

Embargo: Thursday, May 14, 2026, 09:00 AM CEST

Strategy is no longer about what you build – but what you lose when a connection breaks

ALIEN TRIBE 3 LAUNCHES ON MAY 14 FOR IPHONE AND IPAD

Landshut/Vilsbiburg, May 7, 2026 – Most 4X strategy games reward expansion. Alien Tribe 3 rewards resilience. Launching on May 14, 2026 for iPhone and iPad, the real-time 4X strategy game from Bavarian indie developers Stefan Haßlbauer and Stefan Ritter introduces a gameplay system that challenges familiar strategy instincts.

At the core of the game is an interconnected energy network: every building, defensive structure, and production chain depends on the same fragile grid. Enemy factions such as the Maloc do not simply attack the nearest target – they deliberately seek out weak points. A single severed node can cripple entire regions. The question is no longer “Where should I expand next?” but “What happens if this connection breaks?”

“We wanted a 4X game where size is a risk, not just an advantage,” says Stefan Ritter. “The larger your empire becomes, the more vulnerable it is. It changes how you build, how you defend, and how you think.”

Alien Tribe 3 combines real-time 4X strategy with RTS and tower defense elements. Players explore multiple star systems, colonize planets, mine asteroids, research technologies, and command fleets in real time. The game is fully playable on both iPhone and iPad, with an interface designed to adapt to smaller screens without sacrificing strategic depth.

Background

Alien Tribe 3 is the sequel to Alien Tribe 2, whose direct predecessor was released over 13 years ago and reached the top 10 in the Apple App Store in over 25 countries. The concept for the new edition was funded by the FilmFernsehFonds Bayern (FFF Bayern) in 2017, but the version of Alien Tribe 3 releasing on May 14 goes significantly further than the 2017 concept.

Behind the game are Stefan Haßlbauer and Stefan Ritter, two independent developers from Bavaria with three decades of experience in software and game development and a remarkable track record. Stefan Ritter released his first game for the Atari ST at age 15 and won second place in the global Samsung programming competition in 2005. Both developers received an award for their startup idea in 2018 at the “Digital Innovations” competition organized by the Federal Ministry for Economic Affairs and Energy (BMWi).

Alien Tribe 3 launches as a premium title – with no ads, no in-app purchases, and full offline play.

Factsheet

Title	Alien Tribe 3: 4X Space RTS
Genre	4X / Real-Time Strategy / Tower Defense
Platform	iOS 18+ (iPhone & iPad)
Release Date	May 14, 2026
Pre-Order	Available since April 21, 2026
Launch Price	\$5.99
Regular Price	\$12.99
Mode	Single-player, fully offline playable
Monetization	Premium – no ads, no in-app purchases
Languages	English
Developers	Stefan Haßlbauer & Stefan Ritter

Pressekontakt & Material

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Press kit, screenshots, trailers, and logos: <https://presskit.alientribe3.com>

Review codes available upon request.

