

Example PR Newsletter 02.

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(This is a emailed newsletter proof written for subscribed players for a U.S. based online video game)

Survive The Isle – Server Update 06/02/2025

Hello Survivors — your island awaits. Today we rolled out a new server update that brings significant improvements under the hood and ensures a smoother experience for everyone jumping back in. After a careful data migration, the servers have been refreshed and are now online; if you haven't already, a quick game client restart should apply the changes and get you back into action without hiccups.

The update also focuses on stabilization and polishing: AI spawn behaviors in the world have been refined to reduce erratic behavior and improve consistency. Movement and physics issues — especially around interactions — have been addressed, helping make both hunting and general navigation feel more stable and natural. In addition, server admins have enhanced configuration tools, offering more control over spawn rates, species availability, and overall gameplay tuning, giving communities more flexibility in shaping their experience.

For players who roam the island as carnivores — this means more predictable hunts. For herbivores and newer survivors — a steadier game world with fewer bugs and improved fairness. Server owners and community hosts should appreciate the new admin options for customizing the island's rules and balancing the experience to suit their group.

As always, please double-check server settings if you host your own — updated config options may affect diet, migration, or spawn behaviors. And if you're joining someone else's server, make sure it's been updated to avoid unexpected imbalances.

If you experience any issues please join and discuss on our Trello forum here.

See you on the Isle.

[www.survivetheisle.com](http://www.survivetheisle.com)