



Open source Transport Tycoon Deluxe remake OpenTTD v13.0 is out now

By [Liam Dawe](#) - 6 Feb 2023 at 12:38 pm UTC

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Another classic free and open source game continues getting better, with the Transport Tycoon Deluxe remake OpenTTD version 13.0 out now. A business sim where you make money by transporting passengers and cargo via road, rail, water, and air.

Only a few months since the last major update, it's nice to see development so active on a quality game! This is also one of the biggest updates they've done for some time.



Here's the highlights of what's new:

- Variable interface scaling at whatever size you want (not just 2x and 4x), with optional chunky bevels for that retro feel. This includes better automatic scaling when using HiDPI or mixed DPI setups.
- Direct access to NewGRF/AI/GS settings from the new game window.
- Various small tweaks and improvements to several windows.
- NewGRFs can now provide engine variants that are shown hierarchically in the purchase list.
- Multi-track level crossings to keep road vehicles from stopping in the middle of the crossing.
- Custom league tables for GameScripts.
- More natural rivers which get wider as they flow downstream.
- And much more including lots of bug fixes.

I'm definitely looking forward to the scaling options, now being on a 1440p monitor.

You can grab it from the [official site](#) and [Steam](#).