

SAS STUDIO PRESENTS

GOING WEST

A co-op survival road trip game.

Scavenge. Rebuild. Drive. Survive.

PRESS & CREATOR GUIDE

EARLY DEVELOPMENT / 01 NOV 2026

THE ROAD STARTS HERE.

A stranded crew. An abandoned garage. A vehicle worth saving.



THE STARTING GARAGE

Going West is a co-op survival road trip built around the vehicle you bring back to life. Search roadside locations for parts, fuel, and supplies. Fit components, prepare your ride, and push farther west.

DEVELOPER

SAS Studio / UAE

PLAYERS

Solo or up to four online

GENRE

Co-op survival / vehicle adventure

PLANNED PLATFORMS

PC (Steam), PlayStation 5

DEVELOPMENT

In development / Unreal Engine

RELEASE DATE & PRICE

To be announced

KEEP THE JOURNEY MOVING.

Every stop is a chance to make the next stretch possible.



01 SCAVENGE

Search roadside stops for usable parts, fuel, and supplies.

02 REBUILD

Install components, refuel, and prepare the vehicle to move.

03 DRIVE

Head farther west and decide where to stop next.

04 SURVIVE

Fight or escape the infected, then keep what you salvaged.

BUILD THE RIDE. KEEP IT ALIVE.

Vehicle work is part of the journey, from loose parts to the open road.



ENGINE MAINTENANCE / EARLY GAMEPLAY FOOTAGE

HANDS-ON REBUILDING

Fit modular components and bring a neglected vehicle back into service. Cleaning and repainting make the restoration visible.

CARE ON THE ROAD

Handle fuel and coolant as you prepare for the next stretch. Repairs and supplies give the crew reasons to stop and scavenge.

IN THE CURRENT BUILD

Four drivable vehicles. A towable RV. Modular parts and custom vehicle physics.

A ROAD TRIP FOR YOUR CREW.

Play solo or share the journey with up to four players online.



SURVIVOR



INFECTED

SHARE THE WORK

Split the driving, scavenging, repairs, and defence between friends. The vehicle gives the group a shared project as the road opens ahead.

FACE THE THREATS

The infected can turn a roadside stop into a fight. The current build includes firearms, melee combat, and mounted weapons.

ON THE ROAD

Explore together. Keep the ride running. Make it through the next stop.

PLACES ALONG THE WAY.

Four locations shown in the supplied early-build screenshots.



STARTING GARAGE

The abandoned garage where the journey begins.



RAY'S JUNKYARD

A roadside junkyard among the current locations.



FARM

A rural stop beyond the starting garage.



MINING CAVE

A rocky cave entrance along the route.

EVERYTHING FOR YOUR STORY.

Artwork, gameplay, and the facts behind Going West.

INSIDE THIS PRESS KIT

01 / KEY ART	Landscape, portrait, and artwork without a logo; PNG and JPG.
02 / LOGOS	The original SAS logo and Going West wordmarks in PNG and SVG.
03 / SCREENSHOTS	Nine full-resolution PNGs from the early build.
04 / VIDEO	Original 3440 x 1440 gameplay, plus a lighter web version.
05 / GIFS	Five six-second moments, each supplied as GIF and silent MP4.

A NOTE ON THE BUILD

The 4 minute 29 second video is early gameplay, not a launch trailer. Features, visuals, and platform plans may change. Release date and price are unannounced.

Please credit SAS Studio when using these assets for coverage of Going West. Contact the studio for preview or review access, availability, and build-specific details.

SAS STUDIO.

An independent startup studio based in the United Arab Emirates.

SAS Studio is developing Going West as its first commercial release. Co-founders Sajjad Obayes and Mohammed Ibrahim work with a small remote group of freelance artists and collaborators.

THE TEAM

Sajjad Obayes	Co-founder / Programmer	UAE
Mohammed Ibrahim	Co-founder / Programmer	Iraq
Bakir Kanhash	Freelance environment artist	Iraq
Omar Sami	Freelance environment artist	Iraq
Rahma Hidayat	Freelance animator	Indonesia
Nelson Okenwa	Freelance UI/UX artist	Nigeria

PRESS & CREATOR CONTACT

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Visit the SAS Studio website ›

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