

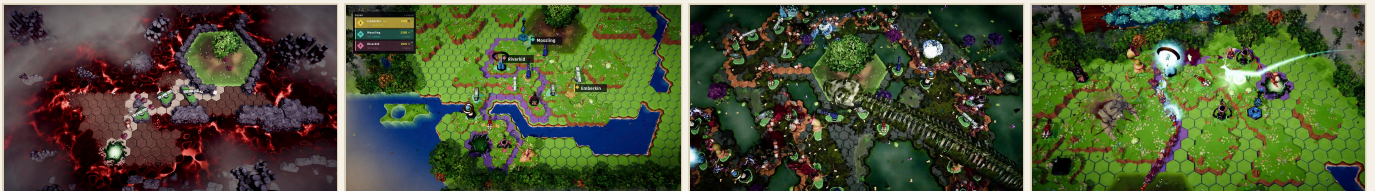


## AUSTRIAN STUDIO BRINGS WORLD TREE DEFENDER TO GAMESCOM ASIA X THAILAND GAME SHOW

*The tower defense where you build the road, playable at the Austrian pavilion in Bangkok, 29 October to 1 November*

**VIENNA, 21 OCTOBER 2026.** ISC-Avalanche, a small game studio from Vienna led by Lukas Plazovnik, will show World Tree Defender at gamescom asia x Thailand Game Show in Bangkok from 29 October to 1 November 2026. Visitors and press can play the current build at the Austrian pavilion, booth 3, in the B2B area.

World Tree Defender is a mazing tower defense in which players build the road. Every tower is a tetromino-style piece made of several hexagons: rotate it, drop it on the grid, and the enemy swarm has to walk around it. Players wind the path into a labyrinth that bends in real time, defending the World Tree, a young seedling with a big legacy and even bigger nerves, across three biomes: the volcanic Cinderheart, the forest Verdant Veil and the swamp Miremau.



### Key features

- Hex tower pieces that reshape the enemy path live. There is no fixed lane.
- Towers that transform: Sniper, Flamethrower, Spark Pylon, Gravity Well, Earthshatter and more
- Online co-op on one shared maze, with pooled credits and stackable waves
- A corruption ladder that teaches enemies new skills, plus a level editor with Steam Workshop

"Tower defense usually hands you the path and asks where to put the guns. I wanted the opposite: the path is the puzzle, and every tower you place rewrites it. Bangkok is the first time Southeast Asian players get their hands on it, and I can't wait to see what mazes they build."

Lukas Plazovnik, founder of ISC-Avalanche

World Tree Defender is planned for release on Steam for Windows PC in Q2 2027 and can be wishlisted now. The game is localised into ten languages, including Simplified Chinese, Japanese and Korean.

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### NOTES TO EDITORS

|             |                                                                                             |
|-------------|---------------------------------------------------------------------------------------------|
| Title       | World Tree Defender                                                                         |
| Genre       | Tower defense / strategy                                                                    |
| Platform    | PC (Windows), Steam                                                                         |
| Modes       | Single-player, online co-op                                                                 |
| Developer   | ISC-Avalanche (Vienna, Austria), self-published                                             |
| Release     | Q2 2027                                                                                     |
| At the show | Austrian pavilion, booth 3, B2B area                                                        |
| Press kit   | <a href="https://world-tree-defender.at/press">world-tree-defender.at/press</a>             |
| Steam       | <a href="https://store.steampowered.com/app/3870720">store.steampowered.com/app/3870720</a> |

### ABOUT ISC-AVALANCHE

ISC-Avalanche is a small independent game studio in Vienna, Austria, founded in 2024 by Lukas Plazovnik. World Tree Defender is its first title, built in Unity 6 with a small group of freelance artists and audio specialists.

### PRESS CONTACT

Lukas Plazovnik, [catalyze@isc-avalanche.at](mailto:catalyze@isc-avalanche.at)  
[world-tree-defender.at](https://world-tree-defender.at) · [discord.gg/UFYfQ6ZmEs](https://discord.gg/UFYfQ6ZmEs)