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“The Tribe Must Survive”: An Unforgiving Strategy Survival Game Set in a Lovecraftian Stone Age will Launch in Early Access on Steam®



Today marks a significant milestone for developer Walking Tree Games GmbH and publisher Starbreeze Entertainment as they announce the Early Access launch of "The Tribe Must Survive” on Steam. Prepare for the start of an immersive journey as the game makes its debut on February 22nd. Combining the strategic depth of tribe building with the thrill of survival and rogue-like elements, this Lovecraftian stone age adventure is set to challenge gamers worldwide.

In "The Tribe Must Survive," players are transported to a mystical Stone Age world where survival is not only a test of skill but a journey into the unknown. Developer Walking Tree Games GmbH and publisher Starbreeze Entertainment have meticulously crafted an

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experience that seamlessly blends strategy, survival, and the eerie allure of Lovecraftian horror. The game will be launched in Early Access on Steam® on February 22nd, retailing for $19.99, and is available to be wishlisted today!

Why Early Access?

The Tribe Must Survive will spend its first three months in early access, and this time will be used to fine-tune the game balance as well as act on community feedback received during that period. This will lead to the best possible version of the game in Q2, along with some additional planned content.

The Importance of Community**:**

Starbreeze "build community by making games" - and for The Tribe Must Survive this is a key driver of the Early Access period. Building a strong community will serve as a superpower for content creation, game direction, creating the right atmosphere, and building a tribe around the game to support the full release.

Early Access is more than just a phase for "The Tribe Must Survive". The aim is to foster a collaborative partnership between players and the developers at Walking Tree Games that continues beyond the full release. With the valuable feedback from the community on gameplay mechanics and balance, as well as other improvements, this will contribute to the best possible version of the game for its final release - which is the top priority!

The Tribe Must Survive
There's no single way to survive, and each tribe will have different advantages and troubles for the player to solve driven by the tribe members' behaviors. The game is made to be a challenge, though each failure only serves to bring you closer to the next success.

For more information, please visit the website or join the community on Discord, X, and Tiktok.

Presskit can be found here.

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About Walking Tree Games
Walking Tree Games GmbH is a German independent development studio, founded by Simon Mittrücker and Georg Meyer who previously worked together in the game industry. The studio was officially founded in 2021 and immediately kicked off work on their first game; "The Tribe Must Survive". For more information, please visit www.thetribemustsurvive.com.

About Starbreeze' Third-Party Publishing
Your ideas. Our expertise. We empower and amplify the creativity of game developers by providing them with the support and resources to bring their visions to a global audience. Starbreeze offers turnkey publishing services, including; game development funding, release management, marketing, creative development of video and imagery, CRM, community management, data management & analytics as well as quality assurance, and more.

About Starbreeze
Starbreeze is an independent developer, creator, publisher and distributor of PC and console targeting the global market, with studios in Stockholm, Barcelona, Paris and London. Housing the smash hit IP PAYDAY, Starbreeze develops games based on proprietary and third-party rights, both in-house and in partnership with external game developers. Starbreeze shares are listed on Nasdaq Stockholm. For more information, please visit www.starbreeze.com.

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