

Introducing 'Nubla 2: M. The City in the Centre of the World', the Museo Thyssen game for PlayStation®4



- Last Monday the game bagged the Titanium prize for the Best Serious Game of 2018 at the Fun & Serious festival, one of the most important videogame awards in Europe.
- Developed by Gamera Nest and the Education Department of the Museo Nacional Thyssen-Bornemisza, it is part of the PlayStation®Talents local development programme.
- The game, which costs €12.99, is available for download in digital format from the PlayStation®Store from 20 December and has a PEGI 7 rating.

The Museo Nacional Thyssen-Bornemisza presents *Nubla 2: M. The City in the Centre of the World*, a visual adventure whose story unfolds in settings based on the museum's paintings and establishes a dialogue between videogames and art.

Nubla 2: M. The City in the Centre of the World allows players of all ages to explore the world of painting in a novel, interactive manner. It was developed by the Madrid studio [Gamera Nest](#), the Education Department of the Museo Nacional Thyssen-Bornemisza, [EducaThyssen](#), and Sony Interactive Entertainment España through the [PlayStation®Talents](#) programme that supports game development in Spain. It is available for download in digital format in both Spain and Europe from the [PlayStation®Store](#), for PlayStation®4 (PS4™) only, from 20 December 2018. It costs €12.99 and has a PEGI 7 rating.

More information:
Museo Nacional Thyssen-Bornemisza
Press office:
Paseo del Prado, 8. 28014 Madrid.
Tel. +34 914203944 / +34 913600236.
prensa@museothyssen.org

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Nubla 2: M. The City in the Centre of the World continues the adventures of the characters in *The World of Nubla*, the first part of this saga that came out in 2016 and was highly praised for bringing art to videogames. In fact this latest game recently won the **Titanium Prize for the Best Serious Game of the year** at the Fun & Serious festival in Bilbao.

Nubla 1 was previously awarded the TVE prize for the **Most innovative videogame of 2016** at 3D Wire and the prize for **Best Cultural Videogame of the Community of Madrid** in 2017.

More than **30,000 copies** of ***Nubla 1*** and ***The World of Nubla*** (an expanded version of *Nubla 1*) **have been sold**, mainly in the United States, the United Kingdom, Germany and Spain. *The World of Nubla* has been translated into English, Portuguese, French, German, Hungarian, Japanese, Chinese and Korean. A PC version of *Nubla 1* will soon be available.

In this second part players search for 'The city in the centre of the world', the place where they can restore the world's lost memory. But getting there is by no means easy. The city does not exist physically but is located in a place beyond dreams and the journey is beset with difficulties and dangers. To achieve their objective they must enlist the help of the protagonist, Nubla, as well as the many other people and inhabitants of this world whom they come across during their quest.

As in the first part, in ***Nubla 2: M. The City in the Centre of the World*** the storyline is connected to underlying concepts of the paintings in the Museo Nacional Thyssen-Bornemisza. This time the recurring theme is frontiers, in both time and space, which make us all refugees in a world that is no longer ours.

An artistically educational game

Besides a videogame, ***Nubla 2: M. The City in the Centre of the World*** is an interesting educational project that combines art, technology and new storytelling. The different settings, characters and game mechanics are inspired by artworks and artistic styles, and are designed to bring the art world closer to players in a fun way so as to foster interest in culture among young people and encourage them to visit the museum.

The launch of ***Nubla 2: M. The City in the Centre of the World*** is also part of PlayStation®Alianzas (PS Alianzas),

the area of the PS Talents programme focused on the strategic agreements the company enters into with well-established Spanish studios to create new videogames that are wholly developed in Spain.

