***KVARK* – FACT SHEET**

1. **GENERAL INFORMATION**

Title: *Kvark*

Developer: Latest Pasts and Perun Creative

Publisher: Perun Creative

Platforms: PC, PlayStation 4/5, Xbox One/Series X|S, Nintendo Switch

Genre: FPS

Gameplay Modes: Single-player

Release date: TBA

Price: TBA

Website: <http://playkvark.com/>

YouTube: <https://www.youtube.com/@playkvark>

Facebook: <https://www.facebook.com/playkvark>

Twitter: <https://twitter.com/playkvark>

Steam: <https://store.steampowered.com/app/2319390/Kvark/>

1. **THE PLOT**

It’s the late 80s in the Post-Soviet Czech Republic. Times are tough. People are struggling to find a job that pays well enough to put food on the table. So when a job opportunity arrives to start working for Kvark – a pure nuclear energy company looking for miners to work in the uranium mines, you don’t think twice. It’s hard, it’s dangerous, and yet, thanks to Kvark’s sophisticated propaganda, there are countless applicants for such demanding work. So you are overjoyed when, finally, after a successful interview, you are taken underground as a new employee…

The happy thrill didn’t last, and it quickly turned into fear upon waking up alone, locked in a dark cell. The last thing you remember is the onboarding at reception. Now you are awakened by the sound of nearby explosions and shouting. Confused by not only the surrounding chaos, but also the drastic change in surroundings, you struggle to grasp the situation. All the cells are open and those once locked within are long gone. Seems like you’re the last prisoner in this terrifying facility.

How did you end up in this mess? Why did everybody escape? What the hell is going on? Those are but a few questions ringing in your head louder than the sirens and emergency calls around you.

1. **GAMEPLAY**

*Kvark* is a retro-inspired FPS that pays homage to such games as *Doom*, *Quake*, *Duke Nukem*, and *Wolfenstein 3D*. Born out of a love for the genre, developed on Unreal Engine 5, and improved with modern solutions such as up-to-date rendering techniques and adaptive audio, the game should make all who still remember late nights spent playing these classics feel right at home.

1. **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 and weapon swapping, quick thinking, and constant movement.
* Intriguing story told through hidden notepads that player has to find to unveil.
* Search for suspicious substance that may help you with your efforts.
* Simple to intricate puzzles that 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 bring old-school gaming nostalgia.
* A strong “just-one-more-level” vibe and loads of explosive fun!

1. **PROMOTIONAL MATERIALS**

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

1. **MEDIA CONTACT**

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1. **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.

1. **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 yet unannounced AA game. <https://peruncreative.com/>