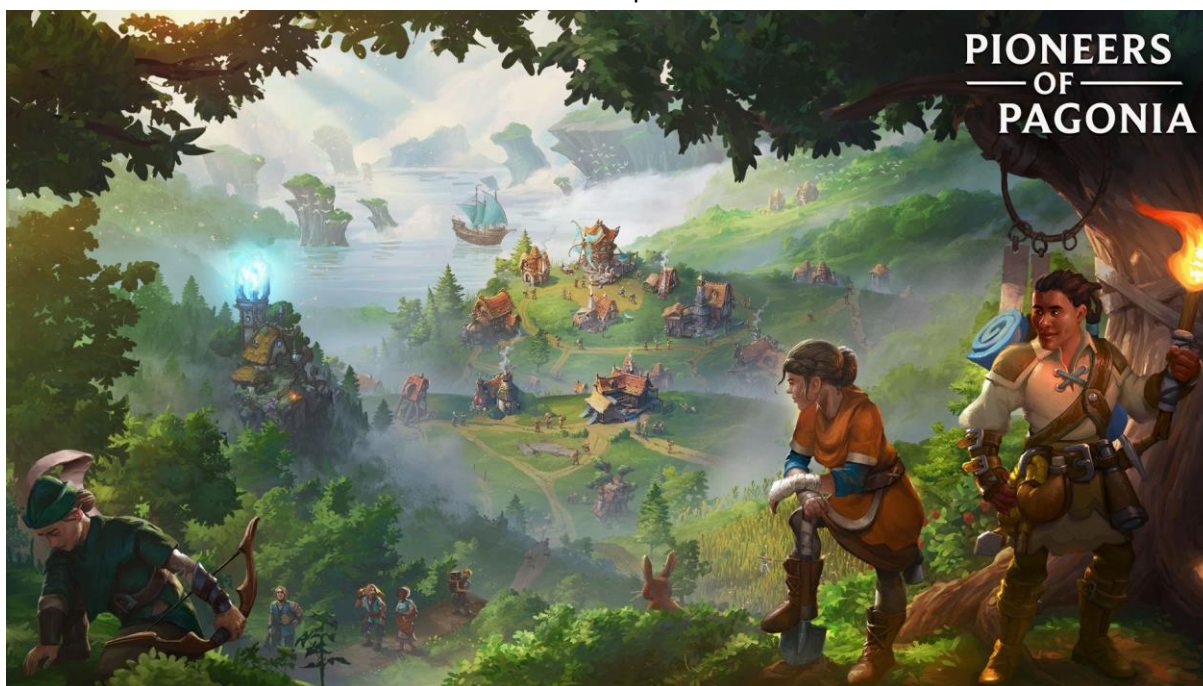


Press Release

- for immediate publication -



Take Up Your Tools! Medieval-Fantasy City Builder Hit *Pioneers of Pagonia* is Now Available in Steam Early Access

Ingelheim near Frankfurt, Germany – December 13, 2023 – [Pioneers of Pagonia](#), the highly acclaimed medieval-fantasy city builder from award-winning indie studio Envision Entertainment, is now available in Early Access on Steam. Future pioneers can discover the islands of Pagonia and experience the most bustling city builder ever, with branching production chains and thousands of inhabitants, both peaceful and hostile. *Pioneers of Pagonia* is now available in 17 languages for 29.99 EUR / 29.99 USD / 26.99 GBP on Steam in Early Access.

Check out the brand-new release trailer of *Pioneers of Pagonia*: <https://youtu.be/ebp1txaeKNU>

In *Pioneers of Pagonia*, players set out into a world of countless islands to find lost tribes, help each other, and overcome the challenges together. The Early Access build contains over 40 building types and over 70 different goods with branching production chains to build up settlements. All goods transports, production processes, and discoveries of the population are presented through beautiful animations and can be followed from start to finish, making *Pioneers of Pagonia* accessible for all age groups.

Players can now experience conflicts in the previously peaceful world of Pagonia. Not only will disguised thieves and bandit raids on transports make life difficult for pioneers, but spectral manifestations and creatures of the night are up to mischief in Pagonia, turning good-natured Pagonians into werewolves and bringing construction to a complete standstill. Each of the four enemy types available in the Early Access build can be countered with different strategies and units. Additional enemies and units will be added during the Early Access period.

Pioneers will encounter neutral factions on the Pagonian islands that need help, each with specific goals to complete in order to win a map. In return for the player's aid, the villages of these factions provide support with helpful trade offers and even gifts. It's also possible to merge and take over all buildings, inhabitants, and goods if the faction's trust has been won completely.

The Envision Entertainment team paid particular attention to the map generator. All settings can be changed in detail, from the size of the island to the prevailing landscape, the number and difficulty of the enemies, and the tasks to be completed. From relaxed, peaceful pioneering to extreme challenges, every level of difficulty is possible and can be set individually at the start of each new map. Thanks to the procedurally generated maps, countless variations and hundreds of hours of fun are possible. If a player likes a particular island, they can share it with the community using the unique map ID.

Further game content is planned at regular intervals throughout the Early Access period. Three major updates will arrive over the next few months, including a shared co-op mode, extended production statistics, underground mining, and the fishing hut, one of the most requested buildings from the community.



"We have been working towards this day for around two years! The whole team is eagerly awaiting feedback from the community on the Early Access release, as enormous progress has been made since the public demo in October," says Volker Wertich, Creative Director at Envision Entertainment. "Early Access is an important milestone for our project, but also the start of a new journey. We are already working on further game content and improvements and still have many ideas and plans. Therefore, we have deliberately not set a date for the final release yet, as we want to work with our community to develop the exact game they want."

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](#), 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*. On December 13, 2023, the new IP *Pioneers on Pagonia* launched into Early Access on Steam, a final release date is yet to be announced. <https://www.envision-entertainment.de/>

Media contact:

BXDXO GmbH

Freyja Melhorn

frejja.melhorn@bxdxo.com

+49 176 2332 5717

www.bxdxo.com