

Solo developer launches naval sandbox demo featuring physics-driven ship design

The Steam demo introduces modular shipbuilding mechanics and physics-based sailing across combat and racing modes.

MADRID, SPAIN, February 19, 2026 /EINPresswire.com/ -- The Steam demo for Leonardo's Island is now available. The release features a naval sandbox centered on performance-driven ship construction and tactical sailing systems.

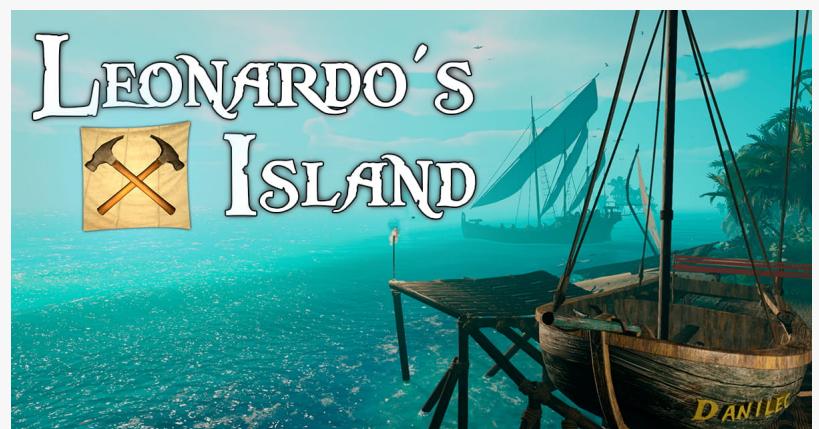
Leonardo's Island emphasizes engineering trade-offs that directly influence performance at sea. Rather than offering pre-built vessels, the game allows ships to be assembled from interchangeable components, with each element affecting maneuverability, speed, combat capability, and survivability.

Hull width impacts turning radius and structural capacity. Sail types operate with different wind-efficiency angles. Cannons vary in firing arc, reload time, and weight. Ammunition weight influences penetration capability during naval engagements.

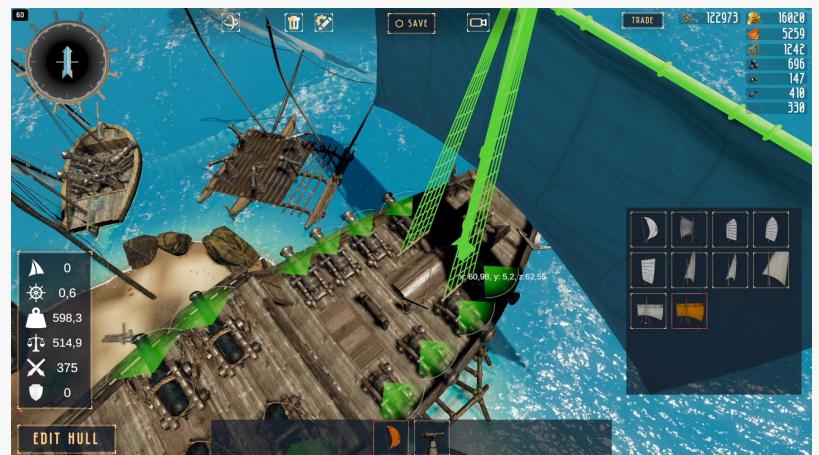
Ship configuration plays a central role in both racing and combat scenarios. Increased weight can reduce acceleration, while lighter builds may sacrifice durability. Structural damage mechanics include hull integrity systems, where repeated impacts may result in flooding and sinking.

The current Steam demo includes:

- Three light hull types



Leonardo's Island official game logo.



Shipbuilding interface in Leonardo's Island.

- Four sail types with distinct wind-efficiency profiles
- Two cannon types
- Two ammunition types: cannonballs and chain shots

Available Game Modes:

- Battle mode – Tactical naval combat
- Regatta mode – Competitive sailing races
- Around the island mode – Open sandbox testing environment
- Steam friends mode – Online multiplayer functionality

The demo also introduces a progression system that allows components and upgrades to be unlocked through gameplay.

The first full release is planned to expand content with:

- Ten sail types
- Five cannon types
- Additional hull variants
- Expanded ammunition options

Development Background

Leonardo's Island is being developed independently by a solo creator. The demo release represents a development milestone and is intended to gather player feedback prior to the full launch.

[Steam page](#)

[Press kit](#) (trailer, screenshots, logo)

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Explosion during a naval battle in Leonardo's Island.

This press release can be viewed online at: <https://www.einpresswire.com/article/893506649>

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