How to Play

# I Prior requirements and preparation

## Roles :

* First team : One player (Exile) will be wearing the VR headset. Exile should describe what they see and execute Home’s instructions.
* Second team : The other players (Home) will have the manuals to resolve the incidents according to Exile’s description.
* Game Master : have to be present to launch some events that are not automatized on the VR computer and give some hints to the players if they are stuck.

## Preparation for Exile :

Number of players : one player.

Equipment :

* One compatible headset : headsets that are SteamVR based, such as HTC Vive, HTC Vive Pro, Oculus Rift, any Windows Mixed Reality headset, Pimax…
* An audio headset plugged to the VR headset.
* A VR ready computer with the game downloaded on.

The only button Exile has to press on the VR controllers is the trigger button, when trying to grab an object or interact with the holograms. Most of the time, Exile will interact with the table by putting the controller inside the tablet’s buttons and not pressing any buttons on the controllers.

## Preparation for Home :

Number of players recommended : 2 to 4

Equipment :

* The manuals for the tutorial and for each experiment that will be played this session.
* A computer to play the intro video.

## Preparation for the Game Master :

If the two teams are not in the same room, there should be a way to communicate, such as Skype, Teamspeak, Discord…

# II Game calibration

Launch the Exile to Home executable.

## Panel 1 : Start

Press Start button in the center of the screen..

## Panel 2 : Calibration

Only do the calibration process if you have built the furnitures beforehand.

In most cases, you will only press Next button in the bottom right corner of the screen.

## Panel 3 : Experiments selection

This is where you choose what experiments will be played for this section.

To do this, press Add button in the top left corner of the screen.

Then press any number of buttons to add the experiments in the panel that just appeared.

Only add one instance per kind.

If you want to play the tutorial, add the Maintenance experiment.

MAIA is the example experiment developed by the Gamelab – CRI.

This is also where you will see all the experiments your developer added to the project prior to this session.

If you add the Maintenance experiment, untick the Start box of each other experiment.

If not, leave everything as it is.

In the Context column you can choose the difficulty of the experiment if several have been created.

In the other columns you will see the room areas each experiment will occupy.

In the bottom of the screen you will see the number of remaining available areas for the experiment.

If the Next button in the bottom right corner of the screen is gray, you will have to remove enough experiments until the number of available areas matches the number of required areas.

When finished, press Next button in the bottom right corner of the screen.

## Panel 4 : Experiments repartition

This step is optional.

Here you redistribute some areas of the chosen experiments in the room.

If you wish to skip it, just press the Next button at the bottom right of the screen.

You need to put on the VR headset to realize this step.

To change an element of an experiment to another area, select it by pressing the Trigger of your controller, then select a similar available area by repressing the Trigger.

When done, put your headset off and press Next button in the bottom right corner of the screen.

## Panel 5 : Checklist

Each box need to be ticked before you can continue to the next step.

Verify you have done each element of the checklist.

When done, press the Next button at the bottom right of the screen.

## Panel 6 : Launch

When this screen appears, make the Exile player wear the VR headset and audio headset and carry the controllers.

Ask the player to localize the footprints on the ground and step on them.

The random seed allows you to replay the same characteristics of a past game. Enter the seed number if you wish.

When all the players are ready, press the Start button to start the game.

# III Game Session

## Panel 7 : Game Master Screen

This screen will be visible during the whole game :

* Left part

**Screen (?)** : it allows to see the inside of the station.

**Logs** : they are under the screen, they allow you to see a lot of informations about the state of the session here, as well as the answers for the incidents resolution, provided the developer of the experiment implemented the log system.

* Right part

**A list of the selected experiments** : here you can activate their customized actions, force their success or failure, activate them, or change their language.

**The stations actions** : they are under the list and they are much like the experiment actions. But contrary to those ones, their effects can impact the whole station : load or unload experiment tubes, swap holograms, activate an alarm, turn the lights on or off, open or close the doors...

## Start the session

The intro video will start playing for the player wearing the VR headset.

At the same time, play the intro video on a separate computer for the Home players.

The station appears when the intro video has finished playing.

When both teams are ready, press the action button to open the door.

From here and until the end of the game, both teams should communicate this way :

1. According to the manuals they have, Home asks Exile some questions.
2. Exile answers and describes what they can see.
3. Home checks the instructions in the manuals.
4. Home tells Exile what they should do.
5. Exile operates the order and describes the result.
6. The Game Master can give hints if the players are stuck.

## Panel 9 : The tutorial

**Whether the tutorial is played or not during this session, the holocube has to be activated**. It is located under the central table. Exile should grab it and put it on the shape on central table, the face that’s turned on visible on top. The station hologram will appear.

Exile should then flip the cube so the TubeX face is on top. The TubeXs hologram will appear.

### If the tutorial is not played :

Exile should grab one of the experiment red TubEx and put it either on the right or left areas on the holographic representation of the station above the hologram.

### If the tutorial is played :

1. Exile should grab the Maintenance red TubEx and put it either on the right or left areas on the holographic representation of the station above the hologram.
2. When the TubeX is loaded on the right or left screen, Exile should press the Maintenance button on the tablet.
3. Then Exile should flip the cube so the Maintenance face is up.
4. The Maintenance hologram will always fail after 30 seconds.

**Whether the tutorial is played or not, before the game starts:**

1. The lights will turn off.
2. Let Exile stay in the dark for a little while.
3. Then press the alert action button.
4. After a little while, reactivate the lights.
5. Launch all the deactivated experiments.

From here, the players should operate according to the experiments’ manuals.

# IV Debriefing

A ExileToHome session should be ended with a debriefing to monitor what pedagogical concepts have been learned by the players.

1. Ask people if they had fun
2. Ask people ….
3. ….