



Mostly Harmless Games - Official Press Release



# Munch VR Out Now!

Mostly Harmless Games' latest VR-game Munch was released on Steam on 17 feb 2017 for **HTC Vive and Oculus Rift**.



*There are plenty of fish in the sea, but few as hungry as Munch!*

## SUBMERGE INTO VIRTUAL REALITY

Mostly Harmless Games, developers of *Funklift*, have officially entered the VR gaming scene. After months of prototyping, experimenting and developing they have now released their first VR game *Munch* for room-scale VR on the HTC Vive and Oculus Rift.

The player controls Munch, a small fish that follows the motion controller, and must help Munch grow by eating other, smaller fish but avoiding the bigger ones. The more Munch grows, the bigger the fish you can eat. The game features 20 increasingly challenging levels across five beautiful underwater environments.

Scores are automatically posted to leaderboards where the player can compare their achievements to friends and players across the world.

## Munch on Steam:

<http://store.steampowered.com/app/549000/>

The idea of *Munch* came to the developers when they were playing around with Valve's demo *The Lab*, more specifically the Space Invaders-like game called *Xortex*. *Munch* combines the mechanics from *Xortex* with the gameplay from classic flash and PopCap games such as *Fishy* and *Feeding Frenzy*, reinvented in Virtual Reality.

Almost immediately after launch, *Munch* was featured by HTC Viveport as a recommended Steam game under the banner "Steam Games We Love". The game is planned to be released on HTC Viveport as well as the official Oculus Store in the near future. *Munch* is currently priced at \$14.99 (\$11.99 with launch discount).

**Press contact:** Alexander Milton, CEO, [alexander@mostlyharmless.games](mailto:alexander@mostlyharmless.games), +46704700992

**Press Kit:** <http://munchvr.com/press/>

**Website:** <http://munchvr.com/>

**Trailer:** <https://youtu.be/tWogotoBKHo>