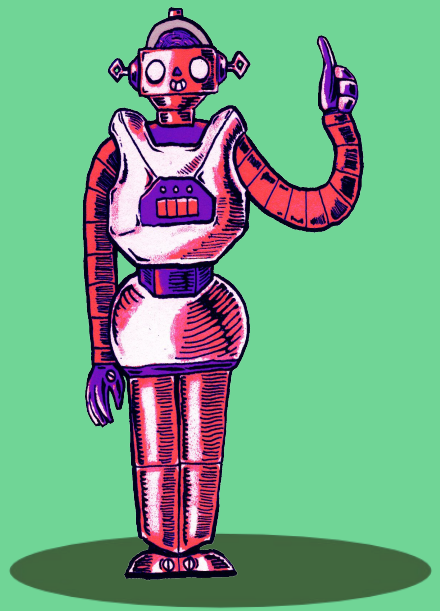


OFFICEBOTS

REALiTY BYTES [VR]

The Quantum Update
GAME MANUAL

OfficeBots: Reality Bytes was initially designed, programmed and developed as a solo project by Pranee McKinlay, the creative force behind the Melbourne based independent game and interactive media studio, FutureStateMachine. Murray Lorden of MUZBOZ Studios provided additional programming assistance and support in the original release.

Thanks to a marketing and release grant from Film Victoria, it has now been revised, enhanced, and expanded with the help of a small team.

This VR game uses several free and paid assets in combination with special custom assets to give it it's unique flavour. Many of the works are covered by a Creative Commons Attribution License.

Public domain artwork and assets used with permission. Thanks to all the authors for sharing! I couldn't have made this game as quickly without you!

Thank-you for purchasing this unique title and for investing in the future of independent games.

Love

Pranee McKinlay



Thanks Film Victoria for making the Quantum Update possible.

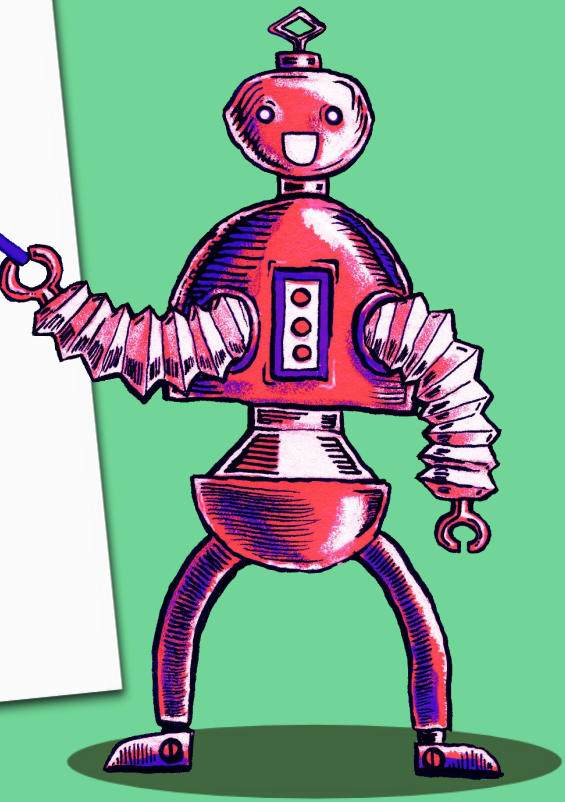


OfficeBots: Reality Bytes [VR] is a little game with a big heart. Explore a wonderfully weird corporate office, listen to your robotic co-workers' stories, & help to solve their problems. Ultimately your goal is to find a way to escape, but your journey to freedom will give you many opportunities to brighten up the lives of others.


OFFICEBOTS
REALiTY BYTES [VR]
SUCCESS
YOU KNOW YOU WANT IT
TARGET
Jordan
I shouldn't have listened to my parents.
They told me to stop dreaming.

Thank-you for choosing to work here. We offer a range of advancement opportunities here at the office if you follow some simple guidelines.

- HARD WORK == SUCCESS!
- TEAMWORK IS THE DREAMWORK!
  Be a TEAM PLAYER. Get to know your fellow work colleagues.
- A HAPPY OFFICE IS A GOOD OFFICE!
- A SUCCESSFUL ROBOT IS A WORKING ROBOT!

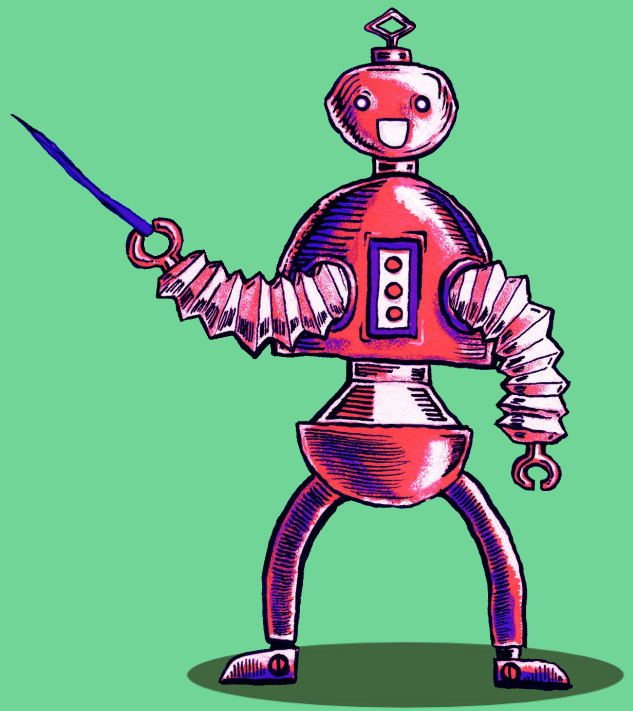


Tip

Please leave the office tidy at all times.

A good worker is a clean worker.

- Management





WELCOME TO THE MACHINE

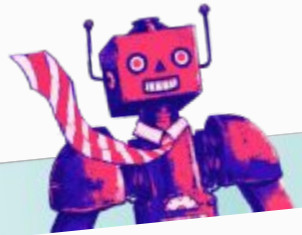


You know the program: get a job, work, retire, then die. But what if you could short circuit the employment machine, interrupt the process, and escape?

You're the new hire at a dreary office, recruited after your predecessor lost his head (literally). You're expected to keep quiet, do your work, and be just another cog in a big machine, but instead you start chatting with your new colleagues. Each of them is a robot like you, disappointed by life and despairing of ever achieving their goals, resigned to spending the rest of their days stuck at a desk and staring at a screen.

However, if you can get to know your co-workers, learning about their dreams and their secret loves, you might be able to help them. In the course of bringing a little bit of happiness to a group of depressed robots, you may even discover a way to escape this dead end job and find a little happiness of your own.



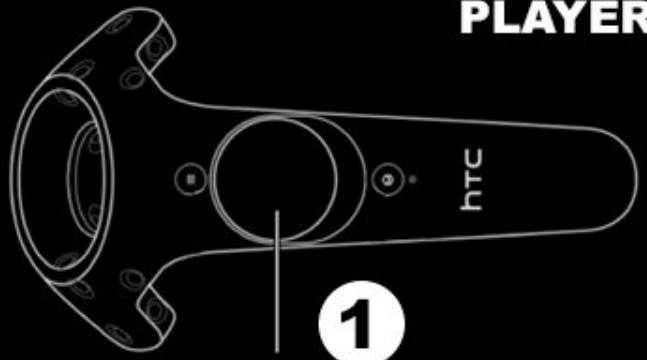


FEATURES

- A byte-sized VR adventure that can either be completed in one sitting or explored at length.
- Optional quests and multiple solutions give you different paths to freedom.
- Explore a charmingly odd virtual office and discover everybody's hidden secrets.
- Colourfully chunky robotic visuals paired with an emotionally resonant story.
- A big collection of Steam Achievements to reward exploration and experimentation.
- VR exclusive title for HTC Vive and Oculus Rift designed to minimise motion sickness.
- If all else fails, you can find some catharsis in just trashing the place.

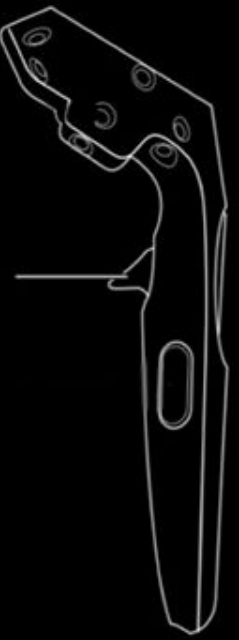

OFFICEBOTS
REALiTY BYTES [VR]
TARGET
Curie
I was going to do great things. Now look at me, stuck in this miserable place.

VIVE
PLAYER CONTROLS



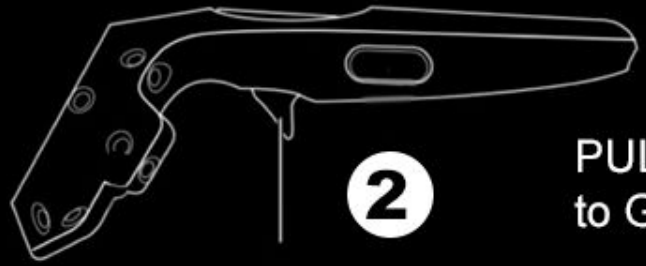
1

PUSH TOUCHPAD
TO TALK.



3

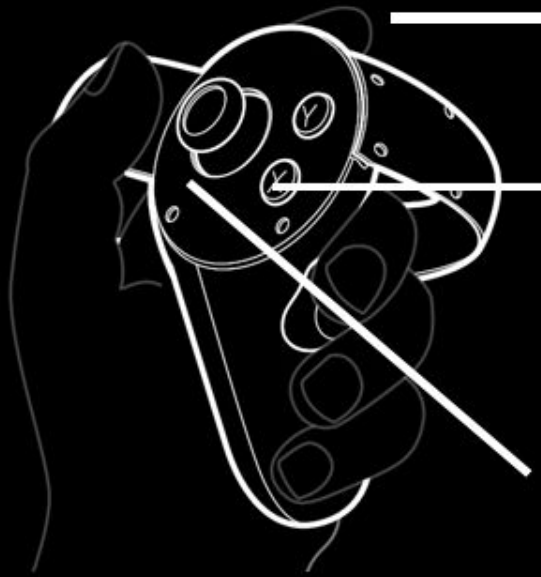
PULL the LEFT TRIGGER
to AIM the POINTER
to TELEPORT
& SELECT UI buttons.



2

PULL the RIGHT TRIGGER
to GRAB OBJECTS & RELEASE to DROP.

OCULUS RIFT
PLAYER CONTROLS



1. PULL TRIGGER to GRAB OBJECTS & RELEASE TRIGGER to DROP.
2. Press X or A button to TALK.
3. PUSH THUMBSTICK DOWN to AIM & RELEASE to TELEPORT.
   PUSH to SELECT UI buttons.

INTERACTABLES

SOME OBJECTS CAN BE PICKED UP. THESE ITEMS WILL HIGHLIGHT PINK OR GREEN IF YOU TOUCH THEM.

TO PICK UP AN OBJECT, TOUCH IT AND PRESS THE TRIGGER.
RELEASE THE TRIGGER TO DROP OR THROW AN OBJECT.

IF YOU WANT TO CARRY AN OBJECT, KEEP HOLDING DOWN THE TRIGGER.

CONVERSATIONS

MANY OF YOUR FELLOW WORKERS HAVE STORIES TO REVEAL IF YOU TAKE THE TIME TO GET TO KNOW THEM.

YOU CAN TALK TO ANY ROBOT WITH A FLOATING CUBE ABOVE THEIR HEAD.

YOUR ROBOT HUD WILL APPEAR WHEN YOU'RE WITHIN TALKING RANGE.

DEPENDING ON YOUR ACTIONS, SOME ROBOTS WILL HAVE MORE TO SAY TO YOU SO TRY TALKING TO THEM AGAIN AFTER YOU HAVE COMPLETED QUESTS.

QUESTS

EXPLORE THE OFFICE TO FIND QUESTS & ACTIVITIVES.

SOME ROBOTS WILL GIVE YOU THINGS TO DO IF YOU TALK TO THEM.

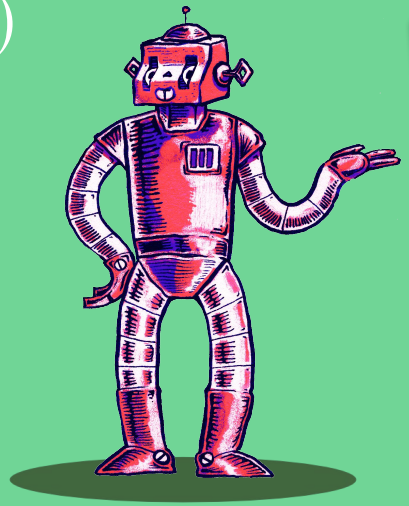
SOME QUESTS ARE OPTIONAL WHILE OTHERS ARE NOT.


OFFICEBOTS
REALITY BYTES [VR]
TARGET
Schmitz
If you find any CARS, you could put them in my desk cupboard for me. It's already open.

Listen to management!

Guaranteed success!!

(if you never want to leave...)



Tip

The water cooler is a place for hydration, not discussion. It is not the place to discuss your favourite TV shows, activities or memes.

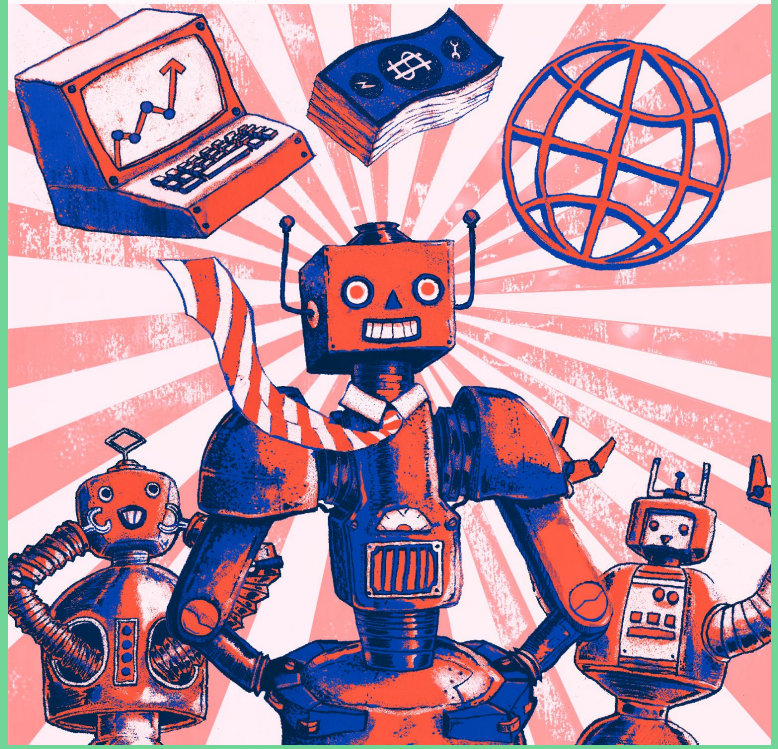
- Management



The Quantum Update is chock full of new achievements & awards so start collecting now!

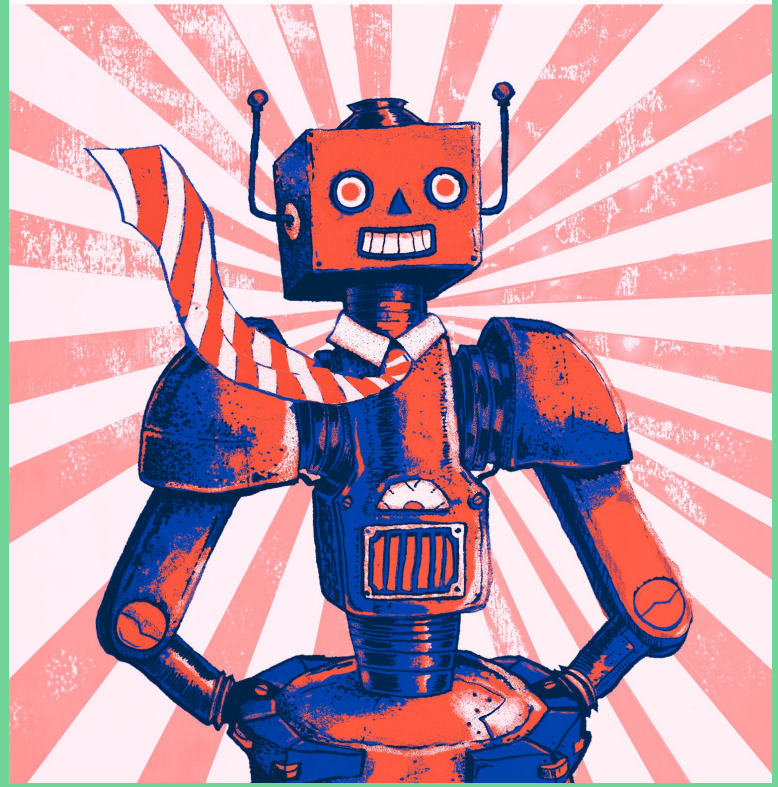
SUCCESS

YOU KNOW YOU WANT IT



A FAST WORKER

ALWAYS WINS THE RACE



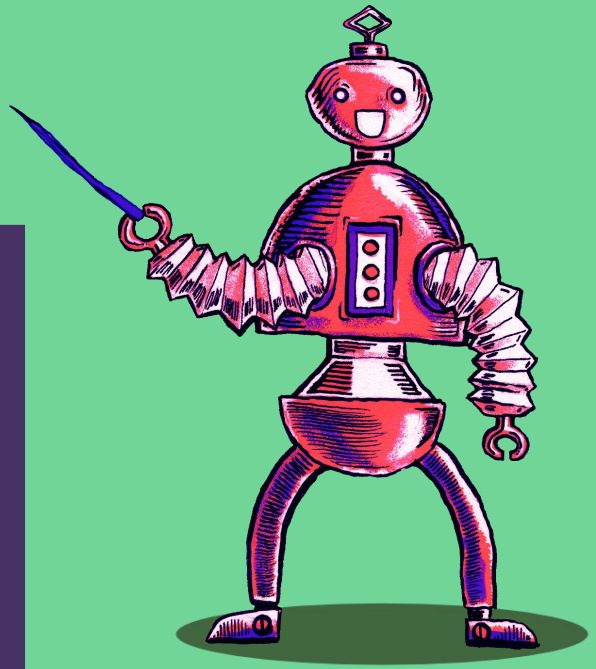
The Team

The marketing and release grant from Film Victoria allowed me to bring a small team onboard to help me realise my original vision more fully.

Pranee McKinlay, Creative Lead.

I think the Quantum Update has added a lot to make the game something really special & I hope you enjoy the changes we've worked hard to bring to you.

Pranee McKinlay, Creative Lead.



GAME DESIGNER
&
PRODUCER

PRANEE MCKINLAY

MARKETING & CONSULTATION

BY

LUMI



FutureStateMachine

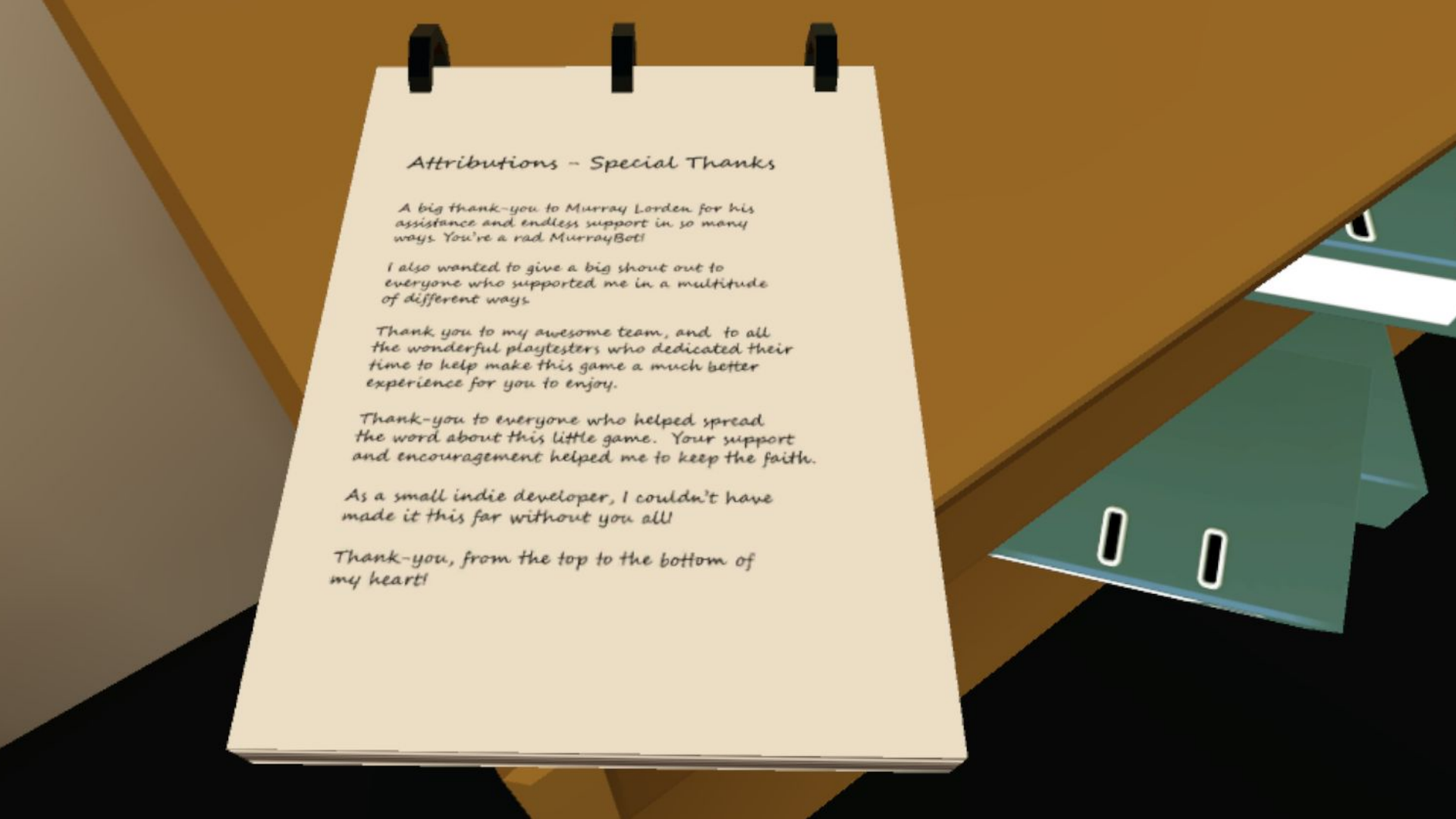




A heartfelt thank-you to everyone that made this experience possible!


MUSIC
KEVIN MCLEOD
HTTP: INCOMPETECH.COM
FLOATING CITIES
LOBBY TIME
LOCAL FORECAST ELEVATOR
CASABOSANOVA
PROGRAMMERS
THUSUS WINTER
MURRAY LORDEN
BENJAMIN MOORE
PRANEE MCKINLAY
VOICE ACTORS
BRENDAN BARNETT
&
PRANEE MCKINLAY
POSTER ARTIST
TIM GOSCHNICK
&
2D & 3D ARTIST
PRANEE MCKINLAY
VR Equipment Hire
INFINITY AMUSEMENTS
INFINITYMAUSEMENTS.COM
UX/UI DESIGN & ART
SOUND DESIGN
NARRATIVE DESIGN
PRANEE MCKINLAY


TARGET
Daisy
Oh dear! I'm such a ditzy lass!
OFFICEBOTS
REALiTY BYTES [VR]


Attributions - Special Thanks
A big thank-you to Murray Lorden for his assistance and endless support in so many ways. You're a rad MurrayBot!
I also wanted to give a big shout out to everyone who supported me in a multitude of different ways.
Thank you to my awesome team, and to all the wonderful playtesters who dedicated their time to help make this game a much better experience for you to enjoy.
Thank-you to everyone who helped spread the word about this little game. Your support and encouragement helped me to keep the faith.
As a small indie developer, I couldn't have made it this far without you all!
Thank-you, from the top to the bottom of my heart!

Utilities:

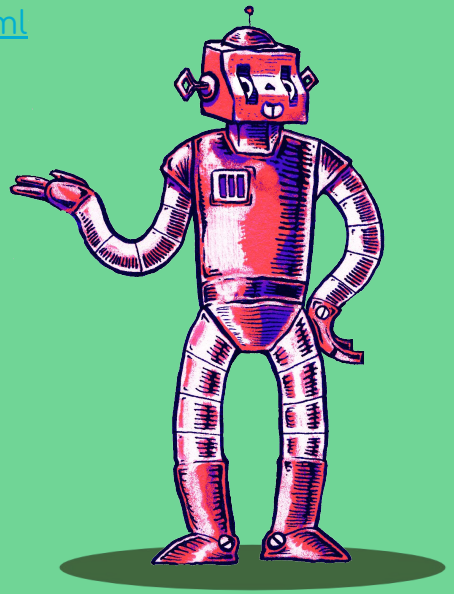
VRTK - Virtual Reality Toolkit
Sysdia Solutions Ltd.
https://www.sysdia.com

VIDE Dialogues
Christian Henderson
https://videdialogues.wordpress.com/
http://involutionsaga.com/portafolio.html

MagicaVoxel
by @ephtracy
https://voxel.codeplex.com

Mixamo
Adobe
https://www.mixamo.com

White Smoke Particle System
Xenosmash Games
http://www.xenosmashgames.com/



Music:

"Lobby Time by Kevin MacLeod" (incompetech.com)
No changes were made to the music files used.
Licensed under Creative Commons: By Attribution 3.0 License
http://creativecommons.org/licenses/by/3.0/

"Local Forecast - Elevator" by Kevin MacLeod (incompetech.com)
No changes were made to the music files used.
Licensed under Creative Commons: By Attribution 3.0 License
http://creativecommons.org/licenses/by/3.0/

"CasaBosaNova" by Kevin MacLeod (incompetech.com)
No changes were made to the music files used.
Licensed under Creative Commons: By Attribution 3.0 License
http://creativecommons.org/licenses/by/3.0/

"Floating Cities" by Kevin MacLeod (incompetech.com)
No changes were made to the music files used.
Licensed under Creative Commons: By Attribution 3.0 License
http://creativecommons.org/licenses/by/3.0/

Sounds:

Soundbible
BlastwaveFx.com
http://soundbible.com
Barrel Exploding (http://soundbible.com/576-Barrel-Exploding.html)
Licensed under Creative Commons: By Attribution 3.0 License
http://creativecommons.org/licenses/by/3.0/

Soundbible
by Burkay
http://soundbible.com
Vintage Phone Ring
(http://soundbible.com/1370-Vintage-Phone-Ringing.html)
Licensed under Creative Commons: By Attribution 3.0 License
http://creativecommons.org/licenses/by/3.0/

Soundbible
by Mike Koenig
http://soundbible.com
Fireworks and Crowd
(http://soundbible.com/712-Fireworks-And-Crowd.html)
Licensed under Creative Commons: By Attribution 3.0 License
http://creativecommons.org/licenses/by/3.0/

3D Assets:

Old Office Props Free
Jake Sullivan
https://twitter.com/jakesullivan3d

Props for the Classroom
VR
http://vytautasramanauskas.wixsite.com/vr3d

Free Furniture Pack 1
Ka Design
http://cg-kadesign.com/

Free Furniture Set
Lef
https://twitter.com/LefDev

Pack Gesta Furniture #1
Gesta2
https://gesta2.lt/

3D Assets:

Old Radio "Alpinist"
IL.ranch
https://sites.google.com/site/ilonionsite/

Books
VIS Games
http://www.vis-games.de/

Books Pack
Vertex Studio
http://vxstudio.ru/en/

Free Low Poly Pack
Broken Vector
https://www.brokenvector.com/

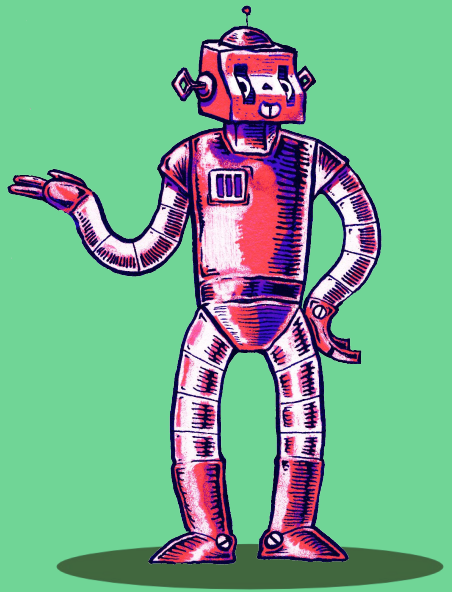
Town Houses Pack
ChermandirKun
https://www.turbosquid.com/Search/Artists/Shprott
https://www.weblancer.net/users/ShprotZLO/portfolio/

3D Assets:

Valentines Chocolates and Roses
TurkCheeps
http://www.turksandwich.com/

Cartoon Formula One Car
ZugZug Art
https://sketchfab.com/zugzug

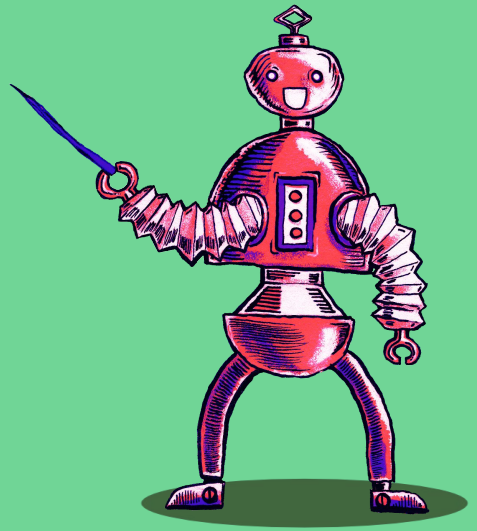
Free PBR Security Camera
Red Dot Lab
http://www.reddotlab.com/



Special Thanks

Playtesters

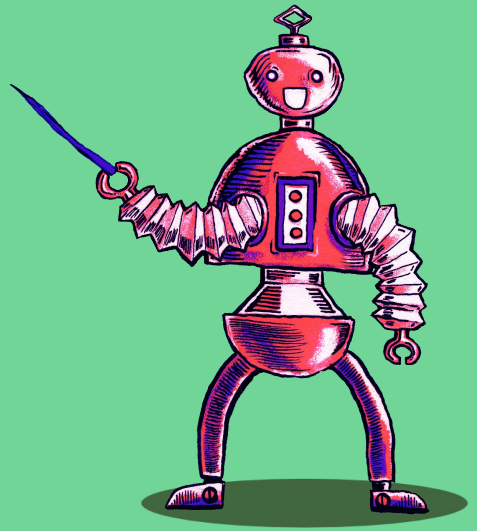
Ryan Hoath
Michael Zhang
Kristin Dragos
Ed Harradine
Samuel Jones
Lester Francis



Special Thanks

For your help, encouragement, & support.

Matt Hall
Liam Routt
Lauren Clinnick
Murray Lorden




DON'T WORRY!
YOU HAVEN'T GOT TIME


DOES COMPUTE !

Come fly with us...

www.futurestatemachine.com



@FutureStateMach
@PraneeMcKinlay
@OfficeBotsVR