

# GIBBY'S GUIDE TO THE QUEST 2!

1ST ANNIVERSARY EDITION!

EXCLUSIVE! NEW MULTIPLAYER LIFE DRAWING APP **GESTURE VR** REVEALED! | PLUS! LATEST PODCAST!

V114 | JAN/FEB 2022 | A FREE ALTERNATIVE VR ZINE!

# QUILLUS TRATORS!

MEET THE DEVS! NICK LADD TALES FROM SODA ISLAND! YONATAN TAL LIFETIME ACHIEVEMENT!

ANIMATIONS SPECIAL!



80,000  
DOWNLOADS!

PLUS! BEGINNER'S GUIDE! | 50+ FILM & ANIMATION REVIEWS! | TOP 100+ GAMES RANKED AND REVIEWED!

**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?**

GAMES



FILMS & ANIMATIONS!

17

QUILLUSTRATORS!

47

GAMES & APPS!

100

GETTING STARTED!

KEY!



hand tracking



perfect for seated



best in roomscale



roomscale essential



adventure



fitness



puzzle



creator tool



sports game



meditation



ar passthrough



possible motion sickness

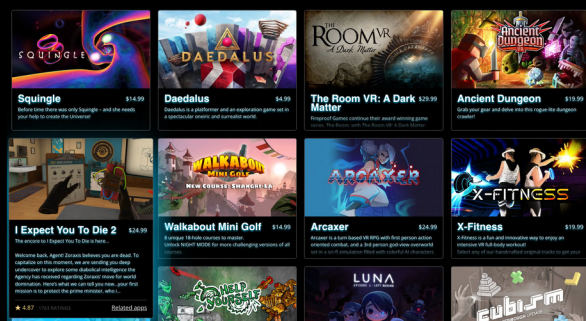
# GET ANIMATED!

## ALL QUEST APPS!

### A ONE-STOP SHOP!

AllQuestApps.com gathers every title from the official store and *and* the 700+ published on App Lab. It's fully searchable & ordered by user ratings.

*\* this is not an ad, I just like it!*



## MEET THE DEVS!

Meet the **quillustrators**! Some of the best content on the Quest are animations. Here's Studio Syro's Nick Ladd, makers of seminal VR series **tales from soda island** and Yonatan Tal from Parade Animation who celebrates a **lifetime achievement**!

## PODCAST!

Listen to Ep 4 'Go On Nick's Pop Trip & Feel Yonatan's Motherly Love!' Find it on Apple Podcasts & Spotify!



## FREE STUFF!



Check out v12 of the guide for 132 free & quality experiences to install right now! There's a list of the best 72 free games & demos plus 48 films and animations!

## RANKED!



Look out for these guarantees of fresh, quality ingredients - according to me!

## 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 700 apps and counting. Go [here](#).

## SIDEQUEST!

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

## WHY 'ALTERNATIVE'?

A handful of games are pushed hard and dominate a lot of VR space. I like to make positive recommendations of the stuff I like and look beyond the best-sellers. It all comes down to personal choice in the end - each to their own! All the titles in this guide are native to Quest 2, no PC required!  
[gibby@gibbysguide.org](mailto:gibby@gibbysguide.org)

# NEW FOR QUEST 2!

click the icons to go to the experiences!

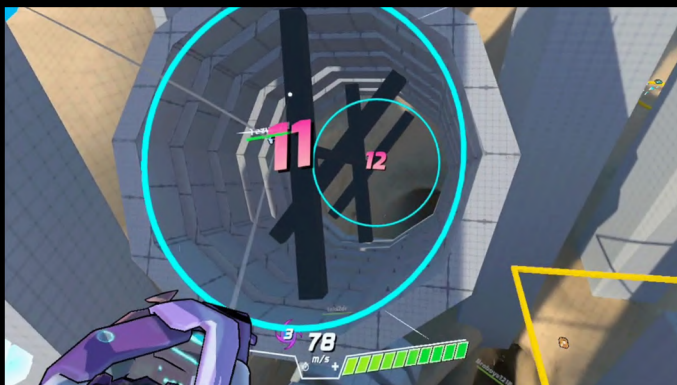
lost recipes cultural cuisine!



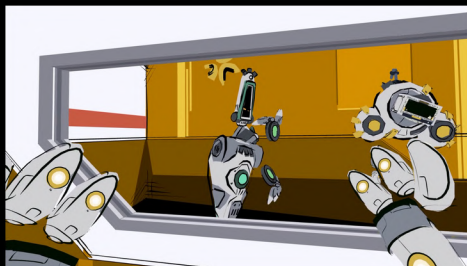
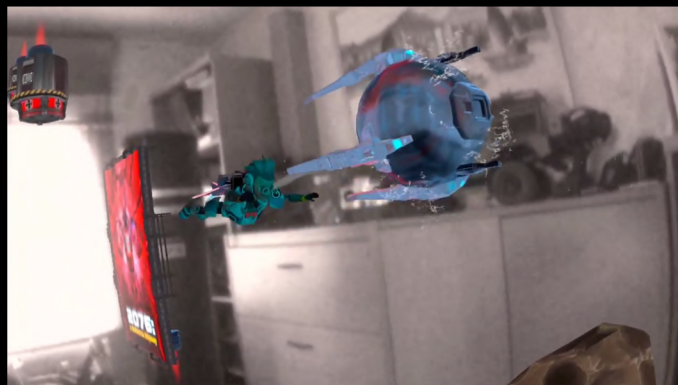
ultrawings 2 welcome back, pilot!



atmos arena multiplayer grapple demo!



2076 midway multiverse passthrough demo!



above unbinary ... dead second ... extra large playspace vr minigames ...

below namoo ... iron guard ... somewhere ... stunt track builder ... downside up ...



# COMING IN 2022!

click the icons to watch **teaser videos!**

**saints and sinners: chapter 2** retribution!



**little cities** world builder!



**requisition** zombie survival!



**green hell vr** amazonian survival!



**moss: book II** tbc for quest 2



**soul of kaeru** ...



**ultimechs** ...



**gesture vr** ...



**cities vr** ...



# COMING IN 2022!

click the icons to watch **teaser videos!**

**wanderer** time travelling! *tbc native quest*



**the last clockwinder** solo co-op puzzler!



**tentacular** you are an octopus!



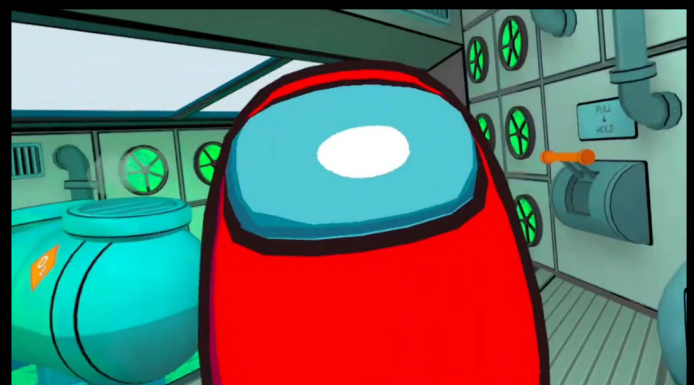
**the atlas mystery** theatre escape room!



**the last worker** survival at amazon!



**among us** find the imposters!



**woorld** global exploring!



**vermillion** art plunge!



**FILMS &  
ANIMATIONS!**





# RANKED!

## FILMS & ANIMATIONS!



# interactive animations!

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

one!



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

two!



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

three!



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

four!



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

five!



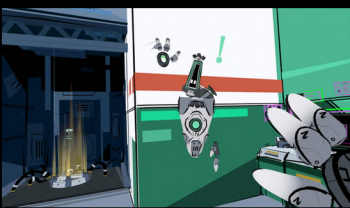
**baba yaga** 🏠 🤝  
**app** | \$6  
protect the forest! 22m

six!



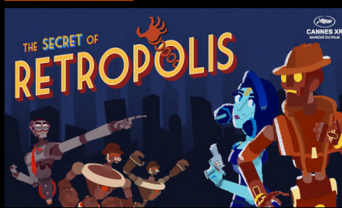
**timeboat** 🏠  
**in app** | \$12  
'the under presents' 30m

seven! new!



**unbinary** 🚗  
**app** | US\$15  
quill puzzle adventure 3hrs

eight!



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

nine!



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

ten!



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

eleven!



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

twelve!



**luna: episode one** 🚗  
**app lab** | free demo  
droid protects girl 10m

# quillustrations!

VR Animation Player (the re-branded name for Quill Theater) is integrated into Oculus TV. It has immersive playback for films and you can toggle between any artist-defined angles for illustrations.



Open this app and search for these titles



**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



**5 - the school trip**  
**studio syro** | free  
there's magic in the water!  
12m



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



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



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



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



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



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

# animations archive

2021  
2019

A selection of the best content over the past six years ...

2021



**namoo**  
**oculus tv** | free  
the tree of life 12m



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



**nightmara: episode one**  
**vr animation player** | free  
eaten your peas, Ned? 7m

2020



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



**saturnism**  
**veer** | free  
Goya's hideous child-eatin  
vision brought to life 4m



**the beast**  
**vr animation player** | free  
I dreamt of nothing but the  
mountain 5m

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



**black bag**  
**veer** | free  
Chinese heist 13m



**passenger**  
**veer** | free  
stop-motion about arriving  
at a new foreign home 10m



**cesare's dream**  
**youtube vr** | free  
the cabinet of dr caligare  
- what is reality? 6m

# animations archive

2018  
2015

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



**isle of dogs**  
**youtube vr** | free  
stop motion studio 6m

2017



**the dream collector**  
**veer** | free  
an old man and his dog 13m



**las meninas**  
**veer** | free  
inside the masterpiece of  
Diego Velázquez 6m



**a bar at foiles-bergère**  
**veer** | free  
beautiful passage into  
Manet's last major work 6m

2016



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



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



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

2015



**the night cafe**  
**sidequest** | free  
interactive van Gogh! 5m



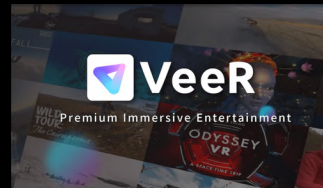
**the butcher**  
**youtube vr** | free  
run, rabbit, run! 2m

# film archive

2021  
2019



YouTube VR



Download these apps. Swivel chair and headphones for best viewing pleasure! Resolution may be found wanting in older titles! Film festivals see [xrmust.com](http://xrmust.com).

2022



**home planet**  
**felix & paul** | free  
one-take Earth orbit *8m*



**the iss experience**  
**felix & paul** | US\$3  
episode III: unite *35m*

2021



**tokyo origami**  
**oculus tv** | free  
eight tales from Japan



**the iss experience**  
**felix & paul** | US\$3  
episode II: advance *33m*



**surviving 9/11**  
**oculus tv** | free  
reconstructed in VR *20m*



**the iss experience**  
**felix & paul** | US\$3  
episode I: adapt *28m*

2020



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



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

2019



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

\* **youtube vr** app limits resolution. Watch on **wolvic** (formerly Firefox Reality).  
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 wolvic.

# film archive

2019  
-  
2018

2019



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



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



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



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



**gorillapalooza**  
within | free  
hang out with mountain gorillas in Rwanda 6m



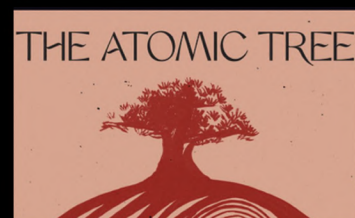
**dive blue planet vr**  
youtube vr | free  
incredible guided dive with octopus 9m



**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**  
within | free  
400-year-old bonsai that survived Hiroshima 10m

2018



**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

# 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

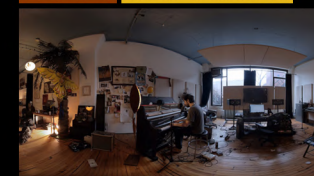
youtube vr | free  
WWII dunkirk 1940 4m



## 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



**COVER FEATURE**

**TALES OF  
SODA ISLAND**



**FIZZING WITH LIFE!**

## MEET THE DEV! NICK LADD

Tales From Soda Island is Studio Syro's seminal VR animation series

# COOKING UP MAGIC!

It's an odd paradox, says Canadian artist Nick Ladd, that working in virtual reality is actually a throwback to the old days.

'The more advanced technology has got, the more low tech it feels. 3D animation sterilises everything and VR brings a certain hand made quality back,' he says.

'In VR you are composing frame by frame like a stop motion and you get that sense of what has been lost. You get the imperfections and the artist's hand and I think that's why VR art has taken off like it has,' says Nick.

The 28-year-old from Montreal is one of the first generation of *quill* illustrators, animators who use the Quill app to weave their magic from inside a headset.

Quill is a VR painting software that gives artists an unprecedented level of control to draw and animate in a 3D virtual environment. 'You have the world around you as a canvas,' he explains.

### THE STORY OF QUILL ...

Quill is a tool to make animations within VR created for Oculus Rift by Pixar illustrator Iñigo Quilez during a 48-hour hackathon in 2015.

Works created in Quill have been shown at the Venice and at Sundance film festivals and used to make interactive experiences like *The Secret of Retropolis & Unbinary* (released last week).

Last year Oculus announced it would no longer support the app (not available for the Quest) and handed it back to Quilez and his new company Smoothstep.



## 'A surreal adventure on a magical musical island'

Nick has produced his own short, *Four Stories*, worked on the Oscar-nominated Baobab Studios film *Namoo* and is one of the co-founders of Studio Syro, makers of the outstanding *Tales From Soda Island*.

All are available to watch for free on Quest's pre-loaded VR Animation Player.

Founded in January 2020, Studio Syro is an international group of artists who began by making music videos before taking on the seminal VR series. They have never seen each other in person.

'I haven't met anybody that I've worked with. We kind of pandemic-proofed ourself by accident by making a virtual international company', he says.

'*Tales from Soda island* is a surreal adventure that takes place on a magical musical island, it's very colourful and each episode is a different tale,' says Nick.

They mapped out the first few episodes, he says, and began experimenting.

The series has no dialogue and relies on visuals and sound clues. VR is a whole new way of storytelling, not just from the creation aspect but also in the edit.

'We're trying figure out the sweet spot. How many camera cuts is too many camera cuts? On *The Multiverse Bakery*, our first film, it was basically one shot.

'But then as we went on we got a little bit experimental, so in *The Quantum Race* we have cuts all the time because it's a fast-paced race. But then going back after that we toned thing back down and and are sort of finding a middle ground,' says Nick.



*Tales of Soda Island* is cool, funny, and keenly observed. The five-part (so far) series takes you on a crazy journey from a magical baker cooking with lightening bolts and acorns to the molecular deconstruction of a sub-atomic race track. And there's farting frogs.

On the flip side, perhaps the best episode in a tough field is *The Golden Record*. It's a dark dystopian tale that tells the story of a wage-slave ant who lives in the oppressive Megacolony. It's the closest the series gets to being political but pulls back with an uplifting crescendo.

Each episode also has extra content like the *Sodex*, an illustrated book that tells you about the characters.

## 'The beavers are colour-blind so they are really bad at their job of sweetening the Soda'

'We love our weird characters and they are super fun to animate. 'The Committee' includes a bear that does the catering and there's a guy who is the king of the village. The beavers are colour-blind so they are really bad at their job of sweetening the Soda.

'In one episode there's a water bear, one of those microscopic creatures, and if you look closely he is doing his taxes.

'There's a creature made of atoms that comes out of the swamp in *The Neon Jungle* and moves to the beat of the song - he's just a weird looking thing,' says Nick.



And then there's the Silence, a mysterious amorphous black blob that appears in all the episodes. Nick promises that the upcoming episode, the follow up to *The School Trip*, will focus on resolving his story.

'We do have a form of conclusion to Soda Island because we want to have some closure on the stories that we've set up, but we have ideas of how we can continue to expand. There are infinite stories that can be told on Soda Island. We could keep going forever,' he says.

The Studio has discussed the idea of making Soda Island games, but for now they are sticking to films.

## THE MULTIVERSE BAKERY



'The first episode is about a baker trying to create a *mapple* pie from scratch. He's trying to gather the ingredients from this multiverse that he's created to make something as simple as a pie. The materials that he is gathering are so astronomically complex it's like rocket science.

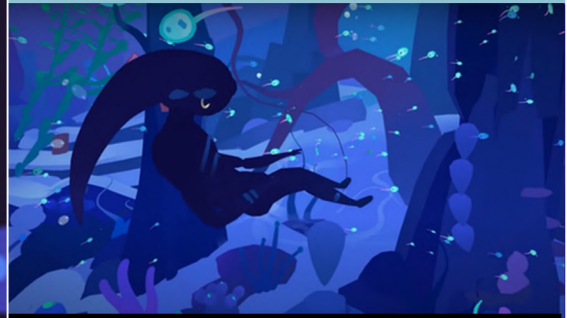
This episode was extremely important because *The Multiverse Bakery* is basically one shot throughout the entire episode. The viewer is static.

**'You feel like you've been touched by a little bit of magic'**

So the trick was to evolve the set so it could shift and change over time. We don't change environments but it is the environment itself that changes. It's almost like a theatre play that takes place in front of you. You feel that you've been touched by a little bit of magic.'

**Extras!** 'Sodex Vol I', 'Set Exploration: Multiverse Bakery' & 'How To Make A Bakery'

## THE NEON JUNGLE



'*The Neon Jungle* is the one where we decided to experiment with the cameras. We wanted to take viewer on a journey across the island.

You go through the jungle, you go underwater and you go into the sky by following a character that is delivering a package - the box that contains the pie.

**'We were putting sound cues on every single footsteps'**

The sets are really beautiful, super colourful. We had one music artist working with us on that episode, Joe (RefraQ) and he is one of the original Soda Island composers.

We have a main track and then spatialised sound effects which help guide the viewer to where they should be looking. We went extremely precise with those sound effects. We were putting cues on every single footsteps.'

**Extras!** 'Sodex Vol II', 'Set Exploration: Soda Island Biomes' & 'Map of Soda Island'

## THE QUANTUM RACE



'*The Quantum Race* follows a high speed race through the quantum realm of Soda Island, featuring various characters from all across the island.

There are a lot of roller coasters in VR out there, but I think the best one is maybe *The Quantum Race*. It feels like you are going on a theme park ride. It's high octane action.

**'This isn't a race car, it's a piano!'**

I thought it was going to be a Star Wars-style pod race. But then we kept getting designs from the creative director Funi and we were like 'Funi, this isn't a race car it's a piano!'

The cars are crazy, there's a petri dish, a paper aeroplane, you got a hamster wheel ... there's even one that looks like an Oculus controller! It's really a fun one that's just exciting to watch, with a change of pace for the music'

**Extras!** 'Sodex Vol III', 'Set Exploration: Quantum Race Areas' & 'Garage'

## THE GOLDEN RECORD



'It was exciting to bring a little bit of the Earth to the island and contextualise it in a different way.

It's about an ant who works in this dystopian society in a bleak depressing world that finds solace in an artefact that he finds that comes from space and crashes on Soda Island. It's the golden record from the Voyager probe.

It's discovered by an ant who has never experienced music and he realises that there's more to life than work.

**'I'm sure Carl Sagan would have loved it'**

We didn't want to make it so dark that it was going to alienate the whole audience but we also wanted the message to be clear. It was hard to strike that balance.

I'm sure Carl Sagan would have loved it. It's a timeless piece, a small cosmic journey through our Solar System'

**Extras!** 'Sodex Vol IV', 'Set Exploration: Ant Megacolony' & 'Voyager'

## THE SCHOOL TRIP



This was an episode where we tried to go back to our roots and take people on an adventure. We wanted our character to be a bubble that you follow through the Soda production process so that you can finally discover how Soda Island got its name.

### 'Carbonated by a bunch of farting singing frogs'

The bubble gets sucked out of the ocean by the Wave Eater - an anteater with a bottle for a belly - and gets carried through the desert, carbonated by a bunch of farting singing frogs, flavoured by some beavers, sweetened by hummingbirds in a crystal cavern and from there it gets bottled.

The twist is that this entire thing has been happening on a miniature display. So it goes on this incredible journey and then it cuts to a vending machine in The Sodian Natural Science and History museum.'

**Extras!** 'Sodex Vol V', 'Set Exploration: Soda Production' & 'Soda Commercial'

## SODEX VOLUMES I-V

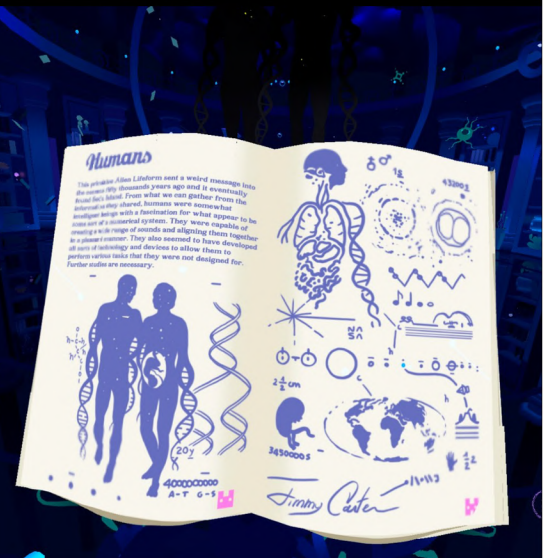
### 'Silence'



### 'The Committee'



### 'Humans'



Funnily enough the original concept of Nick's first film, *Four Stories*, was as a multiplayer but he nevertheless achieved an experience unique in VR storytelling.

'It takes place around an apartment building and in each unit there is a different story being told. If you follow one story you see an alien invasion, if you look at another you are seeing a mother trying to put her son to bed ... you can watch the story four times.

'It's best seen in roomscale as it uses the playspace in a unique way. I've never seen another VR experience really take advantage of that,' he says.

Despite being busy with all these projects, for years Nick has quietly been working on 'something I wanted to see in the world so it's something I decided to make.'

That's the app *Gesture VR*, a multiplayer life drawing game, expected to be released sometime in 2022 .

'I wanted to create an app where you can have life drawing classes from the comfort of your own home.

'It is less about drawing in 3D and more about drawing on a canvas paper. The objective is to draw the model that is in front of you.

'We have over 100 poses taken from the scans of real life models. You adjust the light, the orientation and the length of the poses, it's really about replicating the life drawing experience more than anything else,' he says.

And with that he begins to seed the next generation of Soda Island illustrators.



**'Gesture VR is a multiplayer life drawing game'**



**New podcast!**

**'Go On Nick's Pop Trip & Feel Yonatan's Motherly Love'**

**Subscribe on Apple Podcasts or Spotify!**







LIFETIME  
ACHIEVEMENT

**MEET THE DEV! YONATAN TAL**

# MOTHERLY LOVE!

**Parade Animation is a VR studio that leans on classic traditions**

'When I was a kid I really loved Looney Tunes,' says animator Yonatan Tal. 'I was obsessed with Space Jam! I had all the plushies and I would copy the drawings and make my own stories.'

That childhood awe with the wacky Michael Jordan vehicle and his cast featuring Bugs Bunny and Daffy Duck would eventually lead a course at CalArts in Los Angeles. It was in his final year when he was introduced to VR.

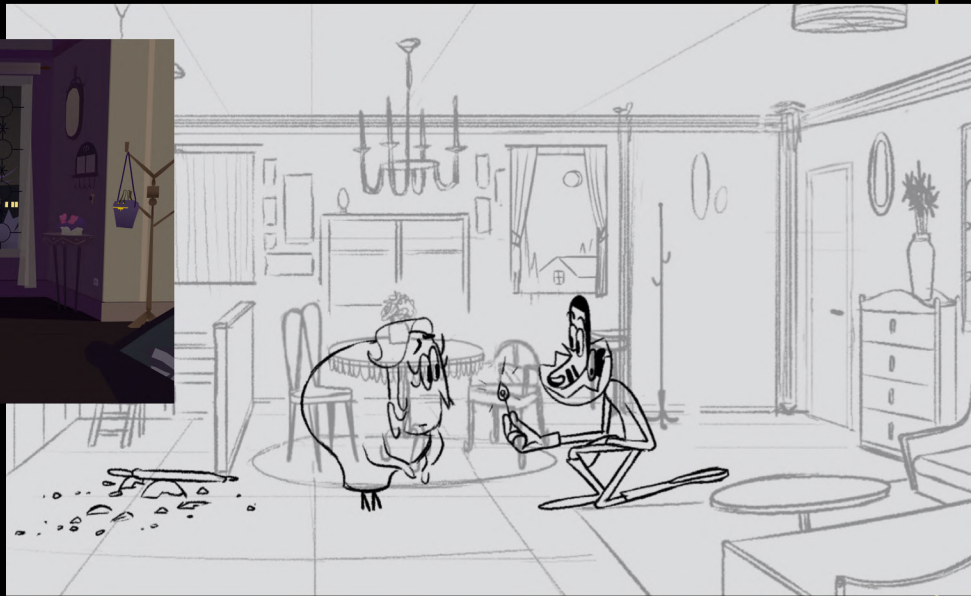
'My brain reacted to it in a very strong way and my intuition was on fire. It was like 'This is your future, this is your calling. Go go go!''

After a stint at Disney, he 'jumped into the void' and created Parade Animation. Their first film, Lifetime Achievement, was made with a virtual team in the teeth of the pandemic.

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.

It 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?

'The main character is called Albert, he's a fashion designer and he has achieved everything in his career so far. He has a gigantic boutique and the most amazing facilities. And he has an earring that allows him to teleport from one place to another.

'People say he is my alter ego. He's my very eccentric side, and fully invested in his career. He's more talented than me!' laughs Yonatan.

'The film is very out there, very whimsical, very colourful but at the core it is based on personal experience and I try in everything I do to draw from my own experiences and things that I'm moved by,' he says.

Does he indeed do everything for his mother? 'I try! We have a very special connection and I am fully a mummy's boy,' he jokes.

At the outset of the film Albert is a whizz of activity and Yonatan plays with his skills as a director.

'The idea was that the audience will never lose the story if they never lose Albert. Albert is always in the scene and should always be the most interesting thing unless he looks at something else and he is passive and you know to look.

'I've seen some experiences where if you look away everything stops. For me this is not the way to go.

**'it is designed to give you a lush, almost womb-like experience'**

'The experience that you have in a movie theatre is very specific. It is designed to give you a sense of a lush, almost womb-like experience.

'Cinema also has a lot of techniques to guide you through a narrative. And I think all those things are still unexplored territory in VR before you go and add an interactive element to it,' he says.



His choice of name for his studio is a nod to the flamboyance of the Pride Parades, the vast outdoor events celebrating LGBTQ lifestyle and achievements.

'It was definitely a big thing that I wanted to put at the forefront of who we are and what we do. I think that there is so little representation of LGBTQ characters in animation.

'Animation is perceived as a kid's thing and kids should not be exposed to things that have to do with sex, if I can quote some of the executives in my history. It's not about who you have sex with, it's about who you love, and this is something that kids know very well,' he says.

For the behind-the-scenes video for Lifetime Achievement, Yonatan taught himself to make his own outrageous costume.

'I bought myself a sewing machine and I went to the fashion district in LA. I literally knew nothing about sewing and I taught myself using youtube videos.

'For maybe a week and a half all I did was that. I turned my apartment into a fashion studio and I created my own suit!

## 'there is so little representation of LGBTQ characters in animation'

'It's like a calling card for Parade, I just wanted to convey the vibe of who we are,' he says.

After returning last year to his home in Israel after an eight-year stint in LA, Yonatan is looking ahead to the next steps in his venture.

'I'm always looking for what's going on in the VR slash metaverse scene. It's very important for me to always stay relevant.

'I love traditional animation but on top of that I really love the combination of art and technology,' he says. 'Narrative is the thing I'm passionate about the most, so there's gonna be more.'

**'Go On Nick's Pop Trip & Feel Yonatan's Motherly Love'**

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# REVIEWED!

## FILMS & ANIMATIONS!





# 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.



## Luna: Episode 1 | 25m

*'Hello. I'm not going to hurt you'*  
*'Do you promise?'*  
*'I promise'*

Using speech recognition, this is the first interactive animation where you can actually talk to the characters. You are a small commercial droid trying to help a little girl who has just let out a scream at your very presence.

There's been an AI apocalypse and the machines have turned on their creators. Dark and moody, 'Left Behind' is a short demo of a full interactive episode.

Solo developer Charuvit Wannissorn promises that young characters will learn and base their ideologies on what you think and say. Intriguing.

## 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?

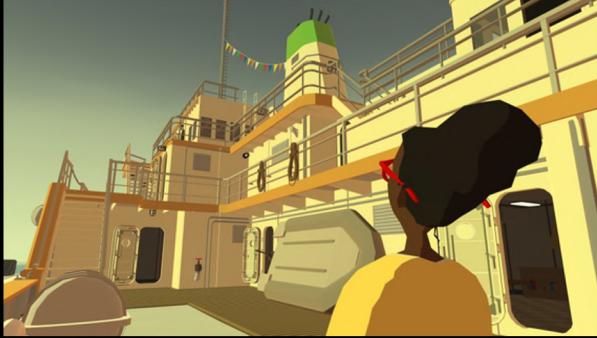
## The Line | 20m

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.



# even more interactive!



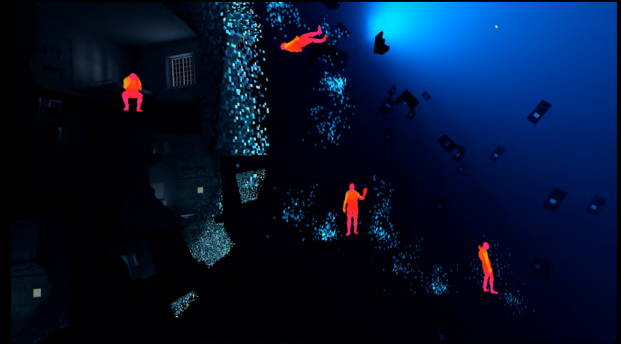
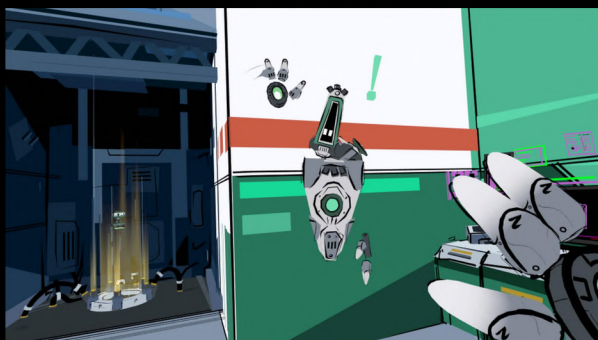
## The Secret of Retropolis | 1hr

'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.

## Unbinary | 3hrs

A sarcastic AI leads you on a hand-painted puzzle adventure. Donning one of three masks alters the way you interact in this gem from Brazilian indie studio Ludact. Cartoon climbing is fun! Opção de voz em português ;)



# quillustrations!

meet the dev!



## 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?



meet the dev!



## Tales From Soda Island | 55m

An astonishing series of five 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*. In *A Golden Record* a worker ant breaks free with the help of surprise find, and there's magic in the water on *The School Trip*.

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

## Four Stories | 4 x 3m

An quartet of simultaneous tales set on the upper floors of an apartment building - four stories - by Canadian *quillustator* Nick Ladd. Highly original and voyeuristic, it's only three minutes long - but the genius is that you can watch it four times over.



# more animations!



## Ayahuasca Kosmik Journey | 18m

Director Jan Kounen'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?'



# even more art animations!



## A Bar at Folies-Bergère | 5m

*'Suzon, your gaze goes much deeper ...almost as if it is the reflection of the person observing you',* says the imagined narration of Édouard Manet, admiring the barmaid at the *Folies-Bergère*.

When his panting was unveiled in 1882 it disturbed the Parisians due to its imprecise perspectives. Here we are transported inside the work, first from the view of smitten Manet and then from Suzon herself, looking out on the nightclub of ladies with fans and gentlemen in top hats.

With the laughter of the patrons and the musical score bringing the painting alive, the enigma remains: 'What is Suzon thinking about?'



## Las Meninas | 6m

Commissioned by Spain's King Philip IV, 'Las Meninas' ('The Girls') is a masterpiece from 1656, a play between illusion and reality. The artist Diego Velázquez stares at us from behind his easel and it is with his words that we are projected behind the curtain and into the canvas.

He teases us with the mystery of what he is actually painting. Is it the ladies-in-waiting? Is it the King's daughter? Is it her 'little men of pleasure', the dwarves who are always at her side? Is it the Royal couple, reflected in a mirror?

Or is it Velázquez himself, painting the painting? *'Everything that we see with our real eyes is, for me, nothing other than a dream and a farce'*.

## The Night Café | 5m

Hang out with Vincent as he tugs on his pipe in an imagined back room inside his painting *The Night Café*. From the Sunflowers on the piano and his simple functional chair to the *Starry Night* outside the window, this is a loving tribute.



# animations on life!



## Namoo | 12m

An Oscar-nominated short from Baobab Studios, *Namoo* (meaning tree in Korean) is the story of one life from birth to death set on a single stage scene.

The tree stores all the memories and things collected during a lifetime, from a toy bunny to a bike, a paintbrush to a book of poems.

Starting off as a sapling, growing roots and spreading skywards, the tree remains as the ever-present and evolving backdrop to the tale, as the protagonist grows up, falls in love, and finally reaches old age.

Hand drawn in Quill and written by Erick Oh, *Namoo* is poignant, reflective and affecting.



## The Dream Collector | 12m

An anonymous figure on a bridge. A guitar hurled into the abyss. An old man and his dog, living under amongst the rubbish under the motorway: the dream collector.

Written and directed by Mi Li, this uplifting whimsical tale follows the humble handyman as he fixes the discarded *bric-a-brac* of life and sends it through a mysterious carousel.

There's a deflated football and a old baseball glove, all lovingly restored to their former glory.

With the sound of the tinkling bell of his pet companion, he goes about his business come rain or shine until winter sets in. Where do all his items go?

## Black Bag | 12m

A Chinese heist directed by Shao Qing in a hand painted style, *Black Bag* takes you on a trip of perspective travelling in this abstract and intense silent thriller. A downtrodden bank employee pulls off a daring raid.





# space films!



## The ISS Experience: Pt III | 35m

Everything about the ISS experience is eye-popping. In collaboration with NASA, it's the largest production ever filmed in space and shot over two years.

The cameras were specifically designed to capture 8K 3D-360 images both inside the station and in outer space, designed to be remotely controlled from Earth.

'Unite' is the third of the four-part series aboard the international space station from Emmy award-winning Felix & Paul Studios.

This episode explores the friendship between the astronauts 400kms from Earth, from throwing American footballs in zero gravity to a performance of an *ad hoc* mouthorgan orchestra.



A year is a long time in space (the average length of a mission) and the camaraderie is crucial.

Some of the optics are gloriously incongruous. In one mind-bending scene there's a game of racquet ball going on with a liquid globule being batted back and forth while someone in the background is running on a treadmill - horizontally.

One of the best things about the series is the amazing surround sound from Headspace studios, but the awe-inspiring images of the Earth from above never grow old.

As the ISS orbits at speed around the Earth there are are humbling observations from a life-changing perspective: 'The Sahara is my favourite transition. It's so quick the way it changes from barren into rainforest.'

Life is a series of hellos and goodbyes and it's no different for the international group of eight astronauts. When the time comes for some to return to the 'little blue dot', it's hugs, tears and teddy bears. Epic.

## Home Planet | 8m

An eight minute orbit of the Earth, all one shot, taken from the Cupola of the International Space Station. It's a simple as it is profound.



# 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 a 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, seen 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!

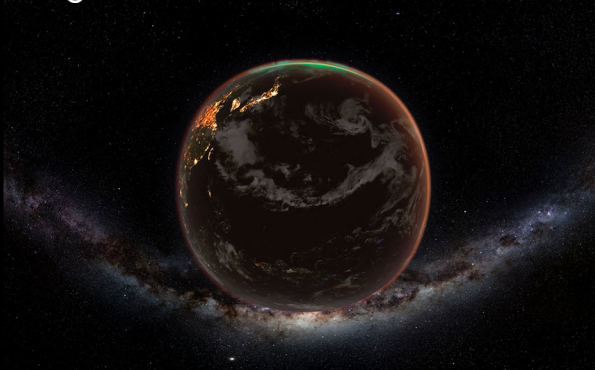


## Space Explorers: A New Dawn | 19m

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.



**GAMES &  
APPS!**



# RANKED! GAMES & APPS!





# best of the quest!

Here's my ever-changing *personal* favourite 100 games - ranked for fun!

one!



**song in the smoke** 🟢 🚗  
app | \$30  
soul, spirit, survival

two!



**pistol whip** 🏠 ❤️  
app | \$30  
shoot to the beat in a cinematic bullet hell!

three!



**audio trip** 🏠 ❤️  
app | \$20  
rave to quality tunes with top-class choreography!

four!



**red matter** 🟢  
app | \$25  
surreal & spectacular sci-fi adventure in space

five!



**the climb 2** ❤️ 🟢 🎯  
app | \$30  
epic free solo climbing - now with skyscrapers!

six!



**down the rabbit hole** 🟢 🚗  
app | \$20  
gorgeous alice in wonderland prequel!

seven!



**the room vr** 🟢 🚗  
app | \$30  
detective mystery!

eight!



**moss** 🟢 🚗  
app | \$30  
magical mouse diorama!

nine!



**crashland** 🏠  
app | \$20  
aaaaarrrrrrggggghhhh!

ten! multiplayer!



**blaston** 🏠 ❤️ 🎮  
app | \$20  
duelling AI or randoms!

eleven! multiplayer!



**eleven table tennis** 🏠 🎮  
app | \$20  
AI ping & multiplayer pong!

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 **new!**



**ultrawings 2** 🎮 🚗

**app** | \$25

welcome back, pilot!

fourteen **multi!**



**real vr fishing** 🎮 🎮 🎮

**app** | \$20 (+\$12 dlc)

now fish in the US west!

fifteen



**i expect you to die 2** 🎮 🧩

**app** | \$20

welcome back, agent!

sixteen



**phantom: covert ops** 🎮 🚗

**app** | \$30

stealth kayaking?! oh, yeah!

seventeen



**superhot vr** 🏠 ❤️

**app** | free demo | \$25

the matrix!

eighteen



**the walking dead: saints & sinners** 🎮 🚗

**app** | \$30

epiczombie survival

nineteen



**a fisherman's tale** 🏠 🧩

**app** | \$15

macro to micro seafaring!

twenty **multi!**



**the under presents** 🎮

**app** | free | \$ in-app

open world theatrics!

twenty-one



**tea for god** 🏠 🙌

**app lab** | free demo

non-euclidean geometry!

twenty-two **multi!**



**walkabout minigolf** 🎮

**app** | \$15 + \$3 dlcs

pitch 'n' putt with friends!

twenty-three



**virtuoso** 📄 🚗

**app** | \$20

trip out on your own loops!

(releases March 10. Free App Lab version no longer available)

twenty-four



**waltz of the wizard** 🎮 🙌

**app** | \$20

natural magic!

# twenty-five to thirty-six!

twenty-five!



**squingle** 🧩  
**app lab** | free demo | \$15  
totally trippy puzzler!

twenty-six! multi!



**space pirate trainer dx** 🏠  
**app** | \$25  
trailblazing arena mode!

twenty-seven! new!



**lost recipes** 🍽️  
**app** | \$15  
cultural cuisine!

twenty-eight!



**resist** 🌿 🏠 🚫  
**app** | \$20  
weaponised spiderman!

twenty-nine! multi!



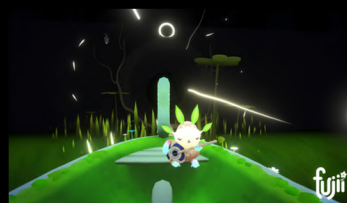
**traVRsal** 🏠  
**app lab** | free  
natural walking in VR!

thirty!



**star wars: tales from the galaxy's edge** 🌿 🏠  
**app** | \$35\*  
child's play but epic optics!  
\*including DLC 'Last Call'

thirty-one!



**fujii** 🧩  
**app** | \$15  
kaleidoscopic gardening!

thirty-two!



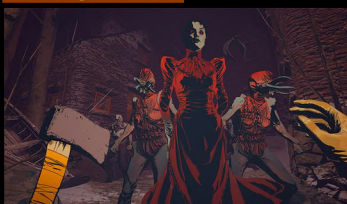
**cubism** 🧩 🧩 🧩 🧩 🧩  
**app** | \$10  
puzzle, piano & passthrough!

thirty-three!



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

thirty-four!



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

thirty-five!



**shadow point** 🌿 🏠  
**app** | \$20  
mystery in Inverness!

thirty-six!



**stride** 🏠 ❤️  
**app** | \$15  
parkour madness!

# thirty-seven to forty-eight!

thirty-seven!



**daedalus** 🧩  
**app lab** | \$5  
amazing flying sensations!

thirty-eight!



**ARK-ADE** 🚗  
**app lab** | free demo | \$20  
inside the game Tron style!

thirty-nine! **new!**



**dead second** 🏠  
**app lab** | \$10  
bodysifting shooter!

forty!



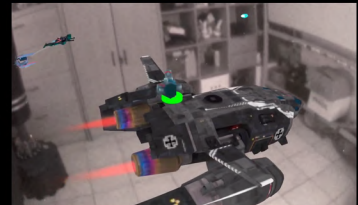
**deisim** 🚗  
**app lab** | \$15  
be a powerful God!

forty-one!



**we are one** 🧩  
**app lab** | free  
unique clone co-op!  
(formerly 'help yourself')

forty-two!



**2076 midway multiverse**  
**app lab** | free demo 🧩  
passthrough space battles!

forty-three!



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

forty-four! **multi!** **new!**



**atmos arena** 🚗  
**app lab** | free  
grapple racing!

forty-five!



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

forty-six! **multi!**



**ragnarock** 🚗  
**app** | \$25  
crazy viking rhythm race!

forty-seven!



**unplugged: air guitar** 🧩 🤖  
**app** | \$25  
hand tracking guitar hero!

forty-eight!



**crazy kung fu** 🏠 🎮 🧩  
**app lab** | free demo | \$10  
now with passthrough!

# forty-nine to sixty!

forty-nine!



carve 🎮 📶  
app | \$20  
smooth snowboarding!

fifty!



puzzling places 🚗 🧩  
app | \$15 (+\$5 dlcs)  
photogrammetry jigsaws!

fifty-one!



vinyl reality lite 🚗  
app lab | free  
put the needle on the record!

fifty-two!



v-speedway 🚗 🎮  
app lab | free  
soon to be 'downtown club'

fifty-three!



gravity lab 🧩 📦  
app | \$15  
sexy space puzzles!

fifty-four!



gadgeteer 🧩 🚗  
app | \$15  
incredible machine building!

fifty-five! multi!



wander 🚗  
app | \$10  
google street view!

fifty-six! multi!



multibrush 📝  
app | free  
three-dimensional painting!

fifty-seven! multi!



warplanes 📶 🚗  
app | free demo | \$20  
Great War missions!

fifty-eight! multi!



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

fifty-nine! multi!



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

sixty!



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

# sixty-one to seventy-two!

sixty-one!



**gladius** 🏠  
**app lab** | \$15  
comedy gore!

sixty-two!



**invaders**  
**app lab** | \$15  
kitsch arcade tower defence!

sixty-three!



**windlands** 🟢 🟡 🟠  
**app lab** | \$15  
classic grapple adventure!

sixty-four!



**ancient dungeon** 🟢  
**app lab** | free demo | \$20  
hilarious pixel adventure!

sixty-five!



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

sixty-six!



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

sixty-seven!



**time stall** 🏠 🧩  
**app** | \$15  
save the captain!

sixty-eight!



**DAVID** 🚗  
**app lab** | \$15  
sleek 3rd person shooter!

sixty-nine! **multi!**



**grapple tournament** 🏠  
**app lab** | \$15  
swinging mechanic shooter!

seventy!



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

seventy-one! **multi!**



**guardians** 🚗  
**app lab** | \$20  
sci-fi strategy shooter!

seventy-two! **new!**



**extra large playspace** 🏠  
**vr minigames app lab** | \$5  
up to 50 x 50m!

# seventy-three to eighty-four!

seventy-three! **new!**



**somewhere**  
**app lab** | free  
geo guesser!

seventy-four!



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

seventy-five! **multi!**



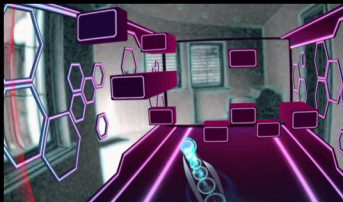
**to the top** 🏠  
**app lab** | \$20  
rooftop to rooftop!

seventy-six!



**hand physics lab** 🖱️ 🧩 🖐️  
**app** | \$10  
zany hand tracking tricks!

seventy-seven!



**cybrix** 🏠 ❤️ 🧩  
**app** | \$10  
breakout-squash fusion!

seventy-eight!



**art plunge** 🖱️  
**app lab** | \$2  
masterpieces come alive!

seventy-nine!



**the final overs** 🏠 🏏  
**app lab** | free  
knock 'em for six!

eighty!



**eternal starlight** 🖱️ 🖐️  
**app** | \$20  
tactical space battles!

eighty-one!



**the curious tale of the stolen pets** 🧩 🖱️ 🖐️  
**app** | \$15  
touch that cuteness!

eighty-two!



**BRINK traveler**  
**app** | \$10  
photogrammetry tourism!

eighty-three! **multi!**



**chess club** 🖱️ 🧩 🖐️  
**app** | \$15  
battle chess in Stonehenge!

eighty-four!



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

# eighty-five to ninety-six!

eighty-five!



galaxy forces vr 🏠  
app lab | free  
1980s wet dream!

eighty-six! new!



simple planes vr  
app lab | \$10  
over 100,000 vehicles!

eighty-seven! multi!



black hole pool 🎱  
app lab | free demo | \$10  
brilliant cue action!

eighty-eight!



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

eighty-nine!



wrong voyage ex 🕸️  
sidequest | free  
spiders! zombies! retro!

ninety!



city of eternity  
sidequest | free  
get chased - by yourself!

ninety-one! multi!



war yards  
app lab | free  
gunslingin' guffaws!

ninety-two!



arrows  
app lab | free demo | \$10  
defend the villages!  
\* free demo on sidequest!

ninety-three!



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

ninety-four!



flowbourne 🧘  
app lab | \$10  
breathing meditation!

ninety-five! new!



iron guard  
app lab | free demo | \$15  
tower defence!  
\* free demo on sidequest!

ninety-six!

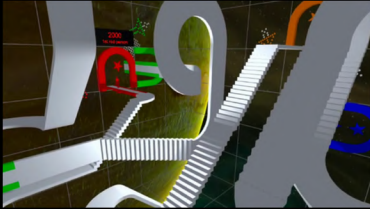


journey of the gods 🕸️ 🏠  
app | free demo | \$30  
adventure for kids!



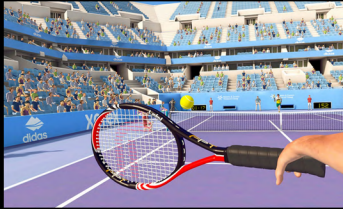
# ninety-seven to one hundred!

ninety-seven! new!



**downside up**  
app lab | free  
can you think inside the box?!

ninety-eight!



**first person tennis** 🏠 🎮  
app lab | \$23  
get your Raducanu on!

ninety-nine! new!



**stunt track builder**  
app lab | free  
hot wheels in vr!

one hundred! multi!



**descent alps** 🎮  
app lab | \$10  
ski together!

bonus!



**neon kite** 🎮  
app lab | \$7  
glide and vibe!

bonus!



**just hoops!** 🎮 🧤 📦  
app lab | \$10  
bare hands basketball!

bonus! multi!



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

bonus!



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

bonus!



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

bonus!



**grooVR** 🎮  
app lab | \$20  
drum Brazilian death metal!

bonus! multi!



**do you copy?** 🏠  
sidequest | \$13  
thief in VR, hacker on PC!

bonus!



**gravity sketch** 🎮 📄 📦  
app | free  
3D design and modelling!

# 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.



**ancient soccer**  
**app lab** | free  
yes, it's football from over  
65 million years ago!



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



**VR pigeons** ❤️  
**app lab** | \$3  
do yourself a favour -  
just watch the trailer!



**beers and boomerangs**  
**app lab** | free demo  
throw another shrimp on  
the barbie, mate!



**replika** 🚗  
**app lab** | free  
it's Spike Jonze's *Her*!



**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!



**who do you voo doo** 🚗  
**app lab** | \$1  
name your doll and kill!

# REVIEWED! GAMES & APPS!



where you see [meet the dev!](#) [click here](#)

## REVIEWS

# new releases!



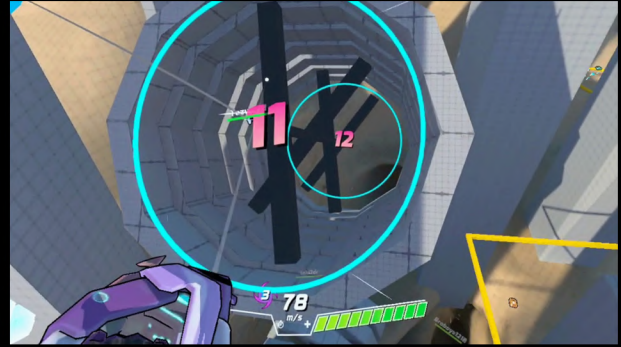
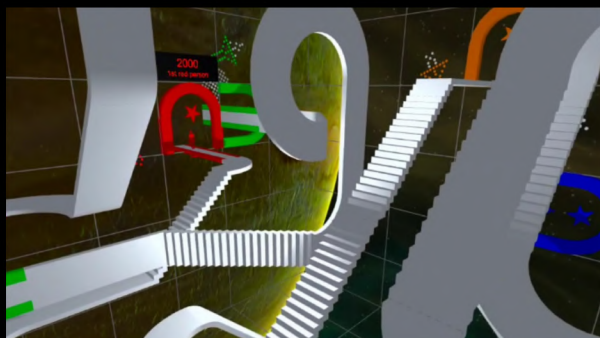
### Lost recipes | US\$15

'Perfect!'. As your jolly Greek host heaps praise on you for frying some more dough balls, you can bask in the glow of your new found culinary skills.

Learn recipes that hark back to Ancient Greek, China and Mayan cuisine. As you'd expect from Schell games, it's polished in looks and playability.

There are no time pressures (except avoiding burning the pita bread) and you can make your Dongpo Pork and Mukbil Pollo with carefree abandon.

It's all relaxing, fun and you learn a little bit too. There's an additional recipe book so you can repeat the dishes at home (although you might need to dig a fire pit first). Short but sweet. And savoury.



### Atmos Arena | free demo

It's a multiplayer where everyone is spiderman, racing and battling against each other across skyscrapers and through catacombs!

With a fantastic grapple and thrust mechanics you can even perform circus tricks ('Icarus', 'Wet Feet') to boost your *slo-mo-o-meter*.

Catch a ride on passing flying cars and spring off trampolines as you unleash dual-wielding upgradable pistols on rivals and a dozen enemies. It's as fun as it sounds.

This is still a prototype from San Francisco-based indie developers Greensky Games ('Swarm') and will be free for a limited time. Grab it now.

### Downside Up | free

'Can you think inside the box?' Another gem from David Mines (maker of City of Eternity) this is an original spacial puzzle that requires quick thinking. Build a path from A to B for your coloured figures to follow - not as simple as it sounds.

# more new releases!



### Simple Planes VR | US\$10

Simple Planes is an odd name for a game that's neither easy or restricted to aircraft. If you can pilot, drive or ride it, you can find it. Helicopters, boats, scooters, buggies, tanks, jeeps, sci-fi spacecraft - there's even a mechanical monitor lizard.

There are over 100,000 user-created vehicles available to download, hand-crafted on (the non-VR) Simple Planes app.

But the best are the all-era aircraft designed by developers Jundroo with realistic controls.

From combat to peaceful flying, challenges to sandbox mode, Simple Planes VR has got it covered.



### Extra Large PlaySpace VR Minigames | US\$5

Hilarious pioneering arena-scale games to be played down your local floodlit football pitch with a bunch of mates on a Saturday night. Disable your Guardian and run wild and free as you play in areas up to a massive 50m x 50m.

Crawling through tunnels, dodging incoming missiles, avoiding traps and generally leaping around, there are six minigames to try out. And, yes, you'll look like an idiot to anyone passing by.

*Obligatory warning:* Quest 2 is not meant to be played outside or without boundaries. But you can't damage the lens if you don't have it in direct sunlight. The perfect conditions are at dawn or dusk when tracking works best.

### Descent Alps | \$10

Winter Olympics got you salivating? Descent Alps has been out for a while but now you can Ski Together with multiplayer! Reinventing downhill racing as a slalom rhythm game is genius so get out on the slopes and bend ze knees!

## REVIEWS

# even more new releases!



### Ultrawings 2 | \$25

*Ba-boom!* It's only when you take out your first enemy on an ops mission that you realise the scale of this upgrade.

Yes this flight sim still has the same cutesy cartoony graphics, target rings to fly through and airports to buy, but this is all about the amazing dogfighting. And there's multiplayer coming soon!

There are four new planes and a Dragonfly helicopter to pilot. Once you've got used the handling and have done your basic training you'll quickly move on to the Stallion and those guns. A big game with a huge number of missions. Welcome back, pilot.

*Warning: Can cause motion sickness. Play in short bursts. Feeling sick? Stop.*



### Dead Second | \$12

Dead Second is all about the ingenious press and teleport mechanic which bodyshifts you to multiple predetermined crouching positions.

'Where is he?!' Take cover and take out the bad guys while you dodge their fire in slo-mo bullet time in this game of arcade cartoon violence. Quad kill! Monster shot!

Still in early access, there are six levels and six guns up to the \$50,000 Phoenix to a pumping soundtrack and satisfying gunshot effects.

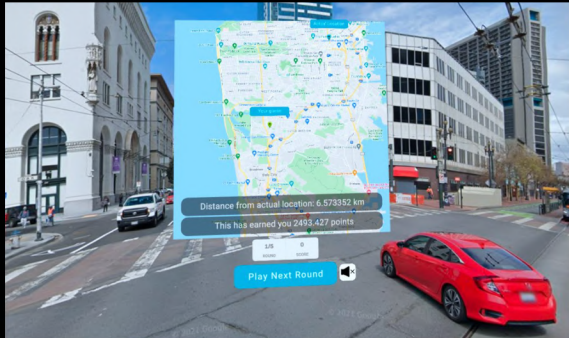
From Australia's Sponge Games, It's an addictive high-octane shooter with some cool ragdoll death animations. The studio is promising more stages for free.

### Stunt Track Builder | free

Hot wheels in VR! Build your own epic stunt tracks around the house (bedroom, kitchen, living room)! Also features a roller coaster mode where you can shrink and ride in the toy car on the track you've just made! Also now with track sharing!

## REVIEWS

# yet more new releases!



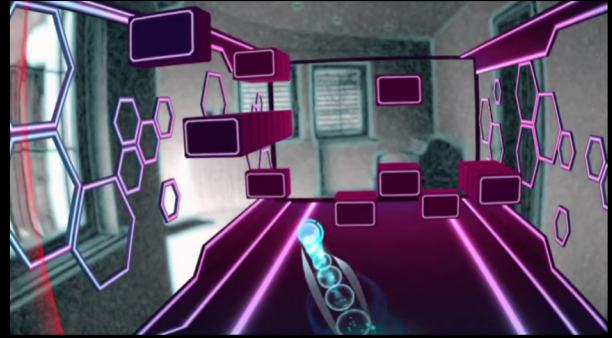
### Somewhere | free

Addictive geography game where you guess the locations based on Google Street View photos, a VR version of Geoguessr.

It's like being a detective, picking up clues from street signs, bridges, people and landscapes. When you get it on the nose it's exhilarating (max points 2,500) but often you'll be cursing that you are on the wrong continent.

There are loads of categories to choose from, from beaches to world cities.

Just don't confuse the Venezuelan and Russian flags, know that there's only one island with a road bridge in Scotland and that that strange UFO-shaped building is a Brazilian museum.



### Cybrix | \$10

A frantic mix of Breakout and squash inside a neon rectangle, Cybrix is a proper arm workout.

Play through a 50-level campaign using powerballs and multiballs to smash through the blocks.

Power up to laser guns and dodge shrapnel and mines - this is a game of fast reactions from Holonautic, the makers of Hand Physics Lab. You can work up a heck of a sweat, although you'll need a bit of space for confident swings.

You can choose your environment from Artefacts, City or Valley, but the best is Passthrough in Endless Mode which drastically reduces the chances of smashing your hand on the furniture.

### Iron Guard | free demo | \$15

A roomscale tower defence game where you can move around the sci-fi scenery from greens to desert, winter to lava. You can build and upgrade but you are also an active shooter when the waves begin from the ground or the air.



# survival games!



meet the dev!



## Song In The Smoke | \$30

Sometimes VR can give you amaze-fatigue. And then once in a while an experience comes along that just floors you once more. This isn't a game, it's a parallel existence.

Living as a caveman, hiding out, making fires, drying pelts, roasting meat, planning your next attack, Song Of The Smoke is an extensive survival simulator full of mythical fantastical creatures. It's made with passion and soul by Jake Kazdal and the team at 17-bit, a dream that took five years.

With around 30 hours of game play, it's a wild world that takes you on an almost spiritual journey. And then there's Savage mode. And then ...

Feel a rare sense of presence and enjoy a sonic experience in a magical land.

As only the second person to have reached the end on its hardest difficulty (hat tip to [@TheBenPerson](#)), I'm just going to argue that this is simply the best game on the platform.

## The Walking Dead Saints & Sinners | \$30

With a sequel on the way and two free updates (Meatgrinder & Aftershocks) under its belt, Saints & Sinners has put the flesh on a saturated zombie genre.

Dragging the apocalyptic New Orleans universe screaming into VR's front row, the developer's idea was to induce panic.

It's intense. It's gory. Your screwdriver goes through skulls. It squelches when you pull it out. You will feel fear. And if you hear the bells, run.

One of the few long campaign games on the platform, S&S combines a strategic survival system with brutal killing sprees wrapped inside an engaging storyline.

It many ways it sets the bar. The physics shine, the graphics are outstanding and there's an intricate level of interaction.

You can play the easier Story mode or dive fully-armed into Aftershocks. There's a tonne of options - you can even select voice immersion. Now they can hear you.

## REVIEWS

# AR passthrough games!



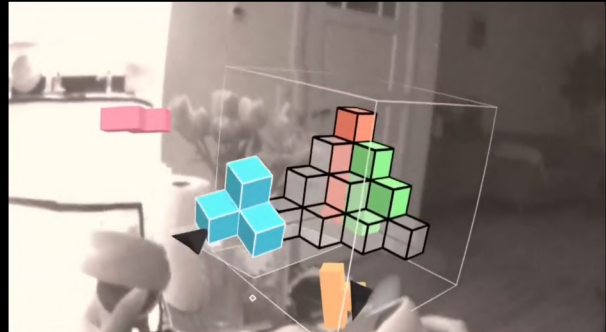
### Crazy Kung Fu | \$10

The first to the punch with a pioneering release on App Lab is Crazy Kung Fu, allowing you to arrange digital assets in your room to build your very own dojo!

Pitted against a spinning Wing Chun wooden dummy, you must dodge flashing blades, block and punch as you train under the wise man's watchful gaze. Can you be quicker than the human eye?!

Solo developer Arnaud from London-based Field of Vision originally designed CKF for his own training as a practitioner of martial arts for 12 years.

There's even the option to have falling shrimps to munch on to test your reflexes! To get passthrough mode go to the game's menu, choose extras > MR.



### Cubism | \$10

This has always been a meditative puzzle game with a gentle piano accompaniment adding to the zen-like tranquility. But now with passthrough it feels like playing with a little bit of magic in the air, especially as you can now use handtracking at the same time.

You can pet the dog or reach for a glass of water without removing the headset as you rearrange those multicoloured shapes for the hundredth time trying to get them to fit.

With a gorgeous minimalist design and inspired by classic solid dissection puzzles, Belgian developer Thomas van Bouwel has created 90 head-scratchers with increasing difficulty levels. But it remains easy just to pick up and play.

### Zombies In Your Home | \$1

The jump recoil as you spin around and see for the first time a zombie *in your living room* is worth the dollar price. Your room is darkened and all you are armed with is a flashlight which kills your foes after a five-second long beam.

# rock rhythm games!

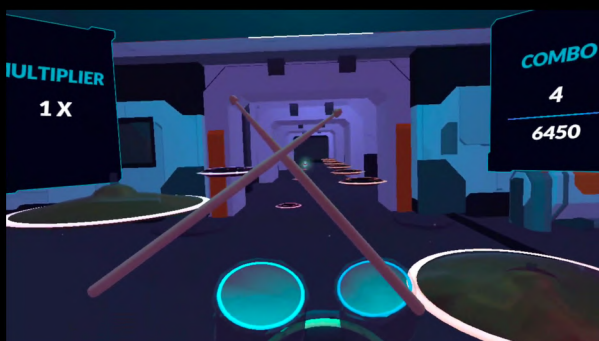


## Unplugged: Air Guitar | \$25

A poster child for hand tracking technology, Unplugged takes the air guitar to its natural conclusion. If you've ever played Guitar Hero you'll know the sketch, lining up your fingers to the flying colour coordinated chords.

The sensation of holding an invisible guitar in your hands is incredible. Vibe with the audience doing the sign of the horns and you'll even get panties thrown at you - get it wrong and you'll drown in boos and tomatoes.

Satchel from Steel Panther will guide you on your journey from playing dives like Satan's Whiskers to being a rock God on stage at the Mercury Arena. There's 25 tracks from The Clash to Ozzy Osbourne. Now with passthrough!



## Ragnarock | \$25

A quick wave of your huge hammers to your rivals left and right, an 'Ah-Hoooo!' with your fist-waving troops and off you go on a mental rhythm race in your Viking ship to some crazy Celtic tune.

The premise is simple, just hit the four drums in synch with the runes as your crew rows you through Scandinavian mythological scenery. The trick to going faster is all about getting your combo bonuses by hitting the shields to the sides.

There's solo mode but Ragnarock really comes alive in multiplayer, as up to five other boats line up in a chase of the longships. There's 32 head-banging tunes and it even supports custom songs. A classic party game. 'Ah-Hooooooo!'

## GrooVR | \$20

There's something about Brazilian death metal that will you up out of your virtual seat! GrooVR is arcade fun air drumming to 38 songs with an adjustable kit and the familiar flying patterns to play along to. From São Paulo-based Infinity Dreams.

# heart-pumping games!



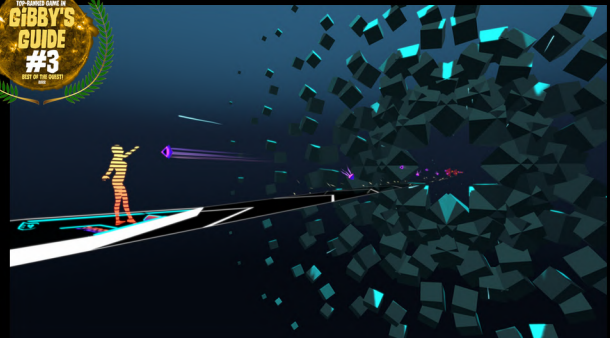
## Pistol Whip | \$30

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 28 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 offering endless combinations.



meet the dev!

## 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 84 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. Download custom ones at the unofficial Audio Trip Choreography Discord. 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!

## 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 VR | \$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.

From airport terminals to subways, you have to punch, shoot, stab and smash your enemies with ashtrays, bottles, throwing stars, billiard balls - and guns. Finishing the short campaign unlocks endless mode.

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

### 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.

## REVIEWS

# parkour games!

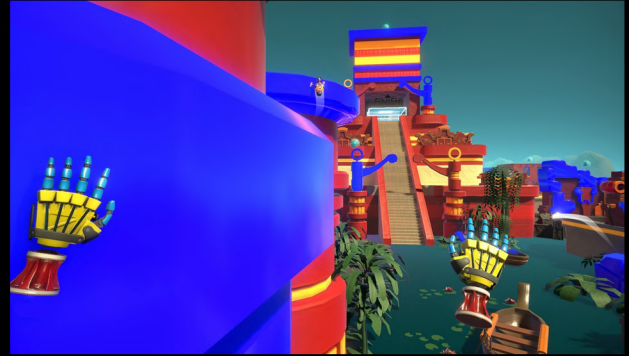


### Stride | \$15

Parkour is really about the ultimate fantasy getaway escape route and Stride delivers to an edgy deep bass soundtrack as you leap across the rooftops.

Executing a wall run while gunning mid-air in slow motion feels good! This is parkour with pistols, climbing and cat leaps, swinging from hooks and flying down zip lines. All while trying not to get killed. It's a physical game - you swing your arms to run, throw them up to jump, push down to vault and crouch to slide.

In endless mode you get chased by an advancing red line as a minimalist world disintegrates behind you. Time attack is for speed runs, while arena mode has the proper cityscape. There's no multiplayer or story - yet. A free update is promised.



### To The Top | \$20

Gaze and leap, fly and climb. Use monkey bars, grappling hooks, shuttles - the crazy movement mechanics are a joy to behold in this older experimental title from Electric Hat Games.

To The Top is a platformer with an incredible amount of freedom of movement. Spring through 35 innovative levels in solo or multiplayer to a great soundtrack culled from local artists from Austin, Texas. Once you master the controls you can 'pounce through the levels like a robotic cheetah.'

Bounce across trucks moving through the desert, sail through a construction site, climb a giant moving robot - there's a fluid energy to the game design, and each level has its own unique flavour.

### Gorilla Tag | free

Indie smash hit Gorilla Tag is a hilarious multiplayer with unique movement to run, climb and monkey around! It's playground tag - get your arms burning as you jump through a lo-fi jungle or canyon. And now you can mute the kids!

# horror games!



meet the dev!



## Crashland | \$20

Aaaaaarrrrrrrgggggghhhh! 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

# virtual tourism apps!



### Wander | \$10

It might only be Google Street View in VR but being able to go to any address on the planet in an instant never gets old.

The street where you were born? The city your friend has moved to? The neighbourhood near the Air BnB you'll be staying in? Just type in the address and immerse yourself in the surroundings.

This is photo, not video, of course but it's one of the best multiplayer hang out apps, touring the world with friends and family.

Play geo guessing as you land in a random spot, or try out the flawed but fun voice recognition system. You can bookmark your favourites and even 'time travel' to older registers of the same locations. Hours of engrossing fun.



### Brink Traveler | \$10

This is hi-res photogrammetry but with special sauce - flying birds, grass bending in the breeze, flowing waterfalls.

Crucially you can move around a few feet in any direction and there's binaural soundscapes to add to the illusion.

There are 18 spots across 12 locations which feels like double when you switch to night mode. You've got a notebook in your left hand and a compass in your right for bite-sized information panels and you can even take photos.

Highlights include Haifoss in Iceland and the Horseshoe Bend with more locations promised. You can turn off narration and just commune with nature. All in all, a beautifully executed experience.

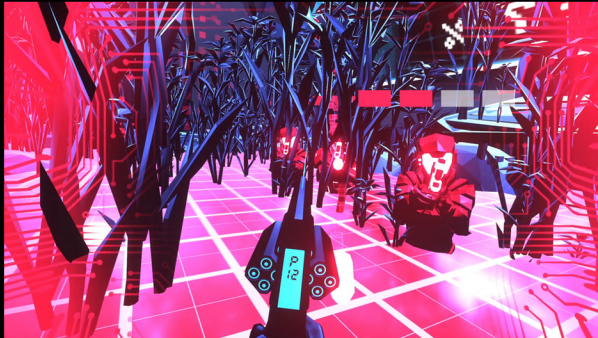
### Space Walk VR Experience | \$7

How else could you go Earth-gazing? This is goosebump material as you open the doors of the space shuttle and venture out. You can view the Earth from any angle and at any time of day while you float in space. Epic.



## REVIEWS

# back to the 80s games!



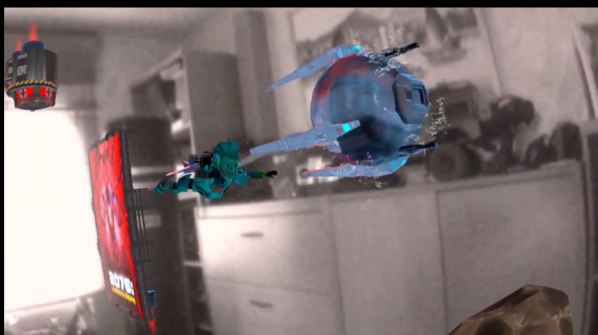
### ARK-ADE | free demo | \$20

Are you ready, human? With Pistol Whip vibes, ARK-ADE is a beautifully polished FPS - a love song to 80s arcade games.

Glance to the right on any of the eight blue and purple neon levels and you'll see that you are inside the actual cabinet. Those cool touches set ARK-ADE apart.

It's got a clever dynamic of having 'ARK', a spinning cube whose health is linked to yours, as you blast through Tron-like enemies to an ear-worm soundtrack.

First-time devs Castello Inc refined the game along with the community and it shows in the ultra smooth and satisfying end product. Make sure to turn on the 'Italian taste' option - 'Bellissimo!' 'Bravo!' 'Mamma mia!'. Eccellente.



### Galaxy Force VR | free

With a cool and all-to-rare 'sky view' option for playing while horizontal, Galaxy Forces VR is a wet dream for old skool arcaders.

Lie back and think of the original Lunar Landers and Gravity Forces (hence the name), while you nudge, nudge, nudge the thrusters of that little red triangular spaceship to pause. Tink!

Each level - there are 55 official ones and a bunch of user-created ones - takes place inside a 2D space cave.

Either go all-out doing speed laps on time attack or accept missions to transport fuel cargo. The slightest touch more than a scrape of the cave walls and it's boom! Leaderboard scores are frightening.

### 2076 Multiverse | free demo

Ivanovich Games have a habit of VRifying side-scrolling shooters and 2076 delivers an incredible passthrough experience. There are also some insane perspective shifts, from pancake to X-wing Star Wars fighter-style immersion and back again.

## REVIEWS

# grappling games!



meet the dev!



### 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, 40 more on time attack and a new 'Gymnasion' play space.

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, headed up by [Jakub Matuszczak](#).



### Resist | \$20

Hear the whistling of the wind in your ears as you speed-grapple at night in the rain between the skyscrapers of the city of Concord, leading the resistance against Astra Robotics - tagline 'Keeping Humanity Safe From Itself'.

There's euphoric high once you get the hang of swinging, leaping and generally jet-packing around. Zoom down to attack giant drones and indulge in a bit of billboard-hacking as spy Sam Finch while comms chatter in your ear.

The flying can be a little unsettling at first but there's a huge range of comfort settings (try detached camera mode) from Australia's The Binary Mill studio. At street level the faceless populace remain blissfully unaware of their superhero.

### Windlands | \$15

A port of a classic 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. Windlands 2, which adds archery combat and co-op, is due out.

# adventure puzzle 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!

# more adventure puzzle games!



## Down The Rabbit Hole | \$20

The unique and astonishing perspectives of the theatrical dioramas put Down The Rabbit Hole in a league of its own. Hold the writhing roots and you can twist the scenery around at your will, even pulling it to your eye like a giant inspecting a tiny fantastical world.

But it's not the only jaw-dropping aspect of Cortopia studio's tale, as you guide 'Elise' around a prequel to the Adventures in Wonderland with her side-kick, the four-and-a-half of spades. It's the intense attention to detail, like the words on a pot in the kitchen or the smoke billowing from The Caterpillar's opium pipe.

Levels like the mirrored Winter Lake are a showcase of puzzling ingenuity. You just never want the magic to end.



## The Room VR | \$30

It's 1908 at Bloomsbury Police Station in London and an archeologist is missing. As a detective you have to solve the mystery by collecting the four artifacts in the hidden realm of The Null.

Without music, 'A Dark Matter' bets its chips on brooding atmospherics, leaving you alone in your thoughts. Your only guide is through cryptic letters from 'The Carpenter' and hints if you need them.

Use the Eyepiece to gaze into a ghostly green parallel universe as you collect the clues of the visually stunning intricate puzzles from inside gnarly trees or Egyptian tombs. If that's not enough, red crystals reveal the secret wonders of a macro universe within, in this spellbinding adventure from Fireproof Games.

## Myst | \$30

A reworking of Cyan's classic title from 1993, Myst still demands a high level of dedication to solve the mysteries of the island. There's puzzle randomisation for those who have played the original. Challenging, beautiful and rewarding.

# even more adventure puzzles!



### **A Fisherman's Tale | \$15**

One of those only-in-VR experiences, this title is a box of tricks that plays on the macro and micro scale as you embody a puppet seafarer on the choppy waters of a sea of confusion.

Best played in roomscale, it's an inspired piece of genius, with your lighthouse rendered as an exact replica miniature model of your surroundings and the clever interplay between the two. You can pick almost anything up and play around as you explore the parallel universes.

There's very French flavour to Vertigo Games' unique puzzler, and its comic narrative delivers. As the 'biggest fish my papa ever caught' says to you: 'If you want to go upstairs, my little *amuse bouche*, you'll have to feed me first!'



### **Star Wars: Tales from the Galaxy's Edge | \$35 including DLC**

The puzzles are child's play but the optics are epic in this excellent long-haul adventure, now a complete package with the addition of part two, the Last Call.

Six-eyed Cantina barkeep Seezelslak is the star turn but he's backed up by a stellar cast of favourites as you play a droid repair technician roaming around the howling winds of the Batuu Wilds.

Everything sparkles from the voice acting to the jaw-dropping alien vistas. Along with the shooter-based central missions are some serious sidequests, like taking a bounty playing droid assassin IG-88 or dressing up as a stormtrooper. It's fun, it's a thrill and it all comes down to the bottom line - it's Star Wars and you're in it.

### **Vault of Stars | \$10**

With one of the best and most original superman-style flying mechanics, this eco fantasy indie title shines bright. Go from a bird's eye view to morphing into a giant golem to solve the puzzles and save the world.

## REVIEWS

# impossible spaces games!

meet the dev!



## TraVRsal | free

Teleportation? Smooth locomotion? Snap turns? Warp? Gaze? Nope, says developer **Impossible Robert**, why not just use your legs? Walking around in VR is so natural and liberating you wonder why more games are not made like this.

You might be going round and round in circles on the carpet but in VR you'll be stepping over snake pits and avoiding spike traps in ancient Egypt!

The Pyramid is just one of more than half a dozen experiences that await you on the holodeck, and you can now play with friends in multiplayer.

Wander around your curated art gallery together - you can upload your own images and customise your installation.

There are even user-generated 'worlds' like The Tower, made by people with zero game-building experience thanks to the developer's world building tools.

It's difficult not to see TraVRsal as paving the way for whole new genre of VR experiences. A ground-breaking pioneer.

meet the dev!



## Tea for God | free

Another candidate for the best natural walking in VR, Tea For God adds the hand tracking factor to strip away another layer of immersion breaking.

It doesn't matter how much space you have, the game will expand and contract to fit using procedurally generated levels.

Known as non-Euclidean geometry it's a magic trick the remembers Doctor Who's TARDIS - bigger on the inside than it is on the outside. It even utilises an elevator mechanic to expand vertically.

The game itself is an atmospheric maze shooter set in some kind of interstellar universe. Just the opening sequence is jaw-dropping. There's a checkpoint-based arcade mode and roguelite for 'tinkerers and explorers'.

You'll come across a variety of quirky robots and surreal environments.

'There's a lot going on that the players don't see. It's actually a bit of smoke and mirrors' says solo developer Void Room, aka **Jarek Ciupiński**.

## REVIEWS

# arena scale games!



### Space Pirate Trainer DX | \$25

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

Requiring a minimum of 10m squared - roughly half a tennis court - Arena mode gives you the incredible liberation of being able to run freely around inside five bespoke lels shooting droids or each other. It's hide and seek and it's a lot of 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.

You'll need space, light and wifi! Play at dusk or under illumination.



### Custom Home Mapper | \$8

The new Passthrough feature should finally bring this genius app to the audience it deserves. Map your home and safely disable the guardian. Then recreate your entire house in the style you desire or turn it into mini-golf!



## REVIEWS

# escape room 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!

### **Exit Condition One | free demo**

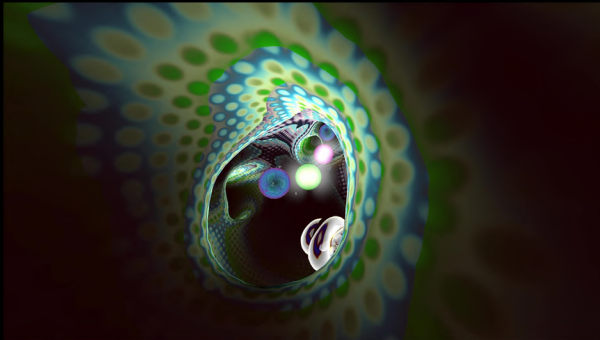
You wake up trapped in dark room alone. The light flickers. The only door is locked. You can interact with almost every object and it's best played in roomscale. Pilot a drone, smash things and find the exit! Full game expected in 2022.



## REVIEWS

# puzzle games!

meet the dev!



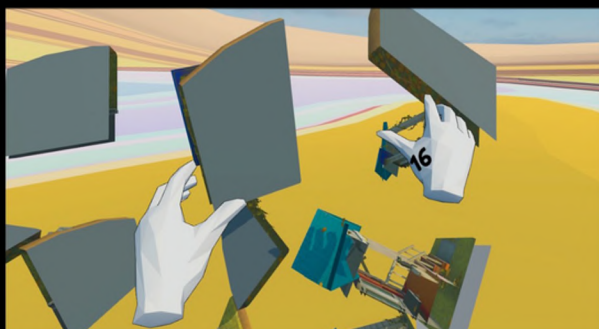
### Squingle | \$15

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.

### 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

# more puzzle games!



### Gravity Lab | \$15

From the opening elevator muzak at The Gravitational Testing Facility & Observations (*sic*), there's a nice line in quirky humour here as you take on physics-based head-scratchers on an abandoned moon base.

You have to make trial test runs by spawning the tools at your disposal to solve each one, with acceleration tubes ('originally an upmarket potato cannon'), laser gates, sensor rings and other funky gizmos.

Bend time and gravity with over 50 puzzles by solo dev Mark Schramm. The difficulty level soon ramps up: 'Fun fact: Chimpanzees couldn't solve this one'. There's a miniature version for playing seated and a new passthrough mode!



### Gadgeteer | \$15

Gadgeteer indulges your childish joy of building mad machines out of buckets and blocks and balls and bendy tubes that uses plain old physics to make crazy runs.

Endlessly customisable, you can create your contraption from scratch from 100 gadgets or adapt from a tonne of user efforts online. Make a chain reaction with boots, bananas, ping pong balls, skittles, rails, plungers, pots, plastic cups and even a rubber duck.

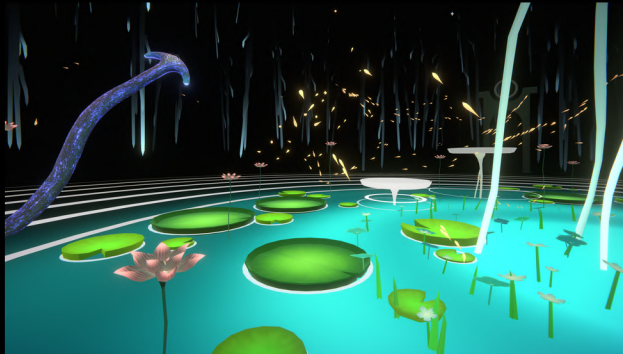
But first there's a campaign of 60 puzzles to plough through. You have a limited menu of available bits and bobs to get from A to B, but there's exploding confetti and party horns to celebrate your every victory along the way. Get your Rube Goldberg on!

### Puzzling Places | \$15

A polished zen experience with gorgeous ambient sounds as you piece together 16 photogrammetry jigsaws. The puzzles - from 25 to 400 pieces - are obtuse, from the Cultural Heritage of Armenia to the Mars Desert Research Station (\$5 dlc).

## 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 minimalist 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.

### **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!

## REVIEWS

# p v p multiplayer!



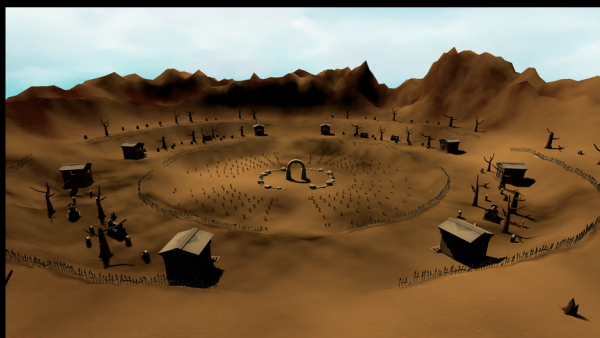
### Eleven | \$20

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 on youtube.



### Blaston | \$20

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.

Resolution games continue to innovate - there's an amazing new passthrough mode, a single player mission and wild west quick draw duelling!

### 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!

# 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 - and now the US West! (\$12) - that make this game special.

With a total of 40 freshwater or saltwater locations and lure or float, you can fish with friends, compete in the seasons and listen to your own music. Chill out back at the cosy lodge.



### 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 a vareity of gorgeous courses to idly wander around as you putt and chat. New courses are being added at \$3 a go.

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 to get a bird's-eye view. Fore!

### Black Hole Pool | \$15

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

# co-op multiplayer!

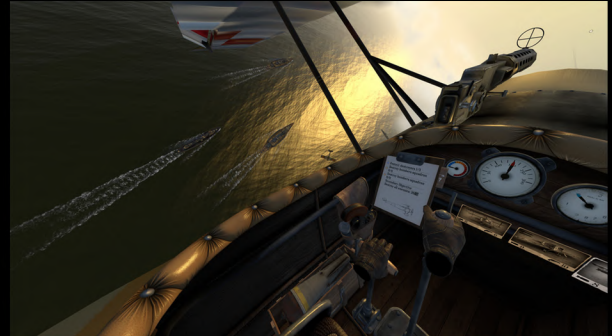


### Grapple Tournament | \$15

This stylised cartoon style arena shooter is a blur of swinging, springing, parkour, climbing and running in a vertical combat. There's seven maps and a dozen weapons in multiplayer from melee blade to rocket launcher.

If you are a sucker for the grappling mechanic this one's for you. Pull weapons towards you with your hook or use it to propel up and get away. It all feels intuitive and fun. The neon Zion level gets the popular vote.

Multiplayer is new but there's a strong player base already from other platforms. Join the fun or train against the AI bots on any difficulty on the Spiral level. 'Triple kill!' 'Serial killer!' 'Savage!'



### Warplanes | \$20

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 | \$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!

# VR & non-VR 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.



## Acron: Attack of the Squirrels! | \$20

An oldie but a goodie from Resolution Games, Acron is an asymmetrical family party game. The player in VR is an old tree, defending itself from the animal creatures (others on phones) intent on stealing the golden acorns.

A minimum of one is needed to play against the tree but you can add up to another seven bots or people.

Each player has a different power - a squirrel can run, a beaver can build - as they lay seige, defending themselves with pumpkin shields or an Indian headdress. At ground-level it's a complicated terrain, whereas the tree has the advantage of height and an unlimited amount of weapons. It's a take-it-in-turns affair to be the tree and lots of really silly fun.

## Do You Copy? | \$13

In VR you are a thief wandering around a pretty unsecure bank, blind to the dangers. On a mobile your cohort is your eyes and ears with a floor plan to guide you past guards and security cameras. Find the safe together!



## 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 lightening 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 have the ability to sonic scream and now even use voice control! There's a unique 'telepath' movement and you can actually run! Enchanting and fun.

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

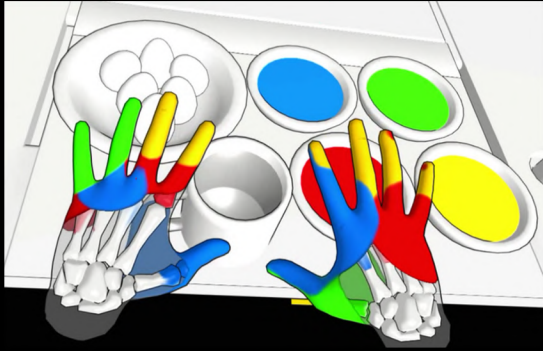
Play novelty battle chess in Stonehenge with animated pieces or a classic game in the Grand Palace. There's competitive multiplayer from 5 minute blitz to 30 minutes tournament or custom AI up to Grand Master. And all with hand tracking.



## REVIEWS

# more hand tracking!

meet the dev!



### 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 an 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.

### 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.

# 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!

## First Person Tennis | \$23

An established simulator, FPT finally arrives on the Quest with fine physics and great commentary. There are five motion options depending on your space, plus arcade or simulator modes, multiplayer, seven court surfaces and a world tour.

## 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 more levels from forests to caves and a new night mode!

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!

## REVIEWS

# even more sports games!



### The Final Overs | free

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!



### Neon Kite | \$7

Psst! Fancy a bit of eye-blistering strobing neon techno minimalist kitesurfing? Of course you do.

You've gotta move your body to the synthwave to surf and spin as Neon Kite is a button-free work in progress.

Play arcade or professional where you've got to edge your board to perform jumps. Score points passing through checkpoints or go wild and free.

There's optional waves, mountains and trees and you can toggle off the flashing imagery.

It's a crazy ride without getting wet by solo dev Alexis Taillon and with music by Bulgarian outfit <escp>.

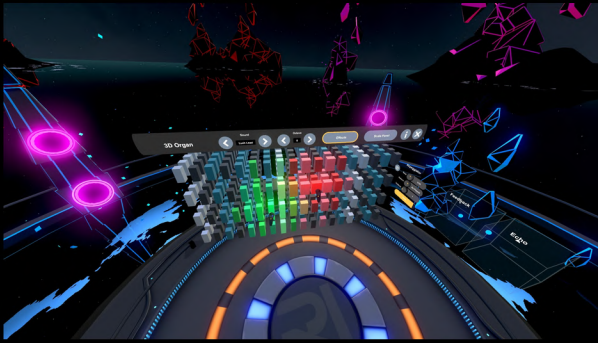
### Just Hoops! | \$10

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 40 levels and a new passthrough mode. Good shot! You win!

## REVIEWS

# creator tools!

meet the dev!



### **Virtuoso** | \$20

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.

### **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

# 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!

### DAVID | \$15

Stylish and satisfying wave shooter where you control your ship and support drone in the 3rd person, like waving your favourite toys around! There's five chapters in this ace space adventure from Two Guys productions.

## REVIEWS

# more indie games!



### Deisim | US\$15

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.

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. And check out the new Kingdom update!



### 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.

### Flux Ball | free demo

You've got a huge baseball glove in your left hand and a pistol with spin reload in your right. Shoot the goblins and catch the balls in a fast-paced workout to a hectic beat while protecting yourself in a moveable cage. Great concept.

## REVIEWS

# even more indie games!



### **Ancient Dungeon** | US\$20

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.



### **HAX** | free demo

HAX is a sleek and gorgeous cel-shaded single-player demo of an upcoming multiplayer with a very intelligent weaponry design.

With a flick, your magazines can become melee knives, grenades, reloads or used to capture terminals. It's a cool trick. By default you are armed with either a pistol or two-handed submachine gun for deathmatch or flag capture modes.

Play in the Factory, an abandoned Observatory (with ziplines!) or the Italian café style Old Town with Vespa mopeds ('Before robots, the world was quaint').

US-based Engine Organic studios have produced a classy design and a unique loadout. Highly promising.

### **Journey of the Gods** | free demo | \$30

Transform between human and God in this fantasy adventure. Battle with bow and arrow or sword, fly on mythical creatures and save the village. Beautiful character design in a cartoon style.



## REVIEWS

# art & music apps!



### Vinyl Reality Lite | free

Are you kidding me? A pair of my very own Technix (*sic*) decks to play all my own music? And I can stream it live on a separate master audio output and record all my mixes? For free?

Wave your hands in the air for TTycho from Berlin who has developed Vinyl Reality for years but just released the Lite version for Quest.

A stripped back design means you can get on the ones and twos in minutes. A box of records holds all the tunes in your music folder. It's essentially a DJ sim and you could take your skills into the real world. An ingenious solution to the fact you're already wearing headphones is that you hold controller up to your ear to cue. Scratch that DJ itch.



### 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!

### 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.

# tower defence games!



## Inviders Galactic Defender | \$15

'Are you ready to space exterminate?!' Here comes another wave of those high-pitch screeching speedy orange bugs and monkey-faced Brawlers. Better load those turrets and get your pistol and bow-and-arrow ready fast!

Inviders is an intense arcade tower defence game set on rich cartoony planets, from the waterfalls of the New Era crystal lake to the hellscapes of Dante.

It's a relentless but fun shooter as you teleport from tower to tower, saving your killer over-the-shoulder laser against that last-second breach. An unseen voice urges you on: 'Ohhh what a show!' Back at the hub your kills are displayed in glass jars. Nice touch. An overlooked title from French studio Aiko.



## Guardians | \$20

'The Base Is Under Attack!' Guardians is a unique fusion of strategy and shooter and you start as a cadet for the Galactic Federation (Est. 2690) on the desert world of Titan. It's just you and two combat droids against the aliens.

The Federation are mining energy crystals and you must defend against the space bugs with an insane variety of weapons and defences. Spawn turrets and tanks and use your gravity gun or mind-control grenade as you teleport and jetpack around the three planets.

It's got the full gamut - single player, or multiplayer co-op or pvp. With continual updates from VirtualAge studios - like being able to pilot the mech - Guardians goes from strength to strength.

## Arrows | free demo | \$10

There's something about this old archery tower defence game that just feels fun. Defend the three villages at dawn, dusk or at night against the invading vikings with just your bow and arrow - and the occasional cannon for the giant golems!

## 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.



### We Are One | free

A true original, We Are One (formerly 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.

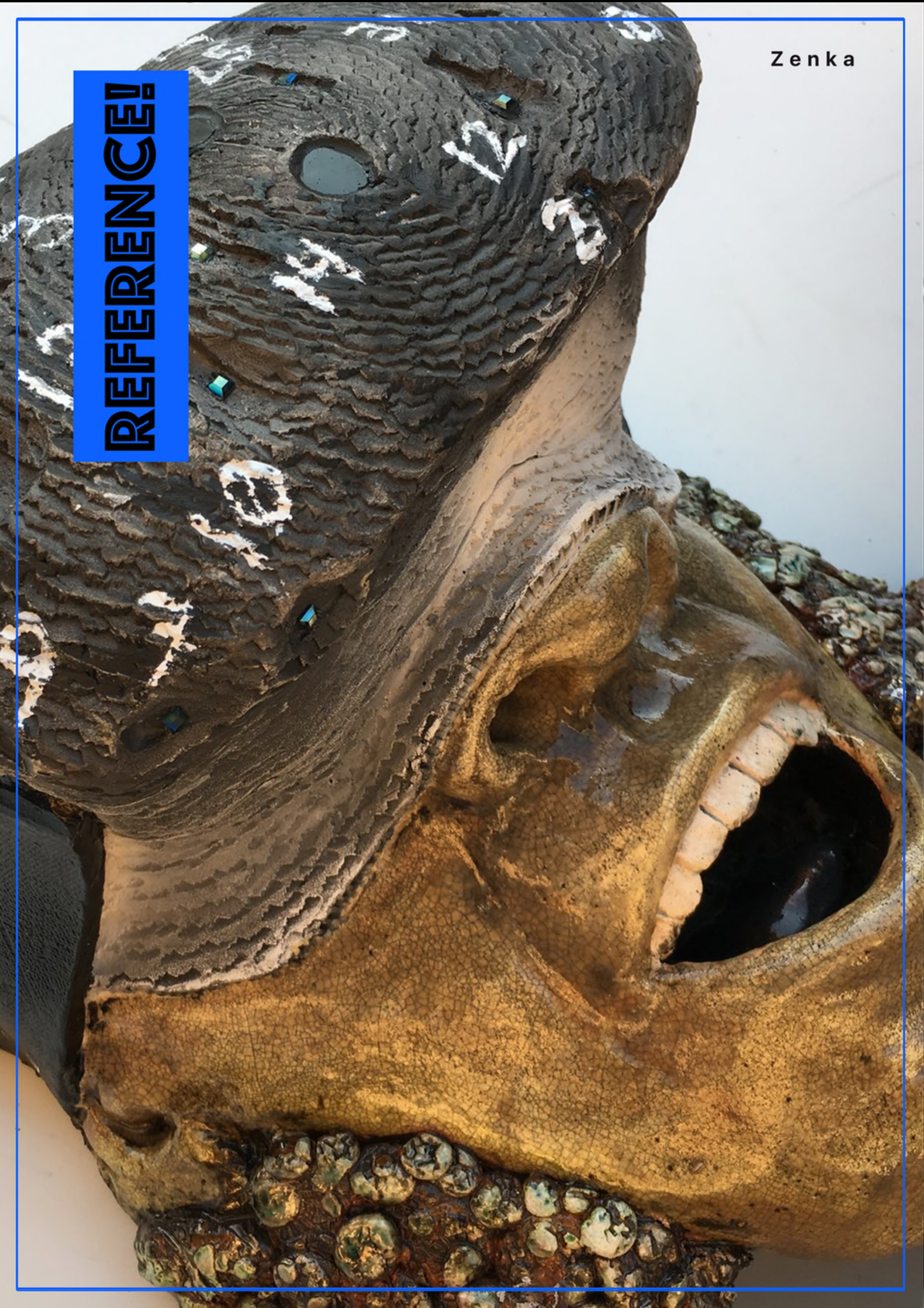
Made by Flat Head Games, five Masters students at Salzburg University in Austria.

### 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.

Zenka

**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!** You have to pair it with your headset via bluetooth.

**Set up your account!** The requirement to link to a valid Facebook account is going but not gone. Enter your bank details and you're ready to install 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 > 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.

Hold your hand palm up and make a pinching motion to call up a shortcut menu to reset view, take screenshots and more. It uses the built-in cameras so if your hands are glitching make sure you have plenty of light and contrast!

## '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**. Some of 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. A few arena-scale games require large spaces. It's safe to use the Quest 2 outside as long as you don't allow sunlight direct on the lenses. For tracking reasons it's best to play at dawn or dusk or in a floodlit area.

**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 on Sidequest.

**Passthrough!** Enable this in settings > guardian so you can double-tap on the side of your headset at any time. It's also useful as your menu background - toggle the 'eye' icon in quick settings. More and more game are adding a passthrough setting for the next generation of AR games.

**Setting the boundary!** It's a necessary evil but you can make it better. Lower roomscale boundary sensitivity in guardian settings to avoid more immersion killers. Click advanced and you can adjust four levels which trigger virtual walls depending on distance or movement. You can add a couch, a virtual desk and a keyboard in experimental features and switch on Space Sense to detect the movement of people or animals. With the stationary boundary the virtual walls are replaced with passthrough. 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 🌀 in the guide until you get your VR 'legs'! Most apps have an array of comfort settings, like vignettes. Avoid 'smooth locomotion' in games. Play in short sessions until you acclimatise. If you feel sick stop playing immediately and don't try to 'power through'.

# 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!** You can now record mixed reality in 3rd person view in a built-in feature on the mobile app (requires iPhone XS). There's also [Liv Connect Beta](#) for iPhone or iPad. For a more professional set up 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!** Log into two Quests with the same primary account, then turn on app sharing and add a secondary account on one of them. Bingo! Now you only have to buy the game once for both to play. (Not all support app sharing).

## 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](#).

**What's new! (current build is v37)**

**Hand tracking menu!** Hold your hand palm up and make a pinching motion to call up a shortcut menu. You can reset view, take screenshots and more.

**Magic keyboard!** Now you can pair an Apple Magic Keyboard that you can see in VR. Support for Mac Book Pro (as in Horizon Workrooms) is expected soon.

**Thumbstick deadzone!** Fine tune your controllers and help fix stick drift.

# THE BIG PICTURE

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

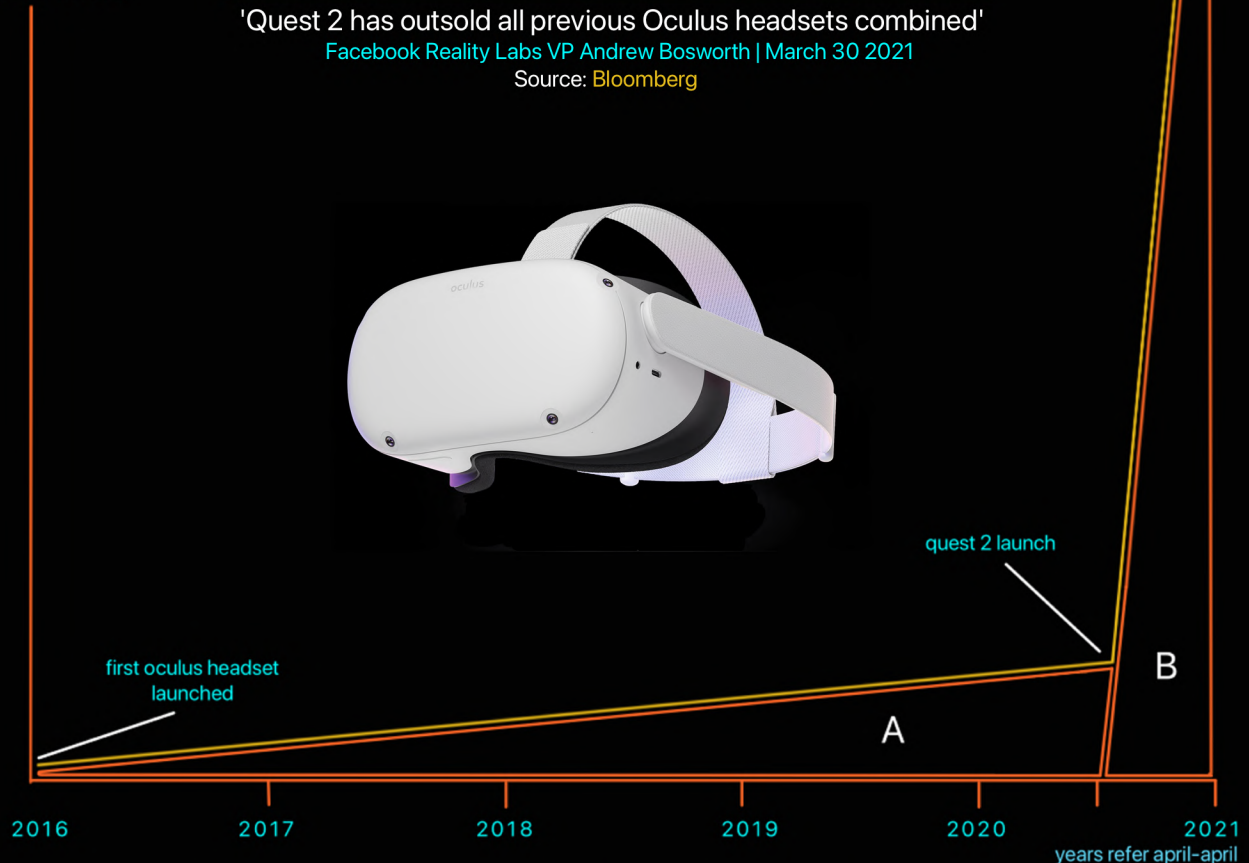
sales in millions  
(figures not released)

## 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



**6-8 MILLION**

Estimated Quest 2 sales.  
Official figures not released

Source: Various

**1000%**

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

Source: Cloudhead Labs

**\$1 BILLION+**

User spend on content on  
the Quest store and App Lab

Source: Meta

**\$180 MILLION**

Estimated revenue generated  
by a single title - Beat Saber

Source: RoadtoVR

**\$20 MILLION+**

Revenue earned by eight Quest 2  
titles. 120 have earned \$1M+

Source: Meta

**10 MILLION**

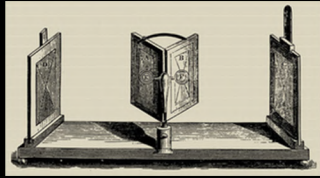
Facebook's sales target for  
the Quest 2 is 'on track'

Source: Facebook



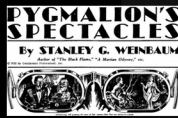
# vr timeline

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

1991  
**virtuality**  
vr arcade



1985

**vpl research**  
first vr company



1979  
**vital helmet**  
military hmd



**nasa view**  
astronaut simulator



1995

**virtual boy**  
gaming hmd



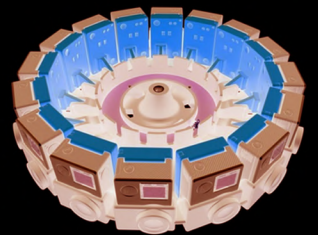
2010

**oculus rift prototype**



**facebook buys oculus**

2014



multi-camera rigs  
**gopro jump**

2015

**gear vr cardboard**  
phone hmds



**standalone 5G glasses**

2025?



**quest 2**

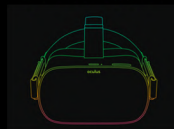
2020



**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 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 through the oculus link cable or wireless using the **air link** feature **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 and ... **AR** augmented reality **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** raining projectiles **non-euclidean** impossible spaces **virtual beings** AI artificial people **squeakers** toxic kids **edgelords** rebel fakers **roguelike** turn-based, random dungeon generation, permadeath and hack-and-slash gameplay. Not to be confused with ... **roguelite** procedural death labyrinths **lore** backstory **pancake** pejorative term for flat non-VR games **gunstock** 3D-printed controller pimping **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 **mech** stuff to drive **f2p** free to play **QoL** fixes to playability (Quality of Life) **SBM** skill-based matchmaking (for multiplayer fairness) **nerf** weapon downgrade **buff** weapon upgrade **grinding** do repetitive tasks to gain ... **XP** experience points!

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

The Quest 2 **no longer requires a facebook account**. You can uncouple from your Oculus account by calling support. German courts are still looking at antitrust violations. See [here](#).

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

Meta 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



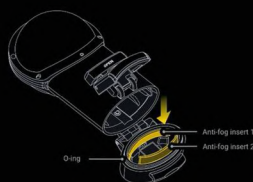
**zoom h3-vr**  
**audio** | US\$250  
spacial audio



**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



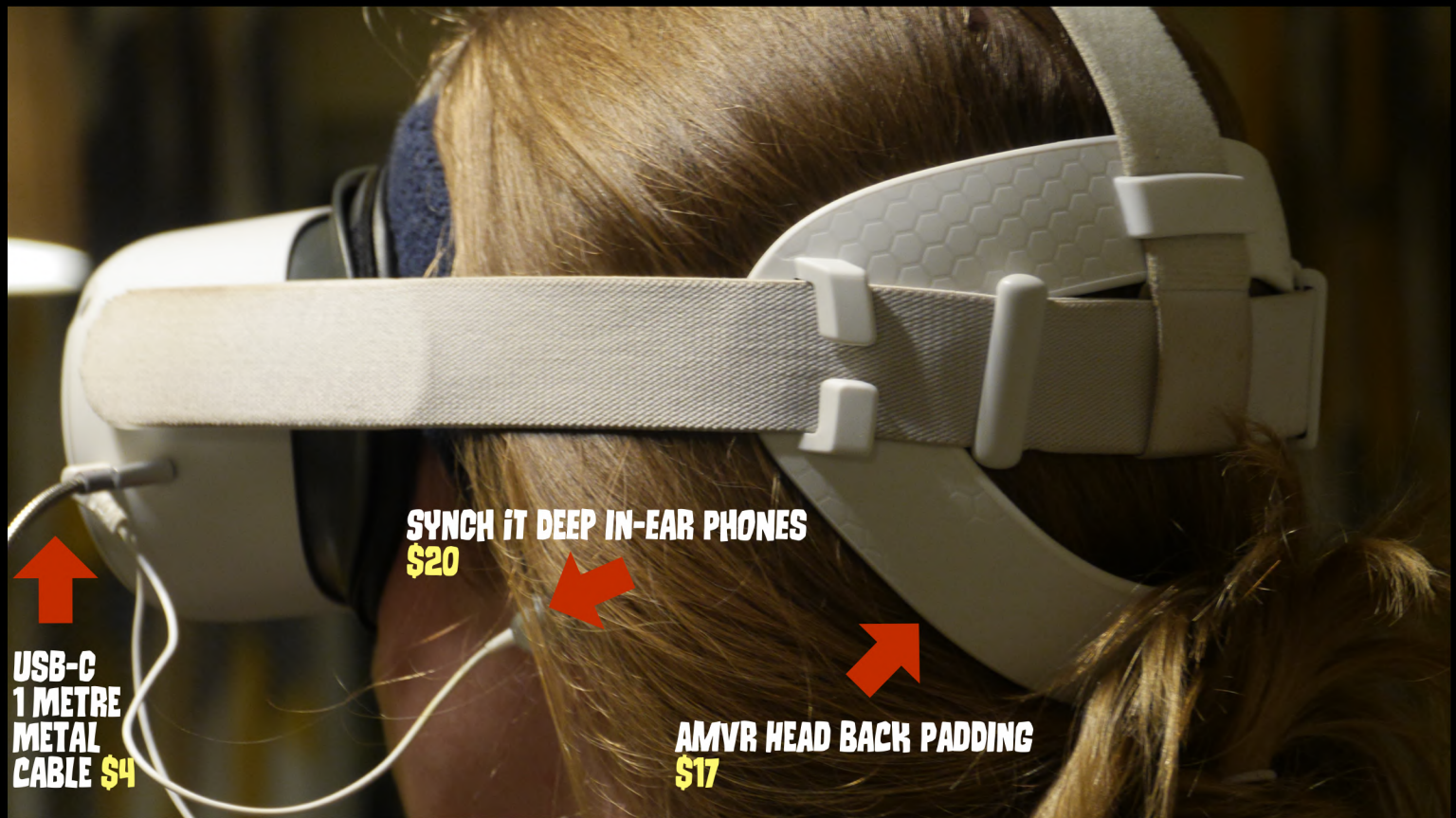
**mac book pro**  
**laptop** | varies  
OSX 10.15+



**insta360 studio 2021**  
**app** | free  
stitching | v3.6.6



**final cut pro X**  
**app** | varies  
editing | v10.5.2



**↑**  
**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**

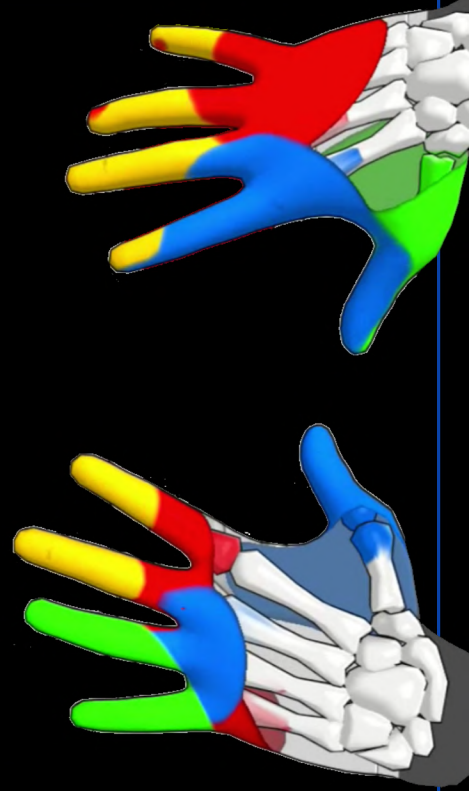


**SWEATBAND**



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

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# THANK YOU!

## 'THIS GUIDE IS THE GUIDE'

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

## 'PHENOMENAL AMOUNT OF CURATION'

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

## 'MY MOST TRUSTED SOURCE'

*"So comprehensive and saves me hours of looking all this shit up myself!"*

## 'NEVER CEASES TO IMPRESS'

*'I haven't seen a finer set of games magazines since The Escapist'*

## 'WORTH 100 YOUTUBE LISTS'

*'I have this 80s feeling of games magazines and it feels good!'*

## 'JUST ... THANK YOU'

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

Comments by Fabio Hofnik (Hyper); Llyr ap Cenydd (Crashland); Arnaud (Crazy Kung Fu); Ben Outram (Squingle); Jarek Ciupinski (Tea For God); correctingStupid; ravensergio, drakfyre and other fine Redditors.

**Feedback!** Please send me yours and any corrections and suggestions to [gibby@gibbysguide.org](mailto:gibby@gibbysguide.org)

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



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