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Medieninformation

First English Release of Sorbian Video Game

Bautzen, August, 2019 – First-time release of a Sorbian video game in English: “Krabat and the Secret of the Sorbian King” is now available to be played in English, alongside Sorbian and German.

The most recent version of the adventure game including all three languages can be downloaded for free* as an update or new install from Google Play, Apple or Microsoft Store. Commissioned and kindly supported by the Foundation for the Sorbian People, the game has been developed by the project team RPAKI (Sorbian for raven in reference to the tale of Krabat).

“With the release of the English-speaking extension we would like to familiarize an even greater audience with the Sorbian language, culture and our home region Lusatia along with its fascinating world of legends and tales,” states Jörg Hübner, leader of the project team RPAKI, summarizing the objective of the new release. “Numerous requests of English-speaking players for an English extension of the game have prompted us to take this step,” he adds.

A Sorbian video game writes history

“Krabat and the Secret of the Sorbian King” is a digital journey through the Lusatia of the early 1700s and was first published for Windows Desktop in 2015. In April 2018, a new version customized for current operating systems and in particular for mobile devices such as smart phones and tablets was released. It also is the first mobile video game published in the Sorbian language.

Lead character of the game is the well-known Sorbian legendary figure Krabat, who has been popularized nationally and internationally through the literary works of Jurij Brězan and Otfried Preussler, among others. The basic concept of the game is to learn about the Sorbian language and culture playfully. For this purpose, particular aspects of the regional culture and history, as well as historical places in Lower and Upper Lusatia (e. g, the town of Bautzen and the Spree Forest) have been incorporated into the game's storyline.

For further information please visit www.rapaki.de.

* Please note that to be able to play the entire game, an in-app purchase of EUR 5.99 (Apple, Google Play or Microsoft Store) will need to be made after successfully completing the first chapter.

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