

# GIBBY'S GUIDE TO VIRTUAL REALITY!

FOR THE OCULUS QUEST 2

**30,000**  
DOWNLOADS!

**100+**

ORIGINAL REVIEWS OF GAMES, FILMS AND ANIMATIONS!  
UNBIASED AND INDEPENDENT - I PAY FOR ALL APPS!

V10 | SEPTEMBER 2021 | A FREE ZINE!

# CRASHLAND!

THE TOUGHEST GAME IN VR?!  
MEET THE DEV LLYR AP CENYDD!

PLUS! BEGINNER'S GUIDE! | VR HISTORY! | OVER 200 FEATURED TITLES! | TOP 100 GAMES RANKED!



**FULLY**

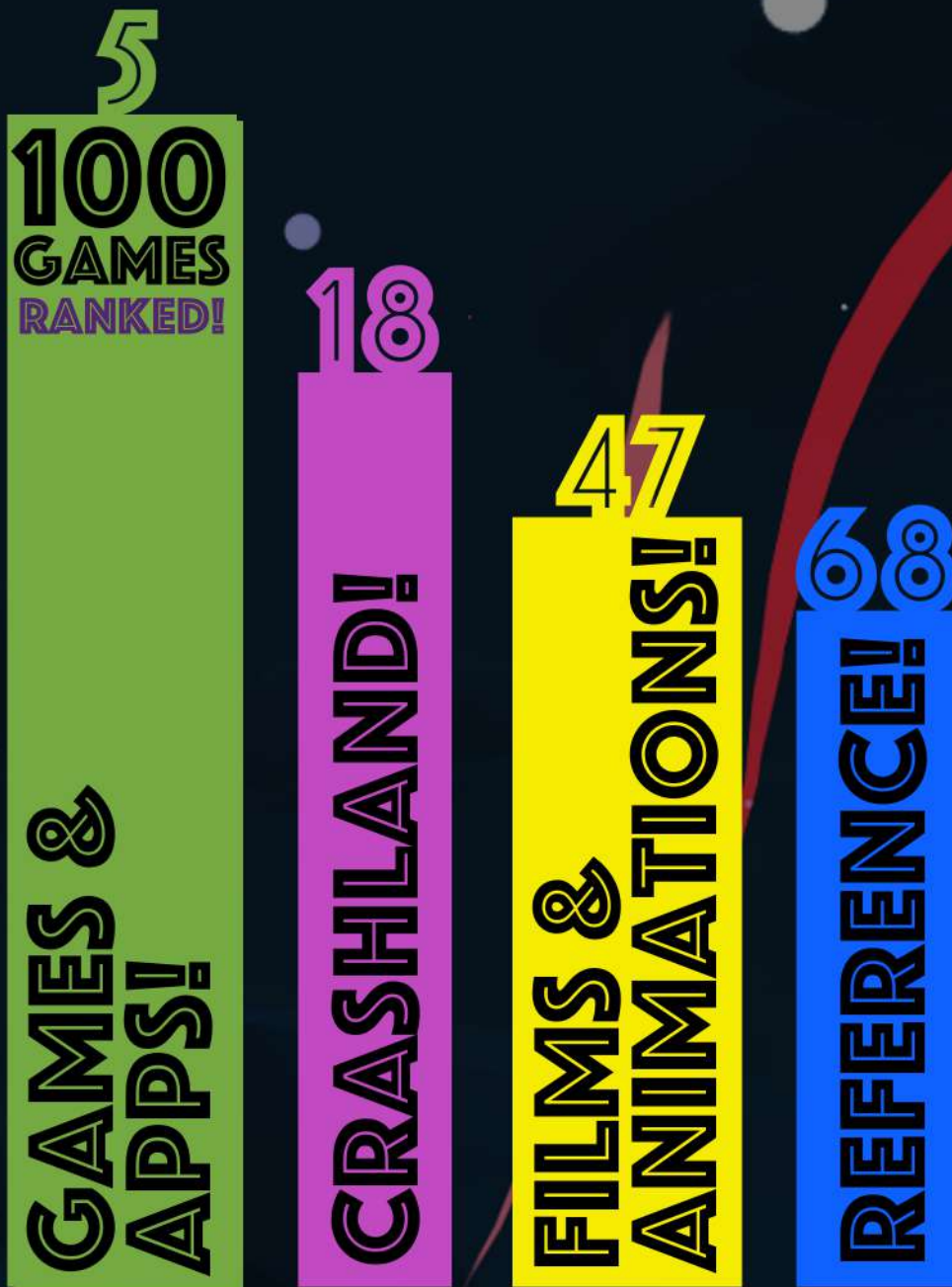
**CLICK ON ANY ICON TO  
TAKE YOU TO THE CONTENT!**

**INTERACTIVE!**












**BRAND NEW**

**GO TO THE BLUE REFERENCE  
PAGES TO GET STARTED!**

**TO QUEST 2?**



**KEY!**

-  hand tracking
-  best in roomscale
-  adventure
-  puzzle
-  sports games
-  perfect for seated
-  roomscale essential
-  fitness
-  creator tool
-  meditation
-  possible motion sickness



# BROADCASTING DISTRESS SIGNAL!

Welcome to the 10th edition of your free regular alternative guide to the quest 2!

This issue features over 100 original reviews, 200 featured titles and my top 100 games - ranked! An amazing 43 of them are **free** or have **free demos**!

**Meet the dev** Llŷr ap Cenydd, the Welsh university lecturer who created top action horror title **crashland** over eight years in his spare time.

**New stuff** The first 10m<sup>2</sup> multiplayer arena game, **space pirate trainer dx**, has arrived and it's a game-changer.

It's one of the new releases featured here including **i expect you to die 2**, the great escape room sequel, cosmic puzzler **squingle**, parkour game **stride**, and cute Korean diorama **wind wind**. Take a punt on some great new free demos with **flux ball**, **agent simulator**, **vault of the stars** and **grapple tournament**! And some older apps in **windlands** and **art plunge**. Plus new interactive animation **goliath: playing with reality**, exploring mental health.

Coming soon, no less than four fantasy adventure games. There's **song in the smoke** (oct tbc), **rhythm of the universe: ionia** (sept 23), **shadowgate vr** (oct 21) and **wanderer** (tbc).

**Worth a listen** **Voices of VR** podcast hit 1,000 episodes! Congrats to Kent Bye!

Finally, **I pay for all apps** featured in the guide. I believe in supporting the developers and you know that you are getting a completely unbiased and independent review. You can **buy me a coffee** if you like! Enjoy!

## FREE STUFF!



**108 FREE EXPERIENCES!**  
31 FREE FULL GAMES & APPS | 29 FREE GAMES & APPS | 48 FREE FILMS & ANIMATIONS!

Check out v9 of the guide for 108 free & quality experiences to install right now! There's a list of the best 60 free games & demos plus 48 films and animations!

## QUEST STORE!

The official store. It is what it says on the tin! Browse all the content [here](#).

## APP LAB!

The official non-official store! Over 500 apps and counting. Go [here](#).

## SIDEQUEST!

The non-official store! Now available as an Android app! See [here](#) and [here](#).

## GOING NATIVE!

All the titles in this guide are native to Quest 2, no PC required!

Each to their own! Everything in this quick start guide are positive recommendations of stuff I like, it's not meant to be an exhaustive list. If you have any suggestions email me at [gibby@gibbysguide.org](mailto:gibby@gibbysguide.org)



# GAMES & APPS!

I Expect You To Die 2

# best of the quest!

Here's my top 100 games - ranked for a bit of fun!

one!



**pistol whip** 🏠 ❤️

**app** | \$30

shoot to the beat in a cinematic bullet hell!

two!



**audio trip** 🏠 ❤️

**app** | \$20

rave to quality tunes with top-class choreography!

three!



**red matter** 🕒

**app** | \$25

surreal & spectacular sci-fi adventure in space

four!



**the climb 2** ❤️ 🕒 🕒

**app** | \$30

epic free solo climbing - now with skyscrapers!

five!



**down the rabbit hole** 🕒 🚗

**app** | \$20

gorgeous alice in wonderland prequel!

six!



**the room vr** 🕒 🚗

**app** | \$30

beautifully rendered detective mystery!

seven!



**moss** 🕒 🚗

**app** | \$30

magical mouse diorama!

eight!



**crashland**

**app** | \$20

aaaaaarrrrrrggggggghhhh!

nine! **multiplayer!**



**blaston** 🏠 ❤️

**app** | \$10

duelling AI or randoms!

ten! **multiplayer!**



**eleven table tennis** 🏠 🕒

**app** | \$20

AI ping & multiplayer pong!

eleven! **new!**



**i expect you to die 2** 🚗 🧩

**app** | \$20

welcome back, agent!

twelve!



**yupitergrad** 🕒 🕒

**app** | free demo | \$15

superb Slavic spiderman!

\* free demo on sidequest!



# thirteen to twenty-four!

Buy and try on the official store - you get an automatic refund if you've played for less than two hours and within 14 days of purchase. And look out for sales!

thirteen! multi!



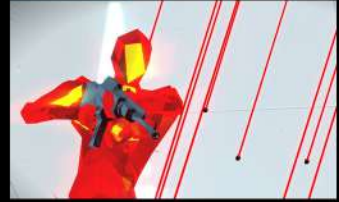
real vr fishing 🎮 🚣  
app | \$20  
let's go fishing - in Korea!

fourteen!



phantom: covert ops 🎮 🚣  
app | \$30  
stealth kayaking?! oh, yeah!

fifteen!



superhot vr 🏠 ❤️  
app | free demo | \$25  
the matrix!

sixteen! multi! new!



space pirate trainer dx 🏠  
app | \$25  
new 10m<sup>2</sup> arena mode!

seventeen! multi!



waltz of the wizard 🎮 🧙  
app | \$20  
natural magic!

eighteen!



walkabout mini-golf 🎮  
app | \$15  
pitch 'n' putt with friends!

nineteen!



a fisherman's tale 🏠 🧩  
app | \$15  
macro to micro seafaring!

twenty! new!



squingle 🧩  
app lab | free demo | \$20  
totally trippy puzzler!

twenty-one!



virtuoso 🎮 🚣  
app lab | free  
trip out on your own loops!

twenty-two! multi!



the under presents 🎮  
app | free | \$ in-app  
open world theatrics!

twenty-three! new!



stride 🏠  
app | \$15  
parkour madness!

twenty-four!



fujii 🎮  
app | \$15  
kaleidoscopic gardening!

# twenty-five to thirty-six!

Another quality dozen titles for your delectation!

twenty-five!



**holopoint** 🏠 🎮 ❤️  
**app** | \$15  
intense ninja archery!

twenty-six!



**lies beneath** 🎮  
**app** | \$30  
graphic novel thriller!

twenty-seven!



**shadow point** 🎮 🚗  
**app** | \$20  
mystery in Inverness!

twenty-eight!



**traVRsal** 🏠  
**app lab** | free  
natural walking in VR!

twenty-nine!



**myst** 🎮 🚗  
**app** | \$30  
remake of 1993 classic!

thirty!



**thrill of the fight** 🏠 🎮 ❤️  
**app** | \$10  
down-at-heel in-yr-face!

thirty-one! **multi!**



**carly and the reaperman** 🎮 🚗  
**app** | \$20  
play with non-VR in co-op!

thirty-two!



**deisim** 🚗  
**app lab** | \$8  
be a powerful God!

thirty-three!



**carve** 🎮  
**app** | \$20  
smooth snowboarding!

thirty-four!



**cubism** 🧩 🎮 🚗  
**app** | \$10  
puzzle, piano ... and peace!

thirty-five! **multi!**



**racket nx** 🏠 ❤️ 🎮  
**app** | free demo | \$20  
some kinda future squash!

thirty-six!



**daedalus** 🧩  
**app** | \$5  
amazing flying sensation!



# thirty-seven to forty-eight!

thirty-seven!



**a rogue escape** 🏠 🧩  
**app** | \$20  
underwater escape room!

thirty-eight! **new!**



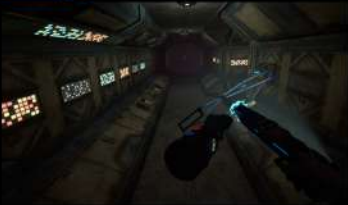
**wind wind** 🧩 🚗  
**app lab** | \$20  
cute Korean diorama!

thirty-nine! **multi!**



**to the top** 🏠  
**app lab** | \$20  
rooftop to rooftop!

forty!



**cosmodread** 🌀  
**app** | \$15  
terrifying space maze!

forty-one!



**gladius** 🏠  
**app lab** | \$15  
comedy gore! enter the  
colosseum and fight!

forty-two!



**crazy kung fu** 🏠 🌀 ❤️  
**app lab** | **free demo** | \$10  
quicker than the human eye!

forty-three! **multi!**



**warplanes** 🌀 🚗  
**app** | **free demo** | \$10  
Great War missions!

forty-four!



**ancient dungeon** 🌀  
**app lab** | **free**  
hilarious pixel adventure!

forty-five!



**eternal starlight** 🚗 🌀  
**app** | \$20  
tactical space battles!

forty-six!



**gravity lab** 🧩  
**app** | \$15  
physics head scratchers!

forty-seven!



**directive nine** 🚗  
**app lab** | \$13  
moody sci-fi shooter!

forty-eight! **multi!**



**multibrush** 📝  
**app lab** | **free**  
three-dimensional painting!

# forty-nine to sixty!

forty-nine!



**gadgeteer** 🧩

**app** | \$15

incredible machine building!

fifty!



**hand physics lab** 🐾 🧩 🖐️

**app** | \$10

zany hand tracking tricks!

fifty-one! multi!



**chess club** 🏰 🧩 🌊

**app** | \$15

battle chess in Stonehenge!

fifty-two! new!



**windlands** 🌿 🌀

**app lab** | \$15

classic grapple adventure!

fifty-three!



**the final overs** 🏠 🏏

**app lab** | \$15

i don't like cricket-ah!  
i love it -ah!

fifty-four!



**time stall** 🏠 🧩

**app** | \$15

save the captain!

fifty-five! multi!



**wander** 🏠

**app** | \$10

google street view!

fifty-six!



**the curious tale of** 🧩 🏠 🌊

**the stolen pets app** | \$15

touch that cuteness!

fifty-seven!



**arrows**

**app lab** | **free demo** | \$10

defend the villages!

\* free demo on sidequest!

fifty-eight! multi!



**war yards**

**app lab** | **free**

gunslingin' guffaws!

fifty-nine! multi!



**black hole pool** 🏏

**app lab** | **free demo** | \$10

brilliant cue action!

sixty!



**invaders**

**app lab** | \$15

kitsch arcade tower defence!



# sixty-one to seventy-two!

sixty-one!



**help yourself**  
app lab | free  
unique clone co-op!

sixty-two!



**city of eternity**  
sidequest | free  
travel through time and  
get chased - by yourself!

sixty-three!



**tea for god** 🏠 🖐️  
app lab | free  
non-euclidean geometry!

sixty-four!



**flowbourne** 🧘  
app lab | \$10  
breathing meditation!

sixty-five! new!



**art plunge** 🚲  
app lab | \$2  
incredible immersion from  
mona lisa to starry night

sixty-six!



**guardians** 🚲  
app lab | free demo | \$15  
sci-fi strategy shooter!  
\* free demo on sidequest!

sixty-seven!



**ARK-ADE** 🚲  
app lab | free demo  
inside the game Tron-style

sixty-eight!



**DAVID** 🚲  
app lab | free demo  
3rd person space shooter!

sixty-nine!



**gravity forces vr** 🚲  
app lab | free  
1980s wet dream!

seventy!



**HAX**  
app lab | free demo  
cel-shaded shooter!

seventy-one!



**puzzling places** 🚲 🧩  
app | \$15  
photogrammetry jigsaws!

seventy-two!



**2076 midway multiverse**  
app lab | free demo  
immersion zone!

# seventy-three to eighty-four!

seventy-three!



**custom home mapper** 🏠  
**sidequest** | \$8  
map your entire house!

seventy-four!



**battle talent** 🏠  
**app lab** | free  
fantasy combat sim!

seventy-five!



**tiny castles** 🦋  
**app lab** | free  
incredible hand tracking!

seventy-six!



**v-speedway** 🎮🏎️  
**app lab** | free  
arcade racing!

seventy-seven!



**wrong voyage ex** 🕹️  
**sidequest** | free  
spiders! zombies! retro!

seventy-eight!



**project terminus**  
**sidequest** | free demo | \$21  
Parisian survival horror!

seventy-nine!



**spacewalker vr** 🎮  
**app lab** | \$7  
go Earth gazing!

eighty! new!



**flux ball** 🏠  
**app lab** | free  
glove & gun, catch & shoot!

eighty-one!



**grooVR** 🎮  
**app lab** | free  
drum Brazilian death metal!

eighty-two!



**match point tennis** 🏠🎮  
**app lab** | free demo  
play in Dubai and Paris!

eighty-three! multi!



**half + half**  
**app** | free  
la la lala la lala la la!

eighty-four!



**painting VR** 🏠🎮  
**app lab** | \$10  
realistic art creation!



# eighty-five to ninety-six!

eighty-five!



**in da hoop** 🏀👐  
**app lab** | \$10  
bare hands basketball

eighty-six!



**operation warcade** 🚗  
**app lab** | free demo | \$15  
pancake & vr mix!

eighty-seven!



**1976 back to midway** 🚗  
**app lab** | free demo | \$15  
arcade to immersion zone!

eighty-eight!



**gravity sketch** 🚗📝  
**app** | free  
3D design and modelling!

eighty-nine! multi!



**gorilla tag** 🏠❤️  
**app lab** | free  
daft monkey business!

ninety! multi!



**gun raiders**  
**app lab** | free  
jet pack, climb, dash!

ninety-one! multi! new!



**grapple tournament**  
**app lab** | free  
swinging mechanic shooter!

ninety-two!



**peco peco** 🚗🧩  
**app lab** | \$10  
remix giant puzzles!

ninety-three! new!



**vault of the stars** 🚗🌱  
**app lab** | free  
eco-fantasy takes flight!

ninety-four! multi!



**upenders**  
**app lab** | free  
sneaky shadowy shooter!

ninety-three!



**throwing punches** ❤️  
**app lab** | \$5  
socially distanced boxing!

ninety-six!



**omega blade**  
**app lab** | \$5  
shoot, slash, dodge!

# ninety-seven to one hundred!

... and that concludes the best of the rest!

ninety-seven!



**fundamental force** ©  
**app lab** | \$5  
Escher-style queasy fest!  
\* free demo on sidequest!

ninety-eight! **new!**



**agent simulator** 🏠  
**app lab** | free demo  
superhot lite!

ninety-nine!

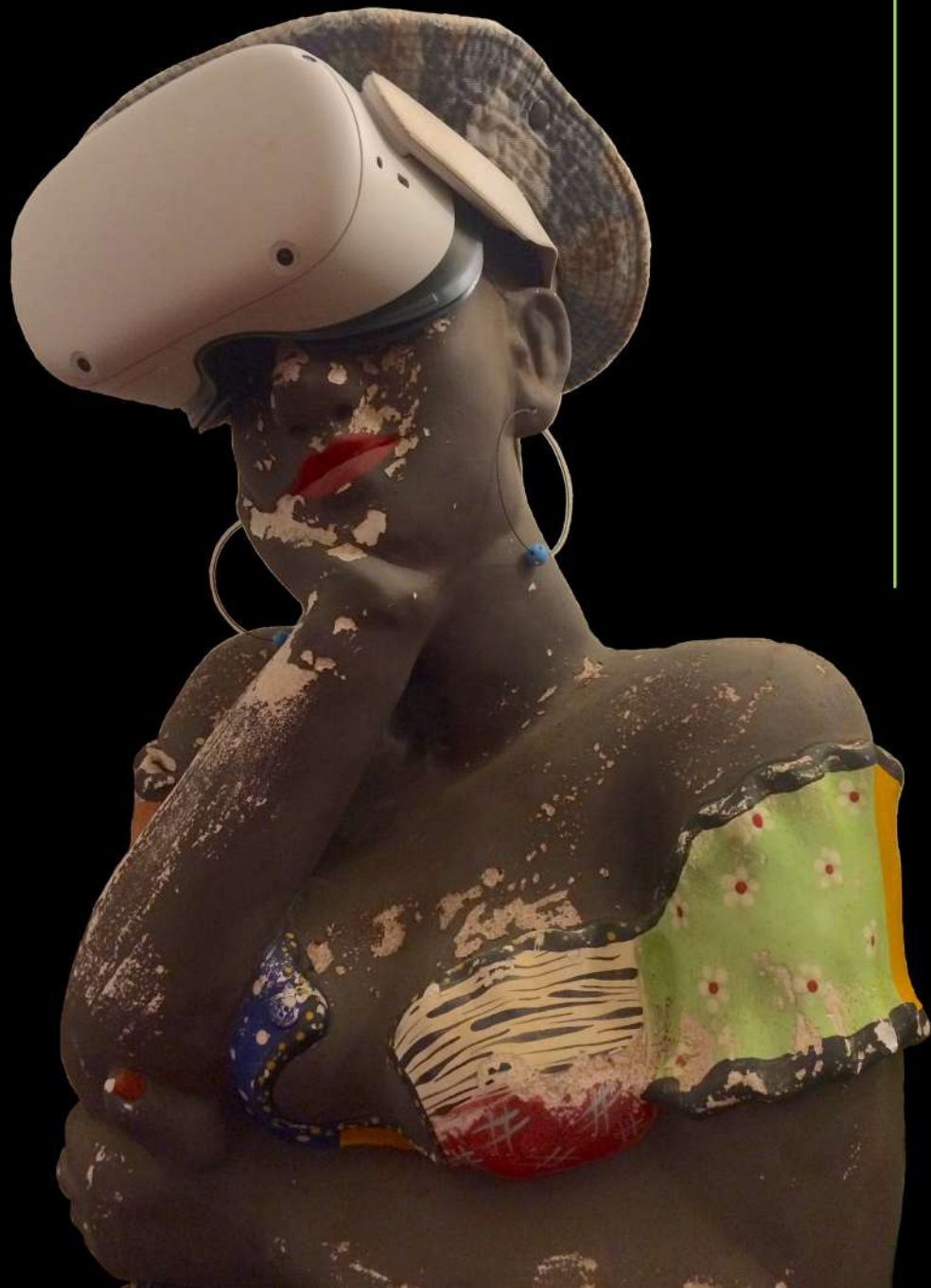


**paradiddle** 📄 🗨️  
**app lab** | free  
custom percussion kit!

one hundred!



**attack on quest** 🏠  
**sidequest** | free  
slay the titans!





# older stuff!

Bonus! These titles have been ported from their original on the Oculus Go

multiplayer!



**alcove**  
app | free  
ever-evolving social VR  
for families



**oxygen dreams**   
app lab | \$3  
another pixel adventure by  
the 'wrong voyage ex' dev!



**nature treks**   
app | \$10  
meditation in vivid wild  
environments



**coaster combat**   
app | \$10  
theme park ride action!



**thumper**  
app | \$20  
you need insane reactions  
to beat the boss!



**dead and buried II**  
app | \$20  
comedy cartoon zombie  
cowboys attack!



**end space**  
app | \$15  
star wars!



**bait!**   
app | free  
silly hippy fishing!



**ultrawings**   
app | \$15  
relaxing arcade flight sim



**cosmic flow**   
app lab | free  
fractal meditation



**anne frank house**   
app | free  
explore the house of  
WWII diarist Anne Frank



**mission: iss**   
app | free  
zero gravity inside the  
international space station

# weird & wonderful

Bonus! Really random shit that pops up on App Lab and Sidequest!



**playing VR with girlfriend**  
app lab | \$10  
just ... no.



**high voltage electrical substation training**  
app lab | free  
catchy name, hot app!



**dissection simulations** 🧩  
app lab | \$25 each  
cat, shark, frog and pig editions!



**VR pigeons** ❤️  
app lab | \$3  
actually quite brilliant  
if just for the trailer!



**face your ears** 🎧  
app lab | free  
cool binaural soundscapes  
from bees to subways!



**white space** 🧠  
app lab | free  
as in 'a total waste of'



**into the metaverse** 🎮  
app lab | free demo  
the story of storytelling!



**don't upset bobby** 🧩  
app lab | free  
threatening freak doll!



**rollercoaster vr box** 🎢  
sidequest | free  
genius vomit fest!

multiplayer!



**golf pool vr** 🏌️‍♂️  
app lab | \$6  
... on the moon!

multiplayer!



**flying squirrel chase** 🐿️  
app lab | free  
flap your wings!




**frog hands steve** 🐸  
app lab | free  
your hands are frogs!




# coming soon!

Watch the trailers for these new titles due for release in 2021/2022.




**song in the smoke**   
**app** | sept 18  
prehistoric mystical world!



**rhythm of the universe**   
**ionia app** | sept 23  
eco-fantasy adventure



**shadowgate vr**   
**app** | oct 21  
remake of 1987 original!



**simple planes**  
**app** | tbc  
half a million crafts to fly!





**wanderer**   
**app** | Q3  
escape room time travel!




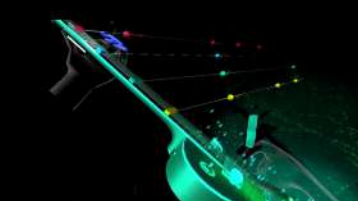
**sweet surrender**  
**app** | tbc  
shooter in dystopian tower!




**moss: book II**    
**app** | 2022  
quill is back!




**ultrawings II**   
**app** | 2022  
fun arcade flight sim sequel!



**unplugged: air guitar**   
**app** | tbc  
hand tracking rock!



**green hell**   
**app** | Q4  
survival in the Amazon!



**the last worker**  
**app** | 2022  
survival in Amazon?!



**resident evil 4**  
**app** | Q4  
2005 classic reinvented!

**COVER FEATURE**  
**CRASHLAND!**



**SALVATION IN  
60 SECONDS!**

**YOU HAVE CRASH-LANDED ON  
A HOSTILE ALIEN PLANET.  
CAN YOU SURVIVE?**



# MEET THE DEV LLŶR AP CENYDD!

COVER FEATURE  
CRASHLAND!

**Welsh university lecturer developed the hit horror title in his spare time**

Aaaaaarrrrrrggggggghhh! That's the sound of both terror and frustration as you perish once more from another brutal onslaught of giant hellworms, a vicious wave of squealing pig burrowers and a blitz of bloodsucking ticks.

This is Crashland. And it's an absolute nightmare for those with fears of creepy crawlies. Welsh developer Llŷr ap Cenydd blames his childhood.

'When I was a kid there was a school project where we had to take a spider in and overnight it just made a horrible web in the jam jar. It became a sinister thing so that's where it started,' he says.

The game is played in frenetic intense bursts on alien worlds until some unseen Scotty beams you up to safety.

You have to learn teleporting tactics, unlock perks and figure out how the hell to survive while facing down more than fifty different gruesome creatures.

But it's the eight-legged variety and especially the giant ones, 'that make people scream for the first time.'

**'you get that tingling sense of arachnophobia'**

'I knew I was getting somewhere with the animations when it really creeped me out. You get that tingling subconscious sense of arachnophobia.'

'You have a captive audience in VR and there is some trust that is put in you. It's quite intense and you can scare someone quite easily.'







**ELECTRODON!**



**BURROWER!**



**BUZZERS & LONGLEGS!**



**TERRORBIRD!**



**BANSHEES!**



**KING HELLWORM & CRAB!**

'One of the early creatures I made was a spider running across the ground. But there was something missing - it was the silhouette. I wanted to play on that fear too, so I eventually made some flying spiders I called banshees which were silhouetted against the sky.

'The banshees scream, too. The inspiration for that came from Dunkirk, the Christopher Nolan film. The dive bombers that the Nazis used made this noise as they were coming down. It's basically psychological warfare, it's like a siren with a propellor attached.

'So I've tried all the tricks in the book with the subconscious stuff,' he says.

What dark corners did Llŷr look in to for inspiration to create his horrific beasts?

'Crashland took seven to eight years to develop so I guess it is all over the place. Sometimes it's just classic science fiction, like the movie monsters. It could be the Velociraptor from Jurassic Park or even Ray Harryhausen and his scorpions from Clash of the Titans. Sometimes it comes from Earth's prehistory.

'I'd search for weird creatures that used to live in the sea in the pre-Cambrian period, prehistoric flightless birds. They come from everywhere, sometimes it might just be an idea I had on the bus'.

## 'I love them all, they are my little children!'

He says that the Hellworm is his favourite, although he jokes: 'I love them all, they are my little children!'

'The Hellworm you don't see in other games, I think that's a unique creature. It's above ground, multistory, intimidating and kind of comes out of nowhere. It was a massive amount of work on the procedural animation system for that.'

Llŷr's journey to the release of Crashland is remarkable. The procedural animation that he talks about was the subject of his Phd at Bangor University, where he now lectures at the school of Computer Science and Electronic Engineering.

He developed the game on his own in his spare time.



'I guess a lot of games are made with design documents and an art department and people whose role it is to come up with creatures. I don't have that luxury, I'm one person working in my spare time so its a bit more organic and haphazard how these things come about.

'There's a freedom to have a vision and see where it goes and sometimes completely change direction,' he says.

His first title, a tech demo called Ocean Rift, eventually became a launch title for the Gear VR and remains popular today.

It's an underwater safari park with cutesy dolphins - almost the polar opposite of Crashland. But the techniques are the same.

'Procedural animation uses AI or algorithms instead of having an

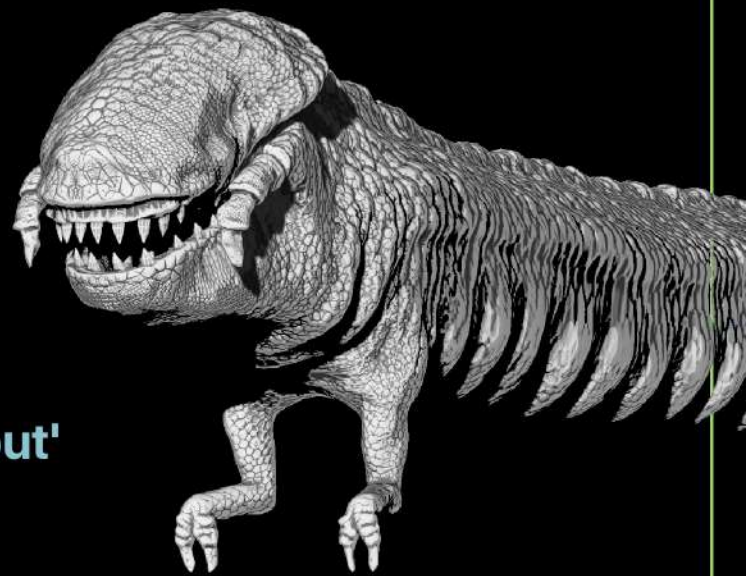
## 'Procedural animation is breaking through the *uncanny valley* so it doesn't creep you out'

animation play on a loop. It might be as simple as the placement of feet on the ground, and at it's most extreme you are animating a creature as though it were a virtual robot, essentially. Creatures in Crashland behave differently every time.

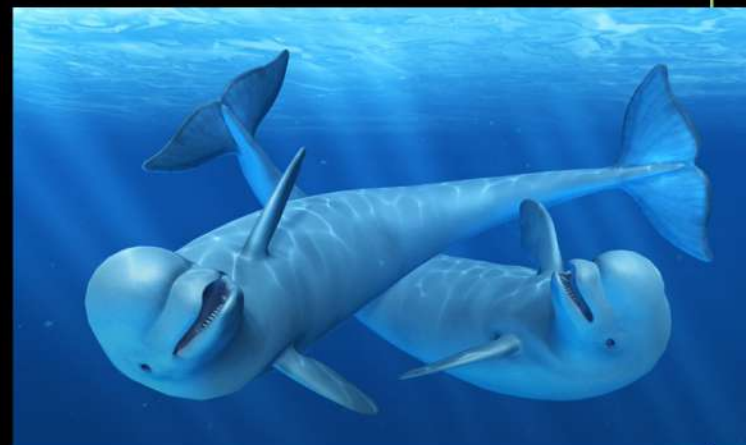
'It's often in the small micro details like blinking, breathing, or making a character look at you. Animation is getting close to photorealistic. It's breaking through what is known as the *uncanny valley* where it doesn't creep you out, basically. A virtual human would be the Holy Grail. It's come a long way but there's a long way to go.'



An early version of Crashland circa 2014



Above: Early concept model for Crashland's Sand Dragon  
Below: Beluga Whales from Ocean Rift





# PERKS



SELECT 5 PERKS  
CURRENT LEVEL : 30

But as anyone who works in the visual arts knows, sound design can be just as crucial an element. With so many alien bugs to voice, Liÿr ended up using some pretty bizarre sources.

'When you have fifty creatures you'd be surprised how quickly you run out of animal sounds to mix together.

'Towards the end I was basically making my own noises and speeding them or slowing them down and getting my wife to do the same. Just brushing my teeth and gargling became the death throes of a shock slug!

'In game development 'barking' is when a creature makes a noise every now and again to let you know it's there. It's really important in a game where the screen can go black so quickly.

'For the prehistoric terror birds, it's actually the mating call of a Galapagos tortoise, like the raptors in Jurassic Park.

'Squealing pigs feature a lot, you can get a lot of mileage out of them,' he jokes.

**'when you crank up the difficulty level certain perks become essential'**



Crashland has gained a notoriety for being too hard. After the launch, Liÿr created an easy mode after some criticism that the difficulty level was too high. Is it the toughest game in VR?

'I didn't set out to make a difficult game, I did not consider that at all when I launched it.

'When you crank up the difficulty level it becomes a wholly different game because techniques that used to work don't work anymore. Certain perks become essential. There's longevity there if you want it.'



## BEST WEAPONS!

**Hellfire** 'It comes in the game at quite a good time when you are low and at a weak point and then suddenly you can just burn through things'.

**Rocket launcher** 'This was the first weapon I made for the tech demo. You can detonate the rockets in the air. It's one of those cathartic turn-the-table ones'.

**Burst fire** 'It's based on the pistol in RoboCop. It's just three round bursts. Powerful, short range. Just chews through things'.

## TOP PERKS!

**Turret** 'There are missions in the dark or others when you just know something horrible is going to start appearing. It's like a friend you'll have for thirty seconds to ease the pain and the stress'.

**Reaper** 'You get a free powerful shot instantly and you get one teleport back which can be huge just to get out of trouble'.

**Teleport punch** 'It's a risk reward thing where you can just slam into stuff and zip around the battlefield. Good for small enemies'.

'I followed the concept of 30 seconds of fun, that every 30 seconds something new happens. Every mission has one or two new aliens in it, and a new weapon periodically drops every few missions.

'There is always something new over the horizon - a new alien that is horrifying in its own new way - so that's how I've dealt with the difficulty being as it is.'

I tell him I must have died fifty times trying to get past mission 11 of 24, Mine Sweeper.

'These are very sadistic design decisions made on purpose! I cursed myself a lot when I was play testing. You rely on certain tools in the game and all of a sudden those tools are taken away. It's a bump in the road, but you'll get past it,' he laughs.

**'I just want to give people experiences they can't get anywhere else'**

'I'm just trying to entertain people in VR, I try to push a genre forward. The powerful thing about VR is ... if you are a film director or an author you are just hoping that you have got the person's attention - they might be daydreaming or on the phone.

'But in VR you have got people's full attention, you are taking control of everything they have got. I want to give someone an experience that they can't get anywhere else whether that's swimming with dolphins or fighting with giant spiders'.

**Crashland** is available now priced \$20.



## REVIEWS

# arena scale game!



Space Pirate Trainer DX | \$25

## SPACE, LIGHT AND WIFI!

**What you need to play** Minimum 10m<sup>2</sup>  
Draw the guardian to the maximum size with straight edges\*. Play at dusk or under lights. Connect to wifi or mobile hotspot. And have a spotter not in VR.

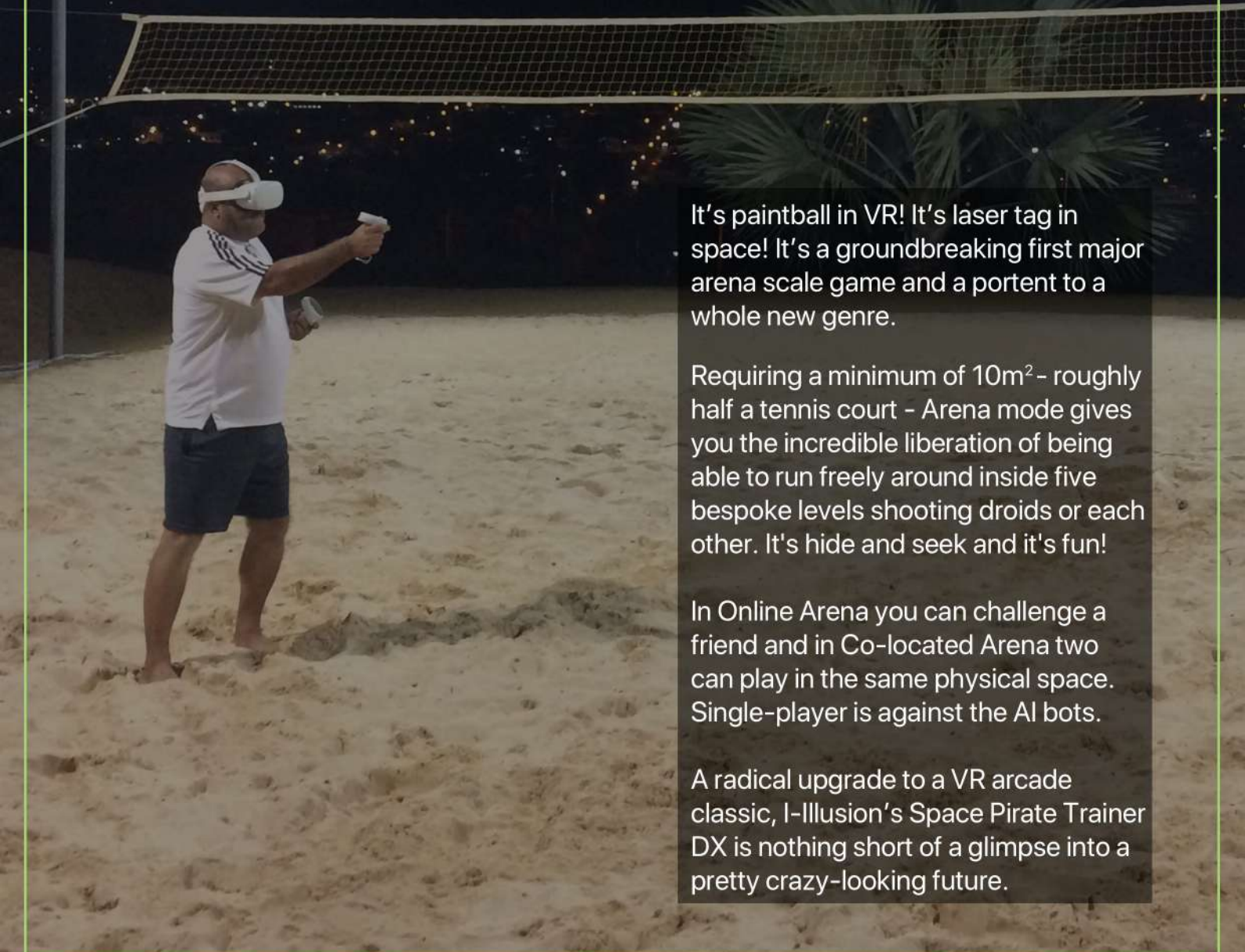
\* pro tip: if your boundary appears as a diamond over the square use the oculus button to recenter and line it up.

It's paintball in VR! It's laser tag in space! It's a groundbreaking first major arena scale game and a portent to a whole new genre.

Requiring a minimum of 10m<sup>2</sup> - roughly half a tennis court - Arena mode gives you the incredible liberation of being able to run freely around inside five bespoke levels shooting droids or each other. It's hide and seek and it's fun!

In Online Arena you can challenge a friend and in Co-located Arena two can play in the same physical space. Single-player is against the AI bots.

A radical upgrade to a VR arcade classic, I-Illusion's Space Pirate Trainer DX is nothing short of a glimpse into a pretty crazy-looking future.





## REVIEWS

# heart-pumping games! ❤️



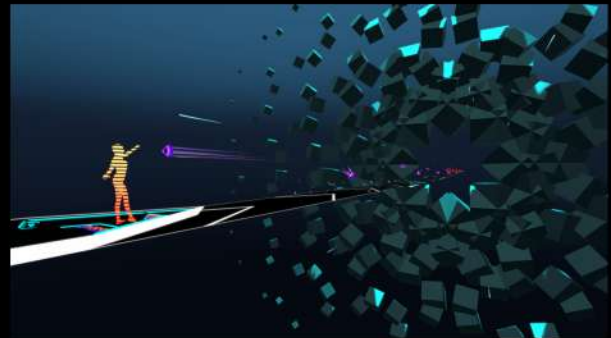
### Pistol Whip | \$30

Where else can you enter a pulsating arena taking out enemy assassins who are blazing ammo while dancing to the filthy electro of Black Tiger Sex Machine?!

An absolute monster of a must-have VR title, Pistol Whip is all about shooting to the beat in a unique cinematic bullet hell.

With 23 full-on tracks in arcade mode presented like cool movie posters, it's a high-octane trip. Vancouver Island-based Cloudhead Games delivers a visual art style that's polished and class throughout and they're always adding new content.

The latest free dlc, Smoke & Thunder, is a five-track campaign in the Wild West plus a whole new customisable styles system.



### Audio Trip | \$15

One of the purest and most ecstatic experiences in VR, Audio Trip is an exhilarating choreographed dance experience.

Fly through a surreal universe, moving your body in ways you never knew you could - heart racing, feet dancing and arms making glorious arcs. The sweat, the adrenaline, the euphoria!

Developed by [Ashley Cooper and Brady Wright](#), Audio Trip has 72 hand-crafted choreographies from beginner through to Cardio level. There's a great in-VR editor tool to make your own choreographies - follow the tutorial [here](#). Download custom ones at the unofficial Audio Trip Choreography Discord [here](#). Quality over quantity - and no money grab DLCs.

### Gladius | \$15

'I'm Spartacus!' Comedy gore sword-fighting as you go from slave to Thunder God at the Colosseum in Rome. Slo-mo dismemberment! Cheering crowds! Lions! Tigers! Minotaurs! Sell heads in the market place! And still in Early Access!



# swinging games!



## Yupitergrad | \$15

'Be careful, brave komrade Kosmonaut!' Being a Slavic spiderman you don't fire silk but instead have some very Soviet-era red plungers. At least they seem reliable, and the suction cups give a satisfying 'plop' every time they land.

This is your only form of locomotion and you blast off to the 'top class space station' Yupitergrad to a stirring patriotic anthem. There are 55 fun cartoon-style levels to swing through and 40 more on time attack mode with a killer soundtrack.

It's all laced with delicious deadpan one-liners: 'Our crew gathers here to learn what they think' and the classic 'Breathe economically, never for pleasure'. Unique brilliance from Polish studio Gamedust, right up to the grand finale.



## Windlands | \$15

A port of a classic older VR title, Windlands is one of the original swing, jump and run adventure games. Don't expect top level graphics from 2014, but the locomotion still feels great.

It's all about zen-like exploration as you use your grappling hooks to move around the minimalist stylised trees. There are nine crystals to find which open portals to new lands and 120 tablets of wisdom.

Hard mode transforms the game from a playground to a platformer with restricted grappling points. If you are sensitive to motion sickness there's a 'cage' option.

London-based Psytec Games say that Windlands 2, which adds archery combat and co-op, will be available soon.

## Grapple Tournament | free demo

This stylised cartoon style arena shooter is a blur of grappling hooks, parkour, climbing and running in vertical combat. With seven maps and a dozen weapons in multiplayer from melee blade to rocket launcher. Serial killer! Savage!



## REVIEWS

# crazy motion games!



### Phantom: Covert Ops | \$30

In December 1942 ten British marines embarked on what has become known as the most courageous raid of WWII. They kayaked 100 miles at night to plant limpet mines on enemy German ships moored in France. Known as the Cockleshell Heroes, only two men lived to tell the tale.

UK-based nDreams cite the raid as the inspiration behind the phenomenal Phantom: Covert Ops. Stealth kayaking is certainly a unique VR experience - seven levels sneaking around in the pitch black infiltrating an old Cold War naval base.

There's a reach-over-your-shoulder machine gun amongst your arsenal but this is no shoot-'em-up - covert is key. A tense drama from inspiring origins with outstanding atmospherics.



### Superhot | \$25

With over a million copies sold over five years, Superhot is a true VR classic. It's the matrix made real - time only moves when you move.

Featuring minimalist white environments, red polygonal people made of glass and unique gameplay, you are outnumbered and outgunned.

In July the developers decided to remove suicide and self-harm scenes, saying 'we regret it took us so long.'

It has caused controversy but the problem was the 10 age rating and no parental warning. That was indefensible.

Whether they took the right course of action is the only thing up for debate.

### Daedalus | US\$5

A real gem from the Spanish indie VR studio Vertical Robot - the makers of Red Matter - Daedalus delivers a wonderful sensation of flying. Glide and ride currents of multicoloured air to solve oneiric and surreal puzzles.

# horror games!

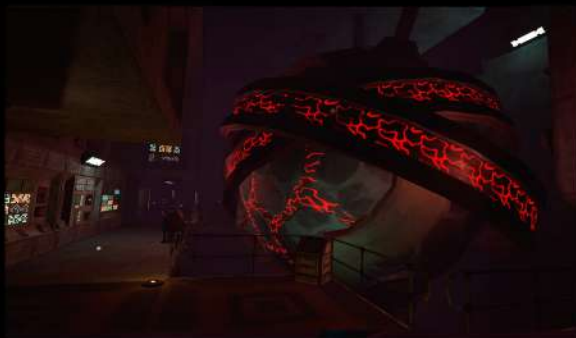


## Crashland | \$20

Aaaaaarrrrrrrgggggghhh! That's the sound of both terror and frustration as you perish once more from another brutal onslaught of giant hellworms, vicious waves of squealing pig burrowers and a relentless blitz of bloodsucking ticks.

Crashland is played in frenetic intense bursts on alien worlds until some unseen Scotty beams you up to safety. The relentless nightmare continues as you learn teleporting tactics, unlock perks and figure out how the hell to survive. Fire into the sky to get turret support and level up to hellfire and the funky boomshot!

It's far from easy but the relish is in the challenge. There's 24 finely engineered levels. From the evil genius of Welsh developer Llŷr ap Cenydd.



## Lies Beneath | \$30

Far from being yet another zombie slasher, Lies Beneath is a graphic novel thriller wearing suspense and surrealism in its finest comic book garb.

It begins with the aftermath of a car crash and quickens the pace with a chase before you start to pick up some weapons to begin to defend yourself against the mysterious unknown in Slumber, Alaska.

Use your Zippo lighter to burn glowing voodoo dolls, pinpoint where to shoot and guide you through the darkness.

The story reveals itself through text bubbles along the 20 creepy chapters. More atmospheric than jumpy, but with enough horror to recoil in this cel-shaded yarn. From Seattle-based dev Drifter VR.

## Cosmodread | \$15

Set on a dying spacecraft, Cosmodread is a moody maze of strategy, stealth and cunning with surprises behind every door. Ethereal and terrifying, it's another hit from the solo Spanish developer Sergio Hidalgo, creator of the classic Dreadhalls.



## REVIEWS

# adventure games!



### Red Matter | \$25

Often cited as the best-looking game on the Quest 2, Red Matter is a true heavyweight title, a spectacular sci-fi adventure set in an alternate future Cold War.

As Agent Epsilon, you are an astronaut isolated on the abandoned Volgravian base on one of Saturn's moons, surrounded by propaganda in a pseudo-Soviet script.

In this game of psychological warfare chess, what's real and what is surreal keeps you guessing all the way to the end. What happened here? And who is watching your every move?

Sheer brilliance from the Spanish indie studio Vertical Robot.



### Moss | \$30

'Your time has come at last, dear Reader' says the narrator as you open an dusty book in a candle-lit Cathedral. Here begins your bond with Quill, a young mouse, whose excited squeaks and cute high-fives will melt your heart.

She uses pantomimes and even sign language to communicate as you navigate your hero through temples and castles to save her imprisoned uncle. Sometimes you just want to stop and gawp at the beautiful scenery, so drop-dead gorgeous are the dioramas.

Together you'll fight giant blood-red stag beetles, things that go 'boom' and the final 'unconquerable nightmare' - a fire-breathing serpent. A truly magical journey from Seattle-based Polyarc.

### Shadow Point | \$20

A wonderful adventure with a Scottish lilt set on a mountaintop observatory in Inverness. Travel through portals to reveal a fantasy kingdom and solve puzzles of light and shadow to unlock the mystery of Lorna. Narrated by Sir Patrick Stewart!

## REVIEWS

# puzzle games!



### **A Rogue Escape** | \$20

A polished and stylish entry with escape room vibes, A Rogue Escape is a puzzler with zero hand-holding.

It all takes place inside the Nauticrawl - some kind of underwater craft - and you are left to figure it all out standing at the controls without a manual (well, just an iPad-like device with cryptic clues).

What does that lever do? What happens if I flip that switch? Why does the power keep running out? It's a logic brainteaser which edges slowly and satisfyingly forwards as things start to fall into place.

You'll need a bit of space to operate the monster machine designed by Italian developer Spare Parts Oasis, but everything is in reach. Keep looking!



### **I Expect You To Die 2** | \$25

This sequel to a much-loved older puzzler, The Spy and the Liar delivers six fresh new fiendish escape rooms.

Still as a 007-style secret agent with seemingly unlimited access to cigars and champagne, your mission is to stop Zoraxis plans for world domination.

As a theatre hand in Operation Stage Fright to the Operation Rising Phoenix finale, you will perish repeatedly but the difficulty level is perfectly weighted to push you all the way to a triumphant solution. There's a host of bonus souvenirs to collect.

The nod to spy films and voice acting is top class with a warm humour percolating throughout. Welcome back, agent!

### **Time Stall** | \$15

Save the captain! An original concept where time stands still while you try and figure out what is gonna hit who before normal speed is resumed. There's a lovely line in humour aboard the Fantastic Leap ship. Roomscales required.



## REVIEWS

# more puzzle games!



### **Squingle** | \$20

Squingle is a totally trippy puzzler that doesn't shy away from being an out and out psychedelic experience.

Dance with your hands as you guide two revolving glowing orbs through iridescent tubes to a trance and ambient dub sound track with amazing binaural sound FXs.

Created by Benjamin Outram, there are 100 levels which start easy and progressively challenge your spacial awareness. The game really comes alive in roomscale as you can walk around the puzzle, twisting it in space as you play.

There are some spectacular replays of your runs inside the tubes themselves in a meditation mode. A surreal, clever and addictive addition to the genre.



### **Wind Wind** | \$20

Wind wind is a cute Korean diorama platformer featuring two characters that you control in turn as you climb the tower.

Joe and Koji are adorable - she giggles like she's being tickled while Joe does a great vacant stare. With controllers like pocket fans you push them with wind, but very gingerly, as they can wobble and fall.

You need get your new best mates to work together. Joe can smash boxes and block red lasers heroically with his welding helmet, while Koji has the ability to fly with her red umbrella.

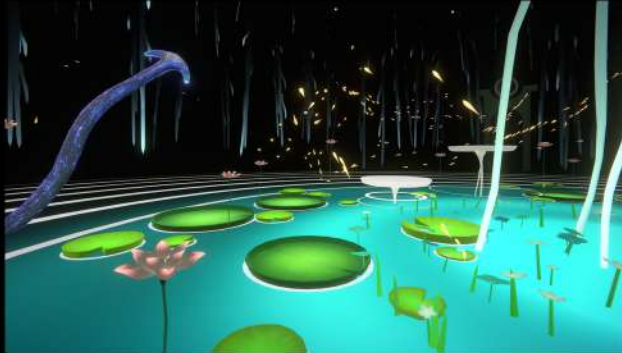
The game sounds are wonderful, the cartoon art style is captivating and the mechanics are fun. With eight levels to solve, this is up there with the best.

### **Chess Club** | \$15

Play novelty battle chess in Stonehenge with animated pieces or a classic game in the Grand Palace. There's competitive multiplayer from 5 minute blitz to 30 minutes tournament or custom AI up to Grand Master. And all with hand tracking.

## REVIEWS

# meditative games!



### Fujii | \$15

With a child-like wonder, climb into a boat with your guitar-playing spirit guide as you journey to three psychedelic biomes before indulging in a bit of soulful cosmic gardening.

Yes, Fujii is unique. Soothing, playful and gorgeous, it's a fluid magical trip through lush forests, deserts and beaches. Bring them back to life through touch, light and energetic harmony.

Collect mysterious seeds along the way to plant and cultivate back at your own kaleidoscopic allotment.

With a therapeutic soundtrack by French composer Norman Bambi, Funktronic Lab's gem of a game leaves you in a state of relaxed delight.



### Flowborne | \$10

Flowborne is a gentle meditative biofeedback breathing experience. The key here is the innovative movement design - place one controller on your abdomen and the very act of breathing out propels you through the calming natural worlds.

Travel through the The Hills of Hope or the Caves of Calmness at your own pace to soft piano and string arrangements as the occasional rabbit or elephant pops up to say hello in the stylised wilderness.

The app, which counts the length and number of your breaths, was developed by Johannes Blum & Christoph Rockstroh, two psychologist researchers at the University of Freiburg in Germany. You can read their research paper [here](#).

### Cosmic Flow | free

Crucially this app allows to to re-centre your view to the ceiling so you can lie back and let the fractal patterns wash over you. Set the length to your own preference and bliss out to mellow music as your mind enters the tranquility zone!



# creator tools!



### Virtuoso | free

A tool to play music with instruments designed for VR, Virtuoso makes GarageBand feel like the 18th century.

To a pulsating purple and blue neon background you can play the Oorgan, lay down a beat with the Empads, and discover the wHarp, Board and Clustr.

One hundred years on from the invention of the ethereal Theremin comes its freaky VR descendent, the Wavemin. You even have a mic.

**Jonatan Crafoord** is the creative genius behind the app, and one of a five-strong team at Really Interactive in Sweden. It's easy to build up a series of live loops and MIDI support means a huge potential for professional artists too.



### Multibrush | free

Tilt Brush is dead, long live Tilt Brush! Google's seminal 3D painting tool, originally launched in 2016, went open source in January 2021 and within a week Multibrush was born as a free full feature version with added multiplayer.

'Your room is your canvas, your palette is your imagination' goes the tagline. Paint with the impossible, like smoke and fire, or chose from 85 different brushes, almost double the original slate. Clone creators Rendevar are on a mission to overcome social isolation through VR.

Whether you want be a pro or just fancy some art therapy, there's an incredible community of artists out there to inspire. For a beginner's online course see Danny Bittman's channel on youtube [here](#).

### Gravity sketch | free

The future of design? A powerful pro 3D modelling tool, Gravity Sketch takes you from free-form sketching to advanced geometry with a sleek, slick and intuitive interface. There's a learning curve of course, but there are expert tutorials.

## REVIEWS

# hand tracking games! 🖐️



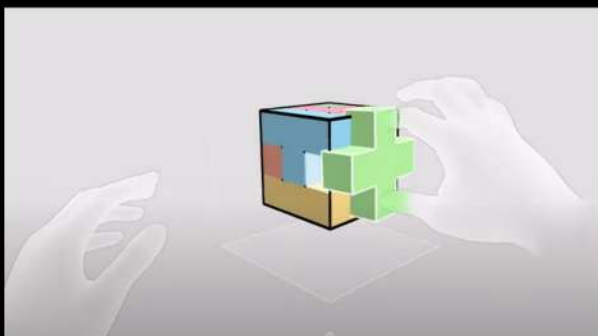
### **The Curious Tale of the Stolen Pets** | \$15

'I remember when you used to smile like that,' says your top-hatted grandfather as another pet pops out, grinning widely.

You'll be laughing too. Curious Tale by Swedish developer Fast Travel Games is as cute as a kitten. As soon as you push Spot on the swing in the summer house you'll be hooked. It's short, but bliss.

Poking and prodding around the five floating islands with hand tracking enabled is a childish joy. From a day-glo T-rex to a rainbow-coloured unicorn, there's 23 of the little creatures to find.

Throw in some Scandinavian folktronica by Wintergatan and a snow-melting mini hairdryer and you've got a unique tonic.



### **Waltz of the Wizard: Natural Magic** | \$20

Flinging lightning bolts and casting spells with your own fair hands, it feels like you are in Disney's *Fantasia* in this classic title from Icelandic VR company Aldin.

It's a magical playground where you are given free reign to explore the Tower and its secrets. A cool comedy runs throughout with a talking skull as your best friend.

With a huge 'natural magic' expansion upgrade, there's a gorgeous courtyard and 40 more lavish levels in the fortress, although these new areas are yet to feature hand tracking. But in compensation you now have the ability to sonic scream?!

There's a unique 'telepath' movement and you can actually run! Enchanting and fun.

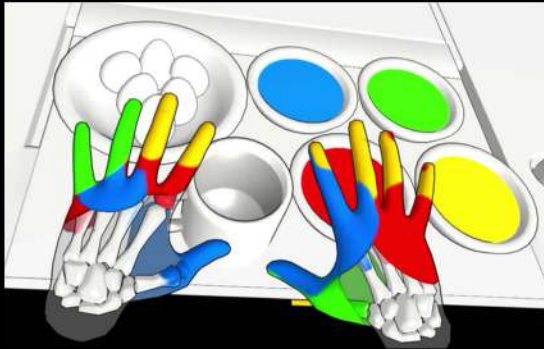
### **Cubism** | \$10

This gem of a puzzle game added hand tracking with a lot of care. Thomas van Bouwel has created 60 puzzles but don't be fooled by the early easy ones. Achieve zen-like tranquility with gentle piano music. Dark mode and 120Hz!



## REVIEWS

# more hand tracking!



### Hand Physics Lab | \$10

A riot of cartoon hand tracking fun, Hand Physics Lab has a playful design with 85 daft puzzles to solve with your bony hands. It starts off with baby steps but then things get harder - and weirder.

Finger-painting, Jenga, flinging planets into orbit, being a pupper-master - it's like being in mind of a hyperactive child, but is actually the creation of Swiss neuroengineer [Dennys Kuhnert](#).

Remote control a toy car with finger gestures to the tune of the Dance of the Sugar Plum Fairy and shake hands with your clone - it's clear that the tech itself is still in beta but it's all a great laugh.

The undisputed star of the show, though, is the virtual pet black cat, Mr Snuffles.



### Tiny Castles | free

Behold the awesome power in your hands! From wielding a icicle like a club to virtually-controlling a titan, this tech demo from Oculus shows an exciting vision even with the current limitations.

There's four mini-games for you to help shuffling miniature maidens make their way through the temples and defend them from attack from cackling gremlins.

Try a unique warp teleportation (grab and pull), throw fire (with a rawwk action!) and even pick up unit commanders to programme their next move in the sky, lava, ice and moss castles.

There's a playground to try out all the bells and whistles (and cranks and levers). More on the Oculus blog [here](#).

### Eternal Starlight | \$20

Tactical space combat with a challenging permadeath mechanic, Eternal Starlight is a complex beast but you can sit back and control all the action with your hands. Hit skirmish mode for custom battles. Just be prepared to die and die again.

## REVIEWS

# p v p multiplayer!



### Eleven | \$20

This is some serious ping pong club. With 600,000 registered users, Eleven table tennis now hosts well over a million monthly multiplayer matches - that's almost 50,000 a day.

One of the world's leading sports simulators, it also has an incredible AI for solo play that goes from Easy to Legend.

'There are no tricks. This *is* table tennis,' says **Roman Rekhler**, co-founder of New York-based For Fun Labs. Clever illusions that shave milliseconds off the latency of the game means you can play from New York to China in real time.

Climb the rankings and enter official tournaments. You can watch the finals and some expert tutorials [here](#).



### Blaston | \$10

3 ... 2 ... 1 ... Blaston! The genius of this duelling multiplayer that it is mute, creating the social mimes of bowing, waving and fist bumping as you face off like gladiators on neon podiums in front of a cheering audience.

It's like a non-aggressive fight with an array of toy weapons that deliver slow motion scatter bombs and splats. You need both tactical quick-thinking and premeditated skullduggery as you chop and change your arsenal of big pink balls and ice lasers between matches.

It's deceptively energetic - when you're wiped out, hang out in the OZO lounge down the sleazy back alley! A new single player mission and arena launched in June. From Resolution Games.

### War Yards | free

The ace in the hole here is the slo-mo matrix-style 'bullet time' as your foes recoil as ragdolls! There's the fort, the mine, the train and now even 'Sand Hill' Cemetery, inspired by *The Good, the Bad and the Ugly*. Gunslingin' guffaws!



## REVIEWS

# social multiplayer!



### Real VR Fishing | \$20

It could be the cherry blossom falling into Lake Hosan as you cast the line. Or the rain falling as you fish from your boat in Chungju. Or a rainbow over the River Han as you chase minnows.

Whatever it is, everyone seems to fall in love with the simple bliss of Real VR Fishing. Yes, of course there is the drama of trying to land a mako or tiger shark, but it's the sheer tranquility of the photorealistic scenes across South Korea that make this game special.

You can fish with friends, compete in the seasons and listen to your own music as you progress through the 20 levels from freshwater to saltwater and build up your two aquariums back at the cosy lodge. US West update is coming!



### Walkabout Mini Golf | \$15

Whether it's out of this world at Tethys space station under Saturn's rings, or bumbling around a rainy graveyard in Original Gothic, this is the craziest of crazy golf.

Consistently rated as one of the best multiplayer games, this gem from Texas-based Mighty Coconut delivers seven gorgeous courses to idly wander around as you putt and chat.

Find hidden balls or score 10 under par to unlock harder modes with added 'foxhunt' mysteries to solve!

And you can even aim your club straight up and soar like Mary Poppins above the greens (and purples) to get a bird's-eye view. Fore!

### Wander | \$10

Who would have imagined that Google street view in a headset would be so much fun? Like its desktop counterpart, simply look up any street on the planet and go. You can even use voice commands. But the real joy is to travel there with friends.

# co-op multiplayer!



## Carly and the Reaperman | \$20

Our green-haired heroine Carly arrives at Sunrise Avenue train station. She hops off on to the platform. Your massive grinning skull looms into view and your huge bony digits dwarf her tiny hands. You fist bump.

Developed by Odd Raven studios, it's a genius concept. The game is optimised as a two-player remote online co-op where one plays Carly on a flatscreen PC or mac while the other is the Reaperman in VR.

Aside from dressing up in comedy wigs, the Reaperman must employ blocks, torches and switches to help Carly as she navigates this fiendish 50-level platformer set in the supernatural world of the dead.

You can play on two Quests too or as a single player - but that's not half the fun.



## Warplanes | \$15

Hand-thrown bombs, flares, a machine gun prone to jamming - this is the Great War with heroic dogfights against fighter squadrons, taking out blimps, trucks, warships and even a hurtling steam train.

A mix of arcade and flight simulator (with tweaks in-between for motion sickness sufferers), Warplanes sees you fighting with the Central Powers or Triple Entente. The graphics are sumptuous whether flying over cities in the moonlight with spotlights and flack artillery, or dusk over snow-laden landscapes.

You can build a squadron with a choice of 14 planes and as well as co-op there are single player and PvP options. Polish developers Home Net Games give you the tools to be a pioneer of aviation!



## Racket NX | free demo | \$20

Mad futuristic neon-lit geodesic dome? Check. Metallic lizard-like multiplayer opponents? Check. Wacky new squash-breakout fusion sport with tractor beam? Check. Your own music and level design? Check!



## REVIEWS

# sports games!



### **The Climb 2** | \$30

In this sequel it's the city skyscrapers that take top billing - a totally different experience to the stunning landscapes of the Alps, Bay and Canyon levels that came before (and are updated here).

But it's the frozen wastes of the North which are perhaps the finest challenges. Creaking ice, a howling wind and chattering puffins accompany your ascent - in casual or professional mode.

Throw in a family of polar bears and an Arctic wolf prowling around an abandoned airplane and the experience has really reached its dazzling pinnacle.

Developers Crytek have now added rhythm challenges and more in two Freestyle Expansion Packs.



### **Holopoint** | \$15

With its origins in the samurai of feudal Japan, Kyūdō is the martial art of archery. Holopoint, from Florida-based Azlan studios, arms you with a bow and arrow against holographic projections of blue sword-wielding and orange star-throwing ninjas.

Dodging and ducking, it's a fierce workout with squats burning your hamstrings and glutes. You begin in a minimalist dojo shooting cubes and shapes who fire back when hit. Drawing back to your cheek allows you to quickly reload from your quiver by reaching over your shoulder. Listen out for aural clues.

There's a new zen Garden Update with 30 extra waves. Checkpoints are at every five levels. Warning: intense!

### **Black Hole Pool** | free

Get some cue action with David Ipac's excellent cool blue baize game which just gets better and better. Now with a giant youtube screen, a roaring fire and a view of the Alps! Play solo or invite a friend. Rack 'em up!

## REVIEWS

# more sports games!



### Carve | \$20

Come into the cosy log fire cabin with your golden labrador puppy, a radio with snow reports and some old skool mixtapes on cassette. Choose your gloves and your board and you are ready to shred the powder!

Carve is a lovely, intuitive arrival on to the slopes. Crushy snow sounds, squeaky gloves. And then ... go! Flying over mumps, skidding over handrails, dodging rocks and snow-laden trees, you career down the mountain at exhilarating speeds. In time attack that's the objective - to unlock another five levels from forests to caves.

Or you can go freestyle, then it's tricks and flicks. From the creator of 1080 snowboarding, published by Chuhai labs.



### Thrill of the Fight | \$10

The undisputed heavyweight champion of boxing games, this is a serious workout in a down-at-heel gym.

It's a visceral affair with cuts and nosebleeds as you fight your way through the nine opponents to reach the championship arena.

A true room-scale experience, you'll be bobbing and weaving against bruisers like Ugly Joe, Duke and the Moneymaker. Real-life pugilists attest to the game mechanics as the real deal and there are bonus rounds against a zombie, a headless boxer and a ghost.

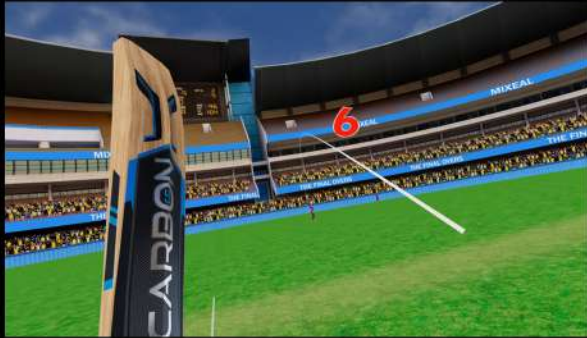
There's an exciting multiplayer sequel in the works from Sealost Interactive aka solo developer Ian Fitz. Knockout!

### V-Speedway | free

Buckle up for some arcade racing around Shanghai-esque city streets in this smooth driving game with lovely handling and drifting physics. Italian dev Danjel Ricci has got his foot on the pedal with updates. Go single race or time attack mode. Top gear!



# even more sports games!



## The Final Overs | \$15

Despite having a couple of billion fanatical fans globally, cricket is sport unknown to many. Get ready to be bowled over by The Final Overs, a passion project from the heart of one of the biggest cricketing countries in the world, Pakistan.

Developers Mixeal having been pouring their energies into creating an unmissable sporting experience - the climax of a thrilling match.

As the batsman, you must hit as many *runs* as you can. The glory is to hit a *six* over the boundary - and then revel in a slo-mo replay! Just don't be out for a *duck* (zero) or you'll see him quacking!

Play 3, 5, 10 or 20 overs and climb the global leaderboards. Howzat!



## Crazy Kung Fu | free demo | \$10

Pitted against a spinning Wing Chun wooden dummy, you must dodge flashing blades, block and punch as you train by a waterfall under the watchful guise of a comedy cut-out wise man.

In fight mode the dummy moves alarmingly around the space - can you become quicker than the human eye?!

Solo developer Arnaud from London-based Field of Vision originally designed Crazy Kung Fu for his own training as a practitioner of martial arts for 12 years. Work your quads and calves, shoulders and back muscles.

There's nothing po-faced here - there's even the option to have falling shrimps to munch on to test your reflexes!

## In da Hoop | \$10

Styled on the old skool indoor basketball arcade games, In da Hoop takes it to a new dimension with hand tracking (although you can still use the controllers). There's 17 levels from bank to no backboard. Good shot! You win!





## REVIEWS

# unique games & apps!



### The Under Presents | free

I enter the lobby and a band, 'The Lame Drivers' - led by a giraffe - are playing. Someone hands me a blue flower. I cast a turnip spell and return the favour.

This is magical, theatrical world of 'The Under Presents', and we are mute black gowned sprites with golden masks. This voiceless multiplayer communication begs for mimes, finger-clicking, bows and courtesies and has incredible spacial interaction.

Tender Claws have created a piece of art with the amazing scrunch locomotion technique, essentially warping through space. The demo has over 30 minutes of single player mysteries to discover. Other adventures, like The Timeboat, are available for a fee.



### Help Yourself | free

A true original, Help Yourself is a solo multiplayer - a co-op with clones of yourself!

A puzzle shooter, it's mesmerising watching replays of yourself playing alongside your current self in a surreal time-bending bond.

With a fun scrapbook cut 'n' paste art style, it's the leaf people (you) against the machines. Pre-load your green guns with seed-like bullets and toss it to yourself to be ready in the next time loop. As you progress, so do the number of clones and the complexity.

Made by Media Cube Games, five Masters students at Salzburg University in Austria.

### Art Plunge | \$2

Magical immersion into five masterpieces which are brought to life in an inspired interpretation in VR. Featuring Starry Night, Mona Lisa, The Birth of Venus, The Creation of Adam and Girl Reading a Letter at an Open Window.

# indie games!



## City of Eternity | free

'Stupid time-travelling tourists. Always leaving messes behind. Just another day punching the clock as a Time Janitor.'

An easy-to-pick-up original concept, City of Eternity has you on a march through time portals as a wage slave delivering artefacts back to their eras.

But the more you time travel, the more you have to avoid clones of yourself. It gets manic as 'you' multiply and the guards from each age close in - cavemen and mobsters, robocops and knights.

The walking mechanics are great fun - locomotion is through swinging your arms - and 2300AD has the perfect groove. Created by David Mines, it's one to play with a huge smile on your face.



## Wrong Voyage Ex | free

It's an ancient title from Spanish indie Flying Guillotine but its great playability has given Wrong Voyage Ex the longevity to come all the way from a Game Jam for Google Cardboard to the Quest 2!

In a pixelated retro style with 2D jungle walls and dark emerald green labyrinths, the game has fantastic moody atmospherics and just the right side of tension.

Armed with a simple laser gun, you'll come across the occasional scuttling red spider, zombie or crazed illuminati figure but your main task is to activate what look like green circuit boards to unlock portals and operate platforms. The levels get progressively harder and more intense. Classic!

## Match Point Tennis | free demo

Play in Paris or Dubai (with Bondi beach and African savannah to come) in this top demo from Backyard Games. Clever movement options and great racquet action. It's single player only for now with multiplayer to come.



# more indie games!



## Deisim | US\$8

World-building lends itself wonderfully to VR. You can fly across your domain in seconds, inspecting individuals and crushing heretics. Or pull out into a wide angle, cackling with evil intent or altruistic endeavour - it's up to you.

Deisim sets you up as an all-powerful God, destined to lead humankind out of the stone-age and into the future. You create biomes with a nonchalant flick of the wrist and watch as the Egyptians begin building golden Pyramids in the desert oasis or African villages emerge from a crocodile-infested swamp.

It's spellbinding to watch the progression of civilisations but you are not alone - watch out for the UFOs ready to decimate your carefully constructed universe!



## Directive Nine | US\$13

A perfectly moody sci-fi shooter set on a spinning space station with surprises behind each vertical sliding door, 'D9' is fiercely addictive.

Equipped with a swap-over-the-shoulder dayglo orange pulse pistol with infinite recharge and an MK-4 rifle, you have to run missions past droids, goliaths and humans hiding round every corner.

As the battles intensify you can utilise a myriad of gun mods and earn credits to step up your loadout from taser-like photon neutralizers to a quad pipe.

Weapons carry over and no run is the same. There's an excellent seated option, too. Still in Early Access, there's clearly lots to come.

## Peco Peco | U\$10

Solve giant preloaded 3D puzzles from hippy art to the Mars rover Perseverance as they come to animated life on completion. Go from a simple seven-piece to an intricate 180. You can recut and remix any puzzle to challenge friends!

## REVIEWS

# even more indie games!



### Ancient Dungeon | free

Never has a pixelated wailing zombie ever felt so threatening. Solo developer Eric Thullen even has a content warning: 'contains blocky dismemberment and blood'!

Go further with each run into the dark randomly generated dungeon, armed with a sword and throwing dagger against evil poison-spitting plants, bats and jumping bushes in the Overgrown Gatehouse, on to the fire creatures of the Forgotten Library and beyond.

Smash everything, pick up loot and power-ups, and be prepared for a lot of close combat. More floors are being added including the Luminous Mines. 'Crush capitalism' is listed as one of the game's milestones. Might take a while.



### Painting VR | US\$10

You stand in a huge white hanger with a giant canvas at one end. There are simple metal shelves laden with paint pots and brushes, spray paints and thinner. More pots are scattered on the floor and a massive roller is propped up, ready to go.

This is painting as a simulator, all the kit and no mess! There's a satisfying squelch as brush hits canvas and the textures glisten in the natural light. It's all very intuitive - you can mix paints right in their pots and blend strokes.

Or you can use a colour picker, change the lighting and import reference materials. Painting VR, from Oisoi Studios in Belgium, is still in Early Access but for now you can just stand back and admire your art!

### ARK-ADE | free demo

With back-to-the-80s Tron-style graphics, this shooter takes you inside the arcade cabinet. With a great bleepy soundtrack and smooth enemy movements, it's on a Pistol Whip vibe. Excellent! Outstanding!



Goliath: Playing with Reality

FILMS &  
ANIMATIONS!

THEY  
COULD  
JUST HEAR  
THE MUSIC



# interactive animations!

Interactive animations are a whole new level of magic. Here's my top 12!



**wolves in the walls** 🏠  
**app** | \$9  
do you believe me? 40m



**the line** 🏠 🐦  
**app** | \$5  
Emmy award winner 20m



**luna** 🧑🏻👤 🚗  
**app** | \$15  
back to life 1-2hs



**paper birds part I & II** 🐦  
**app** | \$7  
music and light! 30m



**baba yaga** 🏠 🐦  
**app** | \$6  
protect the forest! 22m



**timeboat** 🏠  
**in app** | \$12  
'the under presents' 30m



**battlescar** 🚗  
**app** | US\$6  
girls invented punk! 28m



**the secret of retropolis** 🚗  
**app** | \$13  
play a robot detective! 1hr



**goliath: playing with reality**  
**app** | free  
exploring mental health 25m



**madrid noir** 🏠  
**app** | \$9  
Lola's journey 45m



**bonfire** 🚗  
**app** | \$5  
play fetch with aliens! 20m



**the key** 🏠  
**app** | free  
where am I from? 20m



# quillustrations!

Quill Theater is integrated into OculusTV. It has immersive playback for films and the ability to toggle between any artist-defined angles for illustrations.



**1 - the multiverse bakery**  
**studio syro** | free  
unmissable adventures ...



**2 - the neon jungle**  
**studio syro** | free  
... from the tales ...



**3 - the quantum race**  
**studio syro** | free  
... of soda island! 3 x 5m



**4 - the golden record**  
**studio syro** | free  
if only Carl Sagan could see this! 12m



**lifetime achievement**  
**parade** | free  
the lengths Yonaton Tal goes to for his mama! 15m



**peace of mind**  
**blue zoo** | free  
bing bong! dream interpretation 5m



**nightmara: episode one**  
**so meta studios** | free  
eaten your peas, Ned? 7m



**rebels**  
**federico breser** | free  
music is our freedom! 7m



**four stories**  
**nick ladd art** | free  
simultaneous quartet of fun tales 12m



**the beast**  
**blue zoo** | free  
I dreamt of nothing but the mountain 5m



**the remedy**  
**daniel peixe** | free  
seminal comic-book 10m



**dear angelica**  
**oculus** | free  
the first quillustration! 15m

# animations archive

2020



**the dawn of art**  
**oculus tv** | free  
the cave of forgotten  
dreams 10m



**saturnism**  
**cine vr** | free  
Goya's hideous child-eating  
vision brought to life 4m

2019



**ayahuasca**  
**oculus tv** | free  
Jan Kounen's jaw-dropping  
Amazonian trip 18m



**le soleil d'edvard munch**  
**youtube vr** | free  
french language  
warning: intense! 10m



**the spacewalker**  
**within** | free  
1965 Voskhod-2 rocket  
launch! 4m

2018



**jurassic world**  
**app** | free  
apatosaurus & blue  
2 x 3m



**crow the legend**  
**within** | free  
from the makers of  
Madagascar! 22m



**dreams of henri rousseau**  
**youtube vr** | free  
genius rendition in a  
Parisian greenhouse 7m

2016



**invasion!** 🐰  
**app** | free  
aliens try to take over the  
Earth! 6m



**dreams of dali**  
**youtube vr** | free  
inside a Dalí painting 6m



**pearl**  
**youtube vr** | free  
Oscar-nominated tale of  
father and daughter 6m

2015



**the butcher**  
**youtube vr** | free  
run, rabbit, run! 2m



# film archive

2021  
2019



YouTube VR


Firefox Reality



Download these apps. Pull up a swivel chair and grab some headphones for your best viewing pleasure. Resolution may be found wanting in older titles!

2021



**the iss experience**   
**space explorers** | US\$3  
episode II: advance 33m

2020



**2nd step**  
**app lab** | US\$3  
from the moon to mars 11m



**everest vr**  
**oculus tv** | free  
journey to the peak 40m



**the before times**  
**youtube vr** | free  
did we know where we were going? 7m

2019 don't miss!



**-22.7°C**  
**youtube vr** | free  
DJ Molécule in the Arctic.  
Jan Kounen directs 9m



**immerse**  
**oculus tv** | free  
best underwater film 9m



**traveling while black**  
**felix & paul** | free  
Jim Crow era 20m



**the overview effect**  
**oculus tv** | free  
astronomical metanoia 6m

don't miss!



**1st step**  
**app lab** | US\$3  
moon trip on Apollo 11 14m

\* **youtube vr** app limits resolution. Watch on **firefox reality**. Add Firefox Ad blocker extension. Click quality setting (up to 8K) | Turn off subs | Click full-screen > goggles and choose 360 stereo.

\* On **oculus tv** download cache to watch in high res. Watch **vimeo** on firefox reality.

# film archive

2019  
-  
2018

2019



## gorillapalooza

[youtube vr](#) | free

hang out with mountain gorillas in Rwanda 6m



## cesare's dream

[youtube vr](#) | free

the cabinet of dr caligare - what is reality? 6m



## dive blue planet vr

[youtube vr](#) | free

incredible guided dive with octopus 9m



## iceland's glaciers

[youtube vr](#) | free

'what happens to ice, happens to us' 7m



## tales from the edge

[youtube vr](#) | free

wingsuit base jumping with Jeb Corliss 9m



## the atomic tree

[youtube vr](#) | free

400-year-old bonsai that survived Hiroshima 10m



## pompeii

[youtube vr](#) | free

the heart of the eruption french language 8m



## okavango experience

[youtube vr](#) | free

astonishing wildlife in the Okavango Delta 4 x 6m



## polar obsession

[youtube vr](#) | free

seals in Antarctica 7m



## free solo

[youtube vr](#) | free

climbing El Capitan solo style 6m



## 700 sharks

[youtube vr](#) | free

the largest gray shark pack in the world 7m



## isle of dogs

[youtube vr](#) | free

stop motion studio 6m



# film archive

2018

2014



## the real thing

**within** | free

Chinese fakes of Paris,  
Venice and London 16m



## airpano vr jellyfish bay

**youtube vr** | free

breathtaking underwater  
film in Indonesia 3m



## dolphin man - the dive

**within** | free

world record holder in  
free diving 6m



## uaxuctum

**youtube vr** | free

orchestral interpretation  
of a Mayan legend 7m



## charlie checkers goes to brazil!

**youtube vr** | free

six-year-old Charlotte's  
imaginary journey 7m

2017



## space explorers

**felix & paul** | US\$3 each

amazing nasa docs  
2 x 20m



## zero days vr

**within** | free

documentary on the fourth  
dimension of war 21m



## sanctuaries of silence

**within** | free

the last silent wilderness  
7m



## alteration

**oculus tv** | free

disturbing experimental  
AI sci-fi 17m



## save every breath

**youtube vr** | free

WWII dunkirk 1940 4m

2016



## nomads

**felix & paul** | free

maasai mara, yak herders  
and sea gypsies 3 x 12m

2014 don't miss!



## strangers

**felix & paul** | free

just a guy making music  
8m

# coming soon!

Many of these titles are currently doing the rounds on the film festival circuit. See [xrmust.com](http://xrmust.com) for all the latest screenings!



**namoo**  
**app** | Q2  
baobab studio's latest!



**minimum mass**  
**app** | Q2  
love, loss & black holes



**biolum**  
**app** | tbc  
deep sea sci-fi!



**kusunda**  
**app** | tbc  
Nepalese shaman



**the iss experience**  
**app** | Q3  
episode three!



**grace**  
**app** | tbc  
grace darling's life



**african space makers**  
**app** | tbc  
from Nairobi, Kenya



**the hangman at home**  
**app** | tbc  
the intimacy of humanness



**whispers**  
**app** | tbc  
Polish-Ukrainian border



**all her bodies**  
**app** | tbc  
five women's stories



**replacements**  
**app** | tbc  
neighbourhood in Jakarta



**dreamin' zone**  
**app** | tbc  
memories of Korea





# interactive animations!



## Wolves in the Walls | 40m

'I sat in my car for 30 minutes thinking about it. That could have been any character, that cube could have been any object,' remembers director Pete Billington as he describes his epiphany using the 'Toybox' demo which first illustrated animated user interaction.

That character became the adorable wide-eyed child Lucy and that cube became a Polaroid camera in the sensational *Wolves in the Walls*, an Emmy award-winning pioneer in the use of 'virtual beings', powered by AI.

The emotional bond with Lucy becomes as strong as her own with 'pig puppet' in *Fable's* adaptation of Neil Gaiman's eponymous children's book. You won't want to leave her side. Visionary.



## The Key | 20m

Profound and unsettling, *The Key* takes you on a surreal journey through barren landscapes, watercolour skies and expressionless figures dressed uniformly in black.

One of them introduces herself as Anna. 'I can't remember where I came from,' she announces, 'but I keep having these dreams, and there's always a key.'

You are introduced to some friends at the outset - one likes to sing, another likes to dance, a third is shy. But there's a storm brewing.

Directed by Celine Tricart, you'll come across a multi-eyed bureaucrat and get a tongue-lashing from a demon and it may not make much sense - until the end.

## Bonfire | 20m

As Scout 817, you've been sent to find a new home for humans. Before long you are playing fetch with a pink porkbun using cubed filipino beef skewers. Weird. Do you save the human race or your new alien friend? From Baobab studios.



# hand tracking interactive!



## Paper Birds | 30m

'The morning breeze was my favourite part of the day' declares Toto, a flat-capped boy playing a *bandoneon* (a type of concertina) in this quintessentially Argentinian animation directed by German Heller and Frederico Carlini.

Archie Yates, Edward Norton and Joss Stone star as the voices of Toto and his grandparents Robert and Elsa in this pretty handcrafted stop-motion yarn that slowly and expertly reveals a complexity and mystery of those blue neon birds.

At times tear-jerkingly beautiful, *Paper Birds* is a two-act play from the perspective of youth and old age. The hand tracking of music and light is as thrilling as the story is profound as you discover portals to an invisible world.



## Baba Yaga | 22m

The wild witch of centuries of Slavic folklore, Baba Yaga, fixes her piercing green eyes on two brave young daughters of a sick village chief in this interactive animation from Baobab studios.

Magda (voiced by Daisy Ridley) and Sasha - that's you - must go into the dangerous forest to get the witch blossom cure from the enigmatic old hag (Kate Winslett) to save your mother (Glenn Close).

Yes, it's an all-star cast - and all-female - and although the hand tracking interaction is minimal it is spectacular, from taking a lantern from your sister to unleashing thunderbolts of thorns. There are multiple endings - which path will you chose?

## The Line | 20m

A love story between Pedro and Rosa, two miniature dolls on a scale model of 1940s São Paulo. Narrated by Rodrigo Santoro, this Emmy award-winning tale from Brazilian studio Arvore is a showcase hand tracking experience.





# more interactive!



## Timeboat | 30m-1hr

Hidden within 'The Under Presents' app is Timeboat, a standalone interactive animation that is a cast-iron case of how VR can be mind-blowingly inventive.

Using your virtual golden mask you can toggle between seeing the world in miniature or at human-scale as you ghost around the scenes during the three acts. You can wind time back and forwards and move using 'scrunch' locomotion, essentially warping through space.

In the story itself you go onto a research ship, The Aickman, which lurches into disaster when it gets stuck in an ice floe. On board there's a cast of fully fleshed-out characters for you to eavesdrop on during your own non-linear adventure. Audacious and ground-breaking.



## Madrid Noir | 45m

Lola is a distracted young woman, uncomfortable with her unresolved memories. 'These boxes won't unpack themselves,' she says, as you help her rummage in drawers and answer the phone in the former apartment of her dodgy uncle.

Directed by James Castillo, Madrid Noir is a tale in two acts set in the Spanish capital, a night-time *paeen* to a lost era. Sucking on cigarettes in the back streets, doing deals with the shiftiest of bar room buddies, Lola's uncle is up to something.

Reaching back into her memories, she resolves to check it out. In a perfectly honed finale, Lola confronts her past. The majority is played out on a theatrical stage but there's some precious interaction.

## Luna | 1-2hs

This beautiful story of the reconstruction of a world that's been blown off-course seems to chime perfectly with the times. Part interactive animation, part game and part meditation, Luna stars a young red Bird who must reawaken a broken planet.



# new interactive!



## The Secret of Retropolis | 1hr

'Before they were gone, humans made robots to keep civilisation alive. But just like the humans, we turned out to be apathetic and broken.'

This is Retropolis, a city populated by robots like you, Philip Log, a downbeat private detective. 'I love jazz, it makes my drinking seem more sophisticated,' says Philip.

In walks the beautiful blue Jenny Montage, a rich, famous mechanical movie star and your point & click puzzle adventure begins, replete with spring-loaded arms and suitcase inventory.

With a lovingly crafted retro-futuristic art style, this is a witty noir caper from Israeli indie Peanut Button.



## Goliath: Playing with Reality | 25m

It's a psychotic episode while DJing at a rave that 'Goliath' realises that he's going 'mad'. The film flips effortlessly from techno, turntables and trippers to a very sparse room in a psychiatric hospital.

Made by London-based Anagram, it's profoundly affecting and doesn't pull any punches. 'My fucking head is just ... fucked,' says Goliath, narrating his own true story along with Tilda Swinton.

A tale of suffering, schizophrenia and salvation via the online gaming world is delivered through mind-warping visuals, minimal interactions and a clever device to hear voices in your own head.

It feels like an important step towards changing how mental health is portrayed.

## Nightmara: Episode One | 7m

Cool kid Mara, 11, crosses swords with Mayor Doesgood over little Ned Nimrod in this madcap animated graphic novel from So Meta Studios. There's an alien abduction sitcom complete with canned laughter and a truckload of petit pois.





# quillustrations!



## Lifetime achievement | 15m

Leaning on the comic traditions and style of Tex Avery and Chuck Jones, this tear-jerker is a riff on the value of presence over presents.

Former Disney animator Yonatan Tal, who set up LA-based Parade Animation, draws on the love for his own mother (he declares as much in the opening credits) as he weaves a fast-paced fable that flies from secret caves in South Indonesia to albino crocodile hunting in Africa.

High-flying French designer Albert - so ritzy that 'Lorenzo is my exclusive gold supplier since 94' - is trying to make the ultimate gift for mama. But will the quiet tea-drinking septuagenarian be impressed?



## Tales From Soda Island | 4x5m

An astonishing series of four Quill shorts from Studio Syro - all set in the strange universe of Soda Island, with smoothie beavers and peace-loving *nekoalas*.

In *The Multiverse Bakery*, a chef bends space-time and cooks from lightening bolts and squirrel acorns. A humanoid *tadpolotl* emerges from the water in *The Neon Jungle* and it's a techno candyland version of 60s cartoon Wacky Races in *The Quantum Race*. But the latest is the greatest - *A Golden Record*. Our worker ant hero breaks free with the help of surprise find from across the universe.

It's eye-popping fun. At times fantastically minimalist and always wordless, Soda Island is fizzing with life.

## Peace of Mind | 5m

A slightly confused Mr Burridge enters an austere waiting room where he's told to wait for his 'live dream interpretation experience'. The unseen overworked technician Jason is keen to hurry things along, ignoring his pleas that 'this is not a dream, it's a recurring nightmare!'





# more animations!



## Ayahuasca Kosmik Journey | 18m

Director Jan Kouunen's jaw-dropping Amazon trip begins in the jungle with a shaman sitting in front of you, framed against the roots of a giant tree.

The indigenous healer, from the Peruvian Shipibo-Conibo tribe, begins a meditative chant to take you into a trance-like state - an ancient ritual played out on the most modern of media, and one of the most powerful experiences in VR.

Representing the effects of the hallucinogenic drug ayahuasca, you begin a mesmeric psychedelic journey, with visions of animal spirits from serpents to hummingbirds in the fractal cathedrals. It's not a film to be watched lightly. This 'making of' short can help you decide if you want to take the trip.



## Battlescar | 28m

'We are gonna grab Alphabet city by the balls!' As loud, angry and energised as the 1978 New York punk scene it portrays, Battlescar follows two teenage runaways - Puerto-Rican American 16-year-old Lupe and her *blanquita* friend Debbie.

Created by Argentine director Nico Casavecchia, it tilts from cut and paste Sniffin' Glue zine-style to riding on the back of a stolen motorbike in a flash. Words stab the screen. Dark, urgent and edgy, Battlescar takes you on a trip down dangerous alleyways, punk legend Elda Stiletto's squat and the infamous CBGBs.

Rosario Dawson narrates to a backdrop of white guitar noise - and even a little Screamin' Jay Hawkins. Death is certain. And punk was invented by girls.

## Rebels | 7m

With just a trusty trumpet against the one-eyed droids, our hero ducks, dodges and parkours his way through a dystopian future. With a battlecry of 'music is our freedom', this *quillustration* builds to a marvellous jazzy release.





# art animations!



## Dreams of Dalí | 6m

A stone-cold classic must-see, *Dreams of Dalí* is an epic fly-through the trippy surrealism of the Spanish painter.

It begins in the desert as an ant-sized father and child gaze up at two towering praying figures, the scene from his work 'Archaeological Reminiscence of Millet's Angelus'.

Although that painting is the anchor of the film, other iconic elements are introduced - a lobster phone rings under one of the towers, a girl is skipping rope, and the elephants on stilts trumpet under the crescent moon.

With the echoing voice of Salvador himself in English and Spanish, it's an *obra maestra* all of its own.



## Le Soleil d'Edvard Munch | 10m

Using the Ganzfeld effect of perceptual deprivation to create 'hallucinations' of colours, this experimental animation attempts to recreate the intensity felt by Edvard Munch on seeing 'The Sun'.

Using frequencies of sound and chromas that cut to white, your brain becomes starved of stimulation and imprints their opposites on the blank canvas.

Munch based his masterpiece on a sunrise on Norwegian coast, re-created here at the start of the film as a slow one-take time-lapse taken from the same spot over a fjord in Kragerø. *French language.*

*Warning: This film features an optical technique which might be uncomfortable for some viewers.*

## Saturnism | 4m

Terrifying animation of Francisco Goya's 'Saturn Devouring His Son'. Directed by Mihai Greco, it's a visceral experience set in a dark and barren landscape of fear and without hope of escape. As hideous as the original.



# more art animations!



## The Dawn of Art | 10m

Black woolly rhinoceros locking horns, a quartet of horses, arctic musk oxen and a pride of lions. It must have been quite a shock when speleologist Jean-Marie Chauvet stepped into a cave in the South of France in 1994 and stepped back in time by 36,000 years.

The Dawn of Art leads you inside what Werner Herzog has called the cave of forgotten dreams. A bear skull sits where it was carefully placed many, many millennia ago. The giant frescos - humanity's first masterpieces - are some of the oldest drawings in the world.

Narrated by Daisy Ridley, the animals spring from the walls as sparks of fire - animating the originals drawn in charcoal and engraved into the limestone walls.



## Dreams of Henri Rousseau | 7m

'I never went to Mexico, that was a lie I told people. In fact I've never been anywhere.'

It's true. Henri Rousseau, famous for his depictions of tropical jungles, never left Paris. His psychedelic inspirations came only from the city's botanical gardens.

The film, directed by Nicolas Autheman, leaves you in the greenhouse of the Jardin des Plantes after closing time and Rousseau's shimmering art begins to reveal itself in the lush foliage.

'I don't feel afraid. There are other spirits in the forest,' the narrator continues. The friendly face of a lion, the black snake charmer, the reclining nude - all figures from his most famous oil-on-canvas painting, 'The Dream'.



## Cesare's Dream | 6m

A century on from the expressionist silent film 'The Cabinet of Dr. Caligari', this mixed-media VR homage is still asking the same questions: 'What is a dream, what is reality and who is in control?'





# space films!



## The ISS Experience: Pt II | 33m

Advance is the second of a four-part series aboard the international space station by the vanguard of VR filmmaking, Félix Lajeunesse and Paul Raphaël.

Rejoining the crew, the film zooms in on the role of women and astronauts Anne McClain and Christina Koch pay tribute to Jerrie Cobb, blocked by Nasa from her own space flight 50 years earlier.

'Science is organised curiosity' declares Anne, as Christina tends to her precious mizuna greens growing incongruously amongst the tech.

The largest production ever filmed in space yields lovely intimate moments and a spectacular upside-down group hug ends with two leaving the mission.



## The ISS Experience: Pt I | 28m

A very human look at a very alien environment, Adapt is the first of the four-part series. Floating through a mass of wires, tunnels, tubes and laptops are the four featured astronauts on the 22-year-old 'outpost of humanity'.

'The power of adaptation is one of the most beautiful aspects of the human mind,' declares David Saint-Jacques, as the crew get accustomed to 'micro-gravity' and the disorientation of '16 sunrises and 16 sunsets a day.'

As awe-inspiring images of the Earth pass underneath, the team tuck in to an *amuse-bouche* of brie and chutney and it's the ordinary that calls your attention. The most important place on the \$160 billion station? The bathroom.



## The Overview Effect | 6m

The Overview Effect is cognitive shift in awareness reported by some astronauts during spaceflight. This film tries to recreate the effect to stimulate an 'instant global consciousness' and a desire to protect the planet.



# more space stuff!



## 1st Step | 11m

There's just so much to take in. Orbiting and standing on the moon with photo-realistic lunar panoramas based on Nasa data. Crammed inside the tiny capsule with Aldrin, Armstrong and Collins. But it's the phenomenal view of Apollo 11 exiting Earth's orbit from an impossible standpoint that takes the breath away.

A superb narration conveys the enormity of mankind's greatest achievement. With judicious use of genuine crackling audio recordings of the time and clever use of archive footage, 1st step succeeds in transporting you back over a half a century. It's impossible not to be moved.

An incredible piece of filmmaking from Faber Courtial. One of the greatest docs ever made about the moon landings.



## 2nd Step | 14m

An imaginary journey into the near future, 2nd step takes you to the Shackleton-Crater on the dark side of the moon, flying over the lunar base that will be the jump-off point for the mission to Mars.

One lunar night is equivalent to 14 back on Earth, glimpsed as a fragile blue crescent hanging in the blackness of space.

Orbiting the red planet, you are soon standing with the golden-helmeted astronauts on the surface of the Martian desert, gazing open-mouthed at the edge of the deepest canyon in the solar system.

And in a fantastical finale, the search for a second Earth takes us to an unknown exoplanet, in what would be 'the greatest discovery that man could make'. Epic.

## The Spacewalker | 4m

There's a blizzard swirling around the launchpad of the Voskhod 2 rocket as it prepares for blast off in March, 1965. Step into the shoes of Soviet cosmonaut Alexei Leonov as he becomes the first human in history to float freely in space.





# even more space stuff!

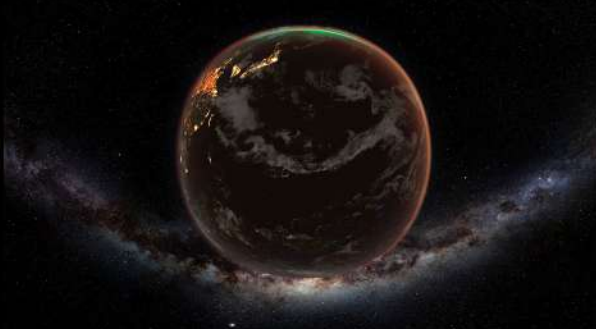


## Space Explorers: A New Dawn | 19m

Perhaps it's the Russian-language course that young US astronaut Jeanette J. Epps is taking that best illustrates the post-Space Race world she grew up in.

Unity and co-operation seem a pretty good course of action seeing as the survival of the human race depends on it, as 'either we will have destroyed the Earth or the Sun will have blown up'.

The interview-led narration follows the training of a new class of deep space explorers from being lowered into a swimming pool - sorry, 'Buoyancy Lab' - to flying in the cockpit of a T-38 jet. There's even a moment that you realise that you are watching someone train using VR - in VR. From Felix & Paul.



## Space Explorers: Taking Flight | 20m

Beginning on the launch pad of SpaceX, you could be forgiven for thinking this will be a dive into the egos of tech billionaires Bezos, Branson and Musk.

Instead we are soon surrounded by bleating Mongolian camels in the Kazakhstan desert, site of the world's largest space launch facility, to witness various awe-inspiring rockets thunder into the sky.

This episode is mostly narrated by kindly Russian cosmonauts, undergoing training for missions to the International Space Station. The overwhelming message is of civility. Thankfully directors Felix & Paul placed the cameras by the side of, and not on, the centrifuge simulation.

## Ørsted Space Safari | 4m

A call to action on the climate emergency narrated by astronauts, the film is micro to macro zoom out from tree level to 100 kilometres above sea level and back. Sponsored by Danish company Ørsted, it ends on their wind farm at sunset.



# underwater films!



## **Immerse** | 9m

Poetic, educational and affecting, Immerse is simply the best 360 underwater film out there.

Look right down the mouth of a manta ray, go eye to eye with green sea turtles and dive with shoals of red snappers and grey sharks among the coral reefs of Palau. The film is mixed with exquisite animations of coral polyps and mass coral spawning on the full moon.

It's made by Hydrous, a non-profit which raises ocean awareness and scientific understanding, led by marine biologist Dr Erika Woolsey.

As she says: 'When you see the beauty and the magic of the ocean this closely how could you not want to protect it?'



## **Polar Obsession** | 7m

National Geographic photographer Paul Nicklen traverses 550 miles of the roughest seas in the world to reach Antarctica. 'It's like you are entering this dreamland and the dream is real,' he says.

Floating like a speck amongst the spectacular icebergs, he has a close encounter with a humpback whale before meeting the star of the underwater show - a 12 foot long leopard seal, 'bigger than a grizzly bear'.

After some dramatic threat displays, the seal decides to show just how good he is at catching a penguin.

It's an astonishing and unique hunting sequence captured at the very edge of the South Pole.

## **AirPano Jellyfish Bay** | 3m

From the Russian hi-res film specialists AirPano comes a short but breathtaking dive into a smack of thousands of jellyfish in Raja Ampat, Indonesia. Recorded in 8K by Alexey Tishchenko with a simple musical score.





# more underwater films!



## Dive Blue Planet VR | 9m

Diver Tiare Boyes narrates in real time as you plunge into the green seas of Canada in search of the world's largest octopus.

In between gulps of air, Boyes directs your gaze with her torch and her patter as she swims through the emerald underwater kelp forest. After pausing to show off an enormous wolf eel, it's time for the star, the Giant Pacific Octopus.

Camouflaged, and at almost 10 metres long, it emerges right in front of your eyes. It's a nocturnal carnivorous predator and as smart as a house cat.

This is classic BBC Natural History Unit writ large in VR. It's a guided safari that even has time for a sea lion cameo, as a young male comes in to have a look.



## Dolphin Man: Dive | 6m

'I have a relationship with the depths - cold, dark, vacant, pressure,' says William Trubridge, a quietly-spoken free diver.

Just a lithe body in a wetsuit with no oxygen, he descends vertically into the bluest of Blue Holes, where he's achieved many of his 14 world records.

Trubridge has gone eight minutes without breathing and broken through the 100 metre barrier without fins.

Directed by Benoît Lichté, Dive is one of a trio of films with Dolphin Man. Darker and darker, we head into the depths.

'Gases play tricks on your mind,' he says, as he reflects on the dangers and his own calmness in the face of them. And, breathe.

## 700 sharks | 7m

A heart-in-the-mouth glimpse at the largest gray reef shark pack in the world in French Polynesia. It's daytime, when the 'wall' of sleek torpedoes remains static, hours before a feeding frenzy to gorge on groupers you can only imagine.

**REFERENCE!**





# BABY STEPS!

## ABSOLUTE BEGINNERS: GETTING STARTED OUT OF THE BOX!


**I just got it out of the box, now what do I do?!** Turn it on by doing a short press of the button on the right side of the headset. You can turn it off by doing a long press! It'll go into standby on its own.

**Download the Oculus app to your phone!** Find it [here](#) or [here](#). You have to pair it with your headset via bluetooth.

**Set up your account!** You'll have to link it to a valid Facebook account (required). Enter your bank details, and you are ready to install some apps!

**WTF does that mean?!** It's an alphabet soup of three-letter acronyms out there! Check out the glossary!

**Set up your Guardian boundary!** Clear some space in your room and follow the tutorial in the headset. Be careful and aware - don't faceplant the fireplace or tread on your cat!

**The Oculus button is your best friend!** See that one marked with ? It's the one that is depressed under the joystick on the right controller. A long press will always re-centre your view and a short press will exit any app back to the menu.

**Charging!** The green light means it's fully charged (you get about two hours), orange is charging, white in use and red when there's only 10% left. You can leave it charging without damaging the battery.

## HAND TRACKING: HOW TO ENABLE, GESTURES AND ADVICE!

**Turn it on!** Go to settings > device > hands and controllers > and toggle hand tracking on. Point and pinch to select and scroll. Watch the 'hands' video tutorial pre-installed in your apps to learn how to do the basic gestures.

It still feels very much in beta but when it works it's like some kind of freaky magic! It uses the built-in cameras so make sure you have plenty of light and contrast! High Frequency Hand Tracking has just been added, the first update since launch.

## 'I JUST WANNA PLAY!' GREAT APPS TO GET YOUR FIRST 'WOW'!

**Want your first 'wow'?!** A great start is the interactive animation **the line**. You don't need to learn how to use the controllers, and you get the magic of seeing your hands! You can play seated or roomscale. Lasts 20 mins.

**No, I mean a game!** OK, simple controls but high-octane is the cinematic bullet hell of **pistol whip**! For something a little more sedate try the mind-blowing experience of **down the rabbit hole**. Both are the best VR can offer!

# HINTS, GUIDELINES, TIPS AND TRICKS

## BASICS: LENSES, SAFETY, PASSTHROUGH & IPD!

**Look after the lenses!** Never leave them exposed to sunlight, even for a few seconds! Never clean the lens with anything but a lens cloth (your t-shirt can scratch them). I keep mine turned away from the window and always have a cloth on hand. Or use a lens protector when not in use.

**Covid-19!** Use a third-party removable silicon cover and wipe with alcohol 70% if you share the headset. Never use alcohol on the lenses! To avoid irritation wear a sweatband underneath!

**Set your IPD!** IPD is the distance between your pupils (interpupillary distance). Once you get this dead on, it makes a world of difference - no more blurry edges! It's fixed at 58/63/68mm options on Quest 2, but you can manually force in-between settings. You can use a ruler and a mirror or the [quest IPD](#) app.

**Passthrough!** Enable this in settings > guardian so you can double-tap on the side of your headset at any time. Also useful as your menu background - toggle the 'eye' icon in quick settings.

**Setting the boundary!** It's a necessary evil but you can make it better. You can hide the stationary boundary virtual walls. Go to experimental features > stationary boundary: passthrough. Lower roomscale boundary sensitivity in guardian settings to avoid more immersion killers. You can add a couch and a virtual desk in experimental features. You can even switch the guardian off entirely in developer mode - at your own risk!

**Headphones!** The Quest 2 has built-in audio but nothing compares to plugging in some 3D noise-cancelling headphones for that full immersive experience!

**Warm it up!** To avoid lens fogging when you start a session, stick the goggles on your forehead to warm them up for five minutes!

**Motion sickness!** Some people are more susceptible than others. If you are new to VR avoid games marked with this symbol 🌀 until you get your VR 'legs'! Avoid 'smooth locomotion' in games. Look for comfort settings.

e n j o y





# HINTS, GUIDELINES, TIPS AND TRICKS

## SHARING: RECORDING, CASTING & MIXED REALITY!

**Recording video!** To record in 16:9 aspect ratio, connect the Quest 2 via USB to your computer, open [Sidequest](#) and go to the tools menu. Change resolution to 1080. Turn full rate capture to On (records in 72fps not 30fps). Note: defaults reset every time you turn off the Quest 2. Turn off the red dot recording light in settings > device > video capture indicator.

**Mixed reality!** To record without a green screen, download [Liv Connect Beta](#) for iPhone or iPad. Or try the [Reality Mixer](#) app. For a more professional set up with a green screen you'll need a couple of apps. See [here](#).

**Screenshots!** Shortcut: Hold  and press trigger on either controller!

**Casting!** It's a bit laggy and often cuts out unless you are on a fast connection. Follow [this](#) guide to set up. Be aware it eats the battery fast!

**Multi-user!** You can add up to three other Facebook accounts in addition to yours on a single headset. Go to experimental features > multiple accounts and library sharing. Switch between them by clicking on your profile image. Useful to keep game progress save settings apart.

**App sharing!** It *doesn't* mean you can share apps you own to another headset but it *does* mean that apps purchased on the primary account are playable on different accounts on the same shared device. For the fine print see [here](#).

## FIRMWARE UPDATES: COMMON QUESTIONS!

**Monthly firmware updates!** Regular releases add improvements and functionality. The updates happen automatically as long as the device is switched on and connected to Wi-Fi.

They roll out slowly at different times across different regions and can take weeks after the official launch date. You might get some new features first before others even on the same update.

Release notes [here](#). Troubleshooting on Reddit [here](#). The latest version is **v32**.

**What's new:**

**Mixed reality in passthrough!** Effectively turning the Quest 2 into an AR development kit, this SDK update for Unity will enable developers to play around blending VR with the real world! Exciting stuff round the corner!

**Multitasking!** Get rid of the big menu! experimental features > multitasking

**Colour correction!** For those who need: settings > accessibility > colour correction

# THE BIG PICTURE

These are exciting times for VR. Only released in October 2020, this graph shows the spectacular rise of the Oculus Quest 2.

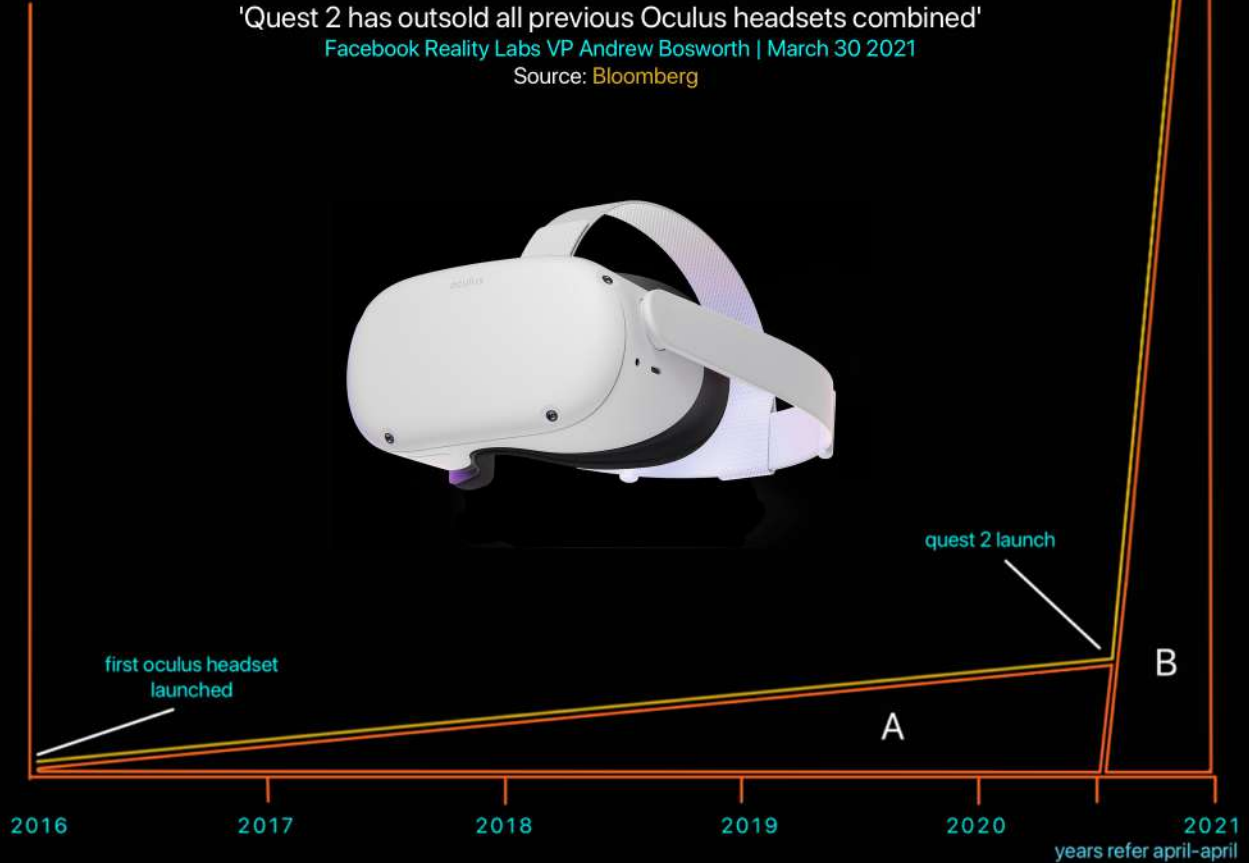
sales in millions  
(figures not released)

## VISUALISING THE QUEST 2 EFFECT

'Quest 2 has outsold all previous Oculus headsets combined'

Facebook Reality Labs VP Andrew Bosworth | March 30 2021

Source: Bloomberg



Methodology: The volume of triangle B (all Quest 2 sales) must be greater than the volume of triangle A (all previous Oculus sales averaged over time). The time period on the X-axis is known, creating the peak on the Y-axis.

**5 MILLION+**

Estimated Quest 2 sales.  
Official figures not released.

Source: Barron's

**1000%**

Game sales are up as much as  
ten-fold since Quest 2 launch

Source: Cloudhead Labs

**\$1.25 BILLION**

Latest valuation of gaming  
platform Rec Room Inc.

Source: Wall Street Journal

**\$180 MILLION**

Estimated revenue generated  
by a single title - Beat Saber

Source: RoadtoVR

**\$10 MILLION+**

Revenue earned by six Quest 2  
titles. 60 have earned \$1M+

Source: Facebook

**10 MILLION**

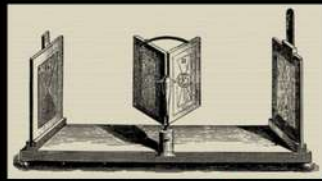
Facebook's sales target for  
the Quest 2 is 'on track'

Source: Facebook



# vr timeline

A brief history of VR from 1838 to the launch of the Quest 2 in 2020. Headset (HMD) development is in **green**, cameras in **yellow** and general in **blue**.



1838

**stereopsis**  
stereoscope



1935

**pygmalion's spectacles**  
sci-fi story



1956

**sensorama**  
vr booth



1968

**sword of damocles**  
first hmd



1989

1979

**vital helmet**  
military hmd



1985

**nasa view**  
astronaut simulator

**vpl research**  
first vr company



1991

**virtuality**  
vr arcade



1995

**virtual boy**  
gaming hmd



2010

**oculus rift prototype**



**facebook buys oculus**

2014



multi-camera rigs

**gopro jump**

2015

**gear vr cardboard**  
phone hmds



**standalone 5G glasses**

2025?



**quest 2**

2020



**quest**

2019

**insta360 pro 2**  
8K pro cameras



**standalone hmds go**

2018

**insta360 one x**  
5.7K cameras

tethered hmds  
**oculus rift htc vive psvr**

2016

**gear 360**  
4K cameras





# WTF DOES THAT MEAN?!

## GLOSSARY: KNOW YOUR DIORAMAS FROM YOUR PANCAKES!

**vr terms** | **3dof** (three degrees of freedom) restricted to following head movement like the Go **6dof** (six degrees of freedom) allows free movement with a 3D space, like the Quest 2 **UI** user interface **FFR** (fixed foveated rendering) a way to economise processing power by keeping hi-res in the centre of your vision and lo-res at the periphery without impacting on your ... **UX** user experience! **agency** the ability to act in and influence a vr environment **refresh rate** the higher the refresh rate, the smoother the visual experience. Quest 2 can now run at 120Hz **latency** the delay between your action and the headset's reaction **inside-out tracking** the method the Quest 2 uses to map your 3D space using in-built cameras **PCVR** vr tethered to a gaming pc, for example through the oculus link cable **air link** or wireless through a network **HMD** head mounted display i.e. a headset **FOV** field of view - the Quest 2 is 92° horizontal (compared to our 200° -220° in real life) **XR** cross-reality - industry term for anything vr & ... **AR** augmented reality **XP** experience **LBE** location-based entertainment eg vr arcade **sideload** just copying files to the headset **IP** an original game (from Intellectual Property) **devs** the developers - our heroes!

**gamer terms** | **FPS** first-person shooter **wave shooter** vr space invaders genre **rail shooter** from a fixed position **jump scare** cheap horror trope **NPC** non-playing character **spawn** the live creation of a game object **god-mode** turns the game into a ... **diorama** interactive miniature **DLC** downloadable content (game add-ons) **sandbox** open-world exploration **melee** close combat **bullet hell** subgenre of shoot 'em ups where it rains projectiles **non-euclidean geometry** in hyperbolic space, everything moves! **virtual beings** AI artificial people **squeakers** toxic kids **roguelike** derived from the seminal 1980 video game Rogue. A 2008 conference in Berlin defined it as turn-based, random dungeon generation, permadeath and hack-and-slash gameplay. Not to be confused with **roguelite** which can be summarised as 'procedural death labyrinths' **pancake** pejorative term for flat non-VR games **gunstock** 3D-printed weaponry that attaches to the controllers **PvP** player vs player **dojo** training area **asymmetric** VR player against non-VR player **cel-shading** cartoon graphic style **loadout** the weapons you choose to take into battle **f2p** free to play **SBM** skill-based matchmaking (for multiplayer fairness)

## PRIVACY: BIOMETRICS, ANTI-TRUST LAWS AND YOUR DATA

As you know, the Quest 2 **requires a facebook account**. This is currently being challenged in the courts in Germany for violating antitrust laws. See [here](#).

Remember that with inside-out tracking, **the information from the cameras seeing your room is sent to facebook**: 'When you set up the Oculus Guardian System we receive information about the play area that you have defined.' That information is unspecified.

Facebook also **collects biometric data on your physical features** like your height and hand size; your voice (if not disabled) and your location. For more information, see the Oculus legal documents [here](#).

According to a paper in the respected scientific journal Nature, a simple machine learning model can **identify participants from less than five minutes of tracking data** at above 95% accuracy. See [here](#).

You can **feedback** to Oculus about these or any other issues [here](#).



# recording vr

Want to make your own films? A decent kit now costs under US\$1,000 ...



**insta360 one x 2**  
**camera** | US\$430  
5.7K 30fps



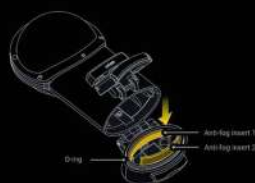
**zoom h3-vr**  
**audio** | US\$250  
spacial audio



**manfrotto tripod**  
**accessory** | US\$180  
reliability



**extended selfie stick**  
**accessory** | US\$40  
10ft telescopic stick  
for drone effect



**dive case**  
**accessory** | US\$80  
underwater to 45 meters

Or go pro ...



**insta360 pro 2**  
**camera** | US\$4,599  
8K 30fps

# editing vr

You can do it on a phone, I use a mac



**mac book pro**  
**laptop** | varies  
OSX 10.14+



**insta360 studio 2020**  
**app** | free  
stitching | v3.5.4



**final cut pro X**  
**app** | varies  
editing | v10.4.9



**↑**  
**USB-C  
1 METRE  
METAL  
CABLE \$4**

**SYNCH IT DEEP IN-EAR PHONES  
\$20**

**AMVR HEAD BACK PADDING  
\$17**

**↘**  
**BONAI 5800mAh  
POWERBANK \$23**

**VR COVER FACIAL INTERFACE \$35**  
**↘**



# PIMP YOUR QUEST 2!

**MICROFIBRE LENS CLOTH**

**LENS PROTECTOR**

**KIT BAGS**

**SWEATBAND**



**WARNING! DON'T BUY THE OCULUS ELITE STRAP! IT BREAKS.**



FREE!

**GIBBY'S GUIDE TO VIRTUAL REALITY!**  
FOR THE OCULUS QUEST 2

the future and beyond

IT'S YOUR BEST! | BEST CHALLENGE CUP #2  
**108 FREE EXPERIENCES!**  
 31 FREE FULL GAMES & APPS! | 29 FREE GAME DEMOS! | 48 FREE FILMS & ANIMATIONS!

EVERYBODY'S REPRESENTED! FAIRLY SIMPLE THING IN THIS FORM IS FREE TO INSTALL. KEEP ANY!

RANKED!

**GIBBY'S GUIDE TO VIRTUAL REALITY!**  
FOR THE OCULUS QUEST 2

the future and beyond

IT'S YOUR BEST! | BEST CHALLENGE CUP #2  
**BEST OF THE QUEST!**  
 96 RECOMMENDED GAMES & APPS! | 72 FILMS & ANIMATIONS! | 84 ORIGINAL REVIEWS!

PLUS: BEGINNER'S GUIDE! | GLOSSARY! | HISTORY OF VR! | NEW TITLES! | APP LAB! | VICE

FITNESS!

**GIBBY'S GUIDE TO VIRTUAL REALITY!**  
FOR THE OCULUS QUEST 2

the future and beyond

IT'S YOUR BEST! | BEST CHALLENGE CUP #2  
**BEST OF THE QUEST!**  
 96 RECOMMENDED GAMES & APPS! | 72 FILMS & ANIMATIONS! | 84 ORIGINAL REVIEWS!

PLUS: BEGINNER'S GUIDE! | GLOSSARY! | HISTORY OF VR! | NEW TITLES! | APP LAB! | VICE

GET THE LATEST ISSUE!

- A FREE GUIDE TO THE OCULUS QUEST 2!
- FULLY UPDATED EVERY THREE WEEKS!
- EXCLUSIVE INTERVIEWS, NEWS & REVIEWS!
- INDEPENDENT AND NON-AFFILIATED!

APP LAB SPECIAL!

**GIBBY'S GUIDE TO VIRTUAL REALITY!**  
FOR THE OCULUS QUEST 2

the future and beyond

IT'S YOUR BEST! | BEST CHALLENGE CUP #2  
**APP LAB SPECIAL! \$750!**  
 (SPECIAL)

HAND TRACKING!

**GIBBY'S GUIDE TO VIRTUAL REALITY!**  
FOR THE OCULUS QUEST 2

the future and beyond

IT'S YOUR BEST! | BEST CHALLENGE CUP #2  
**APP LAB SPECIAL! \$750!**  
 (SPECIAL)

**GIBBY'S GUIDE TO VIRTUAL REALITY!**  
FOR THE OCULUS QUEST 2

30,000 DOWNLOADS!

**100+** ORIGINAL REVIEWS OF GAMES, FILMS AND ANIMATIONS!  
 UNBIASED AND INDEPENDENT - I PAY FOR ALL APPS!

VIRTUAL OLYMPICS!

**GIBBY'S GUIDE TO VIRTUAL REALITY!**  
FOR THE OCULUS QUEST 2

the future and beyond

IT'S YOUR BEST! | BEST CHALLENGE CUP #2  
**40 OF 25 OLYMPICS!**

MAKING MUSIC!

**GIBBY'S GUIDE TO VIRTUAL REALITY!**  
FOR THE OCULUS QUEST 2

the future and beyond

IT'S YOUR BEST! | BEST CHALLENGE CUP #2  
**40 OF 25 OLYMPICS!**

**CRASHLAND!** THE TOUGHEST GAME IN VR? MEET THE DEV LLYR AP CENYDD!

PLUS! BEGINNER'S GUIDE! | VR HISTORY! | OVER 200 FEATURED TITLES! | TOP 100 GAMES RANKED!

CHALLENGE CUP!

**GIBBY'S GUIDE TO VIRTUAL REALITY!**  
FOR THE OCULUS QUEST 2

the future and beyond

IT'S YOUR BEST! | BEST CHALLENGE CUP #2  
**WIN \$100!**

LAUNCH ISSUE!

**GIBBY'S GUIDE TO VIRTUAL REALITY!**  
FOR THE OCULUS QUEST 2

the future and beyond

IT'S YOUR BEST! | BEST CHALLENGE CUP #2  
**WIN \$100!**



◦ ... I'LL GET A BUZZ - AND YOU'LL GET THE LATEST ISSUE IN YOUR INBOX AUTOMATICALLY!



# THANK YOU!

## 'LOVE IT!' 'EPIC!'

*'I've never seen a more complete document about VR before!'*

## 'BRILLIANT GUIDE!' 'A BIG HELP!'

*'It's absolutely amazing. I love to see clear up-to-date guides that work for everyone'*

## 'A+!' 'VERY COOL!' 'GREAT JOB!'

*'I love it. So comprehensive and saves me hours of looking all this shit up myself!'*

## 'SENSATIONAL!' 'AWESOME!'

*'Your guide has finally convinced me to pull the trigger and buy a Quest 2'*

## 'EXCELLENT RESOURCE!'

*'You have done a great service to many in the community'*

## 'FANTASTIC WORK!'

*'This will help many, many people to dive into VR!'*

I'm as passionate about VR as when I first dived in in 2016. After all, it's not every day that a completely new medium - a new art form - comes along in your lifetime. Find me at [gibby@gibbysguide.org](mailto:gibby@gibbysguide.org)

**Feedback!** Please send me yours and any corrections and suggestions to my reddit: [u/uncledefender](https://www.reddit.com/u/uncledefender)

this is a **BS**-free zone!



MADE IN BRAZIL