GIBBY'S GUIDE TO THE QUEST 2,3+3S





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TOP 100 GAMES

The best of the best from classics to the latest - chosen from over a thousand titles played

eating good!

WELCOME TO THE GUIDE!

GET THE LATEST ISSUE AT GIBBYSGUIDE.ORG

BRAND NEW TO QUEST 3 OR 3S?

GO TO THE BACK PAGES TO GET STARTED!



$30 QUEST CASH BACK

You can also get $30 Quest cash back when purchasing a new **Quest 3** or **Quest 3S** headset through Meta with the same promo code **GIBBY**.

META HORIZON+

With a **meta horizon+** subscription you get two games a month plus a games catalogue and discounts for $60/year or $8 a month. It includes top titles like **Asgard's Wrath 2**, **Red Matter 2**, **Walkabout Mini Golf** and **Puzzling Places** plus an extensive list of indie games.

ABOUT THIS GUIDE!

WELCOME!

Gibby's Guide is a regular free independent digital magazine dedicated to virtual reality and the standalone **Quest 2, 3 & 3S** headsets for beginners and daily users alike.

It's been published online since 2021. This guide - lovingly curated and updated - features the best content with over 350 reviews, tips and tricks and a beginner's guide. It is fully **text searchable** with **interactive links**.

The guide is quirky. It's not meant to be totally comprehensive. It's overwhelming positive because the only titles you will find within it are tried and tested recommendations.

There are many well-known games that aren't included (leaving out *Beat Saber* is a running gag). This is not a guide to the best sellers. It tries to highlight the greatest and seek out the hidden gems. But it all comes down to personal opinion in the end.

It's an honest opinion. There are no paid promotions. It's a passion project.

Remaining independent and free is key. The guide offers a Meta promo code for games but it has no bearing on those featured or their rankings.

I've striven to be as accurate as possible but any errors are my own. Thanks to everyone who has helped - you know who you are!

gibby@gibbysguide.org

WHAT'S NEW!

Welcome to the latest edition of the guide! If you are a new Quest user make sure to check the **tips 'n' tricks** section at the back. The guide is extensive but fully **text searchable**.

This issue highlights the ever-changing favourite Top 100 games - ranked! It's been updated every couple of months for the past five years.

There's a breakdown including the classics which have been around since the launch of the original Quest in 2019, hidden gems, Quest 3|3S exclusives, stalwarts, mixed reality, free games, sequels and a threequel.

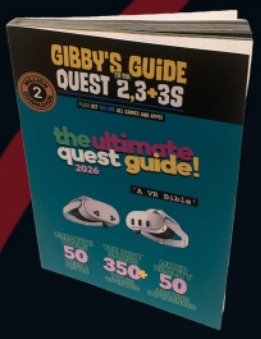
Plus there's the latest releases to make the cut: **Wrath VR: Aeon Of Ruin, Teenage Mutant Ninja Turtles: Empire City**, **Little Nightmares VR** and **Spymaster**.

In hardware news, the rising global cost of RAM was cited by Meta as the reason for an increase in the price of headsets in April.

The cost of a new Quest 3 is up by $100 and the Quest 3S by $50. The new prices are now: **Quest 3** (512GB) $599, **Quest 3S** (256GB) $449, **Quest 3S** (128GB) $349.

Read reviews on a superb new battery head strap with an air cooling system from AMVR and the ProVolver Elite haptic pistol from ProTube. This guide has no affiliation with either. See the accessory section at the back of the guide. Enjoy!

BUY THE BOOK!



The Ultimate Quest Guide 2026 is out now on Amazon worldwide! It's a full-colour 262- page printed book version.

Buy one for friends or family, or for yourself if you are one of those people who likes to have a reference tome in their hands - it weighs almost as much as a Quest 3!

It only exists because a handful of people asked to have a physical copy - it makes no commercial sense!

FIRMWARE!

Arrange your games in any order and create app folders with the latest OS (*2.4*). Click and hold any icon to move or bring up a quick menu for options.



CONTENTS

GAMES!



- ✪ top 100 ranked
- ✪ 250 games reviewed
- ✪ 50 mixed reality games

CREATION & EDUCATION!



- ✪ 50 apps beyond gaming
- ✪ top apps ranked
- ✪ 50 titles reviewed

FILMS & ANIMATIONS!



- ✪ animation archive
- ✪ immersive film archive
- ✪ 70 titles reviewed

HEADSETS & ACCESSORIES!



- ✪ quest 3 & 3S overview
- ✪ quest 3 & 3S accessories
- ✪ extras

REFERENCE!



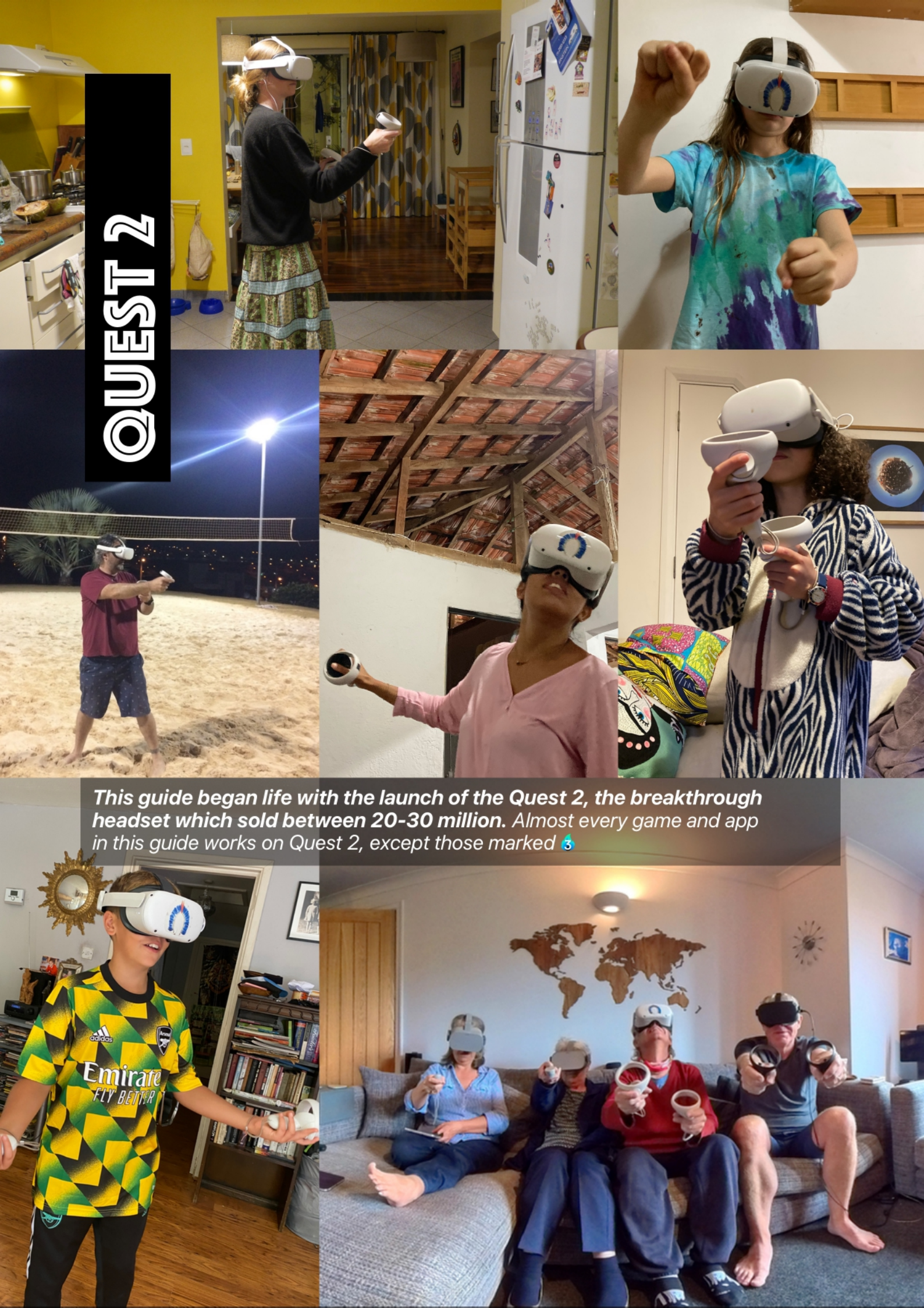
- ✪ beginner's guide
- ✪ tips 'n' tricks
- ✪ glossary



The Quest 3 is the best VR headset in Meta's line-up. It has pinsharp pancake lenses plus the highest resolution and field-of-view. It retails for $599 for 512GB. You can pick up an official refurbished one for $429. Use promo code GIBBY at checkout for $30 Quest cash back if bought from Meta.



The Quest 3S is the budget-friendly entry-level headset with the same chipset and mixed reality capabilities as the Quest 3. It retails at $349 for the 128GB model (or $449 for 256GB). Use promo code GIBBY at checkout for $30 Quest cash back if bought from Meta.



This guide began life with the launch of the Quest 2, the breakthrough headset which sold between 20-30 million. *Almost every game and app in this guide works on Quest 2, except those marked 3*

GAMES!

Teenage Mutant Ninja Turtles
Empire City



NEW COMING SOON!

roboquest vr manic metallic shooter!



hot dogs, horseshoes & hand grenades 2!



guardians planetfall war!



panoptic II hide and seek!



squingle arcade puzzles!



payday: aces high co-op heist!



remnant protocol strategy spaceflight sim!



bomb the hill hi-speed sk8!



wordbound a world made of words!



NEW COMING SOON!

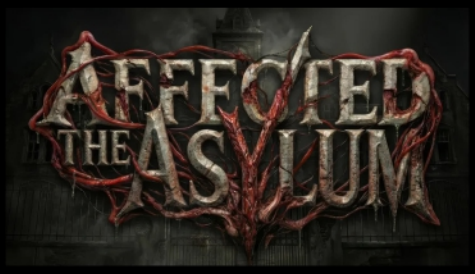
COVR co-op tactical milsim!



automa atmospheric action adventure!



affected: the asylum horror!



cosmorama space flight!



pocket putt MR finger golf!



zero caliber frostbite zombie sequel!



thief simulator: heist crew co-op crooks!



janet's planets terraforming!



irusu cricket vr physics sports sim!



NEW COMING SOON!

trenches of death zombie WWII shooter!



the lightkeepers co-op action adventure!



knights of fiona co-op anime!



evangelion cross reflections!



sol protocol space co-op!



full steam undead trains and zombies!



battle beyond the wall command armies!



compass open-world flying adventure!



survive the night gameshow co-op!

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GIBBY
apply at checkout
art credit: the burst
* code not applicable for games on sale

PREVIEW PLAYTEST

squingle arcade



Squingle Arcade | free

The totally trippy puzzler is back with a new set of challenges and - as if it were even possible - is more hallucinogentic than ever. And it is free-to-play.

There are fresh difficulties put in your path as you dance with your hands to guide an orb through iridescent tubes.

Little day-glo worms block your way and you have to collect coloured stones to complete the Squingle.

With double orbs you must control the speed of rotation to pass through the tubes. Hover switches slow you down. Invisible tubes reveal themselves as you move, needing care and precision.

Mixed reality with roomscale works best as you can move around the puzzles. You can rotate and scale the Squingles at will. You can also add psychedelic wallpaper if you want to up the visual ante.

The sound splashes and pops are super satisfying, and the spatial condundrums get harder as you progress requiring forethought, dexterity and speed of hand.

Squingle is a full-on assault on the senses. There's an ambient dub sound track and amazing binaural sound FXs.

Your Goddess guide, a shimmering golden entity, encourages you on your journey. 'Squingle Arcade is faster, more exciting and varied and more competitive', says developer Dr Benjamin Outram.

There are global leaderboards for asychronous racing. You are awarded gold, silver or bronze medals for time. Get gold and you can battle against the level leader. There's a one-click button to easily share your runs.

Collect star orbs with each completed task, they'll refill your energy when you've made too many mistakes.

But if you don't have enough orbs you'll get a half-hour time penalty - unless you buy more. Unlimited orbs cost $20 - the price of the original Squingle game. There's no such thing as a totally free lunch.

Squingle is a surreal, clever and addictive addition to the puzzle genre.

meet the dev!
click to listen

Meet developer Dr Benjamin Outram and hear about the origins of Squingle, through Buddhist meditation to getting a PhD in crystal display engineering at Oxford.

NEW THiS iSSUE!

teenage mutant ninja turtles empire city!



wrath vr: aeon of ruin brutal edition!



spymaster time-bending solo co-op!



little nightmares vr surreal dark puzzler!



the amusement 'impossible spaces' fair!



REVIEWS

new releases!



Teenage Mutant Ninja Turtles: Empire City | $20

You feel it when you first start scrambling up drainpipes and zooming across the rooftops with air dashes in a fluid parkour. You sense it when you first jump kick a ninja enemy and floor another with some whirling nunchakus. And then you goof around in the mirror in the glorious sewer lair. Yeah, this game is *fun*.

It's fine as a solo experience, but it's perfect for co-op. Choose your turtle and head out into NYC: Leonardo (dual katanas), Raphael (dual sais), Donatello (bo staff) or Michelangelo (nunchakus).

You are free to explore Chinatown and the Lower East Side. Combat feels easy at first and just flailing yields results. It's still entertaining with jump kicks, focus attacks, shurikens, parrying and dodging.

But it cranks up as you go deeper. Those ninjas become elite ninjas, then machine-gunning and sniper ninjas. There's bad boys with clubs, exploding robot puppies and a smattering of mini-bosses like the breakdancing rhino, Rocksteady, and the mutant warthog Bebop.

Aside from the central mission co-ordinated by April at the base, there are plenty of sidequests to enjoy. You can endlessly take down Foot Clan parties and attend emergency calls to lawless activity (to no apparent avail).

Run into a frazzled autonomous robot and you can do some freelance pizza delivery - tricky when you can only climb one-handed. And there are mini games from a shadowy figures.

Collectable chess pieces complete a board to play with your turtle buddy. Tip: it's a lot easier if you can find the blueprint for the collectable beacon perk.

Finding those blueprints and the hidden artifacts are the key to upgrading, along with lots and lots of yummy lootable trash that you can exchange to craft items. These carry across if you switch character, but you can only level up one turtle at a time. Get more gadgets, more slots and boost your health.

It's all pulled together in an engaging story with multiple endings and some great voice acting with the cast from the 2012 animated series. Cowabunga!





REVIEWS

new releases!



Wrath VR: Aeon Of Ruin | $20

Zippy, punchy and classy, Wrath is a modern-day old-skool style pixel shooter elevated into a sensational gory homage to the flat screen orginal.

First developed by Jeremiah 'KillPixel' Fox and 3D Realms and released in 2024, it feels as if it was made for VR with slo-mo and sliding added to the mix.

It's the first official release by Team Beef - a squad that's been operating in the shadows with ports of Doom and Quake - in a meaty partnership with Flat2VR.

Just dive in and start your killing spree against the likes of acid-spitting blobs, nasty fast screaming widows and three-faced Heretics. With three hubs and fifteen gigantic levels, there's freedom to choose where to go and freedom to dual-wield with different weapons of choice.

464 enemies! 28 secrets! Each level can take over an hour at a time. Explore vast dungeons and rainy mushroom-filled forests, dive underwater and fly though hellscapes. Stain crunchy snow with the scarlet blood of a hundred demons.

You begin with a ruination blade for hack and slash which can be charged for fast dash movement. The revolver is the first of nine other weapons that you can swap out at will (although it can be tricky in the heat of battle) like the chunky shotgun, fang splitter (gattler gun), retcher (grenade launcher) plus more powerful guns you'll find later.

Pick up health, armour and ammo along the way. You can save at the regular shrines or choose a spot with Soul Tethers that need to be collected. You can also find ten artifacts for super powers, like a force-field, an aqua lung for deep dives, a potion to turn enemies on themselves, a heart to siphon health from kills and temporary invincibility. Use the speed slider for ever faster play or crank the difficulty up to Outlander.

New enemies and new cool game mechanics kick in at The Priory. You are bound to get lost in The Burrows (there's a handy pathfinder tool if you do) and you'll need to hold your vertigo in check at the extraordinary Crucible Of Souls. A trio of epic boss battles reach their crescendo in a final killer encounter with The Dreaded One.














TEAM BEEF
FLAT2VR STUDIOS



REVIEWS

new releases!



Little Nightmares VR | $30

Surreal and a little disturbing, this is a VR outing that stays faithful to the flat screen series. You play Dark Six, a tiny child trapped in a giant and warped adult world.

It's a short adventure heavy on eerie atmosphere with stealth at its core and some simple puzzles. It ramps up the drama with some chase sequences as you scramble to escape the Thin Man and the crazy neck-twisting Teacher. The fantastic art design shines.

It's such a shame that Bandai Namco ignored some basic VR conventions. The forced vignette, Dark Six's hood, is a deal breaker for many. There are other no-nos here like disappearing hands, press and hold to run and no smooth turning.





Spymaster | $12

Innovative Paris-based studio Innerspace (*A Fisherman's Tale 1 & 2, Maskmaker*) have crafted another original gem, a solo multiplayer with a cool time-bending mechanic.

Scenes, like the opening bomb defusal on a train, are laid out in a briefing. Then play as both agents, one by one, by rewinding time to interact with yourself. You can watch a comic replay of your ineptitude or steely spy determination.

It's a genius gimmick - best played standing - that requires some 007-style pre-planning. There are half a dozen missions to play so far - pull off a bank heist and infiltrate an arctic base. But some interactions can be frustrating in this early access version.

The Amusement | $22

Set in an abandoned amusement park after WWI, this story-heavy but short experience uses redirected walking - physical movement without controllers. Visuals pop but environmental puzzles are simplistic. Still worth the walk.



This guide's ever-changing favourite 100 games - ranked! Updated every couple of months for the past five years, here is the breakdown.

** Some titles are repeated when they belong to more than one category. Also, games with sequels are currently grouped together in the Top 100.*

CLASSICS

pistol whip
moss
i expect you to die
real vr fishing
superhot
a fisherman's tale
arizona sunshine
waltz of the wizard
shadow point
the under presents



Games still in the Top 100 that released for the original Quest

NEW IN 2026

wrath vr: aeon of ruin
little nightmares vr
teenage mutant ninja turtles: empire city
exoshock
star trek: infection
fixer undercover
among giants
spymaster



MULTIPLAYER

into the radius 2
contractors exfilzone
walkabout mini golf
puzzling places
dungeons of eternity
eleven table tennis
forefront
deadly delivery
into black
green hell
drop dead: the cabin
teenage mutant ninja turtles: empire city
arizona sunshine
racket club
real vr fishing
blaston
titan isles
miracle pool
barbaria
glassbreakers
v-racer hoverbike
ghosts of tabor
thrill of the fight 2
rooms of realities
escape simulator
spatial ops
zero caliber 2
breachers
the under presents



STALWARTS

the walking dead: saints & sinners
cubism
phantom: covert ops
blaston
walkabout minigolf
audio trip
eleven table tennis
the room vr
lies beneath
star wars: tales from the galaxy's edge
myst
crashland
zero caliber
cosmodread
yupitergrad



Games that have been in the Top 100 for over five years

FREE

blaston
the under presents



IMPOSSIBLE SPACES

tea for god
hotel infinity
eye of the temple



QUEST 3 | 3S ONLY

batman: arkham shadow
into the radius 2
arken age
reach
exoshock
deadpool vr
shattered
star trek: infection
teenage mutant ninja turtles: empire city
laser dance
glassbreakers
alien: rogue incursion
among giants
spymaster



Games that require Quest 3|3S - they don't run on Quest 2

WITH MIXED REALITY

shattered
eleven table tennis
blaston
racket club
the light brigade
laser dance
miracle pool
thrill of the fight 2
lego bricktales
waltz of the wizard
spatial ops



HIDDEN GEMS

song in the smoke
tea for god
barbaria
metacity patrol
rooms of realities
organ quarter
broken spectre
quantum void
dead second
hotel infinity
tentacular



SEQUELS

red matter 2
asgard's wrath 2
into the radius 2
saints & sinners: retribution
moss book II
the climb 2
i expect you to die 2
escaping wonderland
arizona sunshine 2
a fisherman's tale 2
yupitergrad 2
thrill of the fight 2
zero caliber 2



TOP 100 GAMES

THREEQUEL

i expect you to die 3



REST OF THE BEST

metro awakening
into the radius
red matter
behemoth
ghost town
assassin's creed nexus
surviving mars: pioneer
genotype
little cities
the last clockwinder
down the rabbit hole
vampire the masquerade: justice
riven
max mustard



thief vr: legacy of shadow
propagation: paradise hotel
sweet surrender
men in black
garden of the sea
resist
underdogs
v-racer hoverbike
the house of da vinci
the thrill of the fight
hubris
madison vr
the 7th guest
wanderer: fragments of fate
of lies and rain



KEY!



TOP 100 GAMES best of the quest!

This guide's ever-changing favourite 100 games - ranked!

one!



asgard's wrath 2
app | $60
epic open world fantasy action puzzle adventure!

two! multi!



into the radius 1 & 2*
apps | $30 & $40
eerie supernatural stealth survival shooter!

three!



red matter 1 & 2
apps | $25 & $30
surreal & spectacular sci-fi adventures in space!

four! multi!



contractors showdown exfilzone app | $20 R
mission-based extraction survival shooter!

five!



pistol whip
app | $30 R
shoot to the beat in a cinematic bullet hell!

six!



the walking dead: saints & sinners ch1 & 2
apps | $30 & $10
brutal zombie survival!

seven!



behemoth
app | $40
legendary monster battles!

eight!



metro awakening
app | $40
claustrophobic terror!

nine!



batman: arkham shadow
app | $50
superhero brawler!

ten!



ghost town
app | $30
peak paranormal puzzler!

eleven! multi!



walkabout minigolf
app | $25 & dlc R
pitch 'n' putt with friends!

twelve! multi!



puzzling places
app | $15 & dlc R
photogrammetry jigsaws!

100 thirteen to twenty-four!

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

thirteen!



the light brigade
app | $25 R
magical, dreamy and dark solo shooter!

fourteen!



arken age
app | $30
lush action adventure in a mythical bio-chasm!

fifteen! multi!



dungeons of eternity
app | $30 R
thrilling fantasy co-op combat!

sixteen!



audio trip
app | $20 R
top-class choreography and quality tunes!

seventeen!



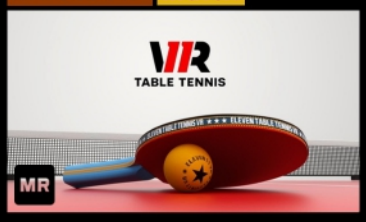
song in the smoke
app | $30
soul, spirit and survival hunting fantastical beasts!

eighteen!



moss book I & II
apps | $20 & $20
gorgeous two-part magical mouse diorama!

nineteen! multi!



eleven table tennis
app | $30 R
AI ping & multiplayer pong!

twenty!



the climb 2
app | $30 R
epic free solo climbing!

twenty-one!



i expect you to die 1, 2 & 3
apps | $25 or $50 all
peerless escape rooms!

twenty-two!



assassin's creed: nexus
app | $40
spectacular stealth!

twenty-three!



reach
app | $40
cinematic parkour puzzler!

twenty-four! multi!



forefront
app | $28 R
32-player battlefield!

TOP 100 GAMES twenty-five to thirty-six!

twenty-five!



crashland
app | $20 R
aaaarrrgghhhhhhhhhhh!
the toughest game in VR?

twenty-six! new!



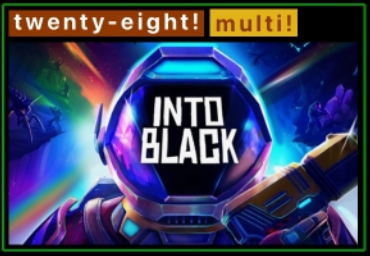
wrath vr: aeon of ruin
app | $20 R
zippy killer retro-style
boomer shooter!

twenty-seven! multi!



deadly delivery
app | $10 R
hilarious alternative postal
service as goblins!

twenty-eight! multi!



into black
app | $25 R
deep sci-fi adventure!

twenty-nine!



surviving mars: pioneer
app | $20
solitude on the red planet!

thirty!



genotype
app | $25
bio-weapons in Antarctica!

thirty-one!



exoshock
early access | $13 R
visceral intense shooter!

thirty-two!



tea for god
app | demo | $20
'impossible spaces' epic!

thirty-three! multi!



green hell vr
app | $20
co-op Amazon survival!

thirty-four! multi!



drop dead: the cabin
app | $25 R
it's intense, it's the 80s,
it's zombies, it's co-op!

thirty-five!



the room vr
app | $25
detective mystery set in
London 1908!

thirty-six!



little cities
app | $20 & dlc R
homespun world builder
with itty bitty citizenry!

TOP 100 GAMES thirty-seven to forty-eight!

thirty-seven!



the last clockwinder
app | $25
fruity self-cloning capers in a cartoon lab!

thirty-eight! new! multi!



teenage mutant ninja turtles: empire city
apps | $20
co-op cowabunga!

thirty-nine!



escaping wonderland & down the rabbit hole
apps | $20 & $20
alice in wonderland puzzles!

forty! multi!



arizona sunshine I & II
apps | $30 & $40
classic zombie co-op!

forty-one! multi!



racket club
app | $25 R
multiplayer squash-tennis!

forty-two! multi!



real vr fishing
app | $20 & dlc R
fish from Mexico to Korea!

forty-three! multi!



blaston
app | free R
serious podium duelling!

forty-four!



shattered
app | $20
mixed reality escape room!

forty-five!



vampire: the masquerade - justice app | $30
bloody stealth adventure!

forty-six!



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

forty-seven!



superhot vr
app | demo | $25
time moves when you do!

forty-eight!



riven
app | $35
classic sequel to myst!

TOP 100 GAMES forty-nine to sixty!



thief vr: legacy of shadow
app | $20
sneaky thrills in the cobbelstoned city!



propagation: paradise
hotel app | $20
blood and guts tense and brutal horror!



lies beneath
app | $30
graphic novel horror set in frozen Alaska!



deadpool vr
app | $50 R
Marvel motormouth!



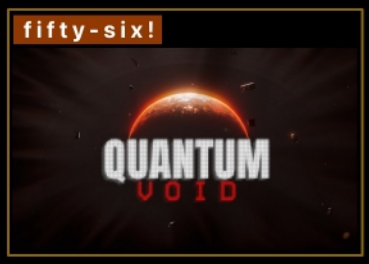
sweet surrender
app | $25 R
kick-ass techno roguelite!



a fisherman's tale 1 & 2
apps | $15 & $20
micro to macro puzzlers!



underdogs
app | $30 R
physical mech brawler!



quantum void
early access | $12
cosmic sci-fi visual treat!



max mustard
app | $30 R
addictive crazy platformer!



star trek: infection
app | $30
Spock horror!



hotel infinity
app | $20
surreal natural walking!



laser dance
early access | $10 R
obstacle party game!

TOP 100 GAMES sixty-one to seventy-two!



titan isles
app | $30 R
fly in four killer exo suits and take down the titans!



men in black: most wanted app | $25
goofy alien detection with nifty gadgets!



garden of the sea
app | $10 R
cute island-hopping and gardening adventure!



resist
app | $20
weaponised spiderman!



miracle pool
app | $20 R
perfect pool sim!



barbaria
app | $20 R
zany campaign brawler!



little nightmares vr
app | $30
surreal dark puzzler!



glassbreakers
app | $20 R
champions of moss!



VRacer hoverbike
app | $30 R
full throttle racer!



the house of da vinci
app | $25
Leonardo's apprentice!



ghosts of tabor
app | $25 & in-app R
raid, kill, loot, extract!



yupitergrad 1 & 2
apps | $15 & $18 R
superb Slavic spiderman!

top 100 games seventy-three to eighty-four!

seventy-three! multi!



thrill of the fight 1 & 2
apps | $10 & $20 R
the undisputed heavyweight champion of boxing games!

seventy-four!



lego bricktales
app | $30
adorabel mixed reality dioramas!

seventy-five!



star wars: tales from the galaxy's edge app | $35
child's play but epic optics in long-haul campaign!

seventy-six!



hubris
app | $30
climb, shoot, swim, drive!

seventy-seven!



waltz of the wizard
app | $20
natural magic playground!

seventy-eight!



eye of the temple
app | $20
true roomscale adventure!

seventy-nine! multi!



rooms of realities
app | $18
teamwork escape rooms!

eighty! multi!



escape simulator
app | $20 & dlcs
over fifty escape rooms!

eighty-one!



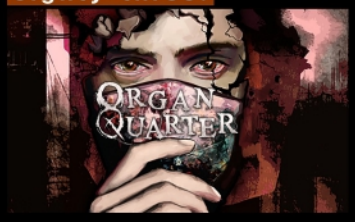
madison vr
app | $30
hardcore horror!

eighty-two!



the 7th guest
app | $30
remake of 1993 classic!

eighty-three!



organ quarter
app | $25
old skool survival horror!

eighty-four!



wanderer: the fragments of fate app | $50
time travelling puzzler!

100 eighty-five to ninety-six!



spatial ops
app | $20 R
co-location mixed reality shooter!



cubism
app | $10 R
puzzles, piano and passthrough!



dead second
app | $15 R
bodyshifting shooter with killer soundtrack!



zero caliber 1 & 2
apps | $20 & $18 R
all-action co-op shooter!



breachers
app | $20 R
5x5 tactical shooter!



alien: rogue incursion
app | $40
franchise action-horror!



fixer undercover
app | $15
quirky escape room!



of lies and rain
app | $30
fight the AI digital gods!



metacity patrol
app | $10 R
delicious dark blade runner!



tentacular
app | $25
original squid game!



the under presents
app | **free** | in-app R
open world theatrics!



shadow point
app | $20
mystery in Inverness!

TOP 100 GAMES ninety-seven to one hundred!

ninety-seven!



cosmodread
app | $15
terrifying ethereal maze!

ninety-eight!



myst
app | $35
remake of 1993 classic!

ninety-nine!



among giants
app | $19
open-world aventures!

one hundred! new!



spymaster
early access | $12 R
time-bending solo co-op!

bonus!



memoreum
app | $15
horror sci-fi campaign!

bonus!



the burst
app | $15
heavy metal physical action!

bonus! multi!



frost survival vr
app | $20 R
craft, build and hunt!

bonus!



hello neighbor
app | $30
sneaking stealth puzzler!

bonus!



squingle
app | $20 R
addictive trippy puzzler!

bonus! multi!



cave crave
app | $15 R
virtual spelunking!

bonus! multi!



crime shop simulator
app | $20 R
co-op clandestine crafting!

bonus!



holopoint
app | $11 R
intense ninja archery!

weird & wonderful!

Bonus! Really random shit that pops up on the store ...



infant rampage 🔫
app | **free**
it's you - the world's most dangerous baby!



wiped clean
app | $16
powerwash simulator for crime scenes!



industrial dishwasher simulation
app | **free**
washing up in Finnish!



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



relaxed spiders experience
app | $7
phantom spider tingles!



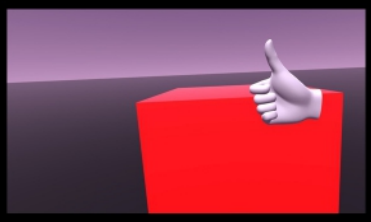
the american dream 🔫
app | $15
guns, guns, guns, guns, guns, guns, guns!



the ladder
app | $5
climb, climb, climb!



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



cube: enhanced
app | **free**
it's a cube.



golf pool vr
app | $6
... on the moon!



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



counting sheep vr
app | **free**
off to the land of nod!

also reviewed ...

All these other games are also recommended and reviewed in the guide.






































































also reviewed ...

Fun fact: Almost all of these games were once included in the top 100 before getting squeezed out by new releases. Still great though ...



























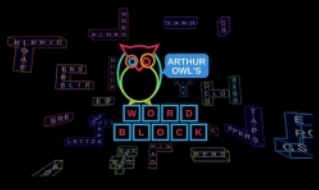
































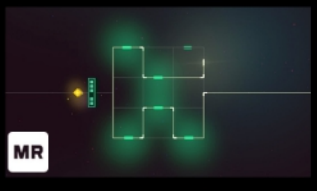














also reviewed ...

Continued ...









































































also reviewed ...

Continued ...









































































also reviewed ...

Here's a handy list to all the game reviews outside the Top 100

















downtown club | eternal starlight | tracked | vestiges: fallen tribes
espire: mr missions | hellsweeper vr | toy trains | underworld overseer
acron: attack of the squirrels | unplugged | witchblood | call of the sea
first encounters | deisim | shores of loci | how to god | iron guard: salvation
rescue the holes | land's end | coaster combat | carly and the reaperman
track craft | mothergunship forge | last stand | toy monsters | gods of gravity | fujii
ragnarock | nock | vendetta forever | time stall | grapple tournament | vader immortal III
galaxy forces vr | coastermania | keep talking and nobody explodes
the infinite inside | flowborne | république | stranger things vr | we are one
ark & ade | 2076 midway multiverse | c-smash vrs | shock troops
buildport xumia | thrasher | neodori infinity | fracked | saber city
blacktop hoops | gladius | battlegroup vr | racket NX | arthur owl's word block
guardians frontline | hand physics lab | compound | dungeon maker
gravity lab | runner | towers and powers | surgineer | outta hand | til tomorrow
traVRsal | silhouette | sommad: impossible spaces | bait! | vrider sbk
linelight | fps enhanced reality | chess club | ghost giant | dead secret circle
path craft | the obssessive shadow | slam | daedalus | mutant boxing league
mannequin | sky runner | rumble | galactic catch | not for broadcast
shogun's empire | jurassic world aftermath | pillow | no more rainbows
starvault | space pirate trainer dx | carve | orion drift | solve the wall | gadgeteer
the pirate: republic of nassau | hax | ultrawings 2 | kill it with fire | the amusement
another door | stellar cafe | whitewater vr | court time tennis | rival stars horse racing
interstellar strike team | merlin chess | augmented empire | tiger blade
exo cars | crazy kung fu | pixel dungeon | stride: fates | beauty salon simulator vr
unloop | broken spectre | crystal commanders | besiege vr | elsewhere electric
color-a-cube | hidden memories | the living remain | extra large playspace vr
hide the corpse | maskmaker | windlands 2 | deep cuts | dawn of jets | plasmaborne
star wars: beyond victory | the curious tale | warplanes | stunt track builder
maestro | islanders vr | starship home | hello dot | home invasion
hotel r'n'r rockstar simulator | aim assault | race club vr
unseen diplomacy 2 | wall town wonders | tactical assault vr
ancient dungeon | mudrunner vr | unlimited snooker
backspin | just one man | avo: echoes of the void
interlocked: puzzle islands | riddlewood manor

With high quality hi-res colour passthrough on Quest 3 & 3S try ...

mixed reality!



Here are 50 of the best titles ...

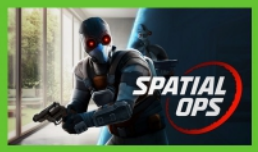
1 ESCAPE ROOM iN YOUR ROOM ...



Shattered
$20

A highly original mixed reality escape room, Shattered warps your space and mind with dark themes, visual tricks and fiendish puzzles. It breaks new ground with fantastic innovation and execution. A main portal creates a cinematic scene on one of your walls ...

2 MULTiPLAYER MR SHOOTER ...



Spatial Ops
$20

Here it is - the first competitive multiplayer shooter in mixed reality! Map your entire home as a combat zone and play co-location with up to eight players. Or play a full solo campaign with portals above and around you. Spatial Ops is the opening salvo in MR wars.

3 POD RACING & POSING YOUR TOYS ...



Star Wars: Beyond Victory | $20

Sit Darth Vader in a chair and pose a Wookiee on your desk once you've dived into some fast-paced mixed reality pod-racing from your sofa.



4 BECOME A MASTER ARTIST ...



Pencil | $11

Pencil uses mixed reality to create templates to overlay and draw on to real world paper. There's art lessons for apples, cats, roses - even Quest 3.

5 ZOMBIES IN YOUR HOME ...



Home Invasion
$10

***Home Invasion* is a standalone mixed reality mode that is also included with *Drop Dead: The Cabin*, the excellent co-op shooter.** Defend your home from the cartoon 80s zombies coming through the windows and smashing holes in your walls! Great fun from Soul Assembly.

6 YOUR INSTANT PING PONG TABLE ...



Eleven Table Tennis
$30

This is some serious ping pong club. Eleven Table Tennis hosts over a million multiplayer matches a month and you you can set up a table in mixed reality. One of the world's leading sports simulators, you can play in real time with anyone from China to New York.

7 A SPACESHIP HAS LANDED ...



Starship Home | $20

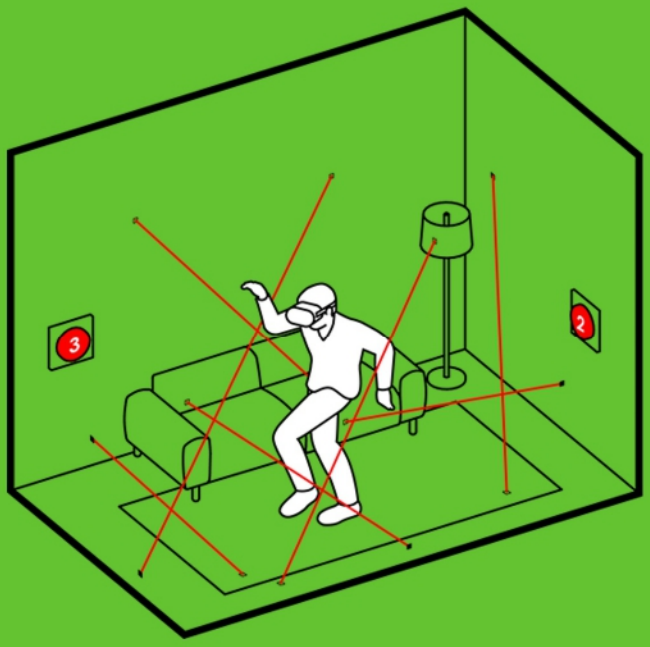
An ambitious full length mixed reality game with exotic plants, trippy visuals and a squeaky-voiced alien called Jeff. Endearing.

8 MISSION IMPOSSIBLE ...



Laser Dance | $10

Dance across the laser maze in this mixed reality party game! Rolling around on the floor, crawling, limbo and quick steps - it's comedy gold for those watching. Red lasers remain fixed, blue lasers blink on and off and yellow lasers dance! Requires 3 metres.



9 BECOME AN OIL PAINTING ARTIST ...



Vermillion | $20

An oil painting sim with passthrough, you can create alone or with friends. Export in hi-res to print and mount or hang your digital art on your real wall!

10 TRAIN IN MARTIAL ARTS ...



Crazy Kung Fu
$15

A passthrough pioneer, developer Arnaud originally designed this game as a training tool as a practitioner of martial arts for 12 years. Pitted against a spinning Wing Chun wooden dummy, you dodge flashing blades, block and punch. Solo or multiplayer.

11 LEARN TO PLAY THE PIANO ...



PianoVision | $10

Using Guitar Hero-style coloured cues overlaid in passthrough you can play a virtual keyboard or use a real one. In the brand new arena of MR musical fun and education, PianoVision seems to hit all the right notes. See also **Magic Keys**.

12 LEARN TO DJ WITH VIRTUAL DECKS ...



djay | $20

Algoriddim's easy-to-use two turntable kit is designed for novices to be up and running in seconds. For professionals it has Midi support.

13 PUT LITTLE PEOPLE iN YOUR WALLS ...



Wall Town Wonders
$20

There are tiny people living within the walls of your home! Help them rebuild their town with your hands in mixed reality. There are forty characters to meet and over 100 buildings to unlock with a host of collectables in this gentle worldbuilder from Cyborn studio.

14 DECORATE WITH DIGITAL DESIGNS ...



Figmin XR | $30

A sandbox to create, paint and play with your room as your canvas! Made for mixed reality, Figmin XR can transform your space in seconds!

15 ASSEMBLE SONIC MACHiNES ...



PatchWorld | $30

A goofy gamified musical wonderland on the surface but a highly technical endlessly-customisable open source machine underneath.

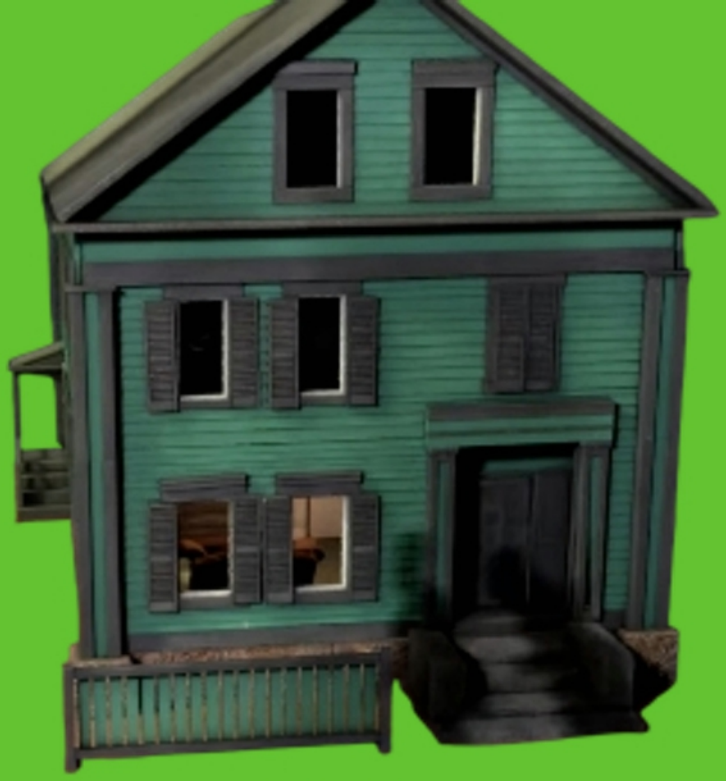
16 YOUR VIRTUAL POOL TABLE ...



Miracle Pool
$15

Set up a pool or mini snooker table you can walk around and play online against friends or randoms! From the developers of the brilliant Black Hole Pool simulator, it's designed to be simpler and does away with artificial locomotion!





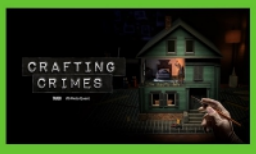
17 FIGHT CLUB WITH MUTANTS ...



Mutant Boxing League | $20

How to turn workouts into fun? Make an arcade, cartoon, family-friendly boxing game with opponents like a walrus called Wilhelm 'The Ice' Berg!

18 RECREATE UNSOLVED MURDERS ...



Crafting Crimes
free

A wonderfully innovative true crime podcast brought to life with spatial video and an interactive miniture dolls house. In the first chapter Carol K. Ras looks at the unsolved case of the Lizzie Borden double axe murders of 1892. Two more chapters will be added.

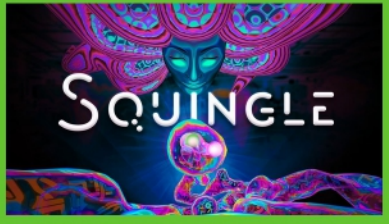
19 PLAY THE AIR GUITAR ...



Unplugged: Air Guitar
$20 & dlc

A poster child for hand tracking technology, Unplugged takes the air guitar to its natural conclusion. Like Guitar Hero, line up your fingers to the flying colour-coordinated chords. The sensation of holding an invisible guitar in your hands is incredible.

20 GO ON A SURREAL TRIP ...



Squingle | $20

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

21 PASSTHROUGH PUZZLING 1 ...



Cubism | $10

This has always been a meditative puzzle game with a gentle piano accompaniment adding to the zen-like tranquility. But with MR it feels like playing with a little bit of magic in the air. With a gorgeous minimalist design inspired by solid dissection puzzles.

22 PASSTHROUGH PUZZLING 2 ...



Puzzling Places | $15 & dlc

One of the highest rated games on Quest 3, Puzzling Places is a 3D jigsaw game you can play on the sofa in mixed reality with friends.



23 MAKE CRAZY MACHINES ...



Gadgeteer | $18

Gadgeteer indulges your childish joy of building mad machines out of buckets and blocks and balls and bendy tubes that uses physics to make crazy runs. There's a campaign of 60 puzzles or try the mixed reality sandbox and get your Rube Goldberg on!

24 PAINT BY NUMBERS AND RELAX ...



Color-A-Cube free

For such a simple concept, this has no right to be as good as it is! Painting numbered blocks on a 3D model is an addictive and meditative exercise which works wonderfully in mixed reality. Earn vox to unlock more, or buy packs for $2 each. Childish bliss.

25 BUILD AND RACE WITH TOY CARS ...



Track Craft | $15

Excellent mixed reality fare with a 4x4, kombi and race car and a track editor with portals, tunnels and elevators. Share and race!

26 SET UP YOUR OWN MR DRUM KIT ...



Paradiddle | $20

Drag and drop a range of over 50 instruments into your own custom arrangement or try a preset like the *Ringo Starr*. Kick drum is with trigger button but there is pedal and periphery support. Learn how to play the kit in ten simple lessons.

27 FISH WHILE LYING DOWN ...



Pillow | $10

Beautifully conceived and playful app for bedtime relaxation. Fish in your ceiling, read a story, gaze at the stars or meditate.



28 STEALTH ACTION ALL OVER THE HOUSE ...



Espire: MR Missions $20

Take over a whole floor of your home for some stealth missions in the MR mode. Shoot enemies in your front room, drag the bodies behind the sofa. You are Poe, an operative who can embody two *frames*, the short Sooty or the six-footer Sinder. Stay frosty!

29 HAND TRACKING TABLE TOP BEASTS ...



Toy Monsters | $10

A handsome hand tracking mixed reality table top mini-game version of Plants vs Zombies. Stop the monsters with your arsenal of a micro cannon, exploding poo, shooting candle, bear shield, toy train, laser hands, flamethrowing fingers ...

30 PAINT IN 3D WITH FRIENDS ...



Open Brush | **free**

Paint with the impossible like smoke and fire in this 3D tool where your room is your canvas. You can make live art with a friend in multiplayer.

31 Clandestine co-op crafting ...



Crime Shop Simulator | $20

You are a chicken - cluck knows why - and your mission is to fence a load of clandestine beers, porn mags and cigs to your dodgy egg-shaped customers. You can build your stall in mixed reality and walk around crafting and hawking. Great fun solo or in co-op.



32 A tennis court in the lounge ...



Racket Club | $20

A tennis-squash hybrid with singles and doubles multiplayer, Racket Club uses MR so you don't smash your walls reaching for a shot!

33 Podium duelling multiplayer ...



Blaston | free

3 ... 2 ... 1 ... Blaston! The classic one v one duelling multiplayer takes on another life in MR - it's liberating to leap around safely with your arsenal of everything from big pink balls to ice lasers. You need both tactical quick-thinking and premeditated skullduggery.

34 Maketh thy fiendish pit ...



Dungeon Maker free

Dungeon maker is the first MR 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!

35 Build a world inside your own ...



Islanders VR | $15

A relaxing strategy game building upon little islands floating in your room. Calming, intuitive and with hand tracking.

36 GO INSIDE AN AQUARIUM ...



Ocean Rift | $10

Draw portals in your walls and ceiling to create an interactive aquarium! From Great White sharks to Hammerheads, dolphins to Beluga whales, Ocean Rift is an educational experience that has been around for over a decade, but now with MR.

37 A BOXING RING IN YOUR ROOM ...



Thrill Of The Fight 2 | $20

The undisputed heavyweight champion of boxing games, this is a serious workout - against AI or your friends in multiplayer!

38 MEDITATIVE PUZZLING ...



Linelight | $15

There's something about lying down flat on your back and listening to relaxing electronica while being immersed in this elegant puzzle universe. Passthrough can be graded to adjust exposure, a nice touch.



39 MAGICAL SHOOTING ...



The Light Brigade | $25

There's a strange portal up on the hill. It opens up a new way to play this dreamy and dark shooter with WWII weapons. Gateways open up around your room as your defend against attack from the faceless soldiers. A novel twist to the top-rated roguelike.

40 MIXED REALITY HAS TAKE-OFF ...



First Encounters | free

Your first brush with mixed reality on the Quest 3 or 3S is likely to be this cute and impressive preinstalled showcase. MR has take-off ...

41 SIDE-SCROLLING PLATFORMER ...



Witchblood | $15

A wonderful 2017 side-scrolling platformer that's been dusted down and levelled up for mixed reality. The action takes place in a beautiful 3D diaroma that you can scale and move. You play Clara, a young woman who finds herself alone in the forest.

42 MAKE A CITY WITH ALIENS ...



Spacefolk City | $30

Help the little aliens build a city in space in your room! Ines McSuperfruit and the gang are itching to get started. Watch out for those solar flares!



43 YOUR OWN VIRTUAL PET ...



Hello Dot | free

From Pokemon Go! creators Niantic, play with your cutesy virtual pet Dot. Toss them around, command them to go where you want, feed them and paint them magical colours. A tech demo that also shows off occlusion (hiding virtual objects behind real world ones).

44 YOUR HOME AS A SPACESHIP ...



Astra
$10

Set course for Europa, Jupiter's fourth largest moon. Touch the control panel which sits just below the portal of your ship looking out to space. Walk over to the teleporter and beam down onto another stunning alien landscape. Has education ever been so beautiful?

45 BATTLEFIELD IN YOUR HOME ...



Sky Runner: Drone Hero | $20

A fun and effective concept which turns your room into a battlefield. You even have a mini-monitor to pilot your drone against the enemies.

46 ATTACK YOUR FRIEND'S HOUSE ...



Last Stand | $8

Last Stand breaks new ground as a multi-location shooter. You set up your room, your opponent sets up theirs and you can battle it out across the divide. You have a big red button to temporarily bring down the shutters when things get hectic. Clever stuff.

47 PUZZLE IN VR AND MR ...



Infinite Inside | $13

Blending realities in a spell-bending puzzle adventure. A unique and innovative story-led head scratcher with surprising turns.

48 AN INTIMATE GIG AT HOME ...

Soapbox | **free**

Like a private gig in your own home, this is one of the best imaginable use cases of mixed reality. The artists are like life-sized holograms made with volumetric video capture that you can place at any distance and rotation and walk around as they play.



49 MENTAL HEALTH ANIMATION ...



Impulse | $8

An innovative interactive animation exploring ADHD through the eyes of those with the condition. It's a riotous level of ideas in mixed reality, weaving narration and first person anecdotes. Empathy is an overused word in VR, but this is where Impulse strikes.

50 STEP INSIDE A PORTAL TO SPACE ...



Starfall | **free**

Using mind-bending portals with clever hand tracking, this short demo takes you on a trip from spaceship to planet and back. Dazzling.

REVIEWS INDEX

These are the review pages in the order that they appear in the guide.

GAMES

best of the quest top twenty-five
multiplayer team | one v one | co-op | escape rooms | vr and non-vr
multiplayer co-location | racing | tennis | pool | sports
active get fit | physical action | brawlers | bang, bang, slice
active grapple | rhythm and music
horror | stealth | shooters | star wars
action adventures | escape rooms | platformers | retro-style
self-cloning | flying | racing | build and ride | build and destroy
impossible spaces | arena scale
adventure puzzles | puzzles
world building | strategy | tower defence
meditative | lying down | fishing
comedy | party games
hand tracking
mixed reality
younger gamers
one-off originals
legacy

CREATION & EDUCATION

creation & education hyperscape | art creation | music creation | virtual tourism | stars | earth | medical | educational | media tools | art & design productivity | quest tools | mix

FILMS & ANIMATIONS

animations enhanced | mix | interactive | hand tracking | mixed reality
quillustrations | art | classic | life-affirming | challenging | female-led
films comedy | fallout of war | black history | extreme action | space

MULTIPLAYER INDEX

A handy reference guide to 100 multiplayer games and apps. New marked in **yellow**. Note: **free** ones can be overrun with *squeakers*.

TWO OR MORE CO-OP

Contractors ExfilZone
Dungeons Of Eternity
Forefront
Drop Dead: The Cabin
Deadly Delivery
TMNT: Empire City
Cave Crave
Titan Isles
Into Black
Green Hell VR
Real VR Fishing
Rooms Of Realities
Escape Simulator
Frost Survival VR
Tactical Assault VR
Starvault
Ghosts Of Tabor
Zero Caliber 1 & 2
Ancient Dungeon
Breachers
Windlands 2
Blacktop Hoops
Mannequin
Grapple Tournament
Pixel Dungeon
Hellsweeper VR
Warplanes 1,2 & 3
Guardians Frontline
Interstellar Strike Team

TWO PLAYER CO-OP

Into The Radius 2
Puzzling Places
Arizona Sunshine 1 & 2
Mothergunship Forge

CO-LOCATION

Spatial Ops
Last Stand
Saber City
Crystal Commanders
Crime Shop Simulator

VR & NON-VR

Walkabout Mini Golf*
Elsewhere Electric*
Keep Talking And Nobody Explodes
Acron: Attack of The Squirrels*
Carly & The Reaperman**
Vestiges: Fallen Tribes**
Roblox VR***

CREATE

Vermiliion
Open Brush
Painting VR
Patchworld
Paradiddle
Gravity Sketch
Gesture VR
ImmerGallery

EXPLORE

Brink Traveler
Wander
WorldLens VR
Wooorld
Fly

** phone ** pc *** both*

PLAYER V PLAYER

Walkabout Mini Golf
Eleven Table Tennis
Racket Club
Blaston!
Miracle Pool
Thrill Of The Fight 2
Chess Club
Ragnarock
Track Craft
Orion Drift
Nock
Rumble
Bait!
Exocars
Ultrawings 2
VRider SBK
VRacer Hoverbike
Downtown Club
Dawn Of Jets
Buildport Xumia
No More Rainbows
* Battlegroup VR
Crazy Kung Fu
Glassbreakers
Gods Of Gravity
C-Smash VRS
Racket NX
* Barbaria
TraVRsal
Unlimited Snooker
Sky Runner: Drone Hero
Space Pirate Trainer DX
Rival Stars Horse Racing
The Pirate: Republic Of Nassau

** asynchronous*


GIBBY'S GUIDE
QUEST 2.3•38






GIBBY'S GUIDE
QUEST 2.3•38



Read interviews with all the developers featured in past editions wherever you see meet the devs!

REVIEWS

asgard's wrath 2



Asgard's Wrath 2 | $60

Asgard's Wrath 2 is not the best game on the standalone Quest. It's the best four or five games rolled into one. Yes, it's that good and yes it's that big.

At its heart it's a thrilling single player adventure experienced together with amazing animal sidekicks which never stops surprising throughout its massive 100+ hour campaign.

Explore an epic series of sweeping cinematic open worlds set in Ancient Egypt jam-packed with hidden treasures to discover and God-scale puzzles to solve and savour. Head into battle with some of the most wondrous weapons ever created for four fantastic characters.

With so much going on, it can be overwhelming at first. But the start of the game playing solo with Abraxas is but a minuscule fraction of what awaits.

It just keeps getting better. Even after dozens of hours of gameplay whole new beautiful vistas come into view with unfamiliar fantastical beasts, fresh characters and untrodden paths.

And then the game astonishingly repeats the trick again. And again. And again.

The biggest title ever to release on standalone VR, it is of a magnitude which dwarfs any game that has gone before it. Driven by a seemingly endless number of quests, sidequests and requests, you are rewarded for exploring every corner you can reach.

There are bounteous collectables, from the treasures hidden in the neon pink chests to totems you can destroy across each of the exquisitely crafted levels.

The physics-based combat is rich and satisfying, made enormously variable with highly creative and upgradable equipment. Some of the boss battles and later monster dens are brutal even on the lowest 'story' setting.

Your followers - each with their own unique abilities and personalities - slowly become your besties. Your own multiple characters shine with charisma, all helped by top tier voice acting from the likes of Forest Whittaker.

'Scritches! Come give me scritches!'





Big budget games can end up feeling corporate but this is anything but. A toast to the passion of Sanzaru Games, one of a suite of studios acquired by Meta. It's made by gamers for gamers - just witness the executive producer chatting daily to players on Discord.

It's no understatement to say that in the history of VR gaming there will be a before and after Asgard's Wrath 2. It has changed the landscape. It's the best in class by a long, long way.

The finest games are best played going in blind. It has so many magnificent jaw-dropping moments to experience but there can be no spoilers here.

Instead, just a tip: For better immersion go to the settings and disable player avatars and compass (you can still tap your wrist to see waypoints).

If you disable the HUD too you can still hear your heartbeat if you are low on health (but you will be left guessing your divine wrath count). You can chop and change the difficulty level on the fly from the gentle 'give me story' to the ultimate challenge 'give me wrath'.





It even has the greatest (and funkiest) credit sequence of all time which lasts a good 15 minutes giving you an idea of the scale of the production. You can still continue to play beyond that with extra missions if you want to try for 100% completion. Monthly 'cosmic events' runon repeat (there will no longer be updates). Choose order or chaos and unlock rewards.

And that's not even to mention the wonderful bundled game within a game, the Unchartered Rifts. The dungeon roguelike would be regarded as a top title on its own and is endlessly playable.

Just turn left in The Inbetween - the domain of the blue Weaver witches - and talk with the dungeon master. It's combat-focused (plus timed puzzles) and instead of a beastly sidekick you can enlist a battle buddy, a ghost of a real player.

Asgard's Wrath 2 is that rare example of talent matching high ambition. A hi-res texture pack released for Quest 3 was the cherry on the cake. Until then, return to your world puny human.





REVIEWS

into the radius



Into The Radius 1 & 2 | $30 & $40

'Who is even giving me these missions? Why? I can't remember or understand a thing, yet here I am pressed to continue out here ... I've died once and yet the Radius lured me back in'

It's another of those handwritten notes scattered throughout the Radius, a found fragment of the story along with cassette tapes with field notes from previous explorers and the spoken memories of a white silhouette, Katya.

As Explorer #61, you are very much alone after the 'Pechorsk Event'. The world is populated with disembodied voices, noxious gases and crackling electricity.

Brooding, dark, sinister, ethereal. Creepy, supernatural, oppressive, eerie. However you describe it, Into The Radius is genre busting - part horror, stealth and survival.

It's a vast Daliesque Dystopian world with train carriages mysteriously suspended in the air, monsters shimmering like echoes and that strange orange circle a constant glow in the sky.

Complex, deep and extensive, it strikes a balance between the exhilarating and the calm, from a desperate firefight to strumming the guitar back at your base and cleaning your arms.

The accurate rendering of the 34 weapons borders on the fetishistic. A sample loadout might be a Glock 18c pistol with red dot laser sight, an old OC-14 Grozna rifle with a grenade launcher found in the field and a trusty AKM upgraded with a scope for sniping.

But this is no shooter. Go in guns blazing and you'll never progress through the huge 40-50 hour campaign. You are forced to plan and prioritise as you take on mission after mission.

It's fantastic stuff from CM Games, a small studio from Tallinn in Estonia. A sequel is out in early access (see panel on the next page).

It's very replayable too with Ironman mode (no saves) and custom settings for tougher enemies. An essential title.

'Happiness for everybody, free, and no-one will go away unsatisfied.'

meet the dev!
click to listen

The game has echoes of post-Soviet collapse, says developer Aleksei Shulga. He describes how his experience of compulsory military service influenced the game.

early access



The Radius is as familiar as it is different. That strange orange glow in the sky now has Saturn-like rings, Vanno is gone and your base, UNPSC Facility 27, has that new home smell.

The fear hits just as it did before as you enter the zone, more surreal than ever. Some enemies are more humanoid - their eyes flashing in the darkness - and they are much smarter. But this time you are not alone ...

The multiplayer sequel to the hit survival shooter has landed in Early Access. There are currently three maps, the tiny Peninsula and Forest plus the giant Pechorsk Outskirts. As yet there's no story. Should you hold out for the full release? Maybe - but there's so much fun to be had already and you can help the game evolve ...

As Explorer #73 you start off with a useless PM pistol but increasing your security level gives you access to a vast array of modular weapons. There's a cool revamped and fully customisable kit. There are new artifacts and new anomalies. And where do all those portals go to?

Attention! **Into The Radius 2** *has launched in Early Access exclusively for* ***Quest 3*** *&* ***3S****. Expect performance issues, bugs and limited content. Unlike the original there is co-op multiplayer, which will be expanded from two to four on full release later this year.*

REVIEWS

red matter 1 & 2



Red Matter 1 & 2 | $25 & $30

Spellbinding, eye-watering and jaw-dropping, Red Matter 2 is a great leap forward for standalone graphics that inhabit its own kind of rarified atmosphere.

It's as out-of-this-world as the fictional Volgravian base in which it sits, bathed in the glow of a magnificent Saturn.

This is sheer brilliance from the Spanish indie studio Vertical Robot and their art director Norman Schaar, dabbling in the dark arts to re-engineer the very coding tools at their disposal. An optimisation for Quest 3 has taken it even higher.

If it were just the best-in-class optics that elevated Red Matter that would be justified in itself but it's so much more.

This is a true heavyweight title, a spectacular sci-fi adventure set in an alternate future Cold War. As Agent Epsilon aka Sasha, you are an astronaut isolated on an abandoned base in space, 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?

Moving around is a dream with jetpack bunny hops and you are equipped with extraordinarily well designed multi-tool gadget hands accommodating a torch, flares, claw, terminal hack, gun, storage and informational panel.

Almost everything is grabbable and often mesmerising in detail. The logic puzzles are finely crafted, not too cryptic but satisfying to decipher.

There's some adrenaline thrown into the mix with shooting mini games and there's even some remote-controlled fun.

It all comes together in an epic final battle that takes the breath away.

You don't need to have played Red Matter 1 to enjoy the sequel but to miss out would be a shame. It a solid 8-10 hour campaign taken across the two titles. Outstanding.





REVIEWS

contractors exfilzone



Contractors Showdown ExfilZone | $30

Wildly addictive with heart-pounding action and hundreds of fantastic missions, *ExfilZone* is a joy to play.

Extraction shooters are a perfect fit for VR. The core gameplay is to raid, loot, kill and get out at one of the exfil points. If you die you lose everything (except those in your safe box). It's high stakes and an adrenaline rush. Build up your gear and hideout.

There are great gun mechanics, intelligent and aggressive AI, and it has a superbly well-thought-out upgrade system. Caveman Studio's title shines in the little details - ambisonic footsteps, knee slides and collectable figurines.

There are five maps: Smuggling Tunnel, Metro, Suburbs, Dam and Resort. The last three can be played in scav mode.

Medic Maggie, typing Tommy, A-Team Max, downtrodden Jonny, gunsmith Anna and gasmask Igor - upgrading these traders are the key to success.

To do this you have to undertake tasks - fun missions that force you into hot areas or to use unfamiliar weapons. There are over 200 quests to get all the traders to the highest level.

Avoid unnecessary gunfights until you have the ammo and tier 4 or 5 armour. But you will always have a chance - aim for the face, arms and legs. Go from cover to cover, don't run and gun.

It's fun whether playing casual or hardcore, solo or in teams up to three. In line with other extraction shooters, there will be periodic wipes to avoid dominance by high-tier players. This means all progression, all loot and all hideout upgrades will reset to zero and everyone will start afresh.

But you can now play in PvE without live players and at your own pace without the pressure of a wipe. To play with friends requires the Firetam Elite DLC (*$8*).

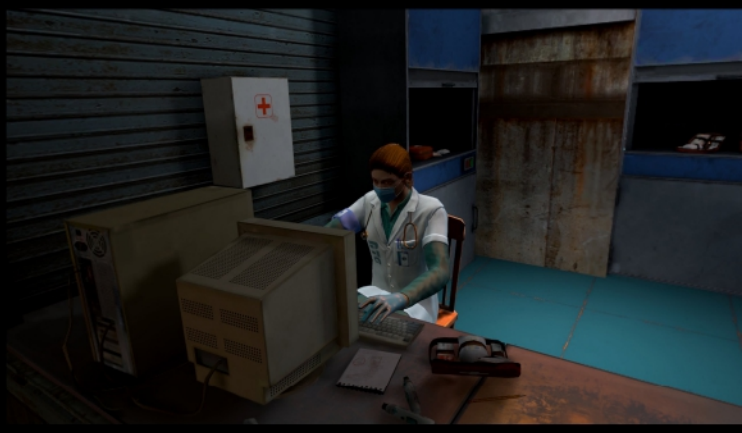
AI behaviour has been reworked and is far more challenging. Play on Casual or Standard which adds AI contractors.




TASK
LOGISTICS
SUBMITTED
RESORT
HARD
AUTO
DAM
HARD
SMUGGLING TUNNEL
INSANE
SUBURB
NORMAL
METRO
INSANE


ALL
lv1
lv2
lv3
lv4
LV1
0/100
ALL
MISC.
AMMO
WEAPON
ATTACHMENT
TOMMY
138606
884:44
BUY
TASK
SUBMITTED
M4A1 5.56x45 assault rifle
M92 9x19mm pistol
AR15 Pistol 5.56x45 semi carbine rifle
MP5 9x19mm SMG








BANK



REVIEWS

pistol whip



Pistol Whip | $30

Where else can you enter a pulsating path 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 dozens of full-on tracks 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.

There's two five-track campaigns (six if you include Encore) with graphic novel intros, the Wild West themed *Smoke & Thunder* and the cyberpunk synthwave *2089*.

But there's much more on offer than the core classic pistol gameplay. One quick way in is to hit the dice icon to randomise modifiers, another is to take on 'contracts' and play through daily and weekly challenges.

Try dual wielding, or play 'proper legacy' with 'deadeye' to remove aim assist. Other weapons are a revolver, burst fire, boomshot and 'brawler' which although it shows a fist icon can be altered to anything from a frying pan to a banana.

A tutorial training series gives great hints and tips and outlines the styles system (which only unlocks for new users after you try the original arcade scenes).

Presets include the hilarious 'Hopeless' which takes away your guns and armour (brawler + reckless). 'Lunacy' removes armour, aim assist, randomises enemies, ricochets bullets and forces you to pistol whip for reloads (reckless + deadeye + disorder + vengeance + scavenger).

You can dial down the difficulty too. With 'casual' make yourself invincible, stop enemies shooting and give yourself endless ammo (bulletproof + threatless + bottomless).

Regular free new content updates keep things fresh from *Overdrive* and *Elixir Of Madness* to 2024's *Voidslayer*. The innovation continues.




SHRED
CLOUDHEAD GAMES ;PISTOL WHIP PRODUCTION LEKTRIQUE "SHRED"
CLOUDHEADGAMES.COM | PISTOLWHIP.GG

REVIEWS

saints and sinners 1 & 2

GIBBY'S GUIDE #6



The Walking Dead: Saints & Sinners Ch 1 & 2 | $30 & $10

S&S is a survival horror game set across New Orleans (Nola) that in many ways sets the bar for VR. The physics shine, the graphics are outstanding and it has one of the the deepest campaigns.

It's intense. It's gory. Your weapons go through skulls. They squelch when you pull out. You will feel fear. It combines a strategic survival system with brutal killing sprees wrapped inside an engaging storyline.

Sure there's plenty of combat - melee, especially - but behind the gore is an intriguing game that's also about puzzle-solving, exploration, looting, crafting and resource management.

The developers state that their intention was to induce panic and at times it does - being grabbed by a zombie is ramped up by intense Psycho-style music stabs - but overall the game is not as scary as out-and-out horror titles. It's a 15-20 hour campaign plus the free Aftershocks DLC adds another eight hours.

Measured against the high standards of Chapter 1, Chapter 2 is a graphical downgrade with a general lack of polish. Skydance Interactive should be called out for launching the sequel in an unplayable state before a fix.

However, there's more arcade action than the previous game with some fantastic moments and epic set scenes. You can import your game progress from Chapter 1 whether you have finished it or not.

Although there are only three new areas - The Tower, Bourbon St, Hotel Eclair - there's much more than meets the eye.

It introduces scary night time missions with the exiles. There's a new enemy with axeman Gerik and the story revolves around Sonny's pawn shop.

Get additional weapons like the grenade launcher Le Boum, a chainsaw, knuckle dusters and mods like lasers and silencers. There's two new crafting tables and armoured 'eradicators'. Dev code for items cut from the game including burst fire 9mm: VK1SVW




OMOI
PASTRY

REVIEWS

behemoth



Behemoth | $40

A thrilling fantasy adventure with legendary battles from Skydance Interactive (*Saints & Sinners*), *Behemoth* sees you play as Wren heading into the Forsaken Lands where a black curse amid the blinding white snow has turned the population mad and murderous.

With breathtaking scenery and landscapes, from the icy lands of Hunter's Breach to the blood-drenched swamps of Dreddmire, it's a killer mix of exploring, fighting and puzzling in the company of the enigmatic Trapper and a strange voice in your head.

The epic but sparse Behemoth battles are breathless and exhilarating despite needing brain not brawn and are some of the most epic encounters ever seen in VR. Shacklehide and the rest are all colossal beasts - their impressive size doubled during development according to the studio - but each fight is refreshingly unique. Their sheer scale when they make their occasional cameo appearances is jaw-dropping.

Combat is challenging and incredibly varied, with all manner of shiny swords, shields, axes, arrows for your bow, a grapple hook and throwing daggers. As you progress so will your weaponry and you'll soon be dispatching enemies by dismembering, slicing in half, pulling off ledges and throwing against spikes.

You can also remove all the huff and puff by going Freestyle with no stamina restrictions. Either way it's worth practicing in the Arena, a separate mode in the menu.

There are so many special touches - the weight of an axe, the glint of light on the sword at the forge, the alarming stare of an enemy's eyes close up. Behemoth even finds time to introduce a couple of novelty VR mechanics, covering your mouth and and your ears.

There are skulls to crush, scrolls to hear, behemoth trophies and little gold or wooden animals to collect. It's worth exploring to find Collos alloy, the raw material to forge upgrades. There are elaborate puzzles that you'll miss if you press forward regardless. Epic.





REVIEWS

metro awakening



Metro Awakening | $40

Russian author Dmitry Glukhovsky has been crafting the fictional universe of Metro for 30 years and *Metro Awakening* from Vertigo Games is a prequel to the series.

A single player story-driven campaign across 12 chapters, it's absorbing, claustrophobic, disturbing, nightmarish and sometimes terrifying.

In a brave lengthy scene-setting opening you inhabit a world of people finding refuge in the Moscow underground after a nuclear war, eavesdropping on their conversations. Metro is uncompromising and not afraid of extensive dialogue scenes but the accomplished script is worth it.

Your character, Serdar - who has both an external voice and internal monologue - is equipped with a ragtag backpack, a torch, a wind-up generator, med kit, gas mask and lighter. As the game progresses you'll fill it up with a cool arsenal, learning which weapon works best against which enemy.

The pacing is extraordinary - you can go half an hour without firing a shot while expecting to do so every second that passes. It's the sporadic and unpredictable nature of bursts of action that makes *Metro* so great. You never know what's around the corner.

It's not only the intelligent music score that ramps up the tension in the darkness but also the the environmental sounds that fill the gaps - a creaking heavy metal door, sparks, drips. It's often merely the hint, the absence of anything, that makes it so chilling.

Aside from the hideous monstrosities you'll encounter - and there's an arachnophobia setting if you need it - there's some nice touches like being able to wipe your gas mask clean. There's also postcards to collect.

Despite being linear it always feels like you can chose where to go - often to the point of getting disorientated - and although it is an illusion, it seems that you, and you alone, have discovered the path forwards, even if that may be an apparent descent into insanity. *Metro* will leave an indelible mark.





REVIEWS

batman: arkham shadow

GIBBY'S GUIDE #9



Batman: Arkham Shadow | $50

Knee-breaking kick, smoke bomb, 360 turn, 5,4,3,2,1 punches to the face, stun with the cape, slam down, uppercut ... rhythmic combat is the shining light of *Batman Arkham Shadow*. It feels great and there are regular outbreaks of fisticuffs. This is as much of a physical brawler as an adventure.

There are three main elements of the gameplay - fighting, stealth and detective - underpinned with a killer script and superlative voice acting. Who is the Rat King?!

It's linear, choreographed and telegraphed - Camoflaj have put out a 10-15 hour colour-by-numbers mega production for all-comers. And that's OK. There's a lot of crawling through vents and grappling up buildings - do A then B then C.

The legend of the caped crusader does a lot of the heavy lifting. Who doesn't want to be Batman? It's steeped in lore for the fans (try picking up a payphone), and you can glide with a cape!

As Batman you begin with a batarang and grapple hook and start unlocking the first of a fantastic arsenal of gadgets at the Batcave. You can upgrade at the Waynetech skill tree for combat, batsuit, gadgets and predator (stealth mode) for more moves and tools.

But it's only after the first couple of hours that the game hits its stride when as Irving 'Matches' Malone you are being led into Blackgate prison where most of the action takes place. In one of the game's show-stopping scenes, the brutal nastiness of penitentiary is on full display. The triumph of *Batman: Arkham Shadow* is that you play both as Matches and the Dark Knight - indeed he's the first character you embody in the opening scene, lighting a molotov cocktail.

The sidequests of collectables - rat statues, radios and the rest - are fun puzzles. You can double back to get some that were out of reach.

Visually it's a treat. Updates added infinite combat and predator challenges, a New Game+ mode and new maps. A rare AAA marvel VR needs.





REVIEWS

ghost town



Ghost Town | $30

More than being just a peak paranormal puzzler, the joy of Ghost Town resides in the rich detail that is jam-packed into the dazzling, almost photo-realistic scenes. They are worth every second of your time to admire and savour.

It's no surprise to learn that the game was four years in development by UK-based Fireproof Games, a follow-up to *The Room VR: A Dark Matter*, the VR version of their wildly successful mobile series which has sold almost 20 million.

In a compelling story by Cara Ellison and Mark Hamilton, you play Edith Penrose, a ghost hunter on a mission with her partner-in-crime, Rina. Voiced with the gorgeous Irish lilt of Jacqueline Milne, Edith is the star of a mainly female-led cast brought to life with wondrous character models.

Being set in 1980s has a certain nostalgia for Brits of a certain vintage especially around the Weaver's house and Edith's flat. The browns! The wallpaper! The kitchen!

You can almost smell the urine in the corridors of the London council estate.

The Weaver residence, the home of the Grand Warlock, has a curios rooms that will live long in the memory. It doesn't move the story along in any significant way and that's its value as an indulgent playful pause in the game.

While you can bask in the cinematic scenes, it's the puzzles that drive the story along which are as intricate and complex as you'd expect from masters of the art. They are satisfying but never frustrating and there is a hint system if you are stuck.

There are no jump scares but what was a light horror-themed puzzler does a sharp turn into spine-tingling and disturbing terror in a triumphant final chapter.

It is left open-ended for what would be a highly anticipated sequel ... *'Stay here, Rina, I'll be back in a bit'*.

A polished diamond, Ghost Town is the new jewel in Fireproof's splendid crown.





REVIEWS

walkabout minigolf

GIBBY'S GUIDE #11

* also available on iphone for VR and non-VR multiplayer!



Walkabout Mini Golf | $25 & dlc

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 with incredible physics.

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 - and all with a single controller.

But Walkabout is a lot more than that. You can float on a raft or ride a sea-turtle or fly through the air above the greens to get a bird's-eye view.

Unlock night-time harder versions of all the maps by hunting for ten lost balls (or scoring under par). Then you can play treasure hunts to find hidden putters.

The base game has been enriched since launch with an incredible series of innovative add-ons as cheap DLCs. With the unlocked courses there are over 1,000 holes to play!

The Lost Cities series has underwater Atlantis, the rainforest of El Dorado, the Tibetan mountain city of Shangri-La and the lush Gardens of Babylon. Grab your passort for Venice, Hollywood or Toyko. Go to the Forgotten Fairyland, Temple at Zerzura and Mount Olympus.

There are tie-ins withJim Henson's Labyrinth, the game Myst and Wallace & Gromit. Sweetopia is a rich candyland and Upside Town plays with gravity. Jules Verne specials include 20,000 Leagues Under The Sea, Around The World In 80 Days and Journey To The Centre Of The Earth. There's the 007-themed Laser Lair, Ice Lair, Crystal Lair and retro 8-bit Lair; the surreal Meow Wolf, Viva Las Elvis!, Alfheim, Widow's Walkabout, Raptor Cliff's and Alice's Adventures in Wonderland!

You can speedrun in race mode. Back at the ranch there's a driving range and you can also play chess! Click 'grip to putt' in settings to avoid accidental hits. You can even replay that hole-in-one. Aim your putter at the sky and push your thumbstick forward to fly - it's the most fun way to go from hole to hole.




Welcome to
Blokhaven

REVIEWS

puzzling places



meet the devs!



Puzzling Places | $15 & dlc

One of the highest rated games on Quest, Puzzling Places is a 3D jigsaw game, bringing a centuries-old pastime into a new epoch.

A polished zen experience with gorgeous ambient sounds, it gives you 20 photogrammetry jigsaws to piece together, plus monthly packs to buy. You can chose several levels of difficulty from easy 25-piece to the most challenging 1,000-piece puzzles.

One of the elements unique to VR is the ability to go inside the structures on many of the puzzles, like the magnificent Buddhist Blue Temple in Thailand or the exquisite churches of Catalonia. It's astounding to travel into the finished image and just marvel at the fine detail.

The developers are passionate about cultural heritage and that's reflected in the choice of content, from the Mar Saba Monastery in the West Bank to the Hallwyl Museum in Stockholm, Sweden. There are well over 200 puzzles available providing a huge amount of playtime.

They publish a regular blog and podcast that delves into the background once your interest is piqued after hours spent looking at the incredible locations.

Not all of the puzzles are focused on historical places, though. There are all sorts of fiendish brain teasers featuring everything from the Mars Desert Research Station with its many awkward-shaped pieces to the Karashiburi Furisode kimono with devilishly difficult pleats.

Highlights include the Monestery of Batalha with dynamic puzzle pieces that change colour and the Behind High Walls pack that has intricate moving elements, like castle flags flying in the wind. Some, like A Painter's Dream, are populated by characters wandering around the scene. Cozy Corner has some wonderfully animated cats. There are also amusing easter eggs dotted around (200+ pieces only) to reward the dedicated player.

You can also play with a friend in multiplayer and put the pieces together - together! There's mixed reality and hand tracking, too, and with the replay feature you can share how you solved them.

meet the dev!
click to listen

Developers Shahriar Shahrabi and Azad Balabanian discuss the happy accident that led to the origin of the game and their thinking behind the choice of puzzles.



REVIEWS

the light brigade



meet the dev!



The Light Brigade | $25

Magical, dreamy and dark, The Light Brigade is a one-of-a-kind single player shooter that shines bright with class and polish.

It's in the little details and wealth of ideas that Funktronik's title glows, from lovely charms to power up your WWII weapons to holographic tarot card upgrades. It's the epic battle music. The unique combat prayers. Mother.

There are ten classes from rifleman to saboteur that can be levelled up and you can choose to play with arcade or realism settings.

Runs are procedurally generated taking you on a Disney-like animated journey through forests, frozen mountains and castles. There's a separate daily global sun run and seven fiendishly difficult tailored Sacred Memory runs.

With tactical teleporting and slow stealth walking it's a roguelite but not with instant permadeath - you get extra lives and the chance to save your soul.

You can even donate to fellow players and pick up their offerings yourself.

Each weapon class brings a different flavour to gameplay. Pistolier for example has limited mags but there's auto reload and two slots for magic wands.

Once maxed out the Sun Burst or Soul Sphere wands can do serious damage from behind cover, together with homing charm bullets and grenades.

You'll encounter wizards and wolves, grenadiers and great hawks. Watch out for some big surprises. Completed runs unlock five difficulty levels up to Exalted Vanguard but as you get more powerful, so do they.

Pray at the ammo table to auto-fill at the outset. You can save mid-run between levels (Quit, not End Run).

There's drones, helmets, canteens and cigars. Hunter is a bow & arrow class and you can even play a version in mixed reality. With dev Eddie Lee always in touch with players, the future of The Light Brigade is dazzingly bright.





REVIEWS

dungeons of eternity





Dungeons Of Eternity | $30

The clang of the axe, the holographic map that opens for all to see, the look-to-fast-climb, the masterful level design and secret rooms - Dungeons of Eternity was made by veteran VR devs at Othergate and it shows.

It looks fantastic and is a riot either solo or in co-op for up to four. Tool up with an axe, broadsword and bow and pile in to obliterate skeletons, zombies, mages, bats, hornets, spiders, warlocks, golems, cicadas and a giant blind Octo.

Melee and range weapon combat is top-notch and the physics are on point. Find treasure chests to unlock a plethora of potions and weapons. There are more keys than you imagine, so hunt around.

You can peer through doors to see if they are worth looting. Chests with the biggest spikes have the best loot.

There are three game modes and each one helps you level up in different ways. The best is Dungeon Raid (red).

In it you have to retrieve a drone and it yields the best weapon blueprints to forge back at the base. After you reach level 24 you'll finally start to see the legendary weapons.

Crystal Hunt (blue) gives you points to spend on your exosuit. They key here is to get to the Vitality perk which will recover health over time.

In Soul Harvest (green) you have to mark enemies with your staff and kill to collect souls. Souls unlock potions, like haste, which enables you give the zombies the runaround.

You can adjust the difficulty and there's a massive range of cosmetics to find. It's great fun seeing others in their garb (although why can't women have beards?!)

An update added mythical weapons, a merchant and armourer supplying rare weapons, hazards with mod runs for rewards and over 30 new dungeon chambers. Give bone treats to Nova, your wolf, play ice hockey or sit round the fire for a drink. Thrilling and classy.





arken age



Arken Age | $30

With fluid movement, juicy combat and lush environments, Arken Arge is a spectacular adventure that will see you swimming underwater for treasures, hitching a ride on flying bugs and dodging somersaulting kamizake head-exploding soldiers.

Flick your wrists to activate your climbing picks and head off into the bio-chasm to find the Grand Arborist.

Your brethren, the cute and gentle three-fingered and five-eyed Naras, will be on hand to help against the swarming Hyperion armies.

As the Untethered One you are a techno-reptile, a mash-up of Nara with Hyperion wiring and weapons and 'a vessel of pure human consciousness'.

The atmospheric soundtrack gives you a flavour of the rhythm of the game - from the ecclesiastical choirs of the Nara Sanctuary to the medieval flutes of exploration and the bombastic warrior music. The fighting is top-tier.

It's tough until you begin unlocking more fun ways to kill. A limited amount of weapon mods can be crafted but the majority are earned from progression and that's when it really shines.

It's melee with a gravity mace, sniping with the voidsplitter rifle and taking down machine-gunning thugs with sticky-nades. It's head-chopping with the god axe, range attacks with the ballista bow and carnage with the tempered cutter sawblade.

Half the fun is scouring for relics on each level. Find the cartographer and your map will help you locate all 138.

Indie studio VitruviusVR have played a blinder. Crisp, clean and perfectly polished throughout, there's ingenious level design and great customisation (shield on shoulder grab and scope on gun). No fall damage - a great decision - means you can leap with abandon.

There's replayability against Hyperion reinforcements in the Gildwood Kingdom once the story ends but the epic finale begs for a sequel. Class.





REVIEWS

audio trip

meet the dev!



Audio Trip | $20

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

Fly through a surreal universe, heart racing, feet dancing and arms making glorious arcs. The sweat, the adrenaline, the euphoria!

Entering freestyle mode is like walking into a rave and being at the decks (the original title was 'rave runner'), the crowd cheers as you select your track. Catch gems, ride ribbons, smash drums and dodge barriers as they come at you.

The joy underlining the game comes from the couple behind it, Ashley Cooper and Brady Wright - professional dancer meets VR developer. Audio Trip has 100+ hand-crafted choreographies from beginner through to cardio level which sets it apart from other rhythm games.

'I want others to feel what I feel, to squeeze that joy into another body, ' says Ashley.

Ashley overcame three knee surgeries - 'they said I'd never dance again' - and designs all the dance moves. Higher levels demand a longer reach forcing you to move your feet.

A huge 'dance all out' update revamped the whole experience introducing a campaign to go with freestyle. Unlock new mods like missing hands, small hands, one-hand, vanishing gems and *triptasia*. The pulsating visuals are kaleidoscopic and crisp.

There are 30 great tunes from Tiësto to Lady Gaga and three DLCs. Swanky, featuring five songs by Laura Leighe; Above & Beyond with six tracks from the electronica legends; and Neon Disco with Captain Joz and CTRL S.

You can add custom songs and use a great in-VR editor tool to make your own choreographies.

Tweak settings to remove barriers or choose a no fail mode. You can also toggle the shadow dancer Goldie on or off. Take a deep breath and get ready for your trip.





REVIEWS

song in the smoke



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. That game is Song In The Smoke.

Living as a caveman you can hide out, making fires, drying pelts, roasting meat and planning your next attack.

It's an extensive survival simulator full of mythical and fantastical creatures. Collect three singing stones on each of the large-scale and luscious levels to enter a dream state and reveal mysterious ethereal animals.

With around 30 hours of game play, it's a wild world that takes you on an almost spiritual journey in a magical land.

Song In The Smoke is less of a game and more of a parallel existence, living alone against the odds. It's totally compelling and all-consuming.

With buttery smooth gameplay it is effectively an infinitely replayable pseudo-open prehistoric world.

Made with passion and soul by Jake Kazdal and the team at 17-bit, it's a vision that took five years to make.

'I wanted to create a beautiful, languid, juicy world to just walk around in, ' says Jake. 'The game doesn't force you to do much. You could sit in one area and just hunt deer and make clothing, eat berries and watch sunsets.'

And then there's Savage mode, the tough as nails counterpart, a prehistoric ordeal of frightening proportions with the beasts - created by Japanese artist Katsuya Terada - ramped up to attack.

'I really wanted to play with these basic level instincts, with the fears and the triumphs, ' he says.

And if that's not enough - 'you need to keep upping the dose to stay high' - test your mettle on the hardest: 'Jake' mode.

Only the developer and a handful of dedicated gamers have reached this rarified mountain top (cough). Hugely underrated, it's one of the finest games on the standalone platform.

meet the dev!
click to listen

Hear more from developer Jake Kazdal in his own words from his base in Kyoto, Japan. Originally from Seattle and former artist with Sega, Jake describes his lizard brain and other primal stuff ...



REVIEWS

moss I & II



Moss I & II | $20 & $20

'Your time has come at last, dear Reader' says the narrator as you open a 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 pantomime and even sign language to communicate as you navigate your hero through temples and castles. Sometimes you just want to stop and gawp at the beautiful scenery, so drop-dead gorgeous are the dioramas.

You control her in the third-person but can interact with the environment to help solve puzzles.

Moss Book II, the sequel to the much-loved original, sees the adventure continue in a longer campaign with new characters, mechanics and weapons.

And it's a truly magical journey from Seattle-based Polyarc. Puzzles are simpler and battles less intense than the original, but the scenography is even more breathtaking.

There's even a couple of real tear-jerking moments from your intimite emotional investment in a digital rodent.

As the adventure progresses her trusty sword can be swapped out for a giant hammer (an amusing weapon for a tiny creature) and a throwable circular blade that can boomerang back to her hand.

There are whole new environments that look and feel fresh. Incredible vistas open up that are worthy of any cinematic measure. Look close and you are rewarded time and again with thoughtful ornamental details.

From the epic final battle with the serpent at the end of the first chapter comes a new set of foes on an even grander scale.

And the story wanders into unfamiliar territory with perplexing perspective shifts and mirrors that add a welcome layer of complexity.

You can play Moss Book II without any knowledge of the original but you'd only get half of some of VR's finest content.



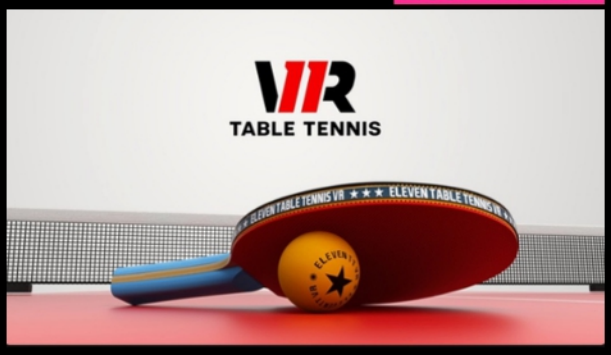


REVIEWS

eleven table tennis



meet the dev!



Eleven Table Tennis | $30

This is some serious ping pong club. With two million registered users, Eleven table tennis has logged over 50 million matches played.

One of the world's leading sports simulators, you can play in real-time with anyone from China to New York. 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. 'There have been so many iterations of Pong since the Atari. Now it's 'how close can we get this to reality? ' he says.

The game has a mixed reality mode, an incredible update that frees players to swing without fear. It takes advantage of the colour passthrough of the Quest 3 but can also be used on Quest 2.

The fact that there is no more stopping to pick up the ball means that the play is relentlessly addictive.

But how, in one of the world's fastest sports, did the developers manage to pull off the long-distance real-time trick?

A typical shot travelling at 25 mph takes on average just one quarter of a second (or 250 milliseconds) to cross the table. Turns out it's a case of using ingenious sleight-of-hand to shave milliseconds off the perceptible latency of the game.

'Ping ball' launches a second ball from your impact point and with some fade-in and fade-out creates a clever illusion of synch.

Climb the rankings and enter official tournaments. You can watch the finals and some expert tutorials on youtube. You can even buy a paddle accessory.

Roman has another insider tip: 'The better a player is, the less they feel rushed. Studies have shown their brain is less active in terms of sugar usage. In other words, they are not stepping on the gas - just the opposite. Their body moves before they consciously think what to do, ' he says.




ELEVEN
ELEVEN
ELEVEN

REVIEWS

the climb 2



The Climb 2 | $30

Take it to the top with one of VR's best showcase titles. With legs trembling from virtual vertigo, overcome sweaty palm fear to execute death-defying leaps in this free solo epic. Just don't look down.

A great game to pick up and play with simple controls, you are immediately rewarded with breathtaking vistas.

Developers Crytek have been perfecting The Climb since 2016 and it shows. 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).

It's terrifying clambering around window frames, a rotating billboard and elevators in the dim light before dawn.

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.

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.

And it's all these details that set the game apart. An eagle suddenly flies out, a rattlesnake is poised to strike, a hang glider passes overhead.

Fly down ziplines, along creaking steel grinders like monkey bars, grab on to precarious ladders and take your life in your hands on fraying ropes. No wonder your character is always heavy breathing.

There are fifteen environments in total with multiple paths on easy, medium and hard mode. It's a proper arm stretching exercise as you ascend into the clouds.

Once you've mastered casual, you can play in professional mode to complete challenges which adds the dynamics of a stamina bar and chalk.

Although chalking your hands can provide a welcome break you can eliminate the need by perfecting the two-finger (or half-press) grip. Woo-hoo!



04
22

REVIEWS

i expect you to die 1,2 & 3



I Expect You To Die 1, 2 & 3
$25 each or $50 bundle

Why change a winning formula? From the spectacular opening credits sequence to the top-tier voice acting, from the gentle comedy to the pitch perfect puzzles, I Expect You To Die doesn't put a foot wrong.

It's the first VR title to have a three-quel - deservedly so - with six new episodes of the spy novel escape room bringing the total to 20. The quality from Schell Games is the same across all three titles which you can play in any order.

You will perish repeatedly but the difficulty level is perfectly weighted to push you all the way to a triumphant solution. There's trophy hunting, collecting souvenirs and side missions.

The original IEYTD came out all the way back in 2016, intruducing us to the super-villan Zor. In the very first puzzle you have to drive a car off a plane destined for Zanzibar, and it set the tone for the wacky and warm humour that the series is known for.

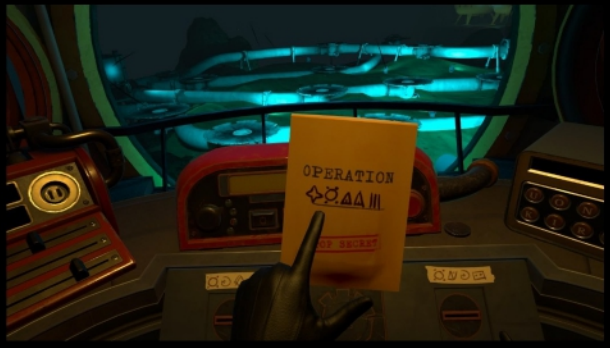
Operation Deep Dive, set in a submarine, is perhaps the toughest assignment of the original.

The second title, The Spy And The Liar, brought us the story of actor and celebrity John Juniper and opens in the theatre with you as Agent Phoenix playing a stage hand.

It's scientist and inventor Dr Roxana Prism who comes to the fore in the third installment, Cog In The Machine. She was behind the implant in your brain that gives you telekinetic powers (and allows you to play VR puzzle games while seated).

Her wisecracking robots are out to thwart you in the latest adventures which take you from a ski-lift in the snow-capped mountains to a showdown with a giant squid.

Becoming an elite super spy means you are never far from cigars, champagne and some delicious cakes. The downside is that it might make you tear your hair out, but infuriating has never been so much fun.





REVIEWS

assassin's creed nexus



Assassin's Creed Nexus | $40

Ubisoft's famous franchise is a slam-dunk for VR, an über production with a huge campaign combining 16 missions, spectacular worlds and a solid and dramatic story.

Nexus is seriously impressive in its sheer size and scale with free climbing, thriving villages and an incredible level of detail. Traversing the rooftops of Venice or Athens and air assassinating an enemy will never get old.

You play Ezio, Kassandra and Connor, switching between Renaissance Italy, Ancient Greece and Colonial America that are brought to vibrant, colourful life. It's full of sounds, activity and people. Just looking around is a joy.

It's clearly been designed for all comers with an unparallelled suite of comfort options and the game is child's play with hand holding through most of it. It's virtually impossible to get lost, tricky to miss a shot, difficult to fall and hard to die. The puzzles are basic and the combat is virtually without jeopardy.

But that's fine - VR needs massive titles for everyone to enjoy and it's highly entertaining and beautifully realised.

By far the most fun and challenging way to play is to abandon your weapons altogether and go pure stealth - killing only with your hidden blade - while searching every nook and cranny for all the collectables. These are the rift coins, platinum and historical constructs. There's also silver (shooting challenge) and gold (parkour challenge).

There are some standout features. The eagle-eye view is a 'wow' moment, allowing you to gaze down at the whole map as the characters continue to go about their daily lives. And the iconic 'leap of faith' is perfectly executed, spreading your ams wide to jump.

It's a shame that it takes Assassin's Creed Nexus so long to get going with a tutorial that goes on for what seems like hours. But later gameplay makes up for it with higher difficulties and greater enemy numbers. All-in-all it's a fine experience, if not quite the killer title it wanted to be.





reach



Reach | $40

Despite opening with one of the great cinematic action scenes in VR, Reach is at its heart an environmental puzzler.

There are some outstanding crowd-pleasing parkour set pieces and arcade combat but these are sporadic changes of pace admist a myriad of enigmas.

For the most part, playing Rosa, you'll be figuring out how to venture forth on your big adventure that begins in the attractive city streets and descends, literally, into another universe in the catacombs beneath.

The full-body run, jump, fling, swing and grapple mechanics are a showcase of the best in VR movement and even the simple act of getting off ladders and ledges is a breeze (push left stick forward to mantle).

Create climbing routes with arrows, whistle to call your wee Scottish drone Opo (Atlas), rip out an enemy's spine - there's a host of welcome innovations from nDream's new studio Elevation.

New mechanics are drip-fed throughout - magnetic field-generating palm enhancers, anyone? There are 66 items in the tutorial codex.

You are armed with a bow that has common, fire, ice and stun arrows (gathering grubs gives you special ammo), and a Captain Amerca shield.

You can also grab laser guns from the Living Statue enemies to turn against them. But you'll be overcooked for the sadly fleeting encounters - although they crank up late game.

The impressively epic scale of the environments - decorated with upturned cars and giant machines - are backed by an energising soundtrack. Entertaining sidequests yield 32 cute totem collectables, but sometimes the path forward can be overly confusing - even dizzying with rotating platforms.

For all the wonderful ways to traverse - like leaping by physically raising your arms - you will feel a flow state all too rarely. Reach puts on a fine show but it had greatness within its grasp.



REVIEWS

forefront



Forefront | $28

Carnage! Forget Battlefield 6 - with Forefront you are *in* the war. Fly an attack helicopter, ride a jetski, zip around on two-seater quad bikes and drive a tank into chaos!

This fast-paced arcade-style shooter from Belgian studio Triangle Factory (*Breachers*) sees two opposing teams of 16 vs 16 fight it out over land, air and sea.

There's extensive and varied maps - Iceland, Siberia, Paradise, Tunnels, Oasis, Fjord, Clearwater and Mauritania - and two game modes, Rush and Conquest.

You have your own quartet within your team with a choice of four classes with their own weapons and gadgets.

Medics have defibs and heals, Assualt has ammo for the crew and explosives. Recon comes with a sniper, zipline and spawn beacon while Engineer is equipped with a vehicle repair tool and anti-air RPG.

All 20 weapons are manual reload. You can customise your arsenal and level up to unlock new guns.

Forefront demands tactical teamwork and communication. These are large maps with capture points A-E for victory and fully destructible environments.

There are currently eight vehicle types you can jump into, four for land, two for air and two for sea.

The Little Bird copter feels purposely tricky to fly and although at a huge tactical advantage can be taken down easily by anti-air missiles. You can bail out and parachute down to the action.

The transport helicopter, APC and Zodiac dinghies can carry the crew. The zippy quad bikes and jetskis are the fastest way from A-B, then the five-seater Humvee. The tanks are devastating but large and unwieldy. All are easy to drive. You can switch to third person view for vehicles.

It's unique as a large-scale multiplayer on Quest and feels epic, a massive VR shooter with colossal damage. The thrill of the battle is visceral in VR and Forefront nails it. Get ready for total mayhem!





REVIEWS

crashland



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 an action horror game played in frenetic intense bursts on alien worlds. The relentless nightmare continues as you learn teleporting tactics, unlock perks and figure out how the hell to survive until some unseen Scotty beams you up to safety.

Known as the toughest game in VR, it's the brainchild of the evil genius Llŷr ap Cenydd, a computer science lecturer from Bangor University in Wales and an expert in procedural animation.

Now in its 12th year in development - an eternity in virtual reality - Crashland got a massive update in December 2025 with a full second campaign alongside the incredible 24-level original. Get set for giant praying mantis and cavemen!

There are 12 new special missions, 40 new creatures, 12 unique perks, 11 extra weapons and - for the first time - battles underwater.

You are armed with a scanner, pistol and boomstick. Pick up blue power ups to unlock extras like rocket launchers, chopping blades and burst fire.

Choose from a huge array of perks such as teleport punch to slam into small creatures and turret support where you can fire into the sky for help. Level up to get hellfire to burn through enemies.

Each level has it's own biome and weather conditions from rainforest to howling winds in the mountains.

There is an easy mode if you just want to blast through the levels but there's also a nightmare mode if you beat hard.

'I've always had a streak for the sinister and sadistic, ' says Llŷr. 'I've tried all the tricks in the book with the subconscious. But I'm just trying to entertain people and give them an experience that they can't get anywhere else.'

meet the dev!
click to listen

Hear more from Welsh developer Llŷr ap Cenydd with his tips for the best way to beat the game and how he created the extraordinary sounds for almost 100 creatures (including gargling in his bathroom!)

















REVIEWED!

GAMES













REVIEWS

team multiplayer!



Breachers | $30

Three minutes. It's all over. Three minutes. Go again. Like an attention deficit disorder, Triangle Factory's good-looking tactical multiplayer shooter has got you in its sights.

Rinse and repeat with your five-person team to either defuse the bomb (Enforcers) or defend it (Revolters). It's a mix of stealth and action, planning and teamwork with a wealth of cool gadgets and weaponry at your disposal.

There are eight maps - Skyscraper, Factory, Hideout, a multideck Ship, Arctic, Dam, Mall and Killhouse for team deathmatch. Rappel, blow up walls, set traps, fly drones, swing through windows, go invisible, crouch in silence, or use a clone projector. Intense.





Exoshock | $13 *Founders Edition*

This is panic-inducing, nerve-shredding, full blood-and-thunder action. The ground shakes to your heavy boots as you stomp through the hostile and claustrophobic space station, enemies coming in from all directions. *Contact!*

Everything is designed to be fast-grab - from your trio of heavy weapons to ammo, health stims, grenades and recharges - and the brilliant audio design delivers stellar atmospherics.

There are missions to rescue captives, disable a weapons system and destroy the reactor. From the shimmering death animations to the reducing recoil with soft mounts, Exoshock screams innovation.
*** Four player co-op coming on full release. AI bots in early access.**

Ghosts Of Tabor | $20

The original VR extraction shooter is still a great game but has been overtaken by *Contractors Showdown Exfil*. A military-style multiplayer stealth shooter, you can go on runs solo or with up to three mates. The core gameplay is to raid, kill and loot.

REVIEWS

free team multiplayer!



Starvault | free

In a crowded field for multiplayer battlers, Starvault stands out for its polished graphics and gameplay - and it's free. The 5v5 matches require team strategy to win the round across the bountiful map that you can fast traverse using portals and springboards.

You can chose from one of twelve characters, each with their own abilities and weapons, from archers to shooters. Take control of Titan, a massive creature, to crush your tiny foe.

Fight in the arena against monsters to gain a bonus. Gain XP from defeating enemy creeps, destroy their towers and take their base. There's also a sandbox mode to try out every hero champion. Great stuff from Theia Games.



early access



Orion Drift | free

Another Axiom, some of the brains behind *Gorilla Tag* and the defunct *Echo VR*, have brought their brilliant signature ape-like movement system into an ambitious kids social space for 75 players (climbing to 200 on release).

Set on a vast space station, there are four districts to play Drift Ball, Scraprun, Golf and Parkour. Whooshing between the areas is a blast.

There seems to be a sincere effort at moderation, a lack of which continues to blight other social VR spaces. You are immediately met with a code of conduct: 'no racism, sexism, homophobia, transphobia or other bigotry'. There are 'discreet' Orion Guides and one-click reporting stations. See how it pans out.

Mannequin | free

An intriguing game of cat and mouse between a team of three aliens against two special agents, Mannequin is named after the ability of the former to freeze and hide in plain sight. Teamwork and voice chat are essential.

REVIEWS

one v one multiplayer battles!



Thrill of the Fight 1 & 2 | $10/$20

The undisputed heavyweight champion of boxing games, Thrill Of The Fight is a serious workout.

The sequel brings multiplayer for the first time plus a single player campaign. No punching the walls, either, with mixed reality!

Real-life pugilists attest to the game mechanics as the real deal. The orginal title is a visceral affair with cuts and nosebleeds as you fight your way through the nine opponents to reach the championship arena. You'll be bobbing and weaving against bruisers like Ugly Joe and the Moneymaker.

There are bonus rounds against a zombie, a headless boxer and a ghost.





Blaston | free

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.

Blaston is like a non-aggressive fight with an array of toy weapons that deliver slow motion scatter bombs and splats over three quick rounds.

You need both tactical quick-thinking and premeditated skullduggery as you chop and change your arsenal of everything from big pink balls to ice lasers between matches. It's deceptively energetic, more like a workout. There's a passthrough mode and a fully-fledged single player campaign.

Rumble | $25

Rumble is a unique VR martial art with the steepest of learning curves and the highest of skill ceilings. Summon one of five rocks and use hand poses to apply different forces. Crossplay with an established community on PC VR.

REVIEWS

one v one multiplayer relax!



Chess Club | $10

If you want to play a private match with a friend or against the AI, Chess Club is perfect. But you'll be unlikely to get a match with a random (see *Merlin's Chess* below).

The mixed reality or VR ambience in Masters Garden or the Grand Palace is gorgeous. You can chose the length of games from a five minute blitz to 60 minutes tournament.

There's the option to play novelty battle chess in Stonehenge with animated pieces, too. The surreal Escher Dream is the fourth space.

You can chose your level with the custom AI (from 1 to 20) and there's hand tracking as well as controllers.

early access





Glassbreakers | $20

Glassbreakers is a multiplayer tabletop battle featuring the wonderfully animated creatures beloved from Polyarc's top-rated Moss games.

The aim is break your opponent's glass base while defending your own on four maps with a trio of mini warriors who each bring their own special abilities.

Your starting roster of champions are Brel, a crossbow-wielding rodent, Gwendoline, a cute oversized hamster in armour and Naji, a charming ninja mouse.

It's fast-paced and strategic and each round is over in nine minutes. The action is addictive, as is the urge to level up and unlock new characters - there are 12 champions in total. Engrossing.

Merlin's Chess | $13

Although not as polished as *Chess Club*, Merlin's Chess has one killer feature: official integration with Chess.com. That means guarenteed opponents anytime in multiplayer whatever your level, even though they won't appear as an avatar.

REVIEWS

zombie co-op multiplayer!



Arizona Sunshine 1 & 2 | $30/$40

Yes it's another zombie-themed VR adventure but seven years on from the original this long-awaited sequel delivers in solo or co-op.

Both script and voice acting are stellar, but the real star of the show is Buddy the German shepherd (or comedy Corgi), a companion unlike any other in VR.

He'll take down the undead on command, crawl into tight spaces and play a central role in a heart-wrenching story.

There's extraneous fun to be had that you only find with top titles - want to try on Fred's discarded crash helmet? - 40 weapons and ample collectables.

Go apocolypic for the hardest challenge. And there's four horde modes for afters for plenty of replayability. Gratuitously great.

*** Arizona Sunshine Remake is also available for $30.** A VR classic reboot with the sequel's polish.



Drop Dead: The Cabin | $25

It's intense, it's the 80s, it's zombies and it's co-op! Rock up in your comedy meta avatar garb and work together to get the hell out of The Cabin!

Tool up with an array of revolvers, assault rifles and pitchforks and join in the mayhem for up to four players. Do a high five to revive your partner or feed them milk! You can also go solo.

Kills win points and points open doors, crates and sheds in an ingenious map design by Soul Assembly.

Find the trio of fuel cells and keep the generator going to light the beacon and call for help. The end-game is extraction but it's a tough old road and non-stop action.

Watch out for those speedy pink crawlers, take out the acid Spitter on sight and save your shotgun for the Big Fat Guy.

*** You can also play *Home Invasion*, a solo mixed reality game (included)**

REVIEWS

shooter co-op multiplayer!



Tactical Assault VR | $18 & dlc

A low-poly indietastic intense military shooter with a dozen missions around the world, Tactical Assault VR delivers on authentic CQB (close quarters battles) demanding team co-ordination.

Clear buildings, breach doors, play slow, smart and use cover. Despite the graphical limitations, it achieves true immersion in gameplay and a fantastic sound design.

Featuring over 30 weapons, non-lethal takedowns, hostage rescues and dramatic boat and helicopter escapes. Play solo or co-op with up to six players or competitive online multiplayer. The SWAT expansion DLC (*$10*) adds five new missions against the brutal cartel Los Cranoes Rojos.





Zero Caliber 2 | $20

Jumping in vehicles, pulling grenades with your teeth, flying down zipwires, blowing up doors, dying, reviving ... the all-action arcade-style Zero Caliber is back with a killer sequel.

Hungarian indie studio XREAL Games launched their original title back in 2018 and updated with a clean sweep of solo campaign, co-op, pvp and mod levels.

This story-led military shooter's sequel has all that and more. There's a sheen to every weapon and a snap to every attachment. It's no sim, but it's a tonne of fun. Older hands might want to start the campaign on veteran mode.

*** Zero Caliber: Reloaded is also available for $18**

Mothergunship Forge | $20

Mothergunship Forge is a wave shooter where you build bespoke guns and weapons which get bigger and more ridiculous as you go through your run. There's single player, sandbox, endless and co-op campaign.

REVIEWS

survival co-op multiplayer!



Green Hell | $20

Swimming, building, bandaging and leech-pulling, exploring, hunting, munching and crafting, Green Hell takes you deep into the Amazon on a journey that slowly reveals itself through visions via the ayahuasca spirit medicine.

Choosing from 'tourist' to 'king of the jungle' (with or without jaguars and aggressive tribesfolk), it's an opulent survival tale as lush as the forest, with mud building and plant cultivation.

It's a tough gig playing anthopologist Jake Higgins, a constant battle against starvation and dehydration, poisoning and predators, all while free camping and fire lighting as you fight against the wild. A free 'Spirit of Amazonia' update added a prequel story. Solo or co-op up to four.





Frost Survival VR | $15

Hallucination bunnies, fantasy foxes, sinister bogeymen that hunt you down - things can get a little weird out in the frozen wilderness. You have to wrap up warm and stay fed and watered but don't forget to check in on your mental health.

These imaginary monsters are just one of the challenges of this low-poly survival title. You can play in hardcore mode, but in standard it's a playful and engrossing adventure out in the cold, a fun mix of crafting, hunting and discovery to play solo or in co-op up to four.

Choose yourself a nice spot and build your base. Set off in the crunching snow and explore a vast map, gathering notes, uncovering secret locations and unravelling the mysteries.

Till Tomorrow | $20 & dlc

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? Till Tomorrow is silly, it's low-poly and it's great- and with multiplayer!

REVIEWS

pixel co-op multiplayer!



Ancient Dungeon | $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'!

With co-op multiplayer for up to four, Ancient Dungeon feels fresh. Smash everything, pick up loot and power-ups, and be prepared for a lot of close combat.

Go further with each run into the dark randomly generated dungeon, armed with a sword and throwing dagger.

Fight against evil poison-spitting plants, bats and jumping bushes in the Overgrown Gatehouse.

Become a wizard in the Forgotten Library, blasting the fire creatures with a wand and tome weapon combo. Then it's into the Luminous Mines and beyond.

There's permanent progression and a zillion milestones in this challenging title with years of constant updates.



Pixel Dungeon | free | $20

A classic and cute crawler with retro charm, Pixel Dungeon is bursting with vivid voxel life.

Play with up to three friends in co-op or call up a fighting buddy - the emissary Alfred - to keep you company if you run solo. You can even feed him apples.

It's full of little details, from the ability to frisbee your shield to secret rooms. Open the map in your backpack by pressing trigger or drop it on the floor for all to see.

There's four areas from the ancient library to floating islands, procedurally generated to vary your runs.

Swords, bows, crossbows, katanas, claws, wands - there's an arsenal of over 70 weapons that you can level up.

Fight over 80 monsters with four bosses, six difficulty levels and a talent tree.

There's a free version with one map and you can unlock multiplayer in that with code DDDD8.

REVIEWS

comedy co-op multiplayer!



Deadly Delivery | $10

You are a bunch of giggling goblins trying to deliver parcels to a series of doors down a dark mine without dying.

But when a pal approaches -despite sounding very familar - beware. The game actually records the voices of your teammates and plays it back in the guise of a red-eyed killer mimic.

Such Devillish tricks tells you much about Flat Head Studio, the same team behind the self-cloning puzzler *We Are One* - clever, innovative and funny. It has that same gorgeous cut 'n' paste graphic art style, too.

As a team of up to six, you can chat via walkie-talkie as you work to earn money for upgrades.There are many ways to meet your maker, from a Pythonesque death from a giant hand to being eaten from above. Die and you can watch your buddies on a big screen.

Dress up as bananas, make voices with the helium balloon, stick a 'kick me' tag on someone's ass, or give them a slap. You get the idea. Fantastic fun.



Crime Shop Simulator | $20

Formerly *Prison Boss Prohibition*, this renamed title is a cracking good time.

You are a chicken - cluck knows why - and your mission is to fence clandestine beers, porn mags and cigs to your dodgy egg-shaped customers while avoiding the similarly egg-shaped Boys In Blue in New Yolk City.

What's cool is that you can build your stall in mixed reality and walk around crafting and hawking (seating and VR options are available). It builds the in-game furniture on to your own. Upgrade your shop with cabinets and shelves.

Hide your stuff quick sharp if The Fuzz walk by. Careful on your stock though, as the mayor is flaky on what's hot and what's not.

Great fun either solo or in co-op (or should that be coop?) with a friend. Play it cool with the right factions in the City and you'll soon be plucking rich!

A gem from the yolks at Canadian studio Trebuchet.

REVIEWS

even more co-op multiplayer!



Cave Crave | $15

Claustrophobia alert! Virtual spelunking is no joke. Armed with pitons, rope, explosives and a torch, you'll have to squeeze through tight spaces while controlling your breath.

Play solo or with friends, descending together in goups up to four. You can play through the narrated story, free roam, race against time in arcade or try horror with spiders!

Solid support since launch by 3R Games has expanded the number of caves from four to 14 including a faithful recreation of the Thailand's Tham Laung, scene of the 2018 rescue. This and Utah's Nutty Putty cave are in a non-gamified Tourist mode with audio guides - both of which are worth the price of admission alone.





Hellsweeper VR | $30

There are not many games where you can do a backflip while shooting multiple fireballs at flying heads then summon your hellhound with a squeaky toy.

Singapore studio Mixed Realms have mashed up every known movement mechanic - somersaults, wall running, sliding, jumps, air dash, sprint, bullet time, teleport - with fiery swords, icy shards, pistols, magic, lasers, levitation and a broom. Thankfully it doesn't take itself too seriously and leaves you to conjure your own crazy play style at will.

Do the eight-step tutorial in the Hall and dive in. It's a long grindy road to unlock 25 levels. Graphics are subpar but it's a wild ride. An all-action roguelite with co-op up to three players.

HAX | $25

HAX is a sleek cel-shaded multiplayer with a very intelligent weaponry design. With a flick or a press, your magazines can become melee knives, grenades, flash bombs, reloads, or used to capture players or teminals. It's a cool trick.

REVIEWS

yet more co-op multiplayer!



Titan Isles | $30

Wheeeeeeeeee! Boing! Tat-ta-ta-tat! Flying around Titan Isles' crazy cartoon world is a blast. Jet-pack, zip-line, dash, triple jump, grapple - the choice is yours.

There are four full-body exo suits for different playstyles, only one of which, Hunter, utilises grapple hooks - the hallmark of Psytec Games' seminal *Windlands* titles.

Storm feels like the best with hand jet-packs, pistols and a rifle that appears like magic when you make the gesture of holding a two-handed weapon. Nice. Blink has a viper bolt, Goliath a cannon.

The Titans are satisfying boss fights after traversing the biomes. A gentle British humour belies the bullet hell.





Windlands 2 | $25

Windlands 2 is a sequel to one of the original swing, run and jump adventure titles from Psytec Games and the locomotion still feels wonderful.

Once you get the hang of grappling through the trees - with a little bit of parkour thrown in - you'll be soaring through the huge colourful worlds.

Armed with a bow, you can play in co-op up to four or solo in a lengthy campaign.

There are intense boss battles from giant worms to laser-shooting spider droids. If you don't have good VR legs there's a cage option in comfort settings.

The original Windlands (2016) is also available, priced $15.

No More Rainbows | $20

Pulverise their picturesque picnics! Mash their pink-hearted teapots! Crush their perfect picket-fenced playgrounds! Physically run, jump and climb in this platformer with an impossibly colourful universe to destroy and desecrate.

REVIEWS

escape rooms co-op!



Escape Simulator | $20 & dlc

With solo or co-op Escape Simulator is ideal for all the family with bright, crisp cartoony graphics, customisable avatars and all possible comfort settings.

It's fantastic value with 26 rooms in the base game plus 15 community-made ones. Four themes with five rooms each are available: Labyrinth of Egypt, Adrift In Space, Edgewood Mansion and Omega Corporation plus extras.

But it's the DLCs where it really shines with a quartet of much bigger rooms (and a 45 min trophy timer instead of 15) in each of the Mayan, Wild West, Steampunk and Magic add-ons.

There's a simple and ample hints system and bonus tokens to find. Excellent.





Rooms Of Realities | $18

The pioneer and the best multiplayer escape room, Rooms of Realities delivers with ingenious puzzles designed to be solved by teamwork. With In The Shadow Of The Pyramids, The Forsaken Asylum and Nemo's Mysterious Formula there are three chapters with nine levels to play.

Join with your meta avatars and begin exploring. Communication is key - often one player cannot see the results of an action by another, or you need to operate in tandem to find the solution.

Brilliantly conceived and beautiful to behold, Polish sudio Gamedust have pulled off an exciting addition to the genre. The puzzles are tricky but fair and it's fabulous fun to mess around in.

Another Door | $20

A darker take on the genre with minor jump scares in Dolls Room, Jacob's Prison, Secret Lab: Hallucination, Pharoah's Curse & Altar of Sun. Must be played standing. There's a 40m timer. Rough and ready but engaging puzzles.

REVIEWS

vr & non-vr multiplayer!



Carly and the Reaperman | $20

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

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

Download the free desktop client at carlyandthereaperman.com. You can also play between two Quest headsets or even solo. But this is best as a rare and brilliant exercise in teamwork.

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. Hidden fireflies, which are often a challenge to reach, unlock bonus levels.



Acron: Attack of the Squirrels! | $20

An oldie but a goodie from Resolution Games, Acron: Attack Of The Squirrels 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. Download the app on either iOS or Android.

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

Each player has a different power - a squirrel can run, a beaver can build - as they lay seige, defending themselves with pumpkin shields or an Indian headdress.

At ground-level it's a complicated terrain, whereas the tree has the signficant advantage of height.

There are eight environments to play in from the moody Nightime Glades to the beautiful Sunlit Stream.

REVIEWS

more vr & non-vr multiplayer!



Keep Talking And Nobody Explodes | $15

Communication is key is this classic and much-loved family and friends game. One dons the headset and is faced with a ticking time bomb while the others pour through a manual to decipher the codes. Frantic!

You can find the Bomb Defusal Manual at bombmanual.com either as a webpage or printable pdf.

It's as hilarious as it is stressful trying to work together to figure out which wires to cut and what all the symbols mean.

There are 23 pages of tricky procudures to follow while the clock ticks down with chapters on Morse Code and Memory.

'This contraption is like something out of a sketch comedy routine, which might be funny if it wasn't connected to a bomb,' says one instruction.

A decade on from the original release it's a shame that Canadian indie Steel Crate Games didn't come up with a sequel.



Elsewhere Electric | $25

Exploding rock, squiggly lines, flat-headed guy standing on some cubes ... describing pictograms becomes an art in this fiendishly difficult two-player co-op - one in the headset, one on a phone.

There's no hand holding - you and your buddy are just abandoned to figure out how to fix the facility. Well, to figure out everything.

Top up with water from your van to fuel your frustrations and stumble about in the dark while your phone friend taps on random buttons. Oh, and mind out for those water-sucking squids.

Kudos for originality and difficulty level, props for the nice aesthetics, boo to the teleport movement. It's a testing exercise in teamwork.

Keep your eye on youtuber MissChiefVR - she might be the only one mad enough to finish it.

Note: works with iphone 12 or above (not ipad) or android.

REVIEWS

co-location multiplayer!



Last Stand | $8

Last Stand is from Soul Assembly, the studio behind the excellent *Drop Dead: The Cabin* which features the mixed reality minigame *Home Invasion!*

It breaks new ground in being a multi-location shooter. You set up your room, your opponent sets up theirs and you can battle it out across the divide.

Your doors and windows become portals through which zombies and the odd clown can enter and attack, while your foe remains a short distance away. Clever stuff. There's a solo mode, too.

Ammo and guns drop from a supply chute in the ceiling and you have a big red button to temporarily bring down the shutters when things get hectic.





Spatial Ops | $20

Here it is - the first competitive multiplayer shooter in passthrough! Spatial Ops is the opening salvo in MR wars from Resolution Games.

Play co-location with multiple headsets (up to eight players) with death match, domination, capture the flag and free-for-all. Grab larger-than-life riot shields, pistols, rocket launchers, assault rifles, SMGs and grenades.

Map your entire home and save for next time. Add barriers (ones with windows work well), crates and boxes. Then make weapon and enemy spawn points with a click and re-adjust on the fly. Or play an incredible two-hour solo campaign across seven levels as portals in mixed reality open above and around you.

Saber City | $4

Co-location passthrough duelling! Silly, experimental and pioneering! You need two headsets in the same room. Don a helmet, grab a shield and wield a light saber, pistol, spinning hammers, crossbow or spear and attack!

REVIEWS

multiplayer racing!



Exocars | $20

With plenty of bumps and flying jumps this is arcade competitive rally cross racing, speeding through short one or two lap races with simple controls either by taking the wheel or thumbstick.

The are ten environments from a cheering stadium with epic leaps to a parking lot full of tight turns.

On solo career mode you drive against other player's ghost cars. It's fun to see rivals flying off a cliff on the mountains but guard against motion sickness when you flip your own. Go for gold - there are 32 track combinations with the various environmental conditions like night, sandstorm and foggy.

Race against AI bots with collisions or against friends or randoms in multiplayer which adds combat with missiles.

Win races and break time barriers to earn cash and customise your exoskeleton frame, helmet, wheels, gloves and farings in gaudy colours. Addictive arcade fun.



VRacer Hoverbike | $30

The glory of VRacer is the incredible physical leaning mechanic to burn around corners. Crank up the sensitivity to 'are you insane?' levels in custom settings for blistering immersion (you can use handlebars or thumbsticks instead).

Race over 30 tracks (15 are mirrored) with loops, neon and alien vibes to a pulsating soundtrack.

The solo career mode has fantastic progression and in multiplayer you can race up to five others. Fire missiles and drop mines to wipeout your foes. This is full throttle action.

Go to the livery editor in mixed reality to customise your bike with decals and a new paint job. Watch race replays with multiple camera angles and put in-game photos on the wall in the trophy room.

Post-launch, developers Flat2VR added an easy-to-use track editor to make your own or to race on others creations.

A quality title and probably the best of the genre on Quest.

REVIEWS

more multiplayer racing!



VRider SBK | $30 | free

Feel the need for speed? VRider SBK gives you that racing sensation and is officially patronised by the world superbike championship with licensed tracks, riders and bikes.

Immersion comes from innovations like physically leaning to steer into corners, revving the handle by twisting the controller to accelerate and streamlining by crouching behind the windscreen.

Play seated as arcade or sim with a free practice mode in the lobby, multiplayer casual races without collisions and competitive races.

The are a dozen circuits like the TT and Imola plus cheap add-ons such as Estoril and Cremona to ride your Kawasaki, Ducati, BMW, Honda or Yamaha. Visually decent with the odd graphical glitch.

There's a free version of the game, *VRider SBK Connect*, that lets you join multiplayer as a guest. All bikes are unlocked and you can train on any of the tracks.



Downtown Club | $16

Solo Italian dev Danjel Ricci is the brains behind this multiplayer simcade racer and his labour of love looks fantastic.

The driving mechanics, the feel at the wheel, the mirrors, the sunsets, the reflections, the tunnels, the physics - there's a lot to like.

You can drive with your hands on the wheel or use a thumbstick and there's automatic or manual gears.

Burn rubber in competitive events, time trials, custom races or just free drive. There are three hatchback cars with standard and sports versions.

Kudos for the interface design that's as sleek as the cars as you upgrade your profile by the rooftop pool.

There's proper bumps in multiplayer as you jostle to overtake. Choose global or local for latency. Win currency as you level up for more suit skins and paints.

All-in-all a stylish title that brings joy to your driving experience. Top gear!

REVIEWS

multiplayer tennis!



Racket Club | $25

Racket Club is a mash of tennis and squash for singles and doubles games with an innovative and brilliant system of getting more points for longer rallies.

It's excellent light physical exercise with a great community. You can do training drills to upgrade quickly and practice against the bots - Susan, Omar, bouncy Saira and the rest - in the tournaments.

Mixed reality is absolutely key to play without fear of hitting your walls or worse. A clever design means a doubles court will be four times the size of the space you need to play, 2m x 2m.

As a new VR sport it's a smash hit. Along with 'box tennis' you can also play 'spinminton' and pickleball variations.





Court Time Tennis | demo | $15

The key to a good VR tennis game is the physics and developer Eric Malafeew is obsessed with nailing it. Court Time Tennis is his follow-up to ProShot and it feels great.

There's a full training mode using a ball machine and you can make more fine-tuned customisation. The Pro version adds multiplayer with Meta avatars and you can play against a bot with free or automatic movement on grass, clay or hardcourt in the park or an arena.

There's an ingenious solution to remove the fear of smashing your walls, too, with an option to use mixed reality with a portal that can be adjusted in width and height, splitting the court between your room and a virtual one.

Slam Tennis VR | demo | $10

A fresh twist on rhythm games with tennis strokes in place of punches, Slam has a fresh look and addictive arcade-style gameplay. Land your shots on shifting targets. Limited tracks but with PvP multiplayer and competitions.

REVIEWS

multiplayer snooker & pool!



Unlimited Snooker | $19

As VR's first full-size snooker sim, the excellent physics, graphics and satisfying sounds of Unlimited Snooker are as good as it gets.

There's a well-thought out gamut of options for aiming and cueing (natural and orbital) and there's online matches, solo (but no AI) or pass and play.

Table rotation means you can line up shots easily from a static position. Table alignment lets you fake it on any counter top. Play in passthrough or choose a plain black or white background.

The limitations of the controllers for your back cue hand are not the fault of the game, you just have to adapt.

early access





Miracle Pool | $20

Simply one of the best mixed reality games out there, Miracle Pool has changed the way you can play.

Pixel Works, the makers of the excellent *Black Hole Pool* sim, have created a simplied version that does away with artificial locomotion.

Easy to pick up and with incredible physics, it's just like the real thing. Just plonk the table in your room and invite a friend (or random) to come over. You can walk around the table and even move it without upsetting the balls (so it works even in the smallest spaces)!

Play 8-ball or 9-ball under APA or UK rules. You can play solo against AI and there's mini snooker, too.

Backspin | $19

An up-and-coming alternative to *Unlimited Snooker*, Backspin has intuitive controls that'll get you potting right away against AI, friends or randoms. There are pool versions are available, too. One to watch from solo dev Portus Labs.

REVIEWS

multiplayer sports!



Nock | $10

A cross between archery, football and ice-hockey set in a minimalist stadium, Nock is a VR sport from Normal studio.

Fast-paced and funky, you glide or fly around the court trying to score in your opponent's goal in 1v1, 2v2 or 3v3 games, armed with a bow and three arrows.

Shoot the oversized ball and you get an arrow back (or pick up packs) and dribble if you run out. You can create boxes to block shots.

You can pull yourself across walls and the ceiling with some of the smoothest movement in VR. The excellent Levels update added 45 obstacle courses across five circuits for a solo challenge. Cool visuals and a futuristic vibe.





Blacktop Hoops | $30 & dlc

This is the future of VR basketball and a go-to sports title. It boasts fluid mechanics that just work. Instead of you holding the ball, it sticks to you - clever. Dribble, shoot and even do crossovers between your legs.

Physically turn in place to execute spin moves and you can even hold on to the rim with a double-grip press.

It's got a fresh cool art style, tunes and roasting commentary: 'You making that net like a noodle factory!' Slam dunk!

Play public multiplayer with up to 4v4 (or 2v2 against AI bots) across eight courts from NYC to Athens. There's a full story-led campaign mode or just turn up in a park for casual game.

Racket NX | $20

Mad futuristic neon-lit geodesic dome? Check. Wacky new squash-breakout fusion with tractor beam? Check. Your own music and level design? Check! Ratified as a new sport by the International Racquetball Federation!

REVIEWS

get fit sports!



Mutant Boxing League | $20

How to turn workouts into fun? Make an arcade, cartoon, family-friendly boxing game with opponents like a walrus called Wilhelm 'The Ice' Berg!

That's the aim of Filmic Studios in this excellent mixed reality title with a great set of tutorials for absolute beginners. Learn to punch, jab, block, dodge and slip against Counterfist Caly, Riley the Rockets and the rest.

Each character has a special move forcing you to adapt your playstyle. You can unlock power and speed gloves and also difficulty levels including a hardcore mode called 'simply unfair'. There's weekly challenges, achievements and mini games. A game that punches above its weight. Knockout!





C-Smash VRS | $15

With some nice squelchy acid house and techno and a minimalist and futuristic sci-fi aesthetic, C-SmashVRS is a racquet sport licensed from Sega's obscure Cosmic Smash, itself a twist on Atari's Breakout and Pong.

Plot your route through the galaxy (for time bonuses and powerups) and then hurtle through the space tracks to your celestial low gravity gym.

It's a simple game of squash, really, with cheering (and swimming) astronauts to cheer you on. You can work up a sweat but there's also a more relaxed seated mode with teleport and crouch.

There's player v player, too- head to head, firewall, bodyshot and quickshot.

Holopoint | $11

Holopoint is a fierce workout using Kyūdō, the martial art of archery. It's a classic minimalist VR title fighting against holographic projections of blue sword-wielding and orange star-throwing ninjas. Checkpoints every five levels. Intense!

REVIEWS

more sports!



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 exhilerating speeds. In time attack that's the objective - to unlock more levels from forests to caves in day or night mode!

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





Crazy Kung Fu | $15

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

Solo developer Arnaud from Field of Vision originally designed CKF for his own training as a practitioner of martial arts for 12 years. A pioneer in mixed reality, Crazy Kung Fu allows you to arrange digital assets in your room to build your own dojo! And you can play in multiplayer!

There are 72 levels in this gamified fitness title with weekly training routines and tailored intensive sessions in a comic book style.

Whitewater VR | $20

Ride the rapids through photorealistic rainforests, alpine valleys and desert canyons on lengthy free rides or timed runs. Tilt your body and paddle to navigate rivers full of obstacles. By Hungarian solo dev Adam Horvath.

REVIEWS

physical action!



Stride: Fates | $30

Parkour is really about the ultimate fantasy getaway escape route and Stride: Fates has now built that into a fully-fledged single player campaign.

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. It's a physical game - you swing your arms to run, push down to vault and crouch to slide. It's a completely different beast to JoyWay's original title and superior in every way.

New levels plus manual reloading and double handed gun grip were added post launch, plus a MR mini-game.

*** The original Stride costs $15.**





The Burst | $15

Like being inside a post-apocalyptic graphic novel, The Burst is set in the desert of Damag on a prison planet full of ruthless gangs and mega-bitches.

This is heavy metal action with physical movement at its heart. Be prepared for a flurry of wall-running, grappling and truly challenging parkour. You can add to that some all-terrain Mirage trike racing and a crazy arsenal of weaponry to discover. Oh, and you can grapple weapons off those flame-throwing Boomboys.

It's a massive story-driven single-player adventure with wonderful voice acting, deep lore and evolving landscapes. The Burst had a bad rep on launch but patches from GoRapid Studio have delivered one of the best action titles.

Outta Hand | $20

You are a silly blue head with tiny legs and Mr Tickle arms. Propel yourself through the evil Dr Vendelvom's lab and save your fellow hand people. Spring around this cartoon world, delivering satisfying punches to foes.

REVIEWS

brawlers!



Underdogs | $30

With a standout graphic novel style and South London grime vibes, this is a physical mech brawler that plays akin to a fitness or boxing title.

Sweat to the deep dubstep of the likes of Kwizma as you pulverise an array of bots with your 'Rilla in the Killbox to cheering crowds. Now with a buzzsaw!

The gritty and hardcore tone underpins the story that develops between rounds as you beg, steal and borrow upgrades in the 2-D comic-book section. The dangerous streets update fleshed out more of the characters.

There's an excellent sandboxxer mode to create your own levels, share and play other's creations. On the roapmap is run customisation and multiplayer.

The F-bombs come thick and fast in King's narration. It fits the style but you can silence King with the adult filter.

Made by One Hamsa (*Racket NX*), a studio from 'an undisclosed middle eastern desert'.



Barbaria | $20

Barbaria is breath of fresh air - a zany first-person brawler mixed with an off-grid multiplayer tower defence strategy game and a massive dollop of humour.

Each time you load up the game see who has attacked your own realm (with replays in miniature!), then possess your *semi-God* and go to battle.

It's a fabulous and addictive gameloop with upgrades and novelties coming thick and fast, paid for by winning gold for comedy violence. Tonk! Boosh! Ftang!

Embody your beefy guy to lay waste to more enemy champions, skeletons with explosive heads and minions with your sword, bow, axe and fists.

Go into semi-God mode to rain down terror from above with a meteor strike, sabotage or bamboozle. You can also rejuvinate your tired warriors.

The Caverns of the Unknown update added a whole roguelike game within the game. Funsies!

REVIEWS

bang, bang, slice!



Tiger Blade | $22

To a killer Korean hip-hop soundtrack, this shoot and slash action title oozes clever level design as you dash through docks, metro, alleys and marketplaces.

Shoot, slash or grapple to move - there is no thumbstick movement - through the ten stages inspired by neo-noir cinema with stylish cel-shaded animation.

Switch instantly between jingum blade and pistol and grab golden shields for temporary protection. Thankfully checkpoints are forgiving.

Rerun to slice seconds off your time and climb the leaderboards. A challenges update added dual-wielding shotguns and SMGs and one-life runs.

early access





Vendetta Forever | $20

'Any prototype game that looks like Pistol Whip and plays like Superhot is going to be worth checking out' said the review of *Bang, Bang, Slice* in this guide in 2022.

Veteran VR studio nDreams saw the potential and the game was reincarnated into *Vendetta Forever*, rebranded as the 'Lo-Kill-Motion' mechanic. This is manic action as you are propelled forward with each enemy takedown, stealing their weapon for the next hit.

It has the same nods to cult movie tropes with 60 fast-paced cinematic scenes lasting a few minutes each. There are 20 modifiers and over 50 weapons from a pistol to a sniper rifle - even a pencil.

Just One Man | $11

A stylish on-rails hack-and-slash bonanza with a banging soundtrack, you are Just One Man against a swarm of enemies armed with your fists and a katana. Punch, slice, parry, dodge and dash. Pull off combos and flashy moves. It'a workout.

REVIEWS

grapple!

meet the dev!



Yupitergrad 1 & 2 | $15 & $18

The swinging Slavic Kosmonaut returns with his trusty toilet plungers, this time with more tricks up his sleeve. Fight intense arena battles against marauding drones, hit the jet propulsion to fly through long tunnels and glide underwater across a sprawling map.

From giant rubber ducks to supersized toilets, the comedic cel-shaded art looks great and it's exhilarating swinging through the obstacles at speed. Toggle to see the layout of the vast space station as you open up new areas and unlock abilities that keep things fresh.

It's all laced with delicious deadpan one-liners. Unique brilliance from Polish studio Gamedust, headed up by Jakub Matuszczak.





Resist | $20

Hear the whisting 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 - '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.

The flying can be a little unsettling at first but there's a huge range of comfort settings (try detached camera mode). A Quest 3 enhancement really shines with gorgeous reflections and details.

Grapple Tournament | free

Free-to-play, this stylised cartoon 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.

REVIEWS

rhythm and music!



Thrasher | $20

A different beast from 2016's *Thumper*, the previous outing from developers Brian Gibson and Mike Mandel - literally.

Instead of a metallic beetle we get an electrifying space eel but top-notch tunes and psychedelia are still to the fore.

There's satisfying swoops and dashes in place of split-second button presses in this one-handed, pick-up-and-play fast-paced visual feast. The gameplay is so intuitive there isn't even a tutorial.

It's all about speed and timing across the 27 stages which ramp up in intensity and deliver a boss in every three. The type of title that sucks you in to its crazy universe.

*** Thumper is also available priced $20**





Ragnarock | $25 & dlc

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 or into the Hellfire festival! 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 supports custom songs. A classic party game. 'Ah-Hooooooo!'

Unplugged: Air Guitar | $20 & dlc

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. The sensation of holding a virtual guitar in your hands is incredible.

REVIEWS

horror!



Broken Spectre | $12

This magical short horror-lite adventure places hand tracking centre stage, so be careful what you poke your fingers into. With a nod to HP Lovecraft it's a graphic novel style cosmic horror set on Coldblood mountain in British Columbia.

You play Casey, whose father went missing 25 years ago and as you search for him you interact with memories in the form of his voice. As you pick your way through the path the narrative begins to take ever stranger turns. Why is there a goat fused with the mountain in this remote wilderness?

With strong storytelling backed up by wonderful voice acting, Broken Spectre delivers a memorable and sometimes gruesome tale of the unexpected.





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

Cosmodread | $15

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

REVIEWS

more horror!



Organ Quarter | $25

Like being in a John Carpenter movie with a soundtrack to match, Organ Quarter is a slow burn lengthy horror-themed puzzler with only sporadic combat - a homage to classic survival games of the genre.

It's a six-year-old game with ancient vr mechanics (you have to physically crouch) but the indie old skool cool shines. It begins in an apartment building and then sprawls out for wide exploration.

Quirky, unusual and unexpected, the game continually metamorphs as you progress. No spoilers, but the scene in Jupiter's Belly is a stone cold classic. The only jump scares are the ones you give yourself by the shadow of your hand in the torch light. Oh, and you stick your head into a TV to save. Stylish.





Propagation: Paradise Hotel | $20

Brown pants time ... horror in VR has a particular intensity and Wanadev Studio know how to pull the strings. Creeping around a dark and gruesome hotel, crawling through infested vents, splashing through swimming pools of blood and guts - it's all here.

You play the female protagonist Emily on a mission save your sister Ashley. With creaking doors and a highly-strung musical score it's a tense roam around the disgusting corridors with limited ammo against the zombies.

Find batteries to keep your torch on and refills for your health spray while solving cool puzzles. It's finely polished but short at four hours. And it seems will never 'be continued ...'. Shame.

The Obsessive Shadow | $5

Want the mother of all jump scares? Step into the The Obsessive Shadow, a beautiful looking nightmare set in a surburban home. Shake your torch to keep the lights on and keep your eye on those windows. Reworked in 2026.

REVIEWS

even more horror!



Alien: Rogue Incursion | $40

Instantly recognisable and universally-loved franchise? Check. Lengthy story-driven action-horror campaign? Check. Fearsome xenomorphs to seek and destroy? Yes and no.

As former marine Zula Hendricks you crash-land on a deserted facility and can track the aliens with your motion detector. But the horrific enemies are a pale imitation of the of the classic films. It's still an enjoyable adventure, it just lacks the fear factor.

Late game is much darker which ramps up the tension a little as you are forced to rely on your torch and the aliens become more plentiful. The pump action shotty is the go-to as you navigate the vents. Will you ever get that ship running again?





Madison VR | $30

Thematically and visually dark, Madison is a disturbing story laced with sobbing, angry voices and despair. A lengthy psycho-drama with puzzles, you play Luca, a teenager muttering an internal dialogue as you walk alone in a dimly-lit, cockroach-infested house.

The titular Madison Hale is a 43-year-old Satanist who killed her family and took pictures of their dead bodies. It's with that camera - a birthday present - that you reveal supernatural secrets of the manor. And it's with that Satanist that you are being possessed.

With finely-tuned audio effects (was that a door shutting?) and brooding score, it relies on atmosphere fear mixed in with the jump scares.

Memoreum | $15

It's nasty, red and infected on the last remaining ship of humanity. Traverse over a thousand dark spaces with throbbing warning tones, vomiting beasts, screaming ninja kids and Mr Woods. Indie fun with graphics to boot.

REVIEWS

stealth!



Vampire: The Masquerade - Justice | $30

A proper campaign with flesh on the bones to sink your teeth into, Vampire is a top-drawer narrative-driven stealth adventure.

Stalking and bloodsucking around Venice is fantastic fun among the gondolas and flooded cellars. Enemies are armed and quick to shoot. You have to stay nimble and strategic.

You quickly learn that there are many ways to skin a cat (and eat a rat). The clever level design allows for multiple paths and exploration is rewarded.

There are so many secret passages and collectables it's worth taking your time. You can go full fang mode or sneaky with bonuses for being pacifist.

Upgrades are available at the Sanctum to unlock new powers. The crossbow on your wrist is key, as is your blood level.

It has a moody vibe but is far from scary. A fine VR outing for a franchaise that began life as a tabletop rpg in 1991.



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.

This is no shoot-'em-up - covert is key. You can hide in the reeds to avoid the searchlights and are rewarded for non-lethal missions. Some demand taking out head honchos, though, and you are armed with a sniper rifle and a pistol with a silencer plus your binoculars.

It's a tense drama from inspiring origins with outstanding atmospherics.

more stealth!



Jurassic World Aftermath | $30

Coatsink's game holds up with genuine moments of fear and a cool cel-shaded art style with a great narrative graced by the voice of Jeff Goldblum.

The first half can be repetitive with too much hiding under desks but Chapter 2 explodes into life with a colourful rip-roaring pacey adventure and a full dino cast led by T-Rex.

You are given a series of missions on Isla Nublar after the fall of the Jurassic World theme park which involve some simple puzzles and covering a lot of ground.

The speedy Velociraptors will have scurrying to find a closet in panic. You have no weapons and stealth is your only option.

You can distract the prehistoric predators by activating loud speakers and TVs to make your escape. Avoid the tiny Compsognathus who will let out a scream of their own if you get too close.

The cartoony visuals mean nothing will terrorise you but suspense is high.



Thief VR: Legacy Of Shadow $20

Sneaky, sneaky ... it's a thrill creeping around in the shadows as the orphaned Magpie in the beautifully lit environments scooping up your sparkling treasure and bopping guards on the head.

With ingenius level design there are multiple paths across the seven missions set in a gloomy cobblestoned city.

Early on super-thief Garrett will get into your head and you'll receive a visual cheat to find secrets. But It's more fun to rely on wit and observation.

There's nice line in immersive mechanics: turning on your mic means you can blow out candles but the guards can hear you. Feel your way around paintings to find more goodies and use haptics alone for lockpicking. Rope, water and fire arrows give you a strategic bump.

Search every nook and cranny to ace all gold and collectables. The real challenge is to go undetected and spill no blood. Rewards equal skill bonuses. There are sidequests too. Well worth a second run.

REVIEWS

single player shooters!



Aim Assault | $18

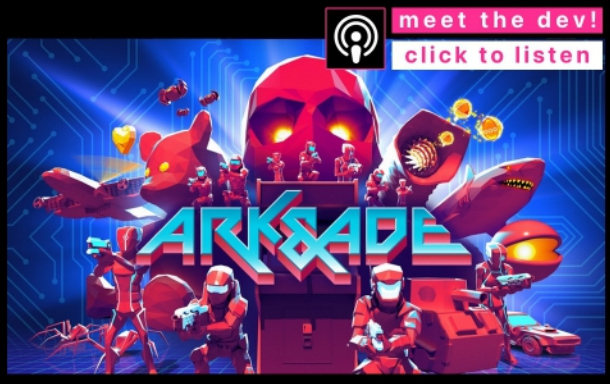
Action! Reload! A moorish arcade on-rails shooter, Aim Assault challenges you to wipeout all enemies in intense short set-piece action sequences from on-board a hijaked aircraft to the roof of a skyscraper.

It's a tough assignment - shooting, ducking and weaving against the clock for the fastest times leaderboard.

Although you barely have a nano-second to think (especially if you are carrying the President or his daughter in one hand!), you can take out skulls, parrots and melons to gain weapons and cosmetics.

A polished title from DIVR Labs, the Czech outfit behind some of the best location-based VR experiences.





ARK & ADE | $10

Are you ready, human? With *Pistol Whip* vibes, ARK & ADE is a beautifully polished first person shooter and 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.

There three game modes - arcade, endless, and Ade's Arena where you engage in a permenant boss fight. Make sure to turn on the 'Italian taste' option - *Bellissimo!*, *Bravo!*, *Mamma mia!*

Plasmaborne | $10

With echoes of *Crashland* this is a rapid, pulsating wave shooter with run-to-run progression and teleport dash. There's optional routes through the two worlds and a great upgrade system for your weapons. Very promising.

REVIEWS

more single player shooters!



Sweet Surrender | $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 dazzling. Play as a rebel, medic, sniper, grenadier or lunatic. Or trainee to restart at the same level.

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.





Dead Second | $15

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

Physically dodge fire in slo-mo bullet time (the 'dead second') in this addictive game of arcade cartoon violence with a pumping soundtrack.

Guns feel powerful and weighty and range from the three round burst Piranha up to the full auto Mongoose SMG to the devastating 20-shot burst fire Phoenix.

There are eight assignment levels, manual reloading, dual weilding and a firing range with challenges. Earn cash rewards to buy guns, funky gun skins and killer gloves. Tasty!

Fracked | $20

A short but worthy reboot of an older VR title, Fracked borrows from Bond films with skiing and shooting in an all-action cel-shaded frenzy. Take cover and have fun figuring out how to take down the big guys. A fine tale from nDreams.

REVIEWS

star wars!



Star Wars: Tales from the Galaxy's Edge | $25 & $10 dlc

The puzzles are child's play but the optics are epic in this excellent long-haul adventure, 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.





Star Wars: Beyond Victory | $20

Playing with your Star Wars toy figures is the enduring highlight of this three-in-one experience.

In the playset mode you can scale, manipulate limbs and clone all your favourites in mixed reality. Pose Darth Vader in your chair, have a mini Stormtrooper on your desk and put a giant six-eyed Seezleslak to guard the door. Press trigger and they talk!

The short story features the top-tier graphics and voice acting you'd expect. Finally, there's the arcade mixed reality pod racing mode which features four tracks that you can unlock during your adventure but it's hard to see the track ahead. All-in-all maybe one to file in the Wookieepedia for the fans.

Vader Immortal I,II, III | $10 each

Aside from a graphically impressive and simple half-hour experience that's great for beginners, this is all about the extra multi-level dojo. In Ep 3 you can use the force, throw your light saber, dual wield and fire weapons.

REVIEWS

action adventure!



Hubris | $30

A meaty 8-10 hour sci-fi adventure, Hubris combines all your favourite VR mechanics - climbing, shooting, swimming, jumping, driving - with pretty-as-a-picture otherworldly visuals in this standalone port.

There's some puzzling, looting and crafting thrown in with a nifty 3D printer for your weapon upgrades and some crazy-odd squid-arms-into-elasticated-ropes machine. The combat is forgiving and the whole experience is untaxing but full of exquisite one-off scenes.

If you want a more blissfully immersive time then turn off Lucia's hints. To crank up the battles go for veteran difficulty. It's a lightweight but absorbing ride. There's an Arena mode for afters.





Genotype | $25

Genotype opens with you, an intern at the South Pole, crashing through the ice in your truck and landing inside the secret and abandoned Snowdrop Initiative laboratories. Alone. Your only contact is with the voice of William, the facility's last human survivor.

You must find nine DNA samples in the vast maze of rooms of the research centre. A big feature is the unique bio-weaponry. Using blueprints found in the base, your glove can grow wondrous creatures with a variety of functions.

Genotype is atmospheric, looks fantastic and movement is glidingly smooth. It's a cool place to hang out - literally - over the course of a lengthy campaign. And there's even some penguins.

The Living Remain | $20

Indietastic comedy zombie adventure, a mix of fun headscratchers and manic horde moments. Every scene takes you into a fresh challenge. The undead are joined by demonic flying rats as you plough on through to an epic finale.

REVIEWS

more action adventure!



Of Lies And Rain | $30

The writing is on the wall for humanity: *'Submit to the ascension of the digital god'* says the graffiti. It's 2048 and, inevitably, AI has taken over.

The world is bleak, dark and it's raining mercury. Further dangers lurk - alien worms, techno spiders and mechanical plants spitting lasers.

In short order, as the gravel-voiced Adam, you'll acquire some chunky guns. Your best tactic will be to collect the hidden little data cubes, GPUs, to use on the beautiful upgrade stations for sights, mags and health boosts to add to gas masks and inhalers.

Of Lies And Rain is a lengthy campaign of light puzzles and combat. The central arc is interspersed with dataworlds (you can opt to skip), a parallel game within a game with a nod to early vector graphics - a motif of the love of arcade action from indie studio Castello Inc (*Ark & Ade*).

It's an ambitious title from the team and you can feel the dedication poured into each scene.



Surviving Mars: Pioneer | $20

'A new home. A better future!'. The slogan on the digital poster beams from the wall of your habitat. *'Nutrition level less than twenty-five per cent'*. That soothing voice, the only one I ever hear. Better check I've got enough chillies growing. Fancy a spicy stew ...

Life On Mars: a chill-out time-sink in splendid isolation, where the only enemy is yourself. Beautifully atmospheric with dramatic Martian skies, it has an addictive gameplay loop in a wondrous journey of discovery, hitting all the right notes, bleeps and whirrs.

This is base-building, puzzling, exploration, looting and survival. Your mission is to power down ten jammer towers as you jetpack around (or take the shiny Mars Rover for a spin) in your own sweet time.

There's the meditative grind of mining minerals, making stuff to fire up into space from your personal rocket to earn funds and just the joy of building and decorating your very own Martian pad. But will you make it back to Earth?

REVIEWS

even more action adventure!



Tracked: Shoot To Survive | $20

Flashbacks, wolves, firefights, blueberry jam, meth - Tracked has all the ingredients of a slow-burn story-driven solo survival adventure. If you can look past the tatty graphics, your epic trek into the Canadian wilderness will be richly rewarding.

Your base is your father's cosy cabin in the woods where you'll be cooking spicy stews, crafting supplies and having a nap. Starting off with a pistol, a bolt-action rifle and a bow you venture out, scavenging to fill an ample backpack.

Dangers are well sign-posted. Dramatic music will herald encounters with henchmen, for which you'll need bullets and bandages. Get trophies for killing all the wildlife from lynx to the inevitable moose - you'll need their flesh and fur.

The engaging story is weaved via notes and a walkie-talkie. You can fast travel between the extensive and varied maps.

It takes around 15 hours to track down your sister Sam and come face-to-face with your mortal enemy, Vince.



Deadpool VR | $50

Meta's flagship 2025 title from Twisted Pixel features top-draw cel-shaded animation with high energy action and a helluva lot of jaw-jaw. Deadpool is not called the Merc with a Mouth for nothing.

Your verbose comic book anti-hero, voiced by Neil Patrick Harris, is armed with two pistols, dual katanas, unlimited grenades and a grapple gun to take out supervillans from the Marvel universe and a zillion other enemies.

You can grab an arsenal of one-time weapons from assault rifles to flaming swords. In amongst all the shooting, slicing and divekicking no-one is going to say skill issue. It's more arcade-style spray-and-pray and the boss fights are slo-mo and synchronised.

There's a bunch of upgrades, collectable covers of comics and secret levels. Plus replayability as Lady Deadpool and the Deadpool Kid. But you'll also be standing around for aeons for the witty scripted talkathons. A Kidpool mode takes out all of the fucking swearing and replaces blood with rainbow confetti.

REVIEWS

yet more action adventures!



Men In Black: Most Wanted | $25

As goofy as the films, Men In Black is the perfect game to muck around in with a super script set in '90s NYC, hilarious voice acting, great characters and some really fun mechanics and gadgets.

With comic-style cel-shaded graphics, Coatsink (*Jurassic World Aftermath*) have delivered a thoroughly entertaining romp with silly firefights, light puzzles and wacky shapeshifting aliens.

Crank up your neuralizer to wipe out memories and find extraterrestrial traces with your scanner. There's telekenetic gloves to chuck stuff around and some weapons you can mod. And the nifty gadgets you are given are as cool as those iconic shades. There's a bunch of collectables to hunt around for, too.

It's actually more like Women In Black - you can choose to be female like your boss Agent O and sidekick Agent L.

If you just fancy a break from the increasingly weird story and have a blast, there's a separate invasion wave mode that's also multiplayer.



Into Black | $25

A deep sci-fi campaign that you can play solo or in co-op for up to three players, Into Black looks wonderful and feels fantastic as you jump, dash and fly through alien caves, dive underwater and travel in outer space.

Accompanied by your sardonic AI Jonathan (brilliantly voiced by Scott Tunnix), explore a surreal series of dark caverns full of neon crystals, loot chests and a smorgasbord of nasty bugs.

Australian indie studio The Binary Mill have nailed the lighting, fighting, atmosphere and the movement, too. You'll be zooming around the space with new VR mechanics introduced the deeper you go into the story.

Go back to previous levels to scavenge for rarer items like Yttrium, other-worldly Ordite and Dark Matter.

You can only replay missions if you join someone else on co-op. Upping the difficulty level increases number of enemies but also chest loot and resources to mine.

REVIEWS

still more action adventures!



Among Giants | $19

A zero hand-holding open-world indie adventure, Among Giants drops you into its universe and allows you to freely revel in its beguiling mystery.

The low-poly visuals belie the beauty and depth, with howling winds, lashing rain and a soft string soundtrack. You are alone but have a rolling droid, the R-011, for help and company. Follow!

Blow your horn to call your horse and ride across the planet. Stretch your arms wide to glide among the clouds. Fling your grapple to swing across ravines.

Awaken giants, battle with the collosal creatures and discover their secrets. It takes an archer's keen eye to land blows using your primary bow and arrow weapon. You'll find the odd firearm with limited ammo for emegencies, too.

There's a whole alien language to decipher to learn about the lore of this vast and hostile world which takes around 15 hours to complete. It's a fantastic achievement from solo dev K Monkey.



Star Trek: Infection | $30

Spock horror! A terrifying Star Trek game? Not really, but this narrative single player adventure has plenty of dark tones. It's innovative, weird and wonderful, just like it should be. Highly illogical, Captain!

You play Vulcan starfleet officer, Ferak, sometime in the late 24th century. A slick interface gives access to your Tricorder, Phaser and Isolinear spanner. Use the map to navigate around the massive four-deck USS Lumen, or tap your chest to get a cool flying blue line indicator.

It's slow-paced and story rich, revolving around your relationship with the Cardassian Daryal. A moody atmosphere pervades with excellent voice acting and a satisfying tale full of twists and turns.

There are action sequences but your Phaser's capacity is severly limited, encouraging the use of stealth and to kill using the tricky Vulcan nerve pitch. But the core is how you use the infection which gives you bizarre vine-like stumps with eyes for arms. There's plenty for a Trekkie to swoon over. An entertaining and engaging ride.

REVIEWS

space adventures!



Interstellar Strike Team | $10

If any VR game can be described as a good craic, maybe this is it. Interstellar Strike Team is a co-op space adventure for up to six with interceptor dogfights, battleship combat and even ground wars on planets. You can also play solo.

You can captain the ship and delegate tasks to all crew - manning the turrets, making repairs - while embarking together on a multitude of missions from your military spaceport.

It feels like a mashup of several games in one but rather than being average at each it is all the better for it.

Flight controls are excellent with virtual joysticks in the cockpit and you can unlock more fighters with light, medium and heavy classes. Watch out for the space pirates!

You've got a slew of upgradable weapons when you jump in the drop pod for a shootout on the surface.

One to watch from the solo developer behind Exystem studios.



Quantum Void | $12

Stellar graphics drive this idiosyncratic indie cosmic sci-fi journey with retro vibes. Alone, with comms on a keyboard, you travel through dimensions and space on a path of discovery.

Quantum Void hooks you in from the start with wonder. It's utterly convincing. At creeping pace it drip-feeds the story from text messages and VHS tapes.

You must explore and find a series of abandoned star-cruising vessels whilst quantum commuting via hyperspace jumps to find black boxes and data samples strewn across the stellar map. There are muliple endings.

There's some lovely touches from naming the ships after prehistoric creatures - Coelacanth, Dunkloesteus, Thalassmedon - to the nods to Snake and Simon Says.

This is art as a game. A handcrafted statement. The rich soundscape is only outdone by the mesmerising visuals. A remarkable achievement by solo developer Mehdi Akkari.

REVIEWS

escape room adventures!

early access



Riddlewood Manor | $4

A brilliant point-and-click adventure set in a spooky manor with delicious hand-drawn animation and intelligent quirky puzzles - the hallmark of Peanut Button, indie developers of the excellent *Retropolis* series.

A man holds a sign saying 'Evil' and points towards the haunted house on the hill. But this is tongue-in-cheek horror. The comedy jump scares are a fun way to die but you can get prior warning if they are not your thing.

Playful headscratchers involve a chicken, a dragon and a demonic girl. This early access version is limited to the first chapter but you'll get the rest for free if you buy now.





Fixer Undercover | $15

When your perma-chirpy helpbot, Winston, is doing backflips to the funky soundtrack, a tricky puzzle is never going to get you down. Fixer Undercover is a highly entertaining and quirky six-hour escape room adventure set in a prison.

Armed with a toolset featuring a spanner, hammer, wire cutter, angle grinder and electric screwdriver you can get through any scrape with a little patience.

With true originality - the kitchen area is a particular highlight - the light puzzles are nicely balanced and fun to solve over the seven chapters and there's hints if you need them. Christoper McCullough does the voice acting for both you and Winston. Great job, boss!

Avo: Echoes Of The Void | $10

Propel yourself in zero gravity in this minimalist escape room narrative adventure. There are clean visuals and a calm atmosphere aboard your craft in deep space while you puzzle. Engaging and intriguing.

REVIEWS

platformers!



Max Mustard | $30

There's a new hero in town! Max Mustard has become the poster boy for VR platformers with an impossibly colourful romp through forty levels with imagination and innovation at every turn.

Crucially there's an addictive mix that leaves you wanting to have one more go no matter how many epic repeated fails.

Max's jet-heeled antics are sometimes paired with your own requiring an ambidextrous agility when you are handed a gun to shoot down planes or targets. A wealth of coins, hidden bonuses and time challenges cascade before you as you try to rescue the three cute little animals from their cages on each level.

These are interspersed with some great mini-games that keeps things fresh. Some of the level design and music is top-tier - beatboxer Tom Thum featuring in one memorable scene.

The whole caboodle screams fun, fun fun. Hat's off to Aussie studio Toast Interactive.



Witchblood | $15

A wonderful 2017 side-scrolling platformer that's been dusted down and levelled up for mixed reality. The action takes place in a beautiful 3D diaroma that you can scale and move around your room. With a press of a button you can enter full VR and see the footsteps of your recent movements in a map that surrounds it.

The game is an enjoyable adventure playing Clara, a young woman who finds herself alone in the forest. As you progress through the hundreds of rooms you'll find weapons and items that increase her strength. Others give her magical powers like fire and ice against wolves, zombies, rats and other assorted enemies.

It's a maze that often requires retracing your steps to progress and you'll get stuck but not for long. Open the book and you can study the whole layout. It feels whimsical and light with some lovely voice acting in the engaging story. There are four difficulty levels if you want to ramp it up and you can achieve the maximum 125% for completionists.

REVIEWS

retro-style!

meet the dev!



2076 Midway Multiverse
free demo & in-app

Ivanovich Games have a habit of VRifiying side-scrolling shooters and *2076 Midway Multiverse* is another 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 one of the original mixed reality experiences.

'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.'





Compound | $20

An old skool retro voxel art arcade shooter, Compound is a riot of colour, fun and imaginative little touches from solo dev Bevan McKechnie.

It's a die-and-start-again ride through simple maps but the action is frenetic. There's a gamut of guns and you can switch up gameplay with mutation injections.

Try 'compound bow' for arrows or jab yourself with 'old schooler' and you can swap out all 16 weapons.

Chose your difficulty from easy as pie, medium rare, hard booze or spicy juice. There's a fun if dubious health regen of fast food complete with a Barney Gumble belch.

Shock Troops | $10

A gem of a shooter with comedy 2D enemies, addictive arcade gameplay and a wide range of ambients from fiery mineshafts to outer space. It's a short campaign but there are five intense missions with four levels each.

REVIEWS

self-cloning!



Unloop | $25

You play a natty little spaceman - or rather, several spacemen - trying to solve puzzles that you can only do in a team (of you, you & you) on a time loop.

With a wacky and playful cartoon vibe, it's hilarious to have half of dozen versions of your past selves flank out in different directions at the same time.

You are a spy trying uncover the source of the glitch that has caused the time loop in the Temporal Research Hub, a remote space station. There's over 50 puzzle levels with evolving mechanics.

You need to think several steps ahead, like throwing a security key to your future self, or taking one for the team by being zapped by a laser.





The Last Clockwinder | $25

When you are dancing because you've managed to get a blueberry onto a stick, and then discover that that dance is now replicated by your clone - that's when you realise just how much fun The Last Clockwinder is.

You could create a whole fruit juggling circus troupe if you wanted to, but the aim of the game is to create a chain of gardening copycats using your own movements to restore an ancient tree.

The centrepiece of the cartoon lab is an ever-changing set, each level a new puzzle. You set your automotons to work, tossing *luftapples* and *bomb berries* around with abandon. Get your juice line in order then stand back and admire your handiwork from the balcony.

We Are One | $20

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. The original solo multiplayer!

flying!



Ultrawings 2 | $20 & dlc

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

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. The addition of multiplayer takes it to yet another level, with four new planes and a Dragonfly helicopter to pilot.

Once you've got used the handling you'll quickly move on to the Stallion and those guns. A big game with tonnes of missions. Enter ABXYABXY when you are in the office to get a 500K cheat.

**** Ultrawings 1 is also available priced $15***





Warplanes: Battles Over Pacific
$20

From the hand-thrown bombs, flares and a machine gun prone to jamming from the Great War comes the techological leap of World War II with faster, sleeker and deadlier battles in the skies.

A mix of arcade and flight simulator (with tweaks in-between for motion sickness comfort controls), Waplanes sees you fighting against the Empire of Japan.

Home Net Games deliver outstanding graphics as you perform heroic dogfights against fighter squadrons in a single campaign or multiplayer with PvP and co-op with ten iconic aircraft.

**** Warplanes: WW1 Fighters ($20) & Air Corp ($20) are also available***

Dawn Of Jets | $25

Over jungle, desert oil fields or beautiful pacific islands, take the controls of a US airforce T-33 in this excellent simcade. Earn stars to unlock new jets for combat and dash missions. Flick the help switch in the cockpit! There's multiplayer, too.

REVIEWS

racing!



<RUNNER> | $15

Proper arcade high octane mad anime motorbike action! You play Mina - yes, a female lead! - burning rubber at speed through neo Tokyo.

It's easy to ride and shoot in Truant Pixel's paean to Akira and the bike has simple movement controls, leaving you to concentrate on clocking up kills.

But with the difficulty level turned up to 11, you might need the indestructable mode to practice how to beat the insanely tough bosses and to progress through the seven levels of highway pursuit.

It's a satisfying blur of thick and fast neon action. Level stages see incoming intel for mods and upgrades and there's a nicely done backstory to boot.



early access



Race Club VR | $13

This Formula 1 arcade-sim has plenty of *vrooooom*. You are so low in the cockpit you can smell the burning rubber, feel the screeching tyres and hear the roar!

Pick between F1 V12 or electric cars across six tracks - White Peaks, Quick Sand, Middle Ground, Les Arcs, Miramonti and Japanese circuit Katana's Ring. It's smooth, skill-based and speedy with excellent visuals and powerful sound.

Virtual steering is the way to go with your hands on the wheel but if you switch to stick steering you can change the camera to third-person chase mode, snorkel, nose or road. Currently limited to solo Hotlap or AI duel or race. Multiplayer is promised soon.

Neodori Infinity | $10

Colourful hi-speed techno arcade retro racing, also from *V-Speedway*'s dev, Neodori Infinity is '80s in VR. First or third person, wheel or thumbstock controls. Drive across ten environments against a host of rivals.

REVIEWS

build and ride!



CoasterMania | $15

VR is awash with roller coaster simulators, the twist with this one is that you can build your own and then ride inside it!

Even more fun, you can interact with your home environment in passthrough creating corkscrews over the kitchen table and epic drops down the stairs!

Solo dev Stephen Roger's track builder is nice and simple.You can add boosts and brakes and dot your environment with trees and rocks.

You can even jump the cart over gaps but riding in your creation is definitely not for those prone to motion sickness! Download community efforts or upload your own.





Track Craft | $15

Another excellent track crafting and toy car racing effort in mixed reality from Czech studio Brainz Gamify.

It's beautifully realised and child's play to create your own crazy efforts with portals, tunnels and elevators. With the room mesh set up on the Quest 3 you can drive all over your furniture! Share and race or attempt to speedrun others.

Drive through the tutorial and open up track packs with over 100 pre-built. There's dune, beach, patrol and surf themes and tiny vehicles from 4x4s and kombis to trucks and bulldozers.

You can even get behind the wheel and drive in first person - motion sickness permitting!

Stunt Track Builder | $10

The orginal indie build and ride title from solo dev Lemon, Stunt Track Builder is Hot Wheels in VR. Build your own epic stunt tracks around the house. A mixed reality mode was added on Quest 3 launch.

REVIEWS

build and destroy!

early access



BuildPort Xumia | $17

In a mix of engineering and dogfighting, build your killer spaceship then get inside and dive into battle.

You can make and tweak your creations in the buildport hub either solo or with another player.

Every ship, or gizmo, needs a cockpit pod for your little green Xumi pilot. Add basic building blocks and apply vectors, gyros, weapons, sensors and shields.

It's kid's play to freely design your coolest creation with satisfying magnetic clicks. Then wire it up with nodes for each action.

Head out on a test run in the Xumi Trials, shooting down target drones and flying through rings.

Ready? Prime your lasers, cannons and gatling guns and head into the Duel Arena for a dose of cosmic robot wars.

Play against friends, online and solo against AI. A little gem of a game.



Beseige VR | $20

Flame-throwing a flock of seagulls, firing cannons against fortresses, splattering sheep - Beseige VR is medieval slapstick, a port of a PC and console classic.

It's a physics sandbox which requires clever engineering solutions to diverse tests, building epic vehicles and flying machines to conquer each zone and advance through 55 levels.

You have the complete freedom to cobble together any crazy DIY machine with all of the 70 plus building blocks available from the off with no unlocking required.

The tools at your disposal are daunting at first with some complex gizmos, and it takes a bit of trial and error to not immediately crash and burn, especially with taking flight.

There's a refreshing comedy with the combination of wobbly machines, fleeing villagers and the sound of death under your wheels as you rise to the challenge of destroying '70% of everything'.

REVIEWS

impossible spaces!



Eye Of The Temple | $20

Genius. One of those only-in-VR experiences, Eye of the Temple is a true roomscale game with physical movement that is much more than a gimmick - this is a full-scale Indiana Jones-style puzzle adventure.

Armed with a fire torch and a beautifully animated whip, there's ducking and diving, barrel-rolling and giant bee swatting in a 4-5 hour campaign with bonus speedrun challenges.

Solo developer Rune Skovbo Johansen spent seven years implementing a very clever 'impossible spaces' mechanic allowing you to traverse the gorgeous levels of the temple while only stepping within a 2 x 2 metre area. No thumbstick, no button pressing.





Tea For God | $20

This is something special. It creates an illusion of the complete freedom to physically walk (and stoop, crawl and run) through a vast alien world with tentacled airships and bleak spaces.

'You can just walk for miles, it generates the world in real time. It's actually a bit of smoke and mirrors' says solo developer Jarek Ciupiński aka Void Room.

It's just you and the strange interstellar universe with gloriously intelligible maps, scuttling little robot spiders and bizarre atmospherics in an endless maze of corridors.

Ride elevators to unknown destinations in this multi-level and lengthy campaign. A seminal experience.

Lavrynthos | free

From the very cradle of modern dramatic theory to the cutting edge of VR, Lavrynthos tells the story of an unlikely relationship between a minotaur and a young girl. Walk from scene to scene using ingenious space-shifting dynamics.

REVIEWS

more impossible spaces!



TraVRsal | $10

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 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.

TraVRsal was one of the first apps to use non-Eucliden geometry and remains a shining example of what VR can do.



Sömmad: Impossible Spaces
$10

Sömmad is a fun low poly puzzle game across five chapters with climbing, warping, elevators and so much walking it measures your distance in kilometres. There are guard robots to deactivate, keys to find and Lost Plants to recover.

Wield a sword or bow and arrow to fend off enemies across three new chapters. The comedy monster noises are a worth a giggle.

In both modes you progress by solving connect-the-dots puzzles to open the doors to the next level.

There's nothing like natural walking in VR, dispensing with joysticks, snap turns and teleporting. This is another rare and ingenious use of 'impossible spaces', a dynamic spawning maze that you physically move around.

The user interface is child's play. You'll need a bit of space to move around (2m x 2m minimum) as the game only works in roomscale. Check your map for clues and orientation.

REVIEWS

even more impossible spaces!





Hotel Infinity | $20

Hotel Infinity? Hotel Ingenious? Hotel Impossible?! Amusing puzzles unlock your logic-defying next steps with trippy perspective shifts as you walk alone in the unpopulated hotel accompanied by mysterious atmospherics from composer Laryssa Okada.

And walk you will - this is designed as a true roomscale experience without thumbstick movement. It requires a 2m x 2m space that feels like a vast expanse of opulent ballrooms and tight winding corridors.

The effect is magical - being transported across paradoxes, up and down on lifts, through doors of perception. It's a creative showcase from Studio Chyr and although short, at around two hours, it's immensely and immersively satisfying.

At times it lurches into the surreal and vertiginous across the five chapters, in keeping with the geometric impossibility.

A well-executed option to play with thumbsticks is available as an accessibility option.

Unseen Diplomacy 2 | $19

Armed with blowdarts - that fire when you say *Phoot!* - plus a toolset with a torch, screwdrivers, cameras, wire cutters and disguises, you are a spy with just 12 days to save the world by stealth.

The pioneer of 'impossible spaces' (the original PC VR demo launched in 2016), Unseen Diplomacy returns with a fully fleshed out campaign of pure immersion.

You need two metres square to play in roomscale with the game adapting to your space so that you can physically walk and crawl around with complete freedom, no thumbsticks required.

With a fun comic book cel shaded art style (*Yoink! Boop!*), you embark on playful missions across the EU, Australia, Greenland and Cornwall! Collect intel, hack terminals and wipe out bots as you navigate an obstacle course of traps.

Creative director Katie Goode became pregnant during development and said realised she needed to add accessibility options, so you can also play seated with artificial locomotion, too.

REVIEWS

arena scale!



Space Pirate Trainer DX | $20

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.





Extra Large Playspace VR Minigames | $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 boundary 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. Standing mode is available if you don't have the space.

Note: 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.

FPS Enhanced Reality | $6

One of a series of original mixed reality titles from this solo developer, this one turns your whole house into a battleground with an AI that adapts to your space. Very effective and a glimpse into the future of MR gaming.

REVIEWS

classic adventure puzzles!



Myst | $35

A reworking of Cyan's classic title from 1993, Myst still demands a high level of dedication to solve the island's mysteries.

It was the best selling game of the 20th century and a trailblazing title. There's puzzle randomisation for those who have played the original.

Challenging, beautiful and rewarding it's a wonder just to walk around in first person. You'll need perseverance to make it to the end but the joy is in the exploration and discovery - and it looks gorgeous.

The puzzles are tricky but fair with the exception of the infamous mazerunner puzzle. A new area, Age of Rime, was added in 2025.





Riven | $35

Cyan's 1997 sequel to Myst, renowned as being tougher but fairer, is an equally wondrous affair and an improvement on the original in many ways.

From the animated characters filmed with motion-capture actors to the thrilling theme park rides between islands to the glistening golden domes, it looks stunning.

There are interconnected levers, ancient machines and plenty of rooms to discover across the five islands in this non-linear adventure where exploration and keen observation is encouraged.

You can screenshot and review them in the menu as a way of note-taking but you'll probably still need a pen and paper.

The 7th Guest VR | $30

Thirty years after the original game drove sales of the CD ROM, The 7th Guest VR continues the innovation with volumetric video of the engaging characters at the centre of this enigma. Sixty puzzles with wonderful touches.

REVIEWS

adventure puzzles!



Escaping Wonderland | $20
Down The Rabbit Hole | $20

The unique and astonishing perspectives of the theatrical dioramas put *Escaping Wonderland* and its predecessor *Down The Rabbit Hole* in a league of their 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 tales, prequels to Adventures in Wonderland. It's the intense attention to detail, like the smoke rising from The Caterpillar's opium pipe. In the original, you guide Elise around in search of her dog Patches with her playing card side-kick. The sequel sees Molly joined by the hapless bird Dodo.





The Room VR | $25

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 crypic 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.

The House Of Da Vinci | $25

Play delightful and intricate puzzles set in 16th century Florence as Leonardo da Vinci's apprentice. Blue Brain Games' VR port looks exquisite and the teleport movement makes sense. Use a time dial and special vision to search for clues.

REVIEWS

more adventure puzzles!



Maskmaker | $15

A beautifully-conceived only-in-VR puzzle adventure - what else would you expect from the developers of A Fisherman's Tale?

In Maskmaker you play an apprentice whose access to magical realms comes from your skills in the workshop. Like the headset itself, everytime you put a mask on you are transported to another reality.

The gruff-voiced narrator guides you through the tale and riddles as you gather decorative elements. A beach, a swamp, a snowy peak - the mystical lands are low poly but pretty and slowly reveal their secrets.

The puzzles are fun and non-taxing and the story is a suprising delight.





Call Of The Sea | $20

Gosh! A *bona fide* love story! With a female protagonist! Call Of The Sea is a frightfully good animated yarn set in 1934 narrated in cut-glass upper class English by the hero Norah Everhart (Cissy Jones).

It's a pretty adventure puzzle game where you set sail to Polynesia on the trail of your darling Harry. But there's something fishy about the island and the tale takes surreal and sinister turns, with some wild rides along the way.

There's six expansive chapters across vast areas from underwater caverns to shipwrecks with satisfying head-scratchers. Did Harry find the cure for your mysterious disease? Will you be reunited with your sweetheart?

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. Narrated by Sir Patrick Stewart!

REVIEWS

even more adventure puzzles!



Lego Bricktales | $30

Little known fact: Lego is Danish for 'play well' and it's an apt epithet for this adorable mixed reality diorama.

March around with your Lego figure bedecked in your bespoke Lego costume - paid for with Lego bananas or popsicles - in five Lego-built biomes.

To progress in the captivating and cutesy story you cut to regular building scenes and are challenged to complete models with limited bricks. Once your test robot has given it the thumbs up you can elaborate your design in a limitless colourful sandbox mode.

Building with fiddly little pieces is painless. It looks razor sharp and works perfectly in VR and MR. Charming.





A Fisherman's Tale 1 & 2
$15 & $25

Zis iz *magnifique*! The puzzles are so ingenious that at times you want to stand and applaud, then you remember that one hand is disattached, the other is now a claw, your head is in a different room and you are remote-controlling your body - which is now a fish.

These mind-bending perspective shifts - it's like controlling Thing from The Addams Family - set this longer sequel at the same high level as the original although with completely different mechanics. You are still the same familiar lovable Fisherman Bob but the story goes much deeper. What a treat.

*** The original A Fisherman's Tale is also available at $15**

Hello Neighbor: Search & Rescue
$30

This flat game franchise gets a welcome VR outing. It's a clever premise: you switch between playing one of five kids sneaking around the neighbour's house trying to avoid being caught. Surreal.

REVIEWS

yet more adventure puzzles!



Garden Of The Sea | $10

Officially the cutest game on the store (well, not officially, but it should be), you've got a fluffy pink friend, wide-eyed moles, affectionate seacows and pretty penguins for company.

Chug along in your boat to visit wild islands and solve puzzles in an engrossing and lengthy campaign. Tend to your garden and build up your house by selling produce to the various traders or by following wacky recipies found scattered across the lands.

You can fish, snap photos, explore, plant and just enjoy the calming and delightful environment in your own time. You can feel the love from the Swedish devs, Neat Corporation. For the young at heart, too.





Wanderer: Fragments Of Fate $50

From taking your first steps on the moon to marauding around a Mayan temple, there's an amazing variety of places in this lengthy and dazzling puzzler.

It's an ingenious mechanic, time travelling from war to Woodstock and taking items from one world to use in another with Samuel, your chatty wristwatch companion.

Combat veers between the comical and the unnecessary, despite the funky weaponry. The story is impressively bonkers, and the game is downright hilarious - intentional or not. You have to applaud the ambition but it's a little undercooked and overreached.

Ghost Giant | $25

As a God-like blue-limbed giant you befriend a nervy young boy called Louis, journeying through a series of 14 theatrical dioramas in a delightful pop-up book art style. A coming-of-age tale in which you give a huge helping hand.

REVIEWS

puzzles!



Squingle | $20

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

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

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

The game has been redesigned and relaunched with mixed reality at its core. A surreal, clever and addictive addition to the genre.





Interlocked: Puzzle Islands | $12

Originating in China, burr puzzles are 3D interlocked headscratchers. Sleek and charming, this is a dreamy VR version of a game that has been played by 25 million on flash and mobile.

There are over 30 puzzles (plus extra challenges) on a series of floating islands with a little bird buddy who grows up as you play.

It's a calm and meditative experience with a gentle soundtrack - think little fluffy clouds and piano melodies.

The conversion to VR is beautifully implemented and the colourful wooden blocks are satisfying to interact with. One to dip in and out of to solve all the brainteasers.

Shores of Loci | $15

Dazzling meditative multi-level jigsaws that come alive with funny little people as you piece them together. Reflective backgrounds offer clues and there's subtle hints on offer. But it's just dreamy to hang out on the shores of Loci.

more puzzles!



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 mixed reality mode, too.





Gadgeteer | $18

Gadgeteer indulges your childish joy of building mad machines out of buckets and blocks and balls and bendy tubes that uses 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 and even a rubber duck. And there's musical gadgets too!

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. Try the mixed reality sandbox and get your Rube Goldberg on!

Arthur Owl's Word Block | free

This oh-so-British minimalist puzzler is a hoot. Each of the 3D crosswords are based on a theme and Arthur's Owl chips in with morsels of brain food on completion of an answer. Try the tricky daily puzzle on a timer or make your own.

REVIEWS

even more puzzles!



Tentacular | $25

Brilliantly bonkers, Tentacular oozes the originality that VR is crying out for with crazy alien physics from a crash-landed UFO and a fish factory for a playground.

You are the town freak having somehow become a giant octopus and the folk on La Kalma island want to put you to good use as a research assistant.

Solve physics-based puzzles using your two huge ungainly lumbering limbs to slingshot containers that are sloshing around in the ocean, sucker up buses and build wobbly towers from steel and magnets. Then take a Polaroid from a camera dropped from a helicopter.

If that all sounds weird, it's because it is. Now with an island builder to unlock!





Cubism | $10

This has always been a meditative puzzle game with a gentle piano accompaniment adding to the zen-like tranquility. But with mixed reality it feels like playing with a little bit of magic in the air, especially as you can use hand tracking 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. And you can make your own with the editor.

Toy Trains | $15

Quirky cutesy puzzler from Something Random studios, laying down twisting tracks over bridges and through tunnels. Relaxing and deceptively tricky across 22 levels. There's also a sandbox to create your own. Choo-choo!

REVIEWS

yet more puzzles!



Path Craft | $10

A lemmings-like puzzler with a lovely cardboard cut 'n' paste art style, PathCraft can be hilariously frustrating as you try the deceptively simple task of getting your costumed kid from A to B.

It begins innocently enough and slowly introduces new concepts with blocks that can switch, teleport and even fire a cannon. There's 80 levels with four different hand drawn backgrounds straight out of child's imagination.

The easy-to-use level editor is great fun too and means the game is potentially endless with new levels built by the community. You can dress your kid up with cosmetics that are unlocked as you progress and there's an option for hand tracking. Cute.





Hidden Memories Of The Gardens Between | $20

Hidden Memories is a classy animated puzzler where you can manipulate time to dictate the path of two characters on a series of islands.

An upgraded port of a flatscreen game by The Voxel Agents, it makes very good use of both mixed reality and smooth hand tracking. While it's easier to play in the diorama view you can also click to go down to ground level and appreciate the details - a nice touch.

Relaxing and clean with no text or voiceovers, the puzzles are minimalist but clever, requiring acute observation and a little patience. You also can reach in and pick up objects to complete a scrapbook.

Time Stall | $10

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 with the adorable BOBs!

REVIEWS

still more puzzles!



Rescue The Holes | $7

A hyper colourful twist on the classic electric buzz wire game (invented by Yorkshireman Bob Scrimshaw in 1953) that will either induce instant rage quit or compel you to try, try and try again.

A test of hand-eye co-ordination, you must navigate a 'hole' with cute cartoon eyes along a continuous pipe without touching the sides too many times against a timer.

Beautifully polished and shiny in mixed reality, it's best played walking around the puzzle. Rescue The Holes adds traps with a series of ingenious mechanics that elevate it far above the original concept. There's progression from easy to evil. Infuriatingly fun!

early access





Infinite Inside | $13

A monolith grows out of the floor and assembles itself your room in mixed reality full of intriguing draws to open and mysterious artifacts to find.

Grab the statuette, place it on a plinth and enter the world of the Inifinite Inside in full-blown VR.

Blending realities is the crux of this intelligent interactive puzzle game with shape-shifting locomotion. This teleportation-only mechanic is cool but maybe unneccesary.

Five unique and increasingly surreal worlds beckon. It's definitely a head-scratcher - the puzzles are not easy but it is fun just to be in the dream-like universe that Maze Theory has created.

Solve The Wall | $6

A clever combo of puzzle and climbing where there's only one route to the top. Magnetic clamps, elevators, swinging canes and vanishing blocks are the keys to ascent. An early access title with a surprising gloss and great promise.

REVIEWS

world building!



Deisim | $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. There's day and night cycles and MR!





Little Cities | $20

Little Cities is a homespun world builder from husband and wife team James & Kelly, a gorgeous chilled out experience full of delicious little touches from spouting whales to hot air balloons.

Aside from your common or garden buildings and utilities you can unlock all sorts of goodies, like a moral-boosting aquarium or a rocket testing site.

It's beautiful and benign - give or take an exploding volcano - as you zoom down to street level and marvel at your island creations bustling with life.

A joy to play with a perfect user interface, updates have brought a sandbox mode, hand tracking, style ratings and itty bitty citizenry!

How To God | $30

A cartoony battle between Good and Evil where you decide the outcome! Play as a Deity and train your cute little monster in a game with extensive mechanics like building and alchemy and plenty of missions.

REVIEWS

strategy!



Shogun's Empire | $10

A turn-based strategy game set in feudal Japan with 15 historical clans, Shogun's Empire is an excellent port of a flatscreen game from Polish indie studio Home Net Games, makers of the *Warplanes* series.

One part takes place pouring over a map, controlling your commanders and managing your clan's strengths and resources, especially the three pillars of gold, rice and honour.

The other is in the battlefield when you declare war with a bird's eye view of the action. You need the right tactical moves of your units like archers and swordsmen or charging with your cavalry to defeat the enemy.

It's a fair learning curve to grasp how to play but there's a tutorial level to get you started. Begin with the Rise of the Clans and end with Total Domination. Difficulty levels are ranked from easy to ultra. It's got a lot of depth to keep you engaged.

There's a nice authentic feel with Japanese voiceovers and the graphics are sharp. One to while away the hours.



Vestiges: Fallen Tribes | $25

Wrapped in wondrous cinematic cutscenes comes a stylish strategy game in a war over water in the desert, with gorgeous holographic cards and engaging depth.

The premise is simple: Place your units on the ornate tabletap. Once your cards are dealt you can only watch as the animated battle plays out. You can swoop in to watch from any angle.

Play through tactics to learn your factions strengths (Arwhii, the giant teleporting melee goat, anyone?), then hit the dozens of missions.

Each tribe has its own flavour - the warrior-like Illustrans, the brainwashing Adrarii and the wizardry Amonsets.

There's a solo campaign or multiplayer with a custom deck (a PC version enables non-VR cross-play). You can play both sides in a training mode.

Another great title from Wanadev Studio (*Ragnarock*, *Propagation: Paradise Hotel*).

REVIEWS

more strategy!



Underworld Overseer | $20

Like the 1997 classic *Dungeon Keeper* you construct and manage a dungeon, recruiting minions to run it and defend it from enemy human invaders.

Imps, who never eat or sleep, dig tunnels and build chambers to house a range of other creatures like cultists, warriors and exploding green golems. You can zoom around your ample space with ease, micromanaging the monsters, pulling up tool menus and raining down spells. You can pick up and inspect the lovely little animated creatures.

There's a great soundcsape, too, of a bellowing other-worldly voice, minion whelps and epic battle music across the 18 levels. There's a mixed reality option but this one feels better in VR.





The Pirate: Republic Of Nassau $20

In the early 18th century Nassau in The Bahamas was home to over a thousand pirates including Blackbeard and Calico Jack. And it's into this world you sail, building your fleet, plundering your enemies, commandeering fellow pirates and saying *Yarr*!

An open world pirate adventure with deep gameplay, you trade across islands and can dive into wrecks - found via loose-lipped tavern gossip - in search of gold or the seabed for pearls.

Plan your moves in the cabin and use the spectacular bird's eye view to sail and do battle. There's multiplayer, hand-to-hand combat in the jungle, sea shanties and caves to explore, too.

Crystal Commanders | $20

Command & conquer in your living room! Base building on your floor! Crystal Commanders is an arcadey real-time strategy you can play in either local mixed reality or online VR multiplayer or in a solo campaign against AI.

REVIEWS

space strategy!



Eternal Starlight | $15

Tactical space combat with an optional permadeath mechanic, Eternal Starlight is a complex beast but you can sit back and control all the action with full hand tracking support.

With seventeen capital class vessels to choose from, equip your ship, bring up the starmap to choose your mission and open the 'neural link' to battle with a range of alien entities at any scale.

We've destoyed the Earth (again) and have to defend our new home, Proxima, with the help of guinea pig-like allies.

Since launch, White Noise Games have added an Endless mode, a procedurally-generated campaign, and a skirmish mode for custom battles.





BattleGroup VR | $25

A space fleet command strategy game in real time, BattleGroup VR centres around a gorgeous holomap as you stand aboard your craft directing the action.

A huge wheel sits in the middle to navigate as the battle rages outside the cockpit. You are not just a commander in chief but also an active participant.

Choose and train your captains through a dozen missions in single-player, co-op or multiplayer. There's an impressive depth and beauty and a huge variety of customisation. Join the crew banter with voice commands.From solo dev Ken, of Spaceowl studios.

*** A sequel, BattleGroup VR II, is coming soon.**

Gods of Gravity | free

With up to 8 players this is a sleek and polished strategy game with a dedicated non-toxic fan base. Capture nearby planets - and even the sun - and last God standing wins. There's a single player campaign too.

REVIEWS

tower defence!



Iron Guard: Salvation | $18

The sequel to the roomscale tower defence game where you can move around the sci-fi scenery. Build, upgrade and be an active shooter when the waves begin from the ground or the air. Crew mate Graves also gets his boots on the ground from Pluto onwards.

With a smooth arcade feel and combining strategy and shooting against the rebel terraformer robots, Iron Guard: Salvation gives you a chance to upgrade equipment between levels. Get to level 30 and unlock endless mode for infinite waves.

There's a free experimental mixed reality mini-game version, *Iron Guard: Homecoming* on the store too.

***The original Iron Guard is $15**





Guardians Frontline | $25

'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. Published by Fast Travel Games, this sci-fi shooter also has a Quest 3 enhancement with added environmental effects.

Towers And Powers | $17

Using barricades, magic spells, barrels and arrows it's a hectic fight against the zombie hordes. Upgrade your defences with peasants, viking warriors and monks doing the heavy lifting. There's 15 levels and difficulties from easy to impossible.

REVIEWS

meditative!



Fujii | $10

With a child-like wonder, climb into a boat with your guitar-playing spirit guide as you journey to three psychedelic biomes before 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 Labs (*The Light Brigade*) deliver a gem of a game that leaves you in a state of relaxed delight.





Color-A-Cube | free & dlc

For such a simple concept, this has no right to be as good as it is! Painting numbered blocks on a 3D model is an addictive and meditative exercise which works wonderfully in mixed reality.

Twist the model around in your hands and use a clickwheel to choose the hue - some with up to 100. Colours mapped with their own satisfying sound effect are set against a gentle musical backdrop. Bigger models have 7,000 voxels to fill.

There's also an optional hint system to help you find that pesky missing one.

The library of models is constantly expanding with collabs from other artists. Earn vox to unlock more, or buy packs for $2 each. Childish bliss.

Flowborne Spirit | $15

Flowborne Spirit 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 worlds.

REVIEWS

lying down!

*These are native. To play other games horizontal go to settings > experimental.



Linelight | $15

Why play this mobile game in VR? There's something about lying down flat on your back and listening to relaxing electronica while being completely immersed in solo developer Brett Taylor's elegant puzzle universe.

There's a vast sense of scale as the meta puzzle develops around you like a massive circuit board. There are six of these worlds and they get progressively more complex and ingenious.

At its heart is its simplicity. You are just a white line of light following a path through a series of coloured gates. Pulsating red lights have to be avoided and used to progress. Get keys and unlock further gates. There's always a logical solution but it can take while to find it.





Pillow | $10

Fluffy, playful and relaxing, Pillow is the first app designed entirely to be enjoyed while horizontal in bed in mixed reality.

Fish in your ceiling to catch pearls of wisdom, read an interactive storybook, or send rockets to the stars and learn about constellations.

Brazilian developer Lucas Rizzotto has created a delightful and original space to chill out and even meditate if you like.

There are lots of special little touches that make for a dreamy experience.

You can even chat to a friend who appears above you in their own cartoon bed, or lying down by your side to play mini games together.

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 avoid crashing - tink!

REVIEWS

fishing!



Galactic Catch | $13

A first game from animation studio Baobab - known as the Pixar of VR - featuring characters from their films.

A visual feast of cosmic dimensions, there's angling mechanics borrowed from other titles with the added crafting of lures, charms, decor and power-ups.

Fish at six locations across two planets with 60 species to find, from the purple *notsogreat panoplia* in the psychedelic Shroom Lagoon to the legendary *hornito* at Lava Lake.

It's simple and satisfying - don't let the Sleighray defeat you! - and you'll soon be filling up your aquariums back at Mac & Cheez's spaceship. A worthy title but could do with a difficulty ramp.





Real VR Fishing | $20 & dlcs

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 that make this game special. Features Japan, South Korea, Canada, the US, UK, Europe, Mexico and Oceania.

With a myriad of freshwater or saltwater locations and lure or float, you can fish with friends, compete in the seasons and listen to your own music.

Bait! | free

A older title that has been revamped as a multiplayer, Bait! is a simple arcade fishing game. In Caster's Cove you can play with up to 12 others or fish in private with four friends. The solo campaign has 60 fish to catch.

REVIEWS

comedy action!



Kill It With Fire | $15

Anarchic trash 'n' burn in suburbia to a comedy horror soundtrack as you kill an array of arachnids with anything from a shotgun to ninja stars.

Solo dev Casey Donnellan's great blocky art style keeps it light (the spideys can't hurt you but can jump!) and zany missions make it a pseudo-puzzle game.

You've got an upgradable spider radar, a range of lure snacks and an unbeatable set of crazy murder weapons to keep you happy through the nine levels.

Leave a trail of destruction in your wake as you smash through offices and supermarkets. Bonus challenges unlock for satisfying speed runs to rock out. Just be aware there are consequences ...





Deep Cuts | $30

Lights, Camera, Faction! The wisecracks are wise and cracking in this comedy action physics-driven adventure. Once you get that you can pick up literally anything and throw it around - the core of the fun - you'll make it to the cinema hub with Benny who likes to give you gifts and one-liners.

The action revolves around six movie settings and wacky scenes as mini games within them, starting in the wild west in Bastard Town. They start when you hit your mark on the X.

Gather credits to spend in the spawner machine for weapons, props, ammo etc. It's wild, it's weird and the dialogue is laugh-out-loud funny. Props to Scythe Studios. That's a wrap!

Gladius | $10

'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! Totally bonkers.

REVIEWS

more comedy!



Hotel R'n'R | $20

There's rage rooms and there's Hotel R'n'R Rockstar Simulator. Go on a world tour of trashing budget motels and golden hotels.

Cause as much damage as possible and escape before you are caught. Gain infamy to unlock more.

Made with passion and humour by indie studio Wolf & Wood, this is stress-reducing mindless destruction. And it's not just with a baseball bat. Oh no.

There are over 40 weapons including bullet-mace, a magic wand, cattleprod, and, err, a back hole. There's even achievements for using a big wet fish.

Or just burn everything. While under the influence of various narcotics. Or play bizarro mini games - one involving a gyrating mannequin and appendages.

There's a selfi-cam to take snapshots of your wanton vandalism 'to make an album of memories for your grandchildren to look back on'. Nice.



Not For Broadcast | $25

And now for something completely different ... unashamedly British with a laugh-out-loud script, you play a live video editor in a studio with a Sarf London director in one ear and some crazy antics on screen.

*'Shit! He said f**k!'* Censor swearing, switch shots to boost ratings and twiddle fiddly knobs. Your decisions impact real world events and you can see chaos reign outside your window.

'I've been living in a paradise, it's awfully nice, if you don't think twice' ... Not For Broadcast is a dark, outrageous and surreal satire dressed up as a game with 43 of hours of footage to play with and multiple endings. This is comedy gold. And it's like nothing else in VR.

The story moves forward with text box choices between the editing scenes. You can actually watch back your edits of the car crash TV that is the National Nightly News or sit through the rushes from all camera angles to see how you could have aced it.

REVIEWS

party games!



Laser Dance | $10

You might think Mission impossible, but actually this more Ocean's Twelve - dance across the laser maze with no ropes, no equipment!

This mixed reality party game is simplicity itself. One big red button on one wall and one on another. It's how you'll get between them, that's the problem.

Rolling around on the floor, crawling, limbo and quick steps - it's comedy gold for those watching. The 18 levels mix it up over three stages. Red lasers remain fixed, blue lasers follow an on-off pattern, green lasers mimic and yellow lasers dance! All of them hum threateningly when you get close and set off an alarm when you touch.

It's one of very few apps to take advantage of full upper body tracking with the Quest's cameras seeing your elbows, shoulders and torso. It means the app will detect if you touch a laser with anything but your legs. Requires you to set the start and finish buttons a minimum of three metres apart.



Hide The Corpse | $15

'Calling all units, calling all units, we have a reported 10-6 at 3254 Funky Avenue ...'

Oh no, you've only got four minutes to get rid of the body! Who knew that dead people weighed such a tonne?

Find any way you can to stuff your stiff into a hiding place before the cops show up! The ragdoll physics mean you get flopping arms and a lolling head to deal with. Your body, lovingly named Gus, can be doubled in weight for twice the points.

There's half a dozen ridiculous ways to get rid of the evidence across the levels including the garage, the glorious rainbow shipwreck, the zero-gravity spaceship and an apartment on Hairy Chest St. Clean up your prints for bonus points.

Unlock Disco Gus, Zombie Gus and Superhero Gus with high scores. Pick up the creepy Gusimir Mansion DLC with stuffed animals and haunted furniture for $4. This is classic party fare with a cool 70s vibe.

REVIEWS

hand tracking!



The Curious Tale of the Stolen Pets | $7

'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 from Icelandic VR company Aldin.

It's a magical playground where you are given free reign to explore with a talking skull, Skully, as your best friend. Chalk up achievements on the board.

There's a gorgeous courtyard and more lavish levels in the fortress. There's ample voice control with hundreds of commands and a unique 'sonic scream'! You can also play with the MR sandbox.

A favourite with young folks, it also has 'telepath' movement and you can actually run! Enchanting and fun.

Silhouette | $10

Shadow puppetry is such a great fit for hand tracking and Silhouette delivers charming theatre that you control. Let your fingers do the talking as you help the cute guys from A to B. There's 28 puzzles set across a lush island. Nice.

REVIEWS

more hand tracking!

meet the dev!



Hand Physics Lab | $10

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

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

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

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





Maestro | $25/$35

Have you got what it takes to be a maestro? To 'rein in the beast that is a symphonic orchestra'?

Maestro is hand tracking first and foremost and it's great fun to wave your baton (or real-life knitting needle) and raise your hand to on-screen cues.

There's an ample list of 15 stirring classics to perform in the Opera House from Verdi's 1874 masterpiece, *Messa da Requiem* to Wagner's *Ride of The Valkyries*. There's a little jazz and swing thrown in with Duke Ellington's *Caravan* and Prima's *Sing, Sing Sing (With A Swing)*. DLCs include themes from Harry Potter, Lord Of The Rings and Game Of Thrones. An original twist on rhythm games. Take a bow. Bravo!

Surgineer | $10

Inject some insulin or slap them round the face with a wet fish? Be a terrible doctor as you try to save the patient with your bare hands - this is from the *Hand Physics Lab* devs, after all. Explicit, bloody and hilarious.

REVIEWS

mixed reality!



Starship Home | $20

Aimed squarely at younger gamers with cute cartoony graphics, Starship Home is an ambitious full length mixed reality game from Creature studio.

Arrange around your room a gorgeous array of portals, an airlock, a viewing platform, a pop-up vertical stash of energy balls and rocket landers and a terrarium with animated red and blue pots like little salt and pepper fertilizers.

Because it's all about the plants. Finding and keeping them alive will keep you running around to keep on top of things, guided by Jeff, a squeaky-voiced alien. Hyperspace is a thrill of haptics and a full colour room change and the dream machine is pretty trippy, too. A little repetitive but an endearing adventure.





Wall Town Wonders | $20

The second that tiny archaeologist Laine, bedecked in her cowboy hat, pops out to say hello, you'll be smitten. Perfectly-named, this is indeed a wonder - a bustling town with mind-boggling details built into the walls of your room!

There are forty characters to meet and over 100 buildings to unlock with a host of collectables in this gentle world builder from Cyborn studio. Help them create their town with your own fair hands in mixed reality.

You'll be busy - farming, fishing and mining - and helping ace pilot Aquila fly her bi-plane (casting shadows on the buildings is a great touch). Helping them across the room in the palm of your hand is a delight. And there's a lizard to ride!

Sky Runner: Drone Hero | $20

As missiles start taking down the plaster on your walls your mission is to rescue a comically-waving hostage atop a tower. Pilot a drone and drop your payload on enemies, aided by a monitor. Updated with multiplayer and campaign mode.

REVIEWS

more mixed reality!



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.





Shattered | $20

A highly original mixed reality escape room, Shattered warps your space and mind with dark themes, visual tricks and fiendish puzzles.

It breaks new ground with fantastic innovation and execution. A main portal creates a cinematic scene on one of your walls and from within it you can pull items into your actual space and interact with them, like a desk with draws, a door and some paintings. Or a live head.

There are eight puzzle scenes, each taking around an hour to solve. Be warned that the narrative deals with mental illness, trauma and death and there's the odd jump scare. Hugely impressive, it'll keep you absorbed right through to the bloody end.

Toy Monsters | $15

A handsome hand tracking mixed reality table top mini-game. Stop the monsters with your arsenal of a micro cannon, exploding poo, shooting candle, bear shield, toy train, laser hands, flamethrowing fingers ...

REVIEWS

for younger gamers!



Rival Stars Horse Racing | $20

Part virtual pet sim, part racing game, Rival Stars is a fun port of the mobile hit.

Colombian devs PikPok used mo-cap to make the flat and cross-country rides a thrill. Grab the reins to steer and pump your controllers to sprint while the crowd cheers and the fun race commentary ramps up the excitement. Ride against others in multiplayer or against the clock over a series of jumps.

But half the fun is relaxing back at the stables and story mode gives you incentives to progress. You can breed horses, pet and treat them with carrots and a brush. Have a relaxing trot around your ranch and put your horses out to frolic in the pasture. Giddy up!





Roblox VR | free

With approximately 18 trillion billion games at their disposal, playing Roblox in VR is catnip for kids. Every game can be played in VR but only a few have been designed with VR in mind, so the whole experience can be discombobulating.

Kids aged 10-12 must have a parent-managed Meta account, over-13s can use their normal Roblox login. Vignettes are on by default, so go into settings to get rid of tunnel vision.

VR Hands is a popular go-to where you can play in God mode with your flat screen friends. Ikea horror show *3008* is fun and *Dress To Impress* is a big hit with Tween girls. It's the biggest platform for VR and non-VR friends to play together.

Beauty Salon Simulator VR | $15

'I want eyelashes so long they can wink at satellites,' drawls your Jennifer Coolidge soundalike client. Give them a glow up and earn credits to unlock more goodies. Hair, make-up, nails and a Insta photoshoot. Pretty fun.

REVIEWS

one-off originals!



Metacity Patrol | $10

Take your aircar for a spin over the neon skyscrapers. You are on patrol. Land on the mean city streets and run though the downpour into the TechBleu club. Grab a martini and head on to the blue strobing dancefloor. The Synthetic you must neutralise will be here somewhere.

This is Early Access and über cool. Undertake missions either hunting down packages or humanoids in the atmospheric pitch black maze of the megacity - you might run into a cinema or a construction site - or fly across the skies to wipe out rogue elements.

Get melee weapons in the market, buy properties, uncover the resistance and criminal gangs - constant updates make this cyberpunk adventure unmissable.





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.

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

The Under Presents ... | free

Tender Claws have created a piece of magical, theatrical art full of mute black gowned sprites with golden masks. With the amazing scrunch locomotion technique, essentially warping through space, it's a mysterious adventure.

REVIEWS

more one-off originals!



Stellar Cafe | $15

Will the future of VR input and interaction be powered just by your voice? The folks at AstroBeam seem to think so and Stellar Cafe is the fruit of their labours.

Set in a futurist space cafe staffed by a quirky cast of robots you are free to chat about any subject and you'll get real-time LLM (Gemini 2.5 Flash) responses back in under two seconds. The bots will attempt steer the conversation back to a gameplay storyline but it's unimportant.

Movement and settings are also voice assisted. Say 'VISOR' and simply ask to be teleported around or adjust your seat. Each time you play will be unique. So, is it a fun novelty or a genuine innovation? Either way there's one slight hitch: it's English only.





Mudrunner | $20

The gentle guitar strumming might give you a clue at the outset that this is no racing game. This is all about bumpy, muddy off-road challenges giving you an unmatched sensation of driving big trucks along dubious terrain.

Take charge of eight vehicles from The Beast to the little Scout and complete tasks without totalling your vehicle - you can repair it - or running out of fuel.

Drive with your hand on the steering wheel or with thumbsticks, automatic or manual gear shifts, with all wheel drive, diff lock and winches. With story or free play it's mix of strategy and skill and has a nice variety of environments to roam around in. You can go for a wander, too, with free locomotion.

Stranger Things VR | $25

Stranger Things VR is ... strange. Compellingly odd. Confusingly bizarre. More disturbing than horrific and more a story experience than a game. Possess minds, fight gruesome creatures and aim to tame the void using telekinesis.

REVIEWS

legacy!

*ported from Oculus Go!



Daedalus | $7

If you've been wowed by the incredible *Red Matter* series you owe it to yourself to check out this older side project from the same studio, the Spanish indie VR studio Vertical Robot.

Daedalus is named after the labyrinth creator of Greek mythology and this is gaming as art with Dali-like platforms across the progressively difficult 25 levels.

It delivers a wonderful sensation of flying like no other in VR - the vertiginous be warned.

Take leaps of faith, gliding and riding currents of multicoloured air to solve oneiric and surreal puzzles. Meditative and masterful.





Coaster Combat | $10

It seems that there are as many rollercoaster experiences in VR as zombie shooters but nothing as fun as the classic Coaster Combat with its theme-park-meets-shooter combo.

It's an unwritten rule in VR that these potentially nausea-inducing games should never be your first experience but if you've got the stomach head straight for the extreme downhill of Himalaya Heights!

The blistering pace of Neon Nights (a ride added on the Quest version) can be a bit challenging, too. Complete top rank in all difficulties to unlock Gold Rush.

If you just want to enjoy the sights there's a free ride option, too.

Land's End | $5

This OG Go title is a lovely gaze and move puzzler - no controllers required. Move rocks with your mind! Beautiful vistas and calming worlds from the creators of Monument Valley. Now works on Quest 3!

REVIEWS

more legacy!

*ported from Oculus Go!



Dead Secret Circle | $15

Set in Chicago in 1971, you are invesigating a murder involving seven suspects who all live in the same condemned apartment block. Can you identify which one is the Laughing Man?

It's essentially a point-and-click adventure (there's also a forced vignette and no seated option) but once you accept the limitations (and the need to read copious material) the fantastic story, moody atmospherics, trippy dream sequences and crazy characters more than make up for it.

There's the odd jump scare but it's horror-lite. The spooky apartment has you creeping around in fear of the razor-wielding assassin who appears when you least expect it.





Augmented Empire | $13

Coatsink have recreated Augmented Empire as a mixed reality diorama breathing new life into the old turn-based tactical title first launched in 2017.

The date is 2058. Your mission: to overthrow the dictatorship of New Savannah. In this Dystopian cyberpunk story with 26 missions there are six playable characters, each with a special ability, like Chris, the computer hacker, voiced by Nick Frost.

With hand tracking, you can point to tiles to move the characters and in a revamp from the combat from the original game, you can now use your finger to hit an action guage for the chance to get a critical hit. There are 60 environments upscaled to 4K for Quest 3.

République | free

A much older title from Batman devs Camoflaj, République VR has you as the all-seeing eye helping to save Hope, a girl trapped in a totalitarian state. Tricky controls, third person camera angles and hiding in cupboards.

We all love a good shooter but VR is much more than blasting enemies. So here's ...

fifty things

... to do that ain't pew-pew! Presented here in no particular order, you can read more about them in the reviews.



50 PHOTOREALISTIC SCANNING ...



Hyperscape Capture
free

Revolutionary software is the only way to describe this. Create photorealistic scans of any space which you can then walk around or teleport in. This is high-end guassian splatting - or 3D modelling. It's a glimpse of an exciting future.

49 HORROR AT HOME ...



Blumhouse Enhanced Cinema
free

Horror kings Blumhouse have delivered a pioneering insight into the exciting possiblilities of enhanced cinema. Watching in a bespoke environment is nothing new. But watching with dynamic environmental effects is. *Rentals are $5 each.*

48 PLAY WITH CELL BIOLOGY ...



Nano | $15

The gamification of education, Nano gives you a grounding in cellular biology while you are play out an epic battle against a strange virus.



46 WALK AROUND A LABYRINTH ...



Lavrynthos | free

An unlikely relationship between a minotaur and a young girl is told using 'impossible spaces' so that you can walk around the labyrinth.

45 LEARN TO DRIVE BIG TRUCKS ...



Mudrunner VR
$20

Take charge of eight vehicles from The Beast to the little Scout and complete tasks without totalling your vehicle - you can repair it - or running out of fuel. Muddy off-road challenges that give you an unmatched sensation of driving big trucks along dubious terrain.

47 LEARN TO COOK ANCIENT RECIPES ...



Lost Recipes
$10

Learn recipes that hark back to Ancient Greek, Chinese and Mayan cuisine. Make Dongpo Pork and Mukbil Pollo under expert tuition. There's an additional recipe book so you can repeat the dishes at home (although you might need to dig a fire pit first).



44 CREATE A DANCE CHOREOGRAPHY ...



Audio Trip | $20

Import your favourite dance track and use the editor tool to make your own bespoke choreography with barriers, gems, ribbons and drums!

43 TRAVEL INSIDE A DALÍ MASTERPIECE ...



Dreams of Dalí | free

A stone-cold classic must-see that is an epic fly-through the trippy surrealism of the Spanish painter. Based on *Archaeological Reminiscence of Millet's Angelus*, there's lobster phones and elephants on stilts, too. With the voice of Dalí, it's its own masterpiece.

42 GO INSIDE THE MONA LISA ...



Art Plunge | $2

Magical immersion into five rich masterpieces which are brought to life in an inspired interpretation in VR, including Da Vinci's Mona Lisa.



41 CREATE YOUR OWN ART EXHIBITION ...



TraVRsal | $10

Upload your images and curate your own installation that you can physically walk around! TraVRsal uses 'impossible spaces' that does away with the controllers and uses your legs even in confined rooms. And it's multiplayer!

40 MAKE A 360 PHOTO GALLERY ...



ImmerGallery | $30

An intelligent viewer for 360, 180, panoramic and flat photos. Feature-rich, you can create slideshows and add dynamic effects like rain and snow or add FX, music or voice notes. Use the thumbstick to turn around in 360 and directly download shared galleries.

39 LEARN ABOUT ART HISTORY ...



(Hi)Story Of A Painting | free

Featuring the work of *Artemisia Gentileschi***.** Other highlights: **Las Meninas** (*Diego Velázquez)* and **A Bar at Foiles-Bergère** *(Édouard Manet)*.

38 TRAIN TO SAVE A LIFE ...



CPR Simulator | $10

Learn how to save a life in an emergency when the heart stops beating, instead of requiring in-person training in first aid. The developers AATE VR make it accessible and forego the need for a defibrillator, a doll and hygiene materials.

37 STUDY HUMAN ANATOMY ...



Human Anatomy VR | free trial

With Ant Mode you can shrink and explore inside the human body just like in the film *Fantastic Voyage*. A truly amazing application of VR.

36 DISSECT A SHARK ...



Dissection Simulator | $25

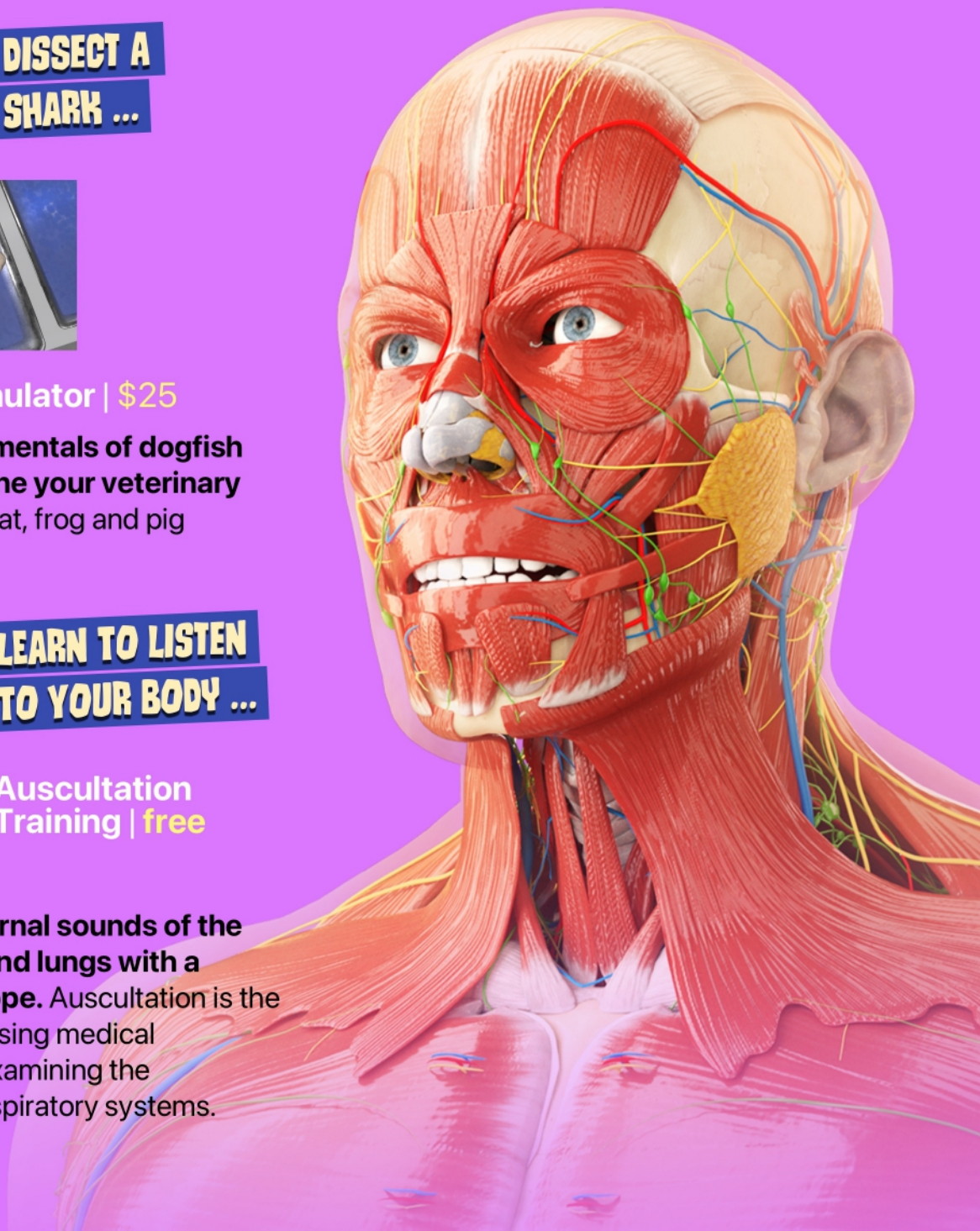
Learn the fundamentals of dogfish anatomy and hone your veterinary skills. There are cat, frog and pig editions, too.

35 LEARN TO LISTEN TO YOUR BODY ...



Auscultation Training | free

Listen to the internal sounds of the body like heart and lungs with a virtual stethoscope. Auscultation is the practice of diagnosing medical conditions from examining the circulatory and respiratory systems.



34 STUDY ALL THE CONSTELLATIONS ...



Stellarium VR | $10

Stellarium is a serious stargazer tool that has been around for over 20 years. Simply set your time and location and what you see is what you get when you look up at the night sky with over 600,000 stars and 80,000 deep sky objects.

33 COLONISE THE RED PLANET ...



Surviving Mars: Pioneer | $20

'A new home. A better future!'. This is base-building, puzzling, exploration, looting and survival in a pioneering first person strategy game.

32 WALK ON MARS AND EXO-PLANETS ...



Into Space | $6

Gaze open-mouthed at the edge of the deepest canyon in the solar system with your fellow astronauts on the Red Planet. Faber Courtial's epic space films were made with actors using green screen and phenomenal animations in 360. Just like being there .



31 EXPERIENCE ZERO GRAVITY ...



Mission: ISS | free

Experience micro gravity in this Emmy-award winning simulator aboard the International Space Station - if your stomach can take it! Push off walls and grab rails, stopping occasionally to listen to the astronauts give talks on educational videos.

30 GO ON A SPACEWALK ...

Solara One | $10

How else could you go Earth-gazing? It's all about cosmic relaxation and epic celestrial visuals where you can space walk among the stars.

29 CELEBRATE THE ARTEMIS II MISSION ...



Apollo to Artemis
free

Learn about NASA's space programmes that led to the first crewed mission to the moon in 50 years in this 12 minute doc available on the TV app. You can also watch the Artemis II launch in 360˚ - search on youtube VR.



27 DRUM RACE ON A VIKING SHIP ...



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 race in your Viking ship to some crazy Celtic tune. A classic multiplayer party game and a original twist on the rhythm genre.

26 JAM WITH UNIQUE VR INSTRUMENTS ...



Virtuoso | $20

A tool to play music with instruments designed for VR, Virtuoso **makes GarageBand feel like the 18th century.** Lay down a beat with the Empads, then loop sounds from the Oorgan, wHarp, Board, Clustr and the ethereal Theramin, plus a mic.

28 CONDUCT AN ORCHESTRA ...



Maestro | $25

Wave your virtual baton and conduct a full concert orchestra in a strirring rendition of Verdi's *Requiem* in this cartoon hand tracking marvel.



25 BECOME A WILD ROCKSTAR ...



Hotel R'n'R | $20

Go on a world tour of trashing budget motels and golden hotels. Cause as much damage as possible and escape before you are caught.

24 MAKE YOUR OWN VR GAME ...

Godot Game Engine | free

Create VR apps and games from within the headset without the use of a PC. A free open-source app, you can connect a bluetooth mouse and keyboard. For novices, there's templates and projects to experiment with to inspire a new generation of creators.

23 MAKE YOUR OWN VR FILM ...



You can get the kit for under $1,000 these days - check out the Insta360 x5 with 8K resolution. Make a feature and send it out to VR film festivals. See xrmust.com for details.

22 WATCH YOUTUBE WITH A FRIEND ...

YouTube VR free

With 8K playback, mixed reality and co-watching, YouTube VR has finally come of age. With co-watching, your friend appears as an avatar in your Horizon home. Chat and watch together on a giant widescreen. (If you bought movies you both have to own them).



21 ROW THROUGH WAR IN EUROPE ...



End Of Night | $3

During the entire lengthy film you are on a boat facing Josef rowing back through his memories of a painful war story which is depicted all around, stylised and in black and white. It shouldn't work but it does. This is the true intimacy of VR as cinema-for-one.

20 STAND ON THE GRASSY KNOLL ...



JFK Memento | $8

Using a fantastic mix of present-day street views overlaid with archive footage gives a unique impression and understanding of the events.

19 GO ON AN AMAZONIAN AYAHUASCA TRIP ...



Ayahuasca Kosmic Journey | free

Director Jan Kounen's jaw-dropping Amazon trip begins in the jungle with a shaman sitting in front of you. Go on a mesmeric psychedelic journey with visions of animal spirits in the fractal cathedrals representing the effects of the hallucinogenic drug ayahuasca.



16 PRACTICE BREATHING MEDITATION ...



Flowborne Spirit $15

Flowborne Spirit 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 calming worlds with ambient sounds.

18 PLAY CHESS IN STONEHENGE ...



Chess Club | $10

Play novelty battle chess or a classic game in Stonehenge, the Gardens or the Grand Palace. There's multiplayer or AI in a 5 minute blitz or up to 30.

17 MAKE YOUR OWN 3D CROSSWORDS ...



Arthur Owl's Word Block | free

This oh-so-British minimalist puzzler is a hoot. Each of the 3D crosswords are based on a theme and Arthur's Owl chips in with morsels of brain food on completion of an answer. Try the tricky daily puzzle on a timer or make your own.

15 EXPLORE A SHIPWRECK ...



Titanic VR | $26

As a sub simulator you can take a virtual tour inside and out of the wreck found in 1986. Roam free in the ROV within the murky green-blue depths.



14 USE GOOGLE EARTH IN VR ...



WorldLens VR
$9

Google Earth on standalone VR with multiplayer! Does it work? Yes! Is the resolution great? No! But it's good enough. There's the same awesome sense of scale - fly from above the planet down to street level detail with 3D models. And with Street View!

13 IMPROVE YOUR GEOGRAPHY ...



Wooorld | $10

A social or solo globe-trotting experience with Google Earth integration and a mini-game VR version of Geoguessr.

12 WALK AROUND DEATH VALLEY ...



BRINK Traveler
$15

... or 43 other global spots. This is hi-res photogrammetry but with special sauce - flying birds, a true night sky and grass bending in the breeze. You can move a few feet in any direction and binaural soundscapes add to the illusion. With an AI guide and multiplayer.

11 EXPLORE ANY NEIGHBOURHOOD ...



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. Hours of engrossing fun.

10 VISIT A MAGICAL ISLAND OF POP ...



Tales From Soda Island | free

An astonishing series of seven short animations set in the strange universe of Soda Island, with smoothie beavers and peace-loving *nekoalas*. At times fantastically minimalist and always wordless, Soda Island is fizzing with life.



9 GO WINGSUIT AND BASE JUMPING ...



Touching The Sky | free

Human-powered flight as never seen before in this 40 minute full 360˚ film by Alpinist Jonathan Griffith. Speed riding, paragliding, wingsuit & BASE.

8 RIOT WITH THE PUNK GRRRLS ...



Battlescar | $6

As loud, angry and energised as the 1978 New York punk scene it portrays, Battlescar follows two teenage runaways. Dark, urgent and edgy, this animated tale takes you on a trip down dangerous alleyways where you'll see that punk was invented by girls.

7 STAR IN YOUR OWN ANIME FILM ...



Mobile Suit Gundam: Silver Phantom | $18

Oh boy, fans of anime, stop what you are doing and buy this now - a full-length animated feature in which you take part! Set in Universal Century 0079 it's a pioneering effort with the iconic space battles. Choose Japanese audio with subtitles for the real deal.

6 TRAVEL TO THE GALÁPAGOS ISLANDS...



Galápagos With David Attenborough | free

A three-parter from Alchemy Immersive with the BBC's legendary 100-year-old broadcaster.

5 THE WORLD iS YOUR CANVAS ...



Painting VR
$20

You stand in a huge white hanger with a giant canvas at one end. There's a satisfying squelch as brush hits canvas and the textures glisten in the natural light. It's all very intuitive - mix paints right in their pots and blend strokes.

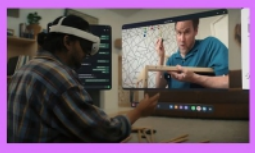
4 DESIGN A PAiR OF TRAINERS ...



Gravity Sketch | free

If you want to speak the language of 3D design then Gravity Sketch is it. A powerful tool to make whatever you can imagine - with mixed reality too.

3 GET SEAMLESS MULTiTASKING ...



Seamless multitasking enables 2D apps to be open in any VR app (so you can watch youtube while playing pool, for example). It's handy with Meta's built-in Horizon OS Browser which has Ad-Blocker and VPN extensions.



2 PRACTICE LIFE DRAWiNG ...



Gesture VR
$17

With a simple black and white aesthetic and ambient music, Gesture VR is a straight-forward life drawing app. There's 120 photogrammetry nude models in a variety of poses. Change lighting, rotate models at will - all in mixed reality.

1 PLAY WITH YOUR TRAIN SET ...



Toy Trains | $15

Quirky cutesy puzzler, laying down twisting tracks over bridges and through tunnels. Relaxing and deceptively tricky. Choo-choo!

Discover more. Here are some popular free resources to keep up-to-date on Quest.

r/oculusquest forum

The best forum for Quest chat, tips and trouble-shooting

road to vr news site

Documenting the VR industry for the past 15 years

uploadvr news site

Unparalleled journalism for hardware news plus games

quest guide zine

Majerik's guide to Quest with hundreds of links

vrdb database

Rebooted aggregator with multiple filter options

queststoredb database

Sale tracker and database of all available Quest titles

ghost howls blog

A decade-old weekly news source for the industry

xrmust magazine

Film and animations hub with events and interviews

Lucent VR

CREATION & EDUCATION!

creation and education!

one! multi!



patchworld
app | $30
build your own music machines!

two!



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

three! multi!



BRINK traveler
app | $15
photogrammetry tourism!

four!



pianovision
app | $10
virtual piano!

five! multi!



vermillion
app | $20
passthrough oil painting!

six! multi!



open brush
app | free
three-dimensional painting!

seven!



lost recipes
app | $10
cultural cuisine!

eight!



pocket lands
early access | $10
minecraft-like building!

nine!



nano
app | $15
gamified cellular biology!

ten! multi!



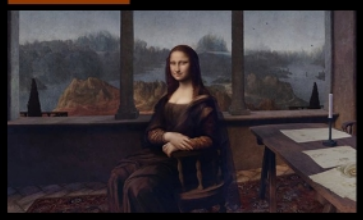
wander
app | $10
google street view!

eleven!



djay
app | $20
scratch that DJ itch!

twelve!



art plunge
app | $2
masterpieces come alive!

more creation and education!

thirteen! multi!



paradiddle
app | $20
MR percussion & drumkit!

fourteen!



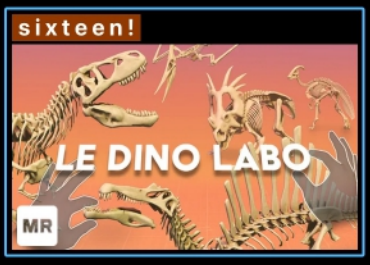
stellarium VR
app | $10
pro skygazer app!

fifteen!



ocean rift
app | $10
inside your aquarium!

sixteen!



le dino labo
app | $5
build life-size T-Rex!

seventeen! multi!



worldlens vr
app | $9
Google Earth in VR!

eighteen!



anne frank house vr
app | free
WWII diarist Anne Frank

nineteen!



mission: iss
app | free
zero gravity inside the ISS!

twenty! multi!



painting vr
app | $15
large scale art studio!

twenty-one!



soapbox
app | free
artist holograms play gigs!

twenty-two!



fly
app | $10
slick Google Earth app!

twenty-three!



solara one
app | $10
space meditation!

twenty-four! multi!



wooorld
app | $10
multiplayer globe trotting!

productivity & tools!

one!



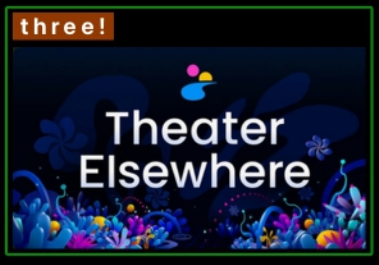
hyperscape capture
early access | **free**
high-end guassian splats!

two!



quest games optimizer
itch.io | $10
upgrade to a Quest 3.5!

three!



theater elsewhere
app | **free**
animations player!

four!



skybox vr player
app | $10
best video player!

five! multi!



gravity sketch
app | **free**
3D design!

six! multi!



gesture vr
app | $17
life drawing!

seven!



immersed
app | **free**
passthrough office!

eight! multi!



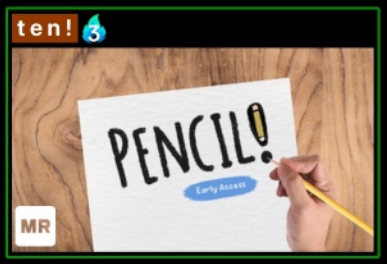
immergallery
app | **demo** | $30
cool 360 photo viewer!

nine! multi!



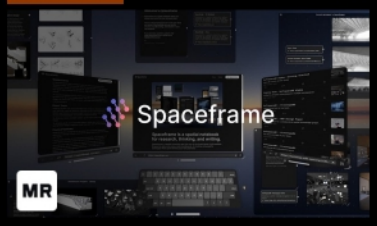
youtube vr
app | **free**
co-watching and 8K!

ten!



pencil
app | $13
art lessons in mixed reality!

eleven!



spaceframe
app | **free** & in-app
spatial computing!

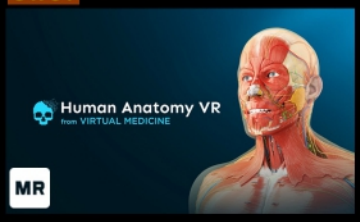
twelve!



fluid
early access | $10
spacial browser - no ads!

medical apps!

one!



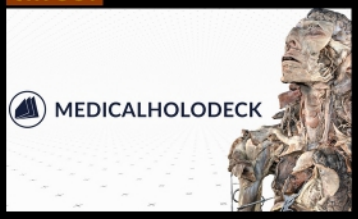
human anatomy vr
app | 2hr trial
with ant mode!

two!



bodymap
app | 14 day trial
fantastic voyage!

three!



medicalholodeck
app | 7 day trial
dissection master!

four!



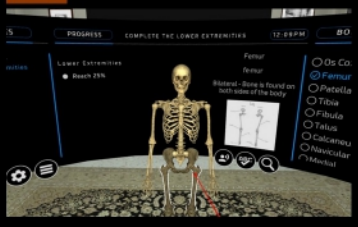
3D organon XR
app | 7 day trial
micro anatomy!

five!



auscultation training
app | **free**
listen to your body!

six!



human osteology vr
app | **free**
dem bones!

seven!



hands-only CPR
app | **free**
save a life!

eight!



CPR simulator
app | $8
stayin' alive!

nine!



US army medical vr | **free**
experience app
M*A*S*H!

ten!



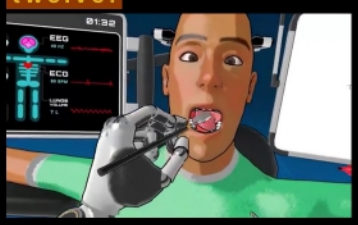
human anatomy puzzle
app | $3
skeletal exam!

eleven!



dissection simulation
apps | $25 each
cat, shark, frog and pig!

twelve!



surgineer
app | $10
from hand physics lab devs!

REVIEWS

hyperscape capture



Hyperscape Capture | free

Revolutionary software is the only way to describe this. Create photorealistic scans of any space which you can then walk around or teleport in.

This is high-end guassian splatting - or 3D modelling. Simply walk around your space capturing every detail. Meta's servers will process the image, which takes from one to eight hours.

There are some preinstalled splats to check out, like Gordon Ramsey's home kitchen. The implications for both applications of the tech and for cloud streaming services are huge.

Remarkably, you can see perspective shifts (outside a window, for instance) and the scan is good enough to fool you that you are looking through the passthrough cameras for an instant. You can also scan outside open spaces.

You can't save a scan on your headset - they are stored on Meta's servers. There are privacy and persistance issues here.

The process is child's play. Simply walk around your space looking in every direction for 10-15 minutes.

First is the space layout capture. This creates a mesh. There is a reassuring haptic rumble on your controller throughout the process.

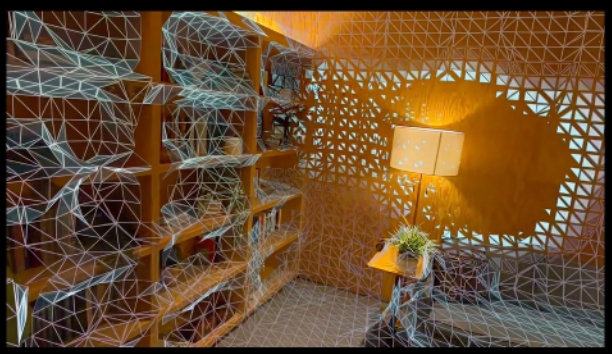
Then, detail capture. This removes the mesh, piece by piece. Move slowly to avoid blurring in the final scan.

Lastly, final touches for your ceiling and more details. The more you scan the better the result will be, up to a maximum of 40 minutes.

Processing takes around half an hour. Keep your headset on (not in sleep mode) while the scan processes. Make sure you have enough space pre-upload - scans will be >10GB.

Then just wait and marvel at the result - and a glimpse of an exciting future.

** Note: since the removal of Horizon Worlds it is no longer possible to share scans or invite friends as avatars.*



REVIEWS

mixed reality art creation!



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. Open Brush, from the Icosa Foundation, is one of those that rose from the ashes.

'Your room is your canvas, your palette is your imagination' goes the tagline. Paint with the impossible, like smoke and fire, or chose from 48 different brushes.

Multiplayer for two was added in 2025 and you can make live art together in mixed reality. Unleash your creativity with endless options.

Whether you want be a pro or just fancy some art therapy, get inspired! Search Danny Bittman for legacy video tutorials.





Vermillion | $20

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

A simple tutorial and you are straight into your own beautifully designed art studio. It's amazingly tactile and very flexible with the ability to, for example, change up your brush type and size.

Digital painting has a lot of advantages - no cost, no mess, you can undo strokes and go back to autosaved versions as you progress.

You can even export your masterpiece at up to 8K, print it out and frame it in the real world. And there's multiplayer!

Painting VR | $15

You stand in a huge white hanger with a giant canvas at one end. There's a satisfying squelch as brush hits canvas and the textures glisten in the natural light. It's all very intuitive - mix paints right in their pots and blend strokes.

REVIEWS

mixed reality 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.



PatchWorld | $30

On the surface PatchWorld seems like a goofy gamified musical wonderland with genuinely funny teachers, wacky underwater vibes and a nice line in dub.

It's also as simple to play with as putty in your hands. You can get super creative in seconds with voice loops, samplers and drum machines and there's a great creative percussive space that uses raindrops in the desert.

But scratch under the hood and it's also a highly technical endlessly-customisable open source music machine! Using 'patches' you can join together the building blocks to create instruments and sonic experiments as far as your imagination can take you. An incredible audiovisual interface.



Symphony Of Motion | free

You'll be playing and looping in seconds with this simplified and intuitive interface of drums and keys. With nice crisp interactive visuals it's a perfect pick up and play for non musicians but with more depth for those who want to explore.

REVIEWS

more mixed reality music!



djay | $20

You can take your decks anywhere these days. A skatepark by the sea? The edge of a volcano? Algoriddim's easy-to-use two turntable kit has a range of fun environments with audio adaptive visuals but perhaps the best is mixed reality.

Designed for novices to be up and running in seconds, it has an über clean interface with a floating stack of vinyl. Upload your own your own tunes or streaming services like Apple Music and SoundCloud. You can call up an FX box and equaliser and scratch with hand tracking or controllers.

For professionals it has natively supported Midi plugged in through the USB-C port. You can attach many popular controllers and mixers that are pre-mapped so you can use your physical gear.





Paradiddle | $20

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 over 50 instruments into your own custom arrangement or try a preset like the 'Ringo Starr'. Kick drum is with trigger but there is pedal and periphery support.

Learn how to play the kit in ten simple lessons. You can turn on passthrough to play in your own room or opt for the nature-themed dojo, galaxy or jazz café.

It's also a rhythm game with 30 songs to play along to Guitar Hero-style. There's Midi support, you can import custom songs and record your own. Let's rock!

Vinyl Reality Lite | **free**

The original DJ sim, a stripped down version of the PCVR app. A pair of your very own Technix *(sic)* decks to play all your own music. Wave your hands in the air for TTycho from Berlin.

REVIEWS

even more mixed reality music!



PianoVision | $10

In the new arena of mixed reality musical fun and education, PianoVision seems to hit all the right notes.

You can choose between connecting to a midi keyboard (using a USB cable to plug into your headset), playing the Air Piano which you can set up to appear magically in front of you, or real world calibration over an actual piano.

Fingering labels help you to play each note with a specific digit using hand tracking. Learn to read sheet music and even have multiplayer concerts in passthrough or in a music hall.

Be aware that all the good stuff - access to 10,000 songs from The Beatles to Disney classics - requires a hefty $10 a month subscription.

But there's a basic database of a 1,000 copyright-free songs and you can upload your own custom tunes.

There's also the inevitable AI assistant, Ludwig, too.



Soapbox | free & dlc

Like a private gig in your own home, this is one of the best imaginable use cases of mixed reality.

The artists are like life-sized holograms made with volumetric video capture that you can place at any distance and rotation and walk around as they play. It's stunningly effective.

There's a satisfyingly diverse line-up curated by A&R man James Barber, ranging from Buddy Guy sat on a bar stool playing the blues to Deddy doing stand up comedy and Kalie Wolfe of Rivals prancing around your room in oversized red furry boots. There's interviews, too, like Earth Wind & Fire's Ralph Johnson on drummers.

Once you've signed into the app you have to download each video (large file sizes). It's a minor inconvenience for such a showcase.

Although there's a smattering of free content, most songs are priced individually at $3.

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.





Brink Traveler | $15

This is hi-res photogrammetry but with special sauce - flying birds and grass bending in the breeze. You can move around a few feet in any direction and there's binaural soundscapes.

Walk among giant sequoias, see the *aurora borealis* in Iceland, a rusting ship on a stunning Greek beach, the Italian Dolomites, Réunion island and marvel at the famous sandstone rock formation in Arizona known as The Wave. Aside from the dozen base locations you have to download each one (~500MB each) to explore over 50 breathtaking spots.

There's dynamic skies by day and you can stargaze constellations at night, plus an AI guide and multiplayer.
Free fly mode: ⇑⇑⇓⇓⇐⇒⇐⇒BA

Lost Recipes | $10

Learn recipes that hark back to Ancient Greek, Chinese and Mayan cuisine. With no time pressures (except burning the pita bread) make your Dongpo Pork and Mukbil Pollo with carefree abandon. Short but sweet. And savoury.

REVIEWS

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.

REVIEWS

virtual stars!



Cosmic XR | $10

A beautifully minimalist trip through the universe in mixed reality, Cosmic XR allows you to explore the cosmos with dreamy gentle music and no voiceovers.

With hand tracking you can reach out and grab planets and moons, spin and enlarge. It's mind-blowing shown in relative size. There's a schematic view to learn about orbits in the solar system, which includes the dwarf planet Pluto - take that Neil deGrasse Tyson!

Surround youself with a stunning swirl of galaxies, get a detailed view of the Milky Way and study nebulas and supernovas. There are info panels for all.

You can also get hands-on with the ISS, Mars rover and space shuttle. Magical.





Stellarium VR | $10

Stellarium is a serious stargazer tool that has been around for over 20 years. Simply set your time and location and what you see is what you get when you look up at the night sky.

The basics are all covered with spinning models of the planets of the solar system and the International Space Station. But the real value of the software is the default catelogue with over 600,000 stars and 80,000 deep sky objects.

A nice touch has always been the constellations as seen by over 40 different cultures, a result of the open source development. The go-to app for astronomical study, Stellarium VR is a familiar and faithful copy of the PC and mobile standard.

Solara One | $10

All aboard the Solara One space station to travel to imaginary red giants, planets and star clusters. It's all about cosmic relaxation and epic celestrial visuals where you can space walk among the stars. From solo dev Aaron Cryderman.

REVIEWS

virtual earth!



Wooorld | $10

Wooorld is a social or solo globe-trotting experience with Google Earth integration and a mini-game VR version of Geoguessr.

Moving around an expandable tabletop style 3D map of the world takes a little practice.

One you find a location you can click on the 360 photos marked to be wrapped around by that environment or you can suspend the map in mixed reality.

There's a limited amount of cities that are rendered in 3D. You can create private worlds for up to eight people. For $7, upgrade to get map tilting, custom pre-sets, solo worlds and more *Where In The Wooorld?* locations.





WorldLens VR | $9

Google Earth on standalone VR with multiplayer! Does it work? Yes! Is the resolution great? No! But it's good enough. (Formerly EarthQuest).

There's the same awesome sense of scale - fly from above the planet down to street level with 3D models. You can play solo or with groups of up to three. Search by eye or typing any address.

A nifty feature is to teleport to other player's locations. There is also street view in 8K and google maps integration - all amazing without a PC.

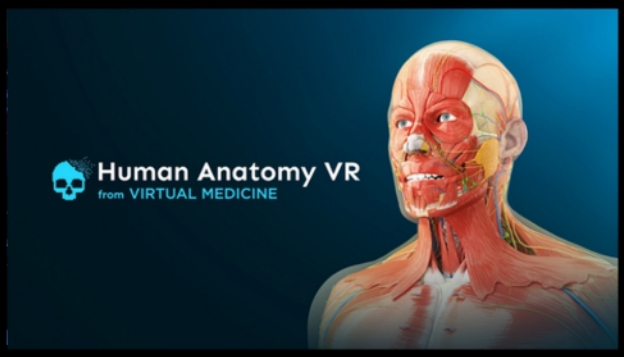
It's even more impressive when you bear in mind this was all made by a solo young developer in Romania, inexhaustably updating and adding new features.

Fly | $10

With a slick user interface, Fly uses Google 3D Maps tiles for you to explore the world. You can remove the drone and use thumbsticks instead of the odd default body motion. Has points of interest and bookmarks. Impressive.

REVIEWS

medical apps



Human Anatomy VR | free trial

This is Fantastic Voyage territory. The classic sci-fi film featuring people shrunk to microscopic size to enter the human body is made real in Human Anatomy VR with Ant mode.

Fly into to the brain, for example, and marvel at the details. You can do it in your own room in passthrough mode and manipulate the whole thing with hand tracking.

The simplified and cheaper version is aimed at sports and fitness enthusiasts or those with a passing interest. The more detailed option with 10,000 anatomical structures is for medical professionals for education and surgical planning.

** Free trial (2hs)*





Medical Holodeck | free trial

Medical Holodeck is a suite of applications aimed at everyone from casual users to medical professionals. Includes Dissection Master XR, Medical Imaging XR and Anatomy Master 2.

It features a real human body made with photogrammetry designed for university level education. There are ten levels you can strip away from skin through to organs.

It looks like a gruesome Goya painting and works like a virtual cadaver lab. Info panels open for each of the anatomical structures and you can hover a browser window for further research. It can even render CT scans in 3D.

** Free trial (7 days)*

BodyMap | free trial

BodyMap calls itself 'the Google Maps of the human body' with 12 systems, male and female models, flashcards and courses with a user-friendly interface.

** Free trial (14 days)*

REVIEWS

educational games!



Titanic VR | $26

As a diving simulator you can take a virtual tour inside and out of the wreck discovered in 1986. It's a unique VR-only experience to roam free in the ROV, discovering century-old treasures within the murky green-blue depths - a piano, a suitcase, the tiled Turkish Baths.

Coupled with the audio narration of survivors, this dive into maritime archaeology is a rich and atmospheric piece of history, based on scientific data.

Originally released in 2018 for PC VR, this revamped version shows its age with clunky controls back at the research lab. But it's all about the deep sea exploration together with a reminder of the real world dangers with a solemn nod to the crew lost in the OceanGate tragedy in 2023.





Nano | $15

Never has a lesson in cellular biology been so exhilarating! Many apps try to make learning fun but Nano nails it with a glimpse into the future of education.

This is a fully-fledged game that gives you a solid knowledge base of proteins and pathogens as an incidental aside, 'an adventure with real science in its DNA'.

There's a new global pandemic and it's your mission to save the world by investigating and destroying the deadly fictional Pandoravirus.

Control a nano-sized drone and do battle inside the human body with a mix of combat and puzzles. Innovative stuff from developers Lighthaus.

Ocean Rift | $10

Draw portals in your walls and ceiling to create an interactive aquarium! From Great White sharks to Hammerheads, dolphins to Beluga whales, Ocean Rift is an educational experience that's been around for a decade, but now with MR.

REVIEWS

media tools!



YouTube VR | free

With 8K playback, mixed reality and co-watching, YouTube VR has finally come of age and it's great.

With co-watching, your friend appears as an avatar in your Horizon home. Chat and watch together on a giant widescreen. (If you bought movies you both have to own them).

Click 'watch in immersive' for 360 videos. You'll find a variety of the best content in this guide.

For mixed reality click 'watch in panel' then 'cinema view' for a large curved widescreen view. Or go to environment > mixed reality to place on your walls or ceiling. Choosing environment > dark gives suble screen reflection effects.





Theater Elsewhere | free

Formally VR Animation Player, Theater Elsewhere is your one-stop resource bringing together all the best animations on the platform, like the seminal Tales From Soda Island series.

It's a fantastic upgrade. There are six beautiful immersive animations you can set as a background and the interface is a joy to use.

A new freefly mode allows you to move around while you watch for different perspectives, especially good for stills. Navigate controls using a tablet.

Following feedback (from this guide!) your controllers will now switch off if idle after five seconds giving you full immersion.

TV | free

Horizon TV is pre-installed and is the default place to find immersive films (see elsewhere in this guide for a selection of the best). There's no option to cache or save media anymore. Click settings for 'best' stream quality.

REVIEWS

more media tools!



ImmerGallery | $30

An intelligent viewer for 360, 180, panoramic, spatial and flat photos that really should be bundled for free by Meta themselves.

Never mind, solo developer Daniel Pohl has come to the rescue. The app will recognise and automatically display all formats correctly for a hassle-free experience. It's multiplayer, too.

Feature-rich, you can add dynamic effects like rain and snow or add FX, music or voice notes. You can turn in 360 with the thumbstick and use the Quest 3 as a 3D camera.

There's DNLA and SMB support and you can directly download shared galleries. Also supports video playback.



Skybox VR Player | $10

The best media player out there, Skybox VR has been going since 2016 with continual updates.

It just works. The player recognises any kind of format, will automatically play 360 content correctly and supports 8K.

You can watch 2D in passthrough with a resizeable screen that can be tilted for lying down, or in a variety of cinema environments. You can adjust screen reflection and a myriad of other settings. There's 8K youtube integration, too, with a higher bitrate and smoother playback.

Skybox will find local files updated to the headset, can play from DNLA media servers and even stream from laptops with screen mirroring using AirScreen.

prime video

Amazon Prime Video | free*

A revamped native app, Amazon Prime Video allows you to download content and watch offline - handy for travel mode. Still restricted to HD while other players can handle 8K, though.
** requires Amazon Prime.*

REVIEWS

even more media tools!



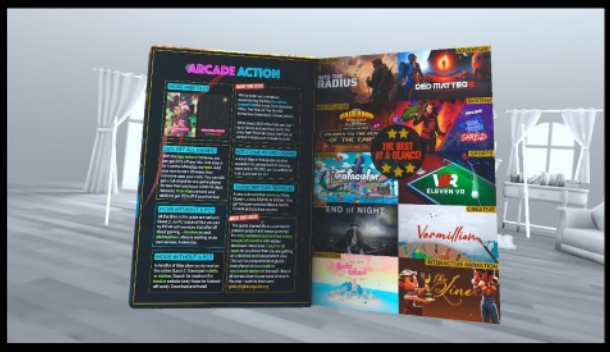
Fluid | $10

At its core Fluid is a productivity multi-tool app in a fast-changing landscape.

You can place up to eleven windows and resize them at will either in mixed reality or create your own virtual room with bespoke skyboxes. Or a mix of both so you are in VR but can see your laptop - which you can stream.

There are so many cool features that were innovated here first. You can watch youtube without ads (or add other extensions). If you choose 'follow me' the window will stay in your view as you turn your head or walk around.

Create rooms to watch content with your friends. A great app with weekly updates and still evolving.



Livro | free

Unfortunately Livro was discontinued by the developer ChronicBite but it is still available on the store. It's still a vision of sorely needed reader app.

You can find an older version of this very digital magazine as a pre-load with the demo version.

You can supersize for clear and comfortable text and flip the pages with hand tracking. There's even some ambient sounds to choose from to put on in the background, like a crackling fire.

It looks fantastic in passthrough where you can lay the book down on a physical table to browse. Upload novels, comic books or manga via sidequest. Supports pdf, cbz and zip.

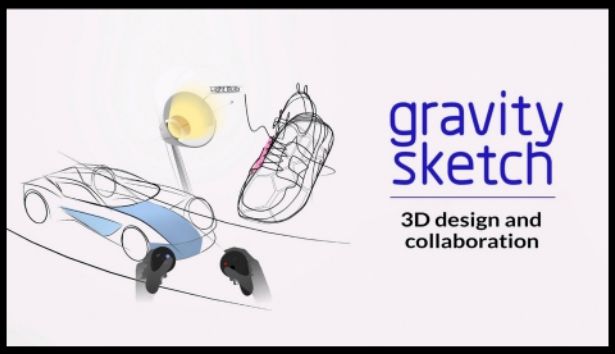


4XVR Video Player | $30

Another excellent video player with playback of every codec under the sun. Supports MVC 3D decoding for blu-ray and USB-C storage support up to 40TB. There's a free version to test out the features.

REVIEWS

mixed reality art & design!



Gravity Sketch | free

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

The app is put together by a 75-strong team from across the globe and is in constant development. It's used by leading brands from car design to trainer innovation has 1.5 million users to date.

To enter passthrough, lift your controller up to the side of your head and pull the virtual headset off with the grip button.

Gravity Sketch has a paid-for version for enterprise which adds support.



meet the dev!



Gesture VR | $17

With a simple black and white aesthetic and ambient music, Gesture VR is a straight-forward life drawing app and passion project from Nick Ladd, ace animator from the fabulous Tales From Soda Island series.

There's 120 photogrammetry nude models in a variety of poses (plus a skeleton and a horse) which, using passthrough, appear to be in your room.

It's highly customisable - change lighting, rotate models at will, alter the size of your sketchpad or the position of your pen or even draw in a 3D space off the page. Transform the models into box form to help train your hand. You can enable up to four students and a teacher to be in the same virtual space.

Pencil | $13

Pencil uses mixed reality to create templates for you to overlay and draw on to real world paper. It teaches you the fundamentals and there's art lessons for apples, cats, roses - even a Quest 3. Or you can free draw. Neat.

REVIEWS

mixed reality productivity!



Immersed | free

Immersed have positioned themselves as a leader in spatial computing and have their own headset, Visor, in development.

This is essentially a home working suite in mixed realilty. You can design various portals to your real-world workspace with up to five screens open.

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.

Immersed are attempting a direct challenge to Apple - to deliver a working environment with competent software but with a lightweight and comfortable HMD. Time will tell if they pull it off.





Horizon Workrooms

Workrooms was designed for team meetings as part of Meta's vision of the 'infinite office'.

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.

You can share your screen but the whiteboard has been removed as have several other key features. Tracked keyboard integration is restricted to an Apple Magic Keyboard or Mac Book Pro. An app very much in transition.

Spaceframe | free & in-app

Spaceframe uses hand tracking with passthrough to create a beautiful and intuitive work space for designers and researchers. This is the closest mimic so far to Apple's 'spatial computing' concept.

REVIEWS

quest tools!



Browser | free

Two key extensions - Ad-blocking and VPN - have made Meta's built-in Horizon OS browser relevant at last.

In the UK, ridiculous and invasive censorship laws have made VPNs all but essential. And bypassing youtube commercials is a given for most users.

You can also use it with seamless multitasking, where you can open a 2D app like Browser within any VR app, like Real VR Fishing for example, so you can watch a screen ad-free.

A choice of password managers is also available, as is a PDF viewer (good for pinning this guide in your Loft!). There are free versions for all of the extensions, too.





Quest Games Optimizer | $10

Quest Games Optimizer (QGO) is an essential tool to enhance the resolution, performance and frame rate of all your games - turning your Quest 3 into a 3.5.

There are over 1,500 game profiles that boost performance in one click or you can configure your own. Plus you can organise your apps in a launcher.

There's a whole bunch of other features too: disable the proximity sensor, record 3D VR gameplay, enable a wide motion sensor and display your playtime. Made by developer Anagan79, QGO has over 130,000 users.

*** Not available on the store. Go to:**
`anagan79.itch.io/quest-games-optimizer`

Meta Quest HDMI link | free

This is a tool that allows you to connect a video capture card to stream content from any device - like a Switch, iphone or a laptop - directly on to the headset on a resizeable screen. It supports up to 1080p, 60 fps input.

REVIEWS

more quest tools!



PlayTime VR | $5

See just how much time you have spent on each game from with data from Android's built-in usage statistics.

It's broken down into year, month, week and day for each app so you can track your use - something that really should be available natively from Meta.

Once installed PlayTime VR will locally store the information on your device and your history will be filled in gradually. You access the app from 'unknown sources'.

You can also set a timer if you want to restrict your game time.

*** Not available on the store. Go to:**
`anagan79.itch.io/playtime-vr`





Sidequest | free

Once upon a time Sidequest was an essential library of indie games before the official store abandoned curation.

But it is still a useful tool as an app on PC or Mac for sideloading apks, like the apps on this page with the Advanced Installer.

You can also manage files, delete screenshots and download video captures directly to your desktop.

Sidequest can also be installed directly on the headset with the Web Installer. You can tweak settings like texture resolution and refresh rate.

*** Not available on the store. Go to:**
`sidequestvr.com/setup-howto`

Gracia | free

This is 4DGS with dynamic movement. Gracia has a handful of tech demos of ultra-photorealistic volumetric videos, like a performance from the band Tiger Cave (7GB for 2 mins) you can watch in mixed reality as if holograms in your room.



Lucent VR | $10

A visually stunning tech showcase which features perhaps the best rendition of water ever seen in VR - a marvel by solo dev Shahzod Boyhonov.

Splash around with coconuts and sticks in the shimmering ocean with the cool effect of water droplets running down your face as you emerge. Watch the rain fall and run down the window pane in the indoor space and see reflections in the wet stones outside.

Married with ambient sounds rather than marred with twee music, the spaces are created with the intention to chill. Collect items like seashells and moons to unlock all seven environments. The comedy moment to get the last planet is a treat.





Pocket Lands | $10

Create and build blocky dioramas voxel by voxel on your tabletop in mixed reality with your hands - if you like Minecraft, you will love this.

Developer Thomas van den Berge (*Vermillion*) has added little bit of magic - the hand tracking option uses micro gestures enable you to swipe through the world using thumb and index finger.

But the real wow factor is the ability to drop a little figure on to the map and enter full immersive VR where you can walk, fly or use gorilla tag-style movement to explore the world you've just created. The full release promises multiplayer, caves and creatures roaming around. Definitely one to watch.

Le Dino Labo | $5 & dlc

Pop open a packet of bones for each section of your 100-piece T-Rex and construct it in miniature. Then blow it up to full size and admire the incredible scale in passthrough. Shadows are a nice touch. There's five dinos and more on DLC.




GIBBY'S GUIDE
QUEST 2,3+3S
2
the ultimate
quest guide!
2026
50






FILMS &
ANIMATIONS!
Galápagos With David Attenborough
Happy 100th!

interactive animations!

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

one!



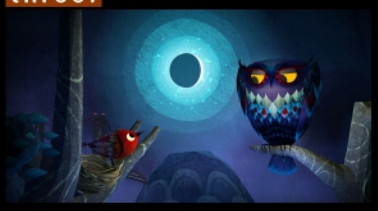
wolves in the walls
app | $9
do you believe me? *40m*

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!



retropolis 2
app | $25
be a robot detective! *3-4hs*

eight!



astra
app | $10
cosmic laboratory! *1hr+*

nine!



impulse
app | $8
inside ADHD *40m*

ten!



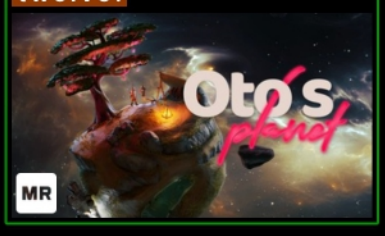
mobile suit gundam:
silver phantom app | $18
feature-length anime! *1hr30m*

eleven!



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

twelve!



oto's planet
app | $8
globe spinning yarn! *28m*

quillustrations!

Download Theater Elsewhere to watch these great titles. Quillustrations are made in VR using the animating tool, Quill.



1 - the multiverse bakery
theater elsewhere | free
unmissable adventures ...



2 - the neon jungle
theater elsewhere | free
... from the tales ...



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



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



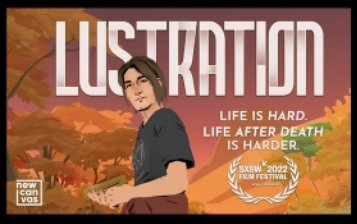
5 - the school trip
theater elsewhere | free
there's magic in the water!
12m



6 - silence
theater elsewhere | free
who is Silence?
12m



7 - the last ingredient
theater elsewhere | free
the series finale
12m



lustration
theater elsewhere | free
before the after life *30m*



four stories
theater elsewhere | free
simultaneous quartet of fun tales *12m*



peace of mind
theater elsewhere | free
bing bong! dream interpretation *5m*



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



dear angelica
theater elsewhere | free
the first quillustration! *15m*

animations archive!

2023 - 2019

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

2023



perennials
theater elsewhere | **free**
a meloncholy journey *17m*



pepitos: the beak saga
theater elsewhere | **free**
'real, brave love' *13m*



reimagined I, II & III
theater elsewhere | **free**
female-led stories *15mx3*



40 days without the sun
theater elsewhere | **free**
a delicate tale of loss *15m*



angel eyes
app | **free**
graphic novel *9x5-7m*



missing pictures
apps | **free**
films never made *5x9m*



(hi)story of a painting
meta quest tv | **free**
the light in the shadow *15m*



nightmara 1,2 & 3
theater elsewhere | **free**
mara, 11, is awake! *13mx3*

2022



namoo
theater elsewhere | **free**
the tree of life *12m*

2021



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

2019



ayahuasca: kosmic journey app | $6
Jan Kounen's jaw-dropping Amazonian trip *18m*



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

animations archive!

2018
2015



the remedy
theater elsewhere | **free**
seminal comic book *10m*



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

2018



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



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

2017



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



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



asteroids!
horizon tv | **free**
Mac, Cheez and Peas! *7m*

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



quest night cafe
app | **free**
interactive van Gogh! *5m*



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

immersive film archive!

2025
2020

Use a swivel chair and headphones for your best viewing pleasure! Resolution may be found wanting in older titles! For film festivals see xrmust.com.

2025



touching the sky vr
horizon tv | **free**
human-powered flight *60m*



SNL 50
horizon tv | **free**
US comedy *16x3-10m*

2024



julaymba
app | **free**
US comedy *16x3-10m*

2023



jfk memento
app | $8
historical recreation *35m*



end of night
app | $3
war stories *49m*



galapagos
horizon tv | **free**
VR180 Attenborough *3x7m*

2022



conquest of the skies
horizon tv | **free**
VR180 Attenborough *5x9m*



the soloist vr
horizon tv | **free**
free climbing epic *2x30m*



the ISS experience
horizon tv | **free**
life among the stars *2h19m*



on the morning you wake
horizon tv | **free**
anti-nuke doc *38m*

2021



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

2020



into space
app | $3
from the moon to mars *25m*

immersive film archive!

2019
2014

2019



the overview effect
youtube vr | **free**
astronomical metanoia *6m*



-22.7˚C
horizon tv | **free**
DJ Molécule in the Arctic *9m*



traveling while black
app | **free**
Jim Crow era *20m*

2018



airpano vr jellyfish bay
youtube vr | **free**
breathtaking underwater film in Indonesia *3m*



polar obsession
youtube vr | **free**
seals in Antarctica *7m*

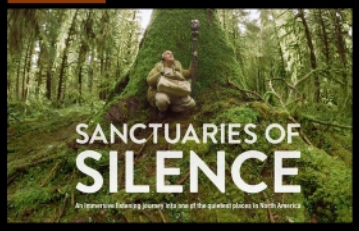


okavango experience
youtube vr | **free**
astonishing wildlife in the Okavango Delta *4 x 6m*



charlie checkers goes to brazil! **youtube vr** | **free**
six-year-old Charlotte's imaginary journey *7m*

2017



sanctuaries of silence
youtube vr | **free**
the last silent wilderness *7m*

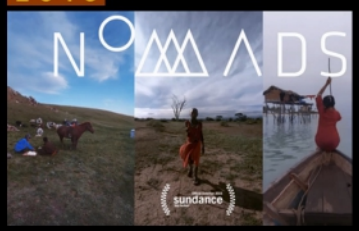


alteration
horizon tv | **free**
disturbing experimental AI sci-fi *17m*



save every breath
youtube vr | **free**
WWII dunkirk 1940 *4m*

2016



nomads
horizon tv | **free**
maasai mara + *3x12m*

2014



strangers
horizon tv | **free**
just a guy making music *8m*

REVIEWS

blumhouse enhanced cinema



Blumhouse Enhanced Cinema
free & rental $5 each

Horror kings Blumhouse have delivered a pioneering insight into the exciting possiblilities of enhanced cinema.

Watching in a bespoke environment is nothing new. But watching with dynamic environmental effects is, reflecting what is happening on screen in your home. Such effects might be shattered glass in the film that appears to come out of the screen, or a scene featuring an explosion might have flames engulfing the room.

So is it a gimmick or an enhancement? In *The Black Phone*, one of only two movies available so far (the other is *M3GAN*), the extra atmosphere created is palpable and the Dolby Atmos spatial sound is excellent.

But the FX are limited. It's mostly lighting (your room turns red when there is blood in a bath) with just a couple of set-pieces like the recreation of the basement scene with the phone on the wall.

There are several drawbacks to the experience in its current state. The screen size is much smaller than in other 2D film apps like *Amazon Prime* where you can expand the size of your virtual cinema.

Not only is it not an immersive 360˚ or 180˚ film, it's not 3D, either.

It's also only a solo experience (there's no co-watching), you can only rent for 48 hours and it's currently US-only (cough, VPN).

But the potential is there. One for a future of light-weight headsets to watch full-length films on, perhaps.



REVIEWS

film & animation mix!



Julaymba | *15m*

Julaymba is a quite brilliant creative mix of 2D, 180˚, 360˚, animation, mixed reality and hand tracking.

This is story of the Daintree rainforest in Australia, narrated by an elder of the aboriginal Kuku Yalanji people.

Got a killer shot of a giant cassowary in full 360˚? Let it shine. Need to get across the importance of totem trees? Let one grow high in your space in mixed reality. Got 2D footage of the rainforest? Put it on a giant screen and add animated lush plants around.

This is an object lesson of how to best ultilse a variety of captured media, a short gem of immersive storytelling and an educational treat.





Crafting Crimes | *3 x 20m*

A wonderfully innovative true crime podcast brought to life with spatial video and an interactive miniature dolls house.

In the first free chapter Carol K. Ras looks at the unsolved case of the Lizzie Borden double axe murders of 1892.

You reconstruct the house room by room using hand tracking while Ras narrates on a screen above.

Animations depict the killings but nothing shown is gruesome, just suggestive shadows.

Chapters 2 & 3, The Hollywood Wonderland murders in 1981 and the Mona Lisa Heist from The Louvre in 1911 are available for a couple of dollars each.

JFK Memento | *35m*

Using a fantastic mix of present-day street views overlaid with archive footage gives a unique impression and a novel understanding of the events of 1963. The Emmy-nominated studio Targo puts you right on the grassy knoll.

REVIEWS

interactive animations!



Wolves in the Walls | *40m*

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

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

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





Luna | 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.

It's as magical as it is immersive with a softly spoken narration that takes you through the tale.

There's no rush to solve the simple puzzles as you bathe in the gorgeous diaromas and musical tones with a calming score.

You'll discover that you can interact in surprising ways, colouring and creating the world around you. Enchanting.

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.

REVIEWS

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 tale 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.

REVIEWS

mixed reality interactive!

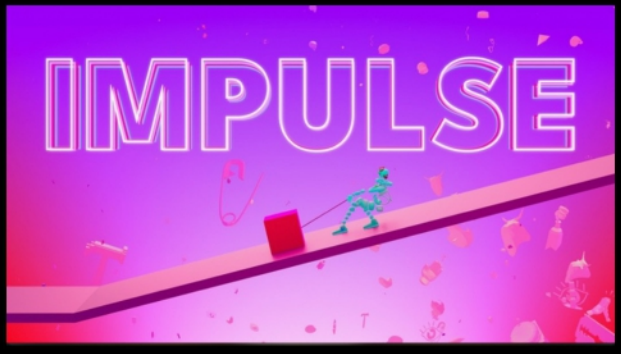


Oto's Planet | *28m*

Poor old Oto. There he is relaxing in his hammock, happy pet by his side and all of a sudden his private little world is about to be turned upside down.

Not by you, incidentally, although you can do this too. You see, Oto's tiny planet is suspended in space in mixed reality and using hand tracking you can pinch to spin the globe throughout the animation to follow the action on either side of it.

In a playful tale full of hilarious surprises, Oto's Planet explores the absurdity of humanity's attempts to live together - or apart - by reducing everything to a microcosm. Rich with sumptuous details it reaches the inevitable conclusion that some people are just idiots.





Astra | *1hr+*

Set course for Europa, Jupiter's fourth largest moon. Touch the control panel which sits just below the portal of your ship looking out to space. Reach back on the table and grab your real world cup of tea. This is how mixed reality is supposed to be.

Look up and watch the stars as you move in warp speed towards the satellite. Walk over to the teleporter (the one by your actual TV) and get ready to head for the surface. Now you are in full virtual reality, taking in yet another stunning view of an alien landscape.

Astra is a guided learning experience, taking you through the solar system to discover the building blocks of life. Has education ever been so beautiful?

Impulse | *40m*

Impulse looks at ADHD with a riotous level of ideas in mixed reality, weaving narration and first person anecdotes. There is real innovation from May Abdalla here. By the end your physical room will be emblazoned with quotes.

REVIEWS

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. Supplies begin the dwindle for the dozen left on board.

It's audacious and ground-breaking, much like *The Under Presents* app itself, created by Tender Claws (*Virtual Virtual Reality*, *Stranger Things VR*).



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 *paean* to a lost era.

Sucking on cigarettes in the back streets, doing deals with the shiftiest of bar room buddies, Lola's uncle is clearly 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 precious interaction, like using a torch, developing photos or switching on a desk lamp. It's a moody mystery with a cute cartoony aesthetic - and a lively pug, Paquita.

even more interactive!



Retropolis 2: Never Say Goodbye

'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. This welcome sequel sees our anti-hero continue his adventure chasing the beautiful blue movie star, Jenny Montage.

With more story than your average puzzle game and a quirky off-the-wall humour, Retropolis is an admirable point-and-click interactive animation replete with spring-loaded arms.

*** The Secret of Retropolis ($10) and dot.LINE (free) are also available.**





Mobile Suit Gundam: Silver Phantom | *1hr 30m*

Oh boy, fans of anime, stop what you are doing and buy this now - a full-length animated feature in which you take part.

Set in Universal Century 0079 (a millennium on from the franchise's debut in 1979) this latest outing is essentially a movie, but with sporadic and satisfying interactions with nice haptics.

Loading screens and POV jump cuts apart, this is a pioneering effort with the iconic space battles. Choose Japanese audio with subtitles for the real deal.

Bonus: You can play a mixed reality mini battle game using your action figure to shoot down enemies. Or enter a portal to see the figures in a giant-sized gallery.

Goliath: Playing With Reality | *25m*

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

REVIEWS

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 | *1hr+*

An astonishing series of seven 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. 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. A mysterious silhouette is explored in Silence and the series concludes in The Last Ingredient. It's eye-popping fun. Sometimes 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.

REVIEWS

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 by Ryan Griffen.

The whole caper is based on a neat trick: you can flip between camera angles or 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.

Peace of Mind | *5m*

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

REVIEWS

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 it's own.





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 out the window, this is a loving tribute.

REVIEWS

more animations!



Angel Eyes | *9 x 5-7m*

A down and dirty animated graphic novel in nine short chapters, heavy on some great ambisonic audio and driving music.

Published by Sky Immersive, this is a comic with no voice narration. The story begins with 'The Assassin' in which the killer Janus meets his own untimely end. But that's just the start of his story.

Janus ends up in purgatory and is sent back to Earth after the guidance of two white-suited angels.

Human existence is the only thing preventing the onset of the apocalypse and Janus is tasked with preventing it. Gory and bloodthirsty, it ebbs between the forces of good and evil. But who will win?





The Passengers | *40m*

Four strangers on a train - what if you could embody them all, listen to their thoughts? The Passengers allows you do just that, one by one, rewinding the scene to hear the internal monologue of the nameless quartet in turn - the lady, the kid, him and her.

You take a seat at a table and look at the other three - opposite the annoying idiot talking loudly on the phone. Your gaze and voice influence the story, a mix of animation and old 360˚ film.

'Memories are like a disguised ghost' muses the old lady. 'Why are adults never happy?' asks the boy. 'In the end it's not that hard to talk, right?' she wonders. 'What have I got to lose, my honour and my life?' he thinks. A unique perspective.

The Remedy | *10m*

Seminal comic book quillustration by Daniel Peixe. A single mother must venture into the dangerous unknown to find a cure for her dying child. The quest for a plant with mystical healing properties is the only way to save him.

REVIEWS

even more animations!



Pepitos : The Beak Saga | *13m*

Would you give up your precious beak to save the galaxy? Poor Pepitos is faced with such a dilemma after meeting the dazzling Prie and Robo-Beak.

In a tale of 'real, brave love' and friendship, Pepitos is a colourful world of spaceships and butterflies with a moral message.

Our hero is infatuated with the personal accolades that his magical beak brings to his life. It is his most prized possession.

Prie is on another mission. She will turn his world upside down if only he can understand that there is a greater good.

A delightful tale from Ruxandra Gabriela Popescu.





Perennials | *17m*

A slow-paced and brooding yarn set in a creaky old abandoned holiday home in the woods, Periennels deals with a young man coming to terms with his father's death.

Elias is accompanied by his young neice, Emi, who provides an innocent foil to his sadness in the darkness.

Overwhelmed and immobilised by grief, Elias can't see the wood for the trees. The perky Emi keeps his spirits up and offers hope for an uncertain future.

In this meloncholy journey made in Quill by Zoe Roelinn , Elias confront his past in flashbacks with his father. Ultimately, it leaves you with a sense of overcoming what life can throw at you.

40 Days Without The Sun | *15m*

A delicate tale of loss told through a child's eyes, 40 Days gently infuses Brazilian music overlayed with hand-written English subtitles as part of the narrative. By João Furia with music by Clara Dum.

REVIEWS

classic animations!



Crow The Legend | *20m*

From the director of Madagascar, Eric Darnell, and produced by Baobab Studios - the 'Pixel of VR' - Crow The Legend is a four-time Emmy award winning animation based on a Native American legend.

Voiced by an all-star cast including Oprah Winfrey and John Legend, it tells the musical yarn of a group of adorable forest creatures who think that Spring will never end.

Our hero Crow boasts a beautiful singing voice. He must find the 'one who creates everything' to 'unthink the winter'.

A truly gorgeous animation by masters in their craft.





Asteroids! | *6m*

Sadly the interactive version of Asteroids! is no longer available but you can watch the short inside Mac and Cheez's spaceship.

It's a wordless slapstick comedy - they babble in an alien tongue - with the hapless pair and their cute robot sidekick Peas.

An innocent game of fetch is interrupted by some fiendish toothy creatures who are hellbent on ruining the spaceship's freshly-cleaned windscreen.

Cue a mini-drama of near misses with asteroids, a dramatic escape and an emergency life-support machine. The animation shows its age but the humour is timeless.

Invasion! | *6m*

Narrated by Ethan Hawke, a pair of dumb aliens, Mac and Cheez, land on a frozen planet and meet their match in a smart bunny. This debut animation from Baobab Studios netted them their first Emmy in 2016.

REVIEWS

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.

Witten 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?

Missing Pictures | *5x9m*

Missing Pictures is a collection of stories by five directors about projects that never made it to the big screen. Each short is narrated by the director who are filmed in volumetric capture and integrated into the animation.

REVIEWS

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 and you should decide carefully 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 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 narratives 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.

REVIEWS

female-led animations!



Reimagined Vol I, II & III *15m x 3*

Nyssa, Mahal and Young Thang are three films directed and produced by a female-led team about fables, mythology and folklore.

Nyssa is based on the Brothers Grimm fairytale *The Story of the Youth Who Went Forth to Learn What Fear Was*. A young witch loses her best friend, Broom, and searches in a dark forest, guided by a spirit, Blue.

Mahal is inspired by the Philippine mythology of four immortal children grieving for their creator God.

The best of the three, Young Thang, is from Nigerian folklore, *The Woman With Two Skins*. Humans are ugly. Have you seen the size of their craniums?!





Fight Back | *45m*

Long-time VR innovator Céline Tricart (*The Key*) turns her talents into creating a hand tracking experience to introduce self defence moves 'as an answer to gender-based violence'.

These laudable aims are backed up by some funky moves. It's a physical experience set in the stars against the demonic shadows, but is also designed to make you think about how to diffuse conflict.

Made by and for women, the story revolves around rescuing your sisters. They are then revealed to be inspirational historical female figures.

* *Masters Of Light*, a game by the same developers, is also available for $20.

(Hi)Story Of A Painting | *15m*

Narrated by the inimitable Cerys Matthews, The Light In The Shadow tells the remarkable life story of 17th century Baroque artist Artemisia Gentileschi, famed for her depiction of the female gaze.

REVIEWS

comedy films



Just For Laughs: Surrounded

6 x ~1hr

Half a dozen hour-long specials filmed in 180˚ of the legendary Canadian stand-up show in the round - and you are part of the audience.

Just for Laughs is the largest comedy festival in the world, held in Montreal, Canada since 1982. These gigs were filmed in 2022 and originally streamed on Horizon Worlds.

It has that intense vibe of impromptu shows with audience participation and you don't escape. Host Lil Rel Howrey occasionally talks to you as the 'VR dude watching this on his couch because he's bored of that shark game or whatever'.

It's a fun twist to feel involved and not just observing. At one point when making a joke about being rich, he spins around and addresses you directly 'Hey VR dude, don't go robbin' my house while I'm doin' this!'

The specials feature non-scripted gags from the likes of Nikki Glaser, Moshe Kasher, Nicole Byer and Pete Holmes.



SNL 50 | *14 x 3-10m*

A selection of 14 sketches in full 360˚ from the anniversary celebration of half a century of the US late night live comedy staple, Saturday Night Live.

You are right in there by the side of the stage, high up in the gantry or in with the beautiful star-studded audience - look! there's Robert de Niro! - a unique insight from behind the regular cameras.

See how the sausage is made (from the cue cards to the camera operators) and the audience reactions when you want them. You get to see the sets and people hanging out in the wings.

Kick off with Steve Martin's opening monologue and Adam Sandler's song celebrating 50 years.

There's Bill Murray ranking his best anchors of all time and various skits on alien abductions and 1950s TV. Each clip is between three and ten minutes.

Lots of singing and dancing is rounded off with a goodnight from the man who started it all, Lorne Michaels.

REVIEWS

films on the fallout of war



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.





End Of Night | *49m*

During the entire lengthy film you are on a boat facing Josef (Jens Jørn Spottag) rowing back through his memories of a painful war story which is depicted all around, stylised and in black and white. It shouldn't work but it does. This is the true intimacy of VR as cinema-for-one.

It's 1943 in Nazi-occupied Denmark and Josef is attempting to cross to neutral Sweden with his wife and child. It's a heavy tale told with delicate pacing that resonates and remains with you.

Directed by David Adler and published by Astrea, this is an astonishing and affecting production with excellence across the board from the sound design to the storytelling, which won at the Venice Biennal. Unmissable.

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 using archive photos.

REVIEWS

films on black history



MLK: Now Is The Time | *10m*

Interspersed with archive footage and words from Martin Luther King, MLK plays out the Black experience of the 1960s with interactive scenarios made powerful with the use of hand tracking.

From making a black power salute to keeping your hands on wheel of a car in the face of police brutality, MLK brings you into the story, told through personal accounts.

It examines housing, policing and voting to examine the historical context of race relations.

And it effectively uses Dr King's famous line - 'Out of the mountain of despair, a stone of hope' - with a motif carries you through the chapters. Stirring stuff.





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 terrible indictment of the Jim Crow era and this important film preserves that story.

The March 360 | *7m*

Walk with the protestors in an animated recreation of the March for Jobs and Freedom and watch highlights of Dr King's 16-minute epoch-defining speech at the Lincoln Memorial in Washinton DC. '1963 is not an end, but a beginning ...'

REVIEWS

extreme action films!

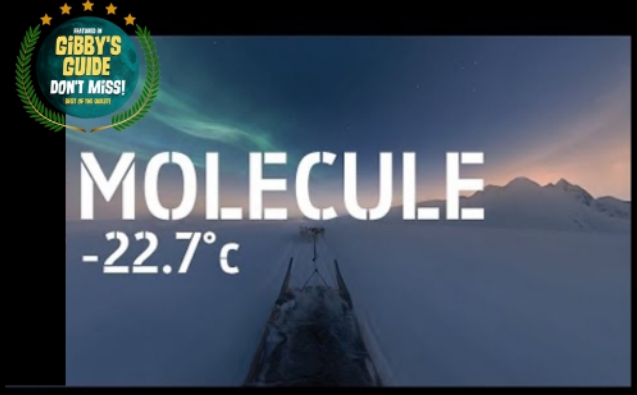


The Soloist VR | *2x30m*

‘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.





Touching The Sky | *60m*

'3 ... 2 ... 1 ... and BASE!' Launching off a cliff face into the Dolomites in wingsuits, with the camera following close behind, is the kind of money shot that director Jonathan Griffith must have dreamt of.

Ditto the aerial shots following paragliders through the mountains of Pakistan in full 360. Just wow. This is the pinnacle of human-powered flight and it feels like a privilege to be up in the skies with them. It's also fascinating to hear the in-flight chatter and enthusiasm: 'So lucky to experience this, oh my God!'

So it is such a shame is it marred by poor editing choices. The doc cannot resist using repeated graphical overlays of thermals with fake sound FX and fake cloud timelapses. Just let us soar.

-22.7˚C | *9m*

Another trippy aventure 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 techo. Stunning.

REVIEWS

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 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 astronaunts.

REVIEWS

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.

Space Explorers Ultimate Edition

Pulling together all the ISS films with extra scenes, this app adds mixed reality elements (for **3** and **3S** only) with hand tracking so you can play with the space station and view the eath and moon in your own room.

REVIEWS

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 judicial 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 desert, gazing open-mouthed at the edge of the solar system's deepest canyon.

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.

HEADSETS & ACCESSORIES!



*Here is an overview of the **Quest 3** & **3S** plus accessories.*

Neither headset is great out-of-the-box. It can be uncomfortable and the battery doesn't last long.

There are four accessories that are near essential to vastly improve your experience.

*The first is a **headstrap with battery** for better weight balance and extended playtime.*

*Secondly, a new **facial interface** with a soft pad is sweatproof and a snug fit.*

*Thirdly, **controller grips** will stop flying accidents and also let you relax your hands.*

*And finally, **prescription** or **plano lenses** will prevent scratches whether you wear glasses or not.*

Meta's own-brand accessories are expensive but there are a lot of quality third party options. Cheap Chinese versions are best avoided.

In the following pages you'll find some tried and tested examples by trusted companies.

*There are also reviews of other peripherals from **carrying cases** to **haptic suits**.*

This guide has no affiliation and doesn't receive payment for inclusion.


save money and support the guide!
$30 QUEST CASH BACK
on new quest headsets just use promo code
GIBBY
apply at checkout
art credit: the burst
* for Meta Quest 3 and 3S bought from Meta

META QUEST 3S

The Quest 3S is a cheaper option than the Quest 3 at $349. It has the same chipset and colour passthrough but without pancake lenses.

META QUEST 3S



AT A GLANCE $349*

- **Snapdragon XR2 Gen 2 chip**
- **Hi-res colour passthrough**
- **8GB RAM**
- **Action button for passthrough**
- **IR emitters**

** 128GB $349/256GB $449*

The Quest 3S headset is essentially a Quest 3 but with inferior lenses and less storage but is $250 cheaper.

That represents a significant upgrade from 2020's Quest 2 which it was designed to replace.

The most important detail is that it has the same Snapdragon XR2 Gen 2 chipset as the Quest 3 and can play exclusive titles such as *Batman: Arkham Shadow*. These titles are commonplace now, rendering the Quest 2 more redundant.

The biggest downside is retaining the fresnel lenses from Quest 2 instead of the excellent pancake lenses from Quest 3. That trade-off means keeping a lower resolution of 1,832 x 1,920 per eye and a smaller field of view. It also means poorer front-heavy weight distribution. The headphone jack has also been removed, requiring USB-C solutions.

The $349 model is only slightly more than the launch price of the 64GB Quest 2.

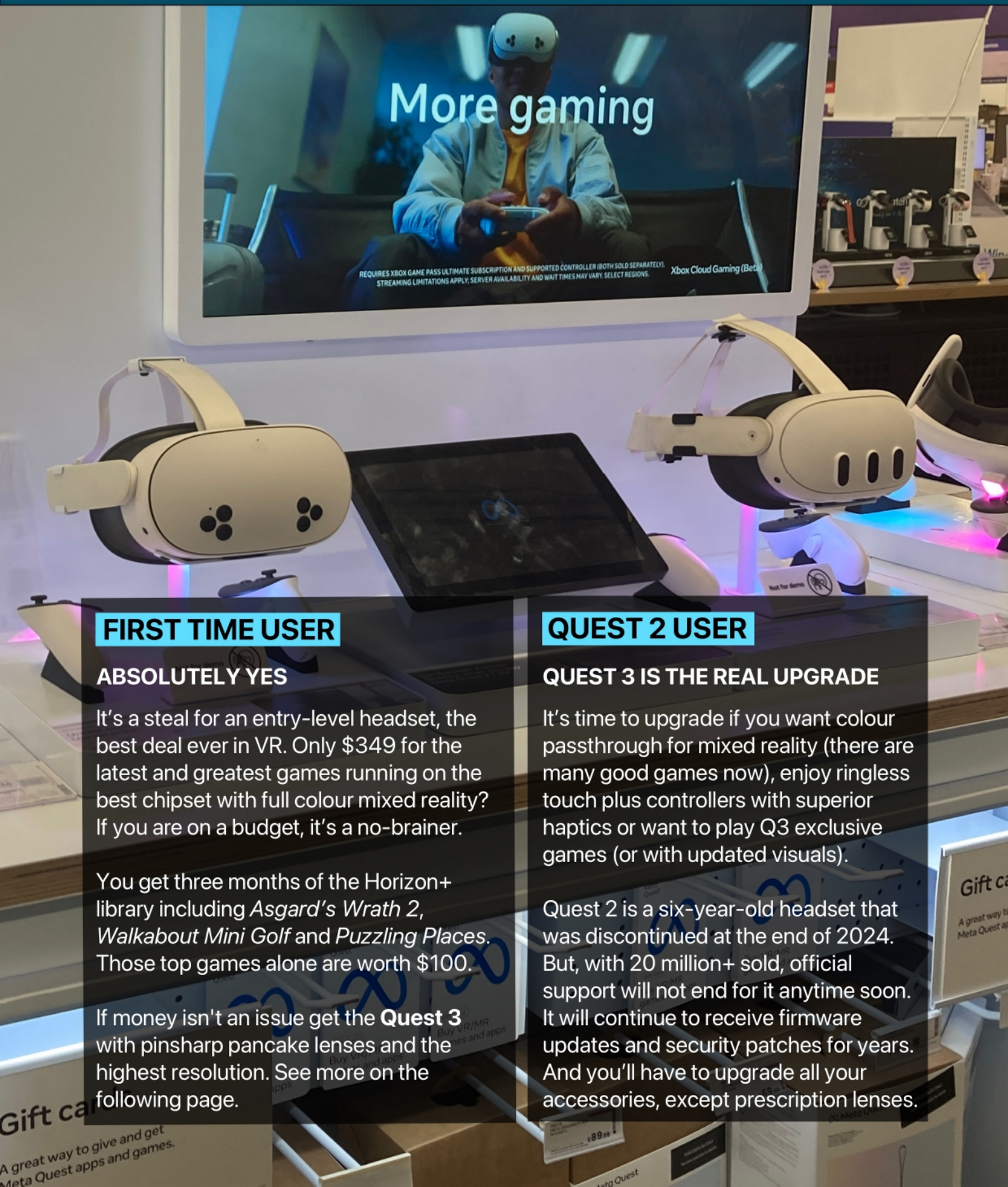
The triangle of three round cameras on either side of the front panel host tracking and passthrough cameras and IR emitters for mixed reality. It adds a new action button to toggle between MR and VR.

The Quest 3S has the same controllers as the Quest 3 and all accessories, like headstraps, are compatible (except the facial interface). All-in-all the package is a winner for entry-level consumers.

A short-lived limited edition version in black, the **Quest 3S XBox Edition**, is sold out but can be found on eBay. It came bundled with an Xbox controller, Elite strap and 3 months of Game Pass Ultimate for $399.

According to reports, Meta is planning a **Quest 4** for 2027 but there are no official announcements. An ultra-light headset with puck is also in the works.

SHOULD YOU BUY 3S?



FIRST TIME USER

ABSOLUTELY YES

It's a steal for an entry-level headset, the best deal ever in VR. Only $349 for the latest and greatest games running on the best chipset with full colour mixed reality? If you are on a budget, it's a no-brainer.

You get three months of the Horizon+ library including *Asgard's Wrath 2*, *Walkabout Mini Golf* and *Puzzling Places*. Those top games alone are worth $100.

If money isn't an issue get the **Quest 3** with pinsharp pancake lenses and the highest resolution. See more on the following page.

QUEST 2 USER

QUEST 3 IS THE REAL UPGRADE

It's time to upgrade if you want colour passthrough for mixed reality (there are many good games now), enjoy ringless touch plus controllers with superior haptics or want to play Q3 exclusive games (or with updated visuals).

Quest 2 is a six-year-old headset that was discontinued at the end of 2024. But, with 20 million+ sold, official support will not end for it anytime soon. It will continue to receive firmware updates and security patches for years. And you'll have to upgrade all your accessories, except prescription lenses.

OR PAY MORE FOR 3?



META QUEST 3

AT A GLANCE $599

- **Pancake lenses**
- **Snapdragon XR2 Gen 2 chip**
- **Hi-res colour passthrough**
- **512 GB | 8GB RAM**
- **110˚ x 96˚ FOV | 2064 x 2208 PPE**
- **Slimmer visor, better comfort**
- **IPD wheel**
- **Headphone jack**

Pancake lenses The whole lens is a sweet spot with edge-to-edge clarity. It costs ten times as much as Fresnel lenses found on the **Quest 3S** to produce, hence one reason for the price differential.

THE DEVIL IN THE DETAILS

Comfort issues If the intended user is a younger child be aware that even though it weighs the same as the **3** (over half a kilo) the **3S** is significantly front heavy.

Eye strain If the distance between your eyes (IPD, or interpupillary distance) falls outside the range of 56mm to 70mm then the **Quest 3S** could be too blurry or cause eye strain. The **Quest 3** has a much wider range of 53mm-75mm.

Headphone jack The in-built speakers of the **3S** are loud and excellent but it lacks a headphone jack. If that's important to you be aware that USB-C solutions introduce latency so you get a mismatch between sound and vision. There's a messy workaround: a USB-C to 3.5 mm adaptor with a second female USB-C so the headset can be charged too.

Storage The average game is 2GB but top titles can exceed 30GB. You can't increase the storage but you can install, delete and reinstall games at will (cloud saves keep your progression safe). If you are considering the 256GB **3S** because of this, it would be worth the extra $150 for the clear advantages of the **Quest 3**.

HEADSTRAPS

The most important accessory you can buy. Ditch the stock strap for power and comfort. Here's some tried & tested options that work with the **3** & **3S** ...





Globular Cluster Comfort Mod *$70*

This super comfortable and innovative halo-style strap is lightweight and highly customisable with swappable materials for the pads - silicon, cloth & ice.

It can be used as an open face design for maximum field of view but can also works with any facial interface or their own **Magnetic Silicon Light Blocker** (*sold separately F3-S $20*).

A novel design, there's a cradle to add any battery that fits (less than 3.6cm thick) and a custom length USB-C to C cable is included. It folds up for easy transportation, too.

A snug fit, it's a great option for those that want less bulk and more versatility.

new!

AMVR BS1 Battery Head Strap *$60*

The headline feature of this halo-style strap is the excellent air cooling system with a built-in fan blowing air on to your forehead. Roll the wheel for fine adjustments from a quiet soft airflow to a full power (and loud) blast.

This is a solid pro rig with hinges that click through the angles, removable 'horns', a magnetic thick soft front pad, and hot-swappable 8,000mAh batteries that snap on with powerful magnets (one battery included). A dock for your USB-C cable when not in use is a nice touch.

Extra batteries (*$28*) charge with USB-C or with the **CD1 Dual-Slot Magnetic Charging Dock** (*$28*) for unlimited play time. A superb and secure bit of kit.

FACIAL INTERFACE

Swapping out the facial interface is a key to comfort. Make sure you buy the correct version for **3** or **3S** and the fit for Elite or Halo-style headstraps.









AMVR Q3FC3 *$40*

Q3 only. Works with Elite-style. For Halo-style get the **Q3FC4** or **Q3FC4A**.

The third iteration of AMVR's popular facial interface has a dial to easily extend inwards or outwards for glasses wearers without removing it. It has nice thick and wide PU leather and ice silk pads (with a gap for vents on the **A**).

Another interface (**Q3SFC1** *$30*) without the dial is available for the **Q3S**. It has separate versions for Elite or Halo-style and comes with both pads.

Globular Cluster F3 V3 *$70*

Q3 & Q3S versions. It works with either Elite or Halo-style.

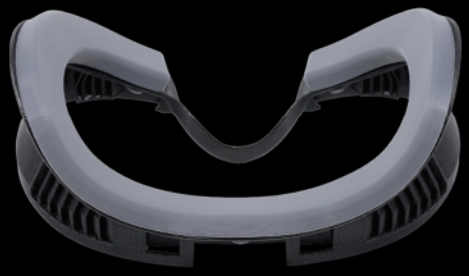
The most versatile facial interface on the market. Chose open-face or closed with removable magnetised side silicon light blockers. Chose fabric, breathable mesh or PU pads (although these are a little thin). Chose between three depth sizes with hot-swappable magnetic frames that are soft silicon instead of hard plastic. Chose 4mm or 6mm glasses spacers or stack them. Plus there's a magnetic nose guard. A brilliant design.

FACIAL INTERFACE

Oblik custom facial interface is uses a face scan for a moulded fit, while the new **BoboVR** F3 has a unique air flow, adjustable FOV and a lycra nose seal.









Oblik Design Custom *$89*

Q2, 3 &.**3S** for Elite or Halo-style.

Unlike anything else out there, Oblik Design offer a custom facial interface for **Quest 2**, **3** & **3S**. You'll need an iphone with TrueDepth (X or above). Scan your face then choose your colours for the gasket and the padding.

A high quality 3D print, it's noticeably smaller than other facial interfaces as it follows the curvature of your face, promising the widest field of view. There are vents and zero light bleed (although it doesn't come with nose guard). The inner lining feels clammy, however.

BoboVR F3 *$30*

Q3 for Elite or Halo-style.

The idea of the gaps in the silicone padding is to intergrate with BoboVR's S3 Pro fan to act as ventilation channels but they also help to iron out wrinkles. Another innovation is the stretchy lycra nose seal which fixes via velcro on to a removable noseguard.

There's stepless adjustment with a pair of dials to crank the interface from 1-11mm to allow for glasses wearers. But it creates a spongy suspension that feels less rigid than others. One for the BoboVR fans, perhaps.

GUNSTOCK!

The Provolver Elite from ProTube VR is a high-quality 3D-printed gunstock with powerful haptics and a price tag to boot.

new!

PROVOLVER ELITE HAPTIC PISTOL





AT A GLANCE $435*

- **haptic**
- **5 hrs playtime (1hr charge)**
- **bluetooth connectivity**
- **581 g**
- **3D print and carbon fibre**

* *with shoulder stock and front hand (basic is $348).*

A solid punchy unit weighing over half a kilo, the *Provolver Elite* is a top-of-the-range piece of kit for the dedicated VR shooter.

Add in the shoulder stock and front hand attachments and you have a virtual two-handed weapon with a hefty kick. Your off-hand controller connects with a strong magnet.

A mechanical trigger allows universal compatibility to use with any game and you can cycle between four firing modes: semi-auto, burst and two fully auto. There's a small pool of supported games you can play via bluetooth that will recognise your weapon, like *Sweet Surrender* and *Zero Caliber 2*.

Note that haptics will make the gun jump around more - this is about immersion, not competitive play.

It feels too heavy to use just as a pistol but really comes into it's own as a rifle or sniper. The full rig feels well balanced with a shoulder stock that has a carbon fibre tube and an adjustable slider for the chin rest.

The controller snaps in easily into a half cup with a large comfortable wrist strap, and there's a single-point elasticted sling. It's an evolution in design that hits all the right notes if you are prepared to fork out for the experience.


PROTUBEVR


PROTUBEVR
PROTUBEVR
PROTUBEVR

NON-ESSENTIALS!

Some of the best peripherals come from **AMVR** (no affiliation). Their products are well-made and well thought-out. Here's a selection ...



STAND



CASE

All three accessories on this page are for both the **Quest 3** & **3S**.

The **VR Stand** *($30)* comes in parts that are easy to assemble. It's sturdy and makes a nice desk feature of your device with space to fit extras around the base.

The **Carrying Case** *($40)* has a thick rounded plastic exterior and fits the Quest with a headstrap attached and the controllers in a zipped mesh pocket.

The **Neck Hanging Power Bank** *($36)* is an alternative for those who don't like the weight of a battery on their head. It has a powerful 8,000mAh battery which can charge the Quest as you play. The thick cord is malleable enough to shape against your body in a neat design.



NECK HANGING POWERBANK

NON-ESSENTIALS!

Still want more stuff? Maybe you want to buy something for that Quest owner who has everything? Here are some definite non-essentials ...



TABLE TENNIS PADDLE

PISTOL GRIPS



There are some gratuitous accessories for **Quest 3** & **3S** controllers for a range of games from AMVR.

These **Pistol Grips** *($38)* have no use whatsover, but they look fun! They have a nice weight, though.

The **Table Tennis Paddle** *($36)* is for right-handed players only. Ideal for *Eleven Table Tennis*, the paddle feels secure and works with different grips.

The luxury **GA1 Force Feedback Golf Club** *($110)* is a sturdy 80cm carbon fibre club which absorbs the controller's haptics for a more immersive *Walkabout Mini Golf* experience. It has a metal club head and non-slip grip plus you can add a 34g weight block (included). Can be configured for lefties, too.



new!

HAPTIC GOLF CLUB

BHAPTiCS TACTSUiT

It can cost as much as the headset. Is it a gimmick? How much does it add to immersion? Relaunched in 2024, it supports over 100 standalone games.

bHAPTICS TACTSUIT PRO



AT A GLANCE $499*

- **32 vibrating haptic motors**
- **13.5 hours playtime**
- **Bluetooth connectivity**
- **1.9kg**
- **Wired audio feedback option**
- **Washable mesh inner lining**

* *TactSuit Air costs $249.*

The *bHaptics TactSuit Pro* and *Air* launched in November 2024, the latest versions of a product which has been on the market since 2021. With the *Pro* priced at a hefty $499, it works with the Quest 2, 3 & 3S.

There are now over a hundred supported standalone games. Nearly one in thee games in this guide's top 100 have native support (see this icon ⊕ throughout).

The latest include *Zero Caliber 2*, *Arizona Sunshine 2*, *Dungeons of Eternity*, *Ghosts of Tabor*, *Vampire: The Masquerade-Justice*, *Breachers* & *Tiger Blade*.

The *TactSuit Pro* features 32 vibrating haptic motors, 16 on the front and back. Although it weighs 1.9 kilos, it doesn't feel too heavy once you are zipped in. That's clearly too laden for rhythm games - try the *Air* at 1.2Kg with 16 motors (*the white suit pictured)* - but fine for shooters and that's where the suit shines.

Wearing what feels like body armour adds to the immersion. The first time you get shot in the back is a novel experience and can give you an advantage with an additional physical heads-up to add to audio cues. Using headphones negates the distraction of the motors whirring.

Even at maximum intensity, what you feel is more of a rumble than a sharp shock. Games like *Into The Radius* take the holistic VR experience to another level.

Although being shot or feeling recoil while shooting may be the most obvious implementations, you'll encounter many surprisingly subtle effects like holstering a weapon on your shoulder or feeling the liquid go down when drinking. An accerated heartbeat pattern is alarmingly effective and there are environmental effects like the sensation of rain and wind.



There is a dial on the front to power on, pause, play and adjust intensity. You can tweak the settings and play with presets in both the mobile and quest app. Bluetooth connectively works flawlessly.

It's a one-size-fits-all with adjustable straps which expand from 66cm to 127cm and shoulder snap buttons - suitable for kids (recommended aged 13+) and ample frames. The mesh inner lining is detachable and washable.

For non-supported games there's a wired audio option (accessories included) that gives reactive feedback to sounds.

If you are willing to spend as much as the cost of the headset itself, the suit is a quality immersive accessory. Haptic TactSleeves *(pictured)* and a visor are also available. Get ready to rumble!

Disclaimer: I requested and was sent the items by bHaptics (many thanks!). I don't receive payment for inclusion.

STRAPS & LENSES



Meta Quest 3 | 3S recommended accessories
Controller Straps *AMVR Adjustable Knuckle Straps ($27)*
Lenses *HonsVR Prescription/Plano Lenses ($25-$50)* ***(3 & 3S versions)***


GIBBY'S GUIDE TO THE QUEST 2,3+3S
hidden gems!
50
300+
50


GIBBY'S GUIDE TO THE QUEST 2,3+3S
ARKEN AGE
REACH
TITAN ISLES
50
350+
50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GHOST TOWN
50
350+
50


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STAR TREK
INFECTION
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NEW AND COMING SOON
350+


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BEHEMOTH
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300+
50


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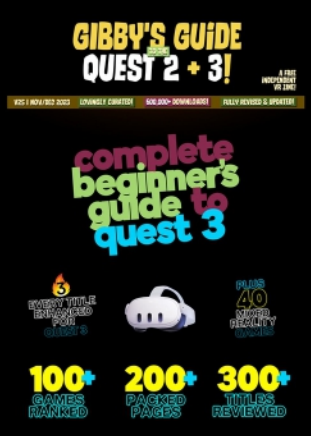
CONTRACTORS
EXFILZONE
50
350+
50


GIBBY'S GUIDE TO THE QUEST 2,3+3S
INTO THE RADIUS
50
300+
50


GIBBY'S GUIDE TO THE QUEST 2,3+3S
TWO MILLION
DOWNLOADS!


GIBBY'S GUIDE TO THE QUEST 2 + 3!
ready, headset, go!
let's go down the arcade!
100
200
300


GIBBY'S GUIDE TO THE QUEST 2 + 3!
make some noise!
100+
200+
300+


GIBBY'S GUIDE TO THE QUEST 2 + 3!
complete beginner's guide to quest 3
100+
200+
300+


GIBBY'S GUIDE TO THE QUEST 2,3+3S
complete beginner's guide to quest 3S
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50+
AMAZING GAMES
THE BEST CONTENT
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TITLES REVIEWED


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TOP 100 RANKED & REVIEWED
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puzzling places
264 TITLES REVIEWED
176 PACKED PAGES
100 GAMES RANKED


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THANK YOU READERS!
put down your weapon!
FIFTY THINGS TO DO THAT AIN'T PEW-PEW!
TOP 100 GAMES RANKED
286 TITLES REVIEWED
184 PACKED PAGES


REFERENCE!
CHARME
PRO
GIBBY'S GUIDE
QUEST 2,3+39
the ultimate quest guide!
50
350
50

TIPS AND TRICKS!

The biggest change to your virtual environment since Quest launched brings an *Immersive Home* and the *Navigator* user interface.





In your *Immersive Home* you can freely move around and have the ability to anchor windows that persist even if you turn the headset off.

There are three permanent objects - an avatar mirror, a Horizon Central portal and an Instagram panel.

There are some default virtual vistas to choose from - Valley, Oceanarium, Midnight and Horizon Central.
To switch press ≡ on the left controller.

Anchor windows at any angle. Hover over the white line under a window to see the menu, select the three dots and choose anchor. You can also select focus view to expand the window.
If you choose to have passthrough as your home environment you also have the ability to pin objects as well.

Remove movement vignettes (which are on by default)
settings > world movement > comfort assistance

Visually, *Navigator* is a significant departure from flatscreen-style floating windows, appearing with a slightly darkened and blurred background.

Press ∞ to open the *Navigator* for a shortcut to your library. Arrange your games in any order and create app folders. Click and hold any icon to move or bring up a quick menu for options. *[Note: Meta Horizon OS version 2.4]*

A tool bar at the bottom has icons for your profile, people, library, quick controls, notifications, hide/show windows and a toggle between the Loft (VR) and passthrough.

On the left are icons for search, an app filter and the store. At the top is the battery indicator, time and wifi.

Double-click ∞ to open or close flat windows for more advanced settings which are outlined in the following pages.

BABY STEPS!

QUEST 3 & 3S BASICS: ABSOLUTE BEGINNERS!

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 side of the headset. You can turn it off by doing a long press or sleep mode by pressing once. Standby is automatic but will drain the battery.

Download the Meta Horizon app to your phone! Pair it with your headset via bluetooth. Find the pairing code here:
`settings > general > about`

Set up your Meta account! Enter your bank details and off you go!

WTF does that mean?! It's an alphabet soup of three-letter acronymns out there! See the glossary at the back of the guide!

HAND TRACKING!

Turn it on! It works best if you have plenty of light and contrast although the headset can even work in dimmer environments (even in pitch black with the IR illuminators on the **Quest 3S**).

You can configure to tap the controllers together twice to switch to hand tracking. With expanded quick actions you get a more extensive menu.

```
settings > tracking > hand and
body tracking
settings > tracking > expanded
quick actions
settings > tracking > double-tap
controllers
```

Set up your boundary! If in VR, 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 Meta button is your best friend! See that one marked with ∞? It's the one that's depressed under the thumbstick on the right controller. A long press will always re-centre your view and a short press will bring up the Navigator.

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.



TIPS AND TRICKS!

QUEST 3 & 3S BASICS: LENSES, BOUNDARY, & 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). Keep it turned away from the window and always have a cloth on hand. Or use a lens protector when not in use. It's safe to use your Quest outside as long as you don't allow sunlight direct on the lenses. For tracking reasons on **Quest 3** it's best at dawn or dusk or in a floodlit area.

Set your IPD! IPD is the distance between your pupils (interpupillary distance). You can measure it using a ruler and a mirror or an app. The 'far' measurement is the one you need. On **Quest 3** use the dial located under the headset to change from between 58 to 70 mm. On **Quest 3S** you can manually push the lenses through three steps.

Keep your glasses on! On **Quest 3** glasses can be accommodated inside the visor. The distance from the lens is adjustable in four steps by buttons inside the faceplate. On **Quest 3S** use the spacer provided. Far better - and to avoid scratches - is to get prescription lenses from Meta or third parties.

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'.

Mixed reality! Your Quest will scan your room and create a map in seconds. It has automatic furniture recognition and you can save up to 16 rooms.
`environment setup > space setup`

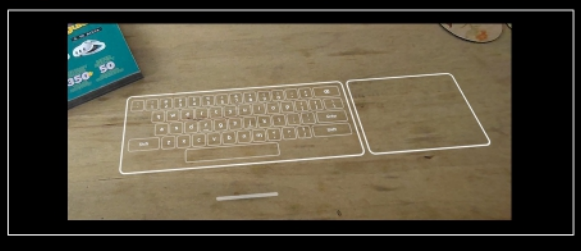
Double tap for passthrough!
On **Quest 3S** use the action button.
On **Quest 3** you can double tap your headset to switch between MR and VR.

Fine tune the boundary for VR!
Lower roomscale boundary sensitivity.
`environment setup > boundary > roomscale boundary sensitivity`

Travel mode! Use your Quest on planes, trains and buses!
`environment setup > travel mode`

Lying down mode! Don't leave it on by default or it will mess with your height!
`experimental > use apps while lying down`

Surface keyboard! Virtual typing!
`experimental > surface keyboard`



Seamless multitasking! Open 2D apps in any VR app.
`experimental > seamless multitasking`

Better blacks! Switch this on:
`experimental > content adaptive brightness control`

TIPS AND TRICKS!

QUEST 3 & 3S BASICS: CASTING & APP SHARING!

Recording video! Record in 16:9 with a frame rate up to 60 fps and 14 mbps bitrate with image stabilisation. Record in widescreen using the Meta Quest Developer Hub (desktop app). Spatial video works natively.
`settings > camera`

Screenshots! Shortcut: Hold ∞ and press trigger! For quick record video hold ∞ and long press right trigger.

Casting! Use the camera app on the headset or the app. You can cast from a secondary account, too. Many TVs aren't compatible. One failsafe trick is to cast to a phone or laptop and connect that to the TV via an HDMI cable.

Multi-user! You can add up to three other accounts in addition to yours on a single headset. Switch between them by clicking on your profile.
`profiles > add profile`

Troubleshooting! First search Reddit r/OculusQuest. Factory reset only as nuclear option. Make sure your game save data is backed up.
`system > general > cloud backup`

Stick drift? After prolonged use your controller may suffer from drift. Remove the batteries and try WD-40 contact cleaner (not lubricant!). Or try:



`devices > controllers > thumbstick range and deadzone`

App sharing! Log into two Quests with the same primary account, turn on app sharing and add a secondary account on one of them. Bingo! Then you only have to buy a game once for multiplayer fun.
`profiles > app sharing`

Monthly firmware updates! These are automatic or use Software Update Tool.
`meta.com/help/quest/software_update`

ACCESSIBILITY: VR FOR ALL

Wheelchair users Increase your height as if standing. Works across most apps.
`accessibility > mobility > adjust height`

Hearing loss Adjust left-right audio, mono or stereo. Turn on live captions.
`accessibility > hearing`
`experimental > improve voice dictation and live captions`

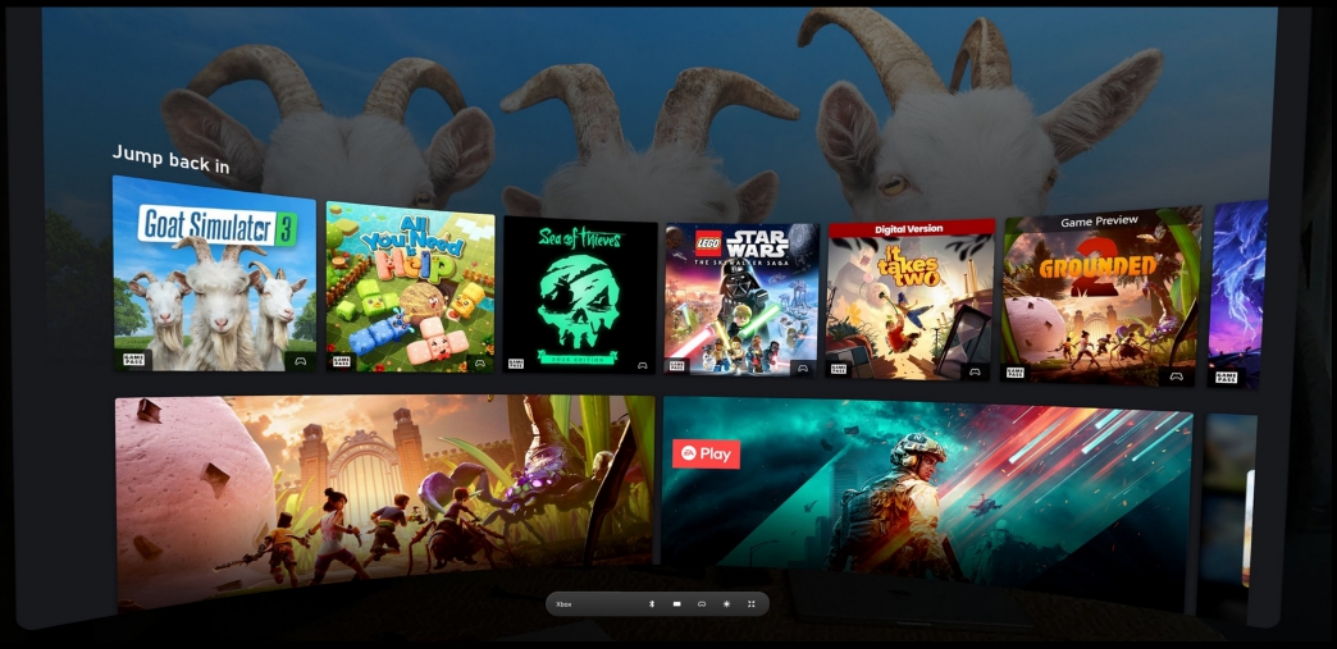
Vision loss Change the text size for the universal menu and supported apps. Download a screen reader to describe content within windows out loud.
`accessibility > vision > text size`
`experimental > screen reader`

Colourblind Apply a display filter to help distinguish colours
`accessibility > vision > colour correction`

Controller vibration intensity Reduce haptic feedback `accessibility > mobility > controller vibration`

QUEST AS AN XBOX

Did you know that your Quest is also an Xbox? You just need a wireless Xbox controller and a subscription to Game Pass to play.



AT A GLANCE $10-$23/mth

Requires:
- **Wireless Xbox controller**
- **Free Xbox app**
- **Game Pass subscription**

GAME PASS ULTIMATE



You can play regular console titles (not VR) on a giant screen in VR or mixed reality. You don't need an Xbox to play, just a wireless Xbox controller and the free Xbox app downloadable from the store.

Game Pass Ultimate has been cut to $23/month to stream over 500 games but cloud gaming is available for lower tiers, too. The basic package, Essential, costs $10/month while Premium is priced at $15/month.

Input lag for cloud gaming means it's poor for competitive titles but fine for everything else. You can play online multiplayer (but not local).

Co-op games include **Grounded 2**, **No Man's Sky**, **It Takes Two**, **Sea Of Thieves**, **Goat Simulator 3** and **Deep Rock Galactic**. Other titles include **Lego Star Wars: The Skywalker Saga, Blue Prince** (the real Game Of The Year '25!) & **Little Nightmares III**.

PARENTAL GUIDANCE

QUEST FOR KIDS? WHAT YOU NEED TO KNOW!

There are a host of positive reasons for children and young people using VR from educational and creative apps to just having some good old gaming fun. The info here is not meant for scaremongering, just practical advice about issues to be aware of.

It can be physically dangerous being blind with a headset on, running into walls, smashing hands (and TVs!). Of course the device has a visual boundary system but when playing popular kids games like **Gorilla Tag** that spatial awareness can literally go out of the window. If you can't be present as a guardian watching, it might be best to stick to stationary games or MR.

Prolonged use can lead to strain on the neck and the device weighs half a kilo. It is not designed for children. A third-party headstrap with battery can help with comfort and weight distribution. Also, it's a contentious issue whether VR affects a child's development.

If your child complains of feeling sick due to motion sickness remove the headset immediately. Check for comfort settings on the menu of individual apps. Use vignettes.

Games have a PEGI rating on the store as a guide to exposure to sex and violence. Be aware of the popular title **Bonelab** which has scenes of suicide and self-harm and no trigger warnings.

THE OFFICIAL LINE ...

In 2023 Meta reduced the recommended age from 13 to 10 with parent-managed accounts. However, they say: 'Prolonged use by children should be avoided. It could negatively impact hand-eye coordination, balance, and multi-tasking ability.'

Perhaps the biggest concern is the same that parents face with any device that offers unfettered access to the internet.

Free social apps like **VR Chat** are an unmonitored and often toxic free-for-all mix of adults and children with avatars and voice chat. The same applies for many paid multiplayer games. Read more:
`connectsafely.org/horizon`

Unless you are going to be monitoring your child 100% of the time there are some precautions you can take. You can lock individual apps
`system > apps > app locks`

You can set up parental supervision on the mobile app. This restricts access to apps that your child is not old enough to use.

In dashboard view you can monitor time spent in VR, the usernames of people your child is friends with in VR and the apps your child has used.

A BRIEF HISTORY



1832

stereopsis
stereoscope



1935

pygmalion's spectacles
sci-fi story



1956

sensorama
vr booth



1968

sword of damocles
first hmd



1979

vital helmet
miltary hmd



1989

nasa view
astronaut simulator



1985

vpl research
first vr company



1991

virtuality
vr arcade



1995

virtual boy
gaming hmd



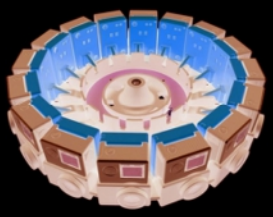
2010

oculus rift prototype



2014

facebook buys oculus



multi-camera rigs
gopro jump

2015

gear vr
cardboard
phone hmds





quest 3 & 3S



2023/24

vision pro
insta360 x 4
8K cameras





quest pro



2022/23

psvr 2



quest 2

2020





standalone hmds
quest & go

2018/19

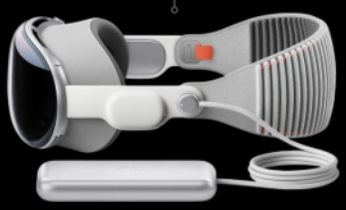
insta360 one x
5.7K cameras
insta360 pro 2
8K pro cameras

tethered hmds
oculus rift
htc vive
psvr



2016

gear 360
4K cameras







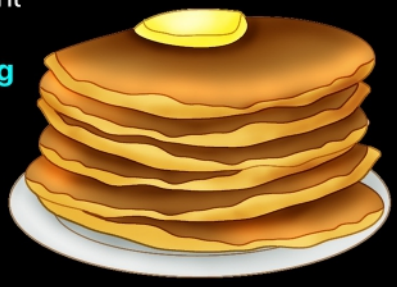
GLOSSARY

KNOW YOUR CHEESE FROM YOUR PANCAKES!

vr terms | 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 3 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 link cable or wireless using the **air link** feature **HMD** head mounted display i.e. a headset **FOV** field of view - the Quest 3 is 110˚ horizontal (compared to our 200˚-220˚ in real life) **XR** cross-reality - industry term for anything VR and ... **AR** augmented reality, also known as **mixed reality** or **passthrough** ... **LBE** location-based entertainment eg VR arcade **sideload** just copying files to the headset **IP** a licensed 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' **cel-shading** cartoon graphic style **mura** an ugly side effect that looks like the canvas of a painting on some lenses

dev terms | hitbox invisible shape that a game uses to determine collisions **skybox** an illusion of a 3D background created using **cube mapping** to represent six sides of textures **draw distance** the maximum distance of objects rendered. If that is low due to a trade-off with performance (frames per second) you can get **pop-in** where objects can suddenly appear or fade **AoE** (Area of Effect) that defines the range of an action usually affecting all within it **proc** when a perk activates **localisation** translating a game into multiple languages

gamer terms | fps first-person shooter **rail shooter** from a fixed postion **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 minature **DLC** downloadable content (game add-ons) **sandbox** open-world exploration **melee** close combat **CQB** close quarter battles **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 **asymmetric** VR player against non-VR player **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) **skill tree** linear path to unlock powers and abilities **SBM** skill-based matchmaking (for multiplayer fairness) **nerf** weapon downgrade **buff** weapon upgrade **grinding** do repetitive tasks to gain ... **XP** experience points **op** (usually a weapon) overpowered **asynchronous** offline multiplayer **cheese** to exploit a glitch **AAA** megabucks title **strat** strategy **dps** damage per second **cooldown** the wait before you can reuse ability **rng** random element **HUD** head up display **oobing** (from out of bounds) using a game glitch to gain an advantage **griefing** constant team-killing **save scumming** saving before a tricky bit so you can reload if it doesn't go well



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'Better than any YouTube deep dive I've found'

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'COLOURFUL, INFORMATIVE & FUN'

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'It's like the glory days of gaming magazines'

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