

NOTE TO EDITORS:

- Download the *FATED: The Silent Oath* press kit here: <http://bit.do/FATEDPressKit>
- For review builds on Oculus Rift or HTC Vive, please contact: aidan@planofattack.biz

FOR IMMEDIATE RELEASE

First-Person Virtual Reality Experience *FATED: The Silent Oath* Out Now on Oculus Rift and HTC Vive

Set During the Mythical Age of Vikings, FATED Sets the Benchmark for Emotionally Charged VR Storytelling

Québec, Canada - April 28th, 2016 - Canadian independent developer Frima Studio today announced that its Norse-themed virtual reality experience, *FATED: The Silent Oath*, is now available on the Oculus Rift and HTC Vive VR platforms. *FATED* takes players on one man's quest to protect his family from the destruction of their world at the hands of the gods.

"Exploring complex emotions and parent-child relationships has allowed us to weave a truly emotional story," said Vincent Martel, Executive Producer at Frima Studio. "In *FATED*, parental bonds and protective instincts are at the root of a sensitive yet thought-provoking journey."

In its first major public presentation at PAX East last weekend (April 22-24th), players were treated to an immersive VR 'simulation experience', complete with wind and drizzle, vibrating seats, and reins, for enhanced realism. Check out the PAX player experience video here: <http://bit.ly/FATEDPaxReactions>.

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 Jill Murray, one of the writers on *Assassin's Creed*, *FATED* tells the story 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 in the process, and taking the players on an emotional rollercoaster that unfolds all around them in total immersion.

FATED harnesses the capabilities of VR to bring about a leap forward in storytelling. Featuring high-quality writing, characterization and voice acting, *FATED* aims to transport players to a world of myth and legend, and make them feel a strong emotional connection with the story and its characters.

Priced at \$19.99, *FATED* is a first-generation virtual reality game available on all three major VR platforms in 2016: first Oculus Rift and HTC Vive, and then PlayStation VR in Q4 2016.

To learn more about *FATED*, visit the developer's blog: <http://fatedblog.com>

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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 375 in-house industry professionals, 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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