

## Super Hammer

### Introduction of controller keys

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



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

Trigger key: shooting

Trackpad: bullet time

Grip key: weapon switching

APP key: menu call-out, pause and calibration of view angle

Operating instructions:

The first view of the game will be the user interface: The help interface is on the left of view, providing instructions on controller keys.



The main menu is right in the front of the view. Options include: [start], [quit], [shop]; The controller can emit laser beam to select the menus.



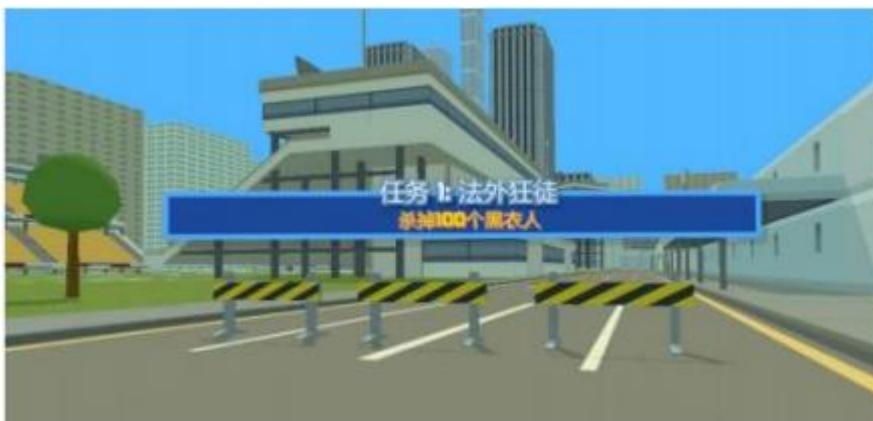
Enter the [shop]: Enter shop interface. Current coin quantity is displayed at the top right of the page. When an item is selected, its effect and price will be displayed.



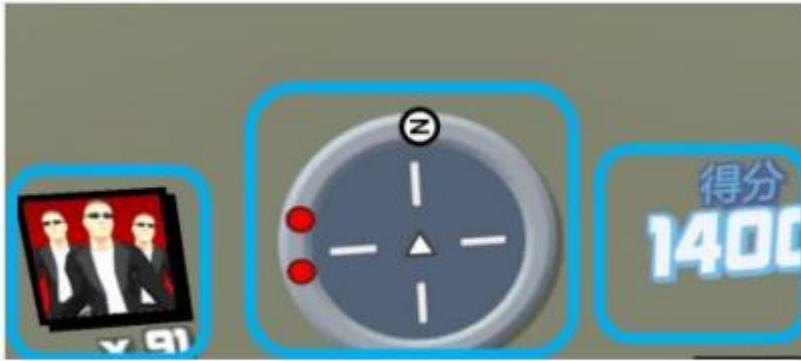
By default, the game provides 5,000 coins at the beginning. In case of lack of coins, corresponding items and props can't be bought.



Select [start]: Enter the game. The first task information pops up. The player will not be allowed to enter the second level until the first task is completed.



After entering the game, check the progress of current task, the location of enemies and current score at the bottom.



After entering the game, only one controller is needed. Current blood volume of the player, the service time (bullet time) of weapons and the ammo amount of current weapon will be displayed on the controller. Initially, the player holds a gun with unlimited service time and ammo amount.



Switch weapons by pressing the grip key on the controller.



When defined task is completed, the settlement interface, achievement, time spent on the task and score obtained will pop up; Options [quit], [shop] and [next level] will appear too. Select [quit] to quit the game, or select [shop] to buy props with the coins grant for passing the level, or select [next level] to start the next level.



If the player was killed in the process of the task, game over interface will pop up. Two options [quit] and [retry] will appear too. Select [quit] to quit the game, or select [retry] to restart current level.



Strategies and skills. During the game, the system will give out coins and blood packs when the player kills the enemies. These coins and blood packs will be picked up when the player moves to corresponding position. The coins picked can be used to buy additional props and weapons in the shop so as to help the player pass the next level better. The blood packs picked can be used to regenerate certain lost hit points.



During the game, the system will give out some prop boxes. Weapons can be got randomly when the prop box is opened.



During the game, the system will also give out some prop points. Weapons can be gained when the player moves to corresponding position so as to help the player complete the task better.

