***UNBROKEN* – FACT SHEET**

1. **KEY FACTS**

Title: *Unbroken*

Developer: MGP Studios

Publisher: MGP Studios

Platform: PC

Genre: Action-adventure shooter hybrid

Setting: Alternative, dystopian reality featuring a classist realm of Crests Edge

Game modes: Single-player

Release date: February 20th, 2025 (Steam Early Access)

Price: 10.99$ (10% off for premiere week, 25% off in Door Breakers bundle)

Language versions: English

X: <https://twitter.com/mgpstudios>

Discord: <https://discord.com/invite/h8TAUNacuK>

YouTube: <https://www.youtube.com/@Mgp-studios/videos>

Steam: <https://store.steampowered.com/app/2377020/Unbroken/>

Door Breakers bundle: <https://store.steampowered.com/bundle/49986/Door_Breakers>

1. **THE PLOT**

Welcome back to Crests Edge, Unbroken! You’re a man of your word, and that bond made you revisit this classist realm, located far on the North, searching for this traitor Nielsen. Only such a war veteran and skilled warrior as yourself seems to be capable of dragging this stinky rat out of whatever hole in the Township of Westfall he’s currently hiding in. Dead or alive doesn’t matter. Not to you at least. You just want to find him and return before the fifth full moon ends. The clock is ticking and neither the currently lasting Feast of the 3rd moon nor the ongoing Earls Rebellion tearing apart the kingdom already engulfed in chaos, are not making it any easier for you.

So, take up your arms, go forth, and uphold the honor of your crest. Remain Unbroken or remain forgotten.

1. **GAMEPLAY**

*Unbroken* is a mood-heavy action-adventure shooter hybrid that will take you on a brutal, Tarantino style, grindhouse journey. Enjoy the retro-inspired visuals with sprite-based enemies, ragdoll physics, modern shading, and post-processing techniques. Immerse yourself in a jazz-punk original dynamic soundtrack by Roland Redwood. And think of it as if *Superhot* and *Bloodborne* had a bloodthirsty, over-the-top violent and a bit mentally unstable child. *Neckbreak* fan? Welcome! You’ll feel right at home.

1. **MAIN FEATURES**

* A unique gameplay flow and vibe. Learned a trick or two in *Neckbreak*? Bring them to another level with *Unbroken.*
* A large realm to discover, with its own social structure and customs; choose and forge your own path through Crests Edge.
* Brutal, Tarantino grindhouse-esque over-the-top visceral bursts of violence. String your combos in a brief and stylish ballet of death before moving on to the next one.
* The Resin – the potent oils will grant you bullet time in varying forms. Use them wisely, applying the right resin at the right moment can be a matter of life and death.
* The resin kick – give your enemies a free flying lesson or turn multiple inanimate objects into deadly large caliber projectiles.
* Classist-based lore. With ascension into the realm of Crests’ Edge, you will witness an evolution of technology, style, language, architecture, and more.
* Choices matter – with a timeline that progresses with gameplay, events, and backstory evolves based on your actions and related powerplay happening in the background.
* A jazz-punk original dynamic soundtrack by Roland Redwood (earlier works include *Sinless* and *Neckbreak*).
* Punch through the system – expect juicy combat with volumetric blood splashing in all directions and see-through holes ripping through your enemies directly at the point of projectile entry.

1. **ASSETS**

The press kit for the game is available at the following link: <https://pr-outreach.com/en/game/unbroken,113>.

Press build Release Notes and information can be found here: [Unbroken Early Access Release Notes](https://docs.google.com/document/d/15cEl_eXsH96CUu-SLZiR5mpNBNPa2Qw_gz_2-IHQ2No/edit?usp=sharing)

1. **MEDIA CONTACT**

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1. **ABOUT MGP STUDIOS**

MGP Studios is a Polish, talented, solo dev Michał Neugarten who previously released such games as *Sinless*, *Roll'd* and *Neckbreak*. He’s currently working on his newest projects, *Unbroken* and*Codename TCT*. <http://mgp-studios.com/>