

SKYDANCE

GAMES

SKYDANCE'S BEHEMOTH INTRODUCES ARENA AND BOSS RUSH MODES TO GRITTY VR TITLE

Explore The Arena Featuring New Maps and Golden Weapons, Plunge into The Behemoth Trials For Blood-Pumping, High-Stakes Boss Fights



LOS ANGELES - June 3, 2025 - Skydance Games today released “**The Rites of Wrath**,” a major update featuring two new game modes – **The Arena** and **The Behemoth Trials** – to its colossal VR title, [Skydance's BEHEMOTH](#). After a popular reception in beta, players can now fully explore the game's Arena Mode and take on hordes of enemies, or drop into a new boss rush mode in The Behemoth Trials to face any of the game's titular Behemoths on demand. The gargantuan update is available now on all platforms: Meta Quest 2 and 3, PlayStation VR2, and PCVR.

[\[Trailer Link\]](#)

The Arena Leaves Beta

Arena Mode is now a fully fledged feature called The Arena. Fight off hordes of enemies through three new maps with both daytime and nighttime modes. Collect coins from your fallen enemies and exchange them for powerful golden weapons to reach new heights of mastery. Manage

your weapons carefully, because weapons break in The Arena – sometimes at the most inopportune moments! Conquer The Arena once to unlock an endless version, where you can find out what kind of warrior you really are.

Additional highlights of The Arena include:

- The new maps include two never-before-seen maps, plus the original Beta map with massive upgrades
- 15 Golden Weapons, each with a special power
- Wave-based progression, with iron-man rules – must complete all six maps with only one life
- With randomized maps, encounters, and time of day, no two runs will ever be the same
- Survive all the waves through all six maps and defeat The Arena!

The Behemoth Trials Are Waiting For You

Enter The Behemoth Trials and find yourself on hallowed ground. In this sacred space, you can perform a ritual that will allow you to face any of the Behemoths of the campaign immediately, with bespoke loadouts that will maximize your chances of success. Choose to fight Shacklehide and call it a day, or challenge Nightscraper, Dreddstagg, then Shacklehide one after the other. The order and number of Behemoths you want to tackle are your choice. No unlocks or progression in the campaign are required to battle the Behemoths.

Play time for The Behemoth Trials ranges from 15 to 90 minutes, depending on which Behemoths are chosen, and an estimated 40 to 60 minutes to defeat The Arena. The endless mode does not end until the player dies or exits.

Discord AMA on June 6 with Shawn Kittelsen and Jeffrey Bard

In partnership with Meta, Skydance Games will host a Discord AMA to celebrate the game update on Friday, June 6, at 1 pm PT/4 pm ET. The AMA will feature *Skydance's BEHEMOTH* Creative Director, Shawn Kittelsen, and DLC Game Director, Jeffrey Bard. Take part in the community livestream on the [Meta Discord](#).

Skydance's BEHEMOTH is on sale via the [Meta Store](#) for 50% off for the whole month of June (\$19.99). The game will also be on sale on the [PlayStation Store](#) for 50% off between Wednesday, June 4, and Wednesday, June 18, and on [Steam](#) for 50% off from Thursday, June 26, to Tuesday, July 10.

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