

Radial Force

Introduction:

Radial Force is a FPS LAN multiplayer online VR shooting game developed by Zhengzhou Huanshi VR Co., Ltd. The game tells the story: After the Earth was destroyed by invaders, the last remaining special armored forces fight against alien forces, look for second planet and rebuild the Earth.

Details:

Radial Force is a LAN multiplayer online VR shooting game developed by Zhengzhou Huanshi and KATVR jointly. Let us all unite to protect the Earth. Fight against alien invaders through to the end! Different game backgrounds; PVE/PVP two game modes; representation of real battlefield; real person real-time battle; having fun brought by strongest battle!

Instructions of keys:



回中	Return to the center
菜单	Menu
射击	Shooting
换弹夹	Cartridge change
切换武器	Weapon switching



扳机键	Trigger key
握把键	Grip key
APP 键	APP key
触控板	Trackpad
菜单键	Menu key

Radial Force is a VIVE-based game. The operating controller adopts VIVE standard controller.

Trigger key: shooting

Trackpad: The upper-half circle of the trackpad is the button for menu call-out during the game.

The lower-half circle of the trackpad is the button for weapon switching.

APP key: calibration of forwards direction. After entering the game, the direction ahead can be calibrated by pressing the app key when facing the front.

Grip key: 1. cartridge change. The player can use the grip key to change the cartridge independently.

Basic operations:



All operations of *Radial Force* are integrated to one controller. The controller in use will turn to gun model.

The [ammo amount] and [hit point] of the player are displayed on the right of the gun model.



On the [starting scene], there are three areas, i.e., [create game], [join game] and [starting list].

Create a game

Click the [create game] area to go to the selection interface.



There are [maps] and [camps] on the selection interface.



There are three [maps], i.e., [space station], [snow mountain] and [tropical rain forest]



There are two [camps] i.e., [earth defense forces] and [invader]



After selecting [map] and [camp], click the [start] button to start the game.



Create a multiplayer game

Step 1: Create the host

Click the [create game] button to go to the selection interface.

There are [maps] and [camps] on the selection interface.

There are three [maps], i.e., [space station], [snow mountain] and [tropical rain forest]
There are two [camps] i.e., [earth defense forces] and [invader]
After selecting [map] and [camp], click the [confirm] button to start the game.
(The same steps as "**create a game**" procedure)

Step 2: Join the game



On the menu interface, check [server list], click [server name], and then click [join].
Go to [selection interface], don't select any [map], just select [camp], and then click [ok].

In-game menu

After entering the game, the selection interfaces of primary weapon appears. The optional weapons from left to right are rifle, sniper rifle and shotgun. The player must select a primary weapon by hitting one interface with the gun.



During the game, press the **upper-half circle of the trackpad** to call out the menu which is used to adjust the number of robots and the size of game map.





Click [apply] to confirm the adjustment.

Function of other keys

Press the **lower-half circle of the trackpad** to switch between primary weapon and secondary weapon.



Press the **grip key** to change the cartridge.

Press the **Tab** key on control center keyboard to watch the scoreboard.

