

HINGE

November 27



ABOUT THE HINGE: Episode 1

HINGE is an experimental **VR horror** game that takes place in a nightmarish building filled with high-quality graphics and sound effects. The game creates an environment of suspense as you struggle for survival in an oppressive atmosphere of horror that chases you wherever you go. Every step is filled with fear, as the heart races in anticipation of the next ghoulish creature to face.

The game uses technologies that were not previously widely used in VR games:

- 1) HDRP – this technology helps us to make Hinge look beautiful in terms of visuals, lightning and shadows.
- 2) Constantly changing in-game environment.
- 3) Abundance of visual effects.
- 4) Probabilistic monster spawning. No one knows when the monsters will appear, not even us.



The setting for the game is a skyscraper with many luxurious Art Deco apartments built by an eccentric millionaire hiding under a public in the guise of a philanthropist and benefactor of the occult and the head of a mysterious cult. On the night of the festive ceremony in honor of the completion of construction and the opening of the skyscraper, to which many different people were invited, catastrophic events of a mystical nature took place, plunging the building with all its inhabitants into a nightmarish reality, in which the real world is intertwined with the world of the psyche of the people inside the skyscraper, and the laws of physics and chemistry, space and time are turned inside out.

MARKETING MATERIALS

Trailer 2 – Gameplay & Physics-based interactions

<https://www.youtube.com/watch?v=IL3My3ImoGY>

Trailer 1 – Gameplay Footage

<https://www.youtube.com/watch?v=ZrPXrHn3LEA>

Official Announcement Teaser

<https://www.youtube.com/watch?v=KW3pnBIFtD4>

Press KIT

<https://drive.google.com/drive/folders/1X86Qj9SSXJPanerS1qIX44wRWou16NY1?usp=sharing>

ABOUT ARCADIA VR

HINGE is our first PC VR game, but as a game dev studio we've been existing for over 2 years. In the beginning we had been developing games for VR LBE arenas. Arcadia has three LBE venues in Russia, and another two were set to open in London and Paris respectively, when the COVID-19 pandemic derailed our plans. There are 17 people from the Arcadia dev team working on Hinge: 5 programmers, 6 artists, 1 level designer, 3 game designers, 1 sound designer, 1 QA.

www.arcadia-vr.com

Review Steam Keys will be available on November 16th. In order to request a Steam review code please contact info@arcadia-vr.com



discord.gg/JnrjC8fx



STEAM VR

steampowered.com/app/1429640/HINGE_Episode_1



twitter.com/vr_arcadia

HINGE

- What is the scariest thing you can imagine?
- Our scariest thing is HINGE