

SKYDANCE

GAMES

SKYDANCE'S BEHEMOTH LAUNCHES TODAY

Skydance Games releases dark fantasy VR title on Meta Quest headsets and PlayStation VR2



Los Angeles (December 5, 2024) – Skydance Games, the award-winning studio behind *The Walking Dead: Saints & Sinners*, today launched its gritty, new single-player action-adventure VR title, [Skydance's BEHEMOTH](#). Beckoning players into the cursed Forsaken Lands, the game is now available on [PlayStation VR2](#) and [Meta Quest](#) headsets, with cross-buy on Quest devices for the PC VR experience.

[\[LAUNCH TRAILER\]](#)

"We are extremely proud of the industry-leading storytelling and technical work the team has put into bringing this brand new IP to life," said Shawn Kittelsen, Senior Vice President of Creative. "Since we started development on *Skydance's BEHEMOTH*, our team has consistently reimagined what a grim, dark fantasy world could feel like as a triple-A VR experience. We can't wait for players to explore the Forsaken Lands and experience the otherworldly scale of our universe when they face the Behemoths for the first time."

In *Skydance's BEHEMOTH*, players will enter the Forsaken Lands, a kingdom reduced to rubble by an ancient curse, to take down the Behemoths. These gigantic monsters spread ruin

throughout the land. Armed with an arsenal of hero weapons, players will need to slay all who stand in their way to kill the unkillable and restore life to the once-great civilization.

Players can anticipate a 12-14 hour campaign, exploring four unique biomes and Behemoth battles. From the icy tundra of Shackleshide to the barren swamplands of Dreddstag and the soaring mountains of Nightscaper, players will come to uncover the fourth, ultimate Behemoth in The Hollow.

Skydance's BEHEMOTH is available on [PlayStation VR2](#) and [Meta Quest](#) headsets. Players who purchase the game through Meta Quest can also access the PC version using the Meta Quest Link. On Thursday, Dec. 12, Skydance Games will release a one-week patch for the game, including additional VR headset availability. For more information on *Skydance's BEHEMOTH*, please visit behemothvr.com.

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Press Kit

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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.