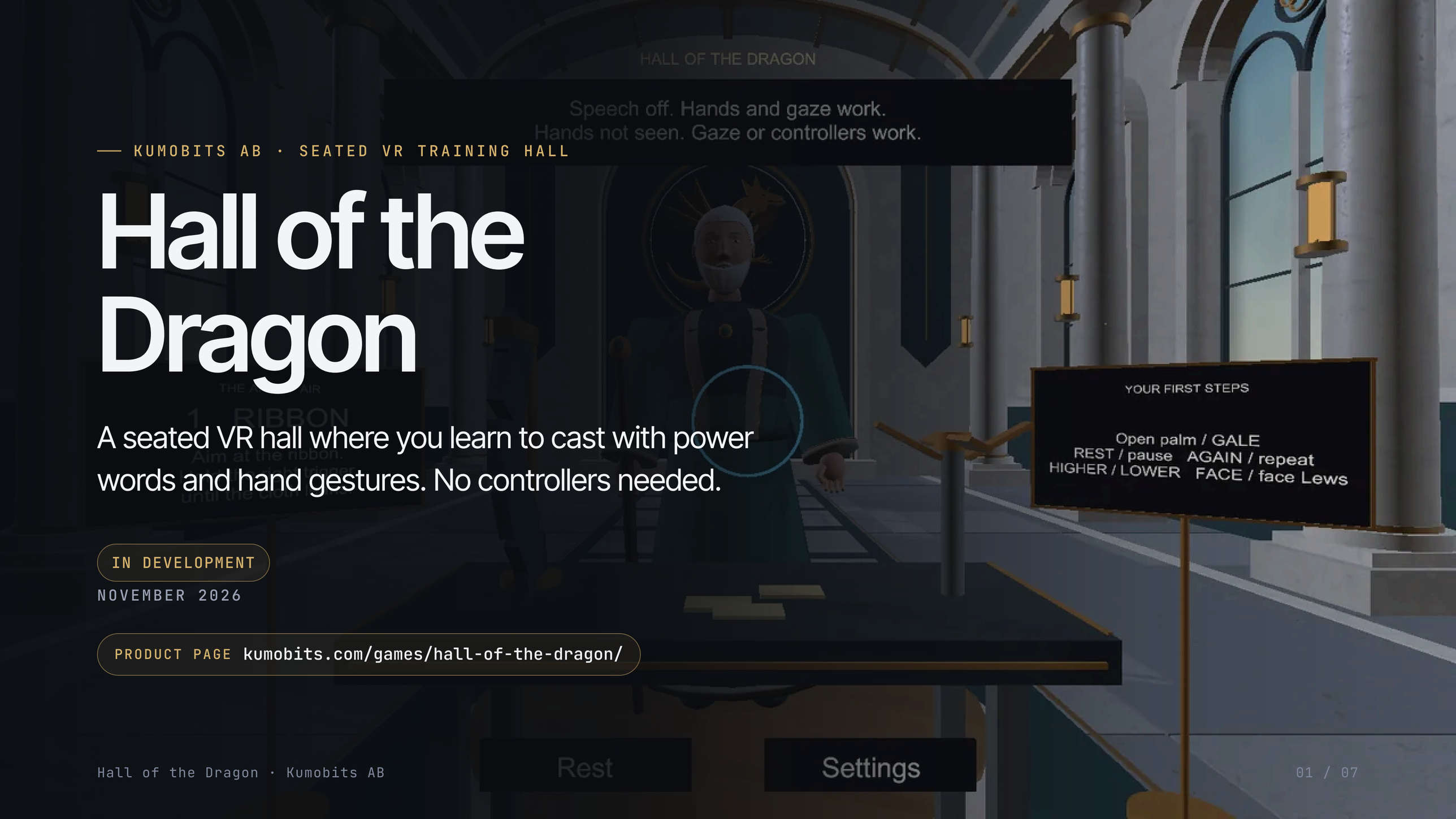


— KUMOBITS AB · SEATED VR TRAINING HALL

Hall of the Dragon

A seated VR hall where you learn to cast with power words and hand gestures. No controllers needed.

IN DEVELOPMENT

NOVEMBER 2026

PRODUCT PAGE kumobits.com/games/hall-of-the-dragon/

— THE IDEA

A seated VR hall where you learn to cast with power words and hand gestures. No controllers needed.

Hall of the Dragon is a calm VR hall built for Meta Quest 3. You sit, a mentor waits by the table, and lessons teach you to shape the elements with spoken power words and simple hand gestures.

It is designed to be played without controllers. Hands, voice and gaze all work, and controllers stay optional. Sessions are short, the type is large and the motion is calm.

STATUS

In development

PLATFORMS

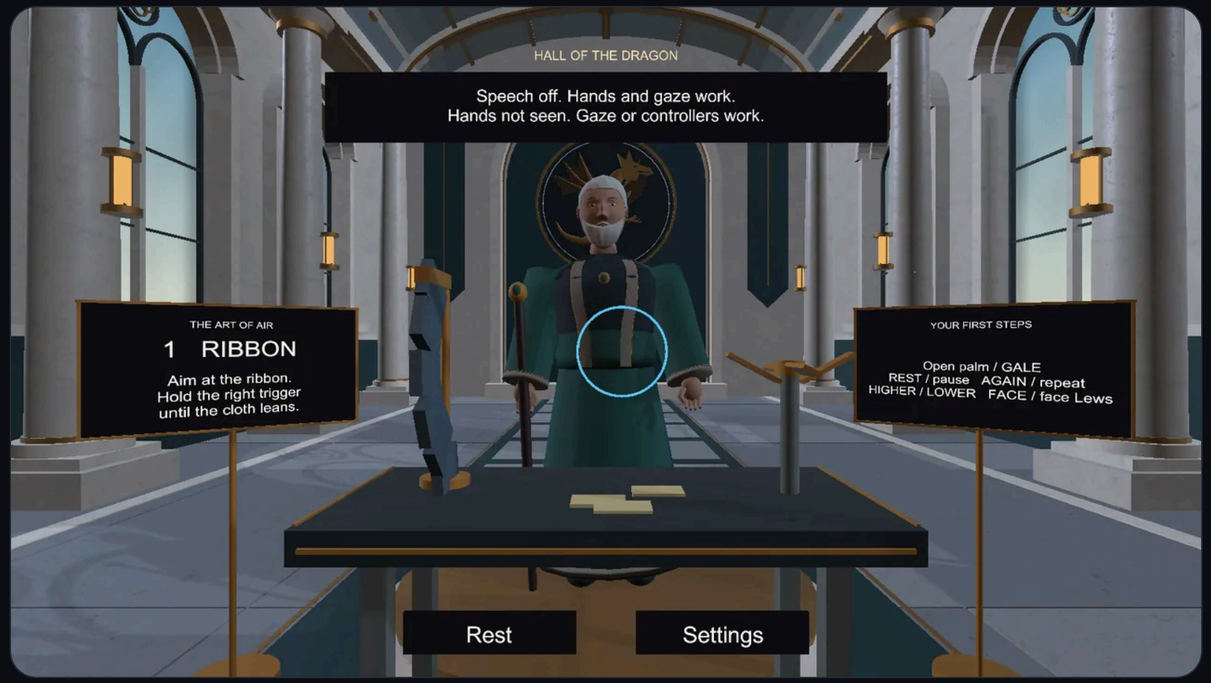
Meta Quest 3 (standalone)

BUILT WITH

Unity 6
OpenXR
Quest hand tracking
Offline speech

— IN GAME

Hall of the Dragon, as it is today



The first lessons are the Art of Air: aim at a ribbon and make the cloth lean.

The hall, dark theme. Desktop capture of the Quest build.

HOW IT PLAYS

What it does

No controllers needed

Power words, hand gestures and gaze. Controllers are optional, never required.

Seated by design

Built for a chair: calm motion, short sessions and a Rest button that is always there.

Normal and Advanced

Normal mode keeps gestures slow and gentle. Advanced mode opens the fuller weaves and movement.

Light and dark themes

Switchable themes, readable in the headset and on a flat screen.

A guide in the hall

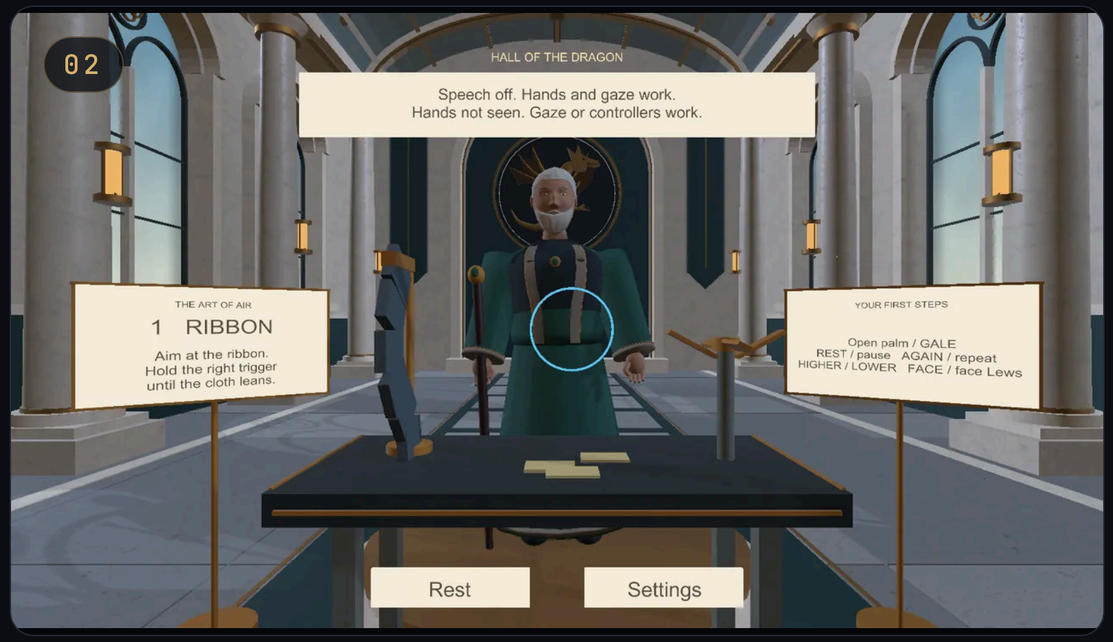
A spoken, skippable first run guide inside the game.

Pluggable recognizers

Hands and speech are plugins, so a better recognizer can drop in without rebuilding the hall.

SCREENSHOTS

More from the build



The hall, light theme. Desktop capture.



Choosing Normal or Advanced mode (Swedish UI). Desktop capture.

— WHERE IT STANDS

In development

Honest status: Unofficial fan project inspired by The Wheel of Time by Robert Jordan. Not affiliated with or endorsed by the rights holders. Hall of the Dragon is a game, not a medical product, and makes no health claims.

Next 1

Hand tracking and power words working together on the headset

Next 2

More lessons beyond the Art of Air

Next 3

A companion phone app for settings and progress

Screenshots, details and updates:

`kumobits.com/games/hall-of-the-dragon/`

CONTACT

Thank you

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Kumobits builds VR experiences, games and apps. All our games and apps: kumobits.com/games

Product page
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