

**PROGRESS ON PERSIST ONLINE:
NEXT PLAYTEST WITH IMPROVED PROGRESSION**

Key mechanics reworked for upcoming zombie MMORPG // Next playtest begins in just a few days // Easy sign-up with an email address

Regensburg/Germany, June 25, 2026 | Development of Persist Online, the new old-school MMORPG from the creators of Tibia, continues to make strong progress. Based on community feedback, numerous mechanics have been reworked, with a particular focus on improving character progression. The next closed playtest is expected to begin during the week of June 29, giving selected players the opportunity to try out the MMORPG's many deeply interconnected systems. Signing up with an email address at www.persist.online is all it takes for a chance to take part.

“Our main goal is to make character progression more intuitive, consistent, and ultimately more rewarding, while giving players greater control over how they develop their characters and gear,” the developers explain on the Persist Online website. The nearly 20-person team behind the game has detailed the latest changes in three blog posts:

- Progression Overhaul (Part 1): item level requirements, skill unlocks, and Safehouse changes
- Progression Overhaul (Part 2): Elite enemies, spawn mechanics, and new consumables
- Faction Quests: mission types, requirements, and rewards

Crafting and upgrading items in the Safehouse (whose interface and user experience are also set to be reworked later this year) is now faster and less expensive. Elite enemies encountered in the game's open world, however, have become more dangerous. They can now spawn not only as mutated variants, but also with various elemental effects, allowing them to create pools of acid or deal fire damage. In addition, players can accept new daily quests at the strongholds of the MMORPG's various NPC factions, adding variety and rewards to life in the harsh post-apocalyptic world.

Persist Online is currently in pre-alpha and can be wishlisted on Steam. A date for the planned Early Access release has not yet been announced. Players can follow the development of the game, which has been shaped by community feedback from the very beginning, directly on Discord.

Artwork, screenshots, and logos are available for download in the press section of the CipSoft website.