



News

Atari Partly Funding OpenTTD Following Controversial Steam and GOG Changes

Written by [Joseph Allen](#)

Published: March 20, 2026 11:20 AM

Following some controversial recent changes to the Steam and GOG releases of open-source sim project *OpenTTD*, the game's developers have revealed that *Transport Tycoon Deluxe* owner Atari is helping to pay for their upkeep costs.

In a [news post](#) on the *OpenTTD* website, developer Owen Rudge says that as part of the discussions between his team and Atari, the latter "agreed to make a contribution towards the running costs" of the project's server infrastructure.

In case you need context, Atari recently re-released *Transport Tycoon Deluxe*, the game on which *OpenTTD* is based, which led to discussions between the project's

devs and Atari. Those discussions subsequently resulted in *OpenTTD* dropping its free GOG and Steam versions for those who don't own Atari's game.



OpenTTD's server costs are now at least partly funded by Atari.

At time of writing, you can still download *OpenTTD* for free from the project's official website, but if you want to play the open-source version of the game on Steam or GOG, you'll need to buy *Transport Tycoon Deluxe*.

Rudge says that the *OpenTTD* team wasn't pressured by Atari to make any of the changes, and that Atari is "entitled to pursue" its "commercial interests", seeing as it's the holder of the rights to *Transport Tycoon Deluxe*.

According to Rudge, collaborating with Atari will enable the *OpenTTD* project to "thrive" for years to come, but that the project "retains its full independence" despite Atari's involvement in server upkeep.

He also acknowledges that the Steam and GOG changes have "provoked strong feelings in the community", but he also says there's a lot of "speculation and, in some cases, misinformation" about the nature of the deal between Atari and *OpenTTD*, hence this clarification.



Since [2022 or thereabouts](#), Atari has pivoted towards preservation and championing retro games, buying up [classic arcade franchises](#) and bringing back [major publishing brands](#) in an apparent bid to honor its heritage.

This new philosophy even culminated in Atari's [purchase of Intellivision back in 2024](#), thus burying a 45-year-old hatchet. It's not quite on the level of Nintendo buying Sega, but it's not far off for retro enthusiasts, either.