An escape adventure in virtual reality. You will feel the burden of being locked up in a hospital that apparently is abandoned without knowing what has happened. Can you escape alive?













SECURITY ADVICE

- 1) Take it easy
- Do not make sudden movements or turn your head quickly.
- Give your body a chance to gradually get accustomed to the use of the viewfinder.
- 2) Use the viewer in a safe environment.
- Stay aware of your surroundings.
- Seeks to be seated.
- Stay away from dangerous objects
- 3)Take a break.
 - Program break sessions of 10 or 15 minutes every half hour, although you think you do not need it

- 4) Make the adjustments you need.
 - Set the viewfinder features as brightness or diopter adjustment according to your requirements.
 - Avoid putting the volume at a high level.
- 5) Do not interrupt an immersive session.
 - To avoid accidents, try not to disturb or push someone while using a virtual reality viewer.
- 6) Stop if you feel uncomfortable.
 - Suspend the use of the equipment if discomfort arises such as: fatigue, dizziness, drowsiness or headache

Index

The game:	
Object of the Game	
Basic Controlls	2
The Main Menu	4
In Game	
History	6
Tips	8
FAQ'S	9
Credits	10

Object of the Game

An "escape room " game is a mental and physical adventure based game in which players solve a series of puzzles and riddles using clues, hints, and strategy to complete the objectives at hand.

You, as a player, will need to complete the puzzles that are in each room, to be able to open the door and escape.

Basic Controlls



- 1 ~ Trigger It serves to perform an action (catch, interact ...)
- 2 Grippers
 When you press it, the game will
 give you a sound hint
- 3 Application Menu
- 4 TouchPad

 If you touch it, some items can react.

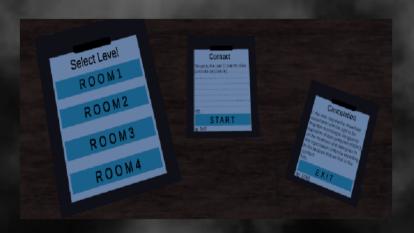
 If you press it, you can teleport
- 5 System Menu

Main Menu

The main menu consists of 3 sections:

- Start: start the game.
- Exit: exit the game.
- Select room: start the game from a specific room.

You just need to touch the option you want to do with the controller.



History

You wake up in a room, it looks like an operating theater, but you're not sure, because it seems improvised. You wonder what you're doing there. You try to remember how you got here, but you realize you do not remember anything. You try to scream, but nobody listens to you or you have a means to communicate with the outside, you miss the situation.

You decide by instinct to leave that room as fast as you return, whoever has been there, will not have anything good in mind.

Can you escape?



Tips

If you get lost, explore, what you need for may be hidden.

If you still can not find it, press the help button.

If an object glows yellow, it means you can interact with it.

Solve the mystery and have FUN!

FAQ'S

The controls move strange

You may be located in your room and the base stations may not see you correctly

The game looks blurry

Maybe you have the viewer incorrectly configured, go to "www.htcvive.com" to see how to configure it correctly

FAQ'S

Can luse my Oculus Rift with this

game?

Yes, but you need modify the configuration. See this link: bit.ly/escapegameVRAV

Credits

Javier Cayetano Gualda Núñez:

- Developer - Map structure

Jorge Camacho Torres;

- Developer - Map structure

Jose Antonio Serrano Esparcia:

- Developer - Modeler

Óscar Gómez Monedero:

- Developer - Modeler

- Booklet writter