**The retro-inspired FPS game *Kvark* is back with Chapter 2 and packed with new enemies, levels, challenges, and secrets waiting for those brave enough to discover them.**

**If you think that by now you’ve learned everything about Kvark and know every corner of the underground research facility, then think again, as developers have just made available the second chapter of the game, that’s packed with exciting content.**

**January 25th, Ostrava, Czech Republic.**

**Five new levels offer new challenges and gameplay experience. New enemies that will put your skills and combat strategies to the test. An implemented timer for you crazy speedrunners and, of course, the one thing that every FPS fan loves the most – GUNS! New means of destruction for your mayhem pleasure. All that and more await you in *Kvark* – Chapter 2!**

Watch the *Kvark* Chapter 2 Launch Trailer [HERE](https://youtu.be/O5qBI70sP2Q?si=FZ-2_2WpKtRK0ZUa).

If you’re a first-timer, get the game from Steam (<https://store.steampowered.com/app/2319390/Kvark/>) for $15.99 or download the update with the new content today.

**ABOUT *KVARK***

*Kvark* is a retro-inspired FPS that pays homage to such games as *Half-Life* and *BioShock*. Born from a love of the genre, developed in Unreal Engine 5, and improved with modern solutions such as up-to-date rendering techniques and adaptive audio, the game is set to make anyone who still remembers late nights spent playing the classics feel right at home.

***KVARK* – MAIN FEATURES**

* Fast-paced fights with a plethora of weapons, from wrenches to grenades, bazookas, and the iconic EK-48.
* Uniquely designed, diverse, and challenging enemies that require swift tactics, weapon swapping, quick thinking, and constant movement.
* An intriguing story told through hidden notepads that the player must discover.
* Search for suspicious substances that may aid you in your efforts.
* Puzzles that range from simple to intricate that the player will have to solve to progress.
* Detailed, interactive levels that reward players willing to explore with hidden Easter eggs, secrets, and achievements.
* Stylized retro graphics that deliver old-school gaming nostalgia.
* A strong “just-one-more-level” vibe and loads of explosive fun!

***KVARK CHAPTER 2* – MAIN CONTENTS**

* 5 new levels.
* 4 new enemies.
* 3 new weapons.
* Reworked AI behavior.
* Improved game visuals, like color grading and film grain.
* Improved perk system, with new perks to unlock.
* New interactive items.
* Added statistics system and level selection.
* Added timer for speedrunners.
* Improved HUD and UI look.
* All toxic things now glow.
* New secrets.
* Expanded lore.

**OTHER EXCITING FEATURES ADDED THROUGHOUT *KVARK*’S DEVELOPMENT**

* Added hands.
* Throwable props.
* Enemies’ limbs and heads can be shot off.
* Added headshot and damage indicator to the crosshair.
* Improved the feel of weapons.
* Improved animations.

*Kvark* is being developed by Latest Past and Perun Creative and is now available on [Steam](https://store.steampowered.com/app/2319390/Kvark/) Early Access. In the future, the game is also coming to PlayStation 4 & 5, Xbox One, Xbox Series X|S, and Nintendo Switch.

More information about the game can be found on the [official website](http://playkvark.com/), [Facebook](https://www.facebook.com/playkvark), [Twitter](https://twitter.com/playkvark), and [YouTube](https://www.youtube.com/@playkvark).

The press kit for the game is available at the following link: <https://pr-outreach.com/en/game/kvark,74>.

**PREVIEW KEYS TO CHAPTER 2 (PC) ARE NOW AVAILABLE.** To secure one for yourself, please get in touch with Agnieszka Szóstak at [agnieszka.szostak@pr-outreach.com](mailto:agnieszka.szostak@pr-outreach.com) or call +48 881 951 601.

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**About Latest Past**

Latest Past is a Czech indie game development studio founded by Radovan Šťastný and Petr Pavlík. The studio emerged from the Perun Academy initiative focused on supporting game development in the Moravian-Silesian region in the Czech Republic.

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**About Perun Creative**

Perun Creative is an independent Czech gaming company from Ostrava that was founded in 2017. Creators of *Hobo: Tough Life*. Publisher and co-developer of *Kvark*. Currently working on a yet-unannounced AA game. <https://peruncreative.com/>