



OpenTTD 14.0 brings a scalable font, a new ship pathfinder, social platform integration

By [Liam Dawe](#) - 15 Apr 2024 at 10:33 am UTC

Twenty years after the first release, OpenTTD 14.0 has been made available bringing with it some really useful sounding features to enable new ways to play. OpenTTD is an open source simulation game based upon the popular Microprose game "Transport Tycoon Deluxe", written by Chris Sawyer. It attempts to mimic the original game as closely as possible while extending it with new features.



For new players, the experience should be a little nicer, since it now actually includes the Help and Manual buttons in game to get some basic info. A lot of default settings were adjusted too making them feel a bit more modern, plus Cheats got renamed to Sandbox to make it more clear it's perfectly fine to use this mode.

A new scalable font is included, inspired by the sprite font, which makes it scale up a whole lot better at different zoom levels. The developers also fixed up various pixel errors and colouring issues too across the UI.

The ship pathfinder had a lot of love put into it, so ships will actually properly find their way now and stop getting lost. A new unbunching feature was also added, to help you give vehicles more space between them.

A new way to play was added as well, where you can slow down the calendar and even freeze it. This is so you can continue to play and expand, while having things like aging and inflation slower or frozen giving you more time to just keep on building up.

There's also optional social platform integration for Steam, Discord and GOG Galaxy.

Read more in [their news post](#).