

# FADE OUT

## VIRTUAL REALITY ESCAPE ROOM

Press Release

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Milan, May 15th, 2019

### Fade Out - Virtual Reality Escape Room - available on Steam from May 21, 2019

PlaySys is happy to announce the release of its third virtual reality videogame for retail HMD, following the success of the puzzle game *qb* and the walking simulator *Abyssus*, developed for Gear VR, Pico Goblin and Oculus Go between 2015-2017.

*Fade Out* is a classical escape room videogame created in VR for real fans of this genre: find the clues, solve the puzzles and escape the room. Actually many rooms.

#### Fade Out in a nutshell

→ *Fade Out* is a 6DoF videogame for HTC Vive that transforms any room into an escape room: walk around and interact with objects, pay attention to details, check and touch everything.

→ *Fade Out* is designed for a room of 3x3m, but thanks to a built-in teleport system, it can also be played in rooms of a smaller size or even sitting on a sofa or a swivel chair.

→ *Fade Out* is a violence-free experience: no zombies, no monsters, no blood, just suspense, puzzles and riddles of different complexity and style for players of every age.

→ The soundtrack of *Fade Out* was created and recorded by Finnish composer Kimmo Kuokkala.

→ *Fade Out* is created by a very small and multicultural team from different countries (5 countries for 10 people).

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#### 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 proudly standing in the first line as Italian B2B and B2C developer, exploring new frontiers in the videogames and entertainment.

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Fade Out on Steam: [\[link\]](#)

Official website: [www.fadeoutgame.com](http://www.fadeoutgame.com)

Download media kit: [\[zip file\]](#)

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