



# Transport Tycoon Deluxe returns from Atari - now a requirement for OpenTTD via Steam and GOG

By [Liam Dawe](#) - 13 Mar 2026 at 3:21 pm UTC

Atari have re-released the classic building sim Transport Tycoon Deluxe, but in doing so they're making it slightly more difficult to get [OpenTTD](#). *Back in late 2024, Atari acquired the rights to the series from creator Chris Sawyer.*

What is OpenTTD? It's an open source simulation game based on Transport Tycoon Deluxe. It attempts to mimic the original game as closely as possible while extending it with new features.

The original has now returned to both GOG and Steam, but this has resulted in some changes for the completely free and open source OpenTTD project (which is far superior). The change is already live on GOG, making Transport Tycoon Deluxe now a requirement to get OpenTTD and the same will be coming to Steam as noted on the OpenTTD [GitHub](#).

However, it does *not* affect getting OpenTTD directly - only the GOG and Steam pages are being changed.



From the store page:

The year is 1950, and you've been loaned £100,000 to become the ultimate Transport Tycoon. With only 100 years to accomplish your business goals, you must build your transportation empire using trains, ships, trucks, planes, and helicopters. As your operation grows, you can leverage technological advances to move more passengers and cargo, while you fend off rivals.

Created by Chris Sawyer in 1995, Transport Tycoon Deluxe expanded on the popular Transport Tycoon with new landscapes, weather, vehicles and scenarios on an updated timeline. Matched against a batch of ruthless rivals, you'll have to act quickly to monopolize the key routes that rake in the most cash. Build roads, rails, stations, airports, docks, and more to develop the most efficient and profitable transit system to grow your business and become a true Tycoon.

Choose from one of four vast game worlds made up of numerous small towns and raw material resources. Your network of transport services must connect these areas and turn your transit system into a thriving business, while the game randomly generates a limitless number of scenarios that impact your enterprise. You can also create your own game scenarios using the world editor.

You'll use your routes to move passengers, mail, and goods to their most lucrative destination. As the years roll by you'll have the chance to buy more advanced vehicles and vessels if you can afford them. You'll deal with town councils that express varying attitudes to your projects, and cope with disasters such as mine collapses and equipment malfunctions. You can even take over other companies and fund industries, which will bring increased profits for your transportation network.

## Features

- Build a transportation empire using trains, ships, trucks, planes, and helicopters.
- Connect towns and resources with your transit services to make the most profit.
- 4 vast game worlds, each generating a limitless number of gameplay scenarios.
- Fend off ruthless, computer-controlled rivals, natural disasters, and more.
- Move passengers, mail, and goods to their most lucrative destination.