



# Fact Sheet

## Product Description

*Ire: A Prologue* is a first-person psychological horror game coming to Steam and the Epic Games Store this fall where hide and seek is life and death. Players must navigate through the memories of a young teenager named Emily while trapped on a boat in the Bermuda triangle with a monster relentlessly hunting them. As players loop through various memories of her experience, they begin to piece together what happened to Emily and the crew of the ship, with each loop revealing new secrets and new stories.

Players will have to survive using their puzzle solving ability, paranormal experimentation, and evasion tactics to outsmart a monster from "somewhere else," culminating in an experience that will set up the many mysteries and stories to be revealed in the ambitious Ire franchise.

## Product Summary

|                         |                                    |
|-------------------------|------------------------------------|
| <b>Developer:</b>       | ProbablyMonsters Inc.              |
| <b>Publisher:</b>       | ProbablyMonsters Inc.              |
| <b>Genre:</b>           | Psychological Horror,<br>Narrative |
| <b>Launch Platform:</b> | Steam,<br>Epic Games Store         |
| <b>Play Modes:</b>      | Single Player                      |
| <b>Release Date:</b>    | October 28, 2025                   |
| <b>Price:</b>           | \$19.99                            |
| <b>ESRB:</b>            | Teen                               |

## Asset Link

[PlayIre.com](http://PlayIre.com)

## PR Contact

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## Highlights

- **Horror For The Masses** – Inspired by classic horror films, *Ire: A Prologue* tells a dark story from the perspective of a young teenager, inviting players to view the world through a lens of innocence in a world that is anything but. This story is designed to be deep but approachable, with interactive elements and environmental storytelling that reveal the rich narrative and ambitious lore of the Ire universe.
- **An Immersive Experience** – *Ire: A Prologue* is built using Unreal Engine 5, providing a high-fidelity, realistic atmosphere with a strong soundscape that elevates the tension. As players engage with stealth mechanics and interactive elements, they will find each loop is carefully paced and designed so that tensions peak at the right moment and deliver both powerful story beats and scares.
- **Unravel the Truth, One Loop at a Time** – Players will make 13 'loops' through an abandoned boat in the Bermuda Triangle, with each loop revealing more of the ship and the mystery. Each loop toys with player expectations, with loops introducing, reinforcing and breaking rules to build constant tension. This tension leads into a finale that's informed by the choices they make during the journey, offering an alternate path to those willing to venture back into the depths.
- **The Start of a New Horror Franchise** – *Ire: A Prologue* is just the beginning of an original horror IP that was created from the ground up at ProbablyMonsters. Developed by veteran world builders Matt Case (former head of interactive at HBO) and CJ Cowan (former story team lead for Bungie's Destiny), the Ire universe will regularly deliver fresh, unsettling chronicles for players who like rich narratives and immersive game experiences.