

DONE
CURRENT VERSION

- | | | |
|-----------------------|------------------|------------------------------------|
| INDUSTRY | LOGISTICS | TOWNS & STATE |
| • 5 land gatherers | • Trucks | • Global market |
| • 3 coastal gatherers | • Trains | |
| • 3 farms | • Train terminal | WORLD |
| • 7 factories | | • Maps with 512 ² tiles |
| | | • Coasts |



DONE
INITIAL VERSION ADDITIONS

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|--------------------------|--------------------------|
| TOWNS & STATE | PLAYER EXPERIENCE |
| • Unified economy | • New tutorial panel |
| • Town shops | |
| • Town offices | WORLD |
| • Wholesalers | • Map creation settings |
| • Player to state trade | |

ALPHA 2 - AUGUST 15TH
WORLD FACEWASH

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|-------------------------------------|-----------------------------|
| INDUSTRY | WORLD |
| • New coastal gatherer mechanics | • Traffic |
| | • Rivers |
| LOGISTICS | • New terrain visuals |
| • Tunnels | |
| • Bridges | PLAYER EXPERIENCE |
| | • Updated save/load system |
| GUI | • Updated transportation AI |
| • Improved interface screen scaling | • Recipe book |



ALPHA 3 - OCTOBER 16TH
EFFECTIVE & EFFICIENT

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|--------------------|--------------------------|
| LOGISTICS | TOWNS & STATE |
| • Various roads | • Town to town trade |
| • Train signalling | • Town to state trade |
| • Truck depot | |
| • Warehouses | WORLD |
| | • Rivers |

ALPHA 4 - NOVEMBER 30TH
NEW PLAYER EXPERIENCE

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|-------------------------|---------------------------------------|
| TOWN & STATE | PLAYER EXPERIENCE |
| • Reputation | • Specialisation (progress & unlocks) |
| • Borders | |
| LOGISTICS | WORLD |
| • Boats | • Town models |
| | • New global shader |



ALPHA 5 STEAM EARLY ACCESS - JANUARY 25TH
MAKING THE DEAL

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|------------------|---------------------------|
| LOGISTICS | TOWN & STATE |
| • Zeppelins | • Personalities & types |
| | • Contracts and scenarios |
| WORLD | • Events |
| • Traffic | • Real shifting economy |

ALPHA 6 - MARCH 1ST
THE WORLD IS MY PLAYGROUND

- WORLD**
- Islands
 - Terraforming
 - Map creation settings



ALPHA 7 - APRIL 5TH
INDUSTRIAL PROWESS

- INDUSTRY**
- Industrial parks
- PLAYER EXPERIENCE**
- Full tutorial

ALPHA 8 - MAY 10TH
SOMETHING STINKS

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|----------------------------------|--------------------------|
| TOWNS & STATE | PLAYER EXPERIENCE |
| • Pollution events | • Modding + workshop |
| | • Localisation |
| WORLD | |
| • Pollution (Air, Ground, Water) | |



ALPHA 9 - JUNE 14TH
DEEPER DOWN THE RABBIT HOLE

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|--------------------------|-----------------------|
| TOWNS & STATE | WORLD |
| • New events | • New terrain visuals |
| | • Biomes |
| | • 4k maps |

ALPHA 10 - JULY 19TH
BIGGER, FASTER, BETTER, STRONGER

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|-----------------|-----------------------------------|
| INDUSTRY | PLAYER EXPERIENCE |
| • New factories | • Camera effects (SSAO, DoF, etc) |
| • New gatherers | |
| • New recipes | WORLD |
| | • New resources |

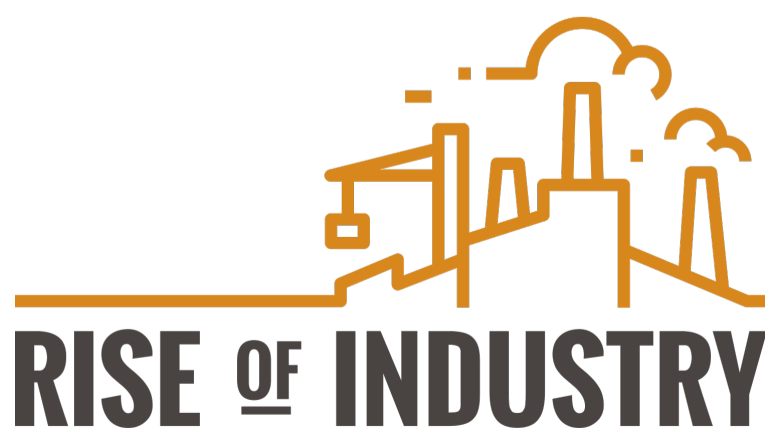


ALPHA 11 FULL STEAM RELEASE - AUGUST 23RD
LET THE GAMES BEGIN

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|-----------------|--------------------------|
| INDUSTRY | EVERYTHING |
| • New factories | • Polish & balancing |
| • New factories | |
| • New recipes | PLAYER EXPERIENCE |
| | • Campaign |
| | • Managers |

POST RELEASE OVERFLOW

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|----------------------|--------------------------|
| INDUSTRY | LOGISTICS |
| • Prospecting | • Waste disposal |
| • Building modules | |
| • Building upgrades | PLAYER EXPERIENCE |
| • Efficiency | • Managers |
| • Waste generation | |
| • Product quality | TOWNS |
| | • Trends |
| WORLD | MULTIPLAYER |
| • Temperature system | • Global market trade |
| • NPCs | • Host/guest system |
| • Seasons | |
| • Day/night cycle | |



RISE OF INDUSTRY