

Real time strategy idea pushed to another level: Innovative genre blend in Survive It: Frozen

Small indie game brings a new game concept to market, promising strategic decisions and fast multiplayer gameplay

Switzerland, May 26th, 2024 – The newly released Survive It: Frozen is a gift to fans of survival and strategy games. Independently developed by a young developer as a spare time project, it delivers new ideas and competitive gameplay as a possible concept for the future of strategy games.

Immerse yourself in exciting 1 vs 1 multiplayer games with changing, ice-cold weather. Collect resources such as food and wood to keep your survivors alive while constructing a tunnel to reach the centrally positioned chopper and escape this hostile world. The game takes place on a hand-designed winter map offering a lot of details and strategic options.

Four interesting, cartoonish survivors with different abilities and stats can be chosen at the start of each game. Hundreds of different strategies are waiting to be explored, as you should adapt your game plan based on your selected character combination and your opponent's strategy.

“Expect fast games with strategic depth: If you find an optimized build order with your favorite survivors, go and see if this is your path to success in order to mastering the game against your opponent's strategy”. *Comment from the dev*

The only way to prevent your opponent from reaching the same goal as you - the chopper - is indirectly: deploy some of the available threats such as blizzards or virus spreading. As dead characters remain dead throughout the game, your multitasking and reaction skills will be severely challenged in this game!

For more information about the game, please visit the official website www.likodevelopment.com/survive-it or the project on Steam.

Download Survive It: Frozen now for free [on Steam](#). To support the development of this unique and new game idea and to get the full Survive It: Frozen experience, the [Additional Characters Pack](#) can be bought. This DLC adds 4 more unique survivors to the existing 4 in the base game and allows the soldier, the farmer, the doctor and the businesswoman to be selected. The DLC is available for around 5 USD.

About the developer

Liko Development is the label of Linus Kohler – a young developer and UX engineer from Switzerland. Survive It: Frozen was entirely developed by him and the support of bought Unity Assets in around 850 hours. Always enthusiastic about innovative concepts and with his love to create new worlds in computer games, Survive It: Frozen is his first official release on Steam, targeting a larger group of players. As an independent developer, he wants to bring new ideas to the game market, whereas established publishers won't do.

More media and contact

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[Collection of screenshots](#), [Guide on How to play the game](#), [Impressions on YouTube](#)

