



PRESS RELEASE

The First Online Multiplayer FPS in VR

“The Lost Pit VR” World Premiere on Steam

GENEVA, 11th of April 2017 – Right after their SVVR sensation, Kenzan Studios’ high octane, multiplayer first-person shooter game will be available on Steam first in May. It will be developed into a 12 player full-fledged experience till August, when the first Kenzan Arena will open its doors in Zürich Switzerland. The teaser is right [here](#).

The Lost Pit VR will be available in three flavors:

- THE TOTAL EXPERIENCE

The 12 player (10 on the ground and 2 on flying racers) version will be available in Kenzan Arena, a huge physical playground dedicated to the ultimate VR experience, on-site and online tournaments included. Launching in August concurrently in Switzerland and Guangzhou.

- THE TRAINING GROUND

The Steam experience allows each player to practice at home before confronting The Real Thing. The Lost Pit VR is very physical, and the in-home, online version is good fun itself. Up to 6 players can challenge themselves and each other online.

- THE VIP LOUNGE

There will be a live broadcast of the games, from the best overview action spots, on flying VIP barges that will give the viewers the urge to join the party.



Background story

The Lost Pit VR is part of Kenzan Studios' IPs. There is a background story that anchors the game in a complete universe.

The game is set on the forsaken planet of Sulfyria, where **groups of different tribes settle their disputes in a medieval arena**. Although the tribes share the same origins – because they are human – each tribe has a different history as they were separated when the transport operation between Earth and the planet Sulfyria was discontinued .

The six tribes are torn by social tensions that threaten their very survival, while the seventh tribe (mystical settlers called The Silent Ones), strictly follow the culture of Sulfyria's ancient alien civilization and organize the battles between the six.

Each player is placed on a hovering rock above a bottomless pit and fights to eliminate its opponents, in this exhilarating and immersive environment.

Steam VR

"We announced The Lost Pit VR on our high-end VR experience Kenzan Arena and **Kenzan Studios are delighted to bring our FPS to the VR home-gaming market**." said Ronny Tobler, CEO of Kenzan Studios. "Steam is a great platform to globally distribute our VR content as this lively and vibrant community members are located all over the world."

With the Steam platform, each gamer who has the HTC Vive headset is ready to immerse himself in our native VR experience.

"Our vision is an integrated gaming experience: we believe that the Steam version of The Lost Pit VR is **the ideal in-home companion for the out-of-home entertainment version created for Kenzan Arena**.

In the future version both platforms can be virtually merged and make cross platform gameplay possible" said Pascal Montjovent, Director of Creative R&D at Kenzan Studios.

King of The Hill Gameplay

The fight for resources on an abandoned planet are precisely mirrored by the King Of The Hill gameplay. Two groups of three players need to protect their leader. If your leader dies first, you have lost the round.

The Lost Pit VR at The Annual Summit of the World VR Forum

At this year's World VR Forum, Kenzan Studios is going to demo The Lost Pit VR multiplayer experience in a 200 sqm space. Our German hardware partner Schenker Technologies have created and supplied us with a number of XMG Walker backpack PCs – thus enabling players to freely enjoy the gameplay. We are delighted to present our game to the 3000 visitors who will attend the Annual Summit of The World VR Forum (in Crans-Montana from 11th -14th May).

About Kenzan Studios

Kenzan Studios, an award-winning Geneva (Switzerland) based company focused on creative content, is aimed at delighting consumers and helping businesses grow their customer base. Their expertise has earned Kenzan Studios awards at Los Angeles' SIGGRAPH 2015, the VR Hollywood Summit in 2016 and a recent grant from Epic Games, for outstanding work.

Building, innovating, and pioneering: the VR Time Machine created for DuPont Performance Materials while the VR Promotion & Entertainment product was developed for COOP

shopping malls in Switzerland. The foundation for Kenzan Arena were laid - destined to create powerful and groundbreaking VR games that are accessible to the general public. With COOP's 2017 Virtual Reality Roadshow alone, 2 million people will discover Kenzan Studios' product.

Founded in 2006, Kenzan Studios currently employs more than 40 professionals. With our passionate team of creative directors, visual artists, animators and developers, Kenzan delivers completely original virtual reality environments and characters, along with animations, visual effects and dedicated user interfaces - we do it all in-house !

PRESS IMAGES AND PREVIEWS OF: The Steam version of The Lost Pit VR

For further information, demos about Kenzan Arena or interview requests, please contact:

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In the neighborhood?

Please stop by, say hello and meet our artist, we even have freshly roasted coffee!

