



GATES OF NOWHERE

Press release

(updated to latest release - 1.1)

Gates Of Nowhere is a Fantasy/Horror adventure in Virtual Reality for **HTC Vive** and **Oculus**.

You'll be projected in a huge fantasy dungeon filled with awful and dangerous enemies and start your adventure inside an abandoned dark prison. You must find the way out fighting to survive, solving hard puzzles, trying many different weapons and revealing at the end the mystery behind your journey. The game is composed by four levels, **The Awakening, Through the dark, WaterWorks** and **Inferno**, providing at least 4 hours of amazing VR gameplay.

You can try **10 different weapons**, many items useful to interact with the environment and collect ingredients in order to create alchemical items.

The update to version 1.1 of Gate Of Nowhere is overwhelming. A few months after the release, substantial changes have been made to the game to make it more dynamic and fun. Almost 80% of gameplay mode has been rewritten to make combat more realistic thanks to the addition of new weapons, new enemies, a whole new chapter and the crafting system.

Below the main features available in this update

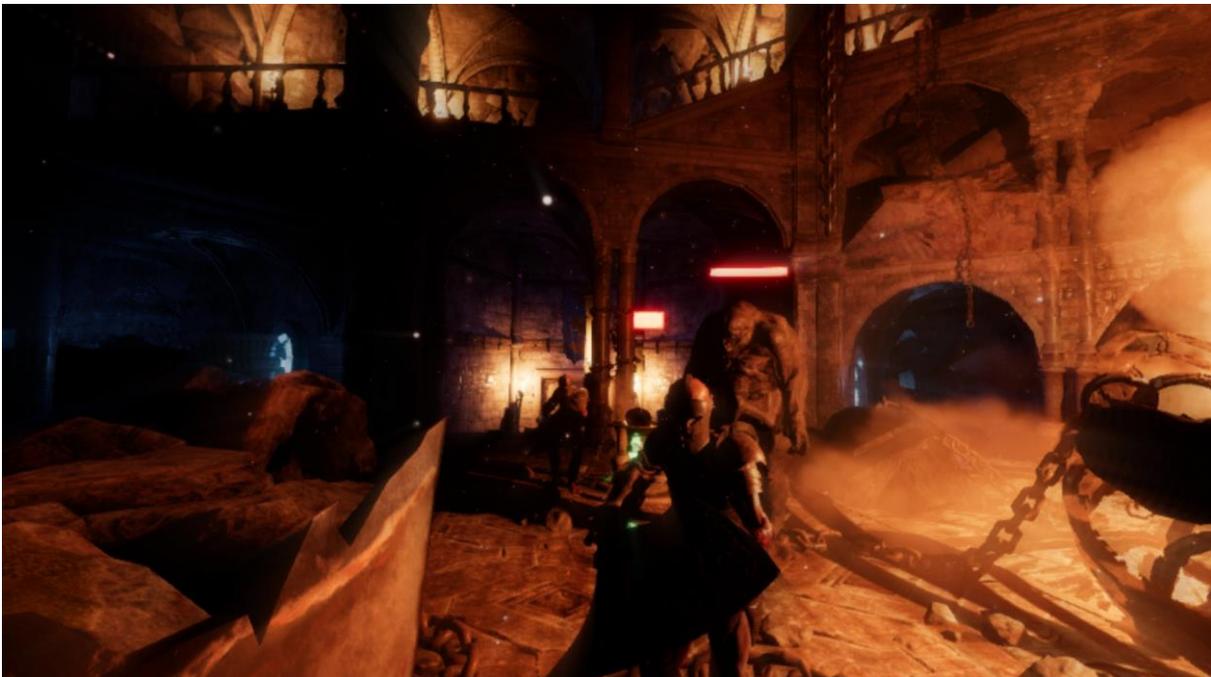
New Level

Chapter 3 "WATERWORKS" unlocked. This completely new game level will offer more clues to solve, introducing new enemies and weapons.



New Combat and A.I. system

We re-engineered them from scratch. Not all the enemies are deeply affected yet, but now you'll face enemies equipped with weapons and armor, which are now stronger and challenging. We'll still improve them during the next releases.



New weapons: Bow and Spear

Introducing the WorkShop

The most important game update that will definitely changes the gameplay is the implementation of the Workshop.



Right from the start of the game, you will be able to collect ingredients which can be used in the Workbench in order to create alchemical weapons such as:

PATHFINDER: it generates a particle that marks the right path to take.

SHIELD PLASMA: it creates an energy shield around you. You can move freely, but the enemies can not get close and hit.

MOMENTUM: it slows down all the movements of the enemies, but not your speed.

BLACK RIFT: It generates a singularity at the point of activation and sucks all the enemies present in a defined range.

RE-GENESIS: restore all your energy and repair all damaged weapons in one time.

WHITE NOISE: creates a sphere of energy that projects lightning in the directions of all enemies in a defined range. The rays pass through objects.

FROSTBITE: freezing sphere that instantly freezes all enemies in a defined range.

INFERNO: it creates a magma sphere that ignites all enemies in a defined range.

GRINDER: similar to FROSTBITE, but with effect of petrification and pulverization.

BERSERKER: For a period of time it amplifies the damage caused by all the weapons.

SUNBURST: it create an explosion.

DETECTOR: when activated it highlights the crafting ingredients present in the levels near to you.

PORTAL: you can use to open a direct way to the Workshop. The Portal will close as soon as you walk back to the game level.

Environment Interaction Enhanced

Now you can grab and interact with many objects inside the world.

Destructible Weapons

Now all the weapons can be damaged by using them and become useless . In order to use them again you have to repair them, or pick up the weapons dropped by the enemy which will substitute the broken ones.

Oculus Support

We added a full Oculus compatibility.

Follow the community on Steam: <http://steamcommunity.com/app/614260>

Steam Store page: http://store.steampowered.com/app/614260/Gates_Of_Nowhere/

Social:

Facebook: <https://www.facebook.com/gatesofnowhere/>

Twitter: <https://twitter.com/GatesOfNowhere>

Official WebSite: www.gatesofnowhere.com

Youtube trailer: <https://www.youtube.com/watch?v=3zSQoqJuWv8>

Support e-mail: info@gatesofnowhere.com

Developed by Symmetrical 2017, all rights reserved.