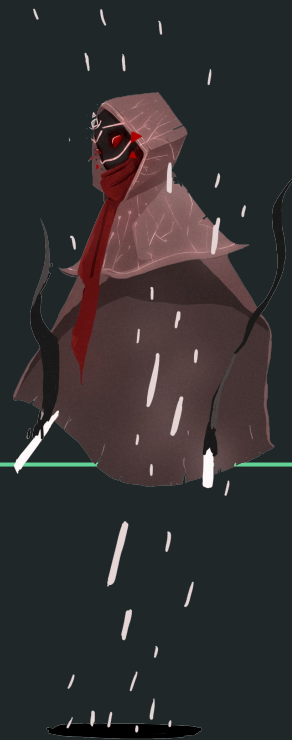


# The Game Master's Guide

*Guide V1.1*

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How to set up and manage an Incarna experience



# Author's Note

Greetings, young Game Master, and welcome to Incarna

If you're reading this, it means you're about to perform an Incarna VR experience (and that's great!). Since the presence of a game Master is required for that to happen, this document will help you understand / set up / manage the Incarna experience in the best possible way.

We hope you enjoy this guide and your session.

# Table of contents

- Incarna & the Game Master. . . . p 4

- The importance of a Game Master

- Incarna VR experience . . . . . p 6

- Preparing the experience
- During the experience
- After the experience

- VR Space . . . . . p 34

- Components of VR space
- Connecting a VR space
- Configuring a VR space with SteamVR assistant

- Configuration . . . . . p 42

- Configuring the network
- Configuring the sound

# Incarna



## & the Game Master

- Why have a Game Master?

# The importance of a Game Master (GM)

The VR Incarna experience is custom-designed, which means it can be **adjusted** according to the profiles of the people coming to test it, but also according to how things turn out during the live performance.

Therefore, thanks to the tools made available to him/her, the GM can adjust the adventure based on what the **players** are **experiencing** (adding enemies, activating live scenes...), thus achieving the best possible experience.

Finally, the GM is there as a **last resort** to provide advice and/or help the players in the event of a technical issue/bug.

# The Incarna VR experience



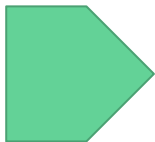
- What does the Incarna experience consist in?
- Managing the VR experience as a GM
- Setting up an Incarna experience

# General organization

PAST

## Preparing the experience

1. GM gives recommendations
2. GM equips the players
3. GM creates a game session
4. GM connects the clients to the game server



PRESENT

## During the experience

1. GM validates the player's controllers
2. GM interface
3. Supervising the players



FUTURE

## After the experience

1. Cleaning the equipment
2. Tip: relaunch the session through advances menu



# The Incarna VR experience

Preparing the experience



# Introductory speech

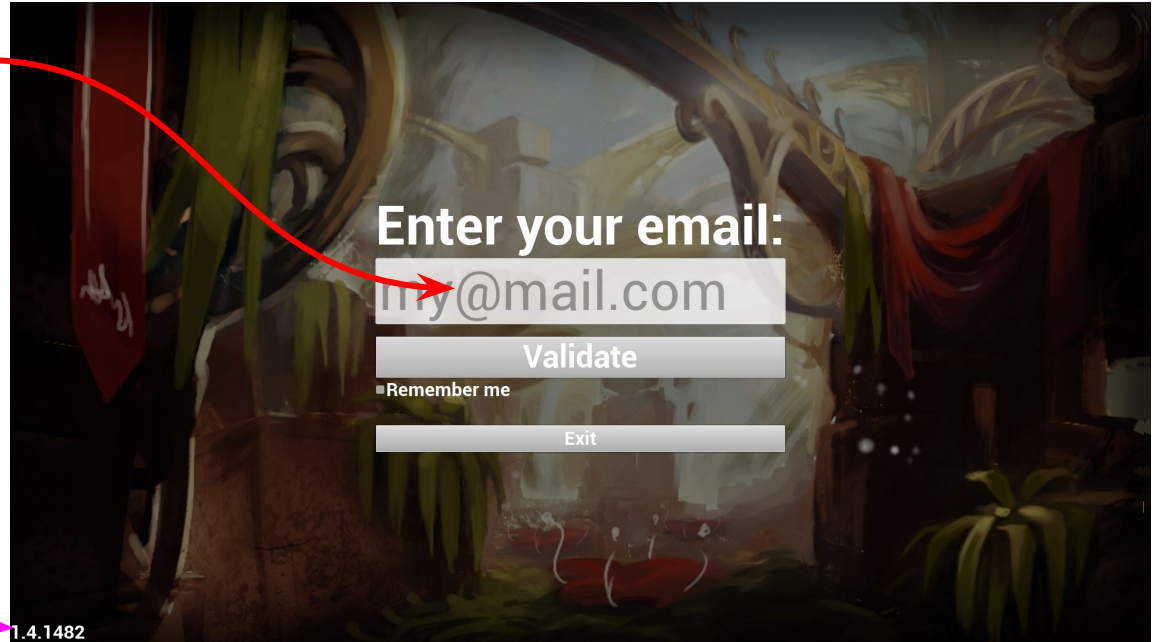
“Welcome to Incarna, and thank you for answering our call. Indeed, as you know, **you came here as candidates to become Incarna explorers**. Our organization, which is rather discreet, has discovered a parallel universe and uses virtual reality to explore it. For this monumental task, **we need fresh blood: that’s you!** However, we do have a few ethical standards... Before sending you like lambs to the slaughter into zones whose danger level has not been assessed, **we will test you in order to make sure you are fit to become Incarna explorers**. You will have **45 minutes** to overcome the challenges we have set for you. This is a **team trial** above all, you will succeed or fail together!

**As for me, I am your operator and I am here to ensure your safety.** I will hear you all along the trial, so don’t hesitate to tell me if you don’t feel well and I will step in right away. But don’t worry, we’ve had over 1000 candidates and not a single one felt ill.”

# Authentication

## Society / gaming room

(required for the game monitoring. Please don't use mail like lordoffire58@yahoo.com)



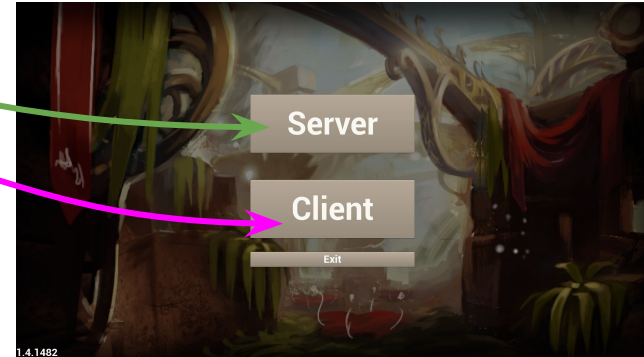
Version of the product

# Launching the experience (1/3)

- To launch the Incarna experience, it is important to follow a **specific** launching **order**:

1 - First, launch the workstation that will operate as the “**server**”...

2 - ...**then** launch the “**player**” computers



# Launching the experience (2/3)

## A - Launch a “Game Master” workstation

1. Click on the “**Serveur**” button
2. Wait a few moments for the *TeamSpeak server* to be initialized. (it starts automatically)
3. **Set** the appropriate “**Game Master**” parameters (number of players, difficulty, time, language).
4. When ready, click on “**Start Experience**” (wait until the experience has finished loading before launching the clients).

```
[q] - Quit
[h] - Show this help
[v] - List virtual servers
[c] - Show channels of virtual server 1
[l] - Show clients of virtual server 1
[n] - Create new channel on virtual server 1 with generated name
[N] - Create new channel on virtual server 1 with custom name
[d] - Delete channel on virtual server 1
[r] - Rename channel on virtual server 1
[m] - Move client on virtual server 1
[C] - Create new virtual server
[E] - Edit virtual server
[S] - Stop virtual server

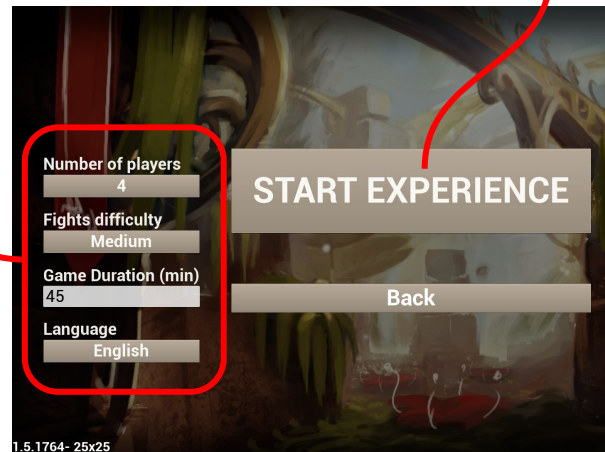
Enter Command (h for help)>
```

Serveur TS

2

4

3



# Zoom in on the Server Menu

## Number of players

(= variable only between 3 and 4 players )

## Difficulty mode

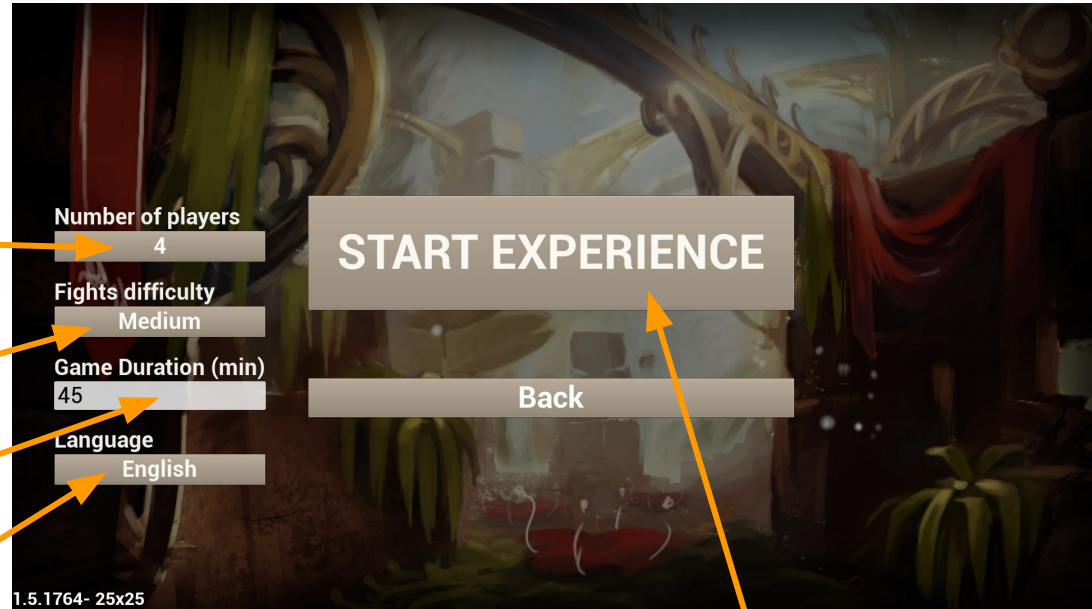
Easy/Medium/Difficult: impacts the enemies (HP, number) as well as variables for the puzzles  
NB: it is possible to change the difficulty during the game. Therefore, this choice is not irrevocable

## Maximum game duration

(in minutes)

## In-Game language

French or English  
(= impacts texts and voices)



## Start Experience

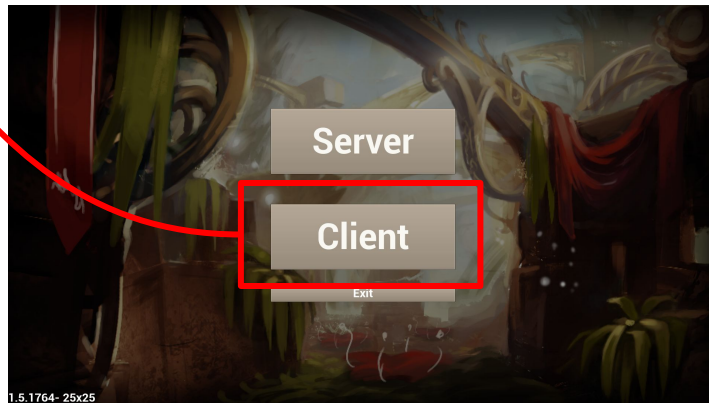
Launches the server with all the currently displayed options

# Launching the experience (3/3)

## B - Launch a “**Player**” workstation

1. Simply click on “**Client**”.

(**Be Careful:** you need to have already launched a GM server)





# Recommendations to be provided to the players

- Let them know that:

- Only one button is to be used = trigger (press, release, hold...)



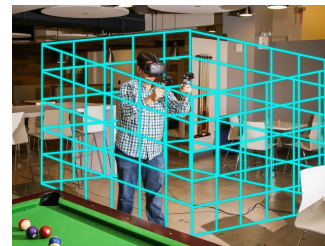
- They can communicate among themselves (except at the start of the game)



- Condition for defeat = the time is up! (45 min)

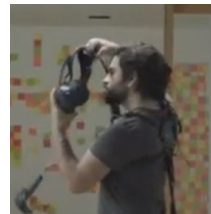


- Blue grid = Limit of their game zone (they can move up to that limit)



# Equip the players with the VR headset

- Once the recommendations are over, it's time to **equip** every player with his/her VR gear. In order to do so:
  1. Start by giving him/her the **headset**. If too tight/loose, adjust it with the back knob and the superior strap: it shouldn't be too tight or too loose and it shouldn't slide down on the nose or cheeks. The eyes must be aligned with the center of the lenses. Also look out for hair in front of the eyes.
  2. Equip him/her with **the controllers** : *Remember to attach the straps + be mindful of left/right side (life gauge on left hand)*



# Launch the player experience

- Once the player is connected and within the game, the GM has to “send him/her to his/her chamber” by pressing the 2 buttons on top of the controller (see image below)



# The Incarna VR Experience

During the experience



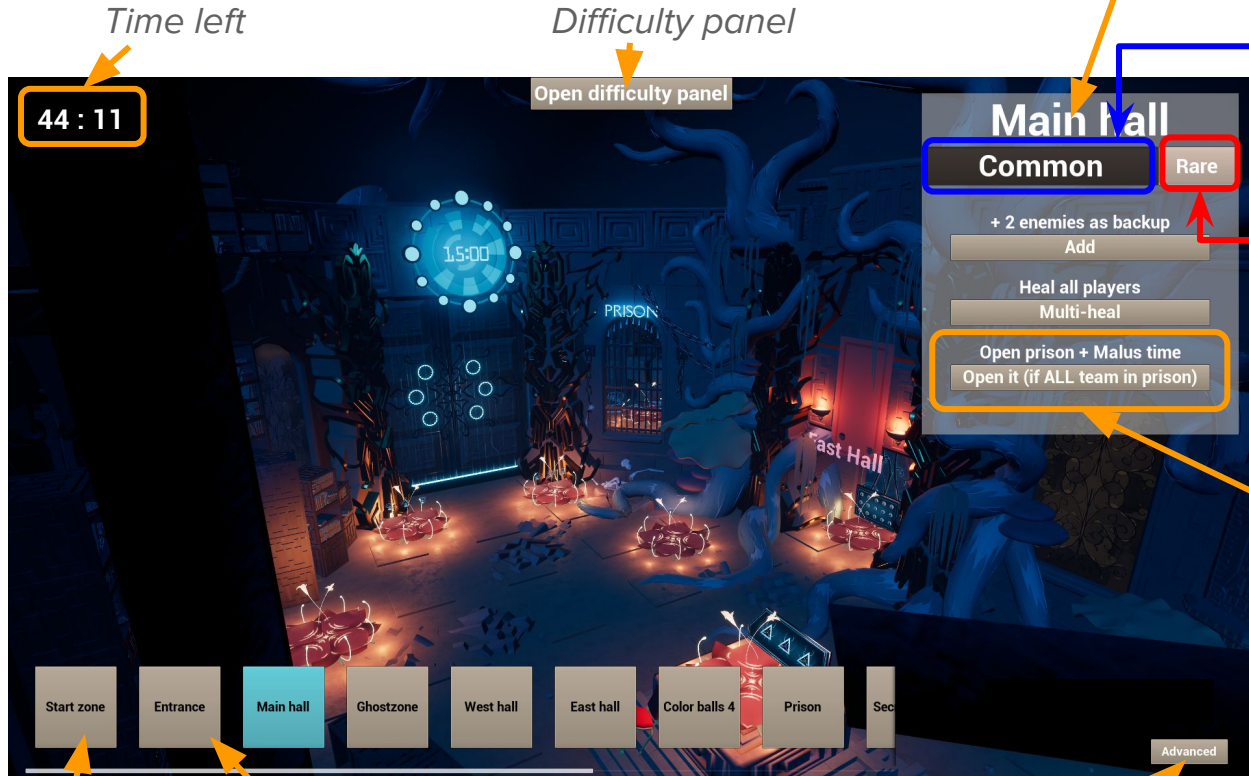
PAST  
PRESENT  
FUTURE

## *The GM Interface*



# GM Interface (1/4) - General

Panel of GM actions available for the selected zone camera



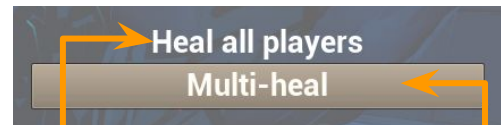
## “Common” section

Has the common GM actions to calibrate the experience if necessary ! (don't overuse them!) (cf recommendations in the “Supervising the players” section)

## “Rare” section

Specific section for the actions which solved the game situations in case of bug. Are signaled by “P!” & “S!”

## GM Action



Name of the GM action

Action button

(P!)

“P!” & “S!” indicator

(S!)

Available in the Rare Section, there're actions normally managed by the **System** or solved by the **Players**. Press them only as a last resort, or in the event of a bug...

GM Camera room

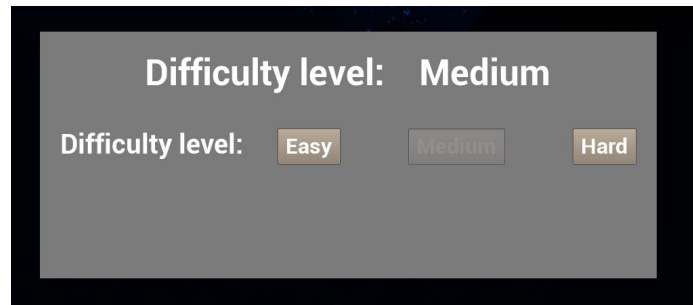
Current GM camera room

Advanced menu

# GM Interface (2 / 4) - Difficulty panel

- You can change the game difficulty directly during the game. For that click on **Open difficulty panel** and pick the desired difficulty level.

Open difficulty panel



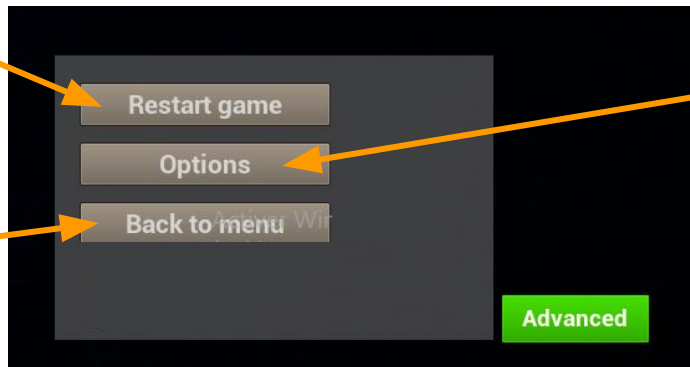
*Difficulty parameters for each level :*

	<u>Regeneration of the HP players</u>	<u>Cooldown of interrupters</u>	<u>Nbre of enemies</u>	<u>HP of the ennemis</u>
Easy	++	+++	+	++
Medium	+	++	++	++
Hard	/	+	+++	+++

# GM Interface (3/4) - Advanced menu

*Restart the game*  
(= relaunch the session without cutting off the clients)

*Back to menu*  
(= goes back to the session menu. *Be careful: the connected clients will also be sent back to the menu and will need to be connected again!*)



*Options*  
(= goes to the submenu to adjust the *TeamSpeak* volume if necessary)



# GM Interface (4/4) - Player menu

*Player health points  
(current HP / max HP)*

**Life:4.0/4.0**

*Player Name*

**FLO**

1  
ocon

*Player Logo*

*(= shows where the player is)*



*Player*



*Player Name*

*(= can be modified with keyboard)*

*Teleport Player*

*(= activate in order to teleport the player onto another flower)*

*Center on Player*

*(= center the GM screen on that player)*

*Whisper*

*(= enables the GM to talk to one player only; the other players won't hear; convenient to help a player who's struggling to understand something)*

*Player Menu*

*(see box text)*

*Player Button*

*(= click to open the Player menu)*



# GM Keyboard Features

## Movement

W: move forward

A: move to the left

S: move backwards

D: move to the right

## Game interface

E: hide/reveal the GM interface

F: Hide/reveal the in-game text (e.g. player name, HP...) on the GM screen

## Camera effects

Y: enable/disable the rotating mode (clockwise)

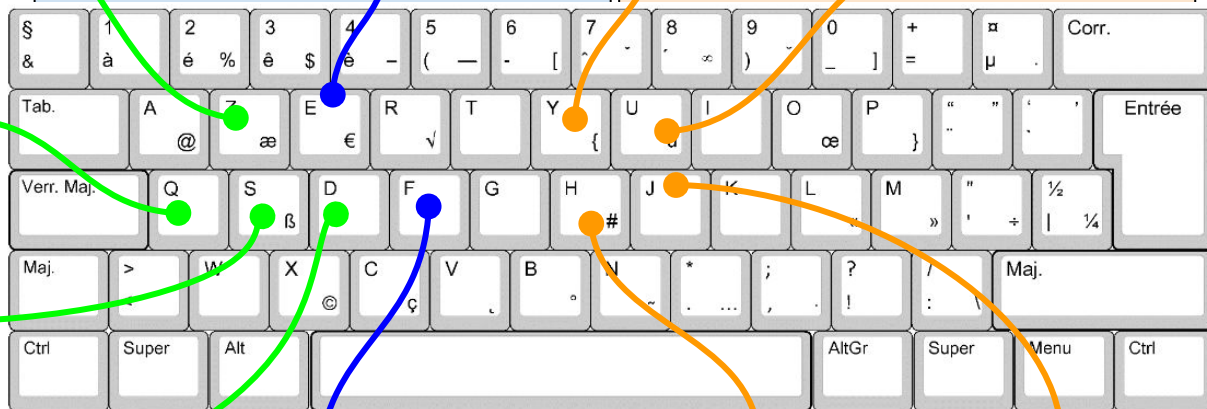
U: enable/disable the rotating mode (anticlockwise)

H: enable/disable the forward tracking movement

J: enable/disable the backward tracking movement

## Important :

These commands **ONLY** affect the GM screen (not the players)



*Supervising the players*



# Golden rules - Behavior

- **Mutual respect:** players and GM must respect each other (no insults, mocking, etc.) and abide by good moral standards. Any misbehavior will incur severe punishment!
- **Have a Good time:** the clients are here to have a good time. That's why it's important to step in before they cross the frustration limit. Remember there is a difference between "difficult" (requires skill) and "frustrating" (beyond the skill of the player, who is therefore frustrated).
- **Smile:** smiling is free. Use it to excess.

# Golden rules: The GM in relation to the players (in the XP)

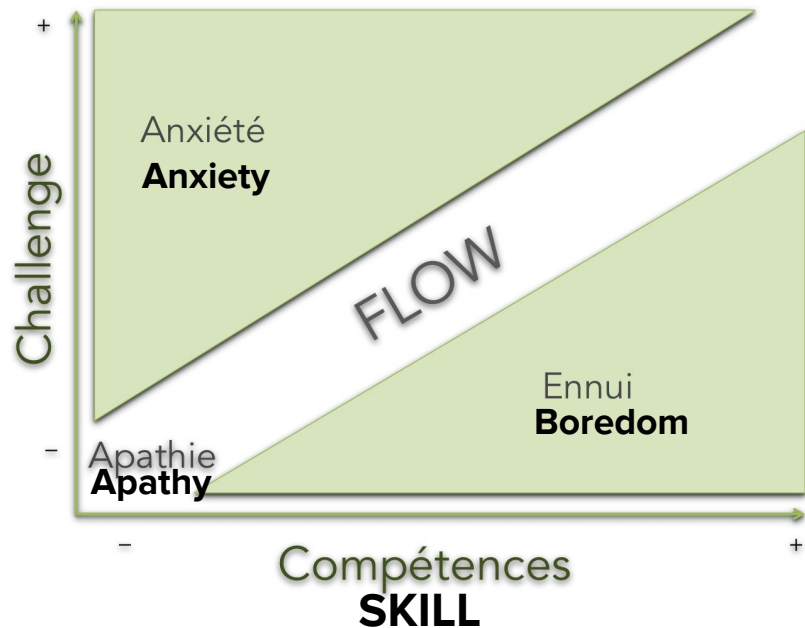
- **A ghost for the players:** generally speaking, the actions of the GM must appear as deliberate happenings, as if it was the **normal sequence** of events.
- **Deathly silence:** the GM must step in vocally **as little as possible**. His interventions should be limited to helping a struggling player (problem with the VR headset, bug, trouble using a game mechanism...) or giving short and subtle hints to put the players back on track (if they are really wasting a large amount of time on an element). This is the adventure of the players, not the players and the GM!
- **System spare wheel:** during the session, some event/elements might not play correctly because of a bug / technical problem. If it happens, activate the “**P!**” or “**S!**” action accordingly (this is a **safeguard**; to be activated only in the event of a bug)

# The free interactions of the GM in combat

For the fights, the GM may:

- Add enemies (henchmen)
- Heal all the players

The aim is to **maintain a balance**, so that the players don't get bored (too easy) but don't feel like they are confronted to an impossible challenge either (too difficult) (à keep them in the **Flow**).



# Adding enemies: be careful not to overuse it!

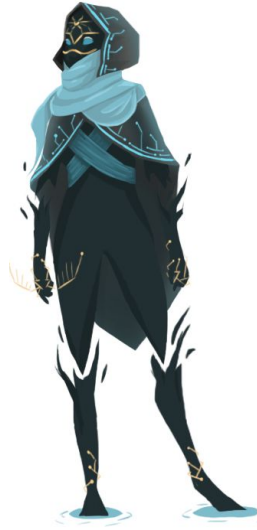


Although it is possible to add enemies (in addition to those planned in the game), **it is imperative to avoid being too heavy-handed**, otherwise the player's arms might become too weary and the combat might get repetitive. Also:

- Apart from the final fight, combat **should not exceed 2 minutes**.
- **Do not** add enemies just to “**fill**” the 45 minutes.
- On average, it is recommended **not to send backup more than 3 times** during the same fight.
- **Do not step in during the first fights** ; the players are here to learn, not to get slaughtered.

# The Incarna VR Experience

After the experience

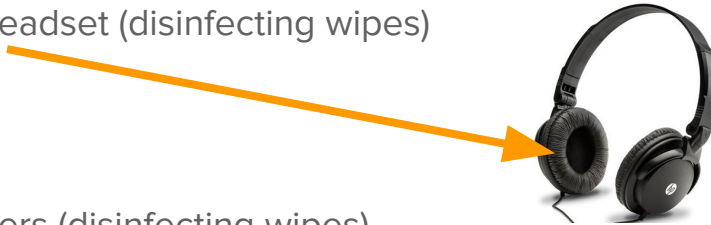


PAST  
PRESENT  
**FUTURE**

# Cleaning the VR equipment



- Once the clients are gone, you must remember to clean:
  - The Vive headsets: screen lenses (use the product and special cloth) + brow support (disinfecting wipes)
  - The audio headset (disinfecting wipes)
  - The controllers (disinfecting wipes)

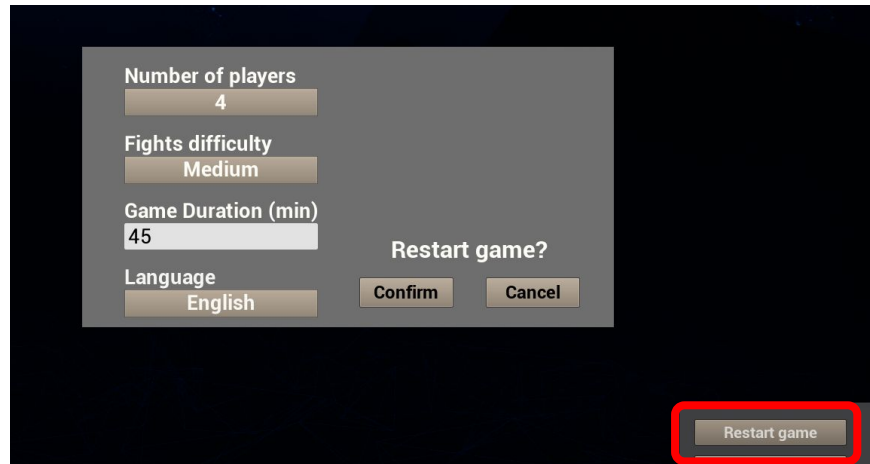


**Warning: this operation is COMPULSORY! Other VR game spaces have experienced contamination issues due to this lack of care!**

# Tip – Relaunch the session through the Advanced menu

- It is possible to relaunch the session directly without going back to the menu. In order to do so, click on **Advanced** > **Restart game** the session, then choose the appropriate options.

*NB : This action will relaunch also automatically the clients without having to reconfigure them.*

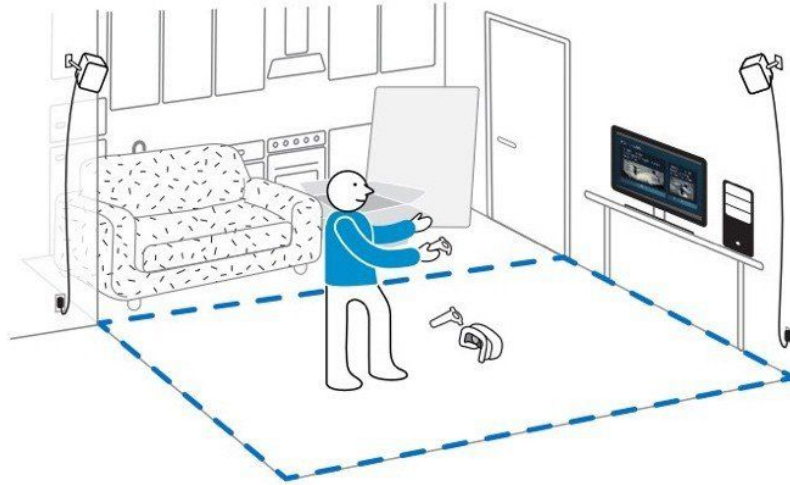


# ***Congratulations !***



***You are ready as Incarna GM !  
Have a nice interdimensional travel***

# VR Space



- What are its components?
- How to connect a VR space?
- How to configure a VR space with the Steam assistant?

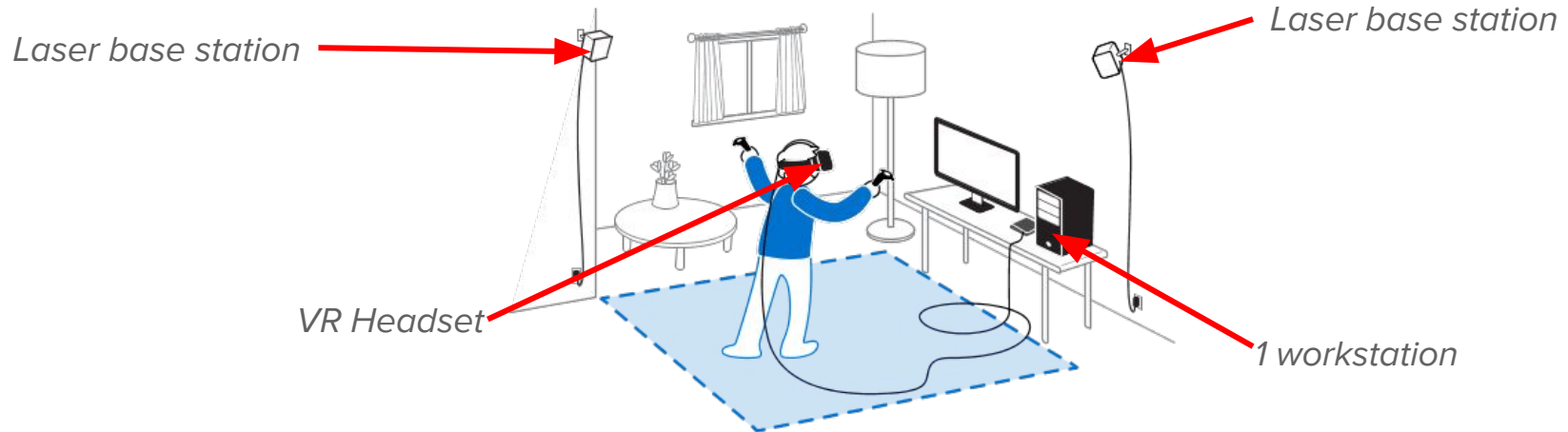
# VR space

Components of a VR space



# Components of a VR space

- A VR game space is composed of:
  - a complete **workstation**...
  - ... connected to a VR **headset**...
  - ... whose signal is picked up by two laser **base stations** placed in the corners of the VR space



# Components of a VR space

- 1 complete VR space workstation is composed of:



1 computer case



1 keyboard



1 mouse



1 Ethernet cable (to switch)



1 set of headphones



1 screen

- And also 1 VR set, with :



2 HTC Vive controllers



1 HTC Vive headset



1 link box



1 HDMI cable



1 USB/USB cable



2 USB power plugs



2 Micro-USB to USB  
cables



2 Laser base stations



1 long 3.5mm Jack cable

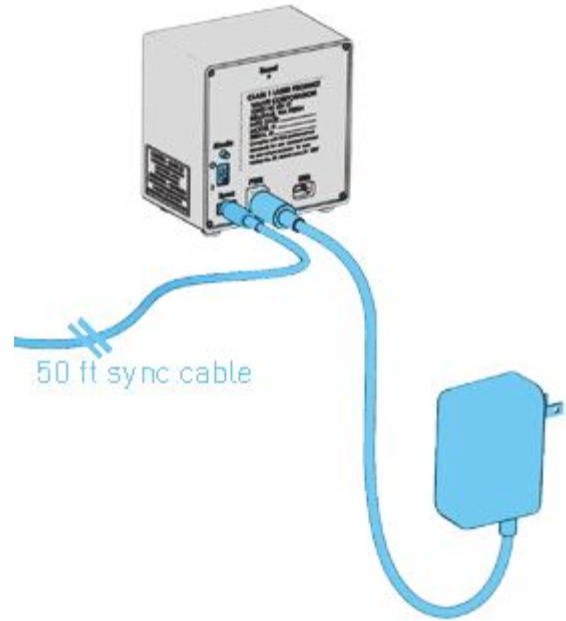
1 power cable “Casque  
HTC”

2 “laser base station”  
power cords”

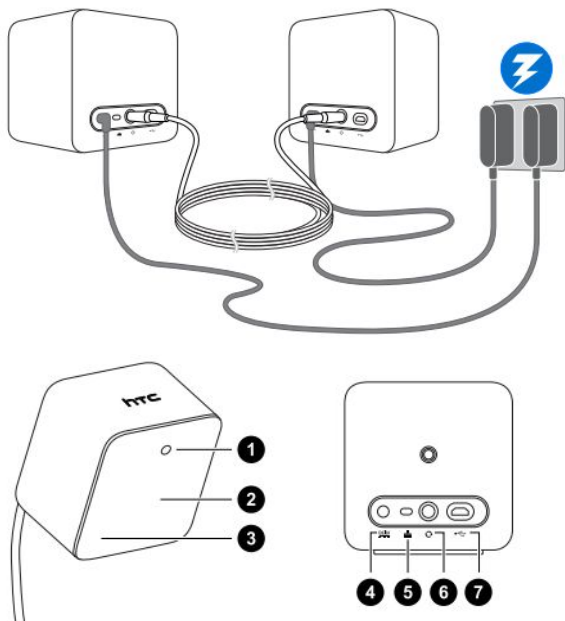
*NB : The objects are displays as groups to be connected together*

# VR space

Connecting the VR equipment

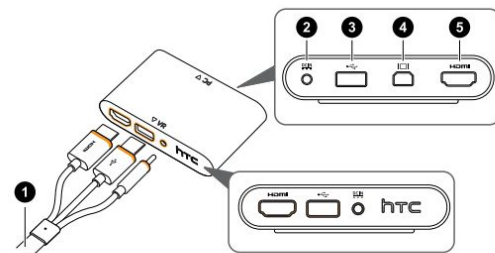
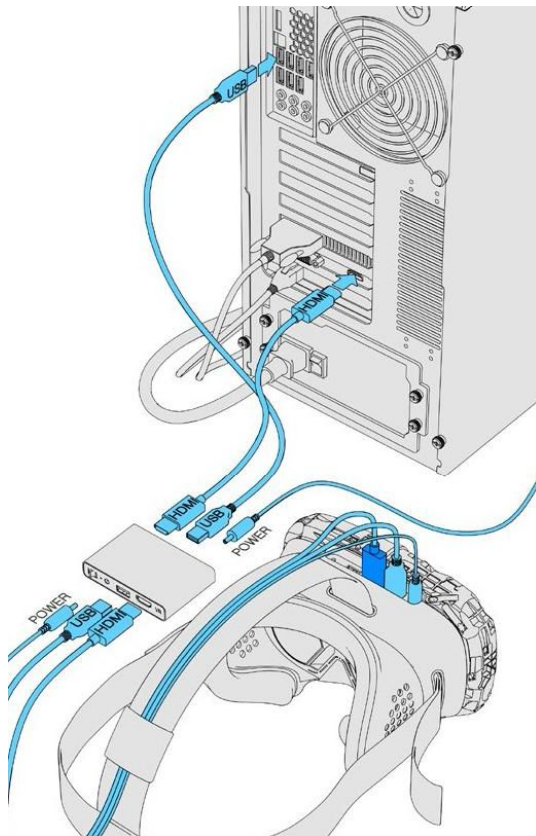


## Connecting the “base station”



- |   |                   |
|---|-------------------|
| 1 | Status light      |
| 2 | LED lens          |
| 3 | Channel indicator |
| 4 | Power port        |
| 5 | Channel button    |
| 6 | Sync cable port   |
| 7 | Micro USB port    |

## Connecting the headset to the computer



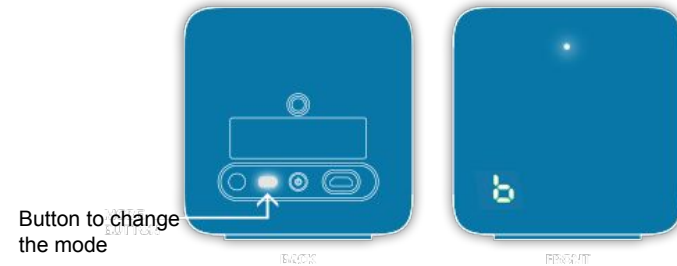
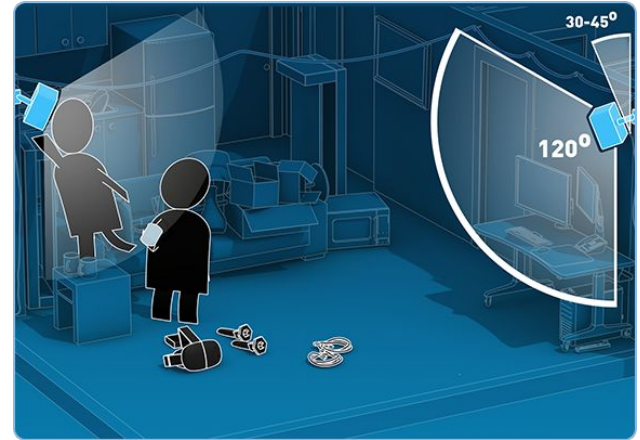
- |   |                   |
|---|-------------------|
| 1 | 3-in-1 cable      |
| 2 | Power port        |
| 3 | USB port          |
| 4 | Mini DisplayPort™ |
| 5 | HDMI port         |

**Note:** Cable is not provided. Use if your computer doesn't support HDMI.

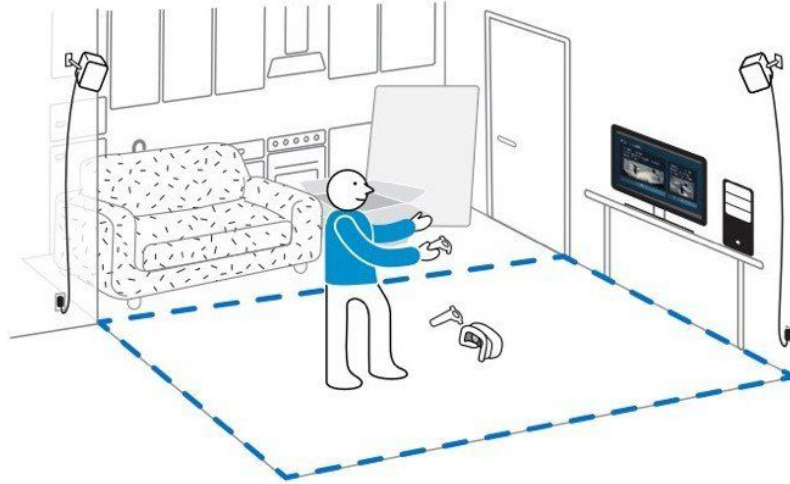
# Setting up the “base stations”

- The two base stations must be placed **facing each other**, each tilted towards the floor, with an angle that does not exceed  $45^\circ$  (see image on the right)
- 
- In order to pick up each other's signal, the base stations must have **different “ID letters”**:
  - One must be “A”
  - The other must be “B”

To change the letter of a base station, press the “mode” button (see image on the right)



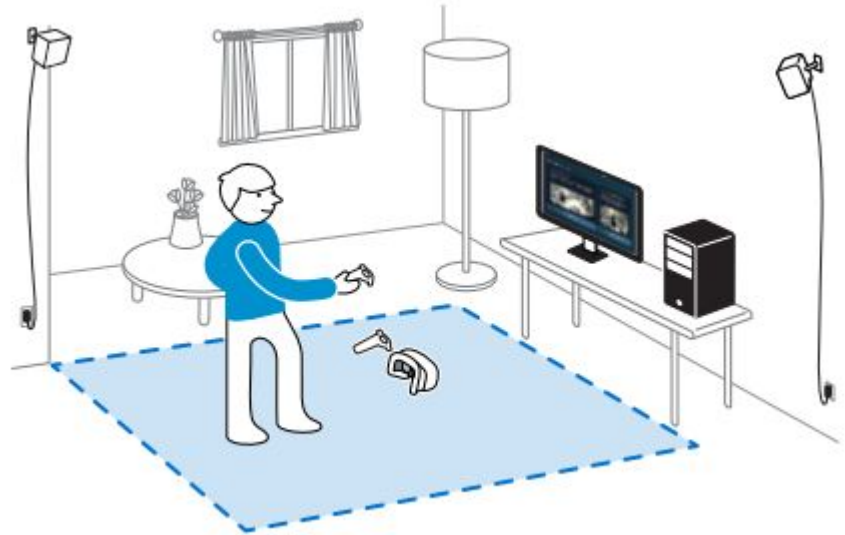
# Configurations



- Configuring a VR space with the Steam assistant
- Configuring the network
- Configuring the sound

# Configurations

Configuring a VR space  
with the SteamVR assistant



# 1. Launch SteamVR

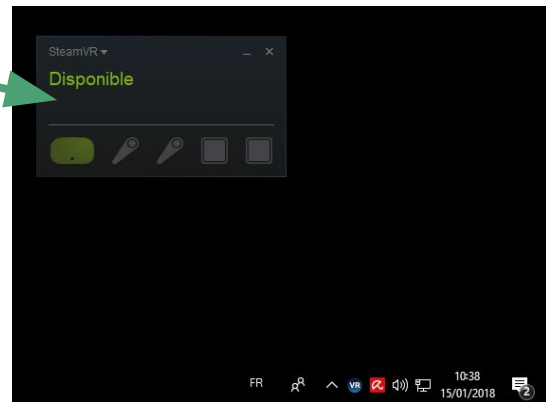
Launch SteamVR in order to get the image below. You can launch it with:

- The Incarna executable

- The “SteamVR” shortcut (on the desktop)

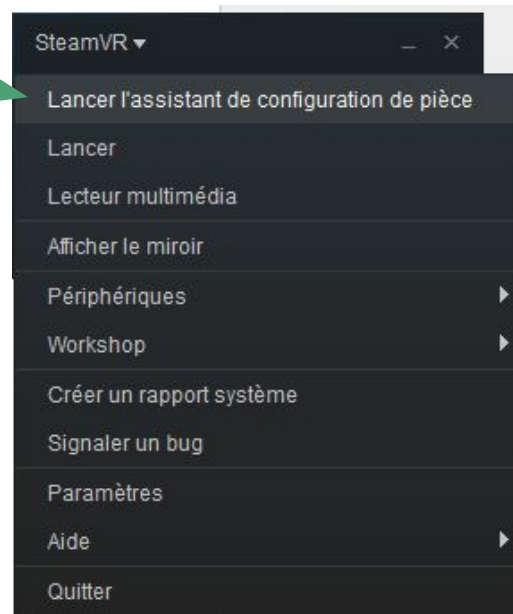


- The Steam game platform (“VR” icon on top, to the left)



## 2. Start the room setup assistant

Activate the drop-down menu by clicking on SteamVR, then click on **“Launch the room setup assistant”**



### 3. Follow the different steps of the assistant

The configuration requires several steps

**Warning:** During the “Drawing the space” step, walk along the limits of the player space when configuring the space, because SteamVR automatically adds a security.

**Tip for the “drawing the space” step :** at this point, you can activate **the advanced mode**. It replaces the “trace the whole zone” action with just having to “click at the four corners of the zone”.

## 4. Check the accuracy of the spaces

Once *the room setup assistant* has finished, make sure that:

- **the virtual delimitation of the space** is properly set up: put the headset on and walk along the virtual blue grid while making sure you don't stumble on anything, lose the video signal or hit a wall.
- The **floor** is at **the right level**: put a controller on the floor.

*NB* : if the floor is not properly calibrated, it is possible to recalibrate it simply through the "FloorFix" option in the "Advanced settings" application (see next page).

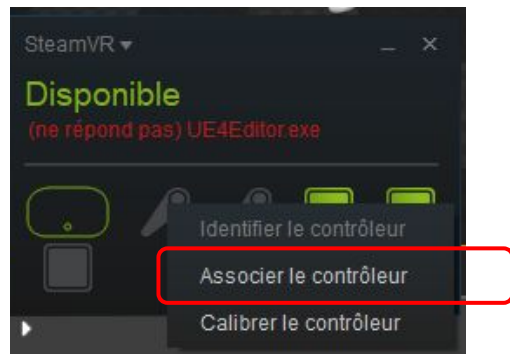
Download the "Advanced settings" app here : <https://github.com/matzman666/OpenVR-AdvancedSettings/releases>

# In the event of a problem with the floor lever: the Floor Fix

- If the space configuration is entirely accurate except for the floor level, it is possible to use the “Fix Floor” setting (be careful, that requires putting oneself in the headset). In order to do this:
  1. Open the SteamVR menu (in the headset!)
  2. Go to Advanced Settings > Floor Fix
  3. Put a controller on the floor
  4. With the other controller, click on Floor Fix (the floor level should recalibrate properly)

# In the event of a problem with the controllers

- If the controllers are not recognized by the headset, it is possible to pair them again through the “Pair controller” option. In order to do this, right-click on the icon of the faulty controller, then click on “Pair controller” and follow the instructions.



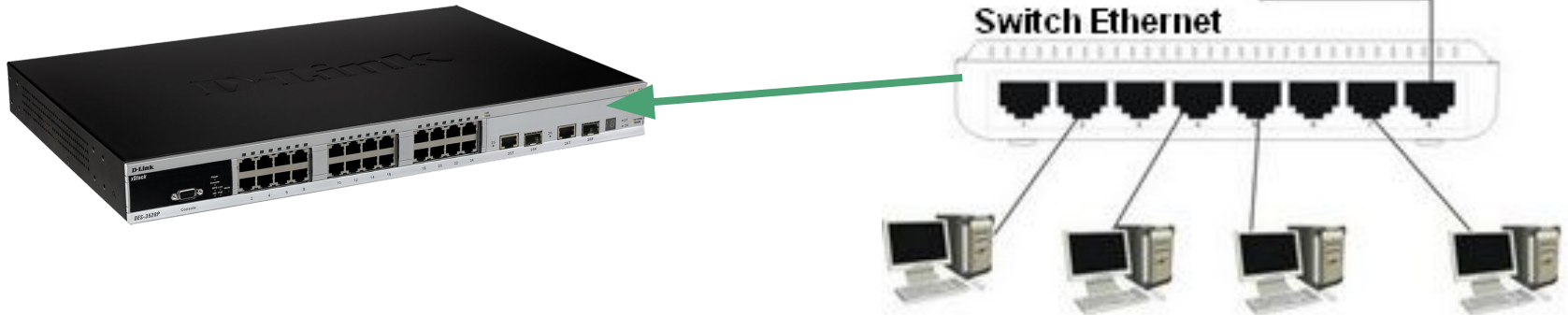
# Configurations

Configuring the Ethernet network



# Linked by Switch

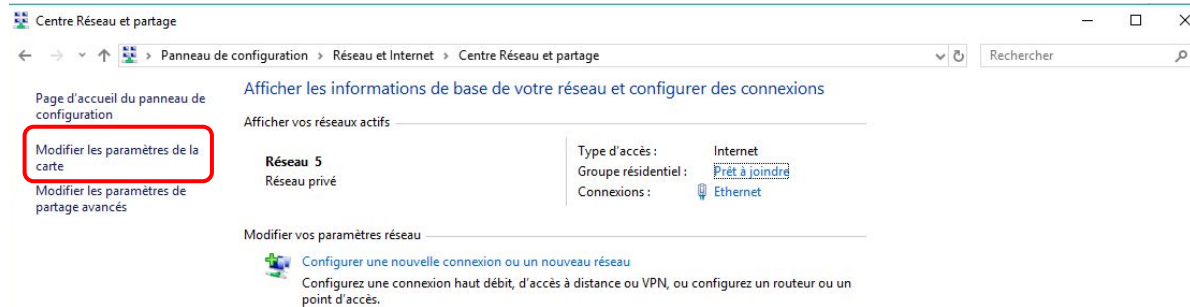
- The computers must be connected with Ethernet cables through a network switch.



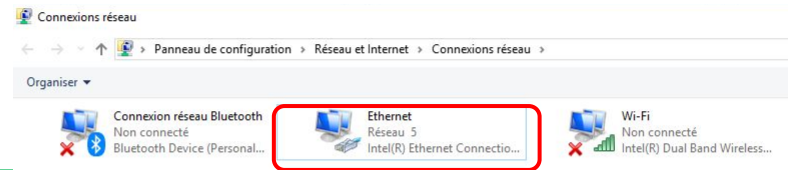
# Configuring the network (1/2)

To configure each computer:

1. Go to “Control Panel > Network and Internet > Network and Sharing Center > Change adapter settings”

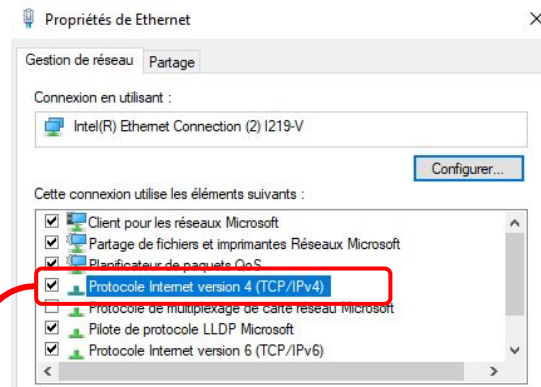


2. Right-click on the Local Network icon (the one that is neither WiFi nor Bluetooth), then click on Properties



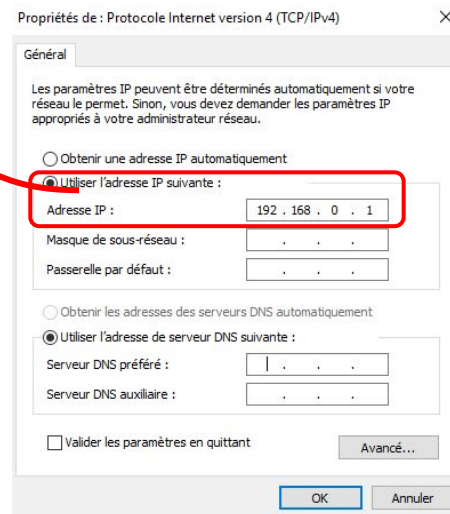
# Configuring the network (2/2)

3. Double-click on “**Internet Protocol Version 4 (TCP/IPv4)**”



4. Select “**Use the following IP address**”

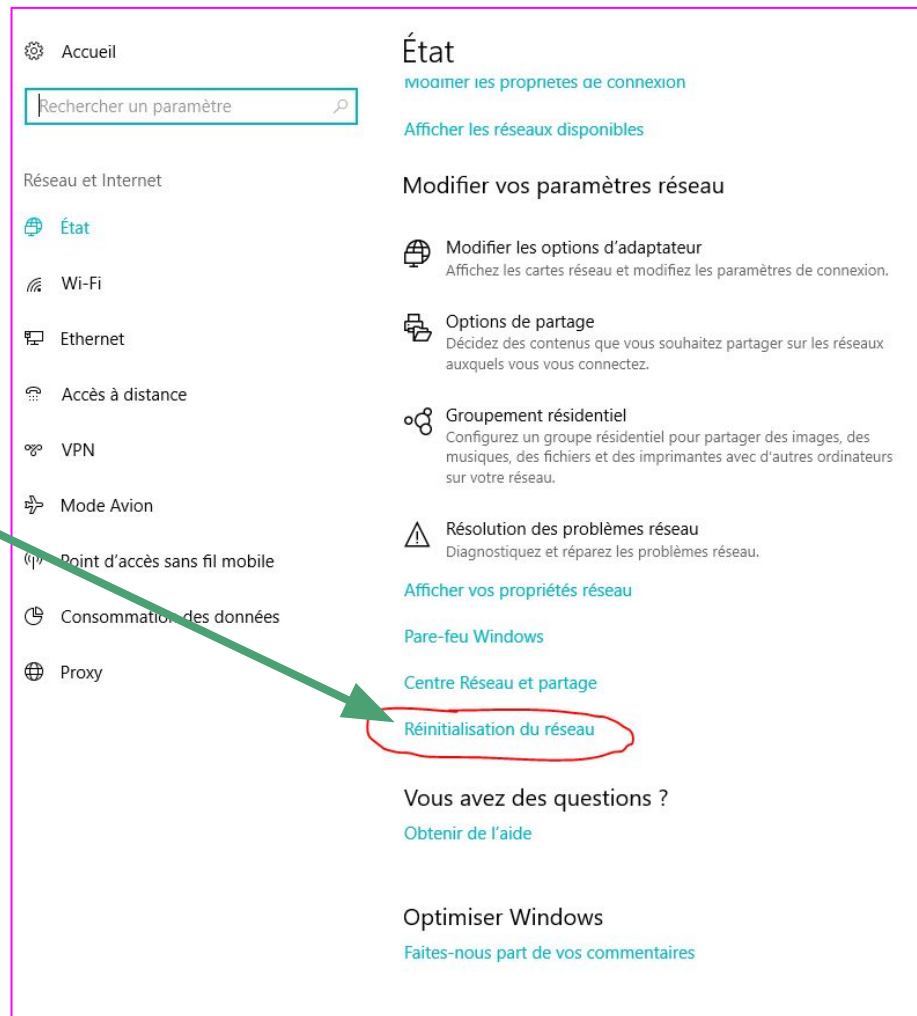
e.g. if the IP address is 192.168.0.1, for the next computers increment by 1  
(=192.168.0.2, then 192.168.0.3, etc.)



5. Confirm by clicking “OK” on the different windows that have opened.

# In the event of a problem

- Go to the “*Network*” menu and click on “*Network reset*” (the computer will need to **restart**)



# Configurations

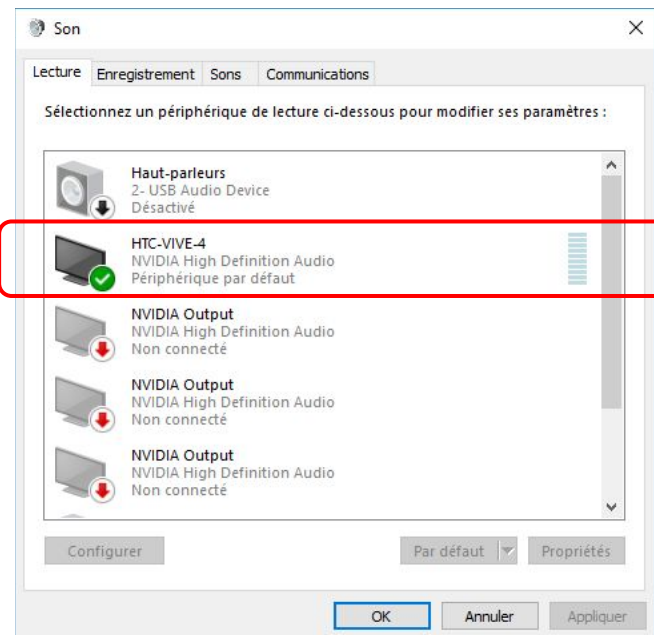
Configuring the sound



# Configuring the sound (1/2): playback device

- In order to have sound, the audio output of the Vive headset must be activated: **“HTC-VIVE playback device”** (see image below).

**Watch out** for other connected devices that might monopolize the sound.



# Configuring the sound (2/2): recording device

- For the player's voice to be received, the microphone of the Vive headset must be activated: **“2-USB Audio Device”** (see image below).

**Watch out** for other connected devices, as well as the Stereo Mix (which needs to be disabled)

