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The Tribe Must Survive is leaving Early Access – launching 1.0 full release on May 23rd



Developer Walking Tree Games and publisher Starbreeze Entertainment are excited to announce the launch of the 1.0 full release of The Tribe Must Survive – a Lovecraftian Stone Age Strategy Survival game – on May 23rd, 2024. After an engaging Early Access phase, the development team has focused on enhancing the game's challenging mechanics and balance as well as incorporating player feedback.

The 1.0 release will bring major new features to this unique base-builder such as improved meta-progression, gameplay depth, new content and improving the first-time player experience which will significantly enhance replayability. The full release will also include fixes, balancing and UI improvements reflecting community feedback.

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"Having Early Access for "The Tribe Must Survive" turned out to be a great decision. The generous player feedback has allowed us to improve lots of things about the game, from squashing bugs and UX changes all the way to new gameplay mechanics and entirely new features. It's been an exciting journey and we're super grateful to have such a supportive community. We hope they will have tons of fun with the 1.0 Launch." says Simon Mittrücker, Co-Founder and Game Director of Walking Tree Games

Immerse yourself in a dark Lovecraftian Stone Age world, where the survival of your tribe hinges on your strategic decision making. "The Tribe Must Survive" combines elements of strategy, survival, base building, and roguelike gameplay. Whether you're a seasoned strategy survival enthusiast or into atmospheric survival games, "The Tribe Must Survive" will offer an exciting experience. The 1.0 version of "The Tribe Must Survive" is expanding language support to include Simplified Chinese and Japanese at release. It will be launched on Steam® on May 23rd, retailing for $24,99.

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

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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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