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MARCHÉ DU FILM

The Invisible Hours to be Featured in the Prestigious Festival de Cannes' NEXT: the Innovation Hub of the Le Marché du Film 2017

MADRID - May 18, 2017. The Invisible Hours, the complex murder mystery developed only for virtual reality by Tequila Works and published by GameTrust, will be present at NEXT during the prestigious Festival de Cannes 2017.

NEXT is the innovation hub of the festival's Le Marché du Film, and this year it is focused on the technology leap offered by virtual reality on the narrative and storytelling fields. The Invisible Hours will be on display throughout the festival, from May 17 through May 21 at Palais -1, Aisle 14.

"We feel honored to be part of Le Marché du Film," comments Raúl Rubio, CEO & Creative Director at Tequila Works. "NEXT constitutes a celebration of how technology is changing the rules of storytelling, and that is what we aim to achieve with The Invisible Hours."

The Invisible Hours experience plays like an elaborate immersive theater production, which can only be realized through a virtual reality game. Players freely explore an intricate web of interwoven stories within a sprawling mansion in order to untangle a dark truth. A group of strangers receive a curious invitation from enigmatic inventor Nikola Tesla, offering each of them the chance to make amends for their darkest wrongdoings. When the last guest arrives at Tesla's isolated mansion laboratory, they find Tesla dead – murdered – and a mystery begins to unfold. It is one of the deepest narrative experiences in virtual reality to date.

The Invisible Hours includes a cast of international actors from across film, television, and theater, including director Rob Yescombe (Farpoint), and starring Mark Arnold (Desperate Housewives), Katherine Carlton (Downton Abbey), Uriel Emil (Homeland), Grahame Fox (Game of Thrones),

Bentley Kalu (Marvel's The Avengers), Patrick McNamee (Inspector George Gently), Henning Valin (The Killing) and Fiona Rene (Sinister Squad).

The Invisible Hours will be available later this year for Oculus Rift, PlayStation VR, and HTC Vive. For more information, visit <http://www.tequilaworks.com/en/projects/the-invisible-hours/>.

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About Tequila Works

Tequila Works, S.L. is an independent boutique studio founded in 2009 by Raúl Rubio Munárriz (founding member of MercurySteam Entertainment, developers of Castlevania: Lords of Shadow) and Luz Sancho. Tequila Works' first title, the BAFTA-nominated Deadlight, was published in 2012 by Microsoft Studios. The studio is currently working on several original IPs, including the highly anticipated RiME. For more information, please visit www.tequilaworks.com, or follow us [@tequilaworks](https://twitter.com/tequilaworks).

About GameTrust

GameTrust is revolutionizing gaming and entertainment by offering a different approach for independent developers to create and introduce their IP to a broader global gaming audience. GameTrust's focus is discovering creative and fun games from innovative independent developers from around the world that can benefit from GameStop's global retail and digital footprint to connect their games with a broader global audience, across digital, physical, console, PC, VR and AR platforms. GameTrust is a division of GameStop Corporation, leveraging the company's unique video game market leadership position to deliver new gaming experiences and exclusive content to gaming fans of all ages.