***MIXTURE* – FACT SHEET**

1. **KEY FACTS**

Title: *Mixture*

Developer: Played With Fire

Publisher: Played With Fire

Platform: Meta Quest 2, PS VR2

Genre: Action, Adventure

Setting: Fantasy

Game modes: Single-player

Release date: TBA

Price: TBA

Age rating: 10+

Language versions: English, French, Italian, German, Spanish, Japanese, Korean, Chinese (simplified), Polish

Website: <https://www.playedwithfire.com/>

Twitter: <https://twitter.com/MixtureVR>

Facebook: <https://www.facebook.com/MixtureVR>

Instagram: <https://www.instagram.com/mixturevr/>

YouTube: <https://www.youtube.com/channel/UC1Bpde8gNlEuFI5kbglyWRA>

1. **THE PLOT**

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.

1. **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.

1. **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*).
1. **ASSETS**

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

1. **MEDIA CONTACT**

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1. **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/>