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OpenTTD is an open source simulation game based upon Transport Tycoon Deluxe

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Recent News

OpenTTD 1.2.1

2012-06-01 00:00:00

Posted by frosch

It's friday. If you like fish, you might be happy. If you don't, well, how about OpenTTD 1.2.1?

The first maintenance release of the 1.2 series delivers you a lot of bug fixes, so hopefully a nice playing experience. Most notable the lagging experienced in certain circumstances with 1.2.0 on the title screen and in-game should be gone.

You can find the download in the usual spot at <http://www.openttd.org/download-stable>, and also a detailed changelog next to it.

Have fun and a nice weekend playing OpenTTD!



Latest User Screenshot of 1.2.1

OpenTTD 1.2.1-RC1

2012-05-16 23:59:59

Posted by frosch

Some of you might have a long weekend ahead, and after sobering up you might want to enjoy some game of OpenTTD. (Just don't build level crossings.)

With the first release candidate for 1.2.1 we give you the opportunity to test the upcoming next stable release of the 1.2 series. As usual this is a maintenance release, so it comes with a lot of bug fixes, including some desyncs, crashes or general slowness.

Please help testing so we get a stable and nice release. Just report any bugs you encounter to [our bugtacker](#). You can find the download and changelog under "download testing" at the top of this page.

Thanks and Have Fun!

OpenTTD 1.2.0

2012-04-15 15:00:00

Posted by Alberth

Cancel all your appointments, today we present you OpenTTD 1.2.0, the

**Support Mac OS X port by
fixing bugs in this port**

The Mac OS X port has many platform specific bugs that we cannot confirm or reproduce, but they should be triaged and fixed. Can you help us fix any of these problems?

Support us by translating

Would you like to help translating? The following languages need the most help:

- Ido (3274 missing)
- Maltese (3255 missing)
- Faroese (3184 missing)
- Chuvash (3136 missing)
- Marathi (3021 missing)
- Macedonian (2715 missing)
- Basque (2223 missing)
- Urdu (1706 missing)
- Tamil (1682 missing)
- Thai (1481 missing)

first stable release of the 1.2 series.

The additional RC release resulted in fixing a few more bugs, so you can enjoy this stable release even more. We thank you for testing, and finding and reporting these errors.

Have a lot of fun playing with all the new features. To download, point your browser to <http://www.openttd.org/download-stable>. There you can also find the full list of changes.

Have a lot of fun today, and remember to take some breaks to eat something every now and then.

OpenTTD 1.2.0?

2012-04-01 00:00:00
Posted by planetmaker

As anticipated by many, we present you a new release today.

With this release we introduce a number of major fixes like issues with aircraft freezing mid-flight, time-tabled travel at 0 km/h, wrongly skipped sprites, imported sounds, or reversing trains. See the [full changelog](#) for details.

Have fun playing and testing, and please make sure that you report any bugs you encounter to our [bug tracker](#).

Enjoy and happy Easter,
your foolish OpenTTD team

OpenTTD 1.2.0-RC3

2012-03-18 19:05:00
Posted by frosch

Today we present to you OpenTTD 1.2.0-RC3, which is hopefully the last release candidate before the stable release. (Depending on your location it will definitely be the last one this winter/summer :)

The main attraction of this release candidate is probably the new titlegame: Bluescreen's submission won the competition. Let's just hope it does not cause blue screens for you. (Sorry, someone had to say, what everyone expected someone to say at some point.) Anyway, if you encounter some, then please report them to our [bug tracker](#) :)

Now, go to the download section, get RC3, and have fun!

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