

**ALMOST 28 YEARS LATER:  
CIPSOFT ANNOUNCES PERSIST ONLINE, AN MMORPG WITH ZOMBIES**

*True MMORPG with Action-Packed Combat System // Announce Trailer and Steam Page Launched // Early Access Planned*

**Regensburg/Germany, June 3, 2024** | The genre pioneers from CipSoft, who published one of the first massively multiplayer online role-playing games ever with Tibia, present their first MMORPG for PC since 1997: Persist Online.

Instead of casting spells on orcs, players in Persist Online must resist zombies using fire-arms and melee weapons. At its core, Persist Online is a true old-school MMORPG: hundreds of players together on one server with the greatest possible freedom. In the struggle for survival in the post-apocalyptic open world, every additional ally might be an advantage, but on the way back to the safety of the bunker, every player encounter will leave you fearing for your loot.

The trailer, released today, offers a first glimpse of the setting and the gameplay, which is unique for an MMORPG: <https://youtu.be/sxzgFyMbVgo>

*“The true appeal of an MMORPG lies in the diverse interaction possibilities between players and the unpredictable stories that emerge from them. The decades in which we have been running Tibia have repeatedly shown this,”* says lead product manager Benjamin Zuckerer. *“Persist Online started as a hobby project and is the brainchild of two long-time CipSoft employees. We simply began developing the game we wanted to play ourselves. Now the core team consists of 14 people and has access to all departments and the entire know-how of the company.”*

Persist Online will be released for Windows, macOS, and Linux via Steam and can now be added to your wishlist. A release date has not yet been set. Persist Online will initially be playable as Early Access. *“A good multiplayer game can only be developed together with the community. That’s why we will be organising play tests repeatedly, even before Early Access,”* says Zuckerer. And perhaps the first stories that only a true MMORPG can bring forth will already be written there.

All essential information about the game can be found at [www.persist.online](http://www.persist.online). If you don’t want to miss any updates or opportunities to participate in playtests, you can join the official Discord and subscribe to the newsletter.

**ABOUT CIPSOFT**

CipSoft GmbH was founded in June 2001 in Regensburg, emerging from the success of Tibia. The PC game went online in January 1997, making it one of the first MMORPGs ever. With TibiaME, a mobile adaptation inspired by Tibia, CipSoft released one of the first online role-playing games for mobile phones in 2003. As one of the oldest German game developers, the independent company now generates an annual turnover of over 20 million euros and employs 100 staff members. In 2022, CipSoft was awarded “Studio of the Year” at the German Computer Game Awards. The international research and consulting institute Great Place to Work once again recognised the company multiple times in 2023, including as one of the best employers in Bavaria.