**New game, *Mixture*, revealed! Lead two characters simultaneously in this self-co-op action-adventure game coming to Meta Quest 2 and PS VR2.**

**Learn the power of magic as the mighty Alchemist and make good use of your deadly scythe as the Steel Moth Knight. *Mixture,* developed by the Polish studio Played With Fire, will first launch on Meta Quest 2 and then on PS VR2.**

**FOR IMMEDIATE RELEASE – September 1st, Cracow, Poland.**

**Played With Fire have just revealed that they’re working on an upcoming VR game called *Mixture* that will allow gamers to simultaneously play as two completely different characters. Enter the mysterious world of The Realm of Matter and learn the story of the Seven Alchemists and The Order of Knights. Throw powerful, physics-bending mixtures and fight epic bosses as the exiled Moth Knight seeking redemption.**

Watch the *Mixture* Announcement Trailer [HERE](https://www.youtube.com/watch?reload=9&v=Lz0YtWX9Gqk).

Follow the game on the official [website](https://www.playedwithfire.com/), [Twitter](https://twitter.com/MixtureVR), [Facebook](https://www.facebook.com/MixtureVR), [Instagram](https://www.instagram.com/mixturevr/), and [YouTube](https://www.youtube.com/channel/UC1Bpde8gNlEuFI5kbglyWRA) to keep up with the news about its development.

And if you’re heading to PAX West in Seattle, don’t forget to stop by booth 650 to meet the dev team and try out the game!

***MIXTURE* – GAMEPLAY**

*Mixture* is an action-adventure self-co-op VR game where you control two characters simultaneously – Sola, The Moth Knight, and The Alchemist.

Lead the daring Moth Knight, navigating environments and battling enemies. Use her wing-like cape and lethal scythe, upgrading your tools of the trade along the way. Sola is a dynamic fighter, adapting to any situation, instantly changing direction and position. She can conjure powerful dashes or spread her wings and glide through the air.

Use the Moth Knight’s deadly weapon – the scythe, with two modes – which can be wielded for a variety of slashing and stabbing combos. The scythe also expands the Moth Knight’s adventuring abilities. It allows Sola to climb vertically on coarse surfaces and sharply change directions midair. Finally, it provides her with a devastating aerial dive attack.

At the same time, act as The Alchemist to interact with the world of solid substances by modifying their qualities with hand-crafted alchemy. Your hands can magnetically attract base elements. Using simple hand gestures, you combine them through alchemic processes, concocting bottled mixtures. As the game progresses, the range of available alchemic formulas grows, too.

Cast powerful mixtures at incoming enemies or alchemy-vulnerable areas with a variety of powerful transmuting effects. Learn alchemy’s offensive, tactical, and problem-solving uses through practice.

***MIXTURE* – MAIN FEATURES**

* **Play simultaneously as two characters** – The Alchemist and the exiled Steel Moth Knight – each with their own skills and hidden agenda.
* **Enjoy the fast and intuitive VR crafting of alchemic mixtures** to be cast, leading to devastating effects.
* **Face dangerous enemies in the unique mix & slash combat,** where you’ll observe the results of exhilarating VR mixture-flinging action followed by stylish TPP melee combos and finishers.
* **Experience the reinvention of classic Metroidvania ability progression** with two concurrent characters and VR-enhanced abilities.
* **Explore** the grim, raw, malleable world of rock, gem, and metal.
* **Travel through five unique biomes** full of challenges, combat, and secrets culminating in epic confrontations with giant bosses.
* **Follow the heart-wrenching story** with morally ambiguous characters.
* **Listen to the resonant, beaming, and oozing original musical score** by Thomas Regin (*Unavowed*).

***MIXTURE* – STORY**

Centuries ago, mighty Alchemists threatened The Realm of Matter, protected by The Order of Knights. After the long war, all Alchemists were captured and imprisoned. Each Alchemist was kept separately in a different hidden area of The Realm to lessen the possibility that all Alchemists might ever break free together at once.

However, suddenly in five different parts of The Realm, alchemy has clearly started to revive – aggressive golems attack peaceful wanderers, and acidic storms eat away at ancient structures.

Sola used to be of The Light, but her greed has turned her into an outcast in moth-shaped armor.

Exiled, she traverses dangerous, barren worlds of living metals, ores, and crystals to find means of redemption. To achieve this, she reluctantly frees and forms a pact with one of the imprisoned Alchemists.

Together, they form a force to be reckoned with, but there might be a price to pay for fusing Light and Alchemy.

*Mixture* is being developed by the Polish studio Played With Fire and will launch first on Meta Quest 2 and later on PS VR2.

More information about the game can be found on the official [website](https://www.playedwithfire.com/), [Twitter](https://twitter.com/MixtureVR), [Facebook](https://www.facebook.com/MixtureVR), [Instagram](https://www.instagram.com/mixturevr/), and [YouTube](https://www.youtube.com/channel/UC1Bpde8gNlEuFI5kbglyWRA).

The press kit is available for download at the following link: [https://pr-outreach.com/en/game/mixture,50](https://pr-outreach.com/en/game/mixture%2C50).

**PREVIEW COPIES (META QUEST 2) WILL SOON BE AVAILABLE.** To secure one for yourself, please get in touch with Agnieszka Szóstak at agnieszka.szostak@pr-outreach.com or call +48 881 951 601.

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**About Played With Fire**

Played With Fire is a studio formed in 2019 in Cracow, Poland. In 2020 they released *Stargaze*, their debut title. *Stargaze* represents the idea of the stylized immersive fantasy worlds they want to keep exploring in their VR games. Members of the core team are seasoned game developers who have collectively shipped 16 titles with various publishers, including Curve, Paradox, and Microsoft, on all major platforms. They believe in VR as the platform to expand immersive fantasy, action, and adventure experiences far beyond what is available today. <https://www.playedwithfire.com/>