



Abyssus VR was publicly announced by *Pico Interactive Inc.* at E3 in Los Angeles with a beta version, followed by a fully playable demo at ChinaJoy in Shanghai and the Gold Master at GamesCom in Cologne and was featured on the date of the official release of *Pico Goblin* in August 2017.

Since November 20th, 2017 *Abyssus* is available on Oculus Store for Samsung Gear VR.

The multicultural team of *PlaySys* had the intent to experiment with directional controls and full three-dimensional player movements, while exploring an interactive non-linear storytelling in a charismatic low-poly gaming environment.

Abyssus VR is a first-person narrative experience in a vast sub-aquatic world: use a controller to dive, unlock new levels, customise the game space, pick up collectibles and fight enemies.

ABOUT THE DEVELOPER

PlaySys is an independent studio based in Milan, involved since 2007 in 3D research, software development, and publishing.

Since the beginning of this new era of Virtual Reality possibilities, PlaySys is exploring new frontiers in the videogame development, entertainment, publishing, and education.



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