



DIGITAL MANUAL

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Manual version 1.1 (10/12/2017)

INTRODUCTION

Welcome to **2MD VR Football**! 2MD is a room-scale **two-minute drill** VR arcade experience where players take on the role of quarterback tasked with taking back the lead in the final moments of a close game. Draw the plays, call the shots, throw the ball to take down opponents before the clock runs out, and lead your team of tackle-dummies to victory.

TECHNICAL REQUIREMENTS

Operating system: Windows 10 (tested)

Processor: Intel™ Core™ i5-4590 or AMD FX™ 8350 (Equivalent or better recommended)

Memory: 4 GB RAM

Graphics: Nvidia GTX 1060, AMD RX 480 (Nvidia GTX 1080, AMD RX 580 recommended)

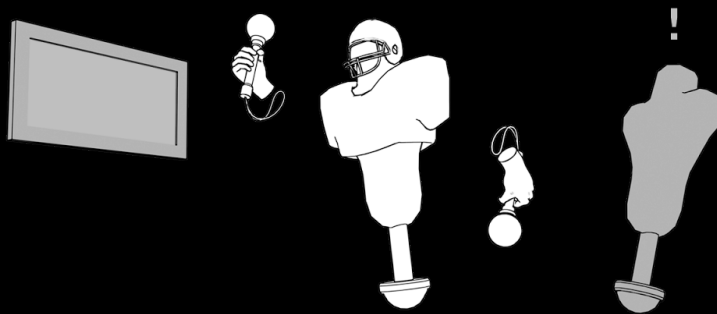
DirectX: Version 11 required

Network: Broadband Internet connection (Required for Steam Leaderboards)

Storage: 2 GB available space

2MD requires a room-scale VR setup to play. Currently it supports both **HTC VIVE** and **Oculus Rift** (Rift must be paired with the Oculus motion controllers.)

BE AWARE OF YOUR SURROUNDINGS!



BE MINDFUL OF PEOPLE AND OBJECTS AROUND YOU ... AND ALWAYS WEAR THE WRIST STRAPS!

2MD requires at least standing-room gameplay area, with enough freedom of movement to allow players to hike and throw the virtual football. Please ensure that your play area is free of any obstacles prior to starting. Lastly, we cannot stress enough: **Always wear the provided wrist straps.**

CONFIGURATION

Launching the game: When you launch 2MD, you can either select configuration (if launched from desktop), windowed social display, or full-screen social display.



2MD Launch Configuration Screen

2MD Launch Configuration: In order to access these options, please launch 2MD from Steam's desktop mode or the windows shortcut.

**This screen is not available if the game is launched via SteamVR or Big Picture Mode. Steam VR may issue a warning upon launching configuration options that states "2MD VR Football supports VR Natively but you have chosen the desktop version, do you want to continue?" This is intentional. Once you have selected your options, hit "Play!" to save your settings.*

Screen resolution: Controls the resolution of the secondary display (computer monitor or TV)

**Decreasing this value can improve performance on entry-level VR setups. If you are playing without spectators, it is best to decrease this to the lowest resolution available so you can select the highest graphics quality your system will support.*

Graphics Quality: Controls shadow detail, anti-aliasing, lighting, and post-processing effects.

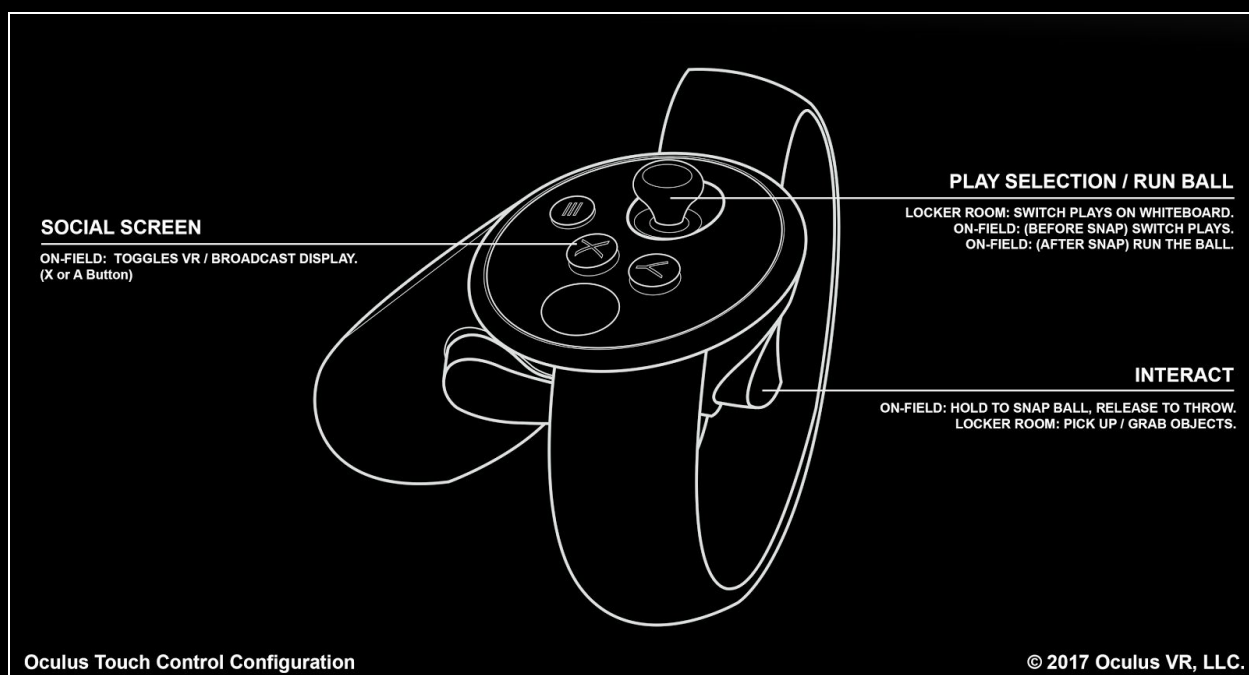
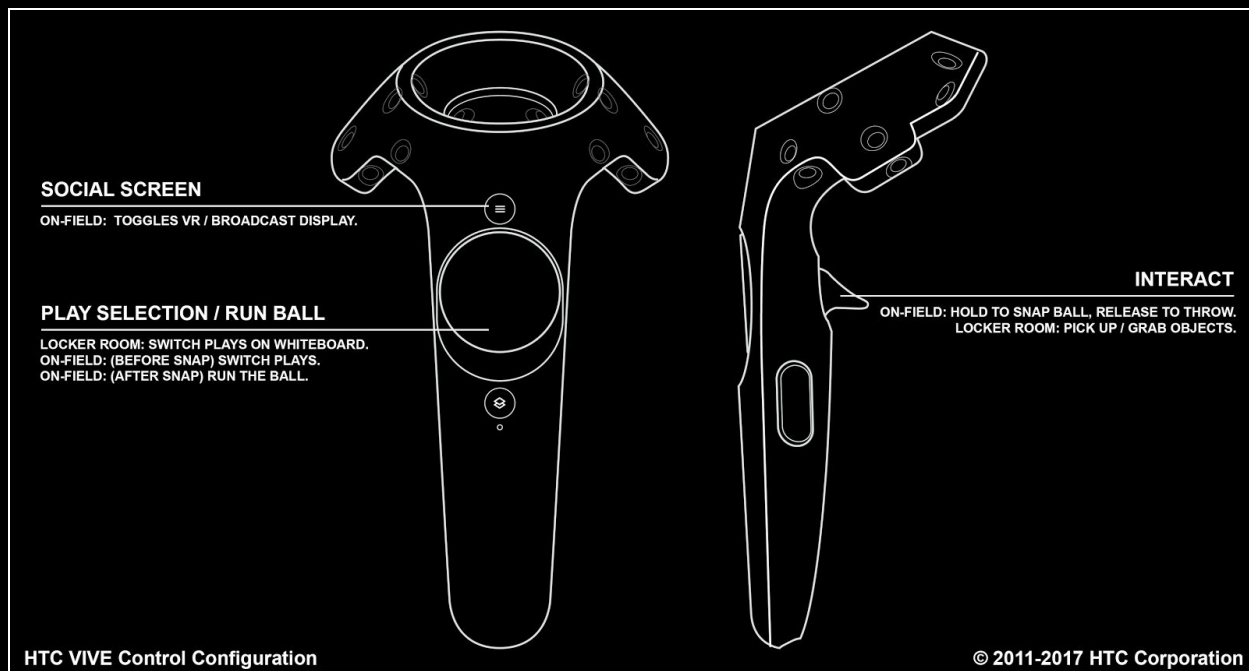
**We first recommend decreasing these values only if performance is not acceptable after dropping the social screen resolution as noted above. Additionally, the "TV OFF" modes in this setting refer to the in-HMD broadcast display which shows the player the ball's path after it has been thrown, and does not affect the second monitor / social screen display.*

Select Monitor: Controls which monitor the social screen is displayed on.

**Options are available if more than one display is currently connected to your system.*

CONTROLS

2MD utilizes room-scale VR motion tracking and ambidextrous controls. Utilizing either the VIVE or Oculus Touch controls, your movements are translated 1:1 to actions on the field.



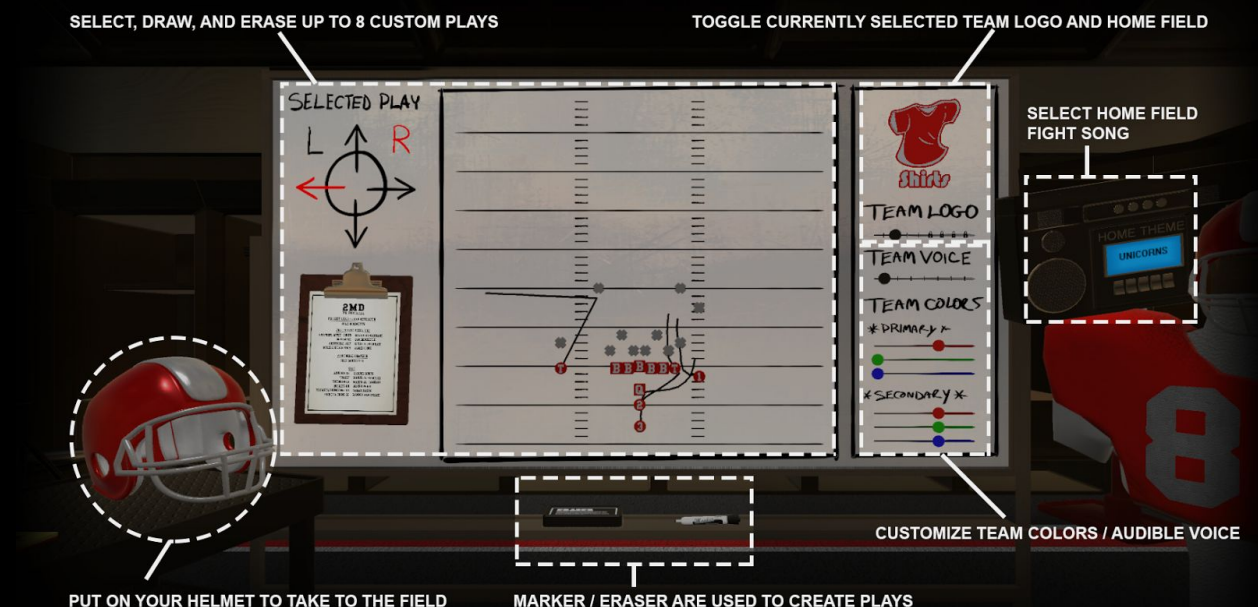
*SPACEBAR may be used at any time by spectators to toggle between broadcast camera and VR display on the monitor / social screen.

GAMEPLAY OVERVIEW

2MD VR Football is divided into two distinct gameplay areas: **The Locker Room** and **On the Field**.

Locker Room:

This is where you will customize your team appearance, home field, fight song, and your offensive playbook.



Drawing Plays

The playbook contains 8 editable plays. Press left/right/up/down on one of the two joysticks / touchpads to select a play. The play you are currently editing is represented by the red arrow, while the red "L" and "R" correspond to which controller it is currently assigned.

Potential receivers are represented by circles on the whiteboard. You can grab and slide receivers to new start positions by holding down the trigger. Changing the start position of a receiver will clear the receiver's route. Receivers without a route will block to protect the quarterback.

The marker allows you to draw new routes for your receivers. To pick up the marker, hover a hand over it and hold down the trigger. Touching the marker tip to the whiteboard will begin drawing a route. The first point of contact will connect to the closest receiver. Using the eraser on the whiteboard, meanwhile, will reset the play to the default configuration.

Practice Field



Click on the rings to enter the practice field. Here, you can run simple ring drills to hone your throwing arm.



More importantly, you can use the provided sliders to customize your throw. The sliders affect the release height and power of your throw, respectively. Depending on the VR hardware you are using, spend some time finding the values that allow for the most natural feel.



Adjustments made here carry over into the game proper until you return to the practice field to change them. Hit the “RESET” button to return these settings back to their defaults.

Simply remove your helmet at any time to return to the locker room.

Starting / Stopping the Game

To start the game, pick up the helmet next to the whiteboard by holding down the trigger and place it on your head.

To return to the locker room, bring your QB's hand to the facemask - you will see it open slightly indicating it can be interacted with. Simply hold down the trigger to take hold, then remove the helmet from your head.

On the Field:

This is where the magic happens! Here you will call your plays and fight to outscore your opponents before time runs out.



The game consists of a maximum of 7 rounds. In each round you will have **2 minutes** to outscore your opponent. Failing to do so will end the game and return you to the locker room. Complete all 7 rounds to beat the game.

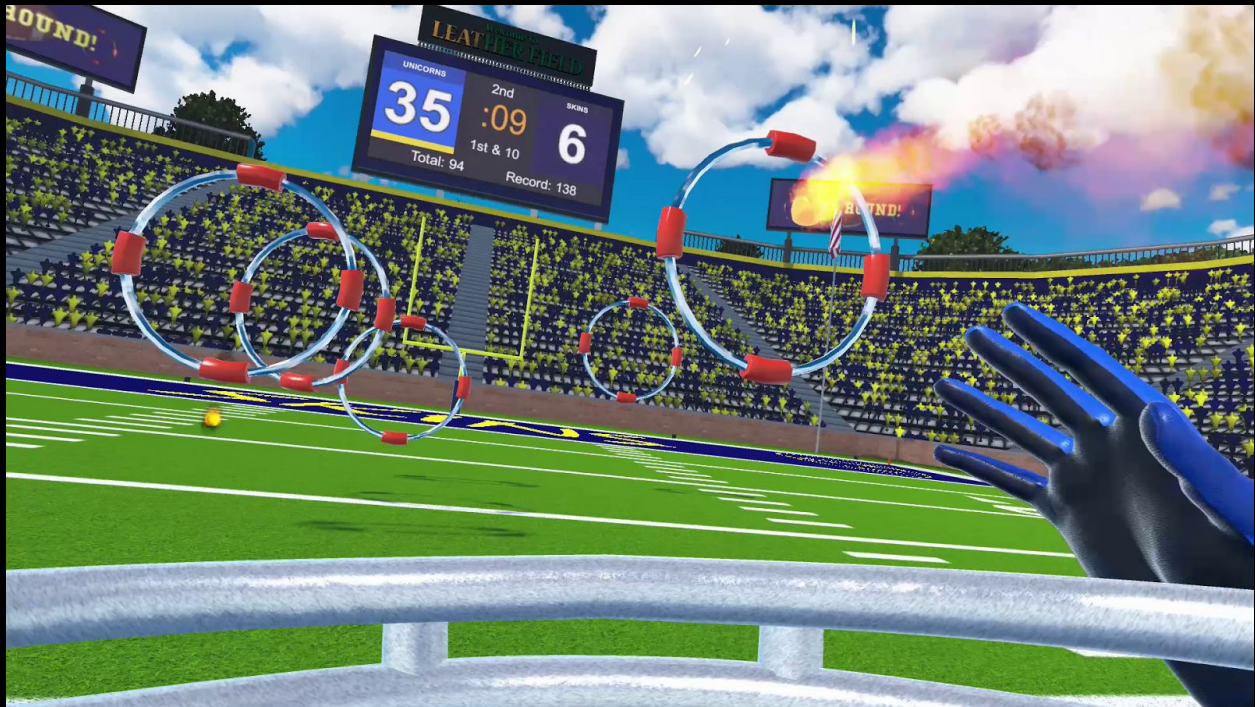
Press left/right/up/down on the joystick/trackpad **before** the snap to select which play to run. You will see the player routes appear in **orange** on the field.

Hold down the trigger to snap the ball. When your receivers are in place, release the trigger *during your throw* to hurl it downfield.

After the snap, you can use the D-Pad to run downfield, however this is not a requirement to win the game.

Throwing interceptions, or failing to advance after 4 downs, will return you to the 20-yard line.

Bonus Points and Bonus Round



Bonus points are also awarded for making completions. After winning a round, you will also be awarded bonus points based on the time left on the clock. Lastly, you will get a chance to score additional points in the bonus round.

Hold down the trigger on either controller to spawn a football, then release the trigger during your throw to release the ball. In the bonus round you can throw as rapidly as possible, and even throw two footballs at once!

Hit rings to score points. Each **bronze** ring is worth **1 point**. Hitting 3 rings in a row will activate a hot streak, and upgrade the bronze rings to **silver** making them worth **2 points** each. Hitting 5 rings in a row will spawn a bonus receiver that you can hit for 7 points. If you hit the bonus receiver it will also spawn a set of **gold** rings that are each worth 5 points.

If you'd rather skip the bonus round and proceed to the next match, simply hit the "SKIP" button on your left.

Last Minute Tips

Remember to select the right play for the right opportunity. Additionally, you can be creative with your plays, and can even set up running plays that will allow you to hand off the ball. 4 teams are available from the start. Win games to unlock additional teams logos and stadiums for your own use.

CREDITS

2MD
VR FOOTBALL

PROJECT LEAD / LEAD DEVELOPER

COLE ROBINETTE

FOR TRUANT PIXEL, LLC:

GRAPHICS, MUSIC, SOUND	MAHER AL-SAMKARI
DEVELOPER	IAN ROBINETTE
ADDITIONAL ART	SOUHA AL-SAMKARI
MUSIC CONTRIBUTION	JAMES COOKE

ADDITIONAL GRAPHICS

COLE ROBINETTE

CAST

ANNOUNCER	XANDER MOBUS
"COACH"	MAHER AL-SAMKARI
UNICORNS QB	MAHER AL-SAMKARI
ROCKETS QB	JOSEPH PRIOR
TRUANTS, PRINCESSES QB	SAHAR HAKIM
SHIRTS & SKINS QB	RANNIE ALSAMKARI