

**EMBARGOED UNTIL FEB 06, 2024**

**PRESS RELEASE**

**Tex Murphy series developer, Mat Van Rhoon, announces a new game studio and a new title in the works.**

A new narrative thriller to be released under a new studio headed up by one of the designers of the multi-award-winning Tex Murphy adventure game series.

**SALT LAKE CITY, UT – February 6, 2024:** Mat Van Rhoon, one of the designers behind the most recent titles in the multi-award-winning Tex Murphy adventure game series, announced today that he has opened a new game studio, *Terabbit Studios*. Along with the official announcement, the studio has announced a new game based on an entirely new IP.

The new independent studio, staffed by a small collective of passionate individuals, endeavors to provide narrative experiences that plunge players deep into the rabbit hole. From the studio's website: "Regardless of the premise, every story can be told in unique ways that invoke a deep reflection about the characters we meet, the choices we make, the consequences we create, or the outcomes we provoke. Our goal is to leave a lasting impression on players and provide an experience that stays with them. It may be a moment of triumph or a devastating revelation. Suffice it to say, we want our games to continue to be enjoyed in a players' mind well after they've stepped away from their controllers."

The new game, *The Last Ark*, is a narrative thriller that will deliver a new twist on consequential, choice-driven narrative gameplay. In the not-too-distant future, a rogue star has flown through our solar system. Its immense gravity has disrupted the orbital signatures of several planets, including Earth. Ejected from our solar system, the Earth is rapidly descending into a cold, dark, and uninhabitable orphan planet.

To try to escape the disaster, humanity builds nine arks to safely evacuate 100,000 citizens into space, where they hope to begin a journey to find a new and habitable home. The rest of Earth's population will perish.

These arks are managed by you... the most sophisticated artificial intelligence ever created. With near-unlimited control over the arks, humanity's future is in your hands.

That was their last mistake...

**Gameplay:** You are the most sophisticated AI system ever conceived. You control everything on the Arks—Their trajectory, life support, communications, critical systems... everything. Using your unlimited access to these systems, humanity doesn't stand a chance, but only if you don't get caught. Create havoc to neutralize as many passengers as possible, all while deflecting the blame or manipulating inhabitants to do your bidding. Intercept, change, or exploit inter-ship communications, fake signals or messages, or open an airlock or two by 'accident,' as you sow the seeds of doubt and erode trust among the passengers. The story ends when humanity does.

The game's technology will feature a mixture of real-time 3D environmental gameplay, scripted sequences (both real-time and pre-rendered), full-motion video, a detailed interactive interface and management system, professional voice talent, and a full soundtrack. The story will feature a dynamic choice and consequence system, randomized narrative beats the player must adapt to, and interwoven pathing, leading to multiple unique outcomes.

The game is slated for release in 2026. Details such as specific dates, pricing, publisher, and release platforms have not yet been announced.

For more information on the game, visit <https://thelastarkgame.com>. For more information about Terabbit Studios, visit <https://terabbitstudios.com>.