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***Moss* Fans Score Big with the Release of the *Moss Soundtrack***

*Polyarc gifts the Moss Soundtrack to new and existing owners during a limited time promotion and opens pre-order sales for its premium collectable CD and vinyl albums*

**Seattle – July 27, 2018** – The world of *Moss* will soon extend beyond the virtual reality headset with the release of the *Moss Soundtrack*, dropping across major digital retailers August 3, 2018. As a special thank you to fans, [Polyarc](https://www.polyarcgames.com/) is gifting the full digital soundtrack to everyone who has purchased or will purchase *Moss* through [PlayStation®Store](https://store.playstation.com/en-us/product/UP1983-CUSA09290_00-MOSSGAME00000000?smcid=pdc%3Aus-en%3Apdc-games-detail-moss-ps4%3Aleadproductinfo-buy-download%3Amoss%3Aup1983-cusa09290_00-mossgame00000000%3Aemcid_null), [Steam](https://store.steampowered.com/app/846470/Moss/), [Oculus](https://www.oculus.com/experiences/rift/1942343732456615/), [Viveport](https://www.viveport.com/apps/c3212c58-5f00-44a4-aa09-dfd70499253c), [GameStop](https://www.gamestop.com/ps4/games/moss-psvr/155882) or one of the many physical retail locations by August 17, 2018. For all other music enthusiasts, the *Moss Soundtrack* is now available for pre-order at digital retailers such as [Bandcamp](https://polyarcgames.bandcamp.com/album/moss-original-game-soundtrack), [iTunes](https://geo.itunes.apple.com/us/album/moss-original-game-soundtrack/1412623577), [Google Play](https://play.google.com/store/music/album/?id=Bywiyul67zjzymvstcpoari5r5q), and [Amazon](https://www.amazon.com/dp/B07FK8D334?tag=materiacoll-20).

Composed by two-time BAFTA award-winning composer [Jason Graves](http://beta.jasongraves.com/), the soundtrack brings to life the melodic and playful adventure in *Moss* from the hero Quill’s perspective. Graves accomplishes this by employing small and intimate-sounding instruments — flute, oboe, Celtic harp, English hammered dulcimer, acoustic guitar, and classical violin — all composed, arranged, and produced in a pastoral soundscape with enchanting Waltz-esque flair. The soundtrack consists of 11 in-game tracks for more than 57 minutes of music, including the bonus track “Home To Me,” featuring [Malukah](https://www.malukah.com/2018/04/02/singing-on-the-vr-game-moss/). Three tracks (“The Clearing,” “Cinder Skies,” and “Home To Me”) can be sampled via [Bandcamp](https://polyarcgames.bandcamp.com/album/moss-original-game-soundtrack).

For soundtrack collectors and fans of physical versions, Polyarc also opened pre-orders for a limited run of premium CD and vinyl albums. The album covers feature a *Moss* storybook design highlighted with gold foil. Inside the CD digipak, gamers are treated to art from the in-game collectable tapestry and environment. For the vinyl album, which features eight of the tracks, the black record label features a full color tapestry. Both the CD and vinyl albums can be pre-ordered at [Materia Collective](https://store.materiacollective.com/collections/vinyl/products/moss-original-game-soundtrack-limited-edition-1xlp-vinyl) and [Bandcamp](https://polyarcgames.bandcamp.com/album/moss-original-game-soundtrack).

In addition to the soundtrack, Polyarc is offering a *Moss* game + *Moss Soundtrack* bundle on PlayStation®Store for $29.99 starting August 3, 2018. The bundle promotion is available to everyone in North America and PlayStation®Plus subscribers in Europe for two weeks only. Following that, all players can purchase the game + soundtrack bundle for $34.99. The new bundle will also be available on Steam starting August 17, 2018 for $34.99.

Here’s how players who purchase *Moss* through August 17, 2018 can download the soundtrack for free:

* **Steam**: Gamers will find the soundtrack in the DLC section of *Moss* as part of the game update hitting August 3, 2018. Players have until August 17, 2018 to download the MP3 files before the soundtrack is removed from the DLC section of the single game purchase.
* **PlayStation®VR**: Gamers can go to the Moss Soundtrack page in the PlayStation®Store and are eligible to purchase the soundtrack free of charge through August 17, 2018.
* **HTC Vive**: HTC will send gamers an email with a code allowing them to redeem and download the soundtrack from Bandcamp after August 17, 2018.
* **Oculus Rift, Amazon, GameStop and Physical Edition**: Polyarc will send gamers a code allowing them to redeem and download the soundtrack from Bandcamp after August 17, 2018. Gamers need to send soundtrack@polyarcgames.com proof of purchase by August 18, 2018 to be eligible.

Revered as one of the best VR titles to date because of its intuitive gameplay, creative design, and high degree of artistic polish, *Moss* brings a unique experience to gamers around the world. In *Moss*, players guide a young mouse hero named Quill on an epic journey while also manipulating the field of play as their own character and key ally to Quill. *Moss* brings together classic components of a great game — characters, combat, and exploration — with the exciting, interactive opportunities of virtual reality.

*Moss* is rated E10+ by the ESRB. For more information, visit [www.polyarcgames.com](http://www.polyarcgames.com/) and follow the official Polyarc channels [Facebook](https://www.facebook.com/polyarcgames), [Twitter](https://twitter.com/PolyarcGames), [YouTube](https://www.youtube.com/polyarcgames), and [Instagram](https://www.instagram.com/PolyarcGames/).

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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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