**Frozen Way is rebranding its farming automation game as *Farmbotic*, Unveils New Trailer at Tokyo Game Show.**

**Frozen Way, a Krakow-based development studio, is proud to announce that our upcoming farming life simulator has been renamed and will now be known as *Farmbotic*.**

**September 29th, Krakow, Poland.**

**The new name highlights the game’s central idea of combining the charm of classic farming with the possibilities offered by automation and robotics. In the game, players are aided by a fleet of customizable and indispensable robotic assistants called Farmbots. It reflects both the cozy atmosphere of growing crops and the sense of progress that comes from building a futuristic, technology-driven farm.**

Gameplay Trailer: <https://www.youtube.com/watch?v=7yu1Hn0N7TM>

Steam Page: [https://store.steampowered.com/app/2573060/](https://store.steampowered.com/app/2573060/Farmatic/)

Playstation 5: <https://store.playstation.com/concept/10010703>

Xbox Series X: <https://www.xbox.com/games/store/farmatic/9MTS4L0NG48X>

Discord: <https://discord.gg/frozenwayofficial>

The playable demo at the Tokyo Game Show has given players a hands-on experience with the core mechanics, allowing them to command their first Farmbots and get a taste of the revolutionary farming gameplay that awaits.

**About *Farmbotic***

*Farmbotic* is a farming life simulator that combines cozy farming, light automation, crafting, and combat elements. Set in a retro-futuristic world inspired by the 1970s and 1990s, the game allows players to create and expand their own farm using advanced technology to make everyday farm work more efficient and enjoyable. Whether playing alone or in co-op, players will gradually transform their farm while uncovering new mechanics, completing story-driven quests, and navigating both the charm and the strangeness of village life.

At its core, *Farmbotic* offers players the tools to run their own farm – from planting and harvesting crops to raising animals and using light automation to support everyday tasks. As players progress, they can expand their farm with bots and simple machines that make work easier without replacing the cozy pace of farm life.

Far beneath the peaceful fields lies a dangerous and irradiated zone – the underground mines, home to Rhemidium, a mysterious and highly unstable radioactive metal. As players descend deeper, they must face mutated subterranean lifeforms and survive increasing levels of radiation. Without a protective suit, exposure can quickly take its toll, making every expedition a strategic challenge. Yet the reward is worth it – Rhemidium is key to unlocking some of the game’s most advanced features.

Once prepared by the town’s chemist, Remidium-based soil allows players to grow mutated crops – unique plants with specific, well-defined effects. Each type offers a different utility: some may be processed into uncommon tools or functional upgrades, such as fiery chili plants turned into ammunition with fire damage properties. Others may also be required to complete certain quests, adding a narrative touch to their otherwise practical role on the farm.

*Farmbotic* also features a small-town community full of memorable characters, quests, and interactions. From the eccentric local scientist to the friendly shopkeepers, the town offers many opportunities to get involved in village life and learn more about its curious world. Helping others isn’t just rewarding – it also unlocks new tools, resources, and gameplay features.

One of the standout features of *Farmbotic* is its cooperative gameplay. Up to four players can join forces thanks to full crossplay support across PC, PlayStation 5, and Xbox Series S|X. Friends can divide tasks, explore the mines together, and build a shared farm in their own style – no matter the platform.

Farmbotic focuses on calm, satisfying progression, blending traditional farming with light automation and exploration. It reimagines rural life through a retro-futuristic lens – in a setting that feels both familiar and refreshingly different.

*Farmbotic* is being developer by Frozen Way and will launch on PC, PlayStation 5 and Xbox Series X|S in 2026.

The press kit for the game is available here: <https://pr-outreach.com/en/game/farmbotic,118>.

For any questions about the game please get in touch with Agnieszka Szóstak at [agnieszka.szostak@pr-outreach.com](mailto:agnieszka.szostak@pr-outreach.com) or call +48 881 951 601.

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**About Frozen Way**

Frozen Way is a game development studio and publisher based in Krakow, Poland. You may know them from co-creating *House Flipper* along with its *Pets* DLC, *Farm* DLC, *Dine Out* DLC, as well as developing and releasing *House Flipper* VR. They have also co-released *Builder Simulator, Chornobyl Liquidators* and *Campus Life.* Currently, the team is working on *Honeycomb: The World Beyond, Farmbotic* and *House Flipper Remastered Collection.*

Frozen Way is a group of passionate and friendly developers who see game development as both a lifestyle and philosophy. There’s nothing more rewarding for them than seeing their creations bring joy to the community. After all, we're all nerds at heart, aren't we? <https://frozenwaygames.com/>