**Press Release for Arena of Suffering**

For immediate release.

**Arena of Suffering brings tactical, fantasy JRPG combat to Steam on January 13, 2026**

**New Windsor, Maryland --- September 29, 2025 ---** Potato Publishing today announced **Arena of Suffering**, a fantasy JRPG launching on Steam January 13, 2026. Players will battle through ten distinct dungeons using a tactical, turn-based system designed for clarity and bite.

“I like playing classic Dragon Quest-inspired JRPGs, but there aren’t enough of them,” said developer Michael Lummis. “So I made one for myself.”

**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.

**Availability**

* **Demo:** Available Now
* **Launch:** January 13th, 2026 on Windows PC (Steam)
* **Price:** $9.99

**Press Contact**

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**Press kit:** (link here)  
**Steam page:** <https://store.steampowered.com/app/3943210/Arena_of_Suffering>

**Assets**

Trailer (On Steam + downloadable MP4), screenshots, logos/key art, and GIFs are available in the press kit.