



Press release
- for immediate publication -

EXIT VR® invites you to another virtual live escape adventure in “HUXLEY 2 - The Adventure Begins”

Following the major success of the award-winning VR adventure “HUXLEY: Save The Future”, players can discover the origin story of the robot HUXLEY and his family in the steampunk-inspired prequel “HUXLEY 2 - The Adventure Begins”.

Berlin, Germany; March 19, 2019 – Berlin start-up EXIT VR® expands the HUXLEY universe with “HUXLEY 2 - The Adventure Begins”, the prequel to the first German, multiple award-winning virtual reality live adventure “HUXLEY: Save The Future”. The unique digital game experience combines a live escape game and virtual reality in a breathtaking adventure. While in the first part, players had to save the world from a future ruled by machines, in the second part they travel to a 19th century world inspired by steampunk and Jules Verne. There, they search for the source of the ultimate energy and the secrets behind the legend of HUXLEY. The prequel “HUXLEY 2 – The Adventure Begins” can be explored in Berlin beginning March 19, 2019. In all other locations, the adventure starts on April 1.

Trailer “HUXLEY 2 – The Adventure Begins”: <https://www.youtube.com/watch?v=eBNVbQDogok>

In teams of two to four, the players virtually set out for the year 1872 to pursue the legend of HUXLEY. Equipped with the Professor’s ingenious inventions, an airship and the robot HUXLEY as a companion, the team is faced with the task of finding the energy source described in the legend of HUXLEY.

To solve the puzzles in the digital adventure, players are equipped with HTC Vive goggles and controller, a wireless computer backpack and a headset for communication. During the game, players move freely through the digital world using VR technology. As in the first part, HUXLEY 2 can be played by single teams of two to four or in Battle Mode with two teams of up to four each. The price of the approximately 44 minute puzzle journey is € 26 - 38 per person.

Since launching in May, 2017 HUXLEY from EXIT VR® has developed into a genuine international star. Along with the original location in Berlin, players can also immerse themselves in the robot’s fascinating world in ten more cities in Germany, Austria and Switzerland. Worldwide, a completely new dimension of gaming can be experienced in a total of 24 locations, including The Hague, Oslo and London, thanks to virtual, location-based entertainment. More locations will follow in the coming months. The first game in the HUXLEY universe, “HUXLEY: Save The Future”, thrilled thousands of players all over the world and has received several awards, among them the Deutscher Computerspielpreis (German Computer Games Award) 2018 for Best Innovation, the VR Entertainment Award of the VR Now Con and the Animago Award for Best VR/AR/360 Game.

Locations in Germany, Austria & Switzerland:

- [Berlin](#) (DE)
- [Dortmund](#) (DE)
- [Hannover](#) (DE)
- [Speyer](#) (DE)

- [Magdeburg](#) (DE)
- [Braunschweig](#) (DE)
- [Vienna](#) (AT)
- [Salzburg](#) (AT)
- [Lugano](#) (CH)
- [Augsburg](#) (DE - Coming Soon)
- [Bremen](#) (DE - Coming Soon)

For all locations around the world and more information about EXIT VR, the HUXLEY universe and booking dates visit <https://exit-vr.de/>

About EXIT VR® and HUXLEY

EXIT VR® is a joint venture of EXIT® and the Berlin VR studio Trotzkind. Together with a 10-person team, the four founders created the first game, HUXLEY, in seven months. Now, over 20 developers, 3D artists, concept artists, sound designers and others work in the HUXLEY universe. The VR live adventure combines live escape games and virtual reality into a unique digital experience. The first game “HUXLEY: Save the Future” received several awards. Players face a new challenge in “HUXLEY 2 – The Adventure Begins”. A third game is already in the planning stages.

About EXIT®

EXIT® was founded in 2014 by Rael Hoffmann and Max Mühlbach and is Berlin’s first and now largest provider of live escape games – for which the company is known all over Germany. In an old air raid shelter on the Berlin Alexanderplatz, groups of two to fifty players can choose from six different missions. For more information, visit www.exit-game.de

About TROTZKIND

Trotzkind GmbH is a Berlin multimedia agency which develops content and technologies in the field of immersive media such as VR, AR 360° videos, films and interactive installations. They master the art of digital storytelling through the skillful combination of the interactivity of games and the emotionality of cinematic language. Trotzkind works on technical innovations such as reconstructing objects photorealistically in three dimensions and placing filmed people in virtual worlds. For more information, visit www.trotzkind.com

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