

T E R M 1 N A L

Title: TERM1NAL www.term1nal.com
Publisher: Oculus Studios
Developer: Force Field www.forcefieldvr.com
Platform: Gear VR powered by Oculus
Devices: Galaxy S8, S8+, S7, S7 edge, Note5, S6 edge+, S6, S6 edge
Controller: Gear VR controller, Gamepad (recommended)
Comfort rate: Comfortable
Software: Android OS Version 7.0 (recommended)
Price: \$ 7.99 or € 7.99
EMBARGO: Release of the game on the Oculus store
Release date: May 18th 2017

Cover art and Screenshots: <https://we.tl/Kq66prhz48> (34 MB)

Launch Trailer: <https://we.tl/Qlioijgg0T> (72 MB)

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About TERM1NAL:

TERM1NAL follows the story of Flynn Lightman, a highly skilled hacker, specialized in remotely controlling androids from the safety of his secret hide-out using advanced VR hardware.

He is contacted by a client to infiltrate STRIDE Industries, a company that specializes in data security and advanced robotics.

By taking control of one of the company's androids and an over enthusiastic robot dog his journey takes him into the depths of a heavily defended, high-tech facility where he discovers STRIDE's inner workings.

For what should've been a routine security hack, Flynn finds himself drawn into a nerve wrecking ethical dilemma as he uncovers a plot that threatens his safety and the future of humanity.

STEALTH – ACTION - PUZZLE

Sneak through 12 missions. Outsmart the enemy security. Hack the facility and puzzle your way through hours of story driven stealth-action gameplay.

Gamepad or Gear VR controller required. Android OS Version 7.0 recommended.

TERM1NAL Developer Q&A

Q: How long have you worked on the game?

A: Around one year now. We started pre-production in early 2016 and entered into full production a few months later.

Q: How big is your team?

A: Team size varied over the length of the project, in average the team was about 15 strong.

Q: Tell us a bit about Force Field/past games/studio history.



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A: Force Field came forth out of a merge of two companies, Vanguard Games and a VR start up NT Company. Vanguard Games created games for Xbox, PlayStation, PC and mobile. Past titles include Gatling Gears, Halo: Spartan Strike and Halo: Spartan Assault.

In February, we launched our first big VR title 'Landfall,' an immersive tactical twin stick shooter for Oculus Rift. It has been received very well and TERM1NAL is produced to the same high quality again, but now for Gear VR.

Q: Why did you choose the name TERM1NAL? What does it mean?

A: With TERM1NAL we hint at impending doom for humanity. Set in the near future, the world in which Flynn lives is one where lines between synthetic and authentic are blurred. It's unclear how this will end for humanity.

In the game Flynn also encounters different types of terminals which he has to hack to proceed. Those puzzles can vary between cutting wires, decipher codes or connecting nodes to guide power through a console.

Q: What were the inspirations for the game? Any particular games or genres that you based the game on?

A: We were inspired by a world on the brink of being dominated by big digital companies and self-aware AI. Movies like iRobot, Ghost in the Shell, Ex Machina and The Matrix were an inspiration.

Q: Why did you choose to make this game in VR? What does VR contribute to the game experience?

A: We wanted to create an immersive stealth and action game in which you can feel the tension of what it would be like to sneak into a large corporation.

Q: What have been the biggest challenges working in VR?

A: Comfort has always been our main priority. We don't move the camera to create the most comfortable experience, but this also means that every part of the environment needs to be observable without moving around too much. In the tricky puzzles you switch to a first person mode that really raises the stress level to solve the puzzle before a guard spots you.

Q: How long is the game?

A: Expected play time is around two to three hours.

Q: Does the game support VR headsets other than Gear VR?

A: TERM1NAL is an exclusive Gear VR title.

Q: Which engine did you use to create the game?

A: TERM1NAL is a Unity game.

Q: It looks like the game is playable without VR, what is your opinion on that?

A: Firstly the stealth experience is by far stronger with the sense of location that VR brings, plus we have created some unique moments that simply wouldn't be possible without the

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360 degree awareness that VR gives the player. There are some real hair raising, high tension moments to enjoy!