

***FATED: The Silent Oath* Launches on Oculus Rift and HTC Vive in April, and on PlayStation VR at Launch**

First-Person Experience Aims to Set the Benchmark for Emotionally-Charged VR Storytelling

Quebec City, CA - April 14th, 2016 - Canadian independent developer Frima Studio today announced that its Norse-themed Virtual Reality experience, *FATED: The Silent Oath*, will launch on Oculus Rift and HTC Vive on April 28th, then on PlayStation VR at launch. *FATED* takes players on one man's quest to protect his family from the destruction of their world at the hands of the gods.

"Fear is a concept that is relatively easy to achieve in Virtual Reality, but for *FATED*, we wanted to explore compassion, sadness, happiness and other complex emotions", said Vincent Martel, Executive Producer at Frima Studio. "Nothing is stronger than the connection between a parent and his child. We knew we would strike a sensitive chord with players in *FATED*."

Developed with Unreal Engine 4, *FATED: The Silent Oath* is a first-person immersive adventure set in the mythical age of Vikings and built specifically for Virtual Reality. Written by *Assassin's Creed* writer Jill Murray, *FATED* tells the story of the exile of a man and his family during Ragnarök – the end times. As he travels with them, he comes across a mix of touching and terrifying events, learning about himself and his loved ones, taking the players on an emotional rollercoaster that occurs all around them in 360 degrees.

FATED harnesses the capabilities of VR to bring about a leap forward in storytelling. Featuring high-quality writing, characterisation and voice acting, *FATED* aims to transport the players to a world of myth and legend, and make them feel a true emotional connection with the story and its characters. To learn more about *FATED*, visit the developer's blog: <http://fatedblog.com/>

About The Trailer: *FATED: The Silent Oath* is a first-person immersive adventure built specifically for Virtual Reality and set in the mythical age of Vikings. The trailer provides a sneak peek into the wilderness the player will journey through, from mist-shrouded mountain trails and waterfalls to lush forests and vast caves lit only by a hand-held torch. *FATED* is a journey into adventure and peril where clues and puzzle-solving dictate your path.

See the trailer here: <https://www.youtube.com/watch?v=JPxPWOR6Dcg>

About Frima Studio

Frima is Canada's largest independently-owned game developer. Since 2003, the company has developed outstanding digital products for world-renowned clients such as Electronic Arts, Activision, Warner, Konami, and LEGO. Frima's services include the development of video games and animations, as well as the concept art, visual development and visual effects of VOLTA. With 350 in-house artists and programmers, Frima produces high-caliber products with both artistic and technical appeal. Frima Originals is a separate division within Frima, dedicated to developing and self-publishing original indie titles such as *Nun Attack*, *Zombie Tycoon*, and *Chariot*.

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