

GIBBY'S GUIDE TO THE QUEST 2!

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A FREE ALTERNATIVE VR ZINE!

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V15 | MARCH/APRIL 2022 | EVERY AUGMENTED REALITY APP RELEASED SO FAR & WHAT'S COMING NEXT!



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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?

20

MEET
THE DEVS!



GAMES!

66

CREATION &
EDUCATION!

74

FILMS &
ANIMATIONS!

101

GETTING STARTED!

KEY!



hand tracking



best in roomscale



adventure



puzzle



sports game



ar passthrough



perfect for seated



roomscale essential



fitness



creator tool



meditation



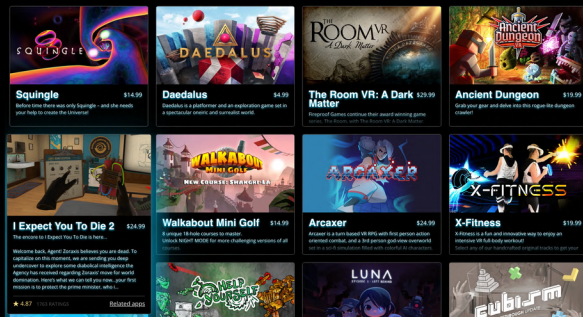
possible motion
sickness

PASSTHROUGH!

ALL QUEST APPS!

AllQuestApps.com gathers every title published for the platform. It's a one-stop shop. Unlike the official store it doesn't hide the 700+ apps published as App Lab. It's ordered by user ratings rather than what makes the most money, and it's fully searchable.

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



MEET THE DEVS!

Meet the **passthrough pioneers!** It's blurry, it's black and white and it's the future! Featuring the developers of **crazy kung fu**, **cubism**, **2076**, **midway multiverse**, **vermillion** & **custom home mapper!**

PODCAST!

Listen to Ep 5 'Check Out Arnaud's Crazy Kung Fu & Thomas' Passthrough Puzzles!' 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!

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

SIDEQUEST!

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



Gaming industry rallies for Ukraine. See [here](#).

NEW FOR QUEST 2!

click the icons to go to the experiences!

virtuoso music creation app!



vox machinae pilot a giant machine!



vermillion oil painting sim!



hitchhiker road trip mystery!



the soloist VR crazy climbing!



updates and more new releases ...



COMING IN 2022!

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

wanderer time travelling! *tbc native quest*



the last clockwinder solo co-op puzzler!



on the morning you wake anti-nuke doc



the atlas mystery theatre escape room!



the last worker survival at amazon!



skygaze xr passthrough planetarium!



tentacular seamonster!



woorlD global exploring!



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 ...



untitled laser game ...





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
aaaaaarrrrrrrgggggghhhh!

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



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

epic zombie 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



sweet surrender 🎮

app | \$25

kick-ass techno roguelite!

twenty-four



star wars: tales from 🎮 🚗

the galaxy's edge app | \$35*

child's play but epic optics!

*including DLC 'Last Call'

twenty-five to thirty-six!

twenty-five!



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

twenty-six! **multi!** **new**



vox machinae 🕒 🧙
app | \$25
 war of the worlds!

twenty-seven!



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

twenty-eight!



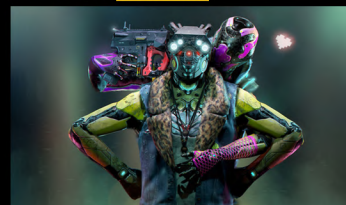
resist 🕒 🧙 🕒
app | \$20
 weaponised spiderman!

twenty-nine! **multi!**



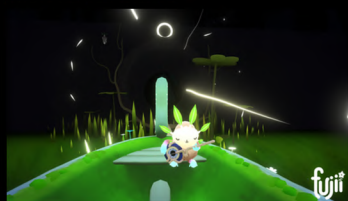
traVRsal 🏠
app lab | **free**
 natural walking in VR!

thirty! **multi!**



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

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!



dead second 🏠
app lab | \$10
 bodyshifting shooter!

forty!



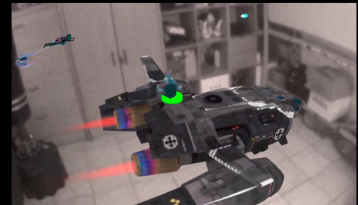
deisim 🚗
app lab | \$15
 be a powerful God!

forty-one!



we are one 🧩
app lab | free
 unique clone co-op!

forty-two!



2076 midway multiverse
app lab | free | in-app 🧩
 passthrough space battles!

forty-three!



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

forty-four! multi!



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!



v-speedway 🧩 🎮
app lab | free
 arcade racing!

fifty-two! multi!



warplanes 🎮 🕹️
app | free demo | \$20
 Great War missions!

fifty-three!



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

fifty-four!



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

fifty-five! multi!



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

fifty-six! multi!



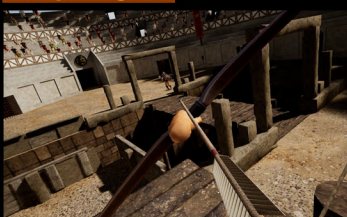
carly and the reaperman 🎮 🕹️
app | \$20
 play with non-VR in co-op!

fifty-seven!



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

fifty-eight!



gladius 🏠
app lab | \$15
 comedy gore!

fifty-nine!



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

sixty!



windlands 🎮 🕹️
app lab | \$15
 classic grapple adventure!

sixty-one to seventy-two!

sixty-one!



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

sixty-two!



cosmodread 🕹️
app | \$15
 terrifying space maze!

sixty-three!



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

sixty-four!



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

sixty-five! **multi!**



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

sixty-six!



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

sixty-seven! **multi!**



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

sixty-eight!



hand physics lab 🚗👤
app | \$10
 zany hand tracking tricks!

sixty-nine! **multi!**



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

seventy! **new!**



dungeon maker 🏠🏠
sidequest | **free**
 Buildeth thy deathly pits!

seventy-one!



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

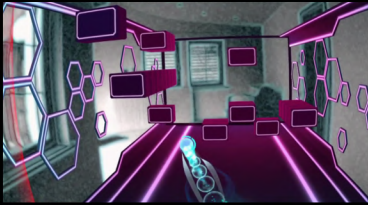
seventy-two!



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

seventy-three to eighty-four!

seventy-three!



cybrix 🏠❤️🎮🎯
app | \$10
 breakout-squash fusion!

seventy-four!



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

seventy-five! **multi!**



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

seventy-six!



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

seventy-seven!



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

seventy-eight!



the curious tale of the stolen pets 🧩🚗👤
app | \$15
 touch that cuteness!

seventy-nine!



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

eighty! **multi!**



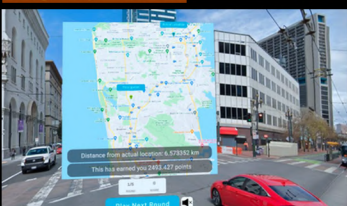
chess club 🚗🧩👤
app | \$15
 battle chess in Stonehenge

eighty-one!



HAX
app lab | free demo
 cel-shaded shooter!

eighty-two!



somewhere 🚗
app lab | free
 geo guesser!

eighty-three!



cosmic flow 🧘
app lab | free
 fractal meditation

eighty-four!



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

eighty-five to ninety-six!

eighty-five!



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

eighty-six!



return to castle | free
wolfenstein | **sidequest**
 Dr Beef VR port of classic!

eighty-seven!



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

eighty-eight! multi!



war yards
app lab | free
 gunslingin' guffaws!

eighty-nine!



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

ninety!



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

ninety-one!



flowbourne 🧘
app lab | \$10
 breathing meditation!

ninety-two!



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

ninety-three!



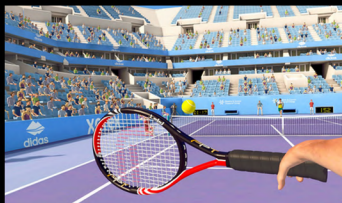
spacewalker vr 🚗
app lab | \$7
 go Earth gazing!

ninety-four!



unstung
app lab | free
 get your buzz on!

ninety-five!



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

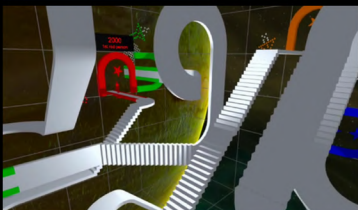
ninety-six!



journey of the gods 🕒🚗
app | free demo | \$30
 get your Deity on!

ninety-seven to one hundred!

ninety-seven!



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

ninety-eight! multi!



descent alps 🎿
app lab | \$10
 ski together!

ninety-nine!



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

one hundred!



just hoops! 🏀 🧢 📦
app lab | free demo | \$15
 bare hands basketball!

bonus! new!



cave digger 2 🚗
app lab | \$10
 dig harder!

bonus! multi!



acron: attack of the squirrels **app lab** | \$20
 VR to phone co-op!

bonus! multi!



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

bonus!



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

bonus!



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

bonus!



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

bonus! multi!



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

bonus!



exit condition one 🏠
app lab | free demo
 experimental escape room!

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!



Look out for this
passthrough icon
throughout the guide

COVER FEATURE

**MEET THE
DEVS!**

THE **PASSTHROUGH** PIONEERS!

arnaud
crazy kung fu
thomas van bouwel
cubism

ivan cascales
2076

thomas van den berge
vermillion

ryan
**custom home
mapper**

'It's blurry, it's black and white, and it's the future'

COVER FEATURE

MEET THE
DEVS!

a new reality

It's blurry, it's black and white and it's the future. Passthrough, originally conceived as a simple camera feed on the Quest as part of the Guardian boundary set up, has now been adapted for use by more than a dozen apps with many more on the horizon.

It's been reappropriated as a nascent Augmented Reality for headsets allowing users to see their room or playspace while they play air guitar, create music, practice martial arts or solve puzzles.

'It feels like the first time that all the elements are there for people to start building and designing for real in AR. Even though it's in black and white, it's already fun and useful', says developer Thomas van Bouwel who has added the feature to his puzzle game, *Cubism*.

The image on the previous page was taken from a mock up of how full HD colour passthrough might work by the Rotterdam-based developer Thomas van den Berge. It was a spoof - he had jokingly claimed to have had his hands on Meta's upcoming Project Cambria device - but nevertheless it points to where we are heading, and fast.

'AR has big potential,' says Thomas, whose oil painting sim *Vermillion* is the latest app to implement the feature.



The ability to implement passthrough into apps only became possible in October last year. First out of the blocks was English developer Arnaud from Field of Vision. A martial arts practitioner himself, his game *Crazy Kung Fu* added AR within days.

'I've had that 'glimpse of the future' feeling on anything I've used in passthrough to be honest,' says Arnaud from his office in Shanghai, China. Now you can position the different elements of the game where you like in your room. 'Once I had it I was like 'I want to put my Wing Chun dummy over here and my leaderboard over there,' he says.

Passthrough seems to be especially well adapted to games where you run the risk of hitting the walls like Arnaud's *Crazy Kung Fu*, *Blaston* and *Cybrix*, and creation and design apps like *Virtuoso*, *Gravity Sketch* and *Vermillion*. It also works well in puzzle games like *Gravity Lab* or *Cubism*.

'the 'wow' came out that puts a smile on your face'

But one of the most impressive implementations is in *2076 Midway Multiverse*, a nostalgic and humourous take on old side-scrolling games.

'I thought that the idea of having toy ships floating in my room could work and I felt the need to try it,' says Ivan Cascales of Ivanovich Games, a small studio from Barcelona.

'When we tried it, the 'wow' came out that puts a smile on your face,' he says.

12 APPS AVAILABLE NOW!



2076 Midway Multiverse side-scrolling shooter

Vermillion new oil painting simulator

Crazy Kung Fu quicker than the human eye!

Cubism zen puzzles, piano and peace!

Cybrix frantic mix of breakout and squash

Blaston neon duelling AI or randoms with toy weapons

Unplugged be a rock God in a hand tracking Guitar Hero

Gravity Lab sexy space puzzles using physics

Virtuoso a tool to play music with instruments designed for VR

Custom Home Mapper remap your house and play mini-golf!

Just Hoops arcade basketball simulator

Gravity Sketch powerful pro 3D modelling tool

Circus performer by day and solo VR developer by night, Canadian-based Ryan, who goes by the name CuriousVR, has been ahead of the curve for a while.

His app *Custom Home Mapper* allows users to do just that, map out their walls and furniture and then recreate their entire house in the style they desire. Or turn it into mini-golf course. Or a forest. Or a spaceship. Or, well anything really.

'some super-pro developers are gonna blow everyone away'

Now that Ryan has added passthrough it is far easier to use. He's also made some new games, notably Ultratoasty, a play on the VR classic Superhot.

'Eventually some super-pro developer teams are gonna blow everyone away with the true potential of this.

'But my janky collection of stuff has become such a fun playground to develop in and I'm enjoying myself immensely,' he says.

A former architect, *Cubism* creator Thomas van Bouwel has his own made-for-passthrough game in the works.

'It's kind of like *Mission: Impossible*, where you have this field of lasers that you need to traverse.

'It's a really physical game where you can use your entire playspace and it's really fun to watch people play, they immediately drop to the floor to crawl underneath the lasers!' laughs Thomas.

PASSTHROUGH ONLY!

The first made-for-passthrough apps are starting to emerge.



Skygaze XR by developer Emanuel Tomozei is a home planetarium where the roof of your room opens to reveal a starry sky. Demo expected soon. See [here](#).



Untitled Laser Game A *Mission: Impossible* style laser game



Other experimental titles already launched include **Dungeon Maker**, **Zombies in your House**, **Hauntify**, **Wild Animal Escape**, **Passthrough Measure** and **Contour**. Find them on Sidequest.

WHAT'S COMING NEXT ...



Magic Keys Learn to play the piano without reading sheet music!

Paradiddle Drum & percussion instruments arranged in your room!



Woorld 'Be anywhere in the world instantly with anyone.'

Shapes XR Collaboration tool for remote teams in 3D design.



Youtube VR Chose a wall to have any size of cinema screen!

Hand Physics Lab An AR version of the popular hand tracking game!

'it really messes with you, I thought it was terrifying!'

'I did a 'walk the plank' between two rooms of my house above an extremely high drop', says Arnaud of his experimental passthrough-only effort, *Dungeon Maker*. 'I made the plank greyscale so it looked like it was part of my house so it's actually much worse because you know you are looking through a camera feed so it really messes with you.'

'I thought it was quite terrifying even though it was me that put the plank there!' he laughs.

Technically, *Vermillion*'s Thomas reckons drop shadows have made a big difference in believability: 'Without it, your head can't really make sense of what you're seeing, and the virtual items always look like they're floating. With the contact shadow, it clicks, and you buy into the illusion.'

Even having a cup of tea or being able to pet the cat is a novelty for those used to being in VR.

'The separation you have with VR is a great boon if you want it, but also a great source of friction if you don't', says Thomas.

'I think that roomscale VR applications are a great fit for passthrough, because bringing you out of the virtual environment has the big benefit of not closing you off from the real world,' he says. He cites *Youtube VR* as a great use case.

JUST DON'T MENTION THE METAVERSE ...

Meta are developing *Project Cambria*, a high-end VR headset with HD colour passthrough; *Project Nazare*, their first full AR glasses with avatars and social networks; and *Project Aria*, AR glasses without a built-in display.

Details are sketchy and are likely to remain so as new players enter the market. Highly anticipated is **Apple**, whose mixed reality headset expected in early 2023.

Google are known to be working on *Project Iris*, an AR headset slated for 2024. Having pioneered Cardboard, dumped Daydream VR and failed with Google Glass, the company are now focusing on a top level device.

Other players include the **ByteDance**, the Chinese owner of TikTok, whose subsidiary Pico makes VR headsets for the domestic market. They've been joined by Qualcomm.

Microsoft, fresh from a \$22 billion contract to provide 120,000 HoloLens headsets for the US military, want to crack the consumer market. Korean phone company **Samsung**, having dabbled with the Gear VR headset in 2017, threw their hat in the ring last month. And other firms with their eyes on the prize are **Vive**, **Snap**, **Valve** & **Magic Leap**.

The app is on the brink of adding passthrough, bringing the ability to add a cinema screen of any size to your lounge.

'I show them around my house and make tea'

Developer Ryan is already there - and then some.

'Mix that with the multiplayer feature and now I find myself hosting a room, sitting on my couch watching a movie until someone eventually appears in my kitchen and then I show them around my house and make a cup of tea.

'Stuff like that feels like the future, it's just natural interaction with people and objects in my own home,' he says.

Arnaud says he has never really thought of himself as a pioneer but is proud to be part of the community.

'I think it's all fascinating to see how VR will expand into other areas whether it will be medical or education or gaming.

'Passthrough is definitely here to stay and we are going to see more of it. As soon as it is colour and solid and 60 frames on the camera feed then a lot of developers will be like 'ok that's production level quality, let's do this'.

'When the big studios start using it, others will be more brave about using it too and it'll spread like wildfire,' he says. 'But then us other developers can always look back and say 'ok we kicked that off, we started that all'.

a new future...

'I want to be surprised. I think that there's a bunch a different things that become possible with passthrough. I have a feeling that there's a lot of new concepts that need to be explored and I have no idea what those are!'

Thomas van Bouwel **Cubism**

'By 2030 we'll have a really good combination of MR and VR headsets and a very strong product on the market. Whether it is using AR through camera feeds or using actual AR SLAM cameras [Simultaneous Localisation And Mapping], AR is the way the world is pushing, but VR won't disappear. I think that passthrough is a very important stepping stone.'

Arnaud **Crazy Kung Fu**

'The vision of everyone wearing AR glasses is a dystopian one. The amount of deeply personal data that can be extracted from tracking your eyes and the faces of others, constant voice monitoring and filming and processing of your environment just for the sake of being able to see popups in our world rather than on our phones is not a trade-off we should be making.'

'With Quest 2, the camera tracking still stays on the device. But how much longer will that be the case? We have to be very conscious of this.'

Thomas van den Berge **Vermillion**

'When Apple releases their headset the landscape will just take off'

Ivan Cascales **2076**

'Hopes? The system will automatically map the space. Eventually I will go out in public with glasses that run Adblock.'

'Fears? Our culture is struggling with who we are, online social media has reshaped how we define 'community' and 'friends' and 'like'. I don't think we properly understand how this is shaping us. But we are racing ahead faster than we can process it. Marshall McLuhan talks about 'driving forward but only looking through the rearview mirror' and that's my underlying fear.'

'These tools will reshape our society, but it isn't us that is deciding what that shape will look like. It's the tools themselves. 'The medium is the message', you know?'

Ryan **Custom Home Mapper**

**'Check Out
Arnaud's Crazy
Kung Fu &
Thomas'
Passthrough
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REVIEWED!

GAMES & APPS!



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

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

heart-pumping games!



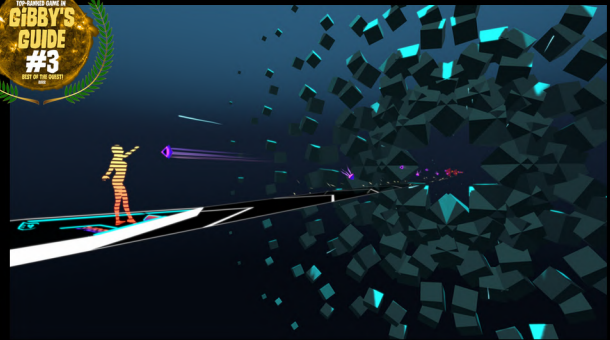
Pistol Whip | \$30

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 30 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 Encore update delivers two new levels and a party mode to last year's Smoke & Thunder, a five-track campaign set in the Wild West.



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

flight sim games!



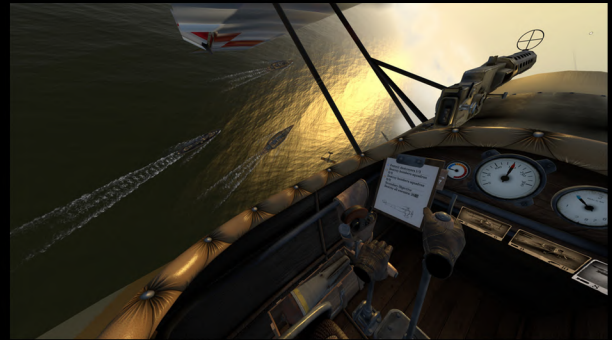
Ultrawings 2 | \$25

Ba-boom! It's only when you take out your first enemy on an ops mission that you realise this is a hell of an 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 to 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.



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. It's beautifully scenic 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!

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.

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.

grapple 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 '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 natter 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.

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

roguelite games!

*see glossary!



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.



Sweet Surrender | US\$25

Sweet surrender has got the perfect dose of sugar-coated something that just keeps you coming back for more.

Amidst gorgeous cartoon cel-shaded graphics, you stick it to the machines armed with everything from a kick-ass adrenaline stick to a sawn-off shotgun.

With constant updates since launch by Munich-based indie Salmi Games, it's fine-tuned and fast maturing into a sleeper hit. Play as a rebel, medic, sniper, grenadier or lunatic.

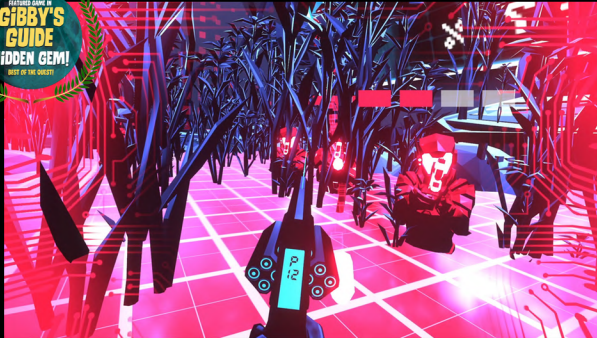
Dash from room to room, zipline across lava and grapple up walls as you upgrade inch by inch with run-to-run progression. Kudos for the music design and cues in this funky futuristic title. Brilliant.

Directive Nine | \$13

A great moody sci-fi shooter set on a spinning space station with surprises behind each vertical sliding door, 'D9' is fiercely addictive. Weapons - from taser-like photon neutralizers to a quad pipe - carry over and no run is the same.

REVIEWS

back to the '80s games!



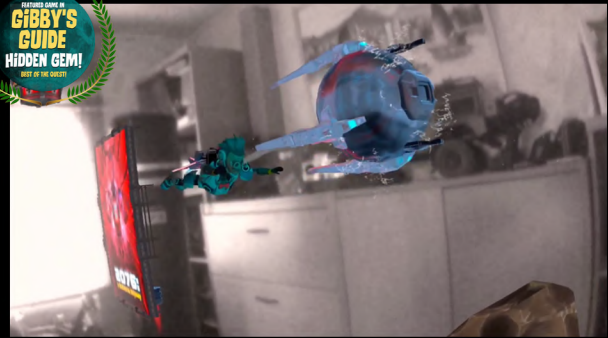
ARK-ADE | **free demo** | \$20

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.



2076 Midway Multiverse

free demo | \$in-app

Ivanovich Games have a habit of VRifying side-scrolling shooters and *2076 Midway Multiverse* is their latest nostalgic and humourous take on the old skool games.

There are also some insane perspective shifts, from pancake to X-wing Star Wars fighter-style immersion and back again.

But one of the most impressive aspects of the game is an incredible passthrough experience.

'I thought that the idea of having toy ships floating in my room could work and I felt the need to try it,' says Ivan Cascales, head of the Barcelona-based studio. 'When we tried it, the 'wow' came out that puts a smile on your face.'

Galaxy Forces 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. Nudge, nudge, nudge the thrusters of that little red triangular spaceship to land. Tink!

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**.

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 portent 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 levels 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.



meet the dev!



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. Perfect conditions are at dawn or dusk when tracking works best.

Custom Home Mapper | \$8

With passthrough, this genius app should get 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! Or sit on your virtual couch and watch TV!

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

rock rhythm games!

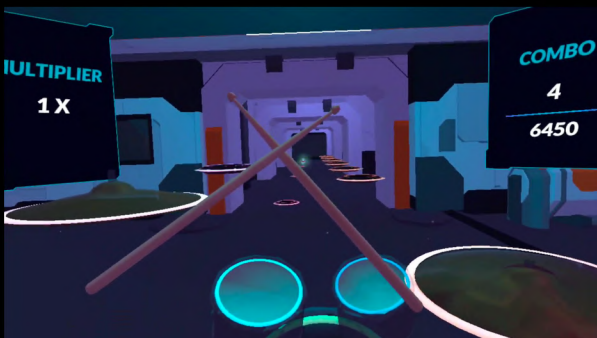


Unplugged: Air Guitar | \$25

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-Hooooooooo!'

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.

REVIEWS

first person shooters!



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.



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

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

pvp multiplayer games!



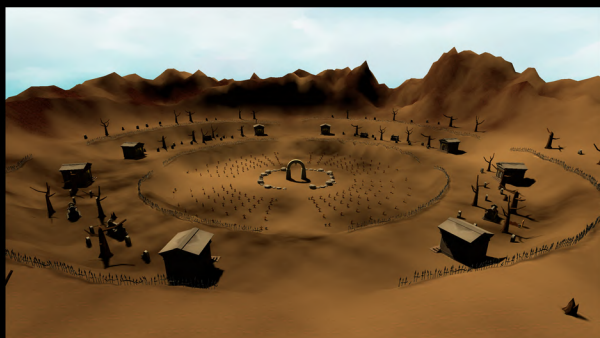
Eleven | \$20

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 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!

REVIEWS

social multiplayer games!



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 variety 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 | **free demo** | \$10

David Ipac's excellent pool sim finds you in a bar ready to rack 'em up and play AI, randoms or invite a friend. There's a giant screen for youtube or just listen to the ambience. Easy to pick up and incredible physics.

co-op multiplayer games!



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!'



Vox Machinae | US\$25

H.G. Wells first imagined 100 feet tall gigantic Martian fighting machines back in 1898. Now you can pilot your own.

There's nothing quite like jet-jumping around alien landscapes and feeling the bone-crunching weight of your rust bucket as you try and take out a dozen others doing the same.

Pick your 'Grinder' - Goldrush, Hopper, Dredge, Catalyst, Rook, Drill, Overhaul - arm yourself to the teeth and dive in.

With up to 16 simultaneous players at once, you can VOIP via an old skool walkie talkie while your customised avatar appears on webcam. Best to skip the painful single player campaign, though.

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 and 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 siege, 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. 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

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

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!

REVIEWS

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.

REVIEWS

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.

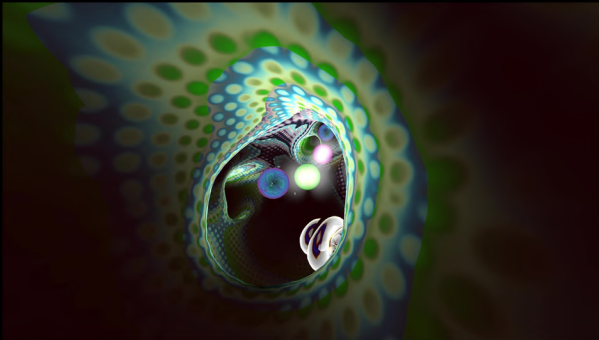
Journey of the Gods | \$30 free demo

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

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 diaroma 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.

Time Stall | \$15

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

REVIEWS

more puzzle games!



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 & in-app

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

even more puzzle games!



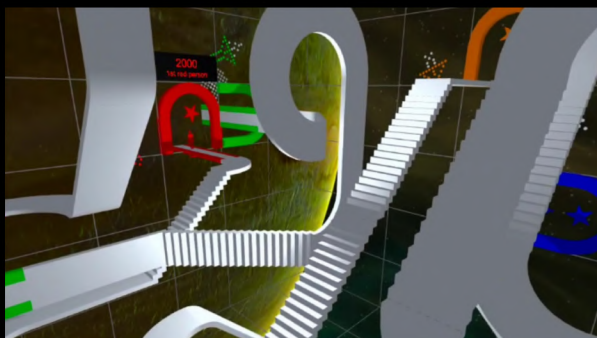
We Are One | free

A true original, We Are One (formerly Help Yourself) is a solo multiplayer - a co-op with clones of yourself!

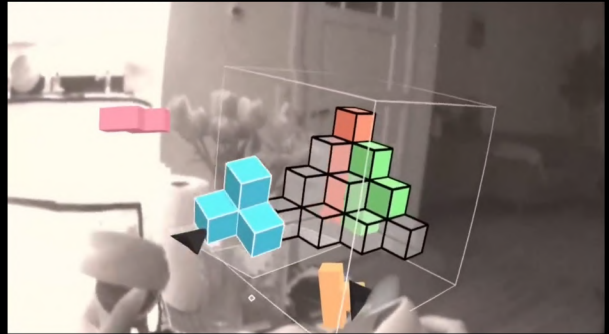
A puzzle shooter, it's mesmerising watching replays of yourself playing alongside your current self in a surreal time-bending bond.

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.



meet the dev!



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.

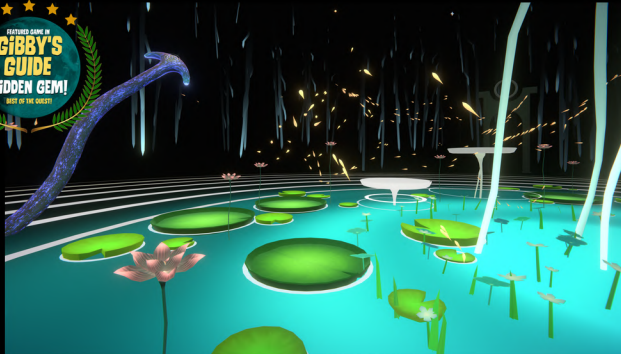
With a gorgeous minimalist design and inspired by classic solid dissection puzzles, Belgian developer Thomas van Bouwel has created 90 head-scratchers with increasing difficulty levels. But it remains easy just to pick up and play.

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.

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!

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.

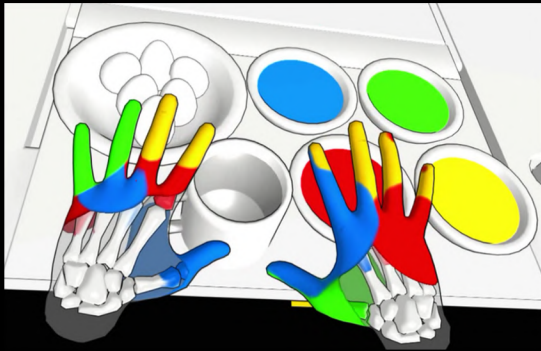
With a huge 'natural magic' expansion upgrade, there's a gorgeous courtyard and 40 more lavish levels in the fortress, although these new areas are yet to feature hand tracking. But in compensation you have the ability to sonic scream and now even use voice control! There's a unique 'telepath' movement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

more hand tracking games!

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 a icicle like a club to virtually-controlling a titan, this tech demo from Oculus shows an exciting vision even with the current limitations.

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

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

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

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.

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!



meet the dev!



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.

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

parkour games!

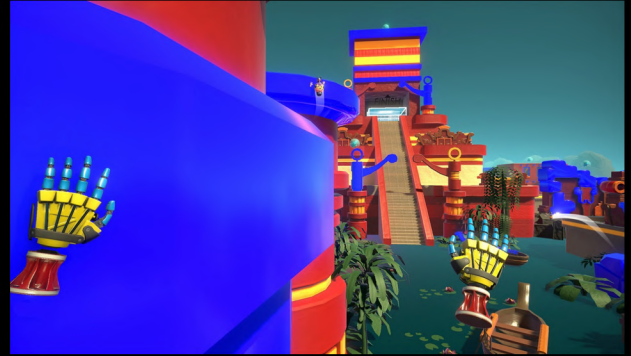


Stride | \$15

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!

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!

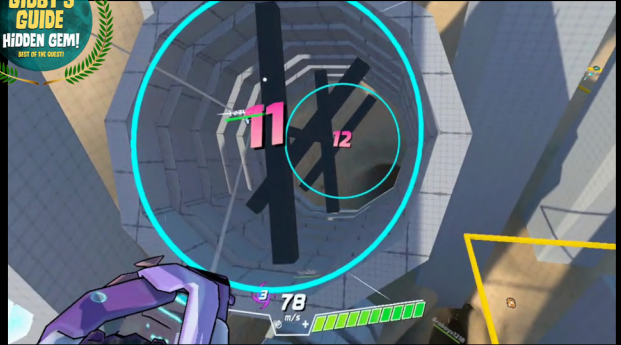


Deisim | US\$15

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!



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.

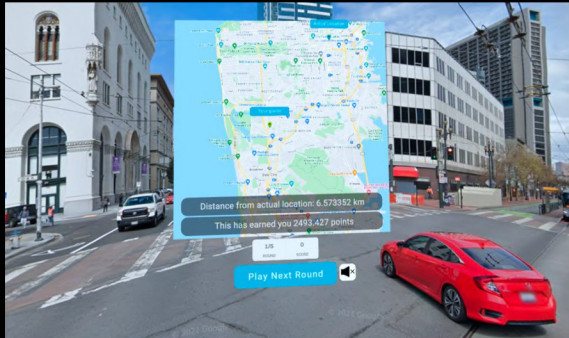
This is still a prototype from San Francisco-based indie developers Greensky Games ('Swarm') and will be free for a limited time. Grab it now.

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 indie games!



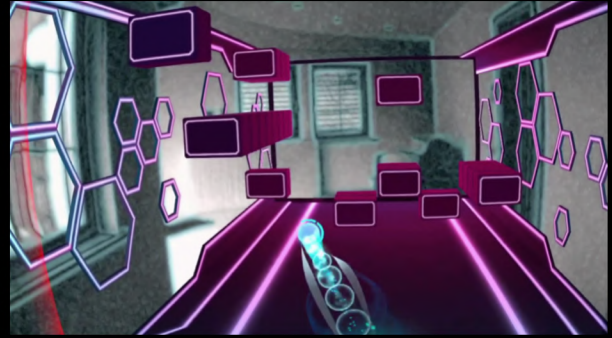
Somewhere | free

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.

yet more indie games!



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.



Stunt Track Builder | free & in-app

Hot wheels in VR! Build your own epic stunt tracks around the house! It's easy to get started and hard to stop.

This app keeps growing fast. In addition to the bedroom, the kitchen now leads to the bathroom and the living room stretches out to the yard complete with a playable basketball hoop and dog kennel! There's even a garage *and* a bunch of community builds.

Try the cool roller coaster mode where you can shrink and ride in the toy car on the track you've just made (*motion sickness warning*)! And now you can share your tracks! The range of cars keeps growing too, with a school bus and fire engine just added. Credit to the indefatigable developer Lemon!

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

and yet more indie games!



Return To Castle Wolfenstein | **free** | \$5

One of a number of ports by Dr Beef aka Simon Brown of old skool classics, Return To Castle Wolfenstein is a first person shooter from over 20 years ago.

If you are into a nostalgia trip you'll know the story already. It's 1943 and a British and American duo team up against the German SS and are imprisoned in a medieval castle.

It follows the story of B J Blazkowicz who escapes the castle and discovers that the Nazis are reviving corpses. Cue mystery plot and a ten-hour campaign.

The first two levels are free. Buy the full game on Steam and you can play on native Quest. There's no multiplayer.



Dungeon Maker | **free**

Dungeon maker is the first passthrough party game, setteth in a medieval torture chamber.

Once thee hath built thy fiendish traps, passeth thy headset to a willing victim and gaze as those gents faileth to walketh across the lounge. Nay controll'rs required!

Pick from a swinging axe, pits full of spikes and the inevitable bubbling lava. You can even occult your furniture. But the worst is 'walk the plank'.

'You know you are looking through a camera feed so it really messes with you. I thought it was quite terrifying even though it was *me* that put the plank there!' laughs developer Arnaud.

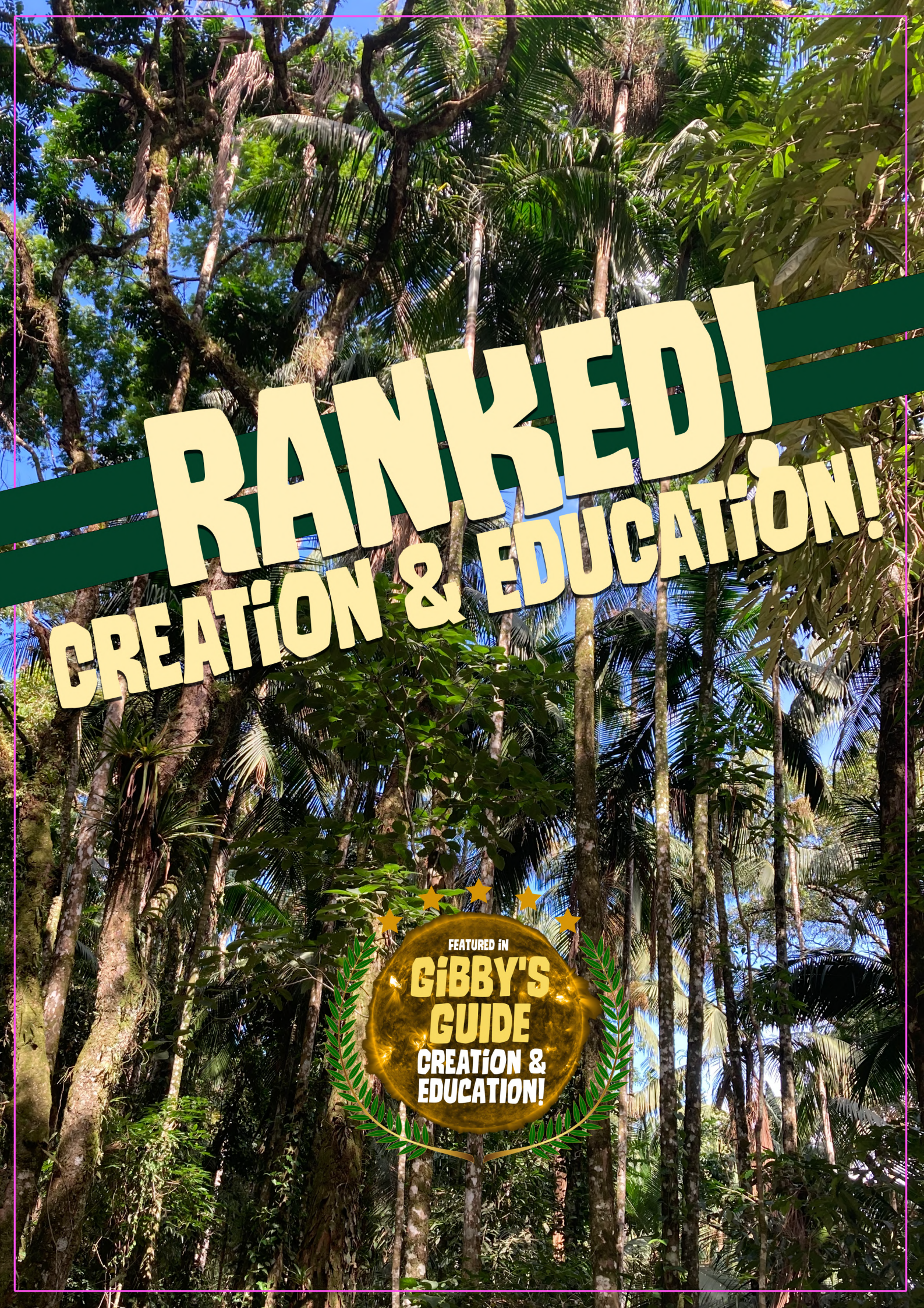
Unstung | **free**

Unstung is beautifully smooth, simple yet strategic. As the Queen you lead a swarm of bees on a merry dance to pollinate the flowers and protect the hive from evil bugs. Tower defence under the guise of a game for kids. Get you buzz on.

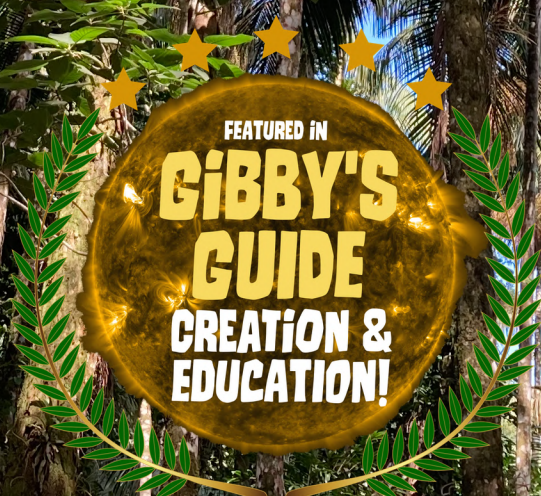
CREATION & EDUCATION!

Virtuoso





RANKED! **CREATION & EDUCATION!**



creation and education!

VR is not just for gaming!



virtuoso  
app | \$20
 trip out on your own loops!



lost recipes 
app | \$15
 cultural cuisine!



vermillion   
app | \$20
 passthrough painting!



multibrush  
app | free
 three-dimensional painting!



wander 
app | \$10
 google street view!



vinyl reality lite 
app lab | free
 scratch that DJ itch!



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



BRINK traveler
app | \$10
 photogrammetry tourism!



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



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



paradiddle   
app | free demo
 cool percussion set up!



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



REVIEWED!
CREATION & EDUCATION!

FEATURED IN
**GIBBY'S
GUIDE**
CREATION &
EDUCATION!

REVIEWS

art creation!



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.

meet the dev!



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.

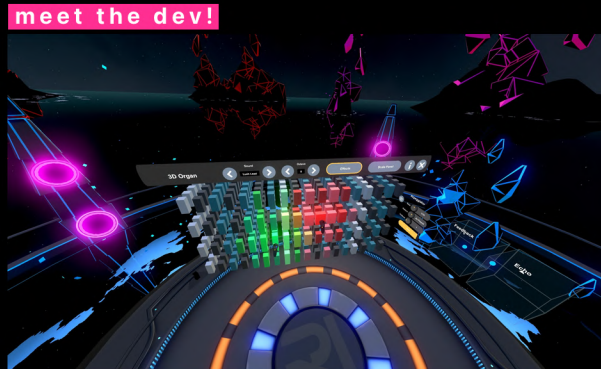
Or you can use a colour picker, change the lighting and import reference materials. Painting VR, from Oisoi Studios in Belgium, is still in Early Access but for now you can just stand back and admire your art!

Vermillion | \$20

Dutch developer Thomas van den Berge's lockdown project was to create this oil painting sim with passthrough. It's a digital wet-on-wet painting app complete with browser intergration. Releases on March 24

REVIEWS

music creation!



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 have a mic and the app now has passthrough.

Jonatan Crafoord is the creative genius behind it, 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.



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.

Paradiddle | free demo

If you like your marimbas and your glockenspiels but don't happen to have a full percussive set up to go with your non-existent drum kit, try Paradiddle. Just drag and drop a range of instruments into your own custom arrangement.

REVIEWS

virtual tourism!



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.



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.

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.

virtual tours!



Anne Frank House VR | free

An unparalleled and unmissable visit to the house of Anne Frank, the Jewish girl who was given a diary on her 13th birthday and whose writings in hiding during World War II became famous after she died in the Nazi Bergen-Belsen concentration camp.

The cramped house - a 'secret annex' of an old office building in Amsterdam - is replicated faithfully. Pick up objects and discover the minutiae of Anne's life in resistance.

A short video precedes and unlocks the tour and you are free to wander around long after it has finished. If VR ever makes it as mainstream in the classroom this would be first on the list marked compulsory.



Mission: ISS | free

Experience micro gravity in this Emmy-award winning simulator aboard the International Space Station - if your stomach can take it!

It takes some getting used to as you push off walls and grab rails, stopping occasionally to listen to the astronauts talk on educational videos.

When you tire of flinging Fancy ketchup bottles and strapping down floating bags it's time for the main event - the spell-binding spacewalk. It's incredible to tour the station from the outside bathed in sunlight, stars and the Earth below.

Back inside, head for the Cupola to learn how to operate the infuriating robot arm. In space no-one can hear you scream.

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.

FILMS & ANIMATIONS!

The Soloist VR



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!

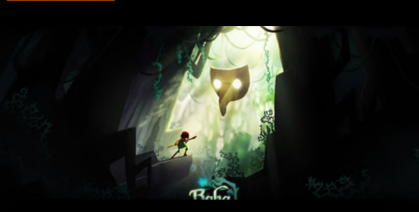


paper birds part I & II 🖐️

app | \$7

music and light! 30m

five!

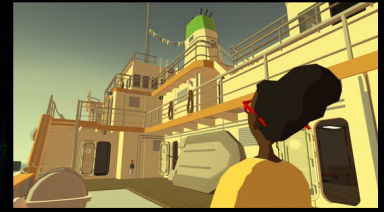


baba yaga 🏠 🖐️

app | \$6

protect the forest! 22m

six!



timeboat 🏠

in app | \$12

'the under presents' 30m

seven!



the secret of retropolis 🖐️

app | \$13

play a robot detective! 1hr

eight!



hitchhiker 🖐️

app | \$20

a road trip mystery! 3hrs

nine!

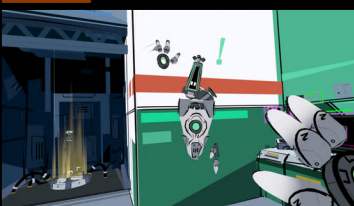


goliath: playing with reality

app | free

exploring mental health 25m

ten!



unbinary 🖐️

app | US\$15

quill puzzle adventure 3hrs

eleven!



madrid noir 🏠

app | \$9

Lola's journey 45m

twelve!



bonfire 🖐️

app | \$5

play fetch with aliens! 20m

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



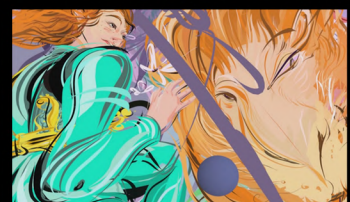
four stories
nick ladd art | free
simultaneous quartet of fun tales 12m



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-eating
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!

2022

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.

2022



the soloist vr
oculus tv | free
free climbing epic 2x30m



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



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

2021



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



tokyo origami
oculus tv | free
eight tales from Japan



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

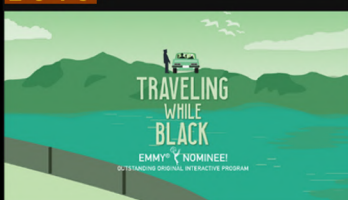
* **youtube vr** app limits resolution. Watch on **wolvic** (formerly Firefox Reality).
Click quality setting (up to 8K) | Turn off subs | Click full-screen > goggles and choose 360 stereo.
* On **oculus tv** download cache to watch in high res. Watch **vimeo** on wolvic.

film archive!

2019

2018

2019



traveling while black

felix & paul | free

Jim Crow era 20m



-22.7°C

youtube vr | free

DJ Molécule in the Arctic.

Jan Kounen directs 9m



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



the overview effect

oculus tv | free

astronomical metanoia 6m



okavango experience

youtube vr | free

astonishing wildlife in the

Okavango Delta 4 x 6m



polar obsession

youtube vr | free

seals in Antarctica 7m

film archive!

2018

2014



the real thing

within | free

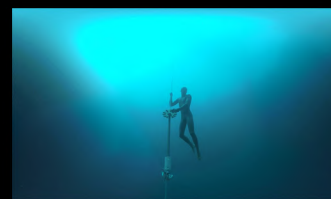
Chinese fakes of Paris, Venice and London 16m



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

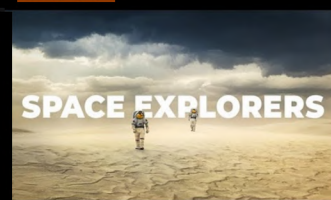


charlie checkers goes to brazil!

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



strangers

felix & paul | free

just a guy making music 8m



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.



Hitchhiker | 2hs

'We are all looking for something along this road, I haven't met anyone who isn't' says 'Hops' a humanities teacher apparently driving around in endless circles in some American suburban hell.

Nothing is as it seems in this surreal road trip. Your drivers - there are five of them - chat away to you as you reply via a choice of dialogue boxes. It's a lengthy narrative but that's ok, you relax into it, resisting the temptation to reply out loud.

The mystery begins as you jump into Vern's car on the open road. He's a raisin farmer and he *really* wants you to try his raisins. There are simple puzzles and some nifty style shifts in the animation. *Hitchhiker* is definitely worth getting your thumb out for. Enjoy the ride.

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 animations!



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!



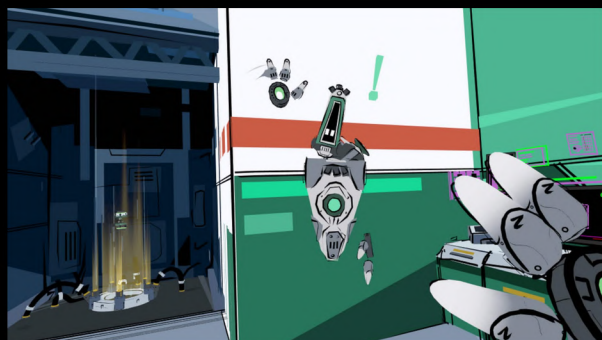
The Secret of Retropolis | 1hr

'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 *quillustrator* Nick Ladd. Highly original and voyeuristic, it's only three minutes long - but the genius is that you can watch it four times over.



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 painting 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.



life-affirming animations!



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.



challenging animations!

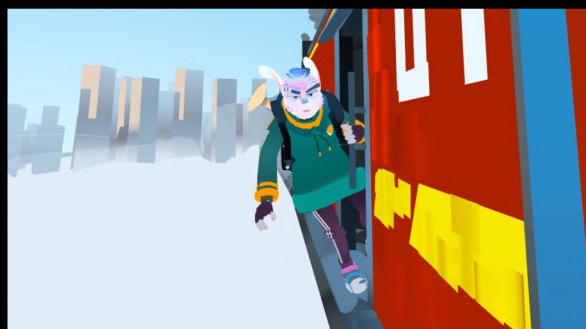


Ayahuasca Kosmik Journey | 18m

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.



extreme action films!



The Soloist VR | 2x30m

'Are we trying to create good experiences for people or nightmares?' jokes *free soloist* Alex Honnold as he stands atop another summit in the Alps. 'I think this VR film could definitely be a nightmare for a lot of people. But it'll be good for them. Toughen 'em up!'

In case you didn't know, this is rock climbing without ropes or harnesses. 'Some people must watch me and think that I'm crazy and that I'm gonna kill myself. But they don't see all the training and preparation,' says Alex.

In this hour-long two-part documentary the 36-year-old American teams up with Swiss Alpinist Nico Hojak. This is high-end stuff and the scenes are as dramatic and breathtaking as you'd expect.



Tales From The Edge | 10m

'Since I started jumping I've lost about 80 per cent of my friends,' says BASE jumper Jeb Corliss, 'but BASE jumping has given my life purpose.' Here he pays tribute to one of his fallen heroes, Uli Emanuele, who crashed in the Alps, aged 30.

'He had an eye for the beautiful, almost dance of a line,' says Jebb as he eyes up some of the Uli's most daring runs in the Dolomites in Italy. And, yes, we are going on the ride.

It's a jump called the Death Star and Jeb, dressed appropriately in a black shiny Vader-esque wing suit, rips like a human bullet through the 'kill zone'.

You can't help but to feel the rush whether you agree with the danger or not. Lunacy.

-22.7°C | 9m

Another trippy adventure from genius director Jan Kounen following French DJ Molécule as he takes in musical inspiration from the Arctic. From the subtle crack of the ice to the *aurora borealis* set to techno. Stunning.



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. Play spot the country as our world rotates on its axis. Mesmerising and sobering at the same time.



more 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!

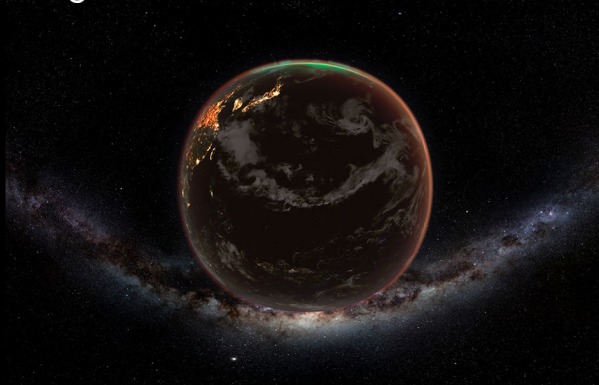


Space Explorers: A New Dawn | 19m

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.

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 or a virtual desk and switch on Space Sense to detect the movement of people or animals. To add a keyboard go to device settings. 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 v38)

Teleport in home menu! Now you can move around your home space when menus are closed. A precursor to inviting friends?

Magic keyboard! Now you can pair an Apple Magic Keyboard that you can see in VR. Support for MacBook 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.

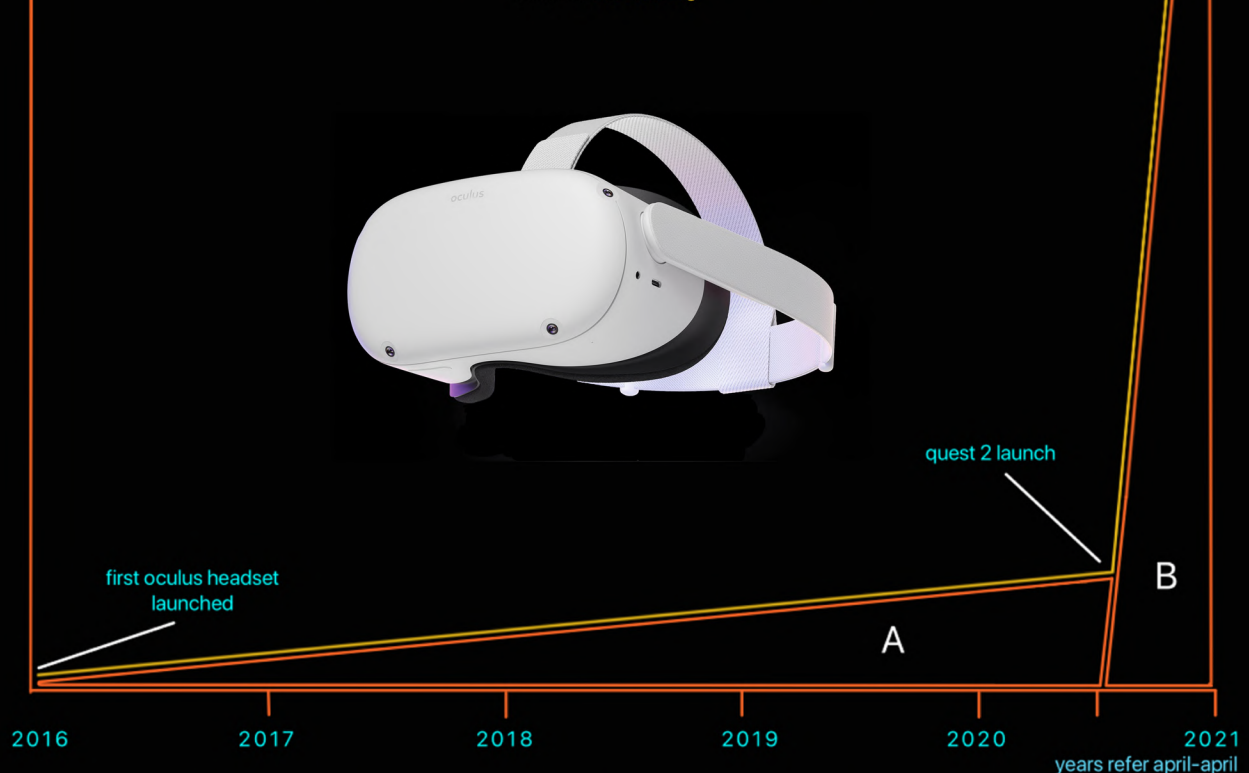
sales in millions
(figures not released)

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](#)



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

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](#)

a brief history of vr!

A brief history of VR from 1832 to the launch of the Quest 2 in 2020. Headset (HMD) development is in **green**, cameras in **yellow** and general in **blue**.



1832

stereopsis
stereoscope



1935

pygmalion's spectacles
sci-fi story



1956

sensorama
vr booth



1968

sword of damocles
first hmd



1989



1985



1979

vital helmet
military hmd



1991

virtuality
vr arcade



1995

nasa view
astronaut simulator



2010

vpl research
first vr company



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

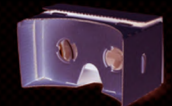
2018

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 within 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 **edgelords** rebel fakers **squeakers** toxic kids **roguelite** procedural labyrinths with **permadeath** ... you die, start again **lore** backstory **pancake** pejorative term for flat non-VR games **gunstock** 3D-printed controller pinging **hotas** controller pinging (from hands on throttle-and-stick) **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** fighting machine you 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!

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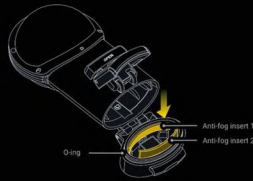
zoom h3-vr
audio | US\$250
spacial audio



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
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editing vr!

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



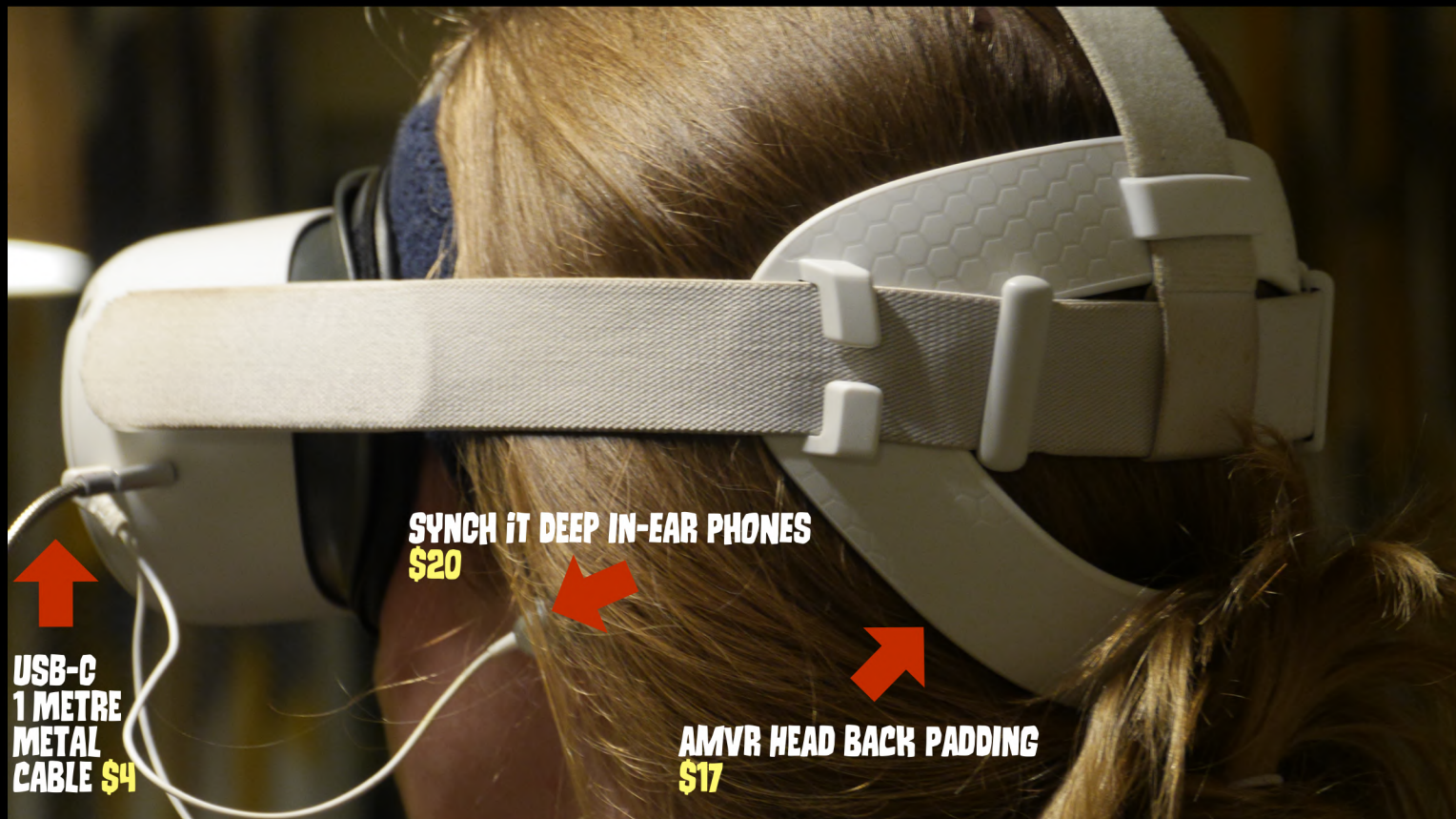
mac book pro
laptop | varies
OSX 10.15+



insta360 studio 2021
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stitching | v3.6.6



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app | varies
editing | v10.5.2



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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'

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

'WORTH 100 YOUTUBE LISTS'

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'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

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



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