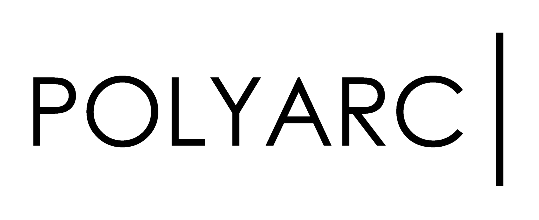
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***Moss*, a new Action-Adventure Puzzle Game for VR, debuts on stage during Sony’s 2017 E3 Press Conference**

*Featuring intuitive gameplay, creative design, and a high degree of artistic polish, new IP Moss delivers the game VR players have been waiting for*

**Los Angeles – June 12, 2017 –** During the Sony press conference at the Electronic Entertainment Expo (E3) tonight, Seattle-based game developer [Polyarc](https://www.polyarcgames.com/moss/) introduced [Moss](https://www.polyarcgames.com/moss/), an action-adventure puzzle game coming to Sony PlayStation VR.

Players attending E3 this week will have the opportunity to meet Quill and explore the world of *Moss* via a playable demo in Sony’s booth (#4322).

An all-new [announcement trailer for *Moss*](https://youtu.be/_TTBaNw6Eek) debuted on stage gives players their first look at an epic journey in virtual reality. It begins with a mysterious book in a grand, vaulted library that opens and transports the reader to a vast, magical world. Most importantly, it introduces Quill—she is *Moss*’s brave new hero.

Filled with compelling characters, gripping combat, and challenging puzzles, *Moss* brings players into a captivating new world. Scheduled to release globally this holiday, *Moss* is a game that fans will want to play, play again, and share with their friends.

“We are designing *Moss* with the fundamentals that we know make a great action-adventure game while at the same time considering every decision with the unique strengths and opportunities VR offers fully in mind,” said Tam Armstrong, co-founder and CEO of Polyarc. “As a studio dedicated to the new medium of VR, our goal is still the dream we’ve always had as game developers—to create engaging worlds and share them with everyone.”

Through fantasy storybook readings and fluid gameplay, *Moss* brings players into the tale of our unlikely hero Quill—a young mouse from a remote forest settlement who is fated to be the key in a much larger story. As her ally on this journey, players guide Quill while also directly manipulating the field of play as their own character. Mutual communication and shared victories strengthen their connection to one another.

“In *Moss*, players can reach out, touch, and interact with the environment while guiding Quill through her journey. As a character within the world, players will work together with Quill to solve puzzles, overcome obstacles, and conquer any danger that comes their way,” said Danny Bulla, co-founder and design director of Polyarc. “As gamers, we’ve been conditioned for years to hold a gamepad in our laps when playing games, letting our thumbs and fingers do the controlling. It has been a great experience to create an immersive game that encourages players to reach into and interact with a tactile world.”

*Moss* also brings a high degree of art, sound, and animation polish, thanks to the development team’s previous experience on world-renowned videogame franchises. It’s this added element of quality that further brings players into an immersive world of myth and magic.

“Developing a game like *Moss* has been an inspiring challenge. We have the chance to connect the players to the world and characters in an entirely new and exciting way. For example, Quill can see you and she reacts to your movements as well as the environments you interact with,” said Chris Alderson, co-founder and art director of Polyarc. “Our goal is to let the player’s senses teleport them to a world where the characters and environments truly feel alive.”

For the latest updates, videos, and screenshots for *Moss* at E3 and throughout the year, follow Polyarc at:

**Facebook:** <https://www.facebook.com/polyarcgames>

**Twitter:** <https://twitter.com/PolyarcGames>

**YouTube:** <https://www.youtube.com/polyarcgames>

**Website:** <https://www.polyarcgames.com/moss/>

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**About Polyarc**

Polyarc, located in Seattle, was founded in 2015 to explore the energizing and momentous possibilities of virtual reality, and to champion a culture where deep collaboration, creative expression, and high player value are at the forefront of every innovation. Polyarc’s team is made up of talented developers with deep experience working on well-known, AAA franchises such as *Destiny*, *Halo 3: ODST*, *Halo: Reach*, *Red Dead Redemption*, and *Guild Wars 2*. <https://www.polyarcgames.com/>

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