PostCollapse Press Kit Information

**(Oktober 2016)**

Game Title: PostCollapse

Developer: Ambiera ( [http://www.ambiera.com](http://www.ambiera.com/) )

Website: [http://wwww.postcollapse-game.com](http://wwww.postcollapse-game.com/)

Target Platform: PC

Target Sales Channels: Direct from developer, Steam

Release year: Early access October 2016, Final release TBA

Genre: Simulation/Survival/Open World

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**Short Description:**

A survival simulation game set after the collapse of civilization. Gather items from the ruins, construct tools, grow your own food, go fishing and hunting.

**Background:**

The game is based in the world of the german book 'Die Wiederentdeckung der Erde' (author of the book is also lead developer of the game). A big resource war has destroyed civilization, and the only people remaining survived for years in their underground bunkers. Now it is time to leave the bunker and try to survive in the outside world. But the environment has changed: There are only a few left overs from civilization, and the war has changed even the climate: There is only summer and winter remaining, and both last only for a few weeks. During summer, you must gather as many resources to bug in and survive winter. Make yourself a head quarter and survive by collecting, hunting, fishing and farming.

**Features:**

The world has a size of about 120 square kilometers (or 75 square miles), procedurally generated.

In the game, you can:

* Gather items from the ruins
* Construct items
* Hunt animals
* Go fishing
* Create a farm and grow your own food
* Create yourself a headquarter
* Bug in to survive every winter

**About Ambiera:**

Ambiera is an independent software and game development company based in Austria. Best known for its game development tech like the CopperCube game engine, Ambiera also creates games itself from time to time.