

Zen Studios' Exciting New Publishing Initiative Begins With *Out of Ammo* for PlayStation VR

RocketWerkz's PC VR sensation will be the first in a line of successful PC games ported to console by Zen

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San Francisco, CA – November 6, 2017 - Zen Studios today announced the upcoming PlayStation VR release of *Out of Ammo*—the first game in Zen's new publishing initiative to bring top-tier indie PC games to console audiences. In partnership with RocketWerkz, a company founded by *DayZ* creator Dean Hall, this unique hybrid of real-time strategy and first-person shooter will be available Winter 2018. Beginning tomorrow, anyone who preorders *Out of Ammo* can claim Zen's popular *CastleStorm VR* for free.

With a simple yet engaging aesthetic approach, *Out of Ammo* puts players in the roles of general *and* grunt in the midst of heated battles intensified by the immersion of virtual reality. As general, players dictate where to place fortifications and troops. Once a sound strategy is at hand, it's time assume the identities of any soldier on the battlefield, whether shooting machineguns and throwing grenades at the front lines or carefully executing sniper blasts from watchtowers—players can even wield pistols as a medic and blast away with a shotgun as an engineer. Switching between viewpoints is vital to success as the enemy changes its own approach in real time.

"We at Zen are determined to enable console audiences to play some of the best, most innovative indie PC games out there, and *Out of Ammo* perfectly speaks to the core of what this new publishing initiative is all about," says Mel Kirk, Zen Studios' VP, Publishing. "We're very selective about the titles that we'll bring from PC to console—and more will be announced in the weeks to come—but RocketWerkz made *Out of Ammo* an easy choice to be first out the gate. We love it. The Steam community loves it. And we know PlayStation VR owners will love it as well."

"All it took was one meeting with Zen for me to realize not only that the game should be brought to PlayStation VR, but also that Zen was the right studio to handle the conversion," says Dean Hall, Chief Executive at RocketWerkz. "*Out of Ammo* started out as an experiment in seeing what RocketWerkz could do in virtual reality, and we've been flattered with the positive response the game has received ever since it was released on PC. It's incredibly exciting to know that a whole new audience is about to experience it for the first time."

As a special bonus, all PlayStation VR owners who preorder *Out of Ammo* will also receive *CastleStorm VR* for free. Though a very different gameplay experience than *Out of Ammo*, *CastleStorm VR* also embraces the idea of combining overall strategic approach with the ability for players to take direct control of a soldier's actions. **CastleStorm VR Trailer:** [YouTube](#) | [Download](#)

About Zen Studios

Zen Studios is a leading global producer and publisher of interactive entertainment software for all major digital game platforms. Recognized as one of the premier independent gaming studios in the world. Zen Studios has worked with some of the most iconic entertainment studios, including NBC Universal, FOX Digital Entertainment, Marvel Entertainment, South Park Studios and Lucasfilm, as well as revered gaming properties like Valve's *Portal* and Telltale Games' *The Walking Dead*. Zen Studios' *CastleStorm* franchise has also won the developer critical acclaim and commercial success, including the coveted Editor's Choice awards from both the Apple App Store and Google Play, and its *Pinball FX* franchise has defined video game pinball excellence since 2007.

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