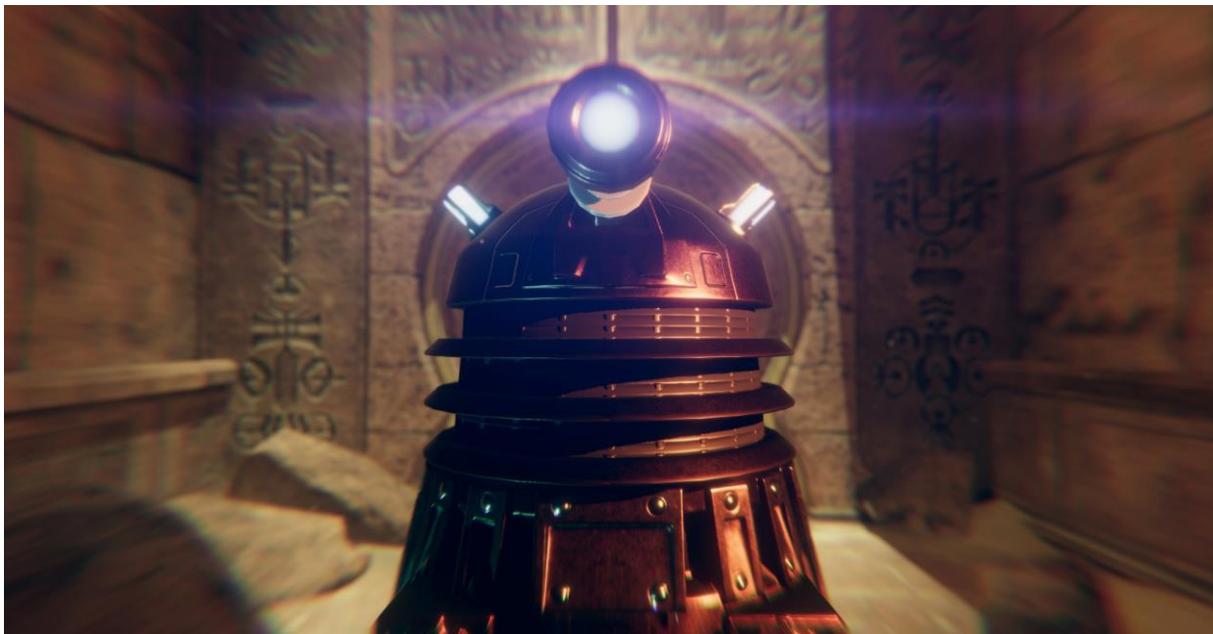


Press Release

21st May 2019

Join a mission to save the universe: *Doctor Who: The Edge Of Time* lets fans embark on an adventure through space and time!

The fully-interactive VR videogame, featuring the voice of Jodie Whittaker, will arrive this September.



Watch the trailer [here](#).

In a landmark year of digital *Doctor Who* entertainment, and following the recent reveal of *The Runaway*, an animated VR experience, comes a new cinematic, feature-length *Doctor Who* VR videogame this September.

Published by PlayStack and developed by Maze Theory, *Doctor Who: The Edge Of Time* will transport fans into a globally-beloved world of aliens, mystery and wonder, letting them embark on a brand-new and fully-interactive adventure, inspired by the show's 55-year history and starring the Doctor's current incarnation, played by Jodie Whittaker.

Armed with the iconic Sonic Screwdriver, players will solve mind-bending puzzles, grapple with classic monsters and encounter new horizons in a quest to find the Doctor and defeat a powerful force that threatens to destroy the fabric of reality. They will face the infamous Daleks and other known faces from the Doctor's world plus some brand new never-before-seen monsters as they travel through stunning cinematic environments that truly bring the show to life!

The Doctor has been hurled through time to the end of the universe. A virus that threatens to rip apart reality itself has been unleashed. Players can pilot the TARDIS on a journey across worlds both familiar and strange to recover a series of powerful time crystals that can repair space and time and ultimately, save the universe itself.

Developed by immersive entertainment studio Maze Theory, led by former Activision and PlayStation veterans, *Doctor Who: The Edge Of Time* will launch on PlayStation VR, Oculus Rift, HTC Vive and Vive Cosmos in September 2019.

Head of Digital Entertainment & Games for BBC Studios, Bradley Crooks said: "VR is the perfect home for a truly immersive *Doctor Who* adventure. Fans and newcomers alike will be able experience the universe of *Doctor Who* like never before, working with the Doctor and facing enemies new and old. Gaming is a key part of the future of *Doctor Who* and allows us to tell new and exciting stories beyond the TV screen."

Maze Theory Creative Director, Marcus Moresby said: "Maze Theory is committed to re-defining storytelling through awesome, innovative and immersive experiences in virtual reality. *Doctor Who* is an incredibly exciting and timeless franchise with a passionate and committed global fan base. We are looking to give them an entirely new experience; an opportunity to team-up with the Doctor and feel like they are in the show. This of course includes piloting the TARDIS, a dream come true for fans!"

PlayStack CEO, Harvey Elliott said: "Virtual Reality is unmatched in its ability to transport people to far flung worlds. PlayStack has always seen this as the central promise of the technology, and for us there's no better place to take players than the iconic, eccentric, and deeply fascinating world of *Doctor Who*. We are delighted to be working with Maze Theory and BBC Studios on this flagship VR project, and can't wait for fans to experience the game for themselves."

***Doctor Who: The Edge Of Time* is a Maze Theory production for BBC Studios.**

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For more information, please contact: Anna Gibson, Communications Executive, BBC Studios ANZ, anna.gibson@bbc.com

NOTES TO EDITORS

About PlayStack

PlayStack is a new breed of publisher bringing world-class expertise, and a drive to support and promote innovative games from the next generation of game developers. PlayStack offers end-to-end funding, publishing expertise, and tech to build a strong gamer audience and community to empower developers.

For more information visit www.playstack.com.

About Maze Theory

Maze Theory is the new start up immersive entertainment studio led by former Activision and Sony PlayStation veterans and London-based creative agency Output Group. It is committed to redefining storytelling through awesome, innovative and immersive experiences in virtual reality. The studio launched in April 2018. The leadership team comprises of former Activision MD Geoff Heath OBE, former Sony PlayStation marketing director Mark Hardy, founder of Output Group Ian Hambleton, former Found



Studio creative director Marcus Moresby and former Sony PlayStation executive producer Russell Hardy. Since launch the studio has expanded its team further with several former PlayStation hires. It is currently developing soon-to-be-announced high profile projects with major IP partners, as well as working on its own original VR gaming content.

For more information visit <https://www.maze-theory.com/>

About Doctor Who

Doctor Who is one of the longest running action adventure television series in the world spanning 55 years and winning over 100 awards. This quintessentially British show has a huge global following, with 9.6m fans across social platforms/channels and 100m video views on YouTube in the last year alone. It was the most tweeted about drama programme brand in the UK throughout 2018. *Doctor Who* is sold to over 249 territories. Series 11 achieved the 2nd biggest UK drama launch of 2018 and the 3rd most watched *Doctor Who* series since its return in 2005. It outperformed channel averages internationally and delivered double digit series on series increases in the US and Canada. It has been honoured by Guinness World Records as the longest running science-fiction series in the world. *Doctor Who* has a proven track-record in consumer products and live entertainment with over four and a half million Sonic Screwdrivers sold in the past eleven years, over 13 million action figures sold since 2005, over 19 million DVDS sold globally and over one million tickets sold for live events.

About BBC Studios

BBC Studios, a global content company with British creativity at its heart, is a commercial subsidiary of the BBC Group. Formed in April 2018 by the merger of BBC Worldwide and BBC Studios, it spans content financing, development, production, sales, branded services and ancillaries. BBC Studios' award-winning British programmes are internationally recognised across a broad range of genres and specialisms. It has offices in 22 markets globally, including seven production bases in the UK and production bases and partnerships in a further nine countries around the world. The company, which makes 2500 hours of content a year, is a champion for British creativity around the world and a committed partner for the UK's independent sector. BBC Studios has revenue of £1.4bn, and returns around £200m to the BBC Group annually, complementing the BBC's licence fee and enhancing programmes for UK audiences.

About BBC Studios in Australia & New Zealand

The BBC Studios business in Australia and New Zealand is primarily content sales and branded services, with a newly established production arm. It wholly owns seven channels: BBC First, BBC UKTV, BBC Knowledge and CBeebies on Foxtel and Fetch TV in Australia; BBC Living on Fetch TV; and BBC UKTV and BBC Earth on Sky TV in New Zealand. It distributes great British content from the BBC and other British producers to free-to-air, subscription channels and SVOD platforms and works with partners to bring BBC Studios DVDs, consumer products and live events to the local market. The new production arm in Sydney will produce BBC formats for the local market and create new IP.

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