



Source: XR Immersive Tech Inc.

February 02, 2023 09:00 ET

XR Immersive Tech Announces Strategic Studio Partnerships, and Brand New and Intuitive Interface and Website

- Strategic partnerships with multiple studios to bring gaming, education, and enterprise training to virtual reality locations worldwide
- Introducing SynthesisVR Admin Interface Version 4.0

VANCOUVER, British Columbia, Feb. 02, 2023 (GLOBE NEWSWIRE) -- XR Immersive Tech Inc. ("Immersive Tech", or the "Company") (CSE: VRAR) (FSE:79W) (OTCQB: FNTTF), an industry leader in Social Entertainment, Virtual Reality (VR) and Augmented Reality (AR) content and experiences, is pleased to announce strategic partnerships with multiple studios by a wholly-owned subsidiary, SynthesisVR Inc. ("SynthesisVR").

What is SynthesisVR?

A SaaS platform providing solutions to small and enterprise-scale virtual reality businesses to manage their daily operation, manage XR devices, license commercial content as well as provide studios a way to deploy content to various virtual reality headsets in an agnostic manner.

By strategically partnering with various developers, SynthesisVR aims to bring amazing games, and educational and enterprise training content in a frictionless manner to VR businesses all over the world. In this vein, we announce our latest partnership with the following companies.

About Walkabout Mini Golf VR

Walkabout Mini Golf VR, developed by Mighty Coconut Studios, is one of the most popular VR games in the market. The game takes the classic mini-golf experience to the next level, with natural and intuitive putting, realistic physics, and a diverse range of courses to challenge both casual and seasoned golfers. XRi partnered with Mighty Coconut on January 17, 2023 and is proud to announce the launch of Walkabout Mini Golf VR to VR locations through its wholly-owned subsidiary SynthesisVR.

David Wyatt, Head of Communications & Business Strategy at Mighty Coconut had this say ***"With its intuitive gameplay, expansive and growing courses, and best-rated multi-player experience, we believe Walkabout Mini Golf is the best first experience in VR and something people will enjoy coming together for again and again for many years. With this partnership with SynthesisVR, we're excited to offer our players hundreds of locations where they can meet up in real life, and also a great way to show off the game to people they care about."***

Game Features

- 8 unique 18-hole courses to master. (plus additional DLC courses available)
- Unlock NIGHT MODE for more challenging versions of all courses.
- Play solo, 1v1 online quick match, or create a private room with up to 8 players.
- Extremely accurate physics feels just like the real thing.

- Collect over 188 custom balls hidden throughout the courses.
- Teleport and Smooth locomotion supported, as well as the ability to fly
- New avatars featuring lip sync, a quadrillion+ combinations
- Full cross play between all platforms.
- Supports English, French, Spanish, German, Japanese, Korean, and Chinese

About Kayak VR

Kayak VR is one of the most gorgeous looking and most realistic VR games available in the market and we are proud to partner with Better Than Life in bringing Kayak VR to VR businesses all over the world. XRi partnered with Studio Better Than Life on December 2022 in bringing Kayak VR to VR locations through the SynthesisVR platform.

Kayak VR: Mirage takes you on an epic and exhilarating journey through beautiful and unique locations, tailor-made for Virtual Reality. Maneuver the fully physically accurate kayak around checkpoints and crown yourself the fastest, or take it easy and use the free-ride mode for a leisurely trip and take in the sights of our varied locales, ranging from realistic to surreal.

Game Features

- Beautiful and varied locations to race through or explore, ranging from photorealistic to surreal.
- Time attack with a checkpoint course on all levels for racing fanatics who want a real workout.
- Free Roam mode for a more serene experience through the levels.
- Cutting-edge graphics that push the limits of what games in VR are capable of
- Fully physics-based kayaking for an authentic experience that really makes you feel like you're on the water.
- Comfort settings that make sure people without sea legs can enjoy it all the same.
- A music selection that always fits with the environment and mode you're playing in.

About Zephyrus Prelude

Welcome to Zephyrus, a world on the edge of logic and magic, full of witches, wizards, and mysterious and cursed creatures. Become a magician and use your powers to escape this strange world. Discover the secrets of the world, solve puzzles, and avoid creatures that get in your way. Prepare for a journey that will take you to places you've never been before, mysterious and challenging.

Escape room VR is a popular genre and in Zephyrus Prelude, players collect and use mana to solve 3-dimensional puzzles. In cooperative play, sometimes more than one image is needed to solve a challenge where you must act together at the same time. With PC-based VR headsets and Quest headset cross play, now locations have the flexibility to provide an amazing escape room experience to customers without the limitations of having to use a certain type of VR headset.

SynthesisVR is always striving to bring the most relevant and popular games, educational, and enterprise content to VR locations worldwide and we continue working with developers like VictoryXR, Resolution Games, and hundreds more. Not only does SynthesisVR bring amazing content, but we also work closely with developers in making their content easily accessible to a commercial license, including features like One Click Multiplayer where VR operators can connect multiple players with a click of a button, and many more cool features like this.

New Interface Design Launch

On February 1st, 2023, SynthesisVR unveiled its latest version 4 interface for its commercial clients. This updated interface was designed with a focus on user experience and ease of use, taking more than 6 months to develop. According to A Shabeer Sinnalebbe, CEO of XR Immersive Tech, ***"SynthesisVR is utilized by over 500 locations globally and after gathering feedback from numerous location owners and operators, we believe this new version represents a significant step forward in the platform's ongoing development process. Operators can now easily license games, schedule appointments, and navigate the platform with increased ease and simplicity."***

On behalf of the Board of Directors

A Shabeer Sinnalebbe, Chief Executive Officer
XR Immersive Tech Inc.

<https://www.immersivetech.co/>

For further information about Immersive Tech, please contact:

Contact - A [Shabeer Sinnalebbe](#)

Email: shabeer@immersivetech.co

Telephone: +1-818-877-6548

CAUTIONARY DISCLAIMERS

This news release shall not constitute an offer to sell or the solicitation of an offer to buy any securities in any jurisdiction. Any securities referred to herein have not been, nor will they be, registered under the United States Securities Act of 1933, as amended, and may not be offered or sold in the United States or to a U.S. Person absent registration or an applicable exemption from the registration requirements of the United States Securities Act of 1933, as amended, and applicable state securities laws.

ABOUT XR IMMERSIVE TECH INC.

Immersive Tech (formerly Fantasy 360 Technologies Inc.) is building the industry's premier location-based Metaverse Platform. Since 2016 the Company has been an industry leader in Social Entertainment, Virtual Reality (VR) and Augmented Reality (AR) entertainment attractions. With its Hardware Platform [UNCONTAINED](#) and its Software Platform Uncontained/OS and its growing network of over 500 VR operators through SynthesisVR, the Company helps its stakeholders build user experiences unmatched in realism, depth and immersion. The Company builds experiences on its platforms for some of the world's largest companies including: Intel, Bayer, Capital One, Scotia Bank, the US Food and Drug Administration, Allegiant Airlines and more.

FORWARD-LOOKING INFORMATION

This news release contains “forward-looking information” and “forward-looking statements” (collectively, “forward-looking information”) within the meaning of applicable securities laws. Such forward-looking statements may, without limitation, be preceded by, followed by, or include words such as “believes”, “expects”, “anticipates”, “estimates”, “intends”, “plans”, “continues”, “project”, “potential”, “possible”, “contemplate”, “seek”, “goal”, or similar expressions, or may employ such future or conditional verbs as “may”, “might”, “will”, “could”, “should” or “would”, or may otherwise be indicated as forward-looking statements by grammatical construction, phrasing or context. All statements other than statements of historical facts contained in this news release are forward-looking statements. Forward-looking information in this news release includes, without limitation, statements regarding the future plans and objectives of the Company and SynthesisVR, future performance and future growth, development initiatives, business prospects, synergies and opportunities of Immersive Tech and SynthesisVR and their related subsidiaries, the Company's expansion initiatives and pursuit of M&A activity, and other factors beyond the Company's control.

Forward-looking information is subject to known and unknown risks, uncertainties and other factors that may cause the Company's actual results, level of activity, performance or achievements to be materially different from those expressed or implied by such forward-looking information. Forward-looking information is based on the reasonable assumptions, estimates, analysis and opinions of management made in light of its experience and perception of trends, current conditions and expected developments, and other factors that management believes are relevant and reasonable in the circumstances at the date such statements are made, including, but not limited to, the Company being able to capitalize on the services and business of SynthesisVR, the easing of world-wide COVID restrictions and effect on the LBVR industry, the increase in VR arcades and demand for VR entertainment and educational content, the Company's and SynthesisVR's operations and development initiatives, and such other assumptions presented in the Company's disclosure record. Although the Company has attempted to identify important factors that could cause actual results to differ materially from those contained in forward-looking information, there may be other factors that cause results not to be as anticipated. There can be no assurance that such information will prove to be accurate, as actual results and future events could differ materially from those anticipated in such information. Accordingly, readers should not place undue reliance on forward-looking information. All forward-looking information herein is qualified in its entirety by this cautionary statement, and Immersive Tech disclaims any obligation to revise or update any such forward-looking information or to publicly announce the result of any revisions to any of the forward-looking information contained herein to reflect future results, events or developments, except as required by law.

Neither the CSE nor its Regulation Services Provider (as that term is defined in the policies of the CSE) accepts responsibility for the adequacy or accuracy of this release.