

# Network Settings

Connect all PCs to the local network. Set the **network type to "Private"** on all computers. In the network settings (All Control Panel Items → Network and Sharing Center → Advanced Sharing Settings → All Networks), **disable password-protected access**. Make sure that all your computers are visible on the network in Windows Explorer.

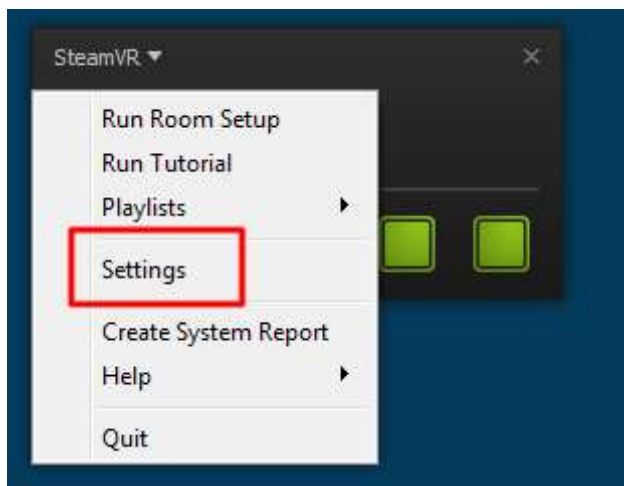
# Settings for Players' Computers

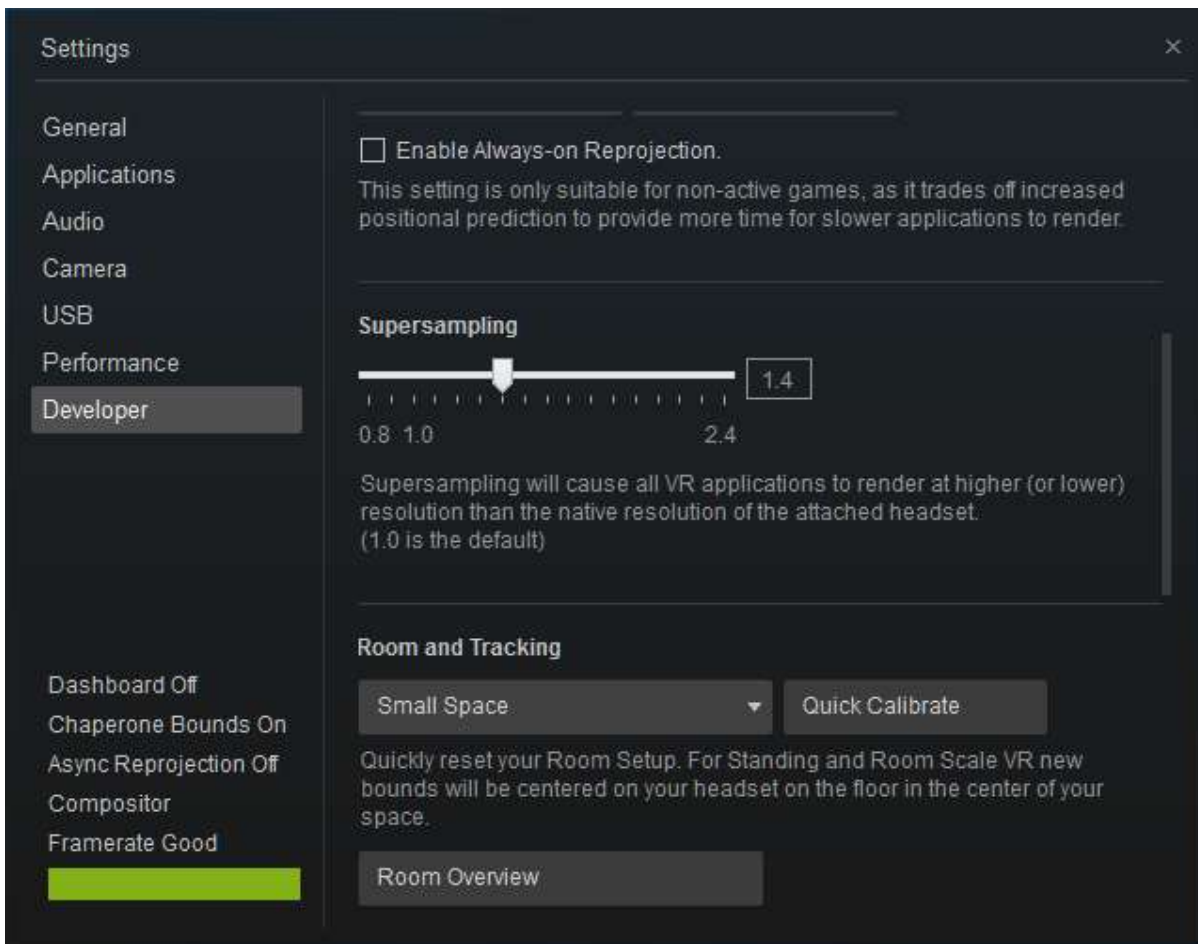
If you plan to run the game with Oculus Rift CV1, you need to install the Steam client and SteamVR on the players' computers.

Download the applications from the official site: [Steam](#) and [SteamVR](#). Install by following the instructions.

Before you running the game you need to run the Steam application in which you will need to register an accounts for each player's PC. Next in the application click the VR button.

If at your SteamVR launch your position in the headset is incorrect (for example, the floor is too high to eye level or vice versa far away), then put the headset on the floor in the center of the playing area, open the SteamVR settings → developer mode → select the size of the playing area and press the quick calibrate.





## Game Installers

Download the game installation file. Run the installer and follow the instructions. It is not recommended to change the installation path for the files.

By default the game installed on the players' computers into the catalogue C:\Program Files\Avatarico\Dracula.

**There must be only Latin letters in the path of the server files.**

## Launch of the game

- Run the game on each computer and enter your **login** and **password**.
- In the "**multiplayer**" game menu, each player can **choose a character** and enter their **names**.
- One of the players must be the host of the session, and the rest must be connected to it. To do this, select "**multiplayer**" in the game menu → **create**. The remaining players in the "**multiplayer**" menu should see the name of the player being the host, select it and click "**connect**". The number of joined players can be seen below on the menu screen.
- When all players are joined, the host presses "**Start**".
- Players find themselves on the **tutorial scene**. It is necessary to take in a bow and shoot a zombie.
- When each player shot the zombie the main game will start loading. Players need to try to stay in the game for 30 minutes to win.