

ARDEM

Press Kit

17th October 2025

Fact Sheet

- **Developer:** Tective Games
 - **Based in:** Germany
 - **Platforms:** PC (Steam), consoles for full launch
 - **Steam:** <https://store.steampowered.com/app/2179480/Ardem/>
 - **Discord:** discord.gg/ardem
 - **Website:** <https://playardem.com>
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Description

Ardem is an immersive open-world survival game set in the aftermath of the RHAB-14 pandemic, a viral catastrophe that wiped out civilization and turned much of humanity into the infected. Created by a team of passionate indie developers at Tective Games, Ardem draws inspiration from iconic titles like Rust, DayZ, and Project Zomboid. The studio was founded by former modders from the DayZ and The Elder Scrolls communities, united by their dedication to deep systemic gameplay and authentic worldbuilding.

Players must survive in a hostile, handcrafted open world, scavenging resources, building shelters, and engaging in both tense PvP encounters and cooperative PvE survival. With over three years of development and powered by Unreal Engine 5, *Ardem* delivers a hardcore, atmospheric survival experience where every choice matters.

Features

- **Powered by Unreal Engine 5:** Cutting-edge technology provides breathtaking visuals and a deeply immersive world. By leveraging the latest Unreal Engine advancements, *Ardem* pushes the limits of visual fidelity and player experience.
 - **Creative Base Customization:** Build, fortify, and electrify your base for defensive and operational advantage, adding realism and strategic depth to every encounter. Players can furnish their bases with hundreds of decorative and functional objects to create truly personalized and practical shelters.
 - **Systemic World Design:** Experience a living, reactive world that responds to player actions. Repair bridges, restore power, secure zones, or alter the environment in ways that have both visual and technical impact. Every action leaves a mark on the world, shaping how it evolves over time.
 - **Rich, Handcrafted Environments:** Explore a vast, atmospheric world filled with meticulously crafted landscapes, hidden locations, and valuable resources that reward exploration and discovery. The world of *Ardem* features hundreds of unique points of interest, many of which tell their own stories through the remnants of a fallen civilization.
 - **Play Your Way:** Experience *Ardem* in solo, co-op, or large-scale multiplayer sessions with up to 64 players. Engage in PvP, team-based PvE, or survival-driven gameplay, with plans for future roleplay servers that will expand player freedom and choice.
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Screenshots



(Hold Shift + Right Click To Save Image or see folders below)

Images

📷 Screenshots 📷 GIFs

Logos & Icons

📁 Logo 📁 KeyArt

History

After three years of dedicated development, Tective Games is proud to announce the new visual style of Ardem. Based in Germany, the indie studio is composed of passionate developers and former modders from the DayZ and The Elder Scrolls communities, united by a shared vision of creating an authentic and atmospheric survival experience.

With Ardem, the team aims to capture both the peril and beauty of a world devastated by the RHAB-14 virus, where civilization has collapsed and survival depends on ingenuity and resilience. Their commitment to immersion is reflected in the game's intricate systems, handcrafted environments, and relentless attention to detail, offering players a deeply engaging and visually striking world to explore.

Videos

<https://www.youtube.com/watch?v=3XPtuFylUok>

About Tective Games

Tective Games is an independent game studio based in Germany, founded by a team of passionate developers and former modders from the DayZ and The Elder Scrolls communities. The studio's mission is to create immersive, challenging, and player-driven experiences built on systemic design and believable worlds. With Ardem, Tective Games aims to deliver a deeply atmospheric and dynamic survival experience that captures the tension, freedom, and beauty of open-world exploration.

Team

Phillip Albrecht - Creative Director

Simon Suckut - Technical Director

Alexander Seiling - Lead Level Designer

Michel Ott - Level Designer

Timothy Vida - Unreal Engine Specialist

Ruslan Keyser - Social Media Marketer

Contact

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