

Improved VR Regatta: The Sailing Game ships to the Oculus Home

Never sailed before? Discover sailing in virtual reality

Thursday 13 September 2018 - Melbourne, Australia — After more than 6 months of continuous iteration and improvement since its release on Steam, [VR Regatta: The Sailing Game](#) has been officially released today on the Oculus Store.

Game studio [MarineVerse](#) was founded by a small group of passionate sailors and technologists, spread across the globe and working together through the internet. *VR Regatta* is the product of years of research, development, design, and testing. All of this has culminated in a product that is not only an enjoyable video game experience, but also a solid introduction to the fundamentals of real sailing.

With this new updated release, players discovering sailing with the help of *VR Regatta* will be guided through a unique onboarding experience that has been crafted based on hours of user tests and continuous community feedback. Throughout their *VR Regatta* journey the players will be assisted by AI instructor, Brian, who will offer relevant tips and advice based on player's actions. This unique approach will enable players to learn sailing at their own pace.

The team's dedication to capturing the heart and soul of sailing has earned the admiration of several sailing organisations, and the game has been demonstrated to the public at sailing exhibitions, sporting events, and trade shows around the world.

VR Regatta: The Sailing Game could not have become a reality without the assistance of [Film Victoria's assigned production investment funding](#). It is available today from [Oculus Store](#) and [Steam](#) for USD 19.99 and is compatible with HTC Vive, Oculus Rift, and Windows Mixed Reality headsets.



Greg Dziemidowicz, Lead developer, MarineVerse said: *"I am really proud of how we were able to use VR to make sailing more approachable to everyone. VR Regatta - Democratizing sailing since 2016! ;-)"*

Stu Gilfillen, Director of Education, [US Sailing](#) said: *"What excites me about VR Regatta is how it can be used in an educational setting. For those who have never been sailing before, using VR Regatta allows them to learn the basics and put them into practice without introducing any potentially dangerous elements. This approach will give them confidence to take the next step in their sailing, whether it's as a recreational or competitive sailor."*

Gavin Wall, Victorian regional manager of [Australian Sailing](#), said: *"VR Regatta is an exciting new development for the sport of sailing. We have utilised this technology as part of our Discover Sailing offerings at a number of events including the Australian Grand Prix, The Volvo stopover and Club opening, and Discover Sailing Days. It has proven to be a successful platform to introduce new people to the sport of sailing in conjunction with real life on-water experiences."*

Essential links: [Oculus Store](#) [△ Steam](#) [△ Website](#) [△ Trailer](#) [△ Press kit](#) [△ Enquiries](#)

MarineVerse is an international team of creatives and advocates of sailing and emergent technology, with a mission to inspire, train, and connect sailors and to share the unique feeling of sailing with a global audience. Their debut project *VR Regatta: The Sailing Game* brings entertainment and education together through virtual reality (VR). Neither a pure video game, nor an absolutely realistic simulation, the goal of the project is to find perfect balance that captures the essence of real sailing within a fun video game framework.