

Fact sheet

Title: Colonerra: Age of Exploration
Genre: Historical 4X Turn-Based Strategy
Developer: The Game Tzar
Publisher: The Game Tzar, TBA
Engine: Unity
Platforms: Windows (Steam)
Players: Single Player
Release: TBA
Website: colonerra.com

Timeline:
2024: Project start (hobby)
2025: Colonization feature parity
2026: New UX/UI
2026 Steam Page
TBD:
2027: Demo version
2027: Early Access

Contact:

Reddit
<https://www.reddit.com/r/TheGameTzar/>
<https://www.reddit.com/r/Colonerra/>

Youtube
<https://www.youtube.com/@thegametzar>

X
<https://x.com/thegametzar>

Press Contact
Mihailo Stojanovic
Founder & Lead Developer
thegametzar@gmail.com



An origin story

I've always loved grand strategy and 4X games. I'm old enough that my favorite game growing up was Sid Meier's Civilization. Yes—the very first one.

I was completely mesmerized by it. I'd spend hours building civilizations and planning my next move, while my brothers, cousins, and friends would rather play racing games or action adventures with constant fighting. I guess I was the odd one who enjoyed taking my time and thinking several turns ahead.

A few years later, I discovered Sid Meier's Colonization, and it quickly became my new favorite game. I loved its historical setting, the economy, and trade. I enjoyed those aspects far more than combat.

And then there was the exploration. Watching your ships sail into the unknown, uncovering a new continent one tile at a time, never knowing what you'd discover next, hoping that the next tile will reveal a bonus resource while you wait for your next turn. Combined with the game's slower pace, it created an experience I've never really found anywhere else.

And this is why I was so disappointed that no new modern game ever captured that same magic feeling for me. I kept returning to Colonization over and over again. Most modern games have shifted toward faster gameplay, heavier combat, or fantasy settings. That's when the idea for Colonerra started to form.

I guess I was just waiting for the right moment in my life. I'm a developer with almost 20 years of experience, most recently in the streaming industry. Along the way, I met incredibly talented designers and developers, and eventually, I had enough experience, the right connections, and the confidence to start this project for real.

At first, it was just a hobby. I worked on it quietly, learning what worked and what didn't. Eventually, my little hobby project reached feature parity with Colonization. That's when I realised this was just the beginning.

The ideas really started flowing. What if the king felt more alive? What if you could explore longer? What if diplomacy were more realistic? What if you could blockade a rival colony? **The more I built, the more convinced I became that this could become the modern successor I'd been hoping someone else would make for years.**

Turns out all I needed was a few friends, some time... and an unreasonable amount of coffee.

Mihailo Stojanovic
Founder, The Game Tzar

About the Game

Discover, Build, Trade, Rule

Colonerra is a historical turn-based 4X strategy game set during the Age of Exploration. As a colonial viceroy serving your King, you'll explore unknown lands, establish thriving colonies, build trade networks, negotiate with native tribes, and ultimately declare independence.

What makes Colonerra different?

- ✓ A living King who shapes every campaign
- ✓ Mission-based gameplay instead of direct unit control
- ✓ 25 historical leaders per nation
- ✓ A dynamic economy driven by trade
- ✓ Meaningful diplomacy with native tribes
- ✓ Forge a nation and declare independence

Dealing with the King

In this game, you are, unlike in many of its counterparts, indeed not a god but a mere mortal tasked with governing the New World colonies as a viceroy - in the name of his majesty the King. This dynamic alone creates the tensions throughout the game, leading to a variety of difficult choices and decisions. Each colonial power has unique strengths and weaknesses and a unique king with their own distinct traits and agendas, so choose your country of origin carefully.

Leaders/Founding Fathers

Furthermore, unlike other games of this genre, you do not command any units as such; rather, you commission missions of all sorts to do your bidding. Just like the King, you delegate the job to other distinguished people. In this game, every country has a total of 25 leaders for you to command, all historical figures: 5 of each type: exploration, trade, diplomacy, military, and religion. These leaders can grow and improve as they complete missions successfully, and they can be upgraded all the way to Founding Father status and assigned to a Continental Congress, further improving your capabilities as a viceroy.

Exploration

The New World itself has many secrets, as you will discover when you explore the world. From distinctive native tribes over fertile land ready for settlement to potential outposts, natural wonders, and special challenges along the way, you will discover a rich tapestry of unique challenges to overcome, hopefully keeping you busy exploring throughout the game, not just in the early stages.

Native Tribes

Each of the tribes you meet is unique, with different strategies and playstyles as well as sets of quests they can task you with, but dealing with none of them will be easy, as they will show little understanding of you expanding into their lands and disrupting their lifestyles. You will choose how to deal with each one. Should you opt for peaceful coexistence and cooperation, or will you resort to sheer violence?

Colony building

Colonies are not easy to build, and it gets harder with time. You might be forced to build a specialised yet unprotected outpost upon which your nearby industry will be based. Trading gets tougher as well with time, so be ready to upscale your economy, grow your colonies from resource-gathering outposts to centers of industry.

Trade

You will have plenty of options to trade in this game; in fact, that is one of the key features. You can use King's ships, which come with heavy taxation, passing ships from different countries and companies, or you can barter with native tribes. If King's taxation is too much, passing ships are bothersome, and natives are no longer keen on you, you can always try your luck on a smuggling mission or two. Just keep away from those pesky pirates!

Pirates

Oh yes, there will be pirates. A whole age of pirates, you might say. In fact, you might take up piracy yourself if it so pleases you, or fight them as they intercept trade routes, raid your coastal colonies, and establish outposts of their own.

War

Well, this one is different as well, as you can not declare war on anyone; after all, you are just a viceroy. Wars are exclusively declared by Kings in this game, so being always ready for war, but never over-relying on your military power, will be a thin needle to thread. And beware! King can not only start and stop wars but also give away your colonies if the war in Europe is going badly, and he does not trust you anymore. But don't worry, this almost never happens. I think.

Nation building

As you go on, you slowly realise that being a Viceroy is not a mere job; in fact, with every social policy you choose, with every colony, industry or trade route, you are not only playing your part, but you are effectively seeding a bright new start for a future nation. And that, my friend, is your ultimate goal - not to kill all your enemies, destroy everything in sight, and have a toast to all the people you slaughtered - no. Your goal is to declare independence from the king and forge a new nation in the New World! A United States of your own choosing.

In Conclusion

This is only the beginning. Colonerra is built on the idea that historical strategy can be deeper, slower, and more immersive without sacrificing accessibility. We hope you'll join us on that journey.

About the Developer

The Game Tzar is a small independent development team from Serbia, focused on crafting deep and immersive strategy experiences inspired by the Age of Exploration, nation building, and the human stories behind empire and discovery. Founded in 2025, the team is made up primarily of former colleagues from the streaming software industry who share a passion for historical strategy games.

The team:

Mihailo Stojanovic
Founder
Lead Developer

Nenad Vasic
Co-Founder
Lead Designer & Art Director

Jovana Ilic
Lead Artist

Igor Talic
Developer

Stevan Stojanovic
Developer
Quality Assurance

Maksim Jovanovic
Copywriter