

Robert Krakoff's Indie Award Winner Hits Steam This Summer.

By Al Banda
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Rome, Italy - For the protagonist in IndieGala's newly released Steam game, a summer joyride through a would-be paradise quickly transforms into a nightmare as she is kidnapped and buried alive. With [Die Young](#) as its title, the tides seem to be against the player in this novel First-Person, Survival-Parkour adventure that took [Robert Krakoff's Indie Award at Gamerome](#).

Throughout *Die Young*'s open alpha, the mystery of its island's setting has racked up [hundreds of thousands of views from gameplay videos](#), but as of today that mystery can finally be unraveled. *Die Young* is currently available in Early Access on Steam with the [survival trail and pricing](#) outlined.

Fans of the game are excited about its fresh approach to the genre. *Die Young*'s core mechanics focus more on puzzle-solving and tactical evasion with parkour -- as opposed to heavy combat. It's also story-rich with stacks of lore to discover and promises a transformative journey.

"Our aim is to deliver a deep, riveting story that pushes players to constantly think critically," says Riccardo Rosapepe, *Die Young*'s game director. "We believe the best way to provide a memorable experience is with a little overdose of adrenaline."

Die Young will be breaking sweats this summer at 10% off its \$14.99 launch price and dozens of hours of immersive gameplay!

Press Kit

- [Die Young](#)
- [Official Website](#)

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