

The multiplayer sword fighting game “SWORDS of GARGANTUA” is getting some new features for its 1st year anniversary: a new Mod mode, an online lounge and new weapons.

VR developer Thirdverse Inc. is happy to announce that new features for the game “SWORDS of GARGANTUA” will be released with the next update scheduled for the first anniversary of the game.

We will release a “Mod mode”, an online lounge for players to gather and two new weapons, Suzaku and Phoenix. This update is free for all PC VR (*) and Oculus Quest versions.

(*)PC VR version includes SteamVR, Oculus Rift store and VIVEPORT supported hardwares.



A few words from Kiyoshi Shin, founder of Thirdverse, Inc., about this first year

“On June 7, 2020, “SWORDS of GARGANTUA” will be celebrating one year since its release. We would like to thank all of our users for their continued support and for making it possible for us to celebrate this important milestone. Your play has always been an encouragement to our team and it has provided us with new discoveries and challenges. We will continue to do our best to develop the game in order to meet the expectations of our users. We hope you will continue to play with us as we create the future of VR.”

Mod Mode (Beta)

In this mode players will be able to change their in-game parameters, such as attack power or movement speed, as well as creating their own unique stages. You can also share the created data with other players. With this update the previously PC VR exclusive Mod mode will become available for Oculus Quest users too!

(*) The image is taken from "Small Heaven", which is available as an official Wave Mod.

(**) Mods are not supported on the PlayStation(R)VR version.

Online Lounge

A new area for up to 8 players to meet and interact with each other: communicate with your fellow adventurers using the native voice chat and the new "emotions" feature (facial expressions and preset text).

Players can also form a party with other players and go directly to battle from here.