***Pathless Woods* – a sandbox game inspired by Byron's poem – launches on PC in Q4 this year! Play the first hands-on demo at PAX East!**

**Visit Hall B, booth 15080 at PAX East in Boston for the first hands-on preview of *Pathless Woods* – a beautiful sandbox game inspired by the poem *There is* *Pleasure in the Pathless Woods* by Lord Byron.**

**FOR IMMEDIATE RELEASE – April 21st, Warsaw, Poland.**

**Dive into this cute sandbox game where you get to explore a colorful world, construct your homestead from scratch, farm your own organic food, freely roam a magical land while discovering its secrets, and, most of all, relax and escape from reality for a little while to discover that:**

***There is a pleasure in the pathless woods,***

***There is a rapture on the lonely shore,***

***There is society where none intrudes,* (…)**

Watch the *Pathless Woods* gameplay trailer [HERE](https://www.youtube.com/watch?v=lFSN-E7qq7A).

Visit PAX East in Boston and stop by Hall B, booth 15080 to try the game for the very first time. And if you can't make it to the event, add the game to your Steam wishlist (<https://store.steampowered.com/app/1726130/Pathless_Woods/>) so you can catch the demo when it's made available in the future.

**ABOUT *PATHLESS WOODS***

*Pathless Woods* is a labor of love, literally speaking, as it began with two Chinese developers from Guangdong meeting to work on it, falling in love with each other, and ending up a couple. They invite you on an adventure where you stumble upon a sealed land by a twist of fate. While everything appears refreshing and bright, something mysterious lurks about. This place, shrouded in an unknown fog, is called the *Pathless Woods.*

Embrace the challenges of various biomes, dangerous beasts, and the evil Jaer cultists who pose a threat to everyone. Explore the world and find a way to survive while fending off danger by working with the surroundings, utilizing resources, and building networks with locals. Want to build a dream home and settle down? Or maybe unlock the ancient seal to finally free yourself? Anything and everything is possible in this poetic world.

***PATHLESS WOODS* – MAIN FEATURES**

* **Build, farm, and develop!**

Have a unique building experience that features mortise-and-tenon joints. Grow your own paddy fields to grow rice. Pour your heart and soul into the seeds until bountiful harvest sprouts from the ground. Maintain the paddy by controlling water irrigation, fertilizers, and temperature. Have fun and celebrate a happy harvest.

* **Chop it down and mine it out!**

In this world, your future is in your hands. So gather resources by logging and mining to craft tools. Buckle up and immerse yourself in surviving the wild. Feed yourself and keep an eye on your hydration, body temperature, and sanity while dealing with threats – harsh weather, poison, beasts, enemies, and more.

* **Explore, discover, and be surprised!**

Each time you start, a brave new world awaits! Don't miss the stunning views and friendly NPCs while seeking the truth about the ruins. Perhaps there's a surprise waiting for you.

* **Rally allies and stay strong**

Stronger together! United, you shall stand! Rally your allies and friends to fight the terrible Jaer cultists. They'll share your burdens as well as the joys of the harvest!

*Pathless Woods* is being developed by Aniya Games Studio and will come to PC in Q4 2022. More information about the game can be found on [Steam](https://store.steampowered.com/app/1726130/Pathless_Woods/), [Twitter](https://twitter.com/pathlesswoods1), [Facebook](https://www.facebook.com/Pathless-Woods-105290458813076/), [YouTube](https://www.youtube.com/channel/UClU-L2hjI2LUG-yEVzzWpvw), and [Discord](https://discord.com/invite/q6htdT4UQm).

The first hands-on demo for the game is available at PAX East in Boston in Hall B, booth 15080 between April 21st and April 24th.

The press kit for the game is available at: [https://pr-outreach.com/en/game/pathless-woods,35](https://pr-outreach.com/en/game/pathless-woods%2C35).

For any questions about *Pathless Woods* please get in touch with Agnieszka Szóstak at agnieszka.szostak@pr-outreach.com or call +48 881 951 601.

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**About Aniya Games Studio**

Aniya Games Studio is a team of two from Guangdong, China (they started out working solo and ended up a couple). Out of their love for games, the developers have developed *Pathless Woods*, inspired by Byron's poem. There is a pleasure in the pathless woods, to embrace nature with its endless spring of inspiration; to express with abandon in the face of nature. They hope that every player can experience nature and the joys of survival in this mini world!