

Release of Transport Company Simulator OpenTTD 15.0

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On January 1, 2026, the release of OpenTTD 15.0, a new major update for the popular open-source transport company simulator, took place.



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On the first day of the new year, the community received the long-awaited release of OpenTTD 15.0. This project, whose source code is written in C++ and distributed under the free GPLv2 license, began as a clone of the classic game Transport Tycoon Deluxe but has long since evolved into a standalone and far more feature-rich product with its own graphics sets, larger maps, network mode, and numerous other enhancements.

Key Innovations in Version 15.0

- **New Multiplayer System:** Company

passwords have been removed. Instead, it is now possible to invite specific players directly from the player list.

- **Improved Cartography:** Island maps can now be surrounded by infinite water. Rivers have gained the ability to flow into swamps if there is no path to the sea.
- **Expanded Construction Capabilities:** Bridges can now be built over stations and through stops. Checkpoints have been added to roads, and houses can be placed manually.
- **New Analysis Tools:** Cargo history graphs for industries and towns have been added, allowing for better logistics planning.
- **Interface Improvements:** The main menu and settings menu have been updated for greater convenience.
- **Bug Fixes:** The release includes all fixes prepared during the release candidate versions (RC1-RC4).

The project remains cross-platform: installation packages are available for Linux, Windows, and macOS.

To download the game and for more detailed information, visit the [official OpenTTD website](#).