VR
USER GUIDE

SOMATICVISION
how are you today?

somaticvision.com

GETTING STARTED

Important Installation Note: The first time you run Somatic Vision VR a security alert may appear. You must click **unblock** or **always allow**. **If you experience a low framerate (jerky display) stop using Somatic Vision VR.** Close other programs or restart your computer. If you cannot get a good frame rate, upgrade your video card.

VR INSTRUCTIONS

OVERVIEW

Somatic Vision VR is a set of fun virtual reality (VR) games and beautiful environments.

Somatic Vision VR works with any headset that is compatible with SteamVR, including Vive, Index, Oculus, PiMax and Asus Mixed Reality Headsets.

PROGRAM USE

1. **Install and set up your VR headset** (according to the instructions which came with your headset).
2. You must install and use **SteamVR** (free from Steam). If you don't have Steam, start by setting up Steam at https://store.steampowered.com/about/ then install SteamVR from Steam. If you are using an Oculus Quest, check the instructions for your headset to learn how to link your headset to your computer.
3. **Make sure your headset is working correctly by opening one of the games or experiences included with SteamVR.** When you are finished testing close all VR games.
4. **Open Alive, then open Somatic Vision VR from the Alive Games Menu**. If you have not yet put on your headset, put it on. **Once Somatic Vision VR starts, put on your feedback sensor, then look forwards and wait for the countdown to automatically center the view.** Re-center anytime by pressing R.
5. **Some people get nauseous (VR sick) while in VR, so if you experience any slight discomfort or feelings of nausea stop playing immediately to reduce the duration of the nausea.**
6. There are a variety of experiences shown on the Main Menu. For new users start with "look around" environments, then build slowly up to moving experiences and games.
7. To open an experience from the Main Menu, turn your head to look directly at the item you want to open. As you turn your head you will move a central dot that shows you exactly where you are looking. **Hold the central dot over the item you want to open.**
8. There will also be a window shown on your standard monitor that duplicates what is seen in VR.
9. While playing **press the escape key to return to the Main Menu. Press R to center the view.** If you are using Vive or Touch controllers you can also press the menu button to return to the Main Menu. Some experiences have a Main Menu button that you can see if you look down towards your feet, if you see a Main Menu button you can also return to the Main Menu by looking at the Main Menu button.

VR FEEDBACK RESPONSES

- **The feedback you selected on the Alive Main Menu is your "Reward" feedback.**
- If your **Reward** lowers the display will darken and the music and sound effects volume will lower.
- Some environments also have objects which shrink and/or a grey or blue fog which covers the scene in response to **lower Reward**.

GAME CONTROLS

The Vive and Oculus Touch controllers have central pads / sticks that operate as gamepads.

Games that require a gamepad can be played using the central pads / sticks of the Vive or Oculus Touch controllers.

Air Hockey, Arcade Toss and Particles require Vive or Oculus Touch controllers. These games respond to hand movements. **They can be played sitting, but require a lot of arm movements so clear a large area around the player!**

Space, Atomic Racer, Coin Hop, Friction, Loopy, Jumper, Pinball and Laser Trainer require a gamepad.

Eagle Flight is played by turning your head to look in the direction you want to fly.

Laser Trainer is played using both a gamepad that moves your ship, and by turning your head to aim the laser.

The environments are meant for you to simply look around and experience.

There are no Autopilot options, simply choose a game which either requires, or doesn't require, you to control the game.

GAME DESCRIPTIONS

Games are listed in order of most to least comfortable. Start with the earlier games, and when you are comfortable progress to the later games. If you don't have a lot of experience with VR, or aren't sure if you feel motion sick during intense VR experiences, avoid games with VR Comfort: LOW.

If you feel even the slightest nausea (caused by the feeling of movement in virtual reality), stop playing immediately.

LOOK AROUND - CRYSTAL FLAME

VR Comfort: Very Comfortable

This is a good intro to VR.

In this environment you remain in one location and look around.

Reward controls the brightness of the environment and the fire sounds. Reward also controls the size of the flames, crystals, mushrooms and other objects. When the flames are larger there are louder fire sounds, but the fire sound is relatively quiet in this environment.

Inhibit controls the background music and sounds. Inhibit also controls a grey fog which rises from the ground.

To return to the Main Menu look down to the Main Menu button.

LOOK AROUND – TROPICAL BEACH

VR Comfort: Very Comfortable

This is a good intro to VR, or when you just want to relax on the beach for a minute.

In this environment you remain in one location and look around.

Reward controls the brightness of the environment and the ocean sounds. Reward also changes how quickly things move, such as the water or butterflies. There are also some objects, like the coconuts and some rocks behind you, which change size in response to reward changes.

Inhibit controls the background music and a blue fog.

To return to the Main Menu look down to the Main Menu button.

PLAY – PINBALL

VR Comfort: Very Comfortable

To start the game and launch the ball, press the down direction on a gamepad or keyboard, or press the grip on a VR controller.

With a VR controller you can hit the table with your virtual hands/controller to move the ball (if the ball gets stuck). When you hit the table the game shows "Shake!" on the display.

If you press R your view will reset and the pinball level will reload (in case the ball gets stuck and you don't have VR controllers to bump the table).

To maximize your score, complete various missions by reaching the same area repeatedly, or knocking down all items in a category.

Reward increases the size of your flippers. Reward controls brightness and sound effect volume.

Inhibit controls the background music volume and a grey fog.

To return to the Main Menu you must press the escape key on the keyboard, or the main menu button on the Vive or Oculus Touch controllers.

PLAY – ARCADE TOSS

VR Comfort: Very Comfortable

Requires Vive or Oculus Touch controllers.

If this game is played standing, the player could trip, hit objects or other people, or damage your sensors. Therefore, it is recommended that this game is played seated. **In either case, clear a large area around the player, and ensure they don't hit anything while playing!**

To get started, move the START lever down. You can also hold down your left controller's index finger trigger button, instead of reaching over to the lever (for playing while seated).

Once the game has started, balls will appear. Throw the balls into the holes to get points.

When the time runs out, you'll have a chance to leave your initials for the high score. You can enter your initials using the controllers, then press the OK button, or skip this and start playing again by moving the START lever.

If you hold down the right controller's index finger trigger button, you will restart the game and change from day to night.

Reward controls how much effort you need to use to throw the ball, the speed of the ball movement, and the brightness of the environment.

Inhibit controls the background music and a grey fog.

To return to the Main Menu look behind you to the Main Menu button, or press the menu button on your Vive or Oculus Touch controllers.

PLAY – AIR HOCKEY

VR Comfort: Very Comfortable

Requires Vive or Oculus Touch controllers.

Move your right Vive or Touch controller to move the air hockey stick.

Playing air hockey can make players lean forwards to reach the puck. To prevent players from hitting the screen, this game starts in such a way that the player needs to move backwards a bit in order to see the whole hockey table, but **make sure to clear the area in front of the player so they don't hit any objects (or the computer screen) while reaching for the puck.**

If you score 4 points before your opponent, you move on to the next level and the difficulty increases.

Press M to cycle through 3 different background music options.

Reward controls the sound effect volume and the brightness of the table, puck and air hockey stick.

Inhibit controls the background music volume and a grey fog.

To return to the Main Menu you must press the escape key on the keyboard, or the main menu button on the Vive or Oculus Touch controllers.

SLOW FLY THROUGH – SPACE JOURNEY

VR Comfort: Medium Comfort – Most Comfortable Seated

In this environment you fly through a fixed path in outer space. Look around at the various sights that appear.

Reward controls the brightness of the environment and the sizes of some objects.

Inhibit controls the background music and a grey fog.

To return to the Main Menu look at the Main Menu button, which appears to your right near the beginning and end of your journey.

PLAY – LASER TRAINER

VR Comfort: Medium Comfort

This is a game where you destroy the round objects that appear.

Move your ship around, using the gamepad to avoid all objects.

If you look at an object, your ship points its laser at that object and eventually destroys it. If your ship isn't exactly hitting the object you may need to look slightly to the side to adjust the aim.

Try to destroy as many objects as possible to clear a path for your ship. Move your ship to avoid objects, especially objects that are moving towards you.

As you progress through the levels, objects will begin to have more complex behaviors, like chasing your ship or shooting energy balls. If anything touches your ship you will lose one ship. If you lose all ships you start again from level 1. When you lose a ship all objects on the screen are also destroyed.

If the game is too easy you can look down and to the left to change the difficulty level.

Reward controls the brightness of the environment. Low reward slows down time and reduces the strength of your laser. Slower time makes it easier to avoid objects, but combined with a reduced laser strength makes it take much longer to destroy the objects. Low reward also makes more objects appear during the times when objects are appearing.

Inhibit controls the background music and a grey fog.

To return to the Main Menu look down to the Main Menu button.

PLAY – COIN HOP

VR Comfort: Medium Comfort

Run and jump to grab the coins and crystals.

If you a hit a car, tree branch, or anything sticking out from the sides of the road you start again.

As you continue to play the game speeds up.

Reward controls the brightness of the environment and the size of the coins and crystals. Reward also controls the sound effect volume.

Inhibit controls the background music and a grey fog.

To start off moving fast, change the difficulty by looking down and to the left.

To switch between a girl and boy character, look down and to the right.

To return to the Main Menu look down to the Main Menu button.

PLAY – LOOPY

VR Comfort: Medium Comfort

Use a gamepad or your VR controller's sticks or pads to control the ball.

Navigate the ball to collect the grey dots and avoid the holes.

Reward controls the brightness of the background, the size of the grey collectables, the game's speed, and the sound effect volume.

Inhibit controls the background music and a grey fog.

To return to the Main Menu you must press the escape key on the keyboard, or the main menu button on the Vive or Oculus Touch controllers.

PLAY – JUMPER

VR Comfort: Medium Comfort

Use a gamepad or your VR controller's sticks to jump.

Collect the diamonds and jump up each step.

Reward controls the brightness of the background, the brightness of the ball, the game's speed, and the sound effect volume.

Inhibit controls the background music and a grey fog.

To return to the Main Menu you must press the escape key on the keyboard, or the main menu button on the Vive or Oculus Touch controllers.

PLAY – PARTICLES

VR Comfort: Medium Comfort

Requires Vive or Oculus Touch controllers.

The particles move towards both controllers. **Move your hands to make interesting shapes and play with the particles. Clear a large area around the player, and ensure they don't hit anything while playing!**

To make the particles move away from a controller, hold that controller's index finger trigger button.

You will see two sliders in the location of your controllers. **Use the directional pads / thumb sticks to move the sliders left and right to change various properties of the particles** and make interesting shapes!

Move both sticks all the way to the left to freeze the Particles, then sculpt the shape with the controllers.

If all of the particles bunch up, forming a line or point, move one or both sliders all the way to the right and press one or both controller's triggers.

Reward controls the brightness of the environment. Inhibit controls the background music and a grey fog.

To return to the Main Menu press the menu button on your Vive or Oculus Touch controllers.

EXPLORE – SPACE

VR Comfort: Medium Comfort – If you stand up this environment becomes less comfortable but more immersive. Also, the comfort in some ways depends on how much you choose to move around.

If you hit an object the game will restart.

VIVE / OCULUS TOUCH CONTROLS

Use the pads / directional sticks to accelerate forwards and backwards.

Right Controller – Press the index finger trigger button to toggle the Space Pod on/off. Press the grip (side button) to stop moving.

Left Controller – Press the index finger trigger button to change the Star Scene. Hold the trigger down and press the grip (side button) at the same time to change the Planet Scene.

GAMEPAD CONTROLS

Use the gamepad directional sticks to move forwards and backwards. Button 1 toggles the Space Pod on/off. Button 2 changes the Star Scene. Button 3 changes the Planet Scene. Button 4 stops all movement.

Note: Changes in acceleration feel strange in VR, therefore using the button that stops all movement may feel strange if you were moving quickly.

Reward controls the brightness of the environment.

Inhibit controls the background music and a grey fog.

To return to the Main Menu you must press the escape key on the keyboard, or the main menu button on the Vive or Oculus Touch controllers.

PLAY – FRICTION

VR Comfort: Medium/Low Comfort

Use a gamepad or your VR controller's sticks or pads to control the ball.

On a Vive you can use the Vive controller's pad, but try both the left and right pads, one may work more easily due to complex mappings of the gamepad, and the way the Vive detects a gentle touch vs. a click press on the pad.

Navigate the slippery ball to the end of each puzzle level. Don't fall off the platforms or you'll have to restart the level.

If you fall, you can navigate back to the start of the level or press the "R" key to restart that level. You can also press the "N" key to skip to the next level if you get frustrated.

Reward controls the brightness of the ball, the game's speed, and the sound effect volume. The color of the ball fades from red to green as Reward increases.

Inhibit controls the background music and a grey fog.

To return to the Main Menu you must press the escape key on the keyboard, or the main menu button on the Vive or Oculus Touch controllers.

PLAY – ATOMIC RACER
VR Comfort: Medium Comfort

Atomic Racer starts on the ship selection menu. Press left/right on a gamepad or keyboard to choose a ship. If you haven't played before you must start with the Dragon. Select the Dragon ship and press any button to play.

Before starting to play you will see a list of 3 tasks. Completing these tasks will give you bonus Atoms and increase your level.

The tasks quickly become very hard. **If you wish to complete the tasks and level up, this game should be considered very difficult.** For a more casual play ignore the tasks and simply try to avoid the Red Stoppers.

In Atomic racer there are Blue Boosters, Red Stoppers and Green Shields.

Blue Boosters – Collect for various achievements.

Red Stoppers – Hitting a Red Stopper lowers your shield, shown in the upper left corner of the game. If you hit a Red Stopper with less than 1 shield left, you will crash. Some tasks require you to collect Red Stoppers.

Green Shields – Hitting a Green Shield restores some of your shields, if you have already lost any shields by hitting Red Stoppers. Each ship has a different maximum shield amount.

Yellow Atoms – Collect many Atoms in a row for additional points!

The longer you play the faster your ship will go. Some tasks require you to achieve a certain speed. You can see your speed, and how long you have flown without crashing, in the upper right area of the game.

Reward controls the brightness of the environment. Reward also controls the sound effect volume.

Inhibit controls the background music and a grey fog.

To return to the Main Menu press the escape key on the keyboard, or the main menu button on the Vive or Oculus Touch controllers.

LOOK AROUND – WAVES
VR Comfort: Medium/LOW Comfort – For experienced VR users
Above and under a wavy sea.

Due to the movement of the sea this should be used by people who are already comfortable with VR and don't experience nausea.

In this environment you remain in one location and look around as the waves of the sea move up and down and occasionally submerge you in water.

Reward controls the brightness of the environment and the sounds of the sea.

Inhibit controls the background music and a blue fog.

To return to the Main Menu press the escape key, or the main menu button on the Vive or Touch controllers.

PLAY – EAGLE FLIGHT

VR Comfort: LOW Comfort

Press "F" to switch on Free Flight - for experienced VR users who don't get motion sick.

You can either choose to just fly around, and enjoy the scenery, or collect feathers and get points.

Feathers are located in the middle of large rings. Each time you collect a feather, you increase your score.

Without Free Flight you can't move up and down which makes the game more fun and difficult. You must find your way around the mountains and weave through trees to collect the feathers.

With Free Flight it's fun to fly around and challenge yourself. Can you fly close to the ground and through trees without running into any branches?

Free Flight shows you visuals of falling, lifting up and quickly turning as a bird. **This can be a wonderful experience, but should only be used by people who are already comfortable with VR**, don't experience motion sickness, and have played other intense VR games without feeling motion sickness.

Reward controls the brightness of the environment. Reward also controls the sound effect volume.

Inhibit controls the background music and a grey fog.

To return to the Main Menu press the escape key, or the main menu button on the Vive or Touch controllers.