

# BAD DAY TO FLY

## GAME DETAIL

Bad Day To Fly harnesses the immersive nature of Virtual Reality through the piloting of an advanced quadcopter vehicle (using intuitive, drone-like controls) in intense aerial battles. Its inspirational roots are found in classic games such as Desert Strike, and in novels and films such as War Of The Worlds and Independence Day.

The planet Poseidon, victim of a shock invasion, gathers its limited resources to do what it can to defend itself against further attacks. Its people are unaware of the planet's ownership and of the intergalactic trading responsible for the current turmoil. Having unwittingly proven itself worthy of independent status, hurried last attempts are being made to pillage the planet's riches. You, ace fighter pilot, must embark upon a mission of intense combat and stealth to gain vital intelligence.

## FAQS

### What platforms is Bad Day To Fly being developed for?

Initially for PC, with confirmed support for Oculus Rift and HTC Vive. Discussions are taking place regarding the potential development of the game for consoles.

### Why is Bad Day To Fly different from other VR titles?

Bad Day To Fly is one of first VR seated-shooter games – and the very first based around the intuitive controls of a quadcopter. The sensation of flying is incredibly realistic and the VR experience is undeniably immersive – but the story-led missions in defending against enemy invaders in intense, aerial battles are what gives it the potential for long-lasting appeal and distances it from exhibition-style titles.

### How difficult is it to play?

Whilst the quadcopter's controls are quite advanced, there are varying difficulty settings which determine which of the controls are required. Difficulty settings also dictate the level of enemy aggression – so there's plenty of scope for getting used to the quadcopter before engaging in heart-stopping battle.

### What about motion sickness?

The game's code has been heavily optimised to limit any potential sensations of motion sickness. Played from a seated position – which in itself brings stability – latency has been kept low and frame rates high for a smooth flying sensation. Extreme and sudden quadcopter movements have also been eliminated. The end result is immersive without being disorientating.

### Who will the game appeal to?

As well as VR early adopters – and a wider audience as use of the technology becomes more widespread – Bad Day To Fly will appeal to flight simulation fans, first person shooter gamers, sci-fi fanatics and drone enthusiasts.

### How many players is the game for?

Initially the game is single player, but there are plans to expand to include multi-player gameplay.

### Where can I get more information on the game? Where can I play it?

First stop for everything Bad Day To Fly is the website, [bd2fly.com](http://bd2fly.com). Updates will be announced here first – sign up to receive them automatically, and to join the list of gamers to be given access to our forthcoming Alpha release. You can also find us on Twitter and Facebook using the details below.

**[www.bd2fly.com](http://www.bd2fly.com)**  
**F: /baddaytofly**  
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