Instructions:

Headphones user:

* Everything you hear comes from the virtual environment the other player is finding themselves in; you hear what they should hear.
* Activate traps using the keyboard: trap positions are displayed on your paper map with their respective key.
* Try and triangulate the position of the other player and spring traps on them.

Tips:

* Rooms of different colors have different floors, which changes the sound of footsteps.
* Don’t forget that you are hearing what they would hear: you can activate to try and hear their relative position to the player.
* Traps are reusable, but are slow to reload.

Oculus Rift user:

* Navigate the maze dungeon to collect all the magic boxes.
  + Use the joysticks to move and turn. No other buttons are used.
* Be wary of traps: the other player will try and spring them on you.

Tips:

* The other player has the map of the dungeon, but can only locate you through sound: try using this to fake them out.
* Traps cannot be triggered repeatedly: the area is safe for a few seconds if you avoid one.