



## Description:

Infinity studios has developed a VR/ 3D Horror game that is designed to fully engage the player and leave them wanting more. In a deep location underground, the player is moving through a dark and quite environment with near zero lighting behind a flashlight with a diminishing battery life. Through the narrow light of an old flashlight there is an abundance of frightening creatures and monsters scattered around, that are not afraid to show the player where they stand in the pecking order. With various assets scattered throughout the map, the players only goal is to survive.

## User's Manual:

### VR Movement (Oculus Based):

Movement: Hold left or right joystick

Camera Movement: Follows where you look

Interactable(s): Grip Triggers

### 3D Movement:

Movement: WASD Keys or arrow Keys

Camera Movement: Mouse/ Trackpad

Interactable(s): ALT and left click

### HTC Vive/ Other Platforms:

No translation yet due to lack of platform to test on.