***KVARK* – FACT SHEET**

1. **GENERAL INFORMATION**

Title: *Kvark*

Developer: Latest Pasts and Perun Creative

Publisher: Perun Creative

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

Genre: FPS

Gameplay Modes: Single-player

Release date: June 2nd 2023 (Steam Early Access), October 3rd 2024 (full release on PC)

Price: TBA

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

YouTube: [https://www.youtube.com/@playkvark](https://www.youtube.com/%40playkvark)

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

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

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

1. **THE PLOT**

It’s 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 working 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 a demanding work. So your joy is over the roof when finally, after a successful interview, you are taken underground, as a new employee.

The happy thrill doesn’t last long though and soon turns into fear shivers running up and down your spine when you wake up alone, and locked in a dark cell. The last thing you remember is the onboarding at the reception room. Now you got awakened by the sound of nearby explosions and shouting. Confused not only by the surrounding chaos, but also by the drastic change of your surroundings, you struggle to get a grasp of the situation. All the cells are open and whoever was locked in them is long gone. Seems like you’re the last prisoner still present in this fearsome facility.

How did you end up in this mess? Why did everybody escape? And what the hell is going on here? Are but a few questions ringing in your head lauder than sirens and emergency calls around you.

1. **GAMEPLAY**

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

1. **MAIN FEATURES**
* Fast-paced fights with plethora of weapons to choose from wrenches, through EK-48 to grenades and bazookas.
* Uniquely designed, diversified, challenging enemies, requiring swift tactics and weapons change, quick thinking and constantly being on the move.
* Detailed, interactive levels rewarding players willing to do some snooping with hidden easter eggs, additional perks and achievements.
* A stylized retro graphics bringing back the old-school games 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](https://pr-outreach.com/en/game/kvark%2C74).

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 a Czech independent 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/>