TECHNICAL INSTRUCTION

Pokémon reality gear and game

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Contents

1 The Gear

The **Pokémon** *reality gear* is a virtual reality device that enables you to look around and move in a virtual environment providing an immersive experience for everyone.

Figure 1.1: The **Pokémon** *reality gear*

1.1 Before using the POKéMON *reality gear*

- Carefully read and follow all the instructions provided with the POKéMON *reality gear* before using the product.

- Please be also aware of the warnings below before using the headset to reduce risk of injury or damage of the device.

Warnings

- The headset produces an immersive virtual reality which is at times hard to differentiate from reality. To avoid possible accidents while using the POKéMON *reality gear* stay away from stairs, balconies, windows etc.

- Do not use the device for longer than 2 hours without breaks.

- Children under the age of 12 and psychologically unstable users are advised to disable the neuro-stimulators.

- You may wear glasses inside the POKéMON *reality gear*, they should however be removed in case of discomfort. Keeping the glasses on while experiencing discomfort may cause facial injuries. Users with poor eyesight are recommended to wear contact lenses while using the POKéMON *reality gear*.

- Direct sunlight pointed towards the lenses of the headset may cause damage to the display. When not using the headset, make sure to store it with the lenses pointed away from direct sunlight.

1.2 Unpacking the POKéMON *reality gear*

The POKéMON *reality gear* is shipped with the following components:

- Headset (including 2 lenses)

- USB connection cable

- Earphones
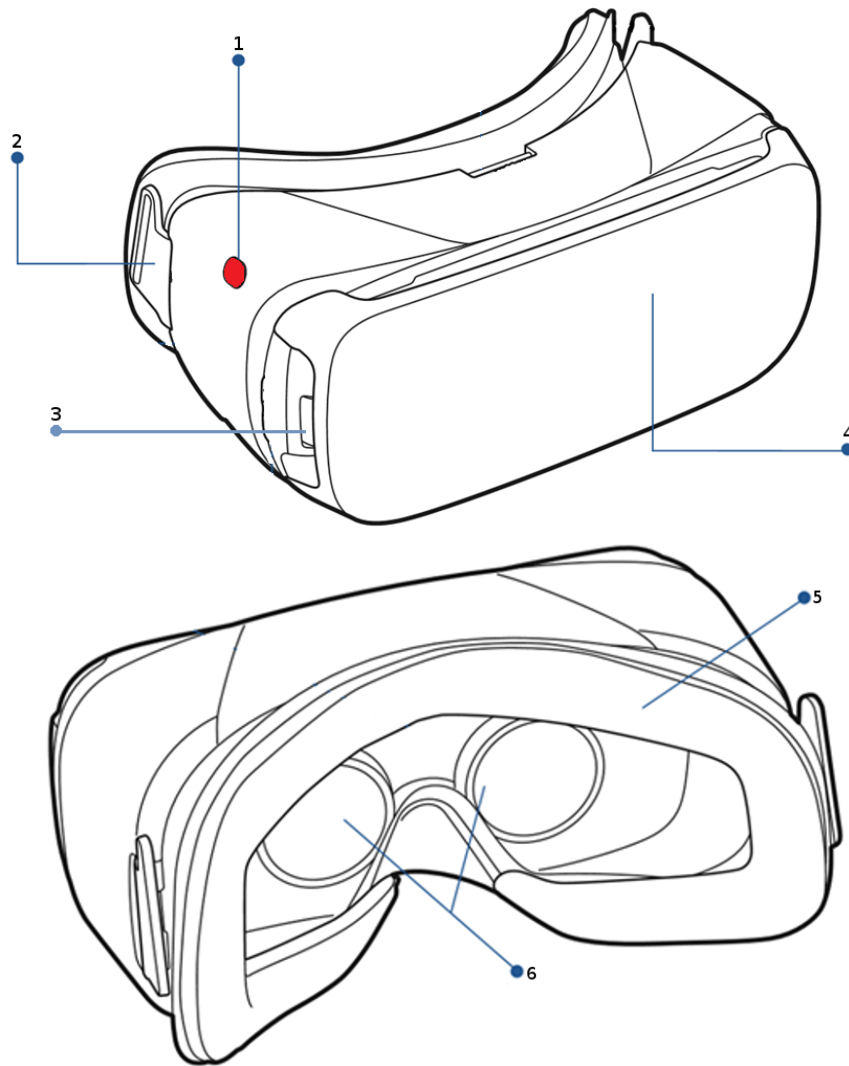
Parts of the headset

Figure 1.2: The parts of the headset

1. On/Off switch for the neuro-stimulator

2. Tape connector

3. USB port

4. Front cover

5. Foam Cushioning

6. Lenses

1.3 Getting started

1.3.1 Connecting the headset to your computer

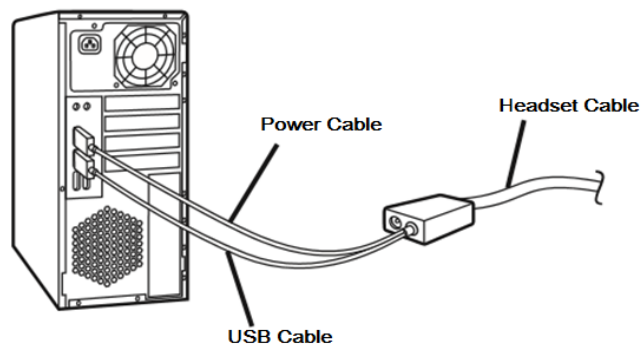Use the USB cable to connect the headset with your computer.

Figure 1.3: Connecting the Pokémon *reality gear* to your Computer

1. Put the headset plug (the thick end of the USB connection cable) into the USB port of the headset (figure 1.2: 3.).

2. Insert both USB plugs into your computer. Keep in mind that both the power and USB-data plug have to be connected to the USB ports of your computer for the headset to function (figure 1.3).

1.3.2 Installing the software

Your computer should detect the Pokémon *reality gear* and install the software via *Plug and Play*.

Please follow these steps, if your computer does not detect the Pokémon *reality gear* automatically:

1. Visit our Website *pokemonreality.com* to download the Pokémon setup software.

2. Launch the Pokémon setup wizard and click 'next' (figure 1.4).

3. Click 'install' to go ahead with the installation.

4. After the installation is finished please restart your computer.

Figure 1.4: Installing the Pokémon *reality gear* software

5. The Pokémon *reality gear* is now ready to use with your computer.

Please note, that the Pokémon *reality game* is installed alongside with the Pokémon *reality gear* software.
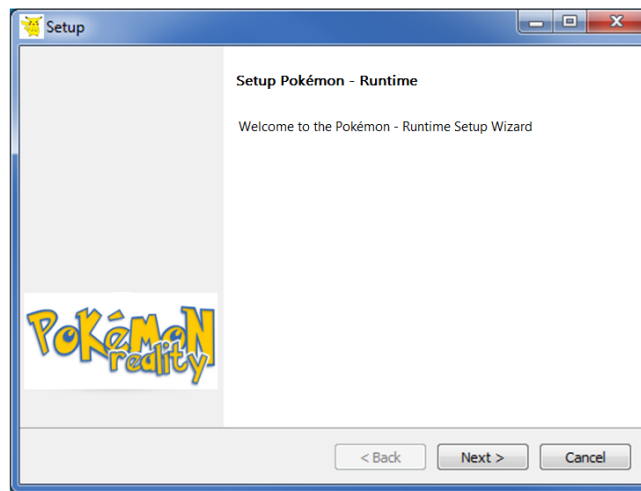
1.3.3 Putting the Headset on

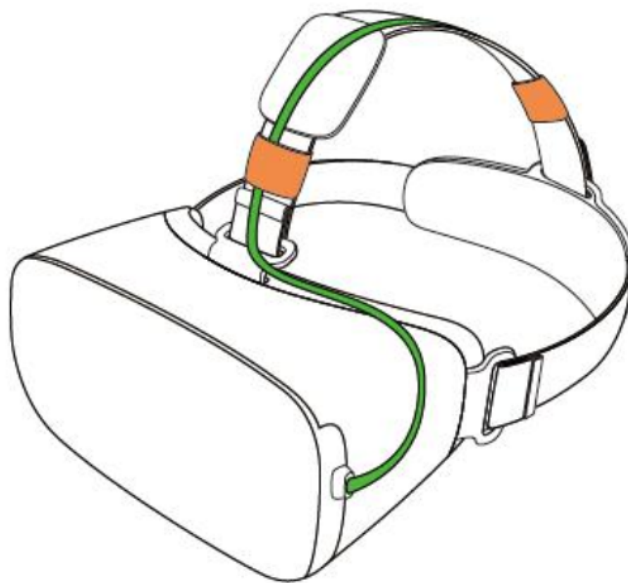The Pokémon *reality gear* should be placed properly on your head during use:

Figure 1.5:]

The cable route of the headset

1. Make sure the straps are connected to the headset (figure 1.2: 2.)

2. Hold the headset in front of your head so that the eyes are on the same level with the lenses.

3. Now slide the straps to the back of your head and fasten them until the headset rests comfortably on your head. Make sure it fits perfectly and is neither not too tight or too loose.

4. Regularly check the headset's fit during usage to avoid dangerous pressure points.

1.3.4 Calibrating the interpupillary distance (IPD)

Before using the **PoKéMoN** *reality gear* you have to calibrate the interpupilarry distance (IPD), the distance between the center of the pupils of your eyes.

The **PoKéMoN** *reality gear* has a calibration software to measure your IPD:
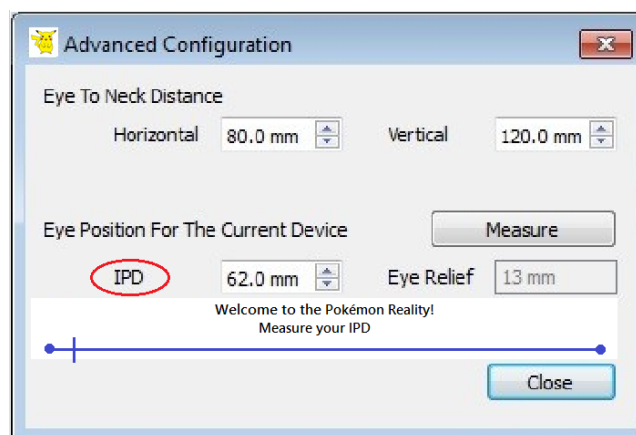
Figure 1.6: Configuring the **PoKéMoN** *reality gear* software

1. Start the **PoKéMoN** *reality gear* software from your computer.

2. Go to the main menu and click 'vr_calibration': The calibration screen(figure 1.6) will open.

3. Put the headset on.

4. Follow the instructions visible on the headset screens.

The picture is expected to be blurry at first. At the end of the calibration the picture should be perfectly sharp.

If the picture is still blurry after the calibration try the following steps:

- Restart the calibration process through the Pokémon *reality gear* software.

- Manually adjust the IPD settings with options and sliders provided by the calibration screen.

- Clean the lenses of the headset (see section 1.4) and retry the calibration.

1.3.5 Using the Pokémon *reality gear*

You can operate the Pokémon *reality gear* with the built-in tracking feature by using your hands to control the virtual surroundings. Just use your fingers to point and click on menu items or other interactive forms in the virtual world.

Since you can not see your actual hands with the headset strapped to your head, a digital representation is stimulated in the virtual reality. If you have activated the neuro-stimulators, you will have additional sensory input while interaction with the virtual reality.

1.3.6 The neuro-stimulators

To use the neuro-stimulators, activate the on/off switch an the left side of your headset (figure 1.2: 1.).

Using the neuro-stimulators for the first time may result in a brief period of dizziness and lightheadedness. If you feel dizzy or uncomfortable for a longer than three minutes, switch the neuro-stimulators off.

1.4 Cleaning the PoKéMoN *reality gear*

Use the included cleaning cloth to clean the PoKéMoN *reality gear* and follow these instructions:

- Do not use any cleaning liquid for cleaning the headset, only use water. Some liquids with aggressive chemicals may cause damage to the headset.

- You may use glass cleaner to clean the lenses. Wipe in circular motion without scratching the lenses.

Figure 1.7: Cleaning the PoKéMoN *reality gear* lenses

2 The Game

The **Pokémon** *reality game* sets out to be an intuitively controlled game in conjunction withe your **Pokémon** *reality gear*.

2.1 Starting the game

The game is only playable with your **Pokémon** *reality gear*:

1. Start the **Pokémon** *reality game* on your computer and put your **Pokémon** *reality gear* on.

2. Choose the 'New Game' option appearing on the screen (figure 2.1).

Figure 2.1: Starting the **Pokémon** *reality game*

3. Follow the instructions listed on screen to choose your user name and gender, the **Pokémon** you want to encounter and the regions you want to explore.

4. When you are finished the game will begin and place you in your new home in the **Pokémon** world.

   The controls for movement and interaction are projected in the virtual world and are operated with your gestures. Try to get accustomed with these controls by moving around in the room.

If you need any help (at this point or any other in the game) please refer to section 2.6.

2.2 Changing game settings

The game settings are changeable in the following menus:

- The main menu before loading or starting a new game (figure 2.1).

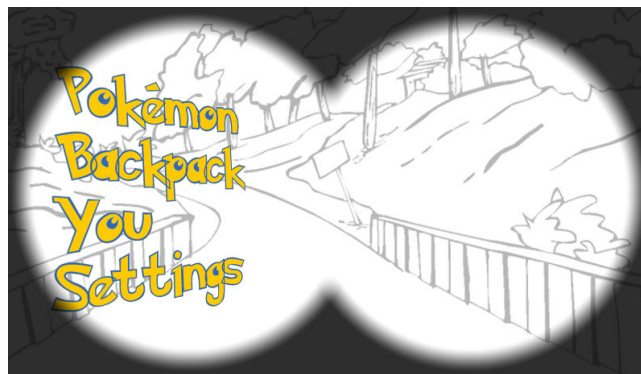- The in-game menu during the game (figure 2.2).

Figure 2.2: The in-game menu

There you may adjust the visual fidelity and some gameplay features. Please refer to the in-game help for a all the available options.

2.3 Exploring

If you followed the instructions in section 2.1 you should have already explored your room. Just take the final step through the door and explore the POKéMON world.

2.4 POKéMON battles

POKéMON battles happen if you encounter wild POKéMON or a POKéMON trainer who wants to fight. The battle screen will open automatically and prompt you to chose a POKéMON with which you want to fight the opponent.

After you have chosen the battlefield is shown(figure 2.3).

Figure 2.3: The battlefield

By using the projected controls (not visible in the picture) you can take the following actions to choose what do in your turn:

1. Select "Fight" to choose an offensive or defensive action for your POKÉMON to execute.

2. Select "Item" to use a special item from the inventory to buff the fighting POKÉMON.

3. Select "Pokémon" to exchange the fighting POKÉMON for a different POKÉMON from your team.

4. Select "Run" to retreat from the battle.

After the selection, both your action an the action of your opponent will be executed.

These turns are repeated until the fight is over.

2.5 Catching POKÉMON

If you want to catch a POKÉMON simply select "Item" during one of your turns and choose a Pokéball to use. Remember, that you may only try to catch a wild POKÉMON – the POKÉMON of other trainers are off limits.

2.6 What to do when you are stuck

The Pokémon *reality game* is designed to guide you through the game without the need of explicit instructions. If you need any help during while playing just remember: Just gesture a big question mark with your hands or hit the 'F1' key on the keyboard connected with your computer to get in-game help.

3 Final Notes

Thank you for reading this technical instruction of the Pokémon *reality game and gear*. We hope you enjoy our new revolutionary way of experiencing the Pokémon world.

For a in-depth description of the Pokémon *reality game and gear* please refer to our separately released *technical description*.

If you have any feedback and suggestions regarding the Pokémon *reality game and gear* you may contact us over email or send us a letter:

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