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**Fiend Games announces debut title CONFINED: Leaving OKB-134 for PC and Virtual Reality**

*After over three years of development Gabriel Mittermair, Austrian solo developer behind the young start-up Fiend Games, shows a glimpse into his upcoming game.*

LINZ, April 5, 2024 – For the first time after graduating at the University of Applied Sciences Upper Austria in Hagenberg Gabriel Mittermair, founder of and for now sole developer at Fiend Games, gives some insight into his debut title CONFINED: Leaving OKB-134, a game in the survival-horror genre set in an abandoned soviet bunker. Inspired by Valves Half-Life: Alyx and Frictional Games’ Amnesia series he aims to bring horror escape riddles not only back on the screens – but also to Virtual Reality (VR) systems. While VR modes are often effortlessly put on top of existing PC games or are getting skipped on completely, the mechanics in CONFINED: Leaving OKB-134 are designed and developed from ground up to feel intuitive on PC, as well as in VR.

**Trailer:** <https://youtu.be/s-xe5qZfemA?si=XoQAvyMZYtPWmZTX>

To keep independence from publishers and financial backers Gabriel works a part-time job and continues to work on his project and company in the evenings and the rest of the week. The announcement trailer shows captured gameplay footage and contains a vague release date as well.

CONFINED: Leaving OKB-134 is set to be released in spring of 2025 to challenge and scare VR enthusiasts and PC gamers.

What features to expect in the game:

* Get to know every corner of an authentic and atmospheric soviet bunker.
* Seek safety by reactivating power, lights and machinery.
* Solve riddles with residues and stories from long gone workers, soldiers and prior survivors.
* Physics-based interactions wherever you would expect them – on PC, as well as in VR.
* Avoid the darkness and loud noises. You may not be alone.

“Having finally something to show about what I’ve been working on feels awesome and was well overdue.” said Gabriel. “There are many frustrating and tedious times when working on such a big project all alone, but seeing testers having fun playing gives a lot of strength back.”

Fiend Games has now started the process of building a community and finding potential customers so full-time development of further games eventually becomes reality.

**About Fiend Games**

Fiend Games was founded in early 2024 by Gabriel Mittermair, a VR enthusiast and early adopter, with the goal to create and publish quality independent games. By focusing on combining conventional and new technologies Fiend Games tries to launch a successful product and build a team for many future game projects in Austria. Official Website: <https://www.fiend-games.com/> Twitter: @fiend\_games Instagram: @fiendgames Reddit: r/FiendGames Steam: <https://store.steampowered.com/app/2816730/CONFINED_Leaving_OKB134/>

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