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RAT CREW STUDIOS ANNOUNCES **PRAEDOR** ACTION RPG AT SLUSH

The Finnish cult classic roleplaying game finally coming to PC

Helsinki, Finland – December 3rd, 2018 – Today at Slush, Rat Crew Studios announced that they are working on **Broken**, a 3rd person action RPG set in the Praedor Universe, currently under development on Unreal Engine 4. The Oulu based company has acquired exclusive rights for developing and releasing Praedor games for PC and consoles.

“This gem has been hidden from the world long enough, and we are extremely proud to be the ones who introduce this classic to a new generation of players.”, said Akseli Jylhä-Ollila, the CEO of Rat Crew Studios. “The industry is alive and well in Finland, but there’s a gaping hole where fantasy RPGs should be. We’re here to fix that!”

Based on the works of award winning illustrator, Petri Hiltunen, **Broken** is set in the grim, dark fantasy world of Jaconia - the only surviving fraction of an ancient super civilization. Players will assume the role of a Praedor, a title given to adventurers who choose to risk their lives and face the horrors of a post-apocalyptic world in search of treasure.

Praedor is the best selling sword and sorcery fantasy franchise of Finland. In addition to the original graphic novels, the IP consists of a tabletop RPG and a multitude of novels written by various authors.

Sharpen your blade and steel yourself, for your will shall be broken!

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