

FARLANE DEVELOPMENT UPDATE: THE SHIP IS BECOMING THE GAME

Siscia Games shares new screenshots and launches a new website as development of its single-player sci-fi adventure moves toward a fully connected ship, crew and frontier experience.

Zagreb, Croatia, September 2026, Independent Croatian developer **Siscia Games** today shared a new development update for **FARLANE**, its upcoming single-player sci-fi adventure, alongside a new set of in-game screenshots and a newly redesigned official website.

When FARLANE was first revealed, Siscia Games described its central idea simply: **your ship is more than a vehicle. It is your workplace, your home and the center of your journey.**

Over the past months, development has increasingly focused on turning that idea into a connected playable experience.

LIFE ABOARD THE NOMAD

At the center of FARLANE is the **Nomad-class Frontier Runner**, a roughly 50-meter ship operated by the player and a small crew.

Players can leave the pilot's seat and move through the ship, from the bridge and central living space to engineering, the cargo bay and private quarters. These spaces are not intended simply as scenery. Ship systems, mission preparation, cargo management and interaction with the crew all take place aboard the Nomad.

The player shares the ship with three crew members, each with their own role aboard the vessel. Together, the four-person crew gives the Nomad something FARLANE considers essential: the feeling of a small working ship rather than an empty spacecraft built around a cockpit.

FROM CONTRACT TO PAYDAY

Another major development milestone has been connecting previously separate gameplay systems into FARLANE's core freelance loop.

Players can discover and accept work through the **Freelancer Network**, leave the ship's interior, fly to their objective and complete contracts across the frontier.

Those jobs can lead to combat, cargo delivery, mining, salvage, escort work, repairs, rescue operations and other activities. Equipment such as the ship's scanner and grapples provides tools for interacting with objects and recovering material in space, while combat systems include multiple weapon types, missiles and ship-mounted turrets.

Rather than defining the player through a single career, FARLANE is being designed around life as an independent frontier captain taking whatever work keeps the ship flying.

BUILDING THE FRONTIER

The world surrounding the Nomad is also beginning to take shape.

Stations act as rare centers of civilization, surrounded by local traffic including traders, guards, miners, mechanics and scavengers. Beyond them lie asteroid fields, derelicts, anomalies and increasingly remote regions where established infrastructure begins to disappear.

Travel between distant systems revolves around the ancient **farlane network**.

Beacon-supported routes provide the established paths through space, while **Free Jump** travel allows captains to venture beyond those routes, trading safety and predictability for greater freedom and risk.

As players move farther from established space, stations become scarcer, law weaker and the frontier increasingly uncertain.

BUILT WITH BLUE WHALE ENGINE

FARLANE is being developed using **Blue Whale Engine**, Siscia Games' proprietary game technology.

The engine and its development tools are evolving alongside the project, supporting the relationship between spaceflight and the walkable ship interior, as well as FARLANE's combat, world simulation, rendering and custom content pipelines.

For Siscia Games, owning the underlying technology makes it possible to build the engine around the needs of FARLANE rather than designing the game around the limitations of a general-purpose solution.

A NEW HOME FOR FARLANE

Alongside today's development update, Siscia Games has launched a redesigned website providing a new home for FARLANE, *Pompeii: The Legacy* and the studio's development history.

The FARLANE section introduces the game, its world and the Nomad, and provides access to the reveal trailer, screenshots and Steam page.

A dedicated press kit with updated game information, logos, screenshots and media assets is also being prepared for press and content creators.

WHAT COMES NEXT

The systems now coming together represent the foundation on which the next stage of FARLANE's development will be built.

Siscia Games is currently preparing a **new FARLANE video featuring new gameplay footage**, offering a closer look at the Nomad, its crew and life on the frontier.

More will be revealed in the coming weeks.

ABOUT FARLANE

FARLANE is a single-player sci-fi adventure about life as the captain of a small frontier ship and its crew.

Players command a Nomad-class Frontier Runner on the edge of known space, taking freelance contracts, exploring distant systems, fighting outlaws, hauling cargo, mining asteroids, salvaging wrecks and investigating the mysteries hidden beyond established routes.

The ship is more than a vehicle: it is the player's workplace, home and the center of long-term progression.

FARLANE is currently in development for Windows PC.

LINKS

Steam:

<https://store.steampowered.com/app/4738820/Farlane/>

Website:

<https://www.sisciagames.com/>

Reveal Trailer:

https://youtu.be/x_gkFtcFwlk

YouTube:

<https://www.youtube.com/@sisciagames>

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