

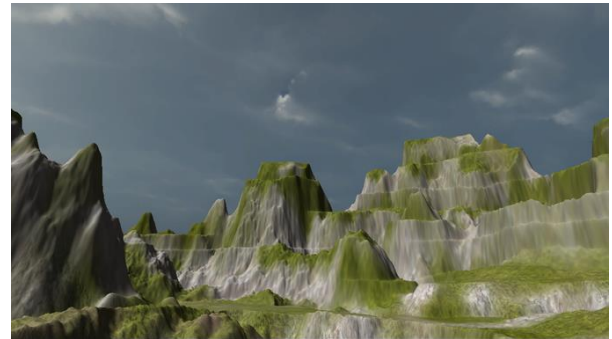
Genre-Defying Flight RPG for Oculus Rift and PC Seeks Funding



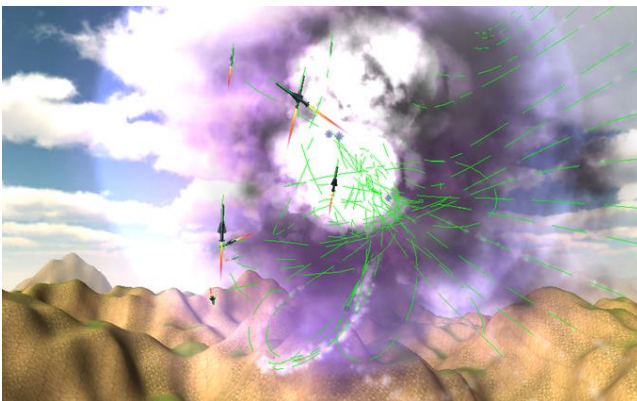
For Immediate Release

Have You Ever Wanted to Fly? Volaticus Combines Unique Fusion Gameplay with Virtual Reality for an Experience Unlike Any Other

Volaticus masterfully combines foundational RPG elements with a VR-optional gameplay style and first-person flight action for a thriller that is sure to please. Designed and developed by Dean Evans, an infrastructure support technician from New Zealand, the game promises to deliver an amazing story to guide the gameplay and already boasts gorgeous models of both terrain and enemies.



Players assume the role of Rex, who is described as “a reckless hero with an extra-terrestrial rocket-suit,” and it is that suit that jets you across a beautiful landscape to your target objectives. Creator Dean Evans tells us that the game will be a thrill for Oculus Rift players as well as PC players, as the game will be available on both platforms (via Steam).



Volaticus is seeking funding via Kickstarter and is launching a Greenlight campaign via Steam. Funds acquired will help fund further modeling and design, audio and music, and a fuller story mode for players. Stretch goals include multiplayer, and even a Gabe Mode.

Volaticus appeals to a wide range of gamers to include casual and scifi fans. Funding via Kickstarter closes July 13th. For those intent on grabbing a copy of the game early, it is available for pre-release as a Kickstarter reward alongside test keys and much more.

Get your copy of Volaticus here for **\$18 USD**:

<https://www.kickstarter.com/projects/deanevans/volaticus>

Be sure to **Follow Volaticus on Twitter** for the most up-to-date news:

<http://twitter.com/volaticusgame>

Be sure to visit **Volaticus on Steam** and cast your vote for the Greenlight! *Coming Soon*

