

Vanishing Realms Manual

Update 5, 12/25/2017

This manual supplements the basic in-game training you'll receive when you first play Vanishing Realms.

Each time you start Vanishing Realms, the game will assign a LEFT and RIGHT tracked controller. When in VR, as the game begins, you will see your controllers labeled LEFT and RIGHT. To avoid confusion while learning to play the game, please place the left controller in your left hand and the right controller in your right hand.

Vanishing Realms supports various tracked controllers. The term "Trackpad" is used to refer to the touch sensitive trackpad on the HTC Vive tracked controller, or the Joystick/Hat on the Oculus Rift tracked controller.

Movement

The RIGHT tracked controller is used to Teleport you to nearby locations while playing Vanishing Realms. If using an HTC Vive tracked controller, CLICK and HOLD the right Trackpad, aim the controller at the desired location, and release the Trackpad. If using an Oculus Rift Touch Controller, PUSH forward and HOLD the right joystick, aim the controller at the desired location, and release the joystick. Please see Diagram 1 & 2 below for your particular controller.

Advanced Movement

Advanced movement options are enabled through the Pause Menu. The Pause Menu may be accessed at any time by clicking the Pause Menu button on either controller. See Diagrams 1 & 2 for the location of the Pause Menu button on your controller. When you activate the Pause Menu, you'll be transported to a room with several nearby controls. Look around the Pause Menu room for the following options:

GLIDE: If you enable GLIDE from the Pause Menu, you may use the LEFT Trackpad to move without teleporting. Touching the Trackpad (or joystick) will allow you to glide continuously through the world. The position of your thumb on the Trackpad, and the direction you point the left controller influences the direction of your glide. This movement may also be described as a strafing maneuver; no rotation is involved to help prevent discomfort.

SPRINT: If you enable the SPRINT option, your top speed when gliding is increased. Glide speed is influenced by the position of your thumb on the Trackpad, or if your controller has a joystick, by the joystick position.

VIGNETTE: Enabling the vignette masks a portion of your peripheral vision while gliding. It helps ease discomfort that some users may experience when gliding.

ROTATE: If you enable the rotate option, you may use the RIGHT Trackpad to instantly rotate your view. This has the same effect as physically rotating your body by 45 degrees in VR. If using an HTC Vive tracked controller, Click the *rightmost* part of the right Trackpad to rotate 45

degrees rightward. Click the *leftmost* portion of the right Trackpad to rotate 45 degrees leftward. If using an Oculus Rift Touch Controller, simply push the RIGHT Joystick leftward or rightward to rotate your body.

Climbing

Some items such as Ropes, Chains and Ladders may be climbed manually in Vanishing Realms. To Climb, move your controller near the item you wish to climb and CLICK and HOLD the Trigger. This is similar to Grabbing an item, but you must HOLD the trigger once grabbed. Once a climbable item is grabbed, move the controller and you'll find your body is now moving accordingly. You must alternate hands to climb: grabbing with your alternate hand will release the grip of your previous hand. You can climb while holding items, but be careful - sharp objects can destroy ropes! To drop or fall, just release the Trigger and you'll teleport to the floor.

Grabbing

To grab an item in the world, place the tracked controller as near as you can to the item and click the Trigger. You may also hold the trigger in and 'sweep' through items you wish to grab. This is useful for quickly gathering treasure. See Diagrams 1 & 2 for the trigger location on your controller. Most of the smaller items found in the world may be grabbed.

Dropping

To drop an item in the world, hold the Grip button, wait for a 'blip' sound, then release the Grip button. See Diagrams 1 & 2 for the grip button location on your controller. Some weapons do not allow you to drop them - you must place them in your inventory belt instead.

Throwing

To throw a held item, hold the trigger or grip button, move you hand, and release the trigger or grip button. You cannot currently throw weapons.

Inventory

Some items that you grab can be dropped onto your inventory belt. Useful items such as weapons, food, potions, keys, tools may be saved in your inventory. Other world items, such as pottery or bottles may not be saved.

Diagram 1:

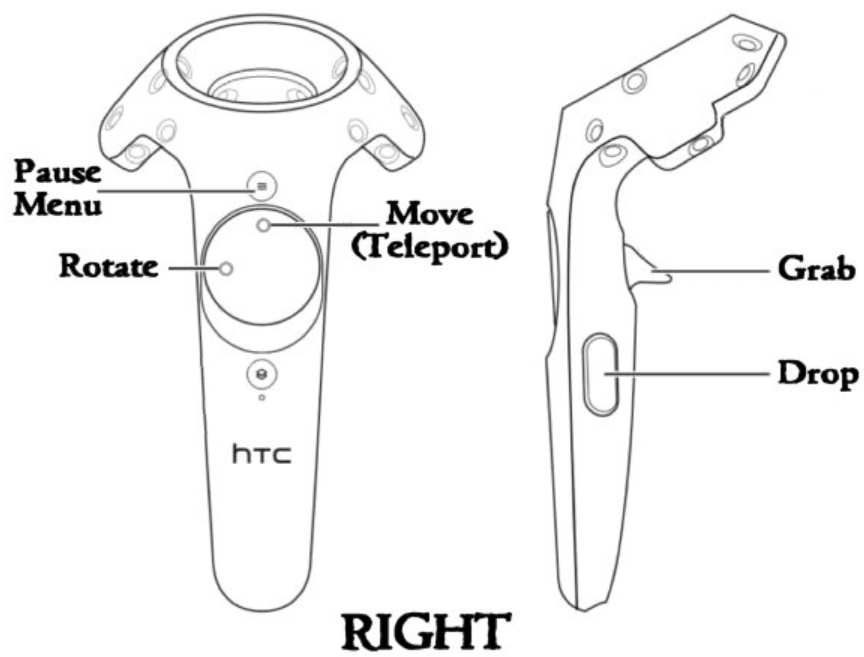
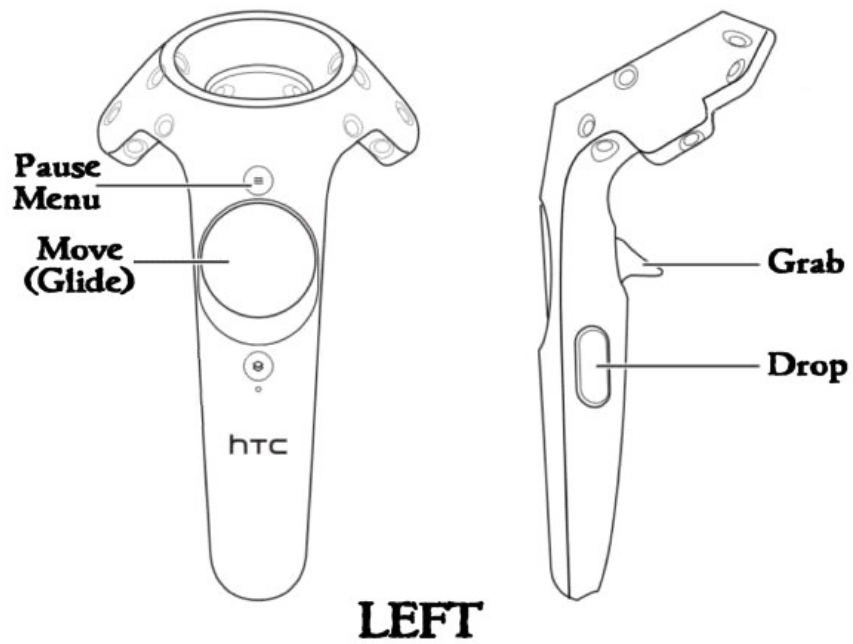


Diagram 2:

