



Based on Transport Tycoon Deluxe, OpenTTD gets some big new features in v15

By [Liam Dawe](#) - 5 Jan 2026 at 12:55 pm UTC

Keeping classic video game ideas alive, OpenTTD is based on Transport Tycoon Deluxe. It's free, open source and now better than ever with v15 out now. OpenTTD attempts to mimic the original game as closely as possible while extending it with new features like bigger maps, support for modern platforms, dedicated servers, improved pathfinding and the [list goes on for a while](#).

This is definitely one of those "they don't make them like they used to" games.



Some highlights of what's new and improved in v15 includes:

- Companies in multiplayer no longer have passwords, invite specific players using buttons in the Online Players list instead.
- Island maps can be surrounded by infinite water instead of void.
- Rivers can end in wetlands if unable to reach sea.
- Bridges can be placed over stations and road stops.
- Roads can now have waypoints.
- Houses can be placed manually.
- Industries and towns have graphs of their cargo history.
- Improvements to menus, including a new main menu and a combined game options and settings window.
- Many more features, changes, and fixes.

Nice to see this open source classic alive and well.