

Hi,

After six months in Early Access, *Pompeii: The Legacy* is preparing for its full release on April 9.

For a solo developer, this marks the end of an intense development phase — but not the end of the journey.

“It’s hard to believe how quickly these six months passed. But reaching full release doesn’t mean development stops. This is my first solo project under Siscia Games, and I plan to continue improving and supporting it for a long time.”

The full campaign is now complete, offering over 20 hours of gameplay, where players rebuild Pompeii across generations while managing economy, trade, politics, and the lives of citizens.

Key Improvements During Early Access

- Full campaign completion
 - Panoramic camera
 - New dynamic events and disasters (snow, storms, volcanic ash)
 - Expanded fire system
 - City festivals and arena games
 - Trade improvements
 - Aqueduct rework
 - Building relocation
 - Manual/auto worker assignment
 - City walls and basic military presence
 - New buildings and production chains
 - Research and bonus systems expansion
 - Improved UI (building preview, army panel)
 - More domestic animals and ambient sounds
 - Major engine and performance optimizations
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Alongside gameplay systems, the game also received significant visual and atmospheric upgrades, including weather effects, ambient sounds, and more detailed city life. The game is also fully translated into 13 languages, a significant undertaking for a solo-developed project of this scale.

What Comes Next

Post-release updates are already planned, including:

- Combat mechanic
 - Modding support (Steam Workshop)
 - Controller support
 - Steam Deck optimization
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Trailer

https://youtu.be/hygrn3WYA_c?si=rX_xsUoJowlK0T2k

Steam

https://store.steampowered.com/app/2632240/Pompeii_The_Legacy/

Also available on GOG, Epic Games Store, Gamesplanet, GMG, Fanatical.

Links

Release PR PDF Version:

https://www.sisciagames.com/presskit/PompeiiTheLegacy_ReleasePR.pdf

Localization Kit:

https://www.sisciagames.com/press_kit.html

Thank you for your time!

Best regards,

Zeljko

Siscia Games (solo dev)