

product sheet

sometimes
you win
sometimes
you learn





game description

Set in 1940, you're a French legionnaire in one of the last military hot air balloon to oversee the Hanoi bay and secure the area due to early independence riots. You get separated from your ship and blown away by the winds. Unable to contact your base or control the balloon, you finally hit the Kawagarbo and get thrown overboard. Now equipped with two improvised ice axes your only chance of survival is to reach the top of this known sacred mountain and get back to your craft before the winds free it.



features

Immersive climbing game tailored for VR

Face mountain hazards

Enjoy Himalayas landscape from NASA topology maps

3 different endings depending on your actions

« *Ascent Spirit* is a VR mountain climbing game featuring a hot air balloon, ice axes and a mountain spirit »



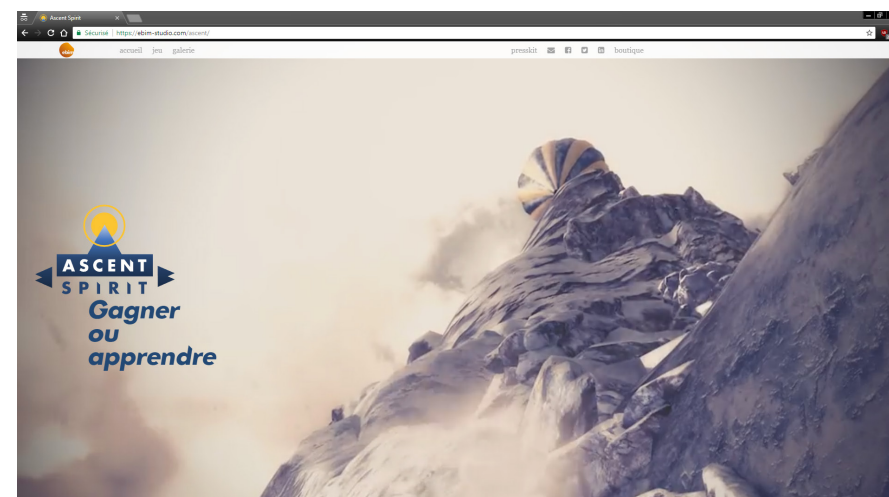
usefull links

videos trailer & gameplay



<https://ebim-studio.com/ascent/trailer/>
<https://ebim-studio.com/ascent/gameplay/>

web site



<https://ebim-studio.com/ascent>

facebook



<https://www.facebook.com/AscentSpirit>



biography

Founded in 2016 by Vincent Pellarrey, Ulysse Pignard and Alexandre Sauderais, ebim-studio is a french independent studio developing video games and interactive digital medias focused on virtual and augmented reality.

We are currently three developers working on the game. We used to debug via shared screen and describe what we see in the headset through audio! Eventually, we moved in together for a few months and now, we are luckily welcomed by our former school (ENJMIN) to start our company. We are in a vacant room, listening to used vinyl records we bought from the local charity service and we drink a lot of coffee.

information

Please visit ebim-studio.com

 facebook.com/EbimStudio

 [@EbimStudio](https://twitter.com/EbimStudio)

 linkedin.com/company/ebim-studio

Media Contact:
Vincent Pellarrey - CEO at ebim-studio
vincent@ebim-studio.com
+33(0)6 07 54 95 41

© ebim-studio 2016

about ebim-studio

