



## Seeing Isn't Believing: 'Out of Sight' Launches Today, Step Into the Shadows on PC, Consoles, and VR



Starbreeze Entertainment and The Gang are proud to announce that *Out of Sight*, a unique and spine-chilling narrative adventure, is available now on Steam, Epic Games Store, PlayStation 5, Xbox Series X|S, and will be coming to Nintendo Switch this June. Guide Sophie and her teddy bear through a haunted mansion where sight is lost but hope is not. Get for your [platform of choice here!](#)

For the bravehearted in virtual reality, *Out of Sight VR* developed by Flat2VR is also launching today on Steam VR, with Meta Quest and PlayStation VR2 versions coming soon.

In *Out of Sight*, players take on the role of Sophie, a young girl with blindness navigating a haunted mansion with the help of her beloved teddy bear. Having regained sight through

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Teddy, Sophie's survival means relying on instinct, sound, and Teddy's guidance to uncover the secrets lurking in the dark.

Presented in a unique second-person perspective, players will guide both Sophie and Teddy through an unsettling world full of mystery, illusion, and danger. Do you have what it takes to help Sophie escape?

*"What started as a student project has grown into something far bigger than we ever imagined,"* offers Anna Erlandsson, Media and Community Lead at The Gang. *"We're incredibly proud to share **Out of Sight** with the world - a deeply personal, eerie, and emotionally resonant game that invites players to see things differently. Watching Sophie and Teddy's story come to life has been a joy, and we can't wait for players to experience it for themselves."*

Indeed, the origins of **Out of Sight** trace back to a final exam project, developed by a small team of students at Sweden's Futuregames academy. What began as a short prototype - born out of a desire to explore bold, unconventional storytelling - lingered in the minds of those who played it. Over time, the idea grew into a full-fledged game, driven by a deep belief in the power of perspective and innovation in game design.

*"I still remember the first time I saw the prototype - it was short, raw, and absolutely unforgettable,"* adds André Persson, CMO at Starbreeze. *"We fell in love with the team's creative vision and the emotional impact of their second-person concept. **Out of Sight** is the kind of project that reminds us why we love games: it's inventive, personal, and made with heart. We knew we had to help bring it to life."*

## **In *Out of Sight* you'll encounter:**

- A Unique Perspective: Experience horror from a second-person point of view as you see through Teddy's eyes and guide Sophie through the unknown.
- Without Sight, but Not Without Hope: Solve puzzles and overcome terrifying obstacles using only sound, feel, and instinct.
- A Mansion of Secrets: Piece together the chilling story buried within the mansion's walls. Unravel its tragic past and uncover the events that turned it into a place of nightmares.
- Psychological Discomfort: Not all is as it seems. The line between reality and illusion is razor-thin, and your senses may betray you.

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- **Survival Above All:** Avoid your relentless captors and uncover the secrets of your capture. Will you discover the truth and break free, or become a lost soul trapped forever?

Out of Sight is available now on Steam, Epic Games Store, PlayStation 5, and Xbox Series X|S, as well as Steam VR, for \$24.99/€24.99/£20.99.

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## **About The Gang**

The Gang is a leading developer known for creating immersive digital experiences for brands like Amazon, Warner Brothers, and Spotify. Creators of the hit Strongman Simulator on Roblox, The Gang is now expanding into original IP across major gaming platforms.

## **About Flat2VR**

Flat2VR Studios is dedicated to adapting celebrated flat screen games into immersive virtual reality experiences. Founded by industry veterans and born out of the passionate Flat2VR community, the studio is transforming how gamers engage with their favorite titles through VR. With a commitment to quality, innovation, and immersion, Flat2VR Studios is leading the charge in letting players experience their favorite titles in entirely new and immersive ways.

## **About Starbreeze**

Starbreeze is an independent developer, creator, publisher and distributor of PC and console targeting the global market, with studios in Stockholm, Barcelona, Paris and London. Housing the smash hit IP PAYDAY, Starbreeze develops games based on proprietary and third-party rights, both in-house and in partnership with external game developers. Starbreeze shares are listed on Nasdaq Stockholm. For more information, please visit [www.starbreeze.com](http://www.starbreeze.com).