Fabula Rasa Makes its Grand Debut on Meta Quest This December

The curtain rises for this award-winning, improv-driven VR interactive experience
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SÃO PAULO – Oct. 16, 2026 – Test your wits and your charm as ***Fabula Rasa*** immerses you in a vibrant and enchanting world on Meta Quest 3 and 3s this fall. Built by the award-winning Brazilian game studio ARVORE, the interactive experience takes place in a handcrafted fantasy world featuring a colorful cast of AI-powered characters who talk and react to players in real time. The title is currently available to wishlist on the **Meta storefront** ahead of its **December 3** release.

In *Fabula Rasa*, players are met face-to-face with nine thoughtfully crafted and lively townsfolk that they must win over to escape death by monster pit, with every

conversation shaping their own unpredictable story. ARVORE promises that no two playthroughs are the same, inspired by the imagination people bring to the experience when deciding their backstory and approach to the townsfolk. The VR experience racked up awards earlier this year with the XR Experience Audience Award at the 2026 SXSW Film & TV Festival and the Best of Tech award at Miami Filmgate Interactive.





“We wanted to make an experience where being charming, ridiculous, or an absolute menace are all equally valid strategies,” said Luiza Justus, Game Director on *Fabula Rasa*. “The fun comes from giving players the freedom to improvise and watching the story unfold in ways even we couldn’t have predicted. Seeing how enthusiastically players embraced that chaos when we first showcased it made us all the more excited to bring the experience to players everywhere.”

“When we set out to make *Fabula Rasa*, it was meant as a way to understand what we could do from a storytelling perspective that kept our team at the heart of the project,” said Marcelo Marcati, Game Director on *Fabula Rasa*. “So much thought went into making an improv experience work in VR, and we’ve loved seeing the different characters it brought out in people who played the demo. We hope it inspires a sense of play and piques imaginations in our fan base, as it did for our team while building it.”

“*Fabula Rasa* represents the kind of creative and technical challenge we love taking on at ARVORE,” said Ricardo Justus, Founder and Head of Studio at ARVORE. “During the development process, our team did many workshops with improv comedians to bring the characters to life and make the experience cohesive and fun. It was no small feat to build this experience where the AI worked seamlessly with every handcrafted element, and it simply wouldn’t have been possible without our talented team of devs, artists and writers. It’s an improv theatre experience at its core, and we can’t wait to see how it resonates with players when they try it for themselves.”

To bring out your best performance, *Fabula Rasa* will also provide a variety of costume options to inspire your interactions and prompt various reactions from the characters.

The more you play, the more outfits you'll be able to unlock for future playthroughs. The new interactive experience showcases the type of immersive gameplay ARVORE is known for. The studio remains dedicated to delivering worlds that blend storytelling with next-generation technology.

To learn more about *Fabula Rasa* and wishlist the VR experience, please visit the official website and Meta storefront.

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Press Kit
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Media Contact:
Zebra Partners for ARVORE
ARVORE_team[at]zebrapartners[dot]net

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.