Taking the Pulse of the Undead:
The Zombie MMORPG Persist Online Invites for Testing

Easy registration via email // CipSoft reveals testing strategy for the coming months // All core mechanics now implemented in the game

Regensburg/Germany, February 25, 2025 | Persist Online, the new MMORPG from the makers of Tibia, has reached a new development milestone: All core game mechanics are now implemented into the game and can be tested over the coming months. A simple registration via email at www.persist.online is all it takes to get a chance to participate in closed playtests. CipSoft will continually extend these to collect as much feedback as possible.

In a new blog article on Persist Online's website, the 14-member development team behind the game shares deeper insights into the overall testing strategy leading up to the planned Early Access release. In addition to the upcoming closed playtests – which are time-limited and generally focus on specific aspects – there is also a group of community members that has been playing continuously since the start of development.

With the Safehouse, the most important feature to make progress in Persist Online is now in place. Players can use various rooms to craft weapons, upgrade equipment, prepare buff food and even train skills while being offline. Moreover, not only can player characters be improved in the Safehouse, but the rooms themselves can also be upgraded.

And with good reason, too, because another core mechanic has been implemented in the open world: a ring system now divides the post-apocalyptic world into concentric zones around the starting area. The further you venture outward, the more dangerous (and rewarding) exploration becomes, with every building accessible, every floor climbable, and every room searchable.

Further details regarding the testing strategy and development can be found in Persist Online's blog.

Testing Strategy:
https://www.persist.online/blogwp/our-testing-strategy
Safehouse:
https://www.persist.online/blogwp/the-new-safehouse-crafting-and-improving-items
Ring System:
https://www.persist.online/blogwp/shaping-the-open-world-the-ring-system

About Persist Online
Persist Online is the new game from the genre pioneers of CipSoft, who published Tibia, one of the very first MMORPGs ever, as early as 1997. Instead of casting spells on orcs, players must fend off zombies using firearms and melee weapons. Still, at its core, Persist Online is an old-school MMORPG, with hundreds of players sharing the same server and enjoying the greatest possible freedom. The game is the brainchild of two long-time CipSoft employees and started out as a hobby project. Currently, a 14-member core team with the mentality of an indie studio is working toward an Early Access release on Steam.