

### **Vox Machinae now offers native support for the 3dRudder foot controller with the promise of a game-changing VR-mech experience**

November 26, 2018 (NEW YORK, NY and AIX EN PROVENCE, FRANCE) – A new version of Vox Machinae – the acclaimed multi-player mech game- has just been released with native support of the 3dRudder. An addition to the game that will give a competitive edge to players equipped with the foot controller.



#### **What's Vox Machinae about?**

Vox Machinae is a VR mech game, but not just another VR mech game. Built from the ground up by Space Bullet Dynamics Corporation, Vox Machinae lets you take command of a giant fighting machine in an escalating war between powerful corporations. Aboard your giant grinder armed with an arsenal of lasers, missiles, and cannons, you're pitted against rival Grinder squads, and the mission promises to get highly dangerous.

Released end of September, it took a few days only for journalists and gamers alike to agree on one point: Vox Machinae is a VR showcase with the right hint of old-school mech genre.

#### **What difference does the 3dRudder make?**

If you have ever operated an excavator, you know how hard it is to control all the sticks and levers with 2 hands only. Well, it feels a little bit the same with a mech game, except you add another layer of complexity: weapons control.

Add the 3dRudder to your set of controls, and it's a whole new matter.

When fighting rival squads agility is of the essence, and the movements enabled by the 3dRudder as well as their ease make the whole difference. Jumping, strafing, and -most important- rotating in a smooth, efficient way, gives you a pretty distinctive competitive advantage.

#### **More immersion, more action**

Playing a mech game is a seated matter. So when you involve your legs in the game, your whole body becomes part of the adventure. As Josh Enes, co-founder of Space Bullet Dynamics Corp. explains: "with the 3dRudder, it's possible to keep the immersive feeling of controlling with your body while freeing up your hands to grab secondary controls such as the radio, horn, and eject handles more easily". Multi-tasking becomes much more achievable.

Also a nice feature to explore with the 3dRudder: Vox Machinae Spectator Mode.

Video: [We play Vox Machinae with the 3dRudder](#)



### How to get started with the 3dRudder in Vox Machinae?

Playing Vox Machinae with the 3dRudder will be done on a Plug & Play basis. Once updated through the Dashboard (the free software by 3dRudder), and plugged in your PC, the 3dRudder will be automatically enabled in Vox Machinae. A neat tutorial developed specifically for the 3dRudder walks you through the controls before you're thrown in the fight arena.



### The 3dRudder foot motion controller offers plenty of advantages for VR games:

- **FREE LOCOMOTION.** Move seamlessly wherever you want to, and travel infinite distance
- **FULL MOTION CONTROL.** Speed up, slow down, stop, whenever you chose to
- **IMMERSION.** Pilot with your feet, and keep your hands free for more action
- Compatible with VR games bought on Steam and Oculus store
- Compatible with Oculus Rift, HTC Vive, Windows Mixed reality HMD's
- \$99/99€ at [3dRudder.com](https://www.3dRudder.com), and major retailers.

### **About 3dRudder**

3dRudder was founded in 2014 in Marseille, France and has an office in New York, NY. The flagship product of the same name, 3dRudder, is a foot-powered movement controller, providing the most natural way to move in 2D, 3D and VR environments. For gamers, people suffering from limited mobility, designers, architects, and professionals who want to do more in their 3D digital environments, 3dRudder keeps your hands free and enables total immersion in a virtual reality.

### **About Space Bullet Dynamics Corporation**

Having originally met at Vancouver Film School, Space Bullet's founders first gained valuable experience at various AAA game studios such as Electronic Arts and Radical Entertainment before going independent. Jakub Czeszejko-Sochacki, Josh Enes and Alexander Gorshkov founded Space Bullet Dynamics Corporation in 2010. Their signature style is a blend of old-school mechanics and modern design.

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