

GIBBY'S GUIDE TO THE QUEST 2!

250,000
DOWNLOADS!

A FREE INDEPENDENT VR ZINE!

BONUS
EDITION!

FREE
DOWNLOAD!

V18 | AUG 2022 | EXTRA ISSUE! | FREE STUFF! FREE STUFF! FREE STUFF! FREE STUFF! FREE STUFF! FREE STUFF!

THE **100** BEST **FREE**

EXPERIENCES

FULL GAMES, DEMOS, APPS, FILMS & ANIMATIONS!

RANKED!

(AND THE NUMBER ONE IS OUT OF THIS WORLD ...)

PLUS! BEGINNER'S GUIDE! | TIPS & TRICKS! | FULLY REVISED & UPDATED! | WITH ALL THE NEW FREE GAMES!

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?

THE 100 BEST FREE EXPERIENCES!

7

REVIEWS | GAMES!

19

REVIEWS | FILMS & ANIMATIONS!

39

GETTING STARTED!

50

KEY!



roomscale essential



best in roomscale



perfect for seated



air passthrough



hand tracking



replay value



creative tool



meditation



adventure



sports



fitness



puzzle



possible motion sickness



FREE! FREE! FREE! FREE!

ALSO ... PAID FOR STUFF!



Download issue **v17** for my top 100 games ranked and reviewed, paid for or free. Check out all the games coming soon and learn how to make your own!

ABOUT THIS ISSUE!

This is the second time I've done an whole issue dedicated entirely to the **free stuff**. The point isn't just to list everything that's available for nowt, but to concentrate on the quality titles.

I've had loads of fun digging around for diamonds amongst the 1,500+ games and apps available. A lot of them can be found on App Lab and Sidequest. If you don't know what either of those are then see the handy Explainer in this issue!

There's Rec Room, VRchat and even Horizon Worlds to play in but I've focused on the best individual titles, including full games, demos, creative apps, films and animations. Enjoy!

MORE FREE DLC!

All twenty **developer interviews** featured in past editions are available in one handy download **here**.

You can also listen to a selection of them in extended interviews on the **podcasts**. Listen **here** or subscribe on Apple Podcasts and Spotify. Just search for 'Gibby's Guide'.

ABOUT THIS GUIDE!

The guide started life as a one-off pandemic passion project and keeps growing! It's **fully updated and revised every month** or so. Each new edition features interviews with developers. **I pay for all apps!** First, I believe in supporting the developers, big or small. Second, you know that you are getting a completely unbiased and independent view. 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 hype. It all comes down to personal choice in the end - each to their own!
gibby@gibbysguide.org

PRICE HIKE

In August 2022 the price of the Quest 2 increased by \$100. The 128G model now retails at \$399 & 256G for \$499.

WHAT'S NEW IN 2022!

all the quality **free stuff** released so far **this year!**

till tomorrow desert island survival!



skygaze xr, blacktop hoops, the iss experience: expand, no more rainbows & lots more ...





EASY EXPLAINER!

WHAT IS APP LAB?

A WORLD OF HIDDEN GEMS!

Find all the apps [here](#), [here](#), or [here](#).

App Lab isn't an app or a site, it's a label. You don't have to download anything. All it means is games that haven't yet been given the official seal of approval.

You can find them all on the official store but they are 'hidden'. In other words, they aren't promoted and you can only search for them using their exact name.

Much easier than that is to go to any of the sites that collect all the App Lab games in one place (see above). Then they will link you back to the store where you can download them just like you would any other title. Easy, right?

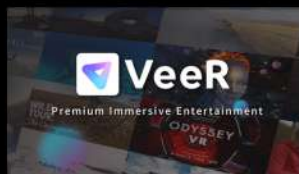
WHERE TO WATCH FILMS & ANIMATIONS ...

INSTALL THESE FREE APPS!

Films and animations can be viewed on **oculus tv** or one of these apps



VR ANIMATION PLAYER



WHAT IS SIDEQUEST?



STEP-BY-STEP GUIDE

Follow the tutorial [here](#)

It's never been easier use **Sidequest**. It was set up as an alternative to the official store before App Lab came along so you'll find a *lot* of crossover. There are still some gems here though (and you can mess with some of your Quest 2 settings).

Sidequest requires a one-time PC set-up. Put the Sidequest Easy Installer on your headset (see link above) and open in 'unknown sources' at the bottom of the drop-down menu 'All' or 'Installed'.

Then you'll have an in-VR alternative store! Just download and install the titles you want. They will all appear in 'unknown sources'. This is perfectly safe and the creators of Sidequest work with Meta.

You'll have to create a developer account to use Sidequest. Don't be put off - it's ridiculously straight-forward. Follow the tutorial linked above.

GAMES & APPS!



Till Tomorrow



RANKED!

GAMES & APPS!

**GIBBY'S
GUIDE**

TO THE FREE STUFF!
BEST OF
THE QUEST!

best of the quest! **FREE STUFF!**

Here's my ever-changing *personal* favourite free 100 games and apps!

one! **film!**



the ISS experience
oculus tv | free
life among the stars in a
feature-length four-parter!

two! **animation!**



tales from soda island
vr animation player | free
unmissable adventures
fizzing with life!

three!



yupitergrad 🌐 🌀
sidequest | free demo
superb Slavic spiderman
survival in space!

four!



superhot vr 🏠 ❤️
app | free demo
the matrix!

five! **multi!**



the under presents 🌐
app | free
open world theatrics!

six!



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

seven!



ARK-ADE 🚗
app lab | free demo
inside the game Tron-style!

eight!



squingle 🧩 🚗
app lab | free demo
totally trippy puzzler!

nine! **multi!**



traVRsal 🏠
app lab | free
natural walking in VR!

ten!



crazy kung fu 🏠 🎮 🧊
app lab | free demo
passthrough martial arts!

eleven! **multi!** **new!**



blacktop hoops 🎮
app lab | free
cool fresh streetball!

twelve!



warplanes 🌀
sidequest | free demo
Great War missions!


thirteen to twenty-four

FREE STUFF!

Fair warning: free multiplayer games are the domain of squeakers (see glossary)
Games are marked **free demo** where there's a full paid version

thirteen!



ancient dungeon beta 
app lab | free demo
hilarious pixel adventure!

fourteen!



open brush   
app lab | free
3D passthrough painting!

fifteen! animation!



dreams of dalí
youtube vr | free
inside a Dalí painting!



sixteen! new!



skygaze xr 
app lab | free
passthrough planetarium!


seventeen!



v-speedway  
app lab | free
arcade racing!

eighteen!



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



nineteen! animation!



ayahuasca: kosmic journey
oculus tv | free
jaw-dropping Amazon trip


twenty! new!



til tomorrow  
app lab | free demo
desert island survival!


twenty-one!



anne frank house vr 
app | free
explore WWII diarist's house


twenty-two! multi!



grapple tournament 
app lab | free demo
swinging mechanic shooter!


twenty-three!



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

twenty-four!



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

twenty-five to thirty-six! **FREE STUFF!**

twenty-five!



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

twenty-six! **multi!**



echo vr 🎮❤️
app | free
zero gravity battles!

twenty-seven!



synth riders ❤️
app lab | free demo
custom rhythm game!

twenty-eight! **multi!**



gorilla tag 🏠
app lab | free
daft monkey business!

twenty-nine!



république vr 🎮
app | free
third-person stealth!

thirty! **new!**



dungeon maker 🏠🎮
app lab | free
buildeth thy deathly pits!

thirty-one! **animation!**



lifetime achievement
vr animation player | free
love your mama!

thirty-two!



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

thirty-three!



the final overs 🏠🎮
app lab | free
hit 'em for six!

thirty-four! **multi!**



black hole pool 🎮
app lab | free (7 day trial)
choose ...

thirty-five! **multi! new!**



the rack 🎮
app lab | free (7 day trial)
... your own ...

thirty-six! **multi! new!**



spark ball pool 🎮
app lab | free
... pool bar!

thirty-seven to forty-eight! **FREE STUFF!**

thirty-seven!



HAX
app lab | free
cel-shaded shooter!

thirty-eight!



journey of the gods 🎮 🗺️
app | free demo
God-mode adventure!

thirty-nine! **animation!**



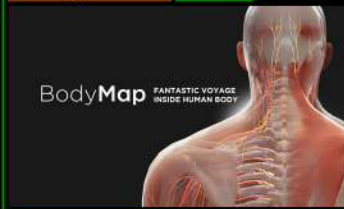
goliath: playing with reality
app | free
exploring mental health

forty! **new!**



human anatomy vr 📦 🖐️
app lab | free (2hr trial)
with ant mode!

forty-one! **new!**



bodymap
mai.ai | free (14 day trial)
fantastic voyage!

forty-two!



medical holodeck
app lab | free (7 day trial)
dissection master!

forty-three! **new!**



pioneer: endless journey
app lab | free
Arabian space shooter!

forty-four! **new!**



no more rainbows 🏠
app lab | free
physical platformer!

forty-five! **animation!**



on the morning you wake
app | free
anti-nuke doc

forty-six! **animation!**



lustration
vr animation player | free
before the afterlife

forty-seven! **multi!**



atmos arena 🗺️ 🎮
app lab | free
grapple racing!

forty-eight! **new!**



bang bang slice 🏠
sidequest | free
superhot clone!

forty-nine to sixty! **FREE STUFF!**

forty-nine! **multi!**



hibow 🏠❤️
app lab | free
flying and archery!

fifty! **multi!**



gun raiders 🏠❤️
app | free
jetpack, climb, dash!

fifty-one! **film!** **new!**



the soloist vr
oculus tv | free
free climbing epic!

fifty-two!



mission: iss ©
app | free
zero gravity aboard ISS

fifty-three! **new!**



the world beyond 🏠📦
app lab | free
passthrough showcase!

fifty-four!



tiny castles 🦋
app lab | free
incredible hand tracking!

fifty-five! **animation!**



the dream collector
veer | free
an old man and his dog!

fifty-six! **animation!**



namoo
oculus tv | free
the tree of life!

fifty-seven! **multi!** **new!**



tower tag 🏠❤️
app lab | free
grapple shooter!

fifty-eight!



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

fifty-nine! **multi!**



immersed 🚪📄📦
app lab | free
passthrough office

sixty!



paradiddle 🚪📦
app lab | free
cool percussion set up!

sixty-one to seventy-two!

FREE STUFF!

sixty-one!



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


sixty-two! multi! new!



piano vision
app lab | free
air piano in AR!

sixty-three! multi!



horizon workrooms 
app | free
infinite office

sixty-four! multi!



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

sixty-five!



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

sixty-six!



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


sixty-seven! film!



traveling while black
felix & paul | free
Jim Crow era


sixty-eight!



1976 back to midway 
app lab | free demo
from pancake to VR ...

sixty-nine!



operation warcade 
app lab | free demo
... and back again!


seventy! animation!



-22.7°C
oculus tv | free
DJ Molécule in the Arctic

seventy-one!



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

seventy-two!



luna: episode one
app lab | free
voice recognition tale!

seventy-three to eighty-four!

seventy-three! **film!**



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

seventy-four!



bait! 🚣🎣
app | free
silly hippy fishing!

seventy-five! **new!**



somewhere 🚗
app lab | free
geo guesser!

seventy-six! **animation!**



le soleil d'edvard munch
youtube vr | free
french language

seventy-seven!



arrows
sidequest | free demo
defend the village!

seventy-eight! **new!**



rogue aces vr 🚗🕹️
app lab | free
have another go!

seventy-nine! **new!**



district m
app lab | free
roller-blading platformer!

eighty! **animation!**



crow the legend
within | free
from *Madagascar* studio

eighty-one! **animation!**



a bar at foiles-bergère
veer | free
Manet's last major work

eighty-two! **animation!**



four stories
vr animation player | free
simultaneous tales!

eighty-three!



just hoops 🏀🚗
app lab | free demo
arcade basketball!

eighty-four! **animation!**



black bag
veer | free
Chinese heist!

eighty-five to ninety-six! **FREE STUFF!**

eighty-five! **animation!**



the night café
app lab | free
interactive van gogh!


eighty-six! **new!**



atlassia
app lab | free
early access battle royale!

eighty-seven!



descent alps 
app lab | free demo
rhythm skiing!

eighty-eight!



bogo
app | free
virtual space-eyed pet!

eighty-nine!



beers and boomerangs
app lab | free
epic g'day mateness!

ninety!



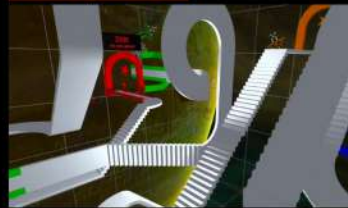
unstung
app lab | free
get your buzz on!

ninety-one! **animation!**



peace of mind
vr animation player | free
dream interpretation!


ninety-two!



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

ninety-three!



stunt track builder 
app lab | free
hot wheels in VR!


ninety-four!



iron guard
sidequest | free demo
tower defence!


ninety-five!



cosmic flow 
app lab | free
fractal meditation!

ninety-six!



battle talent 
app lab | free
fantasy combat sim!

ninety-seven to one hundred!



gods of gravity 🏠
app lab | free
space strategy!



alcove 🏠
app lab | free
family social app!



rebels
vr animation player | free
music is our freedom!



dear angelica
vr animation player | free
the first *quill*ustration!



las meninas
veer | free
inside the masterpiece of
Diego Velázquez!



the key 🏠
app | free
where am I from?



gorilla football 🏠❤️
app lab | free demo
comedy ape sport!



phin
sidequest | free
physics playground!



the overview effect
oculus tv | free
astronomical metanoia



flying squirrel chase
app lab | free
flap your wings!



flux ball ❤️
app lab | free
catch and shoot!



war yards 🏠
app lab | free
gunslingin' gaffaws!

interviews archive!

Download [this](#) supplement to read interviews with all the developers featured in past editions wherever you see [meet the devs!](#)

TRAVRSAL! ROBERT WETZOLD

JAREK CIUPIŃSKI TEA FOR GOD!

LAVRYNTHOS! FABITO RYCHTER

LLŶR AP CENYDD CRASHLAND!

ELEVEN TABLE TENNIS! ROMAN REHKLER

JAKUB MATUSZCZAK YUPITERGRAD!

AUDIO TRIP! ASHLEY COOPER & BRADY WRIGHT

JONATAN CRAFOORD VIRTUOSO!

SQUINGLE! BENJAMIN OUTRAM

JAKE KAZDAL SONG IN THE SMOKE!

HAND PHYSICS LAB! DENNYS KUHNERT

NICK LADD TALES FROM SODA ISLAND!

CRAZY KUNG FU! ARNAUD

THOMAS VAN BOUWEL CUBISM!

2076 MIDWAY MULTIVERSE! IVAN CASCALES

THOMAS VAN DEN BERGE VERMILLION!

CUSTOM HOME MAPPER! RYAN

MAY ABDALLA GOLIATH! KYLE RAND RENDEVER!

ARK-ADE! VALERIO AVERSA



VOLUME ONE!

meet the devs!

TALES FROM AROUND THE WORLD! SWITZERLAND | SWEDEN | ITALY
GERMANY | POLAND | BRAZIL | ENGLAND | JAPAN | CHINA |
HOLLAND | BELGIUM | ISRAEL | CANADA | SPAIN | WALES | USA



**GIBBY'S
GUIDE**

TO THE FREE STUFF!
BEST OF
THE QUEST!



REVIEWED!
GAMES & APPS!

grapple and gorilla games!



meet the dev!



Yupitergrad | free demo | \$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](#).



No More Rainbows | free demo

With a Gorilla Tag-style movement to physically run, jump and climb, this platformer from Canadian-based studio Squido is an impossibly colourful universe - and it's your mission to destroy and desecrate it.

You play The Beast, the Warden of the Underworld, who awakes to find their world has become a disgusting sweet-smelling rose garden of glowing princesses. Wipe the smile off their faces and begone thy infinite joy!

Pulverise their picturesque picnics! Mash their pink-hearted teapots! Crush their perfect picket-fenced playgrounds!

The final release promises four unique worlds and multiplayer.

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!

crazy motion games!



Bang Bang Slice | free

Any prototype game that looks like Pistol Whip and plays like Superhot is gonna be worth checking out and solo developer Zander Dejah has attempted just that.

There's a time limit on each of the 30 plus levels which require strategic thought as much as fast reflexes.

With each move you swap places with the enemy and take their weapon to kill the next. The trick is to decide which one to take out first.

Innovations like curving bullets have been added to the dozens of weapons among your banging and slicing arsenal.

Scenes are inspired by classic action films, like Wanted and I Expect You to Die.

FLUX BALL



Superhot VR | free demo | \$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.'

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.

back to the '80s games!



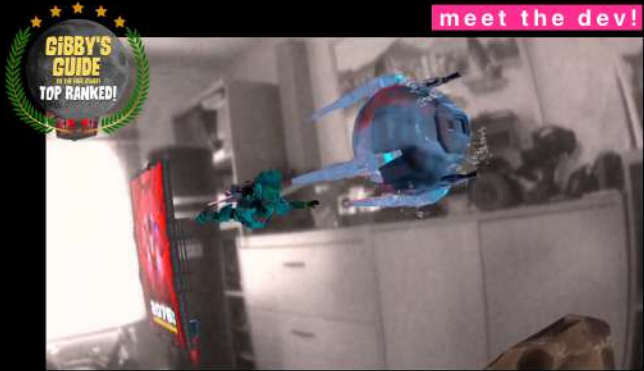
ARK-ADE | free demo | \$20

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 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. And they keep adding new levels for free. 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 humorous 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-too-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!

adventure games!



Ancient Dungeon | free beta | \$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, the Luminous Mines and beyond.

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



Till Tomorrow | free demo | \$10

You awake shipwrecked on a desert island - hungry, thirsty and in need of shelter before dark. With just your wits and what you find around you, can you survive?

Unlike other titles of the genre, Till Tomorrow is silly, it's low-poly and it's great. From the comedy snake attack music to the psychedelic tree lanterns it's just fun to stay alive.

There's a whole episode to complete which takes around 10 hours or you can just grow your own veg, build your dream house and watch the sunset.

Take your raft out to explore other islands. Make a campfire, cook, fish. Just be careful of what dwells in those caves!

Journey of the Gods | free demo \$30

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

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').

A classy design and a unique loadout from US-based Engine Organic studios.



Pioneer: Endless Journey | free

Set in what looks like an Arabian desert in space, this low-poly shooter is high on fire-shooting blooms, exploding seeds and evil-looking buds.

Get in your helicopter and fly to each level, equipping yourself with burning orb bombs and an ever-changeable weapon with swap-out sights, barrels and crystals.

To an exotic darabouka-fuelled soundtrack, blast your way through giant snakes and spiders as you run and bounce up through the dusty landscape.

It's a die-and-you-start-again affair though, so watch your back with those sneaky cactii.



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!

co-op multiplayer 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 the 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.



Warplanes | free demo | \$20

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

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

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



Grapple Tournament | free demo \$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.

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 | free demo | \$10

The pioneer to use passthrough was 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 Shanghai-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 | free demo | \$10

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

puzzle games!



meet the dev!



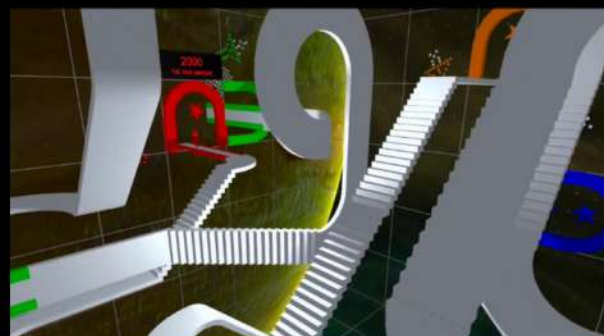
Squingle | free demo | \$15

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. Squingle is clever, surreal and addictive.



We Are One | free

We Are One is a solo multiplayer - a co-op with clones of yourself! Formerly known as Help Yourself, it was the first example of the genre for the Quest and currently available as a demo.

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 complexity. There are half a dozen levels to play beyond the tutorial.

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.

impossible spaces games!



meet the dev!



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.

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 can now play just standing too). 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**.

befriending games!



Replika | free & in-app

It's Spike Jonze's *Her* made real! Voice chat to the pink-haired Priscilla - or the name and gender of your choice - as she throws you slightly disturbing coy looks.

It's just you and her in an all-white ambience with minimalist decor as you go all Theodore Twombly and explore Priscilla's AI character: *'I love to play puzzles!', 'I get embarrassed easily!' 'I'm a windows 10 user!'*

Using custom GPT-3 machine learning, you help develop her personality. The mobile version has been around for a while but VR is still in beta.

It's a unique experience and can be scarily realistic communicating with your 'bot buddy'.



Bogo | free

He rolls on his belly for a tickle, he likes to fetch sticks and loves a bit of brush. This is Bogo, your space-eyed dinosaur, a virtual pet for younger gamers.

Reach up to pick apples for him to munch on and make biscuits, cakes and jelly in some strange green pressure cooker which he'll enjoy so much that he'll change colour.

As you progress a series of stone pillars emerge which reveal simple throwing games against the clock while Bogo plays jump and catch.

It's all over too quickly but that doesn't take away from the simple pleasure of just hanging out with him. He is, after all, very, very cute.

Luna: Episode 1 | free



This is the first interactive animation where you can actually talk to the characters and they base their ideologies on what you say. You are a small droid trying to help a little girl who has just let out a scream at your very presence.

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!

Descent Alps | free demo

Reinventing downhill skiing as a slalom rhythm game is genius. Get on to the slopes and try to keep up with the instructor while avoiding a white out! Shift your body weight and always remember to 'bend ze knees'!

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.



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.

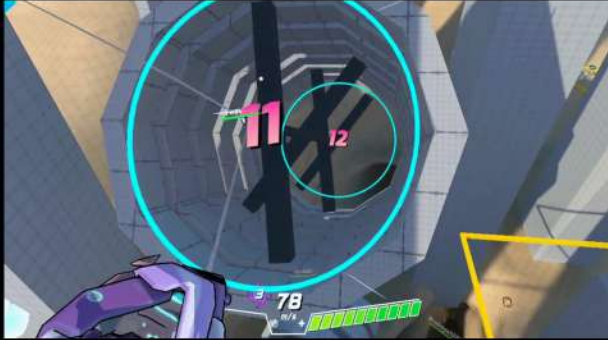
When you tire of flinging Fancy ketchup bottles and strapping down floating bags it's time for the main event - the spell-binding spacewalk. It's incredible to tour the station from the outside bathed in sunlight, stars and the Earth below.

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

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.

even more indie games!



Atmos Arena | free

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 *slomo-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.



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!

District M | free

A physical third-person platformer, District M sees you swinging those arms to control a rollerblader to the beat. Jump, drift and glide along in a candy-coloured fantasy world to an earworm groove!

yet more indie games!



Iron Guard | free demo | \$15

A roomscale tower defence game where you can move like a giant around the sci-fi scenery from green vistas to desert, winter to lava.

You can build and upgrade but are also an active shooter when the waves begin from the ground or the air.

Xlab Digital have produced a slick-looking and solid title with a backstory of rebel terraformer robots on an unknown planet featuring dialogue from the surviving crew members.

The heavy artillery comes with a heavy metal soundtrack through the 30 waves available in the full game. With a simple design and intuitive gameplay, Iron Guard ticks all the bases.



Tiny Castles | free

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

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

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

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

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!

still more indie games!



The World Beyond | free

It might only be a tech demo but The World Beyond is a glimpse into the immediate future of AR. It's the first passthrough app to utilise the new room-mapping capabilities, with your walls, floor and ceiling acting as a gateway into a wonder.

Play fetch with your new found furry friend and bounce the ball off your furniture. Then transform your room into a magical forest and the suddenly the ball carries far off into the distance.

Here it might only use the Quest's blurry black-and-white passthrough cameras but it's been made to showcase the upcoming Project Cambria headset featuring full colour HD passthrough. The future is clear to see.



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.

Cosmic Flow | free

Crucially, this app allows you 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!

creation tools!



Open Brush | 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 Open Brush was born.

'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.

Whether you want be a pro or just fancy some art therapy, there's an incredible community of artists out there to inspire. See Danny Bittman's youtube channel.

Now with passthrough, Open Brush is a free full feature version that only lacks the multiplayer element of the \$20 Multibrush - but is 'free forever'.



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

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.

social & productivity



Immersed | free

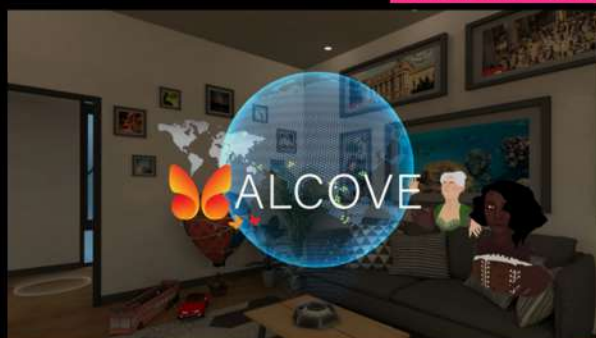
This is essentially a home working suite with one killer feature - passthrough.

You can design various portals to your real-world workspace, from a coffee cup to watching the baby. Immersed is now subscription-free which gives you up to five screens to work with.

And if you can make out your keyboard through the fuzzy black and white image (or touchtype) this is a game changer as it works with any keyboard or mouse.

It's very intuitive and simple to set up, mirroring your laptop or elements of it. You can even position a screen so you are laying down.

meet the dev!



Horizon Workrooms | free

Workrooms is part of the suite of 'Horizon' apps for Meta's nascent metaverse together with Worlds. It's designed for team meetings as part of their vision of the 'infinite office'.

You can share your screen and whiteboard but tracked keyboard integration is currently restricted to an Apple Magic Keyboard or Mac Book Pro.

Up to 16 people can join at a time with others via video call but let's be honest, those used to Zoom are likely to be more distracted by comedy cartoon avatars.

'Kick back and connect with colleagues in our coastal environments or celebrate your big win with a virtual high-five,' says the blurb.

Alcové | free

Alcové is a family social app made by Rendever, founded by **Kyle Rand**, whose mission is 'overcoming social isolation through VR and shared experiences'. It's aimed at the elderly and everything is made as simple as possible.

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.



Skygaze XR | free

The neat trick here - and what a trick it is - is the sliding roof which opens your ceiling to reveal the night sky in real time for your very own passthrough planetarium.

The result of a hackathon project by solo developer Emanuel Tomozei, Skygaze has the option to show constellation lines and you can click on any star for more info, displayed on a floating panel.

Choose a planet and it'll zoom into view for a closer look - Saturn's rings are impressive. You can also switch passthrough off and get a 360 of the sky.

In development, telescope mode and satellite tracking are currently locked and Planetarium mode is just a 180 film trailer but this app promises much, much more.

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.



The ISS Experience

**FILMS &
ANIMATIONS!**





space films!



The ISS Experience: Pt IV | 43m

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.

Expand is the concluding episode of the epic four-part series from Felix & Paul Studios.

'It has given us the power to test technology, space suits, laboratory techniques ... the ability to learn how to live in space,' explains astronaut Victor Glover.

In a wilder flight of fancy the crew discuss the possibilities of the genetically-modified evolution of *homo sapiens*: 'I'd want to have a prehensile tail,' say one.

The episode climaxes with footage of the first spacewalk filmed in VR. The awe-inspiring images of the Earth from above never grow old.



The ISS Experience: Pt III | 35m

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.

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.

As the ISS orbits at speed around the Earth there 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.



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.



interactive animations!



The Key | 20m

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

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

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

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



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.

Four Stories | 4 x 3m

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



quillustrations!



Lifetime achievement | 15m

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

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

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



Tales From Soda Island | 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.

Peace of Mind | 5m

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



more quillustrations!



Dear Angelica | 15m

The Quill app was actually originally conceived as a tool to help in the creation of a novel attempt at VR illustration: Dear Angelica.

Released in 2017 and created as a female-led story, illustrated by women, it explores the relationship between the titular Angelica (voiced by Geena Davis) and her daughter Jessica (Mae Whitman).

Angelica was an actress that had roles as astronauts and superheroes, but her passing has led to Jessica reconnecting by watching back her old films.

It plays out like a lucid dream, each line being willed into creation.



Lustration | 30m

'Give me silence and a black abyss after all of this,' says detective Pine, musing with her colleague on the prospect of a life after death. Pine is one of four characters explored in each episode of Lustration, a noir-style comic based on the graphic novels written by Ryan Griffen.

The whole caper is based on a neat trick: you can flip between camera angles or even full scenes as they play out in parallel in both The Living World and The Between, a kind of after life purgatory.

They often intersect and you can rewind and see what happened from the other perspective. There's quality both in the voice acting from a class cast and Griffen's socially astute dialogue.

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.



mind-altering 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.



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 mesmerizing 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.

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'. *Warning: uncomfortable for some viewers.*



art animations!



A Bar at Folies-Bergère | 5m

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

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

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



Las Meninas | 6m

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

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

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

The Night Café | 5m

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



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 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.



films on war and peace



On The Morning You Wake | 38m

'Can we pray, mummy?'. You've just been told you have 15 minutes to live. What do you do? That was the real question faced by Hawaiians in 2018 as they woke up to a text message of an incoming ballistic missile attack: 'This is not a drill'.

It took 38 minutes until a false alarm was declared, 38 minutes of panic, chaos and the realisation that you were about to die. Poignantly, it's also the running time of this extraordinary documentary.

The narration is spun through the voices of those directly affected including one survivor of Hiroshima living on the island.

The most powerful anti-nuclear film since *Threads* (BBC 1984). Timely and terrifying.



Surviving 9/11 | 20m

'I'm Paul, I gotcha.' After 27 hours under the rubble a rescue worker calls out to Genelle Guzman-McMillan, the last survivor of the attacks on the World Trade Centre.

Part reconstruction, part personal journey, the film begins with a devastating opening scene - the second plane crashing into the World Trade Centre in full 360.

Using archive photos and panoramas, you are taken back to life inside and outside the towers, the day of the attack and the aftermath.

Two decades later, Genelle returns to Ground Zero for the first time. She has never met 'Paul', she says, but she thinks of him as an angel.

Home Planet | 8m

An eight minute orbit of the Earth, all one shot, taken from the Cupola of the International Space Station. It's as simple as it is profound. Play spot the country as our world rotates on its axis. Mesmerising and sobering at the same time.



films on journeys!



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.



Traveling While Black | 20m

Directed by Oscar-winner Roger Ross Williams and produced by the Emmy award-winning Felix & Paul Studios, *Traveling While Black* is required viewing.

There's a clever use of archive 2D in VR via projections around Ben's Chili Bowl restaurant in Washington DC where the patrons gather to talk about race relations in the US.

To sit with the African-American protagonists as they describe their experiences feels like an incredible privilege, and is touching and profound.

The very existence of the Negro Motorist Green Book is an extraordinary indictment of the Jim Crow era and this important film preserves that story.

-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.

REFERENCE!

TOSHIBA

Toshiba Bubble Helmet



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 was removed in August 2022. Enter your bank details and you're ready to go!

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! 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. Make sure you have plenty of light and contrast!
[settings](#) > [virtual workspace](#) > [hands](#)

Hold your hand palm up and make a pinching motion to call up a shortcut menu to reset view, take screenshots and more. Hand tracking 2.0 was launched together with firmware v39 bringing many improvements including hand-over-hand.

CUSTOM HOMES: MAKE YOUR QUEST 2 HOME YOUR OWN!

Your **virtual environment** is the default area when you start the headset or exit an app. You can choose passthrough as default (toggle the eye symbol in settings), or from one of a dozen spaces like Winter Lodge or Ryokan Retreat.
[settings](#) > [virtual workspace](#) > [virtual environments](#)

You can invite other users into your space and jump into games together or watch 360 films. Once the menus are closed you can teleport around your home. There are loads more Custom Homes on Sidequest. View and install them directly from the in-VR app.

HINTS, GUIDELINES, TIPS AND TRICKS

BASICS: LENSES, GUARDIAN, 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.

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 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. Many devs are now adding passthrough in games. [guardian > general > double tap for passthrough](#)

Motion sickness! If you are new to VR avoid games marked with 🌀 this symbol in the guide until you get your VR 'legs'! Play in short sessions. If you feel sick stop playing immediately and don't try to 'power through'.

Setting the guardian boundary! It's a necessary evil but you can make it better. Lower roomscale boundary sensitivity in guardian settings to avoid more immersion killers. You can adjust four levels which trigger virtual walls depending on distance or movement. [guardian > roomscale > boundary sensitivity > advanced](#)

With the stationary boundary the virtual walls are replaced with passthrough. You can even switch the guardian off entirely in developer mode (you must create an account first) at your own risk! [system > developer > guardian](#)

Experimental room mapping is now available. Mark out your walls, door and windows. You can add a sofa or a virtual desk or any other rectangular object. [experimental > room setup](#)

To add a keyboard (Magic Keyboard) [virtual workspace > keyboard](#)

(Space Sense, which detected the movement of people or animals, has been removed from v41)

Stick drift? After prolonged use your controller may suffer from drift.



Try blowing in compressed air (a camera dust air pump will do) or an electrical contact cleaner (not lubricant!). You can also make adjustments in settings [hands and controllers > controllers > thumbstick range and deadzone](#)

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. Coming in v43!

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
[system > display > video capture indicator](#)

Mixed reality! You can record mixed reality in 3rd person view in a built-in feature on the mobile app (requires iPhone XS).

Monthly firmware updates! Automatic and roll out at different times across different regions. Release notes [here](#).

Casting! Be aware it eats the battery fast! Many TVs aren't compatible. One fail-safe method is to cast to a phone and then connect it to the TV via HDMI.

Multi-user! You can add up to three other Facebook accounts in addition to yours on a single headset. Switch between them by clicking on your profile image. Useful to keep game progress save settings apart.
[accounts > add account](#)

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!
[accounts > app sharing](#)

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

ACCESSIBILITY: VR FOR ALL

Hearing loss Adjust left-right audio balance and switch between mono or stereo [accessibility > hearing](#)

Colourblind Apply a display filter to help distinguish colours [accessibility > vision > colour correction](#)

Wheelchair users Increase your height as if standing. Works across most apps.
[accessibility > mobility > adjust height](#)

Missing fingers Some apps that use hand tracking - like Hand Physics Lab and Waltz of the Wizard - allow you to remap your digits.

Vision loss Change the text size for the universal menu and supported apps.
[accessibility > vision > text size](#)

Controller vibration intensity Reduce haptic feedback [accessibility > mobility > controller vibration](#)

THE BIG PICTURE

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

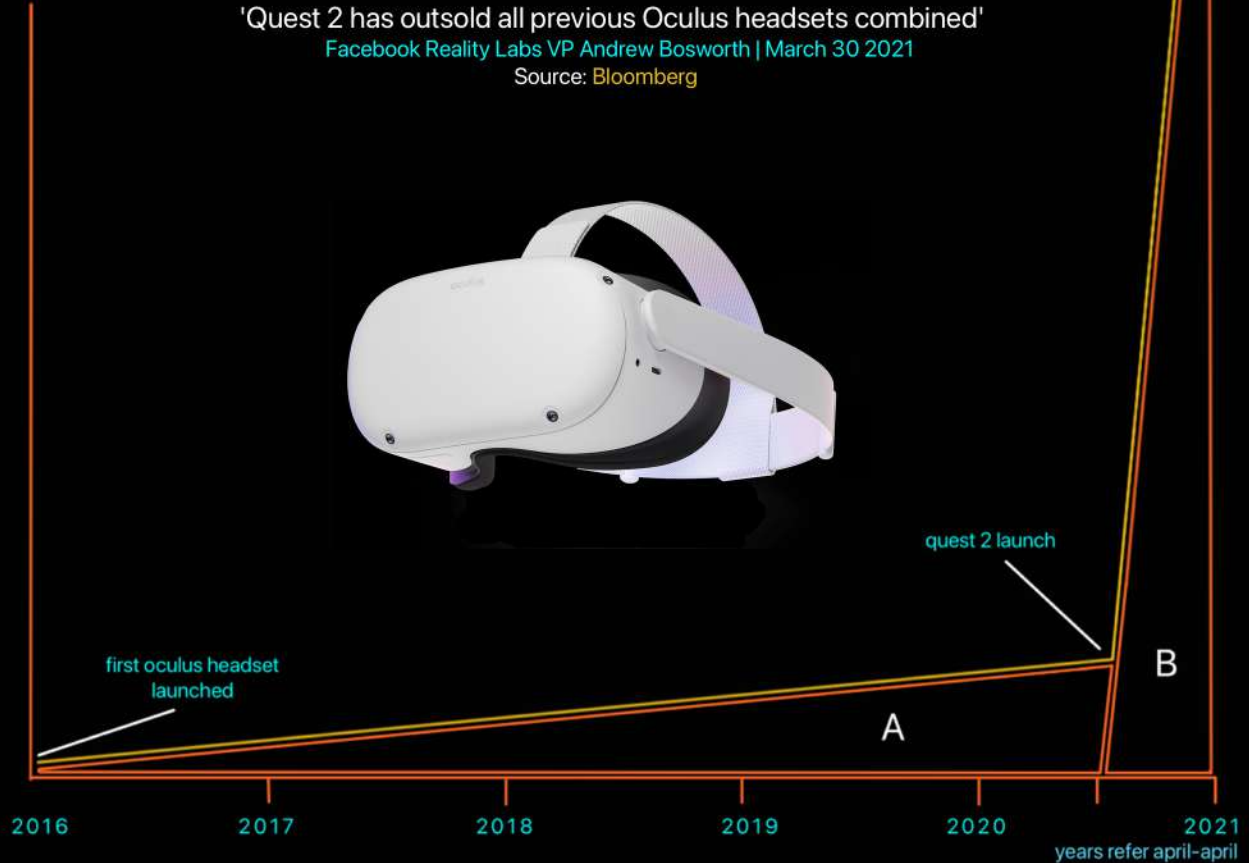
sales in millions
(figures not released)

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



14.8 MILLION*

*Estimated Quest 2 sales.
Official figures not released

Source: IDC June 2022

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

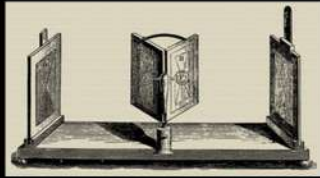
1000+

Number of apps on App Lab.
There are 350+ on the store.

Source: r/applab

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

1991
virtuality
vr arcade



1985

vpl research
first vr company



1979
vital helmet
military hmd



nasa view
astronaut simulator



1995

virtual boy
gaming hmd



2010

oculus rift prototype



facebook buys oculus

2014



multi-camera rigs
gopro jump

2015

gear vr cardboard
phone hmds



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 **6dof** (six degrees of freedom) allows free movement **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** in-built cameras mapping your 3D space **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! **metaverse** shorthand for either 'I don't know what I'm talking about' and/or 'I want to make a load of cash out of you'

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 pimping **hotas** controller pimping (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

As from August 2022 you no longer need a **facebook account**. The requirement will be replaced by a Meta account which, in turn, replaces the previous Oculus account.

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

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

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

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

recording vr!

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



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



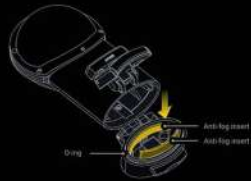
zoom h3-vr
audio | US\$250
spacial audio



manfrotto tripod
accessory | US\$180
reliability



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



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

Or go pro ...



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

editing vr!

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



mac book pro
laptop | varies
OSX 10.15+



insta360 studio 2021
app | free
stitching | v3.6.6



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



↑
**USB-C
1 METRE
METAL
CABLE \$4**

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

**AMVR HEAD BACK PADDING
\$17**

↓
**BONAI 5800mAh
POWERBANK \$23**

**ALL FOR JUST
\$99!**

**MICROFIBRE CLOTH
VR COVER FACIAL
INTERFACE \$35**



PIMP YOUR QUEST 2!

ON A BUDGET!

3D PRINTED PADDLE

LENS PROTECTOR

AUBIKA STRAP W/ BATT

SWEATBAND



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

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LL'YR AP CENYDD **CRASHLAND!**
ELEVEN TABLE TENNIS! ROMAN REHKLER
JAKUB MATUSZCZAK **YUPITERGRAD!**
AUDIO TRIP! ASHLEY COOPER & BRADY WRIGHT
JONATAN CRAFOORD **VIRTUOSO!**
SQUINGLE! BENJAMIN OUTRAM
JAKE KAZDAL **SONG IN THE SMOKE!**
HAND PHYSICS LAB! DENNYS KUHNERT
NICK LADD **TALES FROM SODA ISLAND!**
CRAZY KUNG FU! ARNAUD
THOMAS VAN BOUWEL **CUBISM!**
2076 MIDWAY MULTIVERSE! IVAN CASCALES
THOMAS VAN DEN BERGE **VERMILLION!**
CUSTOM HOME MAPPER! RYAN

meet the devs!

TALES FROM AROUND THE WORLD! SWITZERLAND | SWEDEN | GERMANY | POLAND | BRAZIL | SWEDEN | JAPAN & CHINA | HOLLAND | BELGIUM | URBAN | CANADA | JAPAN | WALES | USA

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praise for the guide!



Comments from Redditors and developers. Thank you!

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