

FAR CRY® VR: DIVE INTO INSANITY DRIVES ALMOST TWO MILLION PLAYERS TO A BETTERVERSE.

Thursday 27 January, 2022

meetspaceVR featuring Zero Latency hit one million players in 2021 and will hit two million imminently in 2022. Is location-based VR creating a betterverse that customers would prefer to a metaverse?

meetspaceVR launched a new title by **Zero Latency VR** and **Ubisoft**. **Far Cry® VR: Dive into Insanity**, a free-roaming virtual reality experience in London, Birmingham and Nottingham during a rocky and unpredictable 2021.

“With all the hype surrounding the Metaverse, we’re blown away by our customers that have voted with their feet to come and immerse themselves in our free roam VR worlds. Our players have suffered enough cabin fever and want to escape and have fun together. They do not want a second life in VR they want an immersive social experience and enjoy some social time together with friends afterwards.” said John Lilley, CEO of meetspaceVR.

Players come face-to-face with Vaas and are transported into the world of Far Cry® 3. There you have to fight your way across Rook Islands’ vast environments as you and your group dive deeper and deeper into the jungle. You’re about to discover the definition of insanity.

“Trust me Far Cry VR is a “betterverse” that will have your fight or flight instincts kick in from the first few seconds to the very end. Zero Latency worked closely with Ubisoft to make sure the action-packed world of Far Cry would feel authentic for fans and entice new players as well.” Said John Lilley.

“Bolstered by Zero Latency’s one-of-a-kind concept, arena scale free-roaming VR is an excellent way for gamers and non-gamers alike to explore the vivid world of Far Cry. We’re thrilled to offer a game that brings people together to create memorable moments” said Deborah Papiernik, VP of New Business at Ubisoft.

Zero Latency VR’s unique experience provides up to eight players with props and plenty of space to move, allowing them to become immersed in the tropical paradise of Rook Islands before being kidnapped by Vaas and his army of henchmen. Far Cry® VR: Dive into Insanity’s mechanics are simple and intuitive, giving players the freedom to discover the vast, colorful world of the game. Collaboration and teamwork will be key for players to find their way through the deranged warlord’s jungle gauntlet and get off the island together.

“There is massive pent-up demand from both our current and new customers alike. I think we have all suffered from the uncertainty of the past 2 years! We are already getting back to previous levels of bookings and cannot wait to see many more players in the coming months as we aggressively expand our locations”. Said John Lilley, CEO meetspaceVR.

More information about the experience can be found at <https://meetspacevr.co.uk/zerolatency-farcryvr/>

Watch the trailer on Vimeo: <https://vimeo.com/500934248>

About meetspaceVR: meetspaceVR brings world class free roam VR experiences all under one roof. With venues in Nottingham (Victoria Centre), London (Wembley Boxpark) and Birmingham (Utilita Arena) meetspaceVR has blown the minds of over 50,000 adrenaline seekers since launching in October 2018. Learn more at <https://www.meetspacevr.co.uk/>

About Zero Latency VR: Zero Latency VR opened the world’s first free-roam VR entertainment venue in 2015 and has grown into the largest free-roam virtual reality entertainment network on the planet today, making it accessible to millions worldwide. Zero Latency VR now has 45 venues in 22 countries and counting. Learn more at <https://zerolatencyvr.com/>

About Ubisoft Ubisoft is a leading creator, publisher and distributor of interactive entertainment and services, with a rich portfolio of world-renowned brands, including Assassin’s Creed, Far Cry, For Honor, Just Dance, Watch Dogs, and Tom Clancy’s video game series including Ghost Recon®, Rainbow Six and The Division. The teams throughout Ubisoft’s worldwide network of studios and business offices are committed to delivering original and memorable gaming experiences across all popular platforms, including consoles, mobile phones, tablets and PCs. For the 2020-21 fiscal year, Ubisoft generated net

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bookings of €2,241 million. To learn more, please visit: www.ubisoftgroup.com.

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Company Contact:

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[meetspaceVR](#)

T. 0800 088 6911

E. john.lilley@meetspacevr.co.uk

W. <https://www.meetspacevr.co.uk>

Additional Contact(s):

John Lilley

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