

## The Withering | Survival Horror RPG Strategy

The post-apocalyptic survival genre has been very popular for quite some time now. Both INDIE and major development companies have taken part in creating many different games with this theme, and while it might seem like we have seen it all, us here at CM Softworks Inc. being fans of the genre, find that it is simply not true.

No doubt, there are a lot of great games out there that had us all spend hours and hours playing. However, very few of them were successful in delivering the experience as the creators intended. And some of them were intentionally driven off course by the developers. As fans of the genre, we all came together and decided to work on **The Withering** and deliver the much desired gameplay and design to the community by thinking out of the box, bringing new fun game elements into the mix and perfecting the old ones. This ideology along with the decision to heavily involve the community in the development process, became a foundation on which **The Withering** was built.

### About the game

An open world to explore with changing scenery will take players through wild forests, vast planes, rural environments and ruined cities. A randomly generated events and encounters will make each gameplay a unique experience as players will scavenge for resources, meet other survivors or just explore a hostile world.

Adrenaline pumping firefight combat encounters with bandits will keep players dodging bullets and ducking behind cover with our advanced AI system. Objective based missions will put players into a challenging face to face gameplay mode in various environments, where players will have to fight against waves of enemies and bosses for unique loot and rewards.

Advanced RPG style character customization with skill trees and perks allows players to adjust their characters for their favorite type of gameplay. A large variety of weapons ranging from close combat melee weapons to long range sniper rifles.

One of the strongest and unique features in the game is that it combines two different gameplay types into a seamless experience. When players are not scavenging and fighting bandits and infected, they will be taking control of their survivor's camp. This is where all the new and different gameplay and features are kicking in as players will manage their survivors, resources and build up their camp to defend it against the zombie raids and bandits. A deep crafting system helps players make weapons and armor to equip their characters and produce necessary components to build up their camp and upgrade it. Research new technologies and tricks to better adapt your camp and population to the new hostile world. Discover other survivor camps, trade resources and receive special missions.

The Multiplayer game mode is the aspect where the game truly stands out from others in the genre. In both PvE and PvP gameplay elements, bringing an innovative approach to the mix.

## History

CM Softworks' first title, *The Withering*, was submitted on Steam Green Light on April 2015 and was Green Lit by the community in only 12 days! A remarkable achievement! This was followed shortly thereafter with the Early Access release of the game in December of 2015.

Ever since the Early Access release we at CM Softworks Inc. are creating the world of *The Withering* alongside our community. The game's innovative design concept is getting rave reviews by the community of nearly 10,000 early access players who actively play it and provide excellent feedback and ideas on what features they would like to see next.

Our road map includes adding multi language localization support, multiplayer game mode, Mac OS and Linux platform support. So far over 25,000 people have expressed their interest in *The Withering* with nearly 10,000 copies sold and 15,000 on the wish list, waiting for the full release.