

Press Release
- for immediate publication -

“Voronium – Locust Sols”, first Cross Platform VR game, released by Gamalocus

*One of a kind mash-up of Tower Defense with FPS in deep space, also for Oculus Go and **Oculus Quest***

Nov 16, 2018, Copenhagen, Denmark – Gamalocus is thrilled to announce the release of *Voronium – Locust Sols*, arriving today on Steam and Oculus store.

Voronium is a high-quality game developed solely for VR.

Performance-centric development process allows the game to run not only on the high-end devices but also on Oculus Go and Oculus Quest, makes it probably **the first high quality cross-VR-platform game**.

Today's release is for Oculus Rift, HTC Vive and Windows Mixed Reality.

A release for Sony Playstation, Oculus Go and Oculus Quest will follow shortly after.

The game overcomes the known locomotion in VR issue in two creative way: pull movement instigated by the player in Zero-G, and teleportation between shooting positions (Zeus war machines), while time is almost standing still.

Trailer:

<https://voronium.com/voronium-locust-sols-trailer>

Voronium – Locust Sols takes place on a planet far from our known world. In the wake of mankind's destruction of the earth a quest to find a new home has begun. Due to the enormous distances of space, this expedition is lead by machines and highly sophisticated AI all relaying on Voronium. Voronium is a material, so versatile and energy dense it defies the known laws of physics. It's the energy source that replaced all others. But though the universe is vast – mankind and their AI are not the only species interested in the energy. Your job is to secure the Voronium mining operations, and destroy anything that gets in the way.

The game contains the following features:

- Tower-defense gameplay (protect the base)
- First person gameplay – participate in the defending in VR FPS mode
- Tech-noir storyline driving the game forward
- Free placement of towers on all flat areas in the landscape
- Evolving tech-tree, various weapons and upgrades
- Multiple opponent types – different behavior requires different tactics
- Enemies attack player back using rocks, drones, and jumping melee attacks
- Enemies are hive-minded, attacking one trigger agro
- Unique twirling gesture for swapping weapons in FPS mode

The game will launch with a prologue and 9 unique levels. The tech tree includes both hand-held weapons and autonomous towers, all are upgradable and providing over 20 potential upgrades through the game. Additional levels and weapons may be added later.

About Gamalocus

Gamalocus is a Danish game development studio. Founded in 2001 by Lars Peter Wiberg Nielsen and Emanuel Greisen. Back then Gamalocus specialized in the development of multi-player online strategy games. The game Call of the Warlords was launched online in March 2002 - it was played in a web browser but with a full fledged graphical UI. After that Gamalocus worked on a number of titles of which the most prominent one was Call of the Kings - The Mirror Black.

In 2008 the two founders put the company on hold while they pursued business elsewhere. But alas, in 2018 Emanuel Greisen together with Alex Ribin and Søren Deleuran picked up the pieces and blowing new life into the old studio.

The new Gamalocus is looking into the future and experimenting with new technologies and their applications in games. Our first game will be a VR-exclusive game that will utilize all the benefits of the VR platform.

Contact

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