The huge robot monster is ravaging the city. As the city defender, now take your rail gun and kick the robot monster's ass with your super power! *KAIJU* is a unique casual VR game with unique cartoon pixel style and interesting scene.

1. Creative gameplay with inexhaustible fun

KAIJU adopts creative gameplay design. The player can utilize teleportation to attach the monster with teammates! Besides, the player can attack the weaknesses of the monster and eliminate the enemy tactfully!

2. Two-player cooperative engagement

KAIJU supports two-player cooperative engagement and designs attack and block function. The players can cooperate with each other to fight against the monster with fun!

3. Fresh and bright cartoon style

Relaxed game experience and fresh and bright pictures are characteristics of *KAIJU*. The overall style of the game is cartoon-like and lively. The gameplay is very interesting. This cute game *KAIJU* leads the trend of casual VR game and applies to a variety of player groups.

Introduction of gameplay:

After entering the game, the player will see the starting interface: KATVR logo is displayed at the top left corner; ARCHIACT logo is displayed at the top right corner; controller operation instruction interface is displayed in the middle of the left side; machine king attack points are displayed in the middle of the right side; [create game] interface is displayed at the bottom left corner; [join game] interface is displayed in the middle of the bottom; [single-player game] interface is displayed at the bottom right corner.

Controller operation instructions:

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

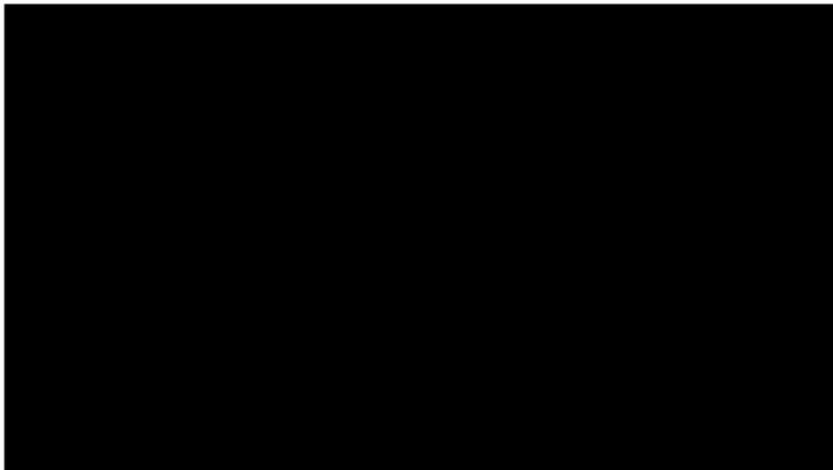| 扳机键	Trigger key
握把键	Grip key

Trigger key: shooting
Grip key: change the orientation of defense shield.

Single-player game:
After entering the starting interface, the controller will turn into a laser beam for mode selection interface (pull the trigger to make selection); select [single-player game] to enter into single-player game mode.

Note: After the player enters the game, black screen phenomenon will appear and last for some time. The player needs not to be worried since he can enter the game after a while.

After entering the game, the controller will become two weapons. By pulling the **trigger**, current blood volume of the player will be displayed over the weapons. The orientation of the defense shield can be changed by pressing the **grip key**.

Blood Volume Reduced

Change the Orientation of the Defense Shield

Damage can only be caused to the machine king by attacking the machine king attack points; after the machine king is killed, more powerful machine king will appear; now compete with your partner and see who can kill more machine kings within the specified time.

蓝色的圆点都为攻击点哦

Game time is 10 minutes. There are many [remaining time] signs in the scene. The player shall pay attention to time control.
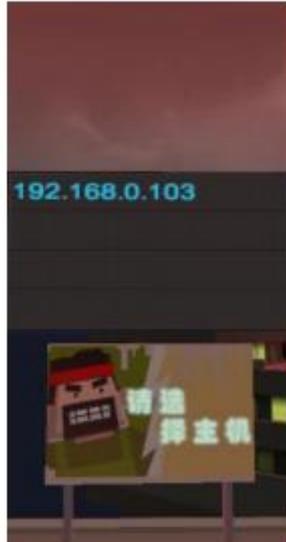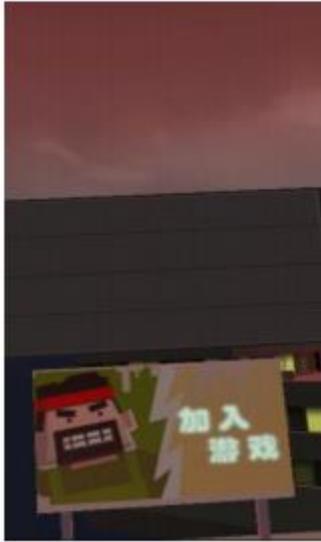
Two-player game:

One player creates the game and then the other player joins the game. One player selects [create game] on one equipment and then waits the other player to join the game. If the player wants to play single-player game after selecting [create game], this player can shoot the [cancel] on the right to return to the main options interface.

The other player selects [join game], then selects the IP of the host that he wants to connect, and then selects [please connect to the host].

After entering the game, the player can see the partner; fight with your partner to kick the machine king's ass!

At the end of the game, check the scoreboard, and compare the damage result with your partner.
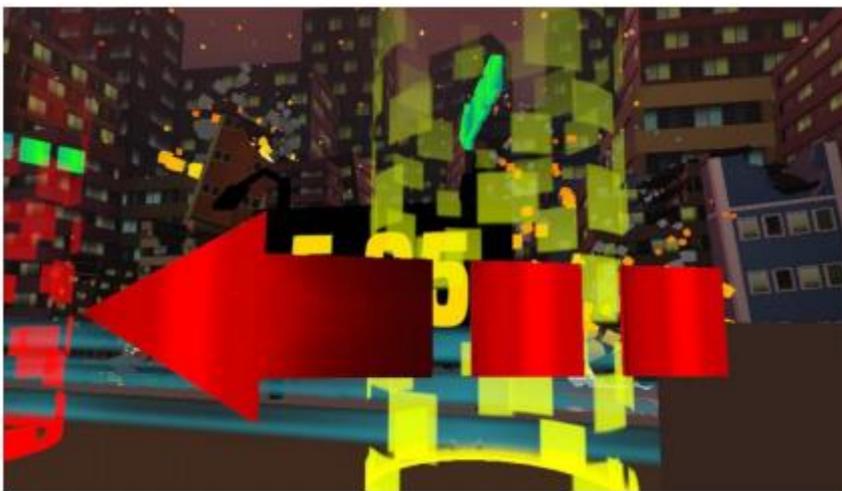
Strategies:

There are many teleportation circles in the game which can teleport to different positions and help the player identify the weaknesses of the machine king, evade the attack of the machine king and acquire better damage result.

The teleportation circle shows the teleportation direction.

After the teleportation, an arrow indicating the position of the machine king will show up in front of the player and help the player find attack target.

Utilize the defense shield to resist harm from the machine king. A better player can try to rebound the harm (Operative difficulty index is relatively high).