

Xpraize Overview Document

Introduction

Xpraize is a game software developed to play Table Top Role-playing Game (TRPG) in VR.

Table Top role-playing game is a type of table game in which the game is played mainly through conversation, and differs greatly from other games in that there is a game master.

Famous titles include D&D and Cthulhu.

The game master is the moderator, the host of the game, and the judge.

He or she entertains the players according to the scenario he or she has prepared in advance.

Specifically, they describe the dungeon in which the players are located, and they also speak the lines of Non-Player Characters (NPCs).

In a traditional Table Top Role-playing Game, players use words and figures to express themselves.

In contrast, in this VR work, players have avatars that can represent their movements and performances as they are.

In addition, the stage on which the player moves around is located in a 3D space.

This allows you to become the character in a realistic stage setting.

To maximize the fun of acting, this work has a unique function to change the character's facial expressions and

The game also allows for magic chanting by voice recognition.

The game master will also be able to switch the multiple cameras during the game to capture the best shots and make replay videos just like a movie director.

To facilitate these tasks, the game master will be accessed from the PC version of Xpraize.

We have named these new concepts e-act.

VR version "Xpraize Beta"

https://store.steampowered.com/app/1929770/Xpraize_Beta/

PC version "Xpraize Beta for GameMaster"

https://store.steampowered.com/app/1914950/Xpraize_Beta_for_GameMaster/

It is divided into the above two works.

The VR version is available for a fee, but the PC version is offered for free.

Both versions are different and enjoyable in their ways, and we hope you will play both.

Xpraize System Concept

The scenario that accompanies Xpraize is an adventure of several days in time.

For example, for the "Dragon Descendants" scenario included in the first edition, it is a one-day adventure. There is no concept of overall level, partly because the character's level does not increase in a short period of time. However, there are parameters such as combat power.

As for the parameters of various abilities such as combat power, they will be set from Lv1 to Lv5.

There are too five levels of magic.

The same is true for monsters.

Weapons and armor levels will also be set between 1 and 5.

However, combat-related processes are basically handled automatically.

All other decisions are made by dice and at the discretion of the game master.

Therefore, the game master must be aware of the parameters during the scenario: the mental capacity of the player to use clairvoyant magic, and intelligence and charm.

The timing of the judgments based on these parameters will appear as appropriate depending on the conversations and actions taken by the player during the game.

This is where it differs from conventional RPG: the system does not automatically judge the results of actions.

Either the game master or the player, or both, roll the dice.

Depending on the result of the swing, the game will branch into success or failure.

The criteria for how much dice value is required to be successful or not will also depend on the player's current situation.

For example, since "Dragon Descendants" is also an introductory scenario, there are some statements regarding the numerical criteria for dice rolls.

However, the scenario is only a flow chart, so we have not included all of it to allow for flexibility.

For judgment values not mentioned in the scenario, the game master should make a judgment on the spot to determine the judgment base value.

For Game Master Introduction

Hello!

Thank you for picking up Xpraize Beta for GameMaster.

This game is divided into two products, Xpraize Beta for VR and Xpraize Beta for GameMaster for PC.

You are the GameMaster.

What the GameMaster can do

Enjoy online play (up to 4 players + 1 GameMaster) with players of the VR version "Xpraize Beta".

Switch the stage where players are at any given time.

Activation of pre-defined events and tricks for each stage.

Playback of background music and sound effects

Voice calls with the VR players in the game.

Make full use of these game master-only systems and readout scenarios to create your adventures!

You can also use external recording software such as OBS (<https://obsproject.com/>) to capture game footage and create replay videos.

Translated with www.DeepL.com/Translator (free version)

Additional updates are planned for the future, including quality improvements to various events and system improvements.

Please let us know what you think!

https://twitter.com/Xpraize_rdfa

Follow us on Twitter and let us know what you think!

Functions



1. Select the stage you wish to view.

By selecting this option, you can switch to the current stage.

There are a total of 16 stages in this Dragon's Descendants, but they can be roughly divided into three categories.

Nordalegno Castle (stage castle1, castle2, castle3, castle4)

Clara Forest (stage forest1, forest2, forest3, forest4)

Dwarf palace (stage dungeon1, dungeon2, dungeon3, dungeon4, dungeon 5, dungeon 6, dungeon 7)

2. Dice Function

By selecting this option, you can roll either 6-sided or 10-sided dice.

You can also select the number of dice to be rolled at one time, in which case the total value will be displayed.

3. Message function

Text can be sent to each player.

The sent message can be viewed from the memo in each player's item box.

You can send a message to all players, or a specific player by selecting a target person, such as P1.

You can also check the history of your messages by selecting "Sent History".

4. Camera switching



- 1 • fixed camera1
- 2 • fixed camera2
- 3 • NPC first-person camera
- 4 • NPC third-person camera
- 5 • Player1 first-person camera
- 6 • Player2 first-person camera
- 7 • Player3 first-person camera
- 8 • Player4 first-person camera
- 9 • Player1 third-person camera
- 10 • Player2 third-person camera
- 11 • Player3 third-person camera
- 12 • Player4 third-person camera

You can switch between the above cameras at any time.

You can also change the name of the camera section at will by selecting the yellow button.

All cameras except the first-person camera can be moved on the screen. (See 13 for explanation).

5. Music Select

Pre-prepared background music for each stage can be played.

6. Sound effect select

Pre-prepared SEs for each stage can be played.

7. Event Select

You can activate events for each of the pre-prepared stages.

For more information about the event, please refer to the event introduction.

8. save/load function

You can save and save the current status.

When you switch stages, the game will auto-save, but you can also save at any time.

9. NPC Character Selection

Select an NPC to control from the characters pre-prepared for each stage.

Some characters can only be controlled when certain events are activated.

10. NPC Act Select

Select the NPC's action.

Alternatively, the same action can be taken as a shortcut key by selecting 1-9 on the keyboard.

11. Status Screen

Each player's status and items possessed are displayed.

The game master has the authority to change any player's status by selecting the yellow button.

12. Play Screen

Main Screen.

The following operations are available only when the camera selection is set to a camera other than the first-person camera

Right mouse button drag: viewpoint shift

Mouse middle button drag: viewpoint shift (parallel shift)

Mouse wheel: viewpoint movement

13. Options

You can exit the game here.

Keyboard Controls



Yellow:

The number of the NPC currently selected.

Selecting a number causes the currently selected NPC to perform a specific action.

Purple:

This is the shortcut key for camera switching.

Q is for Fixed Stage Camera 1, W is for Fixed Stage Camera 2, and so on along with the game screen display.

Blue:

Move NPCs.

You can also run by holding down Shift and moving with the arrow keys.