



# Solarversia

by Toby Downton

## PRESS RELEASE

*Drawn into an epic year-long virtual reality game, eighteen-year-old Nova finds her life fractured and her strength tested as she fights to become the last player standing in this action-packed novel inspired by the revolutionary Oculus Rift - and written by a groundbreaking digital innovator who is already turning fiction into reality.*

In the year 2020, London-based gaming company Spiralwerks will launch their ambitious year-long virtual reality game, **Solaversia**. Over 100 million players from around the world, each given a unique number in The Player's Grid that corresponds to their individual profile, will compete against each other across the solar system to be the last person standing and win the £10 million grand prize. Nova Negrahnu and her friends Burner and Sushi cannot wait to start playing. But when an international terrorist organisation sets its sights on the game and

its creator, Nova finds her life turned upside down, as the line between simulation and reality blurs. Can she navigate between playing the game, coping with all the issues an eighteen-year-old girl faces and avoid the very real and present danger mounting outside **Solaversia**?

The world of virtual reality is about to fundamentally reshape the way in which we live, work and play. The Oculus Rift — the much-lauded and potentially transformational VR headset, which broke crowdfunding records in 2012, and was recently acquired by Facebook for \$2 billion — is scheduled to launch in early 2016. While its most obvious impact will hit the world's 700 million plus gamers, Facebook CEO Mark Zuckerberg believes the potential VR impact to be far more profound: "Imagine enjoying a court side seat at a game, studying in a classroom of students and teachers all over the world or consulting with a doctor face-to-face - just by putting on goggles in your home."

The relatively new genre of virtual reality inspired science fiction, centred around the gaming industry is booming, with Ernest Cline's bestseller Ready Player One already in production for a major movie adaptation with Spielberg directing. Downton is emerging as a driving force in the VR revolution. His novel **Solaversia** is just the first step in his thrillingly ambitious multi-platform story-telling experience that will explore the relationships between artificial intelligence, technology and the human spirit. Downton will be incorporating his tech-company - Spiralwerks - in the real world, developing **Solarversia** as a commercially available game, ready to storm the games market in 2020. Accompanying the publication of the **Solarversia** book, A Golden Ticket promotion will be launched this year, enabling games enthusiasts to win 100 specially reserved places within the Player's Grid", through competitions, charity auctions and book sales.

**About the author:** Toby Downton lives in North London and is head of business development at Matter, a digital innovation consultancy he co-founded. He has previously worked at the London Stock Exchange and has also lived in Australia. **Solarversia** by Toby Downton (published by CreateSpace, RRP £8.99 paperback, RRP £2.99 ebook) will be released 31st August 2015, and will be available to purchase at online retailers including [amazon.co.uk](http://amazon.co.uk) and can be ordered from all good bookstores. For more information please visit [solarversia.com](http://solarversia.com).

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