MINECRAFT EXPERIENCE

VILLAGER RESCUE

FROM THE SCREEN TO REAL LIFE:

“MINECRAFT EXPERIENCE: VILLAGER RESCUE”

THE FIRST AND ONLY INTERACTIVE MINECRAFT LIVE EXPERIENCE COMES TO AUSTRIA – TO PREMIERE ON OCTOBER 9th 2026 AT METASTADT IN VIENNA

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Vienna, May 27th 2026 – A global sensation is on its way to Austria!

Following huge success in the USA, Canada, the UK, Mexico, Singapore, Denmark and Germany, fans in Austria can now immerse themselves in the Overworld of Minecraft for the first time: on October 9th 2026, the acclaimed **Minecraft Experience: Villager Rescue** will take place at METAStadt in Vienna.

The immersive live experience brings the digital world to life and turns visitors themselves into heroes of an exciting rescue mission. Iconic Minecraft worlds, characters, and Mobs come alive right before their eyes – in real life.

With over 350 million copies sold, Minecraft is the best-selling video game of all time: Minecraft. Since 2009, players worldwide have been creating and exploring their own worlds made up of millions of blocks in this sandbox adventure, collecting resources, building spectacular structures, embarking on adventures, and defending themselves against creatures known as Mobs. Thanks to its open-world character, diverse biomes, and different game modes, the game offers almost unlimited possibilities for creativity, discovery, adventure, and teamwork.

The ultimate adventure begins

Minecraft Experience: Villager Rescue brings all of this to life: In an action-packed quest lasting around an hour through intricately designed worlds, players face a variety of challenges that can be mastered individually or as a team. As in the game itself, the aim is to mine, collect, craft and defend in order to save the villagers from their doomed fate in this story-based adventure – in a race against time.

Equipped with ingenuity, team spirit, and the handheld "Orb of Interaction" – a glowing, interactive cube that guides participants through the experience – guests embark on a quest to find the ingredients for a life-saving healing potion. On their mission through iconic worlds, they encounter familiar creatures such as iron golems, skeletons, spiders, and, of course, the legendary creepers.

No prior knowledge is required: **Minecraft Experience: Villager Rescue** offers both Minecraft fans and newcomers an equally exciting and accessible adventure – and a unique opportunity to experience Minecraft in a completely new and immersive way. State-of-the-art technology, creative gameplay, and cooperative challenges merge into a unique live experience for all ages. As a special reward, all participants will receive a code for a highly sought after exclusive digital Minecraft Experience half zombie, half villager cape that can be redeemed in Bedrock and Java editions of the game upon successful completion of their mission.

"Minecraft Experience is an adventure unlike anything we've ever created before. The collaboration between our creative team and the teams at Mojang and Microsoft has resulted in a completely new form of live experience – at the intersection of game design, experimental storytelling, and groundbreaking technology," explains Olivier Goulet, founder and CEO of Supply + Demand.

If you want to be among the first to experience **Minecraft Experience: Villager Rescue** in Vienna, you can join the exclusive ticket waiting list at www.minecraftexperience.com starting on May 27th 2026, at 10:00 am. CET. Registration offers 24 hours of exclusive access to advance sales starting on June 2nd 2026. Regular ticket sales begin on June 3rd 2026.

About Experience MOD

Experience Mod is the global producer of Minecraft Experience: Villager Rescue in collaboration with Mojang Studios. The company is a creative, producing and promoting partnership with member companies who have a proven track record of success developing and bringing innovative, engaging entertainment experiences to audiences around the world. Experience MOD's producing partners are Supply + Demand Studio (Quebec), Act 5 Entertainment (USA), The 7 Fingers (Quebec), FKP Scorpio Konzertproduktionen GmbH (Germany), LOS Production (France) and Sierra Whiskey Entertainment (USA).

About Supply + Demand

Supply + Demand is a Canadian-based full-service agency with over 20 years of experience in creative, production, and consulting services for interactive multimedia experiences and live events. The core team of 30 talented artists creates narratively driven content that captures audiences' hearts and minds. With a network of over 150 collaborators and partners, they have the resources to bring even the most ambitious visions to life. Their productions are designed to create unforgettable and meaningful experiences that reshape human connections. They specialize in live, hybrid, and virtual experiences.

About FKP Scorpio Entertainment

FKP Scorpio Entertainment Ltd. (FKPE) is the exhibition and special projects division of international promoter FKP Scorpio Konzertproduktionen GmbH. With ten offices throughout Europe, the FKP Group sells more than 4.5 million tickets annually and works with world stars such as Ed Sheeran, Foo Fighters, James Blunt and The Rolling Stones. FKPE has already presented highly successful exhibitions such as JURASSIC WORLD: THE EXHIBITION, DISNEY100: THE EXHIBITION and FORMULA 1® THE EXHIBITION, for which it was awarded the Access All Areas Awards for the best immersive experiences in London in 2022 and 2024. In 2026, FKPE continues its rapid expansion in the European immersive entertainment market promoting Tutankhamun: The Immersive Experience, The Legend Of The Titanic Immersive and Minecraft Experience: Villager Rescue.

About Arcadia Live

Arcadia Live GmbH, based in Vienna, is a German-Austrian joint venture involving, among others, FKP Scorpio Konzertproduktionen GmbH, Chimperator Live GmbH, and KKT GmbH. In addition to organizing around 300 large and small concerts each year in the Austrian capital and across nearly all federal states, Arcadia Live has also been responsible for the musical programming at METAStadt

Vienna since its inaugural summer in 2019. With Minecraft Experience: Villager Rescue, the company is expanding its program beyond the musical component.

About Fever

Fever is the leading global live entertainment discovery platform, inspiring over 300 million people every month to discover the best experiences in over 40 countries. With a mission to democratise access to culture and entertainment in real life, Fever inspires users to enjoy unique experiences and events – from immersive exhibitions and sports to interactive theatrical performances, concerts, and festivals – while empowering its partners with data and technology to develop and expand new experiences worldwide.

About METAStadt Vienna

METAStadt is the name of a unique open-air venue in the 22nd Viennese district. The former factory site impresses with elaborately renovated brick buildings set on a large triangular area. The venue combines Vienna's characteristic industrial charm with modern design. Buildings that are over 100 years old create a distinctive atmosphere for unforgettable outdoor concert experiences and immersive indoor exhibitions. This special flair, paired with contemporary design – the fusion of history, present, and future – creates a truly unique atmosphere, not only for Vienna but beyond. And METAStadt stands out not only for its architecture: it also benefits from excellent public transport connections to the city center.

About Minecraft

Minecraft is the best-selling video game of all time with millions of players in every country and territory around the world including Antarctica and the Vatican City. At its core, Minecraft is a game about placing blocks and going on adventures. The Minecraft franchise continues to reach new players and fans through ongoing game updates, games like Minecraft Legends and Minecraft Dungeons, Minecraft Education, a diverse line of consumer products, immersive real-world experiences, a growing library of in-game Marketplace content, books and a major motion picture titled, „A Minecraft Movie".

Press contact: promo@arcadia-live.com