

OVERSEER

User's manual

1 Pre-launch

1.1 Rules

Before we begin, a few terms need to be defined as to facilitate the player's understating of the rules :

The *Observer* :

The player currently in VR, represented by an entity which floats above the arena.

The *Katzen* :

Separated into two factions, one which is fully composed of AI NPCs (non-player characters controlled by artificial intelligence) and the *Ghosts*, composed of the players currently on PC. All of the *Katzen* share the same appearance, meaning the human players are physically indistinguishable from AI NPCs.

Overseer can be likened to a simple game of hide-n-seek, with the *Observer* seeking the *Ghosts*. The *Ghosts* must hide among the *Katzen* in order to fulfill their objectives. The *Observer*, on the other hand, must seek out the *Ghosts* in order to eliminate them.

The *Ghosts* must complete the entirety of their objectives before the end of the round, spurning them into action and forcing them to play more aggressively. The round begins at dawn and ends a full day later, at dawn. There is no counter featuring remaining time, as such, both factions must be acutely aware of how much time is left and plan their moves accordingly.

1.2 Joining game

A number of additional buttons, depending on the player's platform, can be found above the settings menu. This is where the player will be able to create and join rooms.

On PC :

Players on PC will have the option : “Create Room”, unavailable on VR. They can use this option to create a joinable multiplayer room which other players can enter. Once there are at least two players inside the room, the player who created the room (the host) may start the game. Otherwise, players may simply join a room via the “Join Room” button.

In VR :

Players in VR will only have a single option, “Join Room”, thus allowing them to join another room as the *Observer*. Only a single *Observer* is allowed per room.

2 After-launch

2.1 Objectives

The Ghosts :

Ghosts have a single objective : to destroy the three orbs which rest at key areas across the map. If these orbs are destroyed before the time limit is reached, then the *Ghosts* claim victory.

The *Ghosts* are extremely vulnerable however, and will need to imitate the behavior of the *Katzen* around them in order to go unnoticed. This not only included imitating how they walk, but also their performing the same actions, such as praying before the shrines which litter the map.

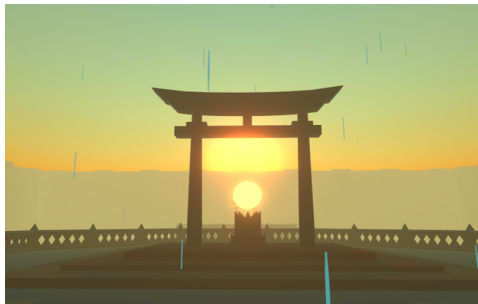


FIGURE 1 – Shrine with an active orb

The *Ghosts* also must watch out for tombs. Most tombs will simply remain as they are throughout the entire length of the game. However, some tombs will light up in the presence of a *Ghost*, alerting the *Observer*. There is no way to avoid this.

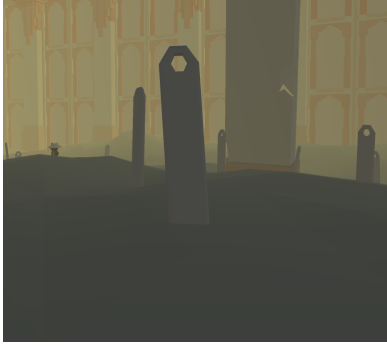


FIGURE 2 – Unlit tomb

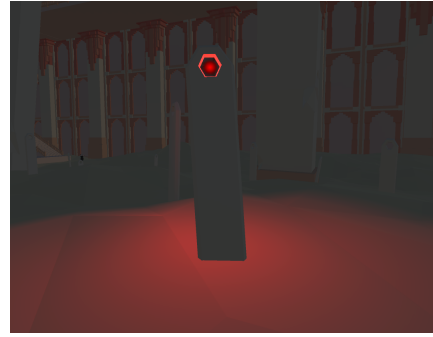


FIGURE 3 – Lit tomb

The *Ghosts* will need to use their wits, as well as the game environment, to their advantage. Sandstorms, which occur infrequently during the day, provide for much needed cover. Nightfall allows the *Ghosts* to fade into the ambient darkness and act more freely, however the lack of lighting highlights their presence tenfold should they activate a tomb!

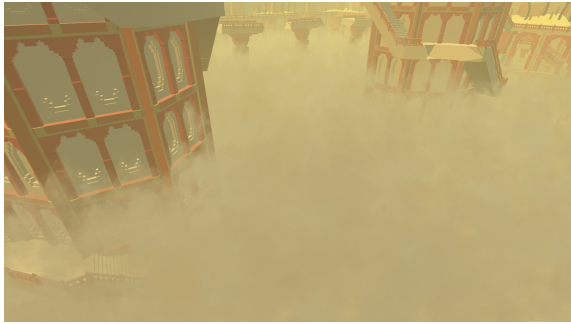


FIGURE 4 – Sandstorm

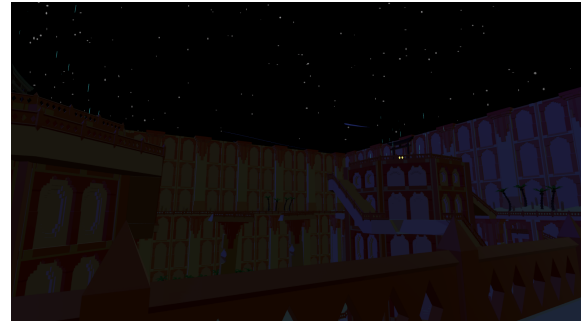


FIGURE 5 – Nighttime

The Observer :

The *Observer*'s objective is twofold. To win the game, the *Observer* must either have eliminated all of the *Ghosts* present inside the arena or have outlasted the *Ghosts* with at least one remaining orb as the time runs out.

PICTURE OF LASER (this is going to be difficult)

In order to fulfill the first objective, the *Observer* can charge its laser and aim it at a *Katzen*. If its aim is true, then the *Katzen* will be instantly obliterated upon impact. The *Observer* will have no way of knowing whether or not the *Katzen* killed was a *Ghosts*. As such, it is recommended for the *Observer* to carefully keep track of the *Ghosts* it has removed from the game and to only shoot when it is absolutely certain that the *Katzen* it is targeting is a *Ghost*.

2.2 Commands

The Ghosts :

As with most games, the *Ghosts* can move via the W/A/S/D keys on their keyboard. Pressing shift while walking forward allows the player to run and pressing space allows the player to jump. In addition to this, once sufficiently close to a shrine, the option to pray by pressing E will appear, locking the player into an animation for as long as they hold the key. Moreover, once close to an orb in the center of a shrine, the option to press I to destroy it will also appear.

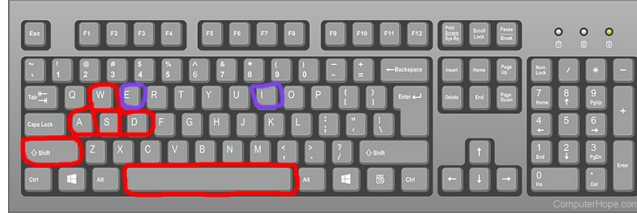


FIGURE 6 – Keyboard binds

The Observer :

To achieve its goals, the *Observer* has several options. It can fire a laser by holding down the *Left Index Trigger* key. At this point, the spotlight representing the *Observer*'s vision will focus unto a single point and, once sufficiently focused, a shot will be fired. In addition to this, the *Observer* can move to get a better view of the game map. To do this, it will have to keep pressing the *Grip* buttons on both controllers at the same time and move in the direction it wishes.

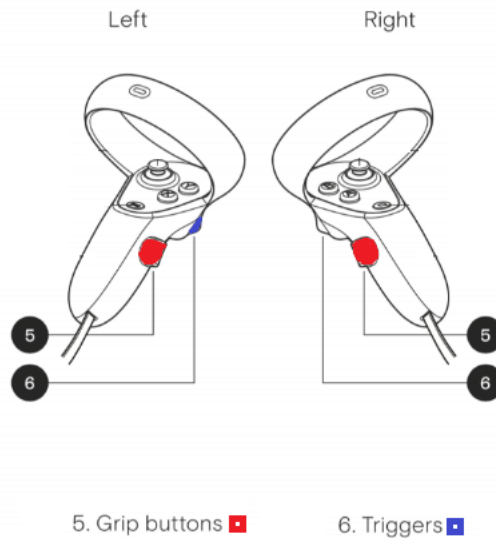


FIGURE 7 – VR controller binds