

Zen Studios Announces Its Biggest Production Ever With *Operencia: The Stolen Sun*



Upcoming First-Person Dungeon-Crawler Unites Classic Turn-Based RPG Gameplay With Stories, Characters and Settings Inspired by Unexplored Central European Folklore and Legends

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Assets: <http://bit.ly/zenstudiospress>

San Francisco, CA – December 10, 2018 – Zen Studios proudly announces the single-largest production of its 15-year history with *Operencia: The Stolen Sun*. The role-playing game breathes new life into the classic first-person dungeon-crawler genre while also unifying Central European folklore and legends – most of which have never been depicted in video games – into one cohesive universe. It will be available in 2019 on Steam, with further platforms to be announced.

The land of Operencia is an unconventional fantasy world where history meets legend – a faraway land referenced in countless Central European folktales told for hundreds of years. For the first time ever, these stories all occur in the context of one single universe. Adding further depth, real-life historical figures populate the game, such as more legendary versions of King Attila and his wife Réka. Locations vary from common fairytale settings (e.g., castles, tombs and forests) to fantastical versions of storied landmarks anyone can physically visit today.

Zen has gone to great lengths to ensure that everything in *Operencia: The Stolen Sun* feels familiar to RPG players, yet still modern and novel. Through a classic tile-based movement system, players explore the far reaches of the land, engaging in strategic turn-based battles at every turn. The entire quest to free the abducted Sun King, Napkirály – thereby saving Operencia from endless days of night – comes rife with malevolent monsters, devious traps and mind-bending puzzles. Perhaps even a three-headed dragon...

Operencia: The Stolen Sun was born out of sheer passion and brings mysterious stories to life that have not been told in this setting. The stage is set for Zen to deliver a stunning and memorable experience “says Mel Kirk, Vice President of Publishing. “A team within Zen wanted to create a modernized dungeon crawler with Unreal 4 graphics and an immersive story based on content rarely seen in video games – including stories and characters they grew up living with in Central Europe that most of us in other parts of the world have never heard of...or at least we haven’t yet. *Operencia* is almost done now, and I couldn’t be happier with the result.”

Much more information about *Operencia: The Stolen Sun* will be revealed as the game nears release. Please visit www.OperenciaRPG.com and [@OperenciaRPG](#) through [Facebook](#), [Twitter](#) and [Instagram](#) for more information as it is made available.

About Zen Studios

Zen Studios is a leading global producer and publisher of interactive entertainment software for all major digital game platforms. Recognized as one of the premier independent gaming studios in the world, Zen Studios has worked with some of the most iconic entertainment studios, including NBC Universal, FOX Digital Entertainment, Marvel Entertainment, South Park Studios and Lucasfilm, as well as revered gaming properties like Valve’s *Portal* and Telltale Games’ *The Walking Dead*. Zen Studios’ *CastleStorm* franchise has also won the developer critical acclaim and commercial success, including the coveted Editor’s Choice awards from both the Apple App Store and Google Play, and its *Pinball FX* franchise has defined video game pinball excellence since 2007.

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