

TurnKey Games

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Indie Studio TURNKEY GAMES developers of APART, a gory adventure where you play as a severed arm and a zombie child

A game that puts you inside a severed arm and zombie child: a haunting story of memory, loss, and a bond persisting beyond death.

DALLAS, TX — TurnKey Games, founded by the Art Director of Doom Eternal, announces their debut title, **APART™**, a third-person adventure game set in a post-apocalyptic world told entirely from the perspective of two playable characters; a severed arm and a zombie child. APART™ invites players to experience the apocalypse *from the perspective of the undead*.

About APART

APART™ tells a story of a world plunged into darkness in the wake of a technological breakthrough that repurposes biological remains into an eco-centric fuel. APART follows two characters: an undead child paired with a fading parental presence embodied in a severed arm and explores a powerful bond that persists into death. APART embraces absurdity while balancing horror elements with dark humor that allow moments of playful charm to shine through in a world devoid of hope.

Gameplay in APART™ centers on seamlessly switching between its two playable characters. Leaning into its dark playful tone, the child is a shambling zombie. Limbs can be lost, replaced, and reassembled on the fly, turning character modularity into a core mechanic.

In contrast the severed arm is agile. Able to explore hard-to-reach areas, slip past enemies undetected, or puppeteer undead hosts, turning foes into tools for survival. Players are encouraged to think creatively to navigate a world designed to pull them apart.

"We're making a game that explores a family connection that persists past death and we're using bizarre mechanics plus one of our favorite settings to do it."

— Tony Garza, Creative Director, TurnKey Games

About TurnKey Games

TurnKey Games is an independent studio founded by Tony Garza, Art Director behind DOOM Eternal with veteran game programmer, Richard O'Neal, formerly of id Software. Two cousins who have spent nearly a decade building games together set out to build something entirely their own. A partnership rooted in shared ambition, comradery, and a genuine love for the craft. A studio born from creative and technical expertise. With games driven by tight collaboration, bold visions, and meaningful player experiences.

"The two of us have wanted to make a game together for a long time. TurnKey Games is the culmination of years of experience and a dream finally realized. APART is an absolute passion project and we are thrilled to have such a strong debut title."

— Richard O'Neal, Technical Director, TurnKey Games

Key Features

- Play as the infected, experience the zombie apocalypse from the perspective of a severed arm and an infected child.
Two playable Characters:
 - Modular zombie child, fall apart, tumble around, put yourself back together.
 - A nimble severed arm who guides them through their perilous journey. Slip past foes undetected, navigate hard-to-reach areas, and puppeteer undead beings.
- Explore a hand-crafted, lore-rich world oozing with narrative depth at every corner.
- Puzzles, action, and exploration intertwined with deep lore about the fall of society due to corporate malfeasance.
- Original soundtrack composed by David Levy (DOOM, RWBY and Justice League)
- **Releases on Steam October 9th, 2026.** Coming to PC, MacOS, and handhelds.

Press Assets & Media Kit

Steam page: <https://store.steampowered.com/app/4025980/APART>

Website: turnkey.games

Trailer: <https://www.youtube.com/watch?v=kaRy8KcsGsl>

Instagram: <https://www.instagram.com/turnkey.games/>

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