



Redefining Reality & Gaming: AirshipFx's 'Waking Tides' On STEAM™ Unveils A Seamless Blend Of AR And FPS

is this a dream or a glimpse into another realm?

Brussels, Belgium, July 5th 2023: Versatile creative and entrepreneur *Dries Schaballie* publishing as *AirshipFX* is gearing up for the launch of his groundbreaking hybrid Augmented Reality (AR) and First-Person Adventure video game **Waking Tides**, slated for an official release on PC via STEAM™ later this year. The game promises an innovative and captivating atmospheric adventure game that thrives on experimentation. Get ready to delve into a world where augmented reality extends your gameplay, seamlessly blurring the lines between reality and fantasy.

Game Trailer:

https://www.youtube.com/watch?v=nV-aP5J_b9s

Waking Tides introduces a compelling story: in the murky haze of an unsettling fog, a fateful bond is shattered as your faithful companion vanishes into the watery abyss. When consciousness returns, you find yourself stranded on an enigmatic oil rig, a haunting testament to the unknown. Bizarre and otherworldly objects litter the rig's deck, their unearthly presence mocking the laws of reality. As a pulsating pain grips your skull, an enigmatic and perilous odyssey unfolds, beckoning you to uncover the secrets that lie hidden within this twisted realm.

Waking Tides takes players on an immersive FPS adventure, where AR adds a unique dimension, blurring the line between reality and fantasy. The game features challenging puzzles, allowing players to summon optional hints through the accompanying webAR application. What makes this truly exceptional is that the AR functionality directly utilizes smartphones' native webAR capabilities, eliminating the need for external app downloads—a symbiosis currently *unparalleled* in the gaming world. Developed using the powerful Unreal® Engine 5, the game's AR models are direct exports from the 3D engine, crafted through a proprietary workflow.

KEY FEATURES

- Atmospheric Adventure

GAME PROMOTER

- Augmented Reality
- Lovecraftian
- Walking Simulator

Waking Tides is the brainchild of *Dries Schaballie* who produced the game with occasional support from temporary freelancers over a development journey spanning more than a year. An industry veteran with over 15 years of experience in multimedia and XR projects for major clients, **Waking Tides** is the first of many games to come. He emphasizes the captivating era of rapid evolution in entertainment technology, presenting a challenge to create innovative and engaging content. Embracing visionary concepts, such as the fusion of AR with FPS gameplay, Dries remarks, "*I strongly believe that the art of storytelling will continue to evolve into an awe-inspiring symphony with modern technologies, like augmented and virtual reality.*" Also in the works are new experimental games, and there are plans for an Apple® Vision Pro application and an Unreal® Engine 5 short film with an accompanying multiplayer game experience.

Wishlist **Waking Tides** via STEAM™ today:

https://store.steampowered.com/app/2475480/Waking_Tides/

The official media kit is available from here:

<https://www.wakingtides.com/presskit.zip>

Journalists interested in further information, additional assets or a developer interview may contact games marketing specialist Hans Olsen by emailing hans@gamepromoter.dk along with their credentials and channel links for verification. A STEAM™ key for BETA testing is also available upon request. Members of the press are encouraged to check out the following Hotlinks for recent news and updates.

Developer Website	https://www.airshipfx.com
Game Website	https://www.wakingtides.com/
Facebook	https://www.facebook.com/dsdesign
Twitter	https://twitter.com/driesschaballie