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ARVORE Previews *Fabula Rasa: Dead Man Talking* Ahead of World Premiere at SXSW

Filled to the brim with colorful characters, talk your way out of this VR experience or die trying



SÃO PAULO – March 4, 2026 – Hear ye, hear ye! [ARVORE](#) harkens players from across the lands to experience a unique and improv-driven VR experience in ***Fabula Rasa: Dead Man Talking***. Created with AI-powered characters, the handcrafted world transports players to a fantastical realm where they're asked to embrace the power of comedy and imagination in a demo unlike anything that's come before. *Fabula Rasa* debuts as a world premiere at [SXSW](#) from Thursday, Mar. 14 to Wednesday, Mar. 17.

[\[Fabula Rasa - Making Of\]](#)

The bold interactive experiment is driven by real-time conversations, where each of the nine vibrant characters listens and responds to *anything* the players say and do. The

players control how the story unfolds through these interactions, guaranteeing no two experiences will unfold the same way. With over 25 awards and nominations from key gaming and entertainment festivals, ARVORE is at the forefront of navigating emerging technology to deliver immersive experiences that meld imagination with storytelling.

“*Fabula Rasa* started as an experiment, but it’s evolved into a project that challenged our team’s design capabilities and helped us appreciate the nature of play,” said Marcelo Marcati, Game Director on *Fabula Rasa: Dead Man Talking*, ARVORE. “At the heart of this game is an improv experience that blends generative AI with real-time game logic. We are very excited about the kind of immersive storytelling we were able to accomplish, and we hope we have the opportunity to expand the *Fabula Rasa* universe beyond this demo.”

“We’re always testing new ways to push the envelope on interactive storytelling at ARVORE,” said Luiza Justus, Game Director on *Fabula Rasa: Dead Man Talking*, ARVORE. “We wanted to explore how we could use AI not as a tool to expedite processes, but as a storytelling tool to enhance our characters and worlds by making them feel real. We hope audiences feel the love and craftsmanship that went into building *Fabula Rasa: Dead Man Talking*.”

Following its presence at SXSW, there will be an additional demo appearance at [FilmGate Interactive](#) from Wednesday, Mar. 18 to Sunday, Mar. 21. More opportunities to try out the VR interactive narrative adventure will be available at a later date.

To learn more about *Fabula Rasa: Dead Man Talking* and view the game trailer, please visit the [official website](#).

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Press Kit

[\[LINK\]](#)

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ABOUT ARVORE

ARVORE is an Emmy Award-winning Brazilian XR studio that creates and develops innovative games, interactive narratives and immersive worlds using the latest technologies such as Virtual Reality, Augmented Reality, and Mixed Reality. With

acclaimed titles like *The Line*, *YUKI*, and the *Pixel Ripped* series—including *Pixel Ripped 1989*, *Pixel Ripped 1995*, and the latest gem *Pixel Ripped 1978*—the studio has earned prestigious accolades, including the 2020 Primetime Emmy Award, a Lion at the 76th Venice Film Festival, a DICE Award Nomination, and the 2023 Best VR/XR Game Award at the BIG Festival.