

SKYDANCE'S
BEHEMOTH

— *REVIEW GUIDE* —



FROM THE DEVELOPER

Greetings Hunters,

You are among the chosen few to first reach the distant shores of the Forsaken Lands and begin your hunt. Everything you are about to play has been handcrafted from the ground up for a uniquely large scale and robust physics-driven VR experience. This land is thousands of years old, brimming with rich history and fraught with peril. Ruling over this diverse and ancient world? Your prey. Each towering Behemoth you will encounter is a unique level unto itself. Driven and reactive to every action you take, these living and dynamic dungeons are on a scale unlike anything attempted in VR. Fight, fail, learn and repeat.

Embarking on this grand and cinematic journey puts you into the role of Wren, a customizable hero burdened with unyielding resolve. Will you free yourself of your curse? Will you rescue your mother and your village? Can you save this world? Building out Wren's journey and epic narrative, we are very proud to say this is Skydance Game's most ambitious title we have ever created. Not just in terms of epic storytelling, but in the immensity of its scale and above all, the intensity of its action. Building upon the combat systems of *The Walking Dead: Saints and Sinners*, we have pushed our technology and ourselves to the limit to make an intentional combat system that must be honed and mastered, rather than simply powered through. This custom immersive combat makes you feel your actions in a way no other VR game has. All these mechanics are accompanied by a physics engine so robust that we even surprised ourselves with its capabilities and can't wait to see what creative strategies you use to dispatch your enemies and traverse this land. But we are just getting started.

Behemoth will be supported with road-mapped updates starting day one and a much larger 12/12 update bringing enhancements to visuals and performance across all platforms. In 2025, Arena Mode 10 will roll out with added content and stability for every player. As with our cross-buy option on PC, all Arena Mode updates will be free of charge for existing owners of the game.

This project is a love letter to blockbuster, grim/dark fantasy. Our talented team forged this experience with their passion for making games that could only be realized in VR. Every element was designed to awe and entertain you. Good luck.

THE HUNT IS ON.

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SKYDANCE'S BEHEMOTH



A DARK FANTASY 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

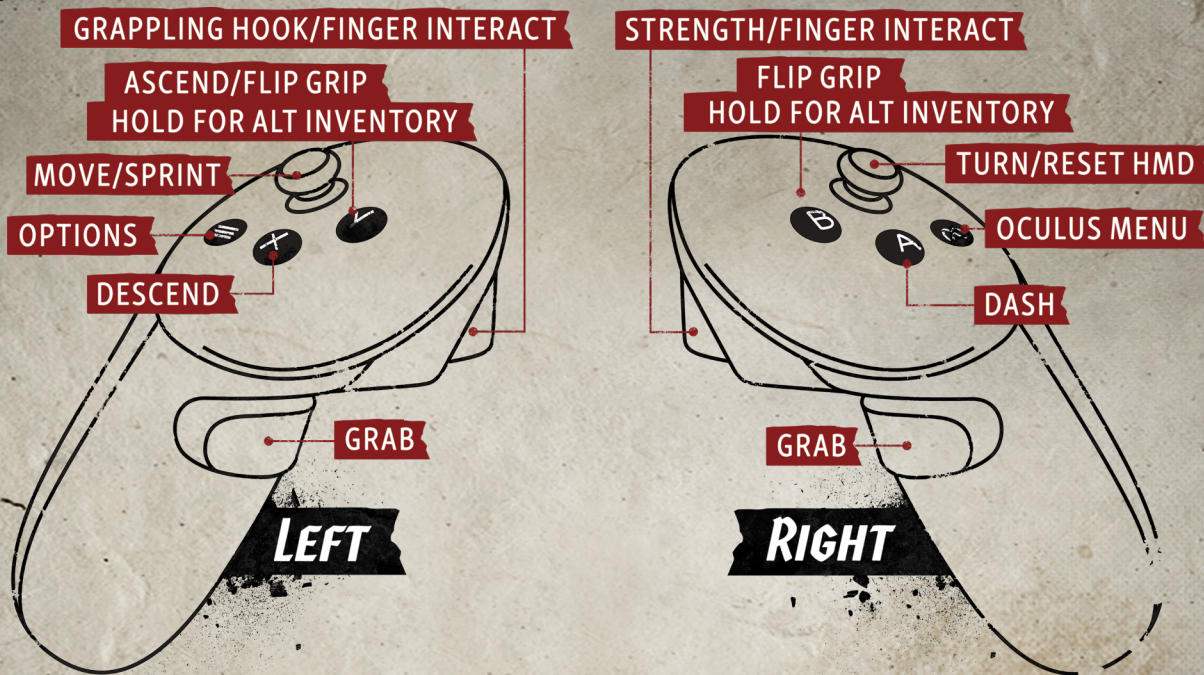
In the Forsaken Lands, Wren will encounter hostile enemies who aim to end the hero's journey permanently. Armed with a grappling hook and curse-given supernatural strength, Wren will learn the skills, techniques, and courage to cut down, maim, sever, break, and rip apart all who stand in their way. Precise 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

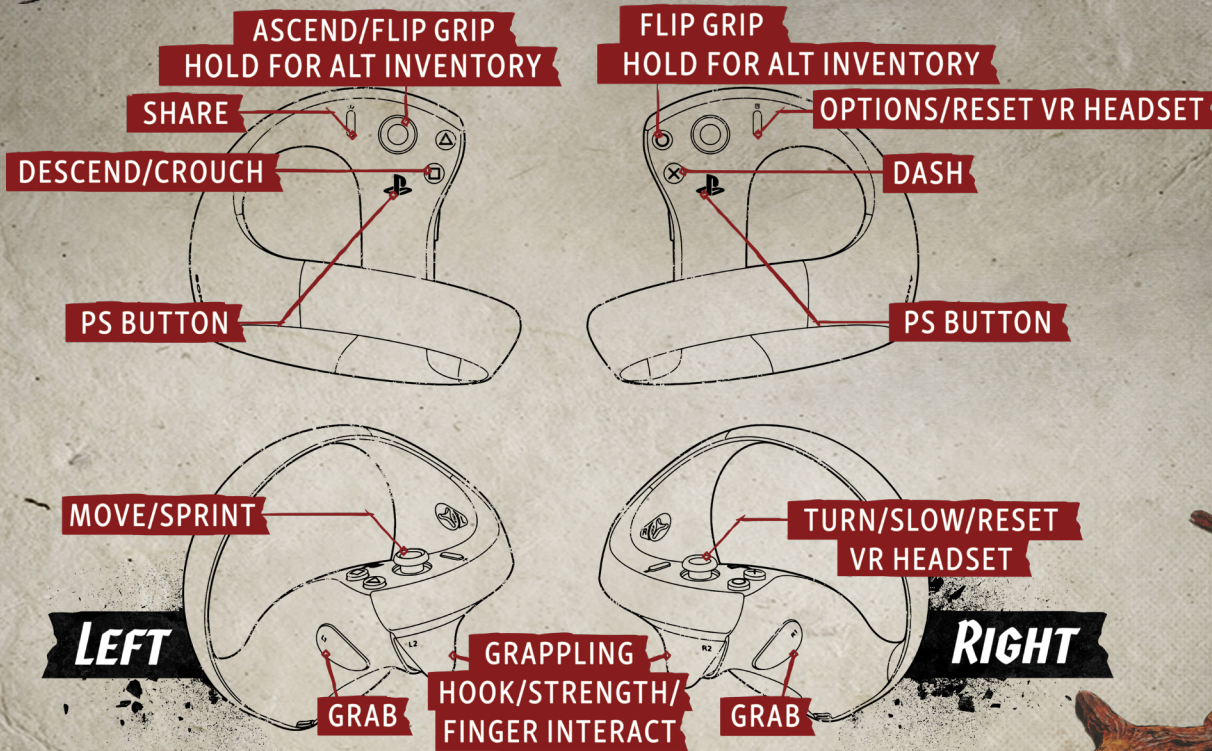
Creators of benchmark-setting AAA VR experiences, Skydance Games brings its signature creative and technical approach - "Virtual Physicality" - to Skydance's BEHEMOTH. Realistic weight, physics, and interactions create a sense of immersion that feels both natural and heightened in all facets of the game: 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.



META CONTROL SCHEME



PS VR2 CONTROL SCHEME





GAMEPLAY GUIDE

Game Difficulties:

Tenderfoot - Story / Easy difficulty - For players new to VR or who prefer lower intensity combat encounters.

Standard - Normal difficulty - Default mode balanced for the skills of players who are comfortable with VR combat.

Barbarian - Hard difficulty - For those who focus on the pain...the only thing that's real.

Tips & Tricks:

Physics based simulation and character stamina will play into how objects are handled and the weight of weapons.

As you progress, you will unlock more capabilities as a warrior. Experiment with combat and explore synergies that the highly flexible and dynamic combat system allows.

Practice blocking and parrying early in the game. The parry system pays off tremendously later in the game.

You can change the difficulty at any time in the game, so experiment with lowering or raising the difficulty.

Listen for audio clues to hidden secrets in levels.

All weapon upgrades can be unlocked, there are no split upgrade paths.

There are multiple saves that can be accessed in each profile in-case you get stuck.

Take advantage of medicinal herbs around the environments and don't hoard health pouches, you'll find more.

You can replay the audio for any collectible in the 'collectible' section of the player scroll.

You can fast travel to any Save Cairn you have unlocked by selecting them in the player scroll map.

Mastering grapple zipping and swinging will help aid you in combat and let you traverse the environments with ease.

Be sure to explore thoroughly to find health upgrades, stamina upgrades, relics, Coloss and other resources.

While your strength ability is active, you will not burn stamina. This is handy in combat and when climbing around on Behemoths.



PATCH NOTES

PC review code will get a hot fix on Day 1 for improved performance, scalability for different hardware configurations, and stability

PS5 review code is about a month old, will get a Day 1 patch that brings over gameplay tuning and balance improvements seen in PC review code, along with platform-specific visual and performance enhancements

Meta review code is about a month old, will get a Day 7 (12/12) patch that that brings over gameplay tuning and balance improvements seen in PC review code, along with platform-specific visual and performance enhancements

LAUNCH DAY HOT FIXES

Day 0 Patch for PS VR2

Player arms will be less awkwardly positioned

Herb leaves will no longer have a sheen when all herbs have been picked

Golden path popping, LOD, out of world gaps, and other texture anomalies so far discovered will be fixed

After respawning from death, collectable items will no longer respawn in geometry

Hand jitter while using levers and handles will be minimized

Enemies in courtyard will no longer be stuck in the ground geometry

Quest 2/3/3s

Fix progression blocker in Dreddstag climb section while grappling.

Boot screens will be visually sharper.

Fix issue where weapons may clip through the floor when dropped, making them impossible to grab again.



Incoming Patches

KNOWN ISSUES TO BE PATCHED 12/12

All:

Continued efforts to adjust game environments as needed.

Refinement of audio artifacts and sound improvements when reported.

Robust improvements to performance and stability with further optimization.

Ongoing efforts to balance and refine enemy AI gameplay and pathing.

Constant improvements to UI and menus.

Setting pixel density at 150 can cause performance and graphical issues.

Enemy 'feet sliding' animation when approaching the player.

Sora Superia spin attack does not move far enough towards the player.

Sora Superia has an unused VO line directing the player to "Restrain her with your grapple."

Need to fix speedrun cinematic timing issues as discovered.

Helmets can break into untextured assets.

Enemy archer attack alignment will be improved.

Loading screen information may not display the correct destination.

Instances of hand jitter when grabbing rope and using climbing posts.

There are floating items in Trapper's cell.

General Ludovic gameplay is receiving improved balancing.

Player may experience insta-death issue when touching Shacklehide's feet.

Tooltip for difficulty changed not displaying correctly.

Ladders may have inconsistent movement and behavior.

Player may be unable to move for 3-4 seconds after climbing rot wall in act before Shacklehide.

The rot area around the corrupt growths cannot be grabbed and passes through the user hands.

Quest 3/3s

Some players may experience invisible Boss targets making progression difficult.

In-Game controller images may not match platform.

Game version does not display when entering game.

Fix issue during Dreddstag fight that can push the player inside of the Behemoth mesh.

Player can clip through Shacklehide's leg while dashing up.

Update is needed for Front End & Options Menus for new haptics.

PS VR2

Safety warning message can be skipped without it on screen.

Unknown Issues

Other bugs may present themselves. We appreciate any reports you can share. Send them to: jyoung@skydance.com and brian.murphy@skydance.com

Having video capture or screenshots of the issues you encounter will help us reproduce those bugs and identify solutions. Thank you!