



PRESS KIT

Description

Race against friends and strangers around the globe in this psychedelic climbing landscape of candy imagination. Tick tock, time is not on your side! Utilize your agility and master your fear of heights as you swing from licorice vines, climb over tricky candybar obstacles, and launch yourself over great distances onto narrow targets. This delicious race will sling you up to lofty summits, so beware the real sensation of falling from dizzying heights! First one to the finish line wins, but beware: one bad slip could be your end...and you definitely don't want to be last! Survive to tell the tale and make the ultimate choice - party or death!

- **Competitive Multiplayer Climbing Race**
- **Vive Room Scale**
- **Full Motion Control**
- **Social Interaction**
 - Engage in a new dynamic in virtual reality gaming by communicating with other players through simple and effective head and hand gestures.
- **Physical Interaction**
 - Because you're swinging from high places, your body feels the sensation of heights and falling.

How to Play

1. Sweet Escape VR can be a single or multiplayer VR climbing game for the HTC Vive.
2. The Vive controllers are your hand controllers.
3. To start the race, wait for the racing tree to turn green.
4. Squeeze the triggers to grab hold of objects on the obstacle course.
5. Winner with the best race time wins.

Basic Facts

Developer: Monster VR

Based in Orange County, CA.

Game website:

www.sweetescapevr.com
www.monstervr.com

Available on:

Steam (Early Access <https://bit.ly/sweetvr>)

Vive Port (Coming Soon)

Features

- 7 brand new levels
- Server browser with dedicated servers
- Cupcake checkpoints and confetti explosions
- Voice chat (hold grip buttons)
- A gold, bronze, and silver time slot for race times
- Tutorial to show users how to play the game
- In-game feedback system for enhanced game development and updates
- Timer to make the race more competitive
- Ability to play with multiple people on different networks
- International high-score board
- Volume control for music and effects
- Game automatically starts in VR mode

- PARTY OR DEATH FINALE

Credits

CEO - Dylan Watkins
CFO - Tanya Miramontes
COO - Peter Fiocco
CMO - Patrick Eleazar
CPO - Matt Kinney
CTO - Sean Lavery

Communications Director - Bebe Agachevo
Creative Director - Corey Weekley
Executive Producer - Harish Rao
Sound Design and Music - Chris Cain
Unity Developer - Michael Wolf
3D Animation - Michael Johnson
3D Artist - Brian Collin

Trailer

Sweet Escape Beta Release Trailer

<https://youtu.be/tJHZrgucBgk>

Monster VR Sweet Escape Youtube Playlist

<https://www.youtube.com/playlist?list=PLISXjE5IZAfYIOIFcKJW4GMEKJaXVB-x>

Company

We were created on the frontlines of the VR revolution as founders of Orange County's premiere, VR meetup organization, OCVR. We're a seasoned host of large-scale hackathons, monthly social mixers, conferences, and educational classes. In addition to developing VR games, we offer a variety of consulting and development services in conjunction with other VR enthusiasts. Our home is within the community, helping them discover professional and personal growth. Whether through fear, excitement, humor or love, our projects are more than a technical "show and tell", they're experiences to make people feel ALIVE.

We're changing the way people understand, build, and share the world with VR.

360 Sizzle Video of Monster VR

https://youtu.be/d_8Rud1TOXQ

Screenshots

The beginning of a level



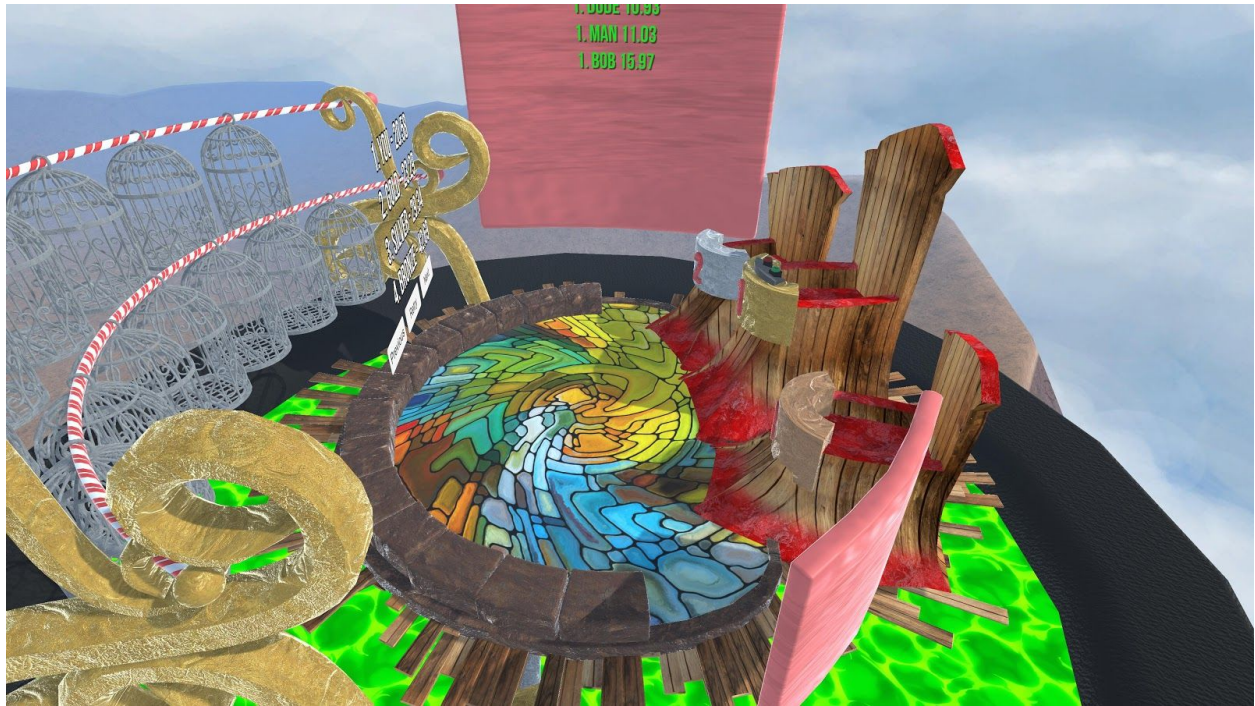
A glimpse into the candy shop



Animated tutorial on mechanics and gameplay



The lair where winners and losers gather, jail on the left, podiums on the right



Candy trails high in the sky



Cage-view of losers jail with winners podium in the distance



Characters high-fiving on the track



Winners have the option to kill off or party with the losers



Bonus Halloween Levels

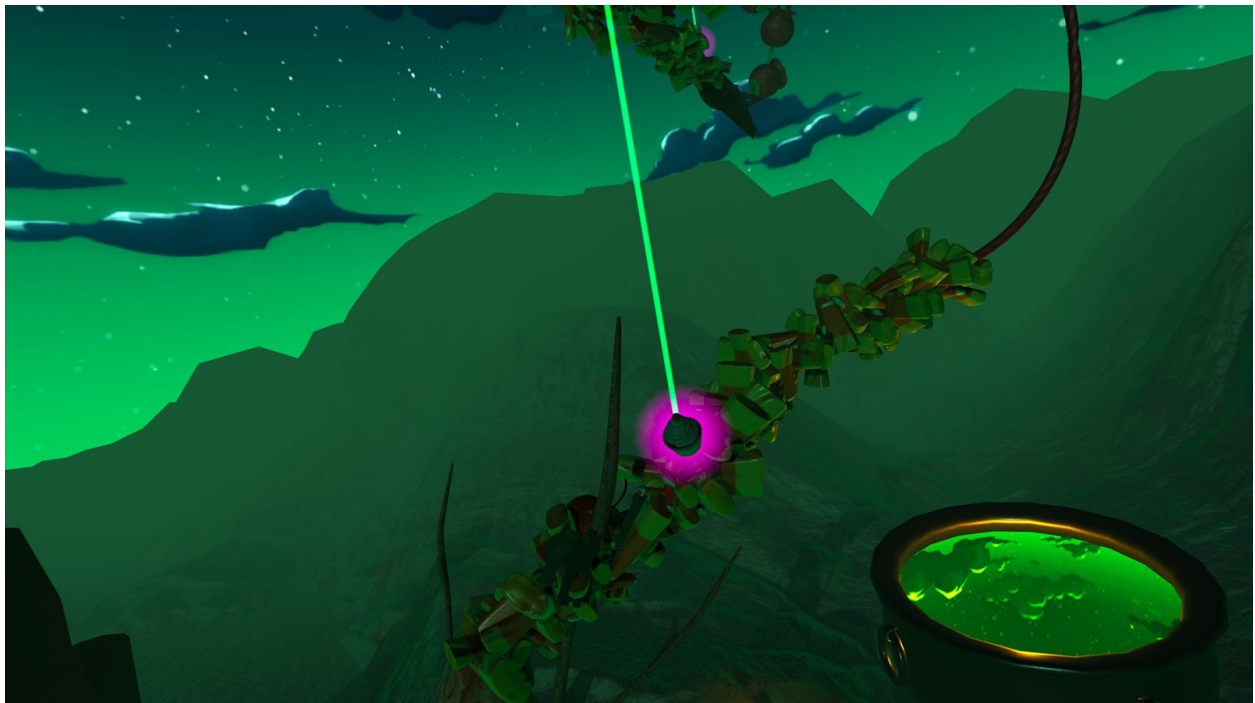
Ready, set, GO!



Swing from hazy cupcake to hazy cupcake without losing your grip



Climb high, climb fast, don't ever be last or else you'll end up in this cauldron of souls



Follow the dimly lit lollipops to the finish line!



App Icon



Press

Monster VR Releases Psychedelic Multiplayer Beta Version of SWEET ESCAPE VR on Steam (Party or Death)

<https://virtualrealityreporter.com/monster-vr-releases-psychedelic-multiplayer-beta-version-sweet-escape-vr/>

Top 5 Handheld and VR Games This Week | TGN TV

<http://central.tgn.tv/top-5-handheld-and-vr-games-this-week/>

Sweet Escape VR Launches in Early Access | VR Board I/O

<http://vrboard.io/sweet-escape-vr-launches-in-early-access.html>

Dn Lyi VR: Sanal Gerçeklik Destekli Oyunlar | Vatan

<http://www.gazetevatan.com/en-iyi-vr-sanal-gerceklik-destekli-oyunlar-940516-teknoloji/>

Sweet Escape VR Launches in Early Access | VR Focus

<https://www.vrfocus.com/2016/04/sweet-escape-vr-launches-in-early-access/>

New Game, Sweet Escape, Brings Multiplayer to VR, SVCC Interview! | Fan Geared Network

https://www.youtube.com/watch?v=_5LyXMKJgoE&feature=youtu.be

Fiction a Reality at Silicon Valley Comic Con | Courthouse News Service

<http://www.courthousenews.com/2016/03/21/fiction-a-reality-at-silicon-valley-comic-con.htm>

San Jose: Comic Con draws tens of thousands to downtown | San Jose Mercury News

http://www.mercurynews.com/bay-area-news/ci_29660544/san-jose-comic-con-draws-tens-thousands-downtown

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