

## Example PR Newsletter 03

Dated: 07/11/2025

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

### Survive The Isle — Game improvements

Hello Survivors — your island awaits. Today we rolled out a fresh update for The Isle. If you launch your game and it doesn't update immediately, restart your Steam client.

This new build [add build number] brings a number of important changes: interactions with foliage now produce proper sounds in proportion to size and speed, combat hit detection for the Stegosaurus has been improved so its swings no longer trigger at odd hit-locations, and fixed issues with AI spawning and culling should reduce erratic behavior. Meanwhile, audio adjustments ensure weather effects like rain and thunder stay within acceptable volume limits.

For server administrators: stability modifiers and crowd-control mechanics have been ironed out — players should no longer bypass knockdown immunity or stamina drain in unexpected ways. Pouncing mechanics have also been refined so stamina now drains correctly, and other tweaks address attack scaling, stamina/stamina drain on certain moves, and various animation & AI-synchronization.

Overall — smoother combat, more stable AI, better immersion. Jump in, explore the terrain, and see how these tweaks feel.

Thanks for surviving with us — and keep an eye out for more updates coming soon.

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)