

TaI Town Information - PikkaWiki

TaI towns use a zoning system and town "personalities" to add more depth to the town system in OTTD.

Important Note! Town types are achieved through building limitations as the game unfolds. The "city" types will not necessarily be larger than the "town" types at the start of the game, and if you use the OTTD city feature to make some towns larger at the beginning of the game, there is no guarantee that OTTD's cities and TaI's cities will coincide.

The town type can be determined by using the query tool on the city/town hall.

Type 1: City

- Population limit: 10,000 (1800), 20,000 (1900), 30,000 (2000)
- Building mix: 1/8 light industrial. Limited [heavy industries](#).
- Incidence: 1 in 16 in temperate, 0 in snow/desert.

Type 2: Industrial City

- Population limit: 5,000 (1800), 10,000 (1900), 15,000 (2000)
- Building mix: 1/2 light industrial. All heavy industries.
- Incidence: 1 in 8 in temperate, 1 in 16 in snow/desert.

Type 3: Small City

- Population limit: 2,000 (1800), 5,000 (1900), 8,000 (2000)
- Building mix: 1/4 light industrial. Limited heavy industries. No highrise.
- Incidence: 3 in 16 in temperate, 1 in 4 in snow/desert.

Type 4: Industrial Town

- Population limit: 1,000 (1800), 2,000 (1900), 3,000 (2000)
- Building mix: 1/2 light industrial. All heavy industries. No highrise.
- Incidence: 3 in 16 in temperate, 1 in 4 in snow/desert.

Type 5: Planned Town

- Population limit: 1,000 (1800), 2,000 (1900), 3,000 (2000)
- Building mix: No light industrial. No heavy industries. No highrise. No city residential.
- Incidence: 3 in 16 in temperate, 1 in 4 in snow/desert.

Type 6: Small Town

- Population limit: 500 (1800), 1,000 (1900), 1,500 (2000)
- Population limit (snow/desert): 100 (1800), 400 (1900), 700 (2000)
- Building mix: 1/2 light industrial. Limited heavy industries. No highrise. No city residential.
- Incidence: 1 in 4 in temperate, 1 in 4 in snow/desert.

Residential

Residential buildings are where people live. They have relatively high population, low mail generation, and accept food.

Rural

- 1x1: Population 21 Mail 5 Zone 012 Rating 50 Cost 50
- 2x2: Population 48 Mail 8 Zone 012 Rating 60 Cost 100

Urban

- 1x1: Population 24 Mail 10 Zone 1234 Rating 60 Cost 60

City

- 1x1: Population 123 Mail 35 Zone 34 Rating 100 Cost 100

Highrise

- 1x1: Population 250 Mail 50 Zone 4 Rating 320 Cost 160

Commercial

Commercial buildings are shops and offices. They have relatively low population, very high mail generation, and accept goods. They are limited to a certain number of buildings per population.

Rural

- 1x1: Population 5 Mail 40 Zone 012 Rating 50 Cost 80

Urban

- 1x1: Population 10 Mail 40 Zone 123 Rating 50 Cost 80

City

- 1x1: Population 20 Mail 75 Zone 234 Rating 90 Cost 110

Highrise

- 1x1: Population 50 Mail 200 Zone 4 Rating 320 Cost 160

Industrial

Industrial buildings are where people work. They have relatively low population, high mail generation, and accept goods. They are limited to a certain ratio of industrial to residential buildings, depending on town type. [Heavy industries](#) are coded as industries rather than town buildings. They accept and produce various cargos.

Rural

- 1x1: Population 5 Mail 10 Zone 0 Rating 30 Cost 40
- 2x2: Population 20 Mail 40 Zone 0 Rating 40 Cost 80

Light

- 1x1: Population 12 Mail 20 Zone 012 Rating 30 Cost 40
- 2x2: Population 24 Mail 60 Zone 012 Rating 40 Cost 80

Heavy

Other

These are special buildings.

City/Town Hall

The city or town hall gives you information on the town type. Only one will be built per town, and it is a protected (indestructable) building.

Park

Parks, sports grounds, statues and fountains add leisure space to the town. They are limited to a certain number of buildings per population.

Church

Churches and other religious buildings. They are limited to a certain number of buildings per population.

- 1x1: Population 5 Mail 5 Zone 234 Rating 130 Cost 100
- 2x2: Population 20 Mail 20 Zone 0 Rating N/A Cost N/A