Train Yard Builder is now available! Delve into the fascinating world of model railroading!

**Trailer:** [**https://www.youtube.com/watch?v=N5QKsOIFl88**](https://www.youtube.com/watch?v=N5QKsOIFl88)

Developers from the Krakow-based studios Frozen Way and Game Formatic are pleased to announce that their latest game, *Train Yard Builder*, is now available for all PC gamers! This title creatively combines elements of simulation and city-building games, providing many hours of engaging and diverse gameplay. Step into the role of a railway modeler – design layouts and dioramas, paint individual components, and choose train models to suit your preferences.

*Train Yard Builder* is available for PC gamers at the price of 19.99$ from 6:00 PM CEST.

**For more information about *Train Yard Builder*, please visit the following page:** <https://store.steampowered.com/app/1674900/Train_Yard_Builder/>

**GameFormatic Official Discord server**: [https://*discord*.gg/j4ySVzdCYQ](https://discord.gg/j4ySVzdCYQ)

**Frozen Way S.A. Official Discord server:** <https://discord.gg/frozenwayofficial>

**About *Train Yard Builder***

*Train Yard Builder* takes players on a fascinating journey into the world of model railroading. **It combines features of simulation games and city builders, offering players the chance to create realistic mock-ups and dioramas that replicate objects related to the world of railway transport. The game also includes resource management and spatial planning.** The action takes place in the protagonist's grandfather's house, where there are multiple workbenches and a variety of locomotive and wagon models to assemble and paint. A storyline has been developed to offer players interesting quests and satisfaction from achieving their goals.

The game developers were determined to provide players with ample opportunities to express their creativity. As a result, **players will be able to create and customize a variety of objects from a railway world.** First, they will be able to design their own mock-ups and smaller dioramas, which will involve constructing unique railway infrastructure by placing appropriate buildings and rail lines, modifying the terrain and vegetation, and painting elements. In addition, players will be tasked with selecting locomotive and wagon models, painting them, and positioning on the created mock-ups. By using a special controller, they can manage the setting of rail turntables and the behaviors of trains, allowing them to test the functionality of their created mock-ups.

It's worth noting that **all locomotive and wagon models available in the game will be inspired by real-world examples and will come from various eras and geographical regions.** Players will have access to both passenger and freight wagons. The game's creators have also placed a strong emphasis on social aspects – players interested in this option will be able to freely share the results of their work and inspirations with others.

**The developers have ensured that the gameplay provides relaxation and hours of entertainment not only to experienced modelers but to anyone interested in exploring the fascinating world of railways and modeling.** The game is suitable for all ages and offers attractions to everyone who is eager to delve into the magic of creating mini-cities. It aims to promote railway heritage and encourages players to develop passions related to modeling. This is particularly important for individuals who cannot pursue this hobby in real life due to various reasons. Moreover, both the theme of *Train Yard Builder* and its gameplay have the potential to **evoke** **a sense of delightful nostalgia for the days of childhood, when one could indulge in carefree passions and find joy in interacting with model kits.**

**Narrative / Story**

**The story mode available in *Train Yard Builder* will offer players a range of variety tasks that will make gameplay interesting and engaging.** Those just beginning their adventure in the world of model railroading will have the opportunity to go through a tutorial course, which will allow them to familiarize themselves with the basic mechanics available in the game.

In *Train Yard Builder*, players will control a character who is the grandchild of an experienced model railroading enthusiast. He will inherit a house that has been adapted for developing modeling passion. By completing further tasks, players will unlock new rooms in the house, thereby gaining access to previously unavailable models and mechanics.

**The quests available in the game can be categorized into three types – smaller story tasks, larger story quests associated with preparing specific models for museum exhibits, and random assignments.**

In the smaller tasks, players will engage in activities such as modifying the protagonist's grandfather's mock-ups by removing unnecessary elements and adding missing ones or conducting test runs of trains on existing mock-ups.

The main, extensive story-related tasks will ultimately lead to the creation of large mock-ups and their exhibition at the Model Railroading Museum. To achieve this, players will need to properly prepare the elements placed on the mock-ups. In order to earn additional points and rewards, they should follow specific exhibition guidelines. Activities related to these tasks will include painting models of locomotives, wagons, and terrain features such as rivers, as well as completing missing elements of a given mock-up. An interesting option will be the possibility of using previously created smaller dioramas as components of a larger project. Furthermore, players will be able to discover the fascinating quest of crafting a museum mock-up that captures the rich history of railway development.

The random assignments will be the second type of major story-related tasks. The developers wanted to make gameplay varied and interesting, so players will receive these in between the main story quests. These tasks will involve painting models in a specific way, creating small dioramas according to certain guidelines, and using a special machine to clean models.

***Train Yard Builder* comes with an exciting set of features:**

* **The ability to create professional mock-ups** – utilize workbenches of different dimensions and terrain configurations to craft unique projects.
* **The ability to create dioramas** – use dioramas as home decorations or integral parts of larger projects.
* **The opportunity to display mock-ups and dioramas in the Museum** – earn rewards and see how your projects look as museum exhibits.
* **Extensive customization options** – unleash your creativity by freely changing the colors of individual model elements, mock-ups, and dioramas.

**About Frozen Way**

Frozen Way is a game development studio and publisher from Cracow, Poland. You may know them from co-creating *House Flipper* with its *Pets DLC* and *Farm DLC*, as well as creating and releasing *House Flipper VR*, co-releasing *Builder Simulator* on Steam, and co-developing *Chornobyl Liquidators*. Currently, they are developing *Honeycomb: The World Beyond* and *House Flipper – Dine Out DLC*, focusing on the PC market and next-generation consoles. They are a group of friendly people with a passion for video games. Gamedev is their lifestyle and philosophy, so there's nothing better than seeing their creations bring a lot of joy to the community. In the end, we're all nerds, aren't we?

**About GameFormatic**

We are a Polish game developer and publisher. With passion, we create innovative and engaging experiences for our gaming community. As a company, we thrive on the dynamic intersection of commitment, expertise and the relentless pursuit of excellence, making us a driving force in the ever-evolving landscape of interactive entertainment.