

IMPORTANT. Computers and VR headsets can remain on, they do not have to be turned off.

Limits Participation

This game is not intended for those who suffer from epilepsy or similar conditions. The minimum age to play the game is 16 years old.

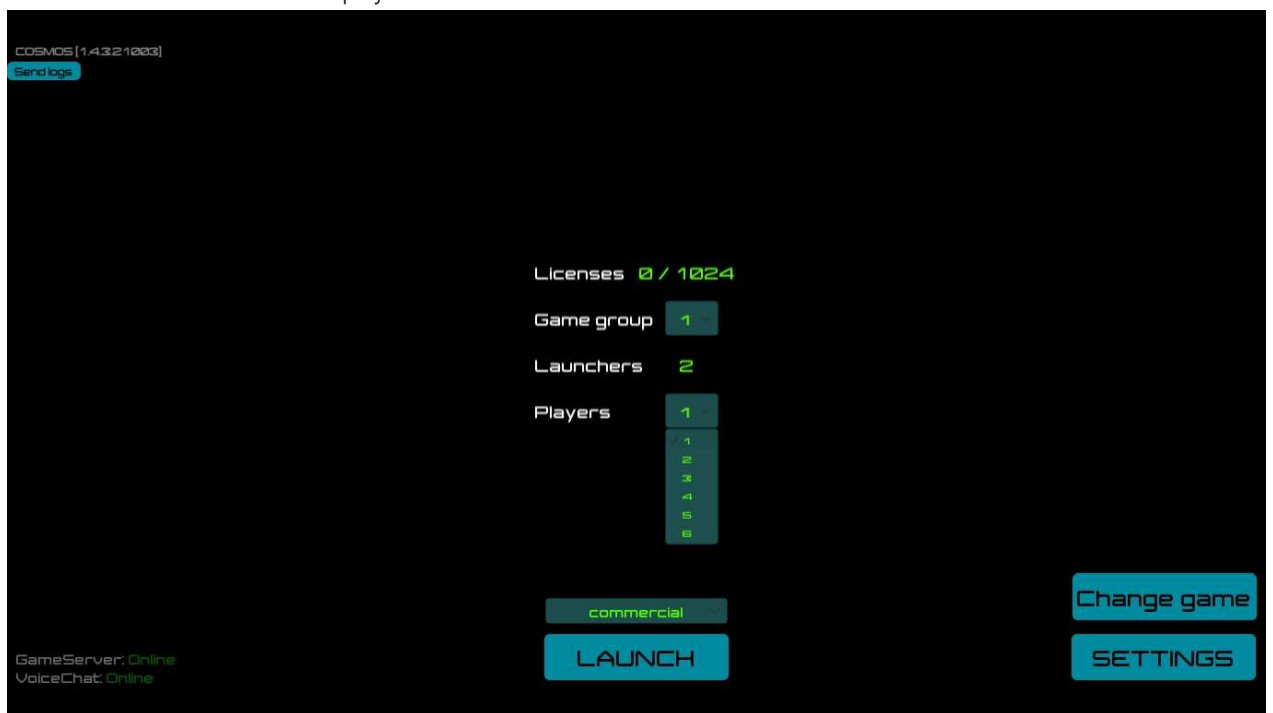
(Please review the following safety documentation on the Oculus Rift VR headset: [Oculus health and safety warnings](#);

and for the HTC: [HTC Vive safety and regulatory guide](#)).

Most of the game tasks associated with the color and sound differentiation, so walkthrough may cause considerable difficulties in people suffering from color blindness and people with hearing impairments.

Launching the Game

1. Wake up the operator's and players' computers from Sleep Mode.
2. On players' computers: launch Launcher.exe
3. On the operator's computer:
 - launch the operator program, enter your username/password, choose the game, choose the right language in settings then choose the number of players that will play in this session. Afterwards click on "Launch" and make sure that all players have been launched.



Player names. Enter in the names of the players. These names will be displayed throughout the game, above each avatar. This will team members to instantly identify one another. To do so, the operator must, in turns, select all player screens (RED, GREEN, etc.) and then enter the name of the player, then click the "Apply" button. At that time, a message will come up to the selected player saying "Tell me your name". The operator sees the name in the upper left corner of the player's window. If necessary, a name can be changed from that same screen.

Below the name operator can **choose the character** for the player, and then click Apply.



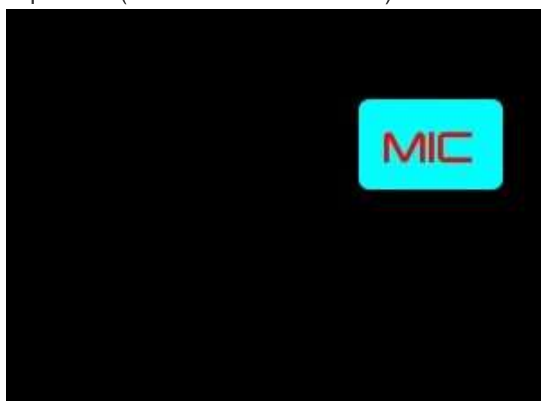
Starting. On the operator's computer: start the game by click the "Start" button.



Game Walkthrough

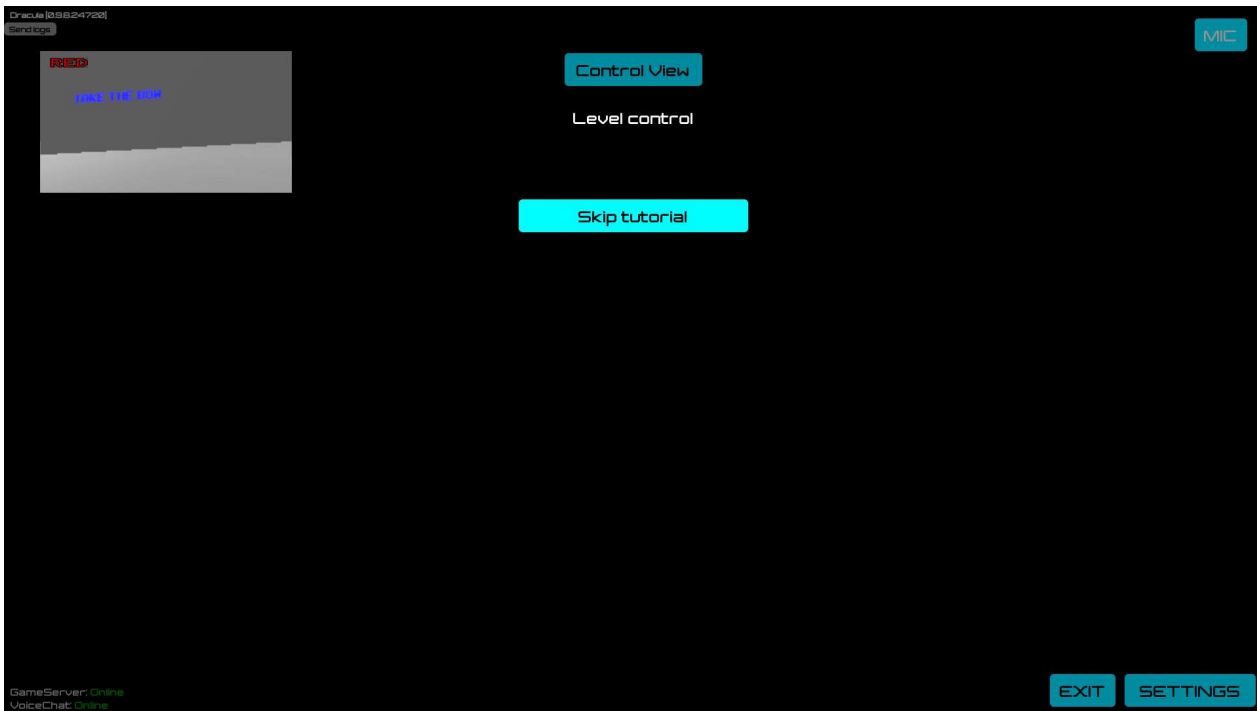
Communicating with the Players and Hints

During the game you can give players hints by using the program suite. To do so click the "MIC" button and speak when the button is pressed (the MIC icon will turn red):



Start

1. After the start of the game, players enter the tutorial scene. To complete the tutorial, need to shoot two zombies, slash two zombies, dodge three vampire shots, kill zombies by throwing Molotov cocktail and heal a wounded companion. If necessary, the operator can click the button "Skip tutorial". To do so, they need to click on the following: Robot View → Skip tutorial

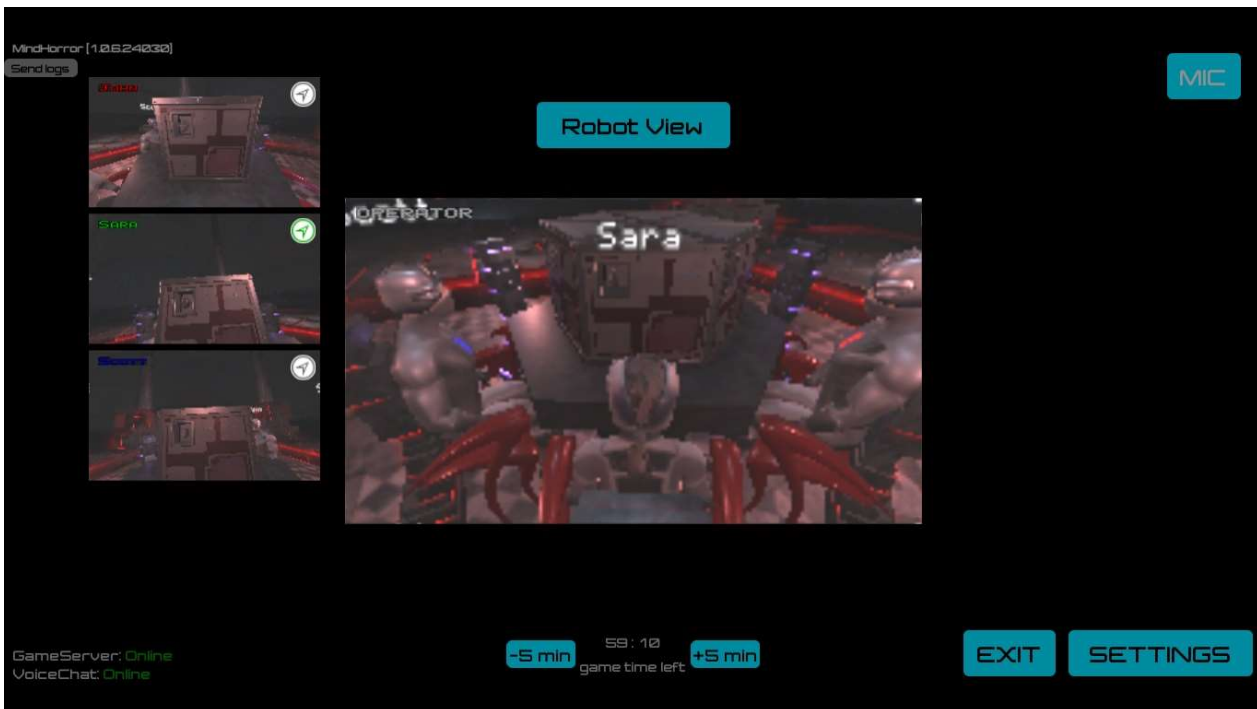


City

Players have to keep a circular defense for 30 minutes to win. If all the players are killed, the game is restarted automatically after a few seconds.

Watching through the Robot and Photographing the Players

An operator can control the robot from the side on the players' behalf. The robot's screen, by default, will take up a large portion of the screen; player screens are laid out to the left/right of it.



To control the robot:

- View - click the left mouse button and move it in the necessary direction
- Forward, left, right, back - W, A, D, S
- To fly up, down - Q and E

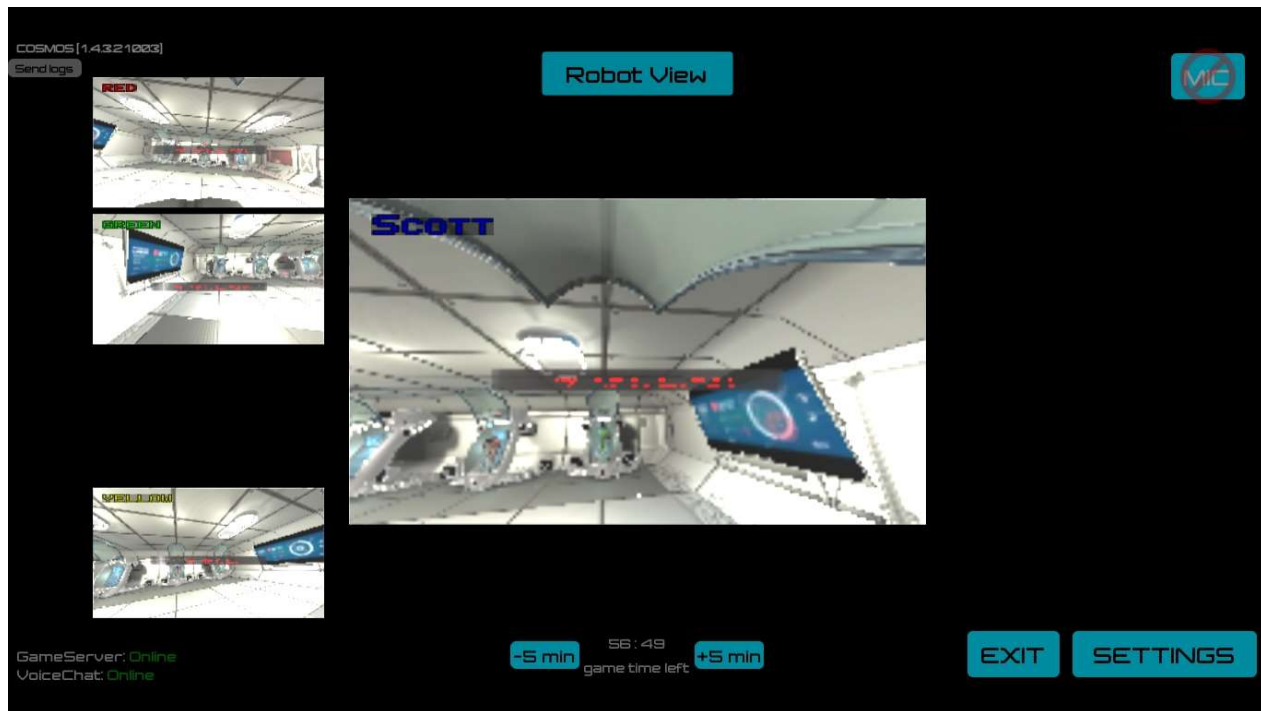
- Snap a photo - click on the middle mouse button.

Take good screenshots of the players, offer them to pose for a few. However, you must remember that each screenshot will consume computer resources. This will show up as a brief moment of picture lag on one of the player's screens.

Your screenshots will be saved on the operator's computer in the Dracula_Screenshots folder.

Observing through the Eyes of the Players

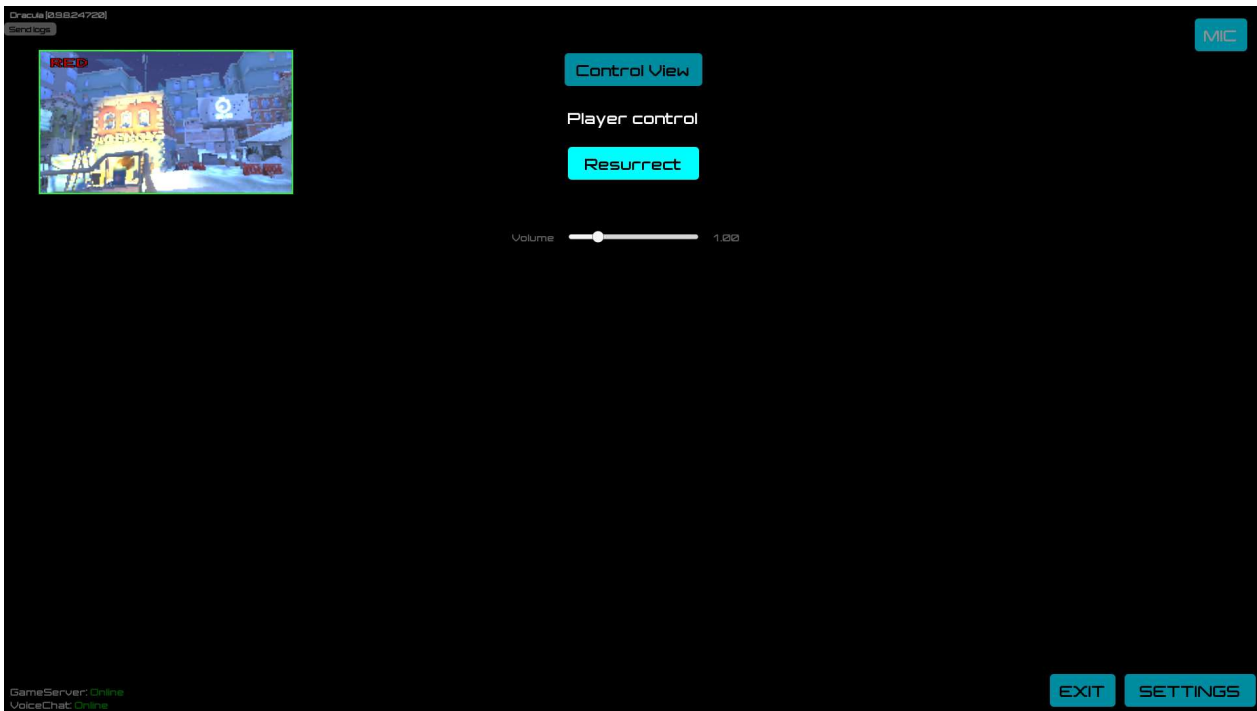
Player screens, by default, are laid out to the left of the robot screen. To watch through the eyes of one player, click on that player's screen and it will expand, having replaced the robot screen. To return to the robot screen, click on the player's screen again.



Help Players with the Walkthrough

The operator can revive the deceased player. Chooses the necessary player window → Robot View → Resurrect.

If the player wants to change the volume of the game, then the operator can change the setting Volume: choose the necessary player window → Robot View → Volume. The default is level 1.



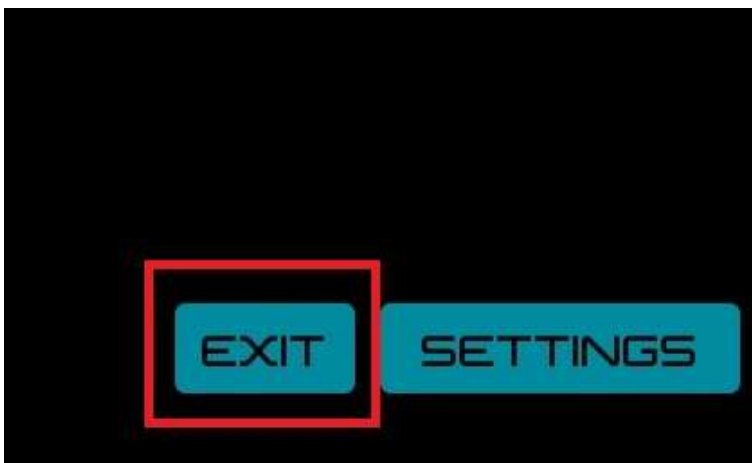
Game Over

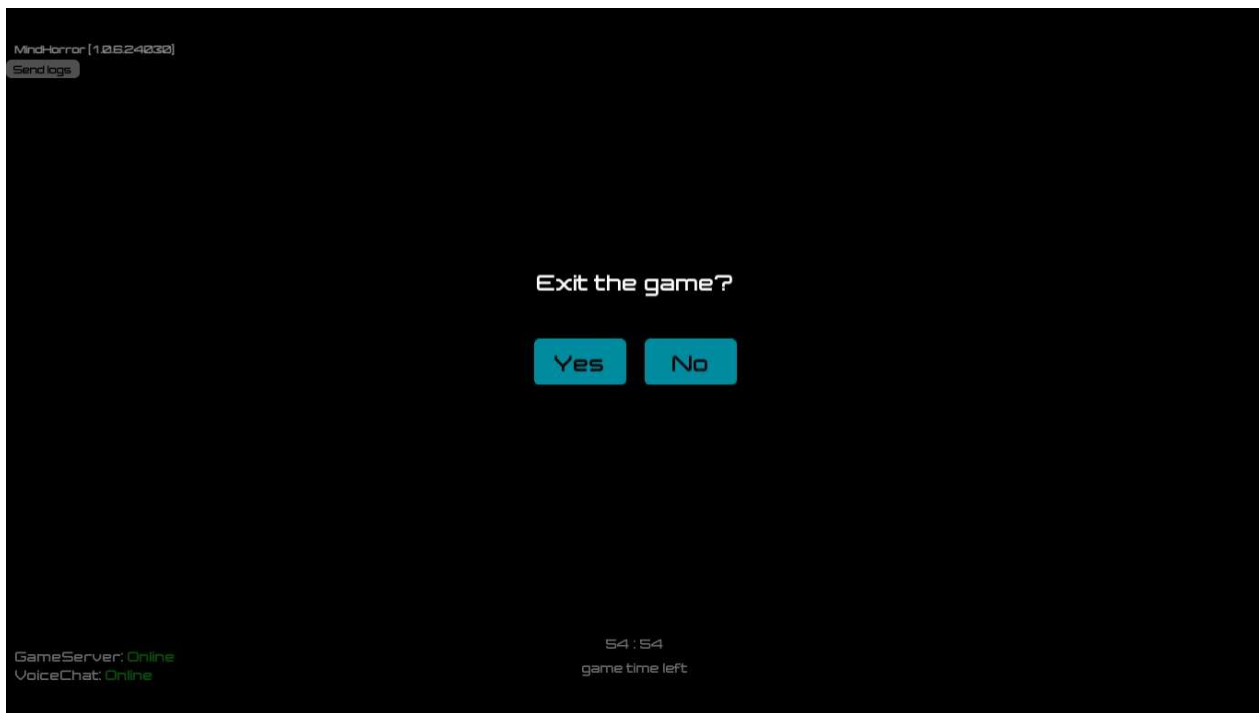
Put emphasis on the game's end (after the credits have finished):

- Nice, you got through that quick! Well done!
- You've successfully saved yourselves in the final minutes/seconds! Well done guys!
- You all only had a few seconds/minutes to spare! Well done!

Tell them what to do next: "The game's over. Wait just a few seconds and I will come around and help you guys take off your headphones/headsets."

Click "EXIT" in the operator's program to end the game on all player computers.





After each use of the headsets we recommend cleaning the lenses with a special microfiber cloth. In addition, be sure to clean the facial cushion pads on the headsets as well.

Surveying (Surveys)

"You have just played an innovative, new game. We would like to improve it, and make other games that are even cooler. We would be grateful to have your help with this by filling out a small form."

If you have any troubles, see [F.A.Q.](#)