



MEDIA FACT SHEET · IN DEVELOPMENT

50VS

Everything x Everything · VR action for Meta Quest · Early development

Full name	50VS: Everything x Everything
Developer / Publisher	SgtZaddy Productions
Platform	Meta Quest 3 and 3S
Genre	VR action
Status	Early development
Release	Not announced
Players	Single player
Engine	Unity 6

ONE SENTENCE

50VS is a VR action game for Meta Quest in which one player takes on a troop of fifty, and every fighter can be beaten by breaking their body or their nerve.

THE IDEA

A troop is not a horde. Every fighter has two things to lose: health, drained by force, and nerve, drained by fear. Both count toward the fifty, so an encounter can be won without knocking anyone down. Silverbacks anchor their troop and steady everyone around them; drop the anchor and panic spreads outward, until a rival tries to rally the troop again. Beat your chest, throw what you can lift, and choose which one to break.

WORLDS

The campaign starts with gorillas. Aliens, raptors, chickens and humans follow, five worlds in all. A later mode turns it around: one gorilla against fifty humans.

DEVELOPMENT STATUS

50VS is in early development. All captures supplied are from early development builds and are not final; please label them that way. No release date or price has been announced.

PRESS CONTACT	ONLINE
Richard Stites Email: richard@sgtzaddy.com Phone: 559-697-3337 Contact form: sgtzaddy.com/#contact	Studio: sgtzaddy.com Press kit: sgtzaddy.com/press

Mailing address: SgtZaddy Productions, 321 N Pass Ave #1052, Burbank, CA 91505-3859, United States (mailing only; not a public studio or storefront).

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