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# Maximum Entertainment Reveals Smalland: Survive the Wilds Will Leave Early Access and Launch on Consoles December 7

Stockholm, Sweden – (September 22, 2023) – Maximum Entertainment AB (Nasdaq: MAXENT B) today announced a December 7th launch date of openworld multiplayer survival game 'Smalland: Survive the Wilds'. Leaving Early Access and releasing on PC, Xbox Series X, and PS5, the game will arrive with new content, alongside a roadmap of future updates bringing fresh and exciting new content to players. The game's third major content update arrives in October for Early Access PC players, adding a new biome and new creatures, and more is planned in the lead up to 1.0 this December and beyond.

Watch today's release date trailer here: https://www.youtube.com/watch? v=JoboGBGHmj4

Developed and published in-house, '*Smalland: Survive the Wilds*' launched via Steam and Epic in March of this year, hitting a peak of over 52k daily players in launch week and garnering over 1.9 million Twitch watch hours to date. Now, for the first time, console players will be able to explore the rich and immersive world of the Smallfolk, a tiny race of people striving to conquer the towering overland left behind by the giants.

"The growth of Smalland has been anything but small, and the game continues to expand its feature set and acquire new players," said Christina Seelye, CEO of Maximum Entertainment. "It's been incredible to see the community's response to the game, and we are thrilled to open up the massive world of Smalland to players across consoles."

Traverse lake-sized puddles and mountainous trees, battling, taming, and riding monstrous creatures from grasshoppers to geckos in a bid to survive and thrive in a harsh and wild world. New content will continue to be added to the PC game right up to launch, with the same content available in the console editions.

For more information about Maximum Entertainment, its publishing labels and studios, visit **maximument.com**.



# About Maximum Entertainment

Maximum Entertainment is a global entertainment company dedicated to creating high quality experiences spanning the entire value chain of video games, including development, publishing, transmedia, sales and operations. Maximum Entertainment provides collaborative resources to its partners, through in-house publishing labels Maximum Games, Modus, Merge Games and Just For Games, as well as its development division, Modus Studios. With more than 300 titles in its catalog, Maximum Entertainment has partnered with best-in-class creators and franchises around the world to deliver magic to the gamer in everyone. Maximum Entertainment has offices around the world and employs more than 200 professionals. Visit Maximum Entertainment at www. maximument.com.

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#### **Certified Adviser**

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# **Image Attachments**

#### Smalland Key Art 1080

## Attachments

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