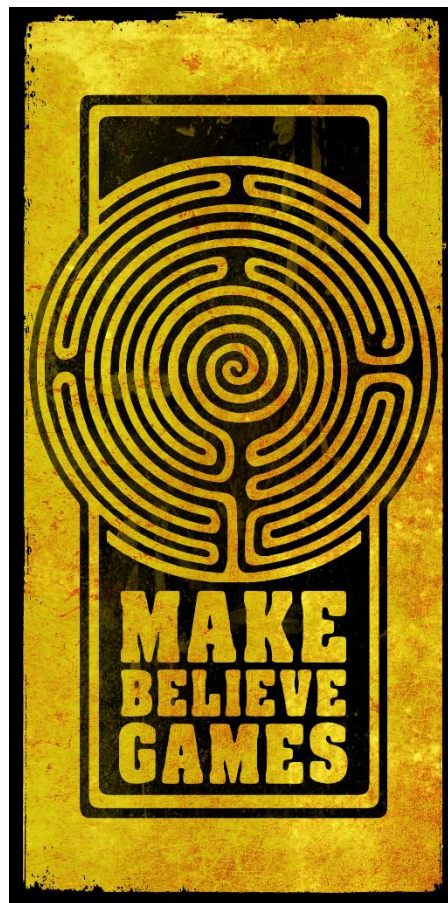


Storm Bringer



VRZ TORMENT

RUN. KILL. DIE. REPEAT.

FIELD MANUAL v0.9

WELCOME TO PURGATORY ISLAND!

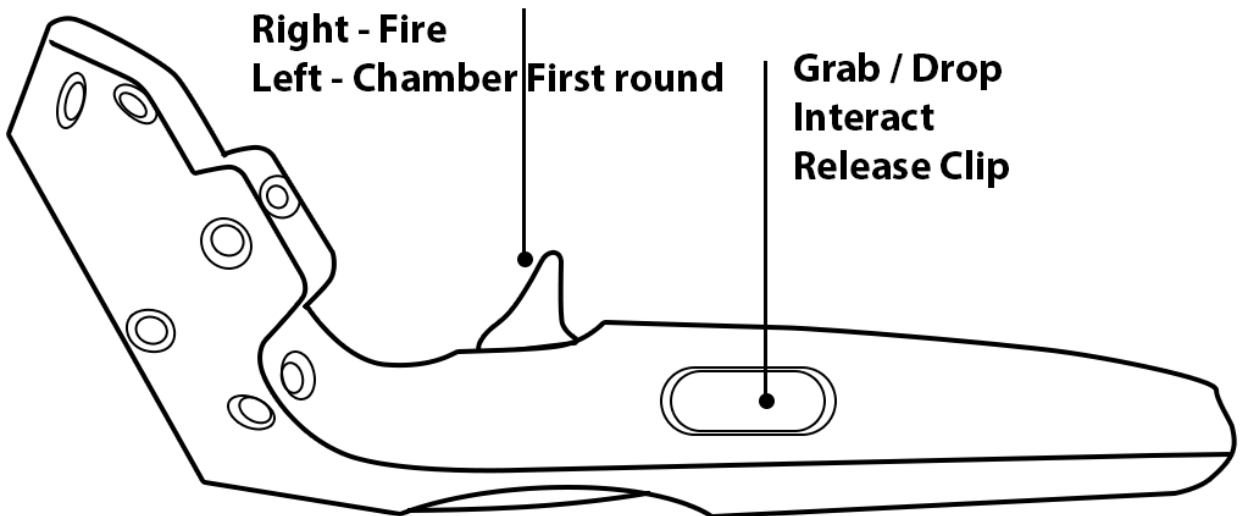
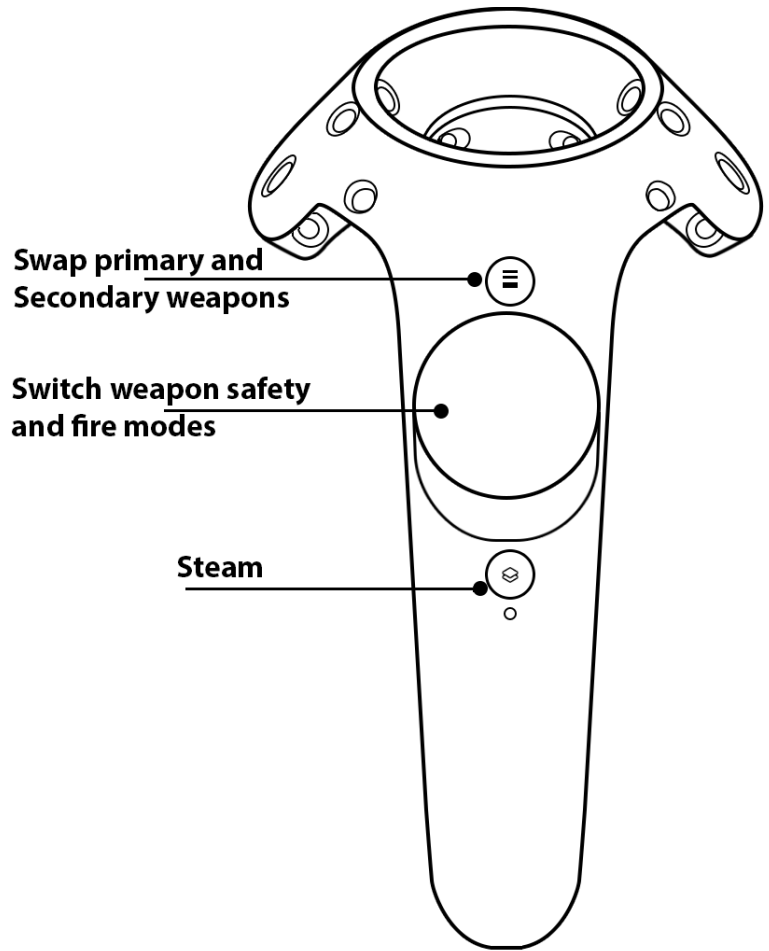
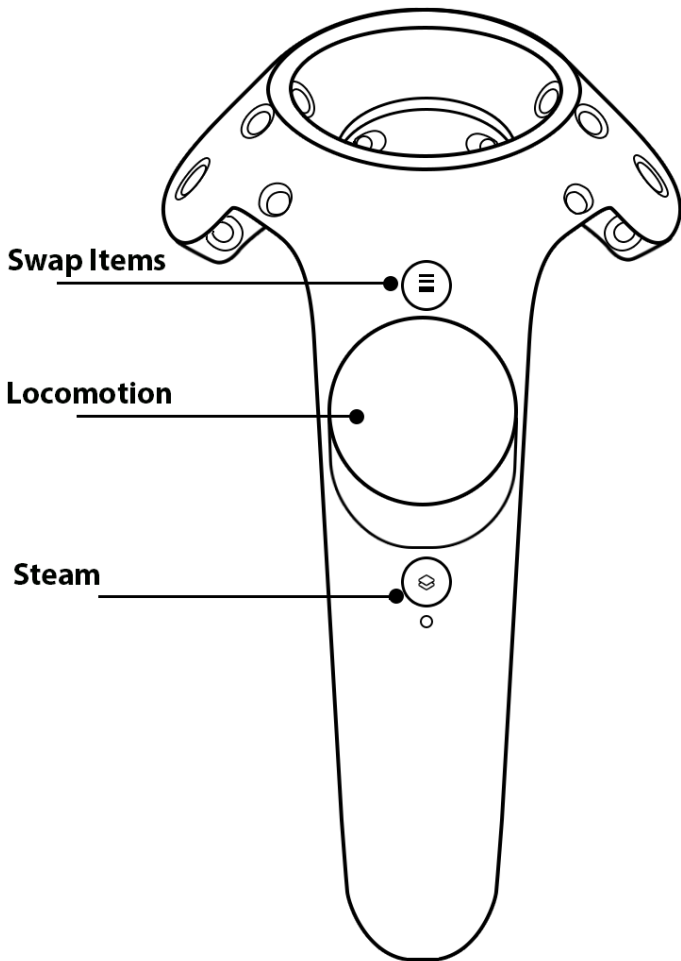
A prison for the undead and dying. A hell from which you will never escape.

If you're reading this, you've likely found that the nuances of life are slowly leaving you. One breath at a time. One paused heartbeat within your chest.

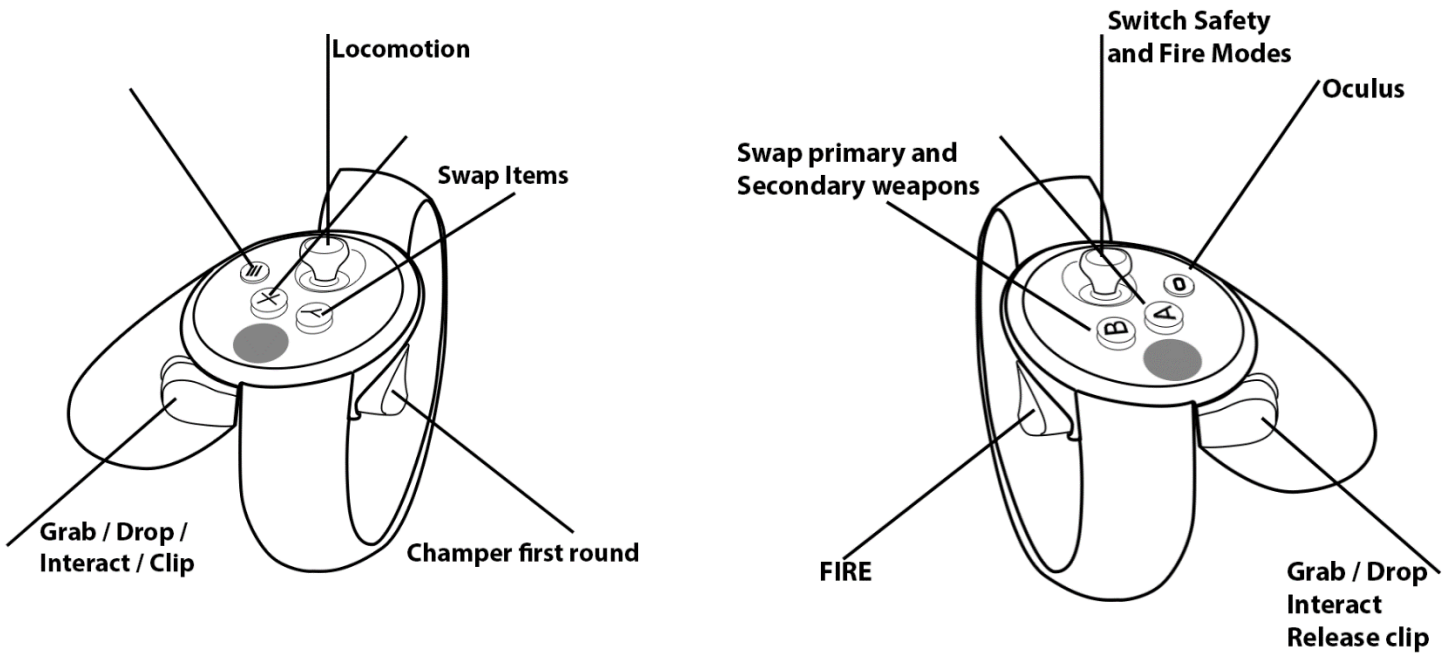
The Far Watchers own this diseased island and have infected you with their **Animus**, a machine that holds you together, and one that aims to kill the death inside you! They've created this hell to test you, their weapons, and all their other damnable creations. Their cameras both seen and unseen track your every movement throughout this swamped and accursed place, and their flitting shadows move just beyond the edge of They have given you a second life, and it is for you to find out how and why.

The undead are rising, zombie skags are swarming the land, and your end is fast approaching! Arm yourself, uncover what you need to survive, and escape the inescapable.

GAME CONTROLS: HTC VIVE



GAME CONTROLS: OCULUS TOUCHES



(Warning: Minor spoilers starting from here)



1. Safehouse:

- All unlocked weapons and items can be picked up again.
- Generator which can be turned on for temporal protection.
- Map with quest markers.
- Lab access.
- Daily supply drops.

2. Church

- Organ quest.
- Secret weapon crate.

3. Barns

- There are several barns and each require right approach and timing to open.
- Several key quest elements can be found in different barns.



4. *Gaz Tank*

- a. Empty canisters can be filled here and later used:
 - As a weapon.
 - For crafting.
 - To power up safehouse.

5. *Underwater*

- a. Player can go underwater for a short period of time.
- b. Player needs special equipment to go for longer journeys.
- c. Several key quest elements can only be found here.

6. *Cemetery*

- a. Most of the enemies spawn from that location.

7. *Lab*

- a. Needs electricity and a lab code to be accessed.
- b. Key quest element and a special weapon.

8. *Maze Entrance*

- a. Priority task: find the maze key and escape from current level.
- b. Hand scanner does not accept player hand.



Ordinary Zombies



- Usually in large hordes.
- Can get headshot and insta-kills from shotguns.
- Low walking and low health.
- High threat if in the small building or in the corner with no escape route.

Kamikaze



If you hear something screaming and see a blinking red light quickly approaching you, act fast. It's a bomber-kamikaze zombie.

- Has an attached proximity mine which explodes at close range.
- Extremely Fast.
- Explodes on death.
- Can kill nearby zombies in explosion.

- Highly dangerous in groups.

Crawlers

- Silent crawler usually attacks from behind. Has no head so insta-kill or headshot is not an option.
- Hard to detect, especially at night, in water or in high grass.
- Damage: melee at close range.



Ghost



- If someone is murmuring slowly in your ear and you cannot see a dime, it's a ghost z!
- Really hard to detect especially at close ranges
- Moves very slowly, but teleports with snap!
- If you hear snap sound look around, it may appear any place around you.
- Attacks at close range
- High resilience
- Dangerous in big groups and low light conditions
- When hit or damaged becomes visible for a split of a second

Shaman

- Usually attacks from a distance.
- Uses telekinesis and throws rocks and different objects at a player.
- Needs time to cast a spell.
- If interrupted, restarts casting anew.
- Can damage a player through walls.
- Very dangerous in groups of 3-4 and bigger.



Solomonari minion

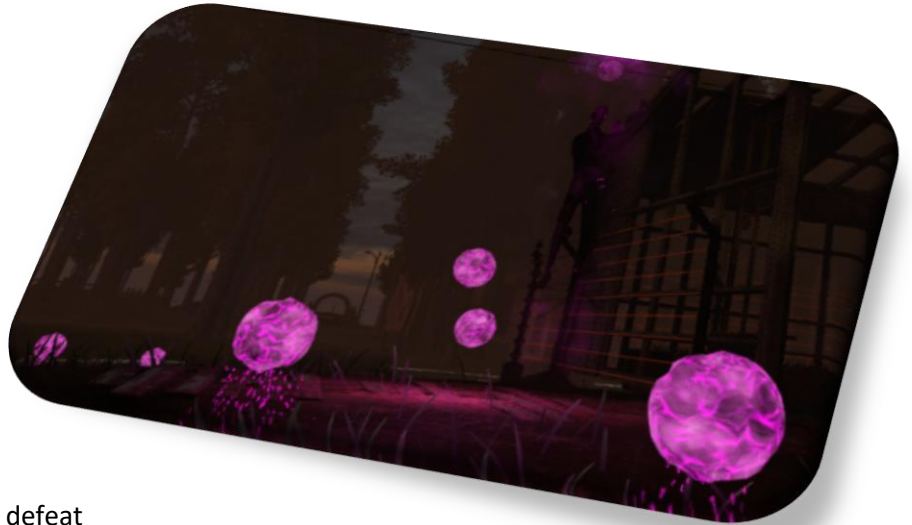


- This slow monster at first seems really easy target besides having huge health and endurance.
- But problems start AFTER defeating and killing him as he is marked with sign of Solomonari.
- With high probability Solomonari will spawn at final scream of his beloved minion which will cause dark ritual to be performed and more enemies brought back to "life"
- Headshot and/or insta-kill cannot be performed.
- Only way to prevent Solomonari summon is to burn or freeze + shatter later.

Solomonari



- Mystical creature
- Usually In high energy form
- Vibrates and connects 2 worlds.
- Can raise minions from death.
- Can be summoned using special biological weapons



To defeat

Solomonari several key components are needed:

Bio Canister from Lab + Special Device near Safehouse + enchanted katana.





1.M9A1 + M9A1 w Flashlight



15 bullets in magazine, low damage, effective at mid-range, default start weapon.

2.AKM 47



High damage, Long distance, average shoot rate, ultimate zombie exterminator, single and automatic fire modes.

3.M16A1



High shoot rate, long distance, reliable, optic sight, and very high damage, single and automatic modes.

4.MK18 w silencer



High shoot rate, silent, scope, long distance, average damage, single and automatic modes.

5.MP5 w flashlight



Highest shoot rate, effective medium distance, attached flashlight convenient at night time, average damage, single and automatic modes.

6. Explosive grenades



Very effective against group of enemies.
Can harm if explodes at close range.
Need some training throw at desired spot.
After releasing handle there is 5 sec delay before explosion.

7. Freezing Grenades



Can freeze and immobile for 30 sec single and group of enemies. Frozen enemies can be shuttered by use other melee or firearm.

8. Biological Essence Grenades

Specially synthesized grenades which release bio substance exploding and distract all zombies for short period of time.

Also can be used to summon and lure Solomonari.



upon



9. Proxy Mines

Can be placed anywhere. Automatically activated after placement when player Moves away at safe distance.

10. Sewed Shotgun



Effective at short range, very high damage, Headshots and insta-kills, 2 shells.

11. Hunting rifle



Effective at long range, very high damage, Headshots and insta-kills, 2 shells.

12. Quest reward weapons

- High damage Revolvers



Extremely high damage, 7 bullets per, manual reload.

- El Diablo from hell



8 shells, manual reload, burn any enemy on contacts restricting use special powers.

- From-Tesla-With-love!



Very effective at medium and close range against the group of enemies. Inflicts electric shock to multiple targets and can cause chain reaction of electric shocks. If enough damage is done, annihilates almost any target, forbidding enemies from using any special features.

13.Melee weapons

1. Bare hands

2. Wired bat



3. Katana



4. FireAxe



5. Bow and Arrows

Needs some skills to master.

Very effective at night at its ranged stealth weapon.

Damage depends on impact point and arrow pull strength.

It is planned to add different types of arrow crafting.



14.Crafting

- Canister + Fuel + Mine



- Canister + Fuel
- Arrows

ITEMS:

1. Mini Scuba
2. Crowbar
3. Flashlight
6. **Smartwatch**



From Top to down:

- Player Health
- Current weapon and total ammo
- **A** – Automatic reload mode, **M** - Manual reload mode.
- **[x]** – x Bullets left in magazine.
- Time until next time swap.

4. Metal detector and buried treasures
5. Shovel

Game Modes:



“S-Range” - Shooting Range and Minigames

On this level player can test some arms and melee weapons available in game.



Also there are **duck hunt** minigame + **Zombie Invasion** with Modular AKM and WIP **Sniper testing playground**.



“New Game” and “Continue” – Story mode



Start new game (warning: all saves will be deleted) or continue story from saved day.

“Arcade” – Arcade mode + COOP Arcade mode.



No quests, no story, no health packs! Just weapons and hordes of enemies. Survive until you can!

Game Settings:

Feedback and Locomotion + IO Modes

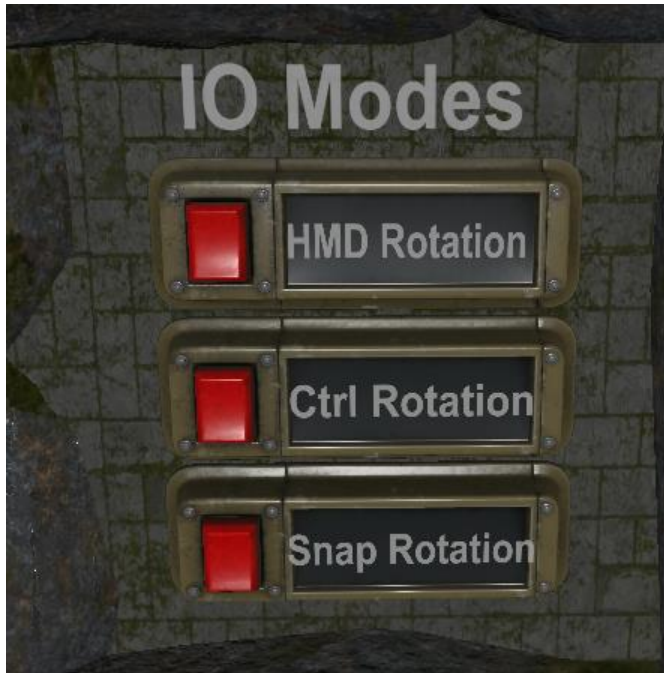


Feedback-Hardlight – Will be activated when hardlight feedback costume is connected. Right now it is disabled and placeholder.

Treadmill-Virtuix If “Virtuix Omni” is connected and powered up application will detect and enable this option. In this case player can navigate in virtual naturally using feet.

Treadmill-Cyberith – If “Cyberith treadmill” is connected and powered up application will detect and enable this option. In this case player can navigate in virtual naturally using feet.

Locomotion-Trackpad – Classic control mode. Moving using left touch or joystick. Speed is controlled by distance from center. This mode comes with several variations, which can be adjusted using other settings. This mode have several **IO Modes** that can be tweaked:



Headset rotation– Rotation is controlled by headset orientation.

Controller rotation– Rotation is controlled by controller orientation. Recommended for sitting experiences. Rotation is controlled by right joystick/Touch.

Snap rotation– Rotation is controlled by controller as above option + it is not continuous but rather rotates view in fixed angles for faster positioning.

Locomotion-Point n Click – Original locomotion solution. Something between full locomotion and teleportation. By Pressing left pad/joystick arc appears and using controller set destination point. Upon releasing button players start moving at constant speed to selected location.

Locomotion-Teleport – If other locomotion option are causing nausea then teleportation mode is good alternative. Controls are same as with “point and click” only you wait for transparent avatar to travel to selected position and on releasing button player will appear at avatar’s current position.

Locomotion-Controller look – Variation of full locomotion. Major difference is instead of headset view rotation left controller’s rotation is leading here. Speed is controlled by distance from pad/joystick center.

Extra options:



Left hand support. Is selected hand are switched.

Show hands on/off. Is disabled no hand avatars will be shown in game.

Auto reload. By default is on. If turned off player have to reload guns manually using controllers.

Show Tracers. By default is on. If turned off player will not see weapons tracers.



Low – GTX 980 Ti and equivalent

Medium – GTX 1060 and equivalent

High - GTX 1070 and equivalent

Ultra – GTX 1080 and equivalent



Medium is recommended for challenging and balanced experience.

Easy - lower enemy health and number.

Hard – for really hardcore and experienced players only.

- **Holster:**

Was added in latest update. You can carry all grenades and 1 extra medkit. To show/hide holster use main hand controller touch lower part click (On Oculus Touch you can use “A” as well for that). In Manual reload mode you have to pick magazine and insert manually since 2.9.9 update.

- **Make Screenshots on nVidia + Oculus**

If you have nVidia graphics card nVidia Shield activated on Oculus Touch controller “X” button will make screenshots of game by emulating Alt+F12.

- **Score overlay in Arcade mode.**



Can be turned on/off using "H" Key.

- **Game pause menu**



Pause menu can be invoked either using keyboard ESC key or pressing both Touchpads (Or Joysticks on Oculus) same time more than 3 sec, Indicator will appear at the center of the screen while both are held down. Once it is filled pause menu will be presented.

- **VRZ Launcher:**

VRZ Launcher is special tool designed to VR Arcade owners. Email us to get launcher here:

Info@stormbringerstudios.com

VRZ : Torment Launcher v0.8

VRZ : Torment Install Folder
 F:\VR Projects\VRZ\VRZGame\Build\VRZ_Steam

Graphics
 Ultra

Difficulty
 Medium

Level to load
 Arcade Level

Time Limit
 Unlimited

Locomotion
 Free move

Misc

Show Hands Auto Reload

Show Arcade Timer

Left Handed

Show Tracers

Enable COOP

Multiplayer Settings

Room Name
 COOP_ROOM_056

Password

LAUNCH VRZ

Generate BAT

Can be used to launch directly selected level:

- Main menu – default
- Story level
- Arcade level
- Shooting range level
- Demo level

Also can set time limit per session form 5 min to 1 hour.

Along with other parameter settings.

Compatible with upcoming COOP mode and can be used to create custom password protected Multiplayer room for local COOP play.

- **SURVIVAL TIPS:**

- Freezing grenades + shutter
- Safehouse walls have all unlocked weapons to pick up again
- Use fuel canisters to explode/burn
- Get quest weapons
- Fuel Safe House as early as possible
- Game daily cycle: Dawn, Night, Day.
- Use dawn to prepare for nighttime and daytime for solving puzzles.
- Lure to minefield with gas grenades.
- Use Safe House as a defense post to kill zombies
- Use Kamikaze to kill large groups
- Place mines and canisters at strategic points before the attack and plan a fallback
- Use flashlight and street lights at during the nighttime
- Master melee weapons
- Use Safe House to fill up ammo every 24 hour
- Get metal detector before the attack to dig out cool weapons and equipment
- Explore underwater. Warning: firearm will not work underwater.

Game does not load in VR solution!!!

If you're developing a VR game in Unity and seeing this in your log file for users running Windows 7:

d3d11: failed to create D3D11 device (0x80070057)

It's because their Windows installation is missing Direct3D 11.1, I spent a few days tracking this down.

Have them install the update below, it allows Windows 7 PC's to use the Direct3D 11.

<https://www.microsoft.com/en-us/download/details.aspx?id=36805>