**Arena of Suffering Fact Sheet**

**Elevator Pitch**

A turn-based fantasy JRPG with tactical battles, over-the-top bosses, and plenty of humor.

**Quick Facts**

* **Developer/Publisher:** Potato Publishing, LLC (USA)
* **Game Title:** Arena of Suffering
* **Genre:** JRPG / Turn-Based / Fantasy
* **Platforms:** Windows PC (Steam)
* **Release Date:** January 13, 2026
* **Price:** $9.99
* **Demo:** Available now (Steam Next Fest, Oct 13–20, 2025)
* **Playtime:** ~10 hours
* **Languages:** English (launch); others TBD
* **Contact:** mklummis@gmail.com
* **Press Kit:** (link here once hosted)
* **Steam Page:** <https://store.steampowered.com/app/3943210/Arena_of_Suffering>

**Key Features**

* **Tactical Turn-Based Battles**: Classic top-down combat reimagined with modern clarity and polish.
* **Nine Customizable Classes**: Mix and match to build your own party strategy.
* **Hand-Built + Random Encounters**: Keeps pacing fresh—no forced grinding unless you want it.
* **Bosses Everywhere**: Dozens of climactic fights, plus hidden super-bosses for extra challenge.
* **Custom Systems**: Built in RPG Maker MZ with bespoke lighting, proximity audio, and a redesigned battle UI.
* **Expansive Soundtrack**: Over 50 original tracks spanning grim battle themes and haunting exploration pieces.

**Team**

* **Solo Developer:** Michael Lummis
* **Testing & Special Thanks:** Kathleen Pleet and Edwin Kern

**Media**

High-res screenshots, GIFs, logos, and key art are available in the press kit. Trailer available on Steam and as a downloadable MP4.