***Unbroken* – a brutal, mood-heavy, action-adventure shooter hybrid out now on Steam Early Access!**

**Roam the realm of Crests Edge and track the traitor down in this over-the-top violent, Tarantino style, grindhouse journey.**

**February 20th, Magdalenka, Poland.**

**Welcome back to Crests Edge, Unbroken! You’re a man of your word, and that bond made you revisit this classist realm, located far in the North in the search 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, it 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 making it any easier for you. So, take up your arms, go forth, and uphold the honor of your crest. Remain or Unbroken or remain forgotten.**

Watch the *Unbroken* Steam Early Access Launch Trailer [HERE](https://www.youtube.com/watch?v=UYWJZSBGGJk) and the adrenaline packed Action Preview [HERE](https://www.youtube.com/watch?v=m4UePrXzZlU).

Get the game from Steam (<https://store.steampowered.com/app/2377020/Unbroken/>) for 10.99$ with the 10% discount during the launch week, or grab the Door Breakers (<https://store.steampowered.com/bundle/49986/Door_Breakers>) bundle and enjoy the 25% discount. Also don’t forget to join the developer on Discord (<https://discord.com/invite/h8TAUNacuK>) for all things *Unbroken*!

**ABOUT *UNBROKEN***

*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.

***UNBROKEN* 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 (previous works include Sinless, and Neckbreak).
* Punch through 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.

*Unbroken* was developed by MGP Studios and is now available on [Steam](https://store.steampowered.com/app/2377020/Unbroken/). Follow the developer on [Discord](https://discord.com/invite/h8TAUNacuK) and [X](https://twitter.com/mgpstudios).

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

A more in depth view of the game, it’s world and features alongside the press build release notes can be found here: [Unbroken Early Access Release Notes](https://docs.google.com/document/d/15cEl_eXsH96CUu-SLZiR5mpNBNPa2Qw_gz_2-IHQ2No/edit?usp=sharing).

**PREVIEW KEYS (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.

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**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/>