



OpenTTD 15.0 - Open Source Transport Tycoon Deluxe gets a big 2026 update!



We haven't featured many open source games lately, so here's an update you might be interested in, is the latest open source build for Transport Tycoon Deluxe ' as 'OpenTTD 15.0 '. Although this was released at the beginning of the month and didn't appear in our inbox, I thought it still worthy of a mention especially as Transport Tycoon Deluxe by Chris Sawyer was one of the highlights on the PC in the mid 90's. This open source version makes the game so much better especially if you enjoy running your very own transport company, such as bigger maps, stable multiplayer mode for up to 255 players in 15 companies and much much more.

We've featured OpenTTD for many years now, and this version was certainly worth a write up, as according to the team behind the game, this is a huge update to OpenTTD make it the first milestone of 2026. Here's the following changes. 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

And that's pretty much all there is to say, but do be aware for OpenTTD you can use the original Transport Tycoon Deluxe data files IF you so wish but there are (free alternatives without the need for TTD: OpenGFX (graphics), OpenSFX (sound) and OpenMSX (music). These can be installed automatically by the Windows and OS/2 installers.

Links :1) [Source](#)

at [Thursday, January 22, 2026](#)