*Honeycomb: The World Beyond* arrives in November – See it enhanced with NVIDIA tech at Gamescom.

**Release Date Reveal Trailer:**

[*https://youtu.be/XUyuqJ8PA3I?si=gVaJRFn0QjW\_MCX4*](https://youtu.be/XUyuqJ8PA3I?si=gVaJRFn0QjW_MCX4)

**Tech Trailer:**

[*https://www.youtube.com/watch?v=03g1\_q5f3JA*](https://www.youtube.com/watch?v=03g1_q5f3JA)

The developers from Frozen Way Studio, based in Cracow, Poland, have announced **the official release date** of *Honeycomb: The World Beyond*. **The game will launch on November 6th, 2025**, bringing players into the unique and diverse ecosystem of Sota7. Alongside this announcement, the studio has revealed **a new technology partnership with NVIDIA**, integrating advanced features such as **NVIDIA RTXDI, NVIDIA DLSS 4 with Ray Reconstruction, Multi Frame Generation and Reflex** to deliver a visually stunning and immersive experience. At Gamescom 2025, visitors can play a **brand-new demo**, test **NVIDIA technology in action** at a **dedicated technology stand**, and meet the team at the Indie Arena Booth.

**For more information about *Honeycomb: The World Beyond*, please visit the following page:

Steam:** <https://store.steampowered.com/app/1510440/Honeycomb_The_World_Beyond/>

**PlayStation Store:** <https://store.playstation.com/concept/10009286>

**Frozen Way Official Discord server:** https://discord.gg/frozenwayofficial

**About *Honeycomb: The World Beyond***

Have you ever wondered what it would feel like to find yourself on an uninhabited, mysterious planet as a pioneer? Carry the weight of a mission that could save the world on your shoulders? Or perhaps you’ve always been fascinated by bioengineering and where its development might take mankind in the future? *Honeycomb: The World Beyond* sets out to offer its players a unique opportunity to experience all of that and more! Prepare for a journey of scientific exploration and survival on a planet that can be both incredibly friendly, awe-inspiring and slightly hostile.

Explore the world of Sota7 and uncover its secrets. Prepare yourself to be moved by its diversity. From calm forests and vibrant jungles to vast fields spreading at the foot of a mysterious volcano, prepare for a trek that will leave a lasting impression. Carve out a home for yourself and use that safe space to further your research. Play your part in saving the Earth’s ecosystem thanks to innovative bioengineering mechanics and see the vibrant world of an alien planet with your own eyes.

**Bioengineering – meet fascinating life forms and create new ones**

Gathering information about an ecosystem is a crucial part of a bioengineer’s work. You need to treat the life forms of Sota7 with caution and respect – after all, they’re all a part of a larger whole. Analyze samples and procure resources carefully in order to find familiar patterns and understand this world. This will help you to create new fascinating life forms that will be able to easily fit in with those that inhabit it already – and who knows, maybe one of these species holds the key to solving the problems that plague the ecosystem back on Earth? **Use innovative in-game mechanics such as allogamy and grafting** **to create hybrids that could change the world.** Unleash your inner scientist and become a master of the art of crossbreeding.

**Base building – expand your base of operations**

A true explorer needs a safe haven to rest and contemplate if they want to succeed. One of the player’s many important tasks in *Honeycomb: The World Beyond* is to **plan and build your perfect modular base – not only for shelter, but also a place of experiments, reporting progress and rest**. Discover our artists’ vision of the future, inspired by natural shapes found in Art Nouveau. The modular design of the base isn’t just a visual feature, but also a strategic advantage that allows you to adapt to your changing needs as an explorer and a scientist. Add an extra room or a corridor whenever you want, matching the direction of the expansion to the surrounding area.

Nestled within your base lies a sanctuary of profound significance: the laboratory. Here you can grow as a scientist and bioengineer. **Gather resources and create varied laboratory devices to experiment with samples collected during the exploration of the world**. The laboratory is not just a place for discovering new life forms – it’s also a space where you grow and nurture plants. Cultivate them to make previously empty rooms alive with fresh greenery, and yield a satisfying harvest – a reward that springs from your commitment, which increases your chances of survival.

***Honeycomb: The World Beyond* comes with an exciting set of features:**

* **Explore the unknown** – each corner of Sota7 offers diverse biomes with different plants and animals for you to discover. Explorer, let curiosity guide your steps! Encounter the kaleidoscope of life forms, learn about them, and apply that knowledge to further research.
* **Awaken your inner bioengineer** – in *Honeycomb: The World Beyond* you are both observer and creator. Find and experiment with new fauna and flora species to unlock their potential.
* **Witness the synergy of nature and science** – crossbreed various plants or animals using bioengineering mechanics such as grafting and allogamy.
* **Build your perfect base** – to survive and conduct experiments, you need to build your base first. Gather materials and set up your own sanctuary – an oasis in a foreign world. If you’re not a keen builder, utilize the planning mode, which will do the job for you!
* **Arrange the laboratory** – the heart of your base is a lab, where you can experiment with collected samples.
* **Find the hidden riches** – remember that Sota7 is a unique yet challenging place. You should always be on the lookout for better resources.
* **Survive at any cost** – face the upcoming challenges with courage and try to survive in an unfamiliar world of Sota7.

**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*, *Farm DLC and Dine Out DLC*, as well as creating and releasing *House Flipper VR*, co-releasing *Builder Simulator* and *Hairdresser Simulator* on Steam, and co-developing *Chornobyl Liquidators*. Currently, they are developing *Honeycomb: The World Beyond*, *Farmatic, House Flipper Remastered Collection* and *Campus Life*, 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?