



Game Guide

This guide is an introduction to Atlantis, a VR arcade game mixing puzzles and combat for up to 8 players.



Walkthrough

TABLE OF CONTENTS

1

OVERVIEW

2

ENCOURAGING PEOPLE TO PLAY

3

THE SESSION GAMEPLAY

4

FOR YOUR BRIEFING

5

GAME SESSION WALKTHROUGH

6

YOUR CONTACTS

OVERVIEW



Synopsis

The players have finally found the entrance to the legendary city of Atlantis. Inside, they meet Soraya, guardian of the ancient power source.

Players will need to puzzle and fight through Atlantis to prove their worth to the god-like entity so they can unlock the secret of Atlantis.



Specifications

1.



Duration:

40 – 60 minutes

3.



Genre:

Puzzle, Escape Room,
Adventure, Action,
Co-operative

Number of players:

2 to 8 players

2.



Surface area:

Room-Scale –
minimum 1.5m x 1.5m

4.



Motion Sickness

Atlantis has been **designed to avoid motion sickness**, and in dozens of playtests we never experienced anyone getting sick.

However, some people may be prone to motion sickness, nausea, dizziness or vision problems when viewing virtual reality content.

For safety purposes, you must immediately remove their headset as soon as they show any initial signs or symptoms during a session.



ENCOURAGING PEOPLE TO PLAY



Communicating the Game

Atlantis – the legendary Lost City – is said to have an endless power source. This power was deemed too dangerous, and it was hidden in the city, protected by trials so only the worthy would ever reach it.

You are on a mission to find said endless power and you will need to solve puzzles and overcome many obstacles to reach it.

Dive into Atlantis with **up to 7 other players** and show that you are worthy!



ATLANTIS

Target audience

Main target

The game is primarily targeted towards **adventure game** fans, that love to dive into exciting environments. The unique blend of **puzzling and action** makes the game ideal for mixed groups.

The non-violent but mysterious presentation of the game is suited for both **younger and adult** audiences, and ideal for **families**.

Age Recommendation:
8+



FOR YOUR BRIEFING



Brief Players on the following goals:



Puzzles and Combat

You need to prove you are worthy! There will be puzzles and combat that await the players. These are the trials of Atlantis.

Co-operation

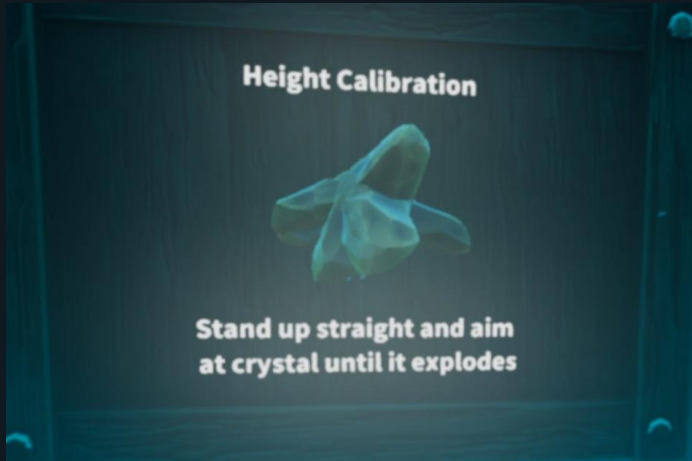
The players are equipped with two different ancient Atlantean tools, that only work if used together. No player alone can overcome the obstacles in their path.



GAME SESSION WALKTHROUGH



Height Calibration



Height calibration

The first thing players see is the height calibration. To continue, players need to aim at the crystal long enough that it explodes. The laser beam is firing from the **right controller**.



Do this step after putting on the headset on the players. Otherwise, the height calibration might be set incorrectly and you might end up with tiny characters in the game.

Name Input

Name

Players have the option to enter their name in the game. Aim at the keyboard and use **trigger** to input and confirm a name between one and twelve characters.



Enter your Name									
						00/12	⬅️	ⓧ	OK
A	B	C	D	E	F	G	H		
I	J	K	L	M	N	O	P		
Q	R	S	T	U	V	W	X		
Y	Z							-	

This only shows up under two conditions: you enabled *in-game player name* on the platform, and you did not directly provide *player names* through the platform.



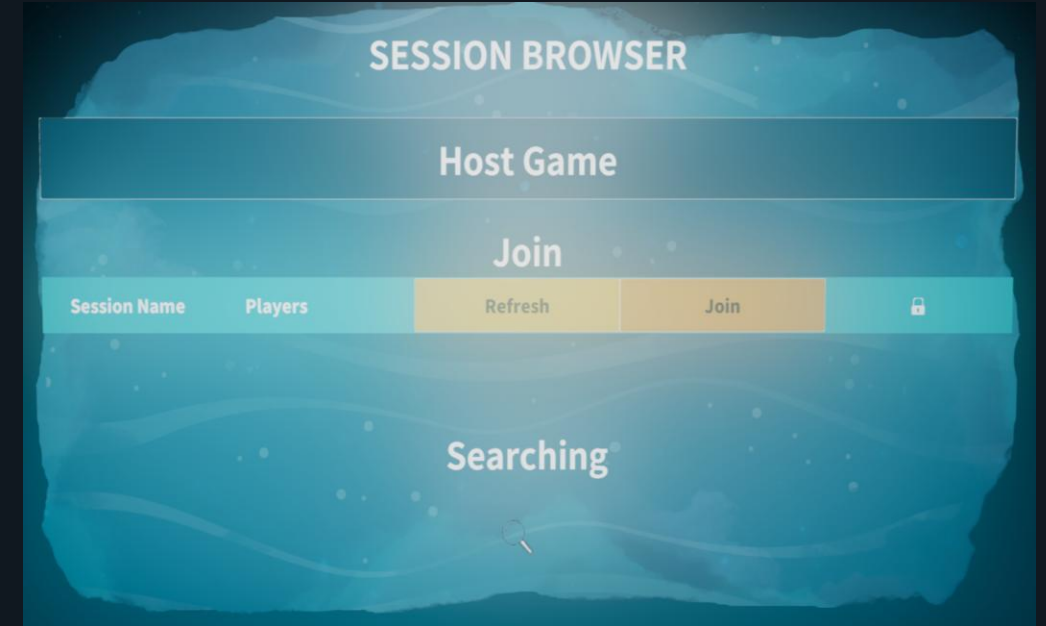
The name is shown on the scoreboard and above the player's head. We recommend to use this feature as it greatly helps players identify each other making the game feel more personal.

Session Browser

Session browser

In the session browser, one player should use **aim** and **trigger** to **host game**, enter a **two-digit code** and confirm.

This code is used by all the other players to **find** that session and **join** it. If the session does not show up, press the **refresh** button to search for it again.

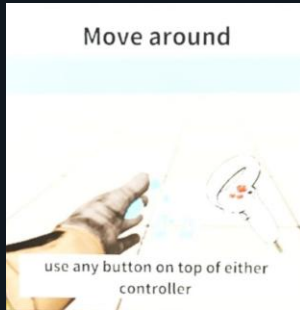


This only shows up if your platform **does not** assign a **host** and **clients** automatically. In those cases players automatically load into the same level after the comic intro.



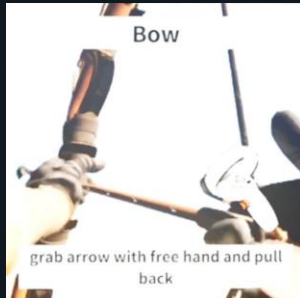
We recommend using this functionality (can also be set through the atlantis launcher) to reduce friction for your players to get into the game.

In-Game Tutorial



Teleport

- Press the **stick of the left controller** forward, keep it pressed to aim the direction. Teleport as soon as you let go of the button.
- Alternatively, the **A and B buttons** work to teleport.



Bow & Arrow

By pulling back and releasing the trigger, the bow shoots an arrow that creates crystals where it lands.



Power Glove

The power-glove shoots a laser-beam when the trigger is pressed. It can heat-up crystals and get them to explode. If crystals are chained, they will explode together.

Hint & Duration System



Atlantis has an automated in-game **hint** and **duration** system

Automated hint system

Soraya is an in-game entity that provides players with hints and tips based on the elapsed time at each riddle. Hints go from less to more obvious.

Duration system

If a **duration** is set on **launch**, the game will automatically skip levels when necessary, to make sure players don't exceed the set time and still experience the end of the game.

LEVEL 1



L 1.1 Entry room

Soraya (The Entity) welcomes the players, and they need to step on

(1.) the pressure plate

to open the gate.

Then one player goes

(2.) through the gate

and opens the door for the other players.

Everyone needs to leave the room to continue.



L 1.2 Weapon reception

Players need to step on the **(1.) pressure plates** in front of the statues to receive their weapons.



The **Bow & Arrow** creates crystal's that can be blown-up with the help of the **Glove**. If they want to **switch** the weapon **to the other hand**, they have to grab the weapon by pressing the **Trigger button**.

L 1.3 Corridor & golem fight

Both the **(1.) corals and the (2.) golems** can be defeated by blowing up the crystals created by the bow & arrow with the glove. (The fight can also be skipped.)



L 1.4 Water sequence & elevator

Players walk through the **(1.) water sequence** and once all players are in the **(2.) elevator** the next level starts loading.



LEVEL 2

L 2.1 Under water maze

Players **navigate through the water maze** to reach the area with the weightable box and the weapon change statues. (Doted lines are underwater, solid lines are above water level.)



L 2.2 Weight puzzle & mini golem combat

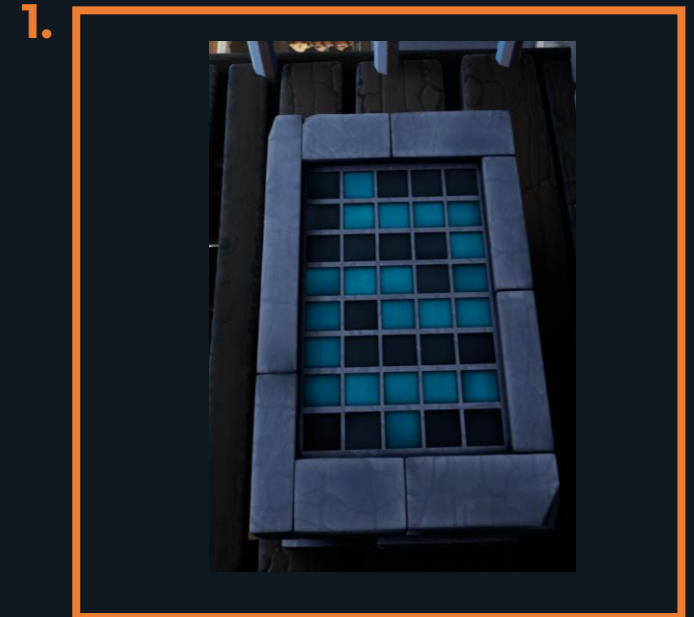
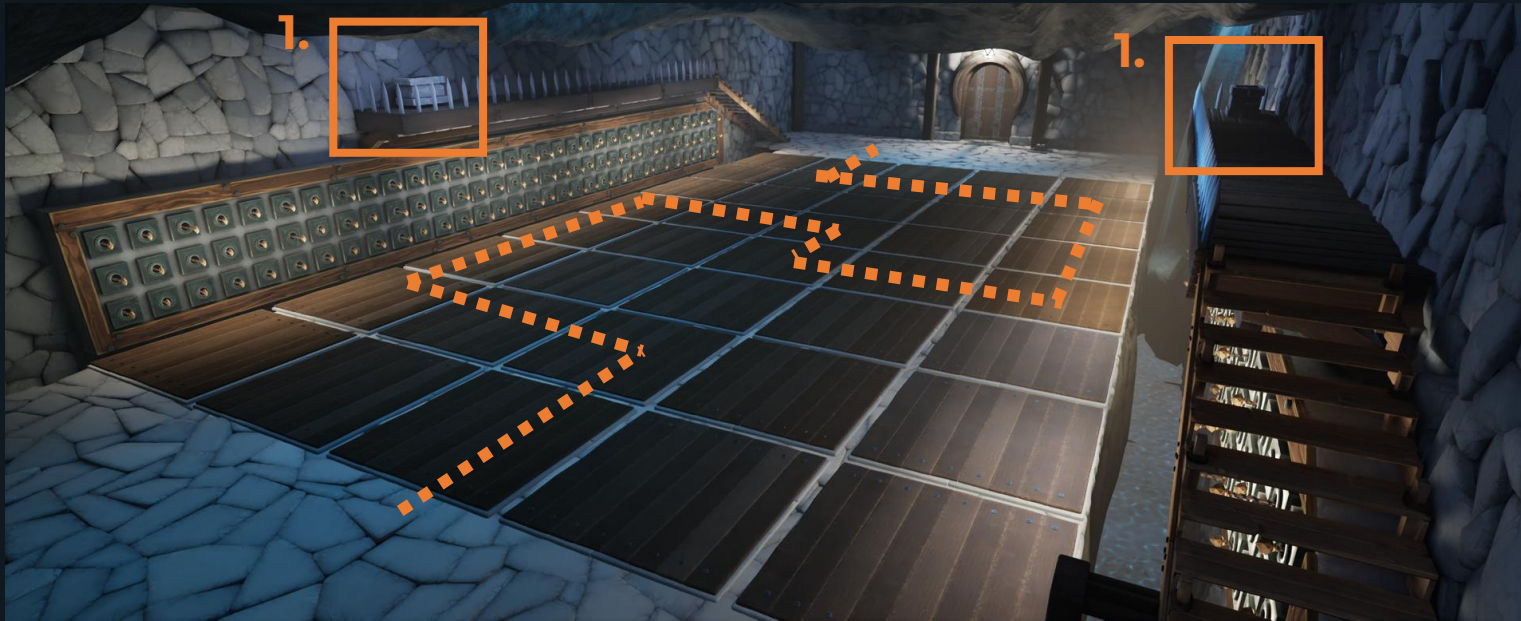
Players need to **(1.) weigh down the box with crystals** to open the gate. After the gate opens, they need to **(2.) defeat the golems** when they open treasure chest.

(The fight can be skipped by not opening the treasure chest.)



L 2.3 Pressure Plate Puzzle

Players need to guide each-other **through the correct path** on the Pressure Plates.



They can find the safe path on the sides of the pressure-plates (on both sides).



Players with the glove can use it as a laser-pointer to indicate the safe plates – Players with the bow can spawn Crystals to do so

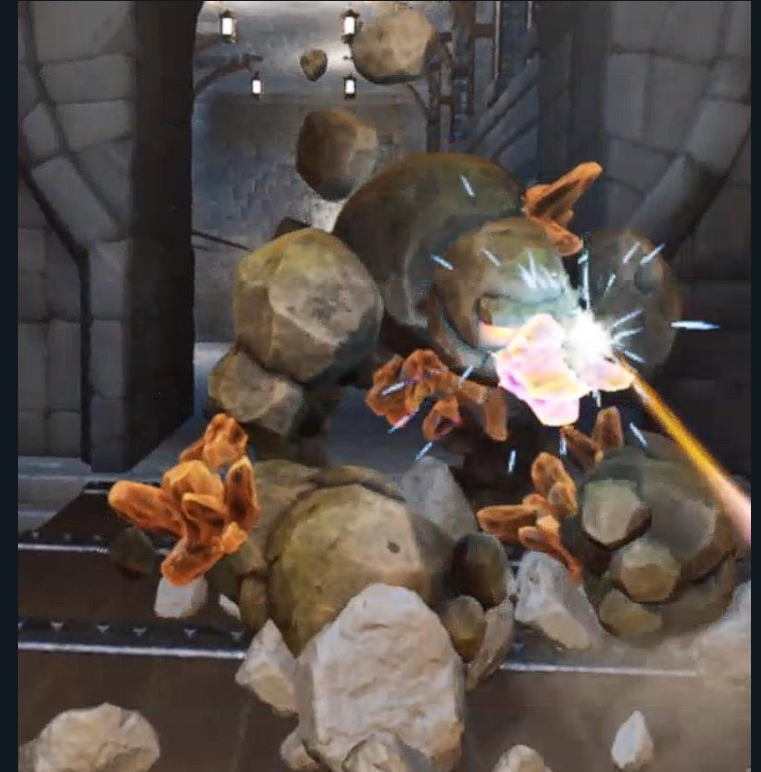
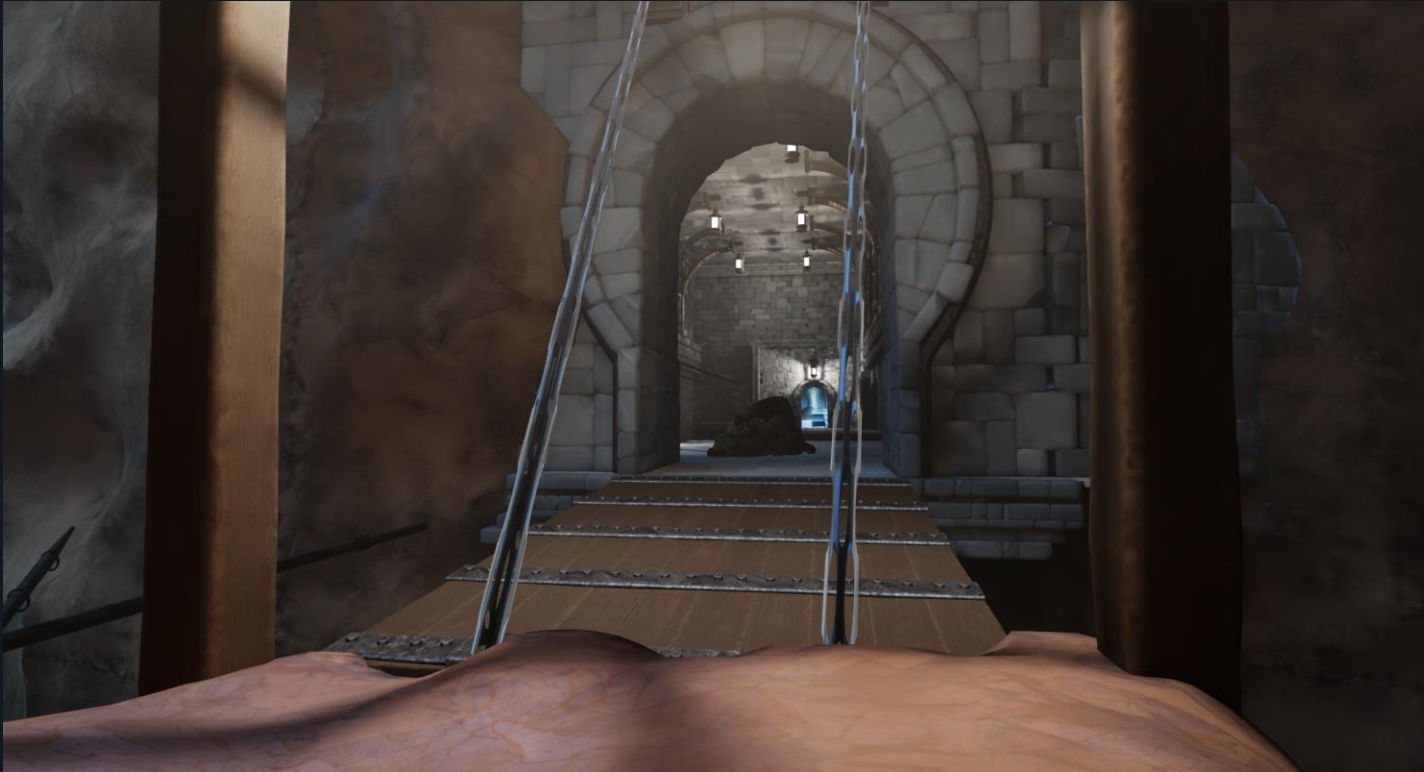
L 2.4 The two towers

Players need to find the way to move **up the towers** to **(1.) free the hinges** from corals **using the bow and the power-glove**



L 2.5 Large golem fight

Players need to **defeat the Giant Golem** to proceed.

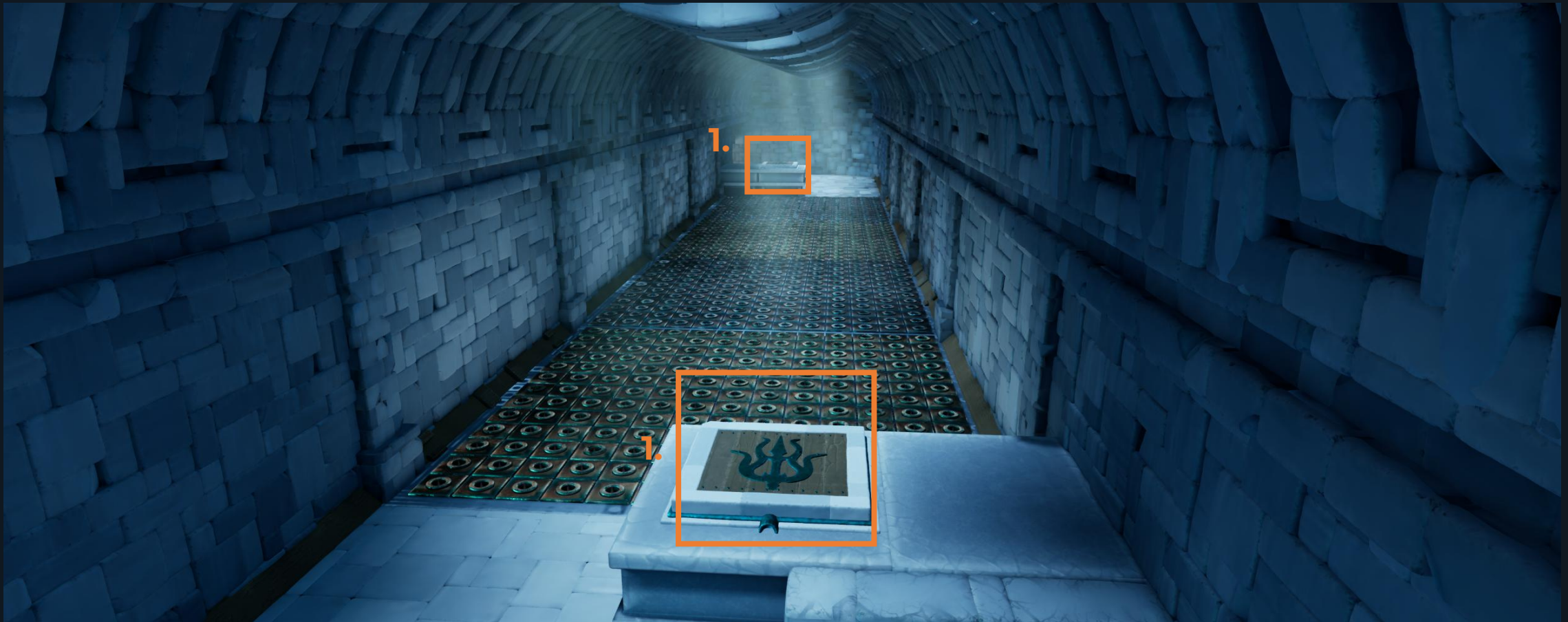


LEVEL 3



L 3.1 Spike puzzle

Players need to **correctly time** when they step **on and off the pressure plate(s)** to support their team-members in safely getting through the spikes.



L 3.2 Mosaic

The players need to find out **how many of each symbol** is on the mosaic. Then they need to set the handles to the correct number.



Solution: 3 Tridents, 5 Octopus, 7 Spartan Helmets

L 3.3 Tower climb

Players need to find their **way up the stairs**, making sure they don't accidentally fall.



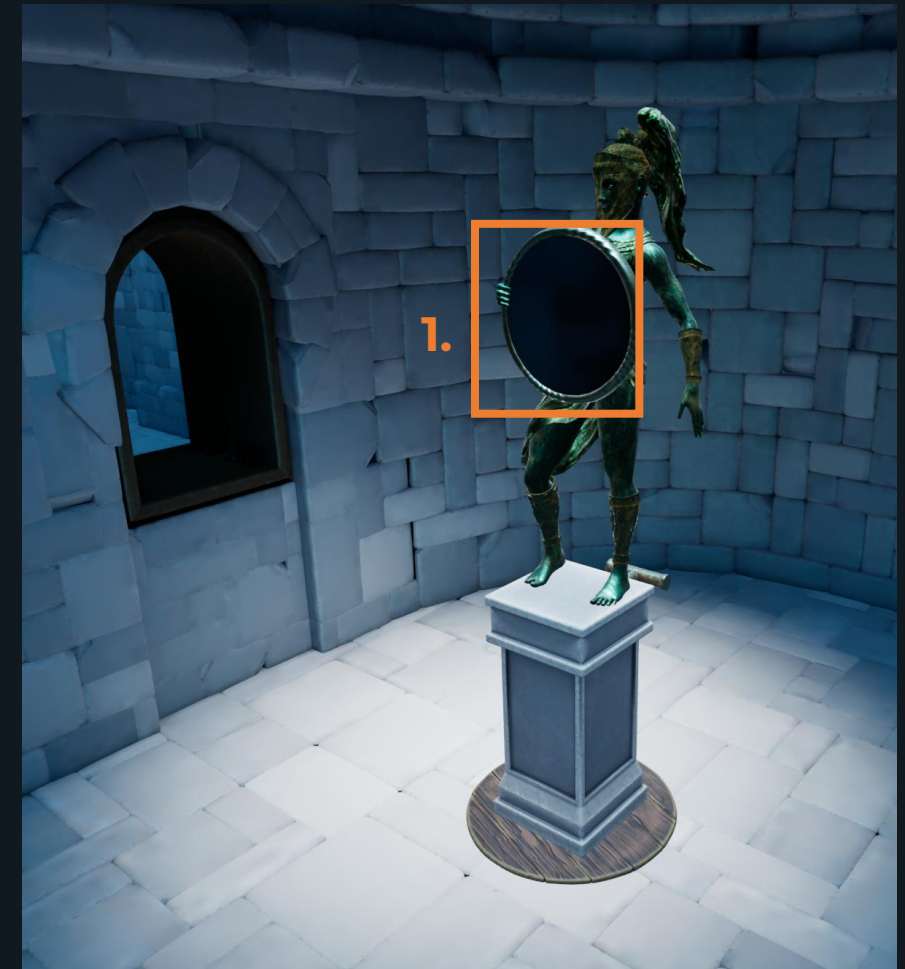
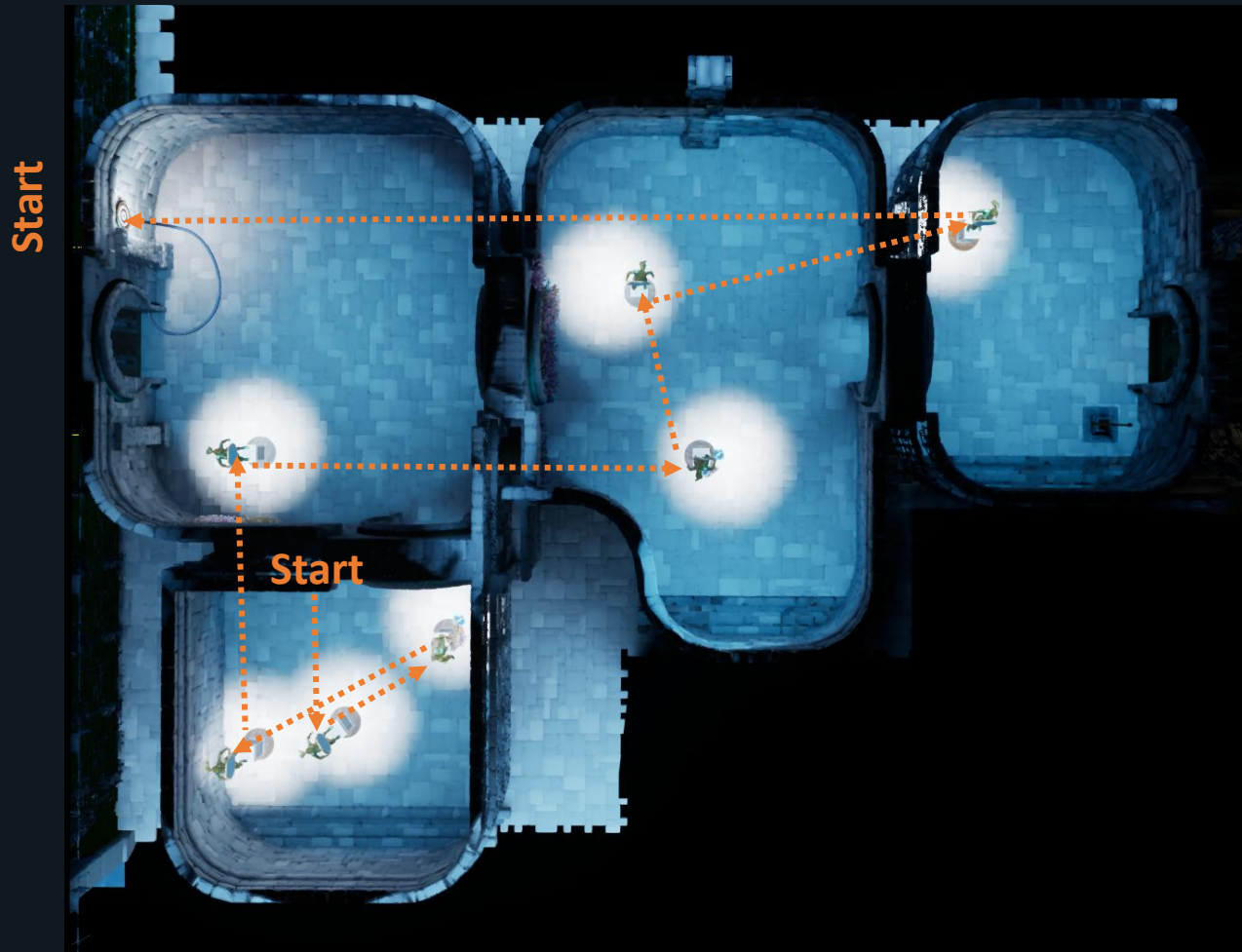
L 3.4 Shield golem fight

Players need to use their weapons to fight a **(1.) charging shield golem**



L 3.5 Mirror Puzzle

Players need to reflect the light on all statues and guide it to the target to open the door.



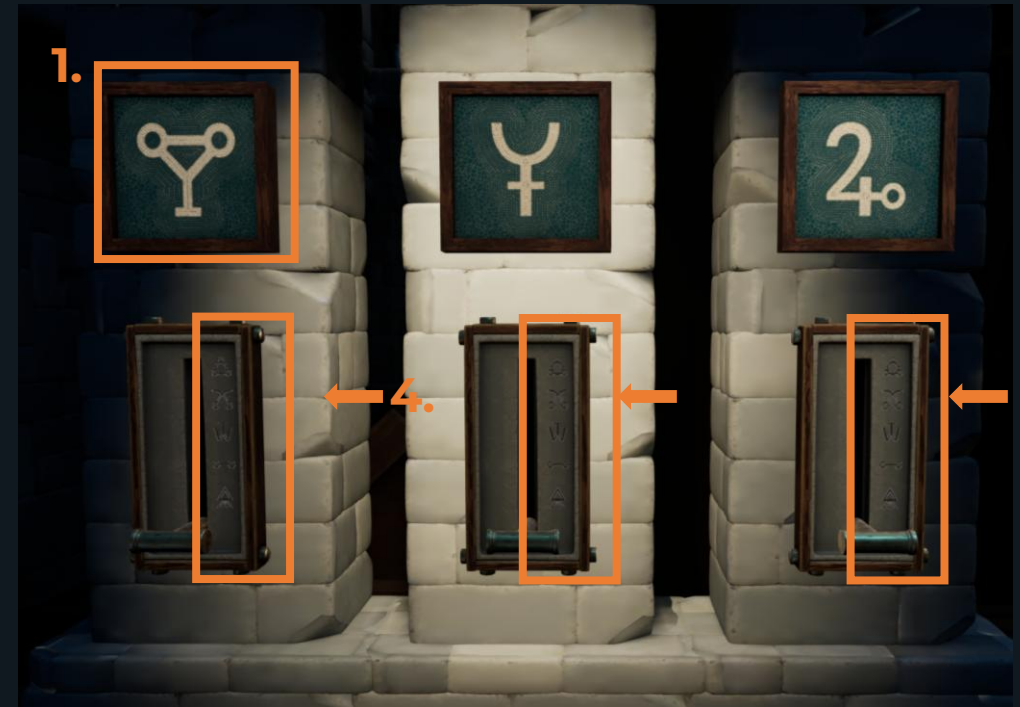
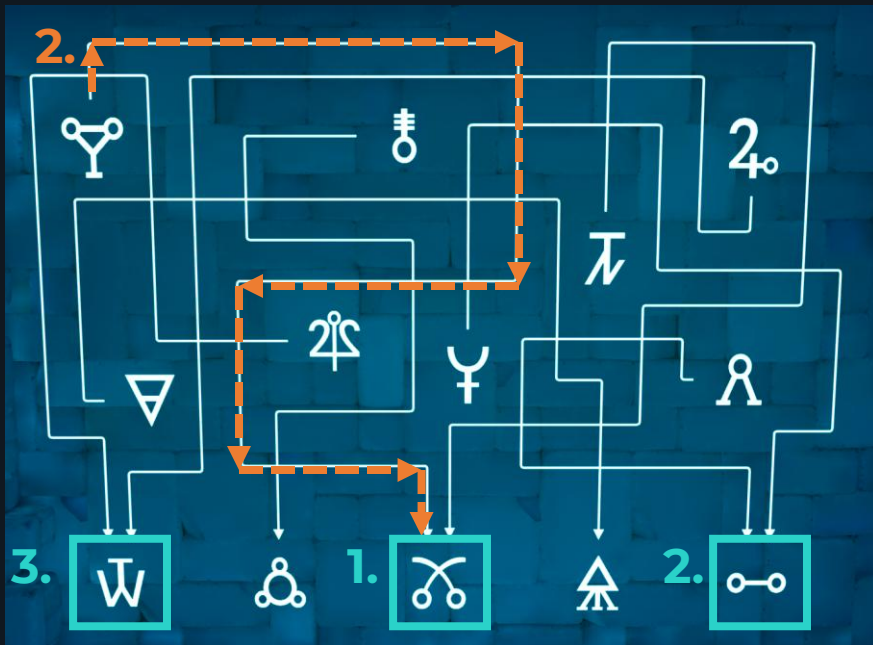
L 3.6 Atlantean labyrinth

Players need to reflect **(1.) shoot the box** onto the pressure plate **using their weapons** to open the door and continue. Mini-golems are guarding the maze.



L 3.7 Symbol puzzle

There is a small entry at the beginning of this room, **leading to a map with symbols**. Each symbol can be mapped to the lower symbols. These lower symbols need to be selected with the **levers** to lower the elevator and proceed.



Solution: (1.) “Cherries”, (2.) “Bone”, (3.) “W” symbol

LEVEL 4

L 4.1 Atlantean statue passage

Players need to teleport through between the Atlantean Statues into the water



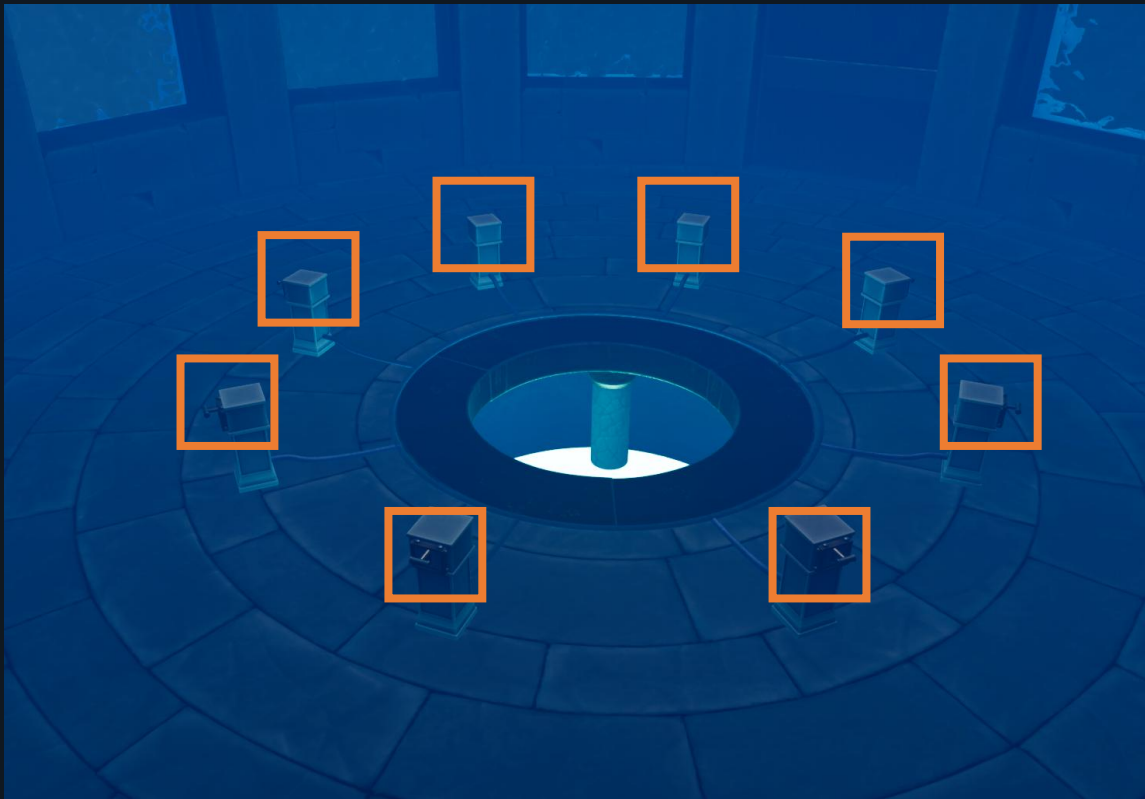
L 4.2 Scenic bridge walk

Soraya guides the players through the bridge and tells them what happened to Atlantis.

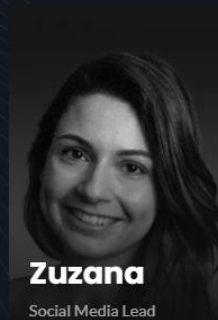
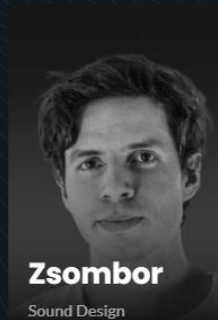
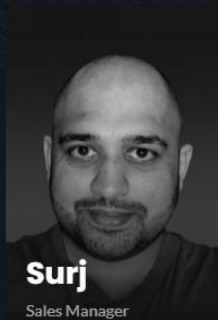
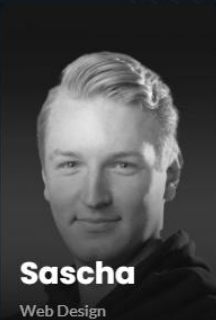
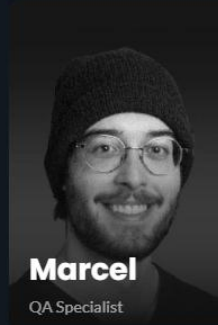
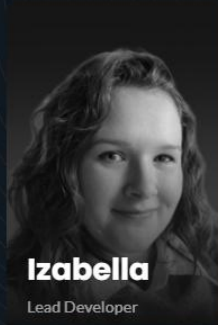


L 4.3 Final Showdown

Players need to **simultaneously push down the levers (adjusts to #of players)** to raise the ancient columns. Enemies will spawn after the first part of the infinite energy source is built. After completing the buildup and getting the energy source, the game will end.



OUR TEAM AND HOW TO CONTACT US



Contact us!

If you have any questions or issues, please do not hesitate to contact us. We'll be happy to help!

Discord: <https://discord.gg/7wTxVa6dhZ>

E-Mail: support@vrriliant.ch