

The Source of Evil

Introduction:

The abandoned base hides a mystery and the mutation frenzy is ready for action. You should wipe them out thoroughly before the dark swallows the light.

Details:

Game background: In the virtual world of the *Source of Evil*, the player acts an outstanding and knowledgeable biologist who shuttles through the mysterious Amazon Jungle, the gloomy underground laboratory and the heavily-guarded scientific research base. The player needs to face the press of blood-thirsty mutated creatures and dark forces, explores the reason for the variation of the water source of Amazon basin, and discover the real face of dark forces who attempt to change earth ecology. Wearing visual virtual reality headset, the player will feel that he is really in the visual world and use various weapons accessible to beat back enemies who come to attack the player like the tide. As the investigation continues, the truth of variation of the water source gradually comes out; however, larger crisis is approaching quietly.

Introduction of keys:

After entering the game, by turning left, the player will see the operating instructions of the controller.



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

The Source of Evil is a VIVE-based game. The operating controller adopts VIVE standard controller. Trigger key: shooting & picking up weapons & interactive action. APP key: direction resetting. After entering the game, the direction ahead can be calibrated by pressing the app key when facing the front. Grip key: putting down weapons.



Basic operations: The starting scene shows the player the background of the story; click to skip.

After entering the game, you'll see the game prompt in front of you.



Shooting prompt; the prompt will disappear when the trigger is pulled to shoot. Load prompt; when the weapon is placed on the waist belt, the weapon is loaded. When the weapon is loaded, the prompt will disappear.



Weapon discarding prompt; press the grip key to discard the weapon. Then the prompt will disappear.

Weapon pickup prompt; stretch out the hand and pull the triggers on both sides of the head-mounted display to pick up the gun. Then the prompt will disappear.



In this room, the player needs to pull the hand brake to open the gate.





After the gate is opened, the system will give task prompt. The gate shall be opened in the order of Gate 1, Gate 2 and Gate 3.



There are mechanisms that need to be rotated at each mechanism point. Pull the trigger to grip the mechanism and rotate it to open the mechanism.

Strategies and information



The player has two weapons in the game, of which one Uzi submachine gun (primary weapon) and one pistol. The Uzi submachine gun has 30 bullets while the pistol has 8 bullets. Both can be loaded on the waist belt.

