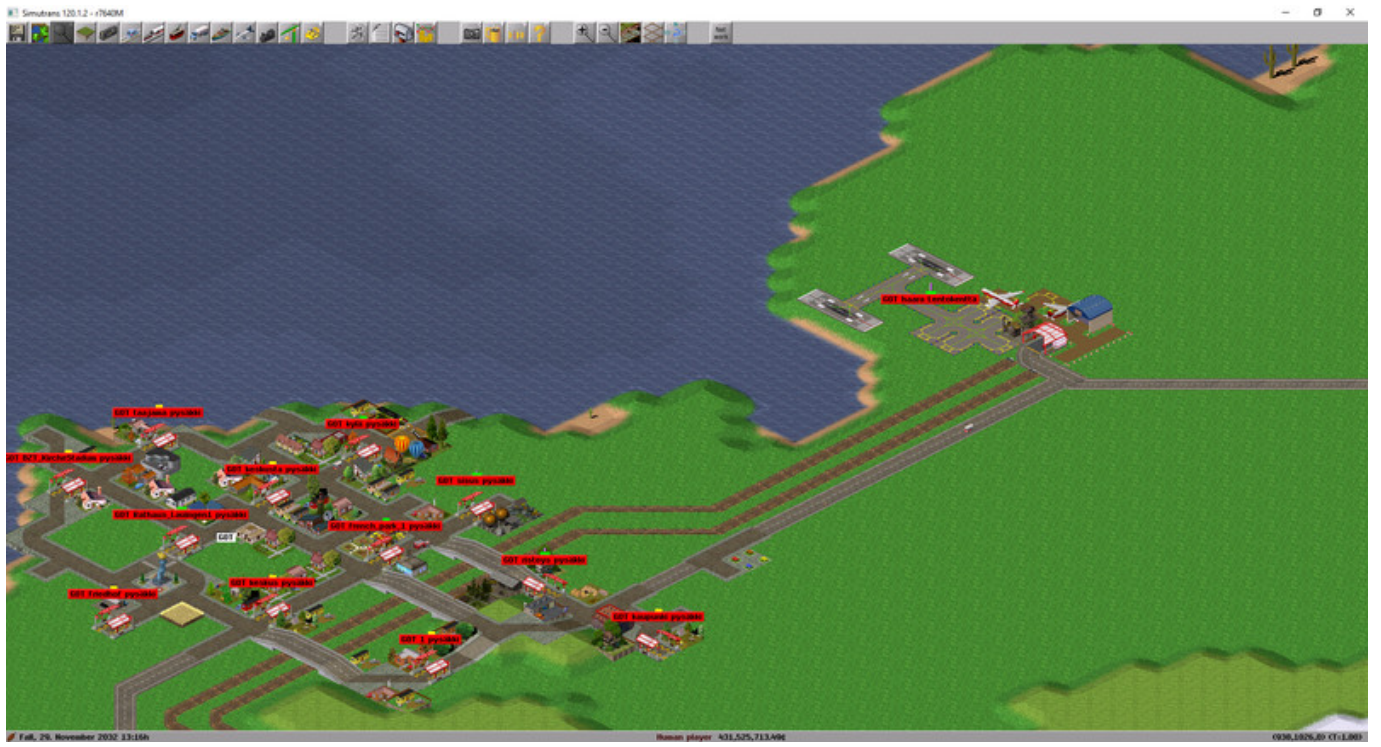**OS:** Windows XP or above

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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first time playing this game, i was confused
but, now i understand why people love playing this game. Simutrans is a **really good game**. Not only is it fun and addictive, but the game is so in depth that it's unique. It's one of those rare really good simulators. The only problem in my opionion is when you start playing the game, you have no idea what to do and how it works. So, just the lack of a tutorial I guess...
So I rate it... a good **9/10**!
Good Job!. I dont know what Im doing.

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〼〼〼. It currently didn't work for me, but now it does! Some time i decided to check back and see if it works and, ten Seconds in the game and i'm already in love! As much as i love Transport Tycoon, this is better!

Had the potential to be an even more in depth version of Open TTD but fell flat on its face. Too bothersome to play. Terrible (not just retro but actually bad) graphics, bad game mechanics. All of the above.. i just want to play similar game like OpenTTD but more difficult ;). I've waited for this to come to steam, I went to install it and realised it was also available on steam, nearly lost my marbles xD

This is a must play

10/10 Will become bankrupt again :D. Great game. Best transport game around. Individual destinations, possibilities for large networks and custom stations is what makes this game the best. The clunky interface and tedious terraforming is the only ownside.. A great came, pretty retro graphics but still enough for me to kill 3\/4 hours and not even know about it!. Simutrans is a transport simulator, in which your goal is to make money and move goods and passengers to specific destinations. Compared to many similar games, Simutrans is harder, but it rewards the dilligent even more with more depth and flexibility. Veterens of Locomotion and OpenTTD may have some challenge adapting to the many differences, but they are not too hard to overcome.

I recommend this game, but it really isn't all that casual or simple. Prepare to invest several hours a session to figure things out, and expect to fail at first. My main complaint is the lack of a tutorial, but I love how the player can design their own airports and seaports however they want.

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