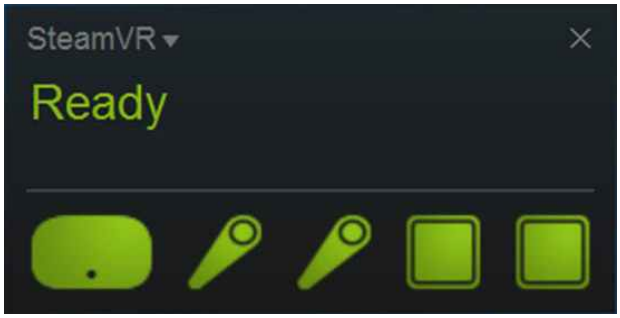
Operation Chromite1950VR Game instruction(for HTC Vive)

This content is provided by 'eiNpictures', and
It is operated only under HMD and controller of Vive.

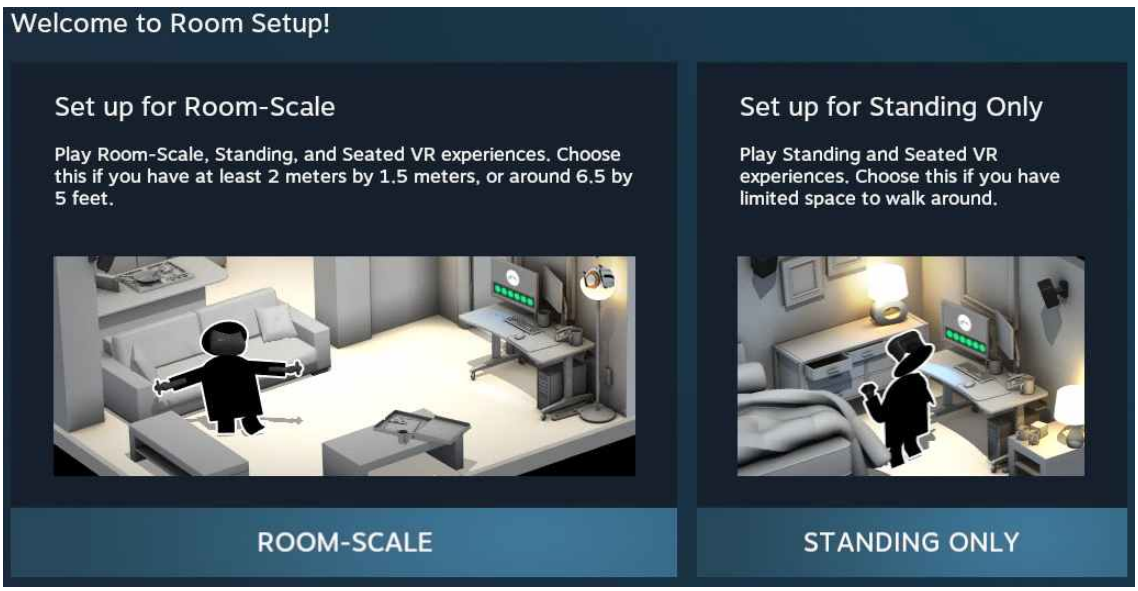
1. Vive setting

1) Setting VR option to execute game available.
(Setting location of sensor, controller and HMD for normal operation.)



After setting equipment, 'SteamVR' **Ready** is shown as above screen.

2) Change room setting as '**Set up for Standing Only**' in SteamVR option.

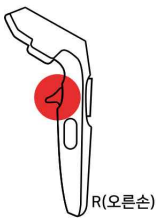


Incheon landing operation is executing after SteamVR setting.

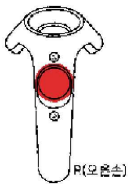
2. Game start

1) Menu Select



① 

Choose the flag at the front of desk to pull the **trigger** of controller.

(

If you want to close menu, cancel to push the **pad** of controller.)

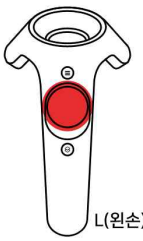
② Mission is appearing over the flag. If you choose mission, choose to pull the **trigger** as same as ①

③ Game is executing automatically upon choosing mission.

2. Game play

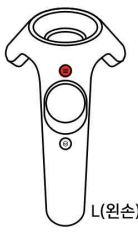
1) Player moving



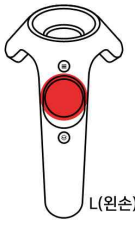
① 

Basic moving of player is executed by **pad(up and down/right and left)** of left controller.

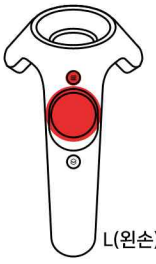
② Teleport function is available for fast moving of player.(Teleport function reduce motion sickness.)



Push the **menu button** of left controller, it appears teleport line as above picture.



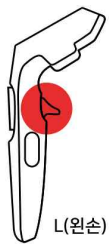
Push the **middle of pad** under teleport line, you can move to area pointed by line.

③ 

Circling finger without pushing pad under teleport line turns arrow mark of target area. This makes player's viewing direction after teleport. Pushing middle of pad makes transport.

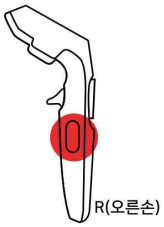
2) Arms loading



① 

Push the trigger of left controller makes magazine on the left hand.

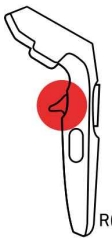
② Magazine is combined approaching them to magazine insert clot under pushing trigger.

③ 

If you want to change magazine under bullet's existing, pushing grip button of right controller separates magazine from gun. Loading magazine is executing ① ②.

3) Fire (attack)



① 

Push **trigger** of right controller under magazine loading, the bullets are shooting.

② No launching during shooting, check magazine and re-loading them for firing.

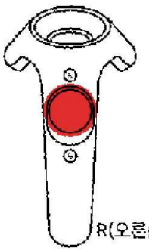
③ 

Push **grip button** of left controller, you can stand the gun with left hand.

It use for precise and aiming fire. Re-push separates controller from gun.

4) Arms change



① 

Push center **pad** of controller activates inventory window.

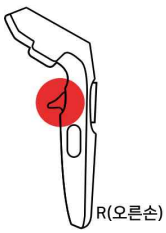
② Player's guns are supported by **main arms, side arms and grenade.** Other arms are acquired as items.(Acquired arms are using instantly and it will be changed to basic gun after using all bullets.)

③ Choose required arms at the inventory window by pushing **pad.**(up and down/right and left)

5) Grenade using



① Choose **grenade** after activation of inventory window.

② 

It change gun to grenade. Push the **trigger** of right controller removes tweezer.

③ Under triggering, swing arms to required direction, it throws grenade by releasing **trigger** .

④ Grenade is not available if you use all.

⑤ Grenade is acquired during game as items.

6) Game going



① If you clear all the enemies or finish events, you can pass to next area.
② If enemies remain, **red pole light** is shown as above picture,



③ If you clear all the enemies or finish events, **red pole light changes to blue.**
If player enter completely to blue pole light, you can move next area.

7) Event going

① Event is occurring during game going, you continue using right controller.

8) Game over

① No game over button during game play. Finish with exit button after moving to main screen when you used up your score.

(Emergency over : Push the ESC button of keyboard during game, it overs game completely.)