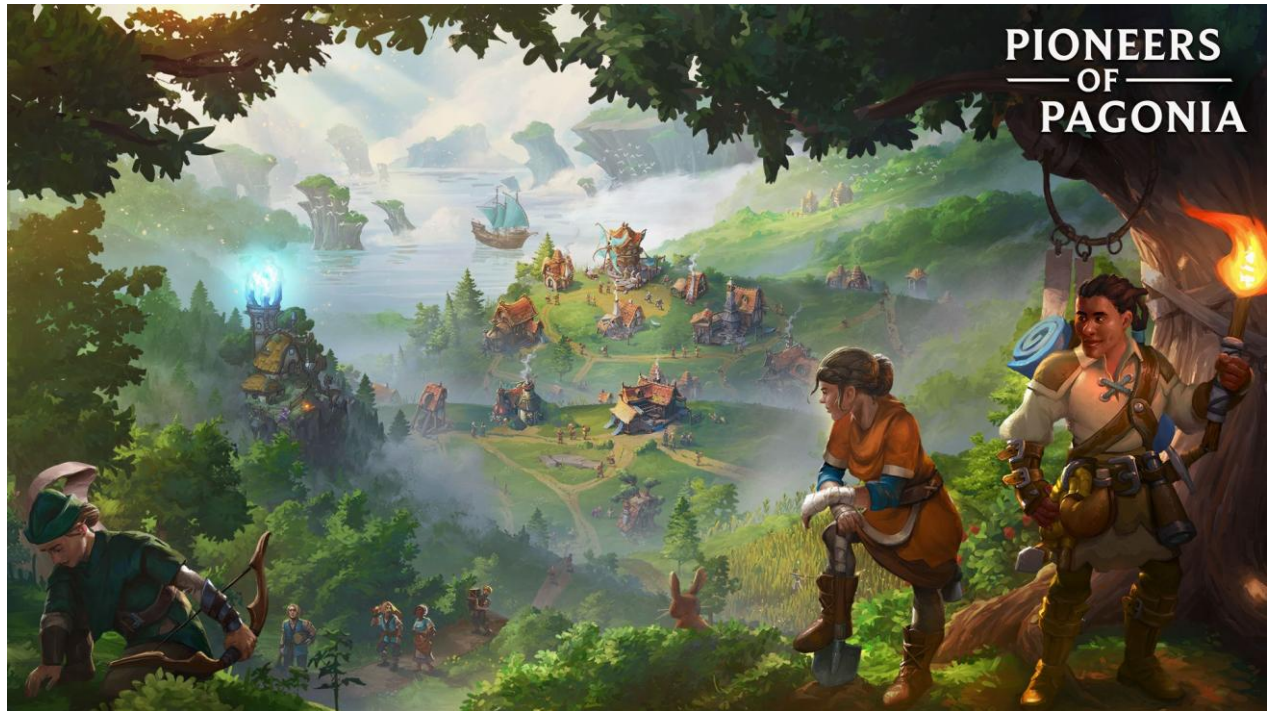


Press Release

- EMBARGOED UNTIL DEC 11, 3pm CET / 6am PST / 9am EST -



Pioneers of Pagonia launches with a captivating story campaign and a 30% discount!

Ingelheim near Frankfurt, Germany – December 11th, 2025 – After about two years in Early Access, the time has finally come: *Pioneers of Pagonia* has officially been released [on Steam](#), including the long-awaited story campaign! In the story campaign, which lasts more than 30 hours, players embark on a heroic mission aboard the *Venturer* to unite the Pagonian people and restore hope. To celebrate the 1.0 release, the story-rich strategy game *Pioneers of Pagonia* is also available at a 30% discount for a limited time.

Watch the brand-new release trailer here: <https://youtu.be/Dfbxs-NH4tc>

After a terrible catastrophe of unknown origin, Pagonia has been shattered into numerous islands shrouded in thick fog. Contact between tribes and villages has been completely lost, while new dangers and evil enemies lurk in the mist. Each island promises new adventures and challenges as players build a vibrant economy with over 60 building types and more than 100 goods. In search of the Tower of Visions, the heart of Pagonia, players will encounter unique factions, dangerous enemies, and a wide variety of characters, some of whom hide dark secrets that must be uncovered.

In addition to the story campaign, you can create an infinite number of own maps in custom mode to tailor the comprehensive economic simulation to your own ideas. Thanks to procedurally generated maps, there are countless variations for varied gaming experiences, from a completely peaceful island settlement to fierce battles over contested areas with lots of challenges enemies. No matter what play style you prefer, every production step, goods transport, manufacturing process, and discovery made by the population is lovingly animated and can be traced live from start to finish.

Modding fans and virtual builders can create detailed maps using the in-house tools from award-winning developer Envision Entertainment, allowing them to craft their very own *Pioneers of Pagonia* experiences. All community maps are integrated directly into the game and can be selected in the game menu. All maps in *Pioneers of Pagonia* - including the campaign - can also be experienced together in shared co-op mode with up to four players.

This is Pioneers of Pagonia

- **STORY CAMPAIGN** - Experience the story of a brave navigator and rebuild the hope in a broken world.
- **FLOURISHING ECONOMY** - Up to 3000 Pagonians, more than 60 building types, more than 100 commodities – everything simulated, everything visible.
- **PROCEDURAL ISLANDS** - Endless possibilities with fully generated landscapes and distinct villages, factions and objectives.
- **CHALLENGES** - Face enemies, discover treasures, resources and hidden artifacts that alter the world's equilibrium.
- **SHARED CO-OP** - Build a settlement together with up to 4 friends.
- **MAP EDITOR & COMMUNITY** - Create and share your own worlds and become one of the *Builders of Pagonia*.

In January 2026, Envision Entertainment will publish a new roadmap sharing information about upcoming quality-of-life updates and DLCs.

The development of *Pioneers of Pagonia* was financially supported by the German games fund grant by the Federal Ministry of Economics and Climate Protection. To stay up to date on *Pioneers of Pagonia*, be sure to follow on [Facebook](#), [Instagram](#), join [Discord](#) or visit the [official website](#).

About Envision Entertainment:

Envision Entertainment was founded in 2013 at Ingelheim near Frankfurt, Germany. The team of about 20 people, which includes some former Phenomic Game Development (later: EA Phenomic) employees who worked on hit games such as *SpellForce*, *BattleForge*, *Lord of Ultima* and *C&C: Tiberium Alliances*, focuses on the development of strategy games. In 2016, Envision Entertainment won the German Computer Game Award for "Best Mobile Game" for its smartphone strategy game *Path of War*. The new IP *Pioneers of Pagonia* launched on December 11, 2025. <https://www.envision-entertainment.de/>

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