

Antiquita

By Ottersalad

First off, thank you for taking the time to read the readme and look at my park. I began this project in November 2019 after wanting to build a full sized NCSO park as quickly and possible while still having fun during the entire process. Initially I was inspired by doing Deurklink's and RC&F contests and did as a result I made my Kurkurla Canyon park. That positive experience led me down the path of a full sized park.

I drew a lot of inspiration from various parks like San Simeon, Gouvia Point, Rivers of Babylon, Ports of Magia, Islands of Enchantment, and The Masterpiece. The goal was to channel older RCT styles and focus on atmosphere and using less objects than I would with a CSO park. The historians among us will most likely notice the inspiration quite easily when viewing Antiquita.

There are a few distinct areas of the park: Pirateland, Classical World, Amazonia, and the Lost Civilization. Pirateland is my attempt at doing a classic pirate style with some new TI tricks. Classical World is a mix of Greek and Roman structures and names. Amazonia features some jungle/Brazil vibes. And the Lost Civilization is a spin off of El Dorado from San Simeon.

I want to thank Scoop, Luketh, and Roygbiv for providing layouts and a building or two along the way. It is always fun to collaborate. Also thank you to the Strangelove guys for feedback and guidance along the way. And lastly to anyone who added feedback and comments on Discord or on the front page when I posted screenshots of the project.

I hope you enjoy!

Jacob (ottersalad)