Thief Simulator VR from 3R Games makes its debut today on Quest 2

What is it like to rob houses in virtual reality? Today, at 19:00 CET time, Thief Simulator VR: Greenview Street will debut on the Meta Store. 3R Games S.A., a company listed on the Warsaw Stock Exchange (main market), is responsible for the Quest 2 version of the game.

Producing a bestseller - and Thief Simulator can be considered as such - is one thing. Bringing it to a VR device that runs on far more limited hardware resources is another matter entirely. The 3R Games team undertook this technological challenge by porting the popular PC title to the Quest 2 goggles. Today, the owners of earlier versions of the game receive a familiar product, but designed from scratch - in the movement and interaction layers, according to the possibilities of Quest 2. The studio also thought about new VR players - they will quickly find themselves as a burglar thanks to a special tutorial.

- It is worth emphasizing that a smooth port of such a complex game is a huge technological success - says Piotr Surmacz, president of 3R Games and game director - Remember that the hardware capabilities of Quest 2 are a fraction of the computing power of an average computer or console. This is why in VR titles there are usually a dozen to several dozen physically simulated, interactive items. In our game - there are nearly 5000 of them - and you can pick them up, throw, steal, and destroy almost anything. In addition, despite the large, open map and the complexity of the game systems, the game maintains smooth 72 frames all the time. This is possible thanks to our proprietary technology and many innovations in transferring the game to a less powerful device.

3R Games did not stop at rewriting the game from one platform to another. In order to enrich the players' experience and deepen the virtual immersion (the feeling of being completely inside the game's world), a new audio layer was also introduced. As a result, the players will feel the weight of the items better, and the game's graphics - simplified compared to the original, are compensated for by richer sound effects and a new soundtrack.

The premiere version offers about 10 hours of basic gameplay, while the fun is significantly extended by the open world nature of the game that encourages experiments. To meet increasingly difficult challenges, players will learn new skills and buy thieves' tools. There are over a dozen of those in the premiere version, and the developers are already working on expanding the game content. The first updates will introduce novelties in the Greenview district, the next ones will ultimately expand the history and the world available to players.

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