

SKYDANCE'S
BEHEMOTH

FACT SHEET

Game Title:	Skydance's BEHEMOTH
Platforms:	Meta Quest 2, Meta Quest 3, PlayStation VR2, PCVR
Price:	\$39.99 USD
Genre:	Action-Adventure
Age Rating:	RP for Rating Pending; (Anticipated) M for Mature, PEGI 18, CERO Z
Release Date:	December 5, 2024
Developer:	Skydance Games
Publisher:	Skydance Games (Digital) Maximum Entertainment (Physical, North America, Europe and Australia) Mastiff (PlayStation VR2 Digital and Physical, Asia)

GAME SUMMARY

Skydance's BEHEMOTH is Skydance Games' next massive offering for this VR generation and its epic follow-up to the award-winning, *The Walking Dead: Saints and Sinners* franchise.

It is a monumental first-person action-adventure VR game that combines brutally real physics-based weapons and hand-to-hand combat, with vertical player traversal, environmental puzzle platforming and skyscraper-sized boss battles.

Skydance's BEHEMOTH is a sprawling original story set in the Forsaken Lands, a destroyed kingdom besieged by a curse. Play as the lone hunter, Wren, and embark on a perilous quest to end the rot curse running through your veins and plaguing your village. The only cure is to slay unslayable gods, the towering Behemoths.

Armed with an arsenal of hero weapons, a grappling hook, and a curse that instills supernatural strength, Wren must venture across and reclaim the realm by uncovering its sinister origins and slaying the Behemoths laying waste to its borders. This treacherous journey will bring the player to their limits, requiring all their wits, hard-earned skills, and unyielding resolve to overcome whatever brutality the Forsaken Lands throws in their path.

KEY FEATURES

A Dark Fantasy Narrative Adventure in VR Awaits

Embark on a harrowing quest to reclaim a once-thriving kingdom taking you through the unforgiving realms of the Forsaken Lands. From snowy tundras to swampy marshlands, the harsh environments may seem uninhabitable, but they hide swarms of treacherous marauders and secrets to this land's purposely hidden past. Played exclusively through the total immersion of virtual reality, *Skydance's BEHEMOTH* is an engrossing narrative experience that elevates storytelling and interactivity to new and dreadful heights.

The Behemoths Loom Large and Dangerous

Hazards lurking on-ground are only precursors to the gargantuan dangers that threaten from above. Monstrous embodiments of the curse, the Behemoths ravage the Forsaken Lands and corrupt the hearts and minds of those who remain there. Where did these abominations come from, and why are they here? To find the answers, Wren must attempt to slay the Behemoths on land, in the air, and while scaling their massive, tower-like bodies.

Here, There be Monsters

In the Forsaken Lands, Wren will encounter hostile enemies who aim to end the hero's journey permanently. Armed with a grappling hook and curse-given supernatural strength, Wren will learn the skills, techniques, and courage to cut down, maim, sever, break, and rip apart all who stand in their way. Precise and well-timed weapon strikes lead to flesh-cleaving, bone-crunching impact, and clever use of surrounding environmental elements give players creative chances to end their enemies.

Skydance Games' Next AAA VR Experience is Here

Creators of benchmark-setting AAA VR experiences, Skydance Games brings its signature creative and technical approach - "Virtual Physicality" - to *Skydance's BEHEMOTH*. Realistic weight, physics, and interactions create a sense of immersion that feels both natural and heightened in all facets of the game: combat, traversal, puzzle-solving, and more. Coupled with eye-popping VR visuals and a dark fantasy narrative, *Skydance's BEHEMOTH* aims to set the bar once again for VR experiences to come.

ABOUT SKYDANCE GAMES

Skydance Games delivers blockbuster gaming experiences of all kinds and is known for high-quality visuals and rich narratives. Encompassing each of the company's two gaming studios—one led by Dan Prigg (*Skydance's BEHEMOTH*, *The Walking Dead: Saints & Sinners*) and the other led by Amy Hennig & Julian Beak (*Marvel 1943: Rise of Hydra*, Untitled Star Wars Game)—as well as its games publishing, interactive licensing, and transmedia storytelling teams, Skydance Games brings to life one-of-a-kind worlds and crafts compelling stories that players want to revisit over and over again. The studio's portfolio holds award-winning titles across console, VR, PC, and mobile, including *Archangel* and *The Walking Dead: Saints &*

Sinners, and the upcoming *Skydance's BEHEMOTH*, *Marvel 1943: Rise of Hydra*, and a collaboration with Lucasfilm Games set in the legendary *Star Wars* galaxy.

LEGAL LINES

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