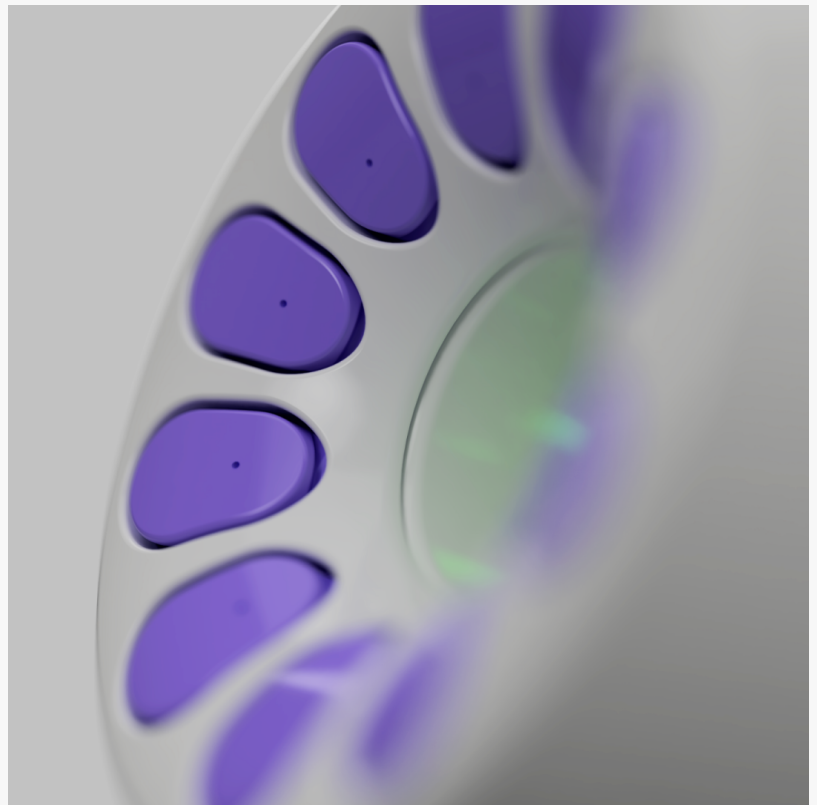


OVR Technology Opens Reservations for Omara Core 10, a \$179 Desktop Scent Display for PC Gaming

Ten-cartridge personal scent display brings real-time scent to supported PC games and mods; \$20 reservations open now, with shipping expected in 2027

BURLINGTON, VT, UNITED STATES,
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EINPresswire.com/ -- OVR Technology, a digital scent company, introduced the Omara Core 10, a desktop personal scent display built for PC gaming. Omara Core 10 releases scent toward the player at precise moments in [supported games and mods](#), including scent-enabled mods for Minecraft and Stardew Valley, then clears it so the next scent can follow without lag or unintended mixing. The complete bundle is priced at \$179. Reservations are open now at ovrtechnology.com for \$20, applied to the purchase price.



Preview of the Omara Core 10

Scent is the sense most closely tied to memory and emotion, yet it has been absent from gaming while visuals and audio have advanced to 4K and surround sound. Unlike a diffuser, which fills a room, Omara Core 10 sits on the desk and directs small amounts of scent toward the player. When a moment in a supported game calls for a scent, such as stepping into a pine forest, Core releases it; when the moment passes, it clears.

"Scent is part of our world every day, and it should be part of our digital experiences," said Sam Wisniewski, Co-Founder of OVR Technology. "We have always believed that multisensory experiences are the future, and we want to build the technology that lets people have them. Omara Core was built from the feedback we received from our community, so that people can access the world of scent across their gaming experiences."

Key Features

Ten individually replaceable scents. Each scent lives in its own hot-swappable cartridge, so players replace only the scents they use most or customize the set to their preferences.

Mixes up to three scents at once. A campfire by the ocean can smell like both.

Directed at the player. An adjustable throw range reaches up to 24 inches, with approximately one foot of vertical coverage at two feet. In OVR testing, no noticeable residual scent was detected at approximately two feet when the device was not firing.

Fast timing. Approximately one second to perception and one second to clear, in burst or continuous modes.

Built into the game. Developers author scent directly inside supported games and mods using OVR's plugins.

Specifications

Bundle price: \$179 (includes Omara Core scent display, 10 scent cartridges, desk stand, power cord and Omara Scent Studio access)

Scent channels: 10, individually replaceable

Cartridge life: Approximately 120 hours of total scent per cartridge, depending on the game and scent frequency

Connectivity: Bluetooth, Wi-Fi or wired

Companion app: Omara Scent Studio for Windows 11+, macOS 12+, Android 8+ and iOS 15+

Fragrances: Developed with master perfumers and tested to IFRA and EU allergen standards

Supported Games and Mods

At launch, Omara Core 10 works with OVR's growing catalog of scent-enabled PC games and mods, including Aroma Affect for Minecraft, Apothecary for Stardew Valley, Aromonaut for Subnautica 2. Over two dozen games are in development and releasing starting in Fall 2026 into early 2027 including Suncraft, 13Z: The Zodiac Trials, Akiwan: Relaxing Survival and Nice Day for Fishing. Additional titles are in development.

Pricing and Availability

[Omara Core 10 reservations](#) are available now at ovrtechnology.com for \$20, applied to the \$179 bundle price. The remaining \$159 balance is collected in early 2027, before the device ships. Reservations are fully refundable until the balance is paid. Shipping is included, and deliveries are currently expected in 2027; reservation holders will receive production and fulfillment updates as timing is confirmed.

"Gamers invest in monitors, headsets, and haptics to feel closer to their games, scent is the next part of that setup. Omara Core 10 gives them a complete, desk-ready way in at \$179, with a growing library of titles behind it." said Colin Giblin, Vice President of Commercial at OVR Technology.

About OVR Technology

OVR Technology was founded to advance the human experience through the intersection of technology, product design, and the art and science of olfaction, with the mission to create a whole new era for digital immersion through scent. The team is made up of leading experts in (neuroscientists, engineers, designers) in digital scent technology who have cracked the code to finally bring this experience to gamers in a fresh, accessible, and meaningful way – with a strong focus on enabling multisensory, spatial, and action based opportunities for game developers.

Colin Giblin

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