

Press Release — Launch

Template for the May 14, 2026 launch announcement. Confirm embargo and dateline before sending.

Embargo: "For immediate release"

Saarbrücken, Germany, May 14, 2026 — Saarbrücken-based indie studio Cluby Games today launches **The Clubies**, a party platformer with a built-in level editor, on Steam for Windows and SteamOS. Up to four players guide cute cube characters through chaotic disco hazards — locally in split-screen, online via Remote Play Together, or solo against the global leaderboards. A Nintendo Switch version follows on August 10, 2026 for Switch and Switch 2.

Trailer

Launch trailer (YouTube): <https://www.youtube.com/watch?v=L8MXZdASa00>

Launch trailer (MP4 download): https://clubies.club/files/Clubies_Trailer_EN.mp4

What is The Clubies?

The Clubies combines physics-based platforming with a friendly level editor. Every level tells a small story: three cubes trying to reach the dancefloor — and a gauntlet of blades, floating platforms and glittering discoballs in their way. Players can design their own levels, share them with the community, and chase global best times on online leaderboards. Easy to learn, hard to master — fun for families, speedrunners and couch co-op nights alike.

Launch highlights

- Fully localized in 11 languages (UI, audio, subtitles).
- Local co-op up to 4 players, Remote Play Together, split-screen.
- Level editor with like/dislike system — over **50 community levels** at launch.
- Per-level online leaderboards including community content.
- Fully Steam-Deck compatible.
- Multiple awards (Game Award Saar 2022, 2023, 2025; Indie Game Fest 2022).

Quotes

Andreas Hanuja, Founder & Lead Developer: "More than 5,000 hours of work have gone into this passion project. We are proud to finally share The Clubies with the world."

Marc Ruble, Developer & Switch porting: "The cross-platform community features in particular — leaderboards and the level editor — were a serious piece of work. To us, those features are exactly what makes this game special, and a lot of friends have already become part of the community because of them."

Dennis Gudea, 3D Artist: "We learned an enormous amount on this project, and we still took the time to build everything to a level we're truly happy with. I hope the result speaks for itself."

Availability

Platforms	Steam (Windows 10/11, SteamOS / Linux), Nintendo Switch, Nintendo Switch 2, fully Steam-Deck compatible
Price	Steam: €7.79 / \$7.99 · Nintendo Switch: €9.99
Release (Steam)	May 14, 2026

Release (Nintendo Switch)

August 10, 2026 (Switch + Switch 2)

Steam page

https://store.steampowered.com/app/2538170/The_Clubies/

About Cluby Games

Cluby Games is a three-person indie studio based in Saarbrücken, Germany, founded in 2022 by Andreas Hanuja, Marc Ruble and Dennis Gudea, three friends who met during media-informatics studies. Their debut title **The Clubies** has since been recognized with Game Awards Saar in 2022, 2023 and 2025, plus the Young Talent prize at Indie Game Fest 2022.

Press contact

E-mail: info@clubies.de

Press kit: https://clubies.club/files/Pressekit_Clubies.zip

Steam keys on request via info@clubies.de.