

Introduction of controller keys:

Bullet Sorrow 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: release of skills (enabling bullet time) Grip key: magazine change Operation instructions: After entering the game, the LOGO animation of KAT and the game company is displayed on the screen. After the animation, the system prompts the player to press the trigger key to start the game.

Operating instructions:

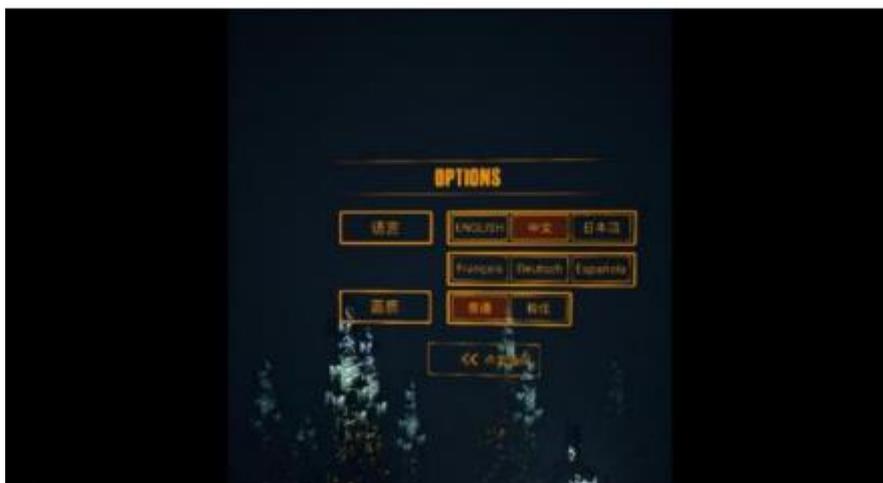
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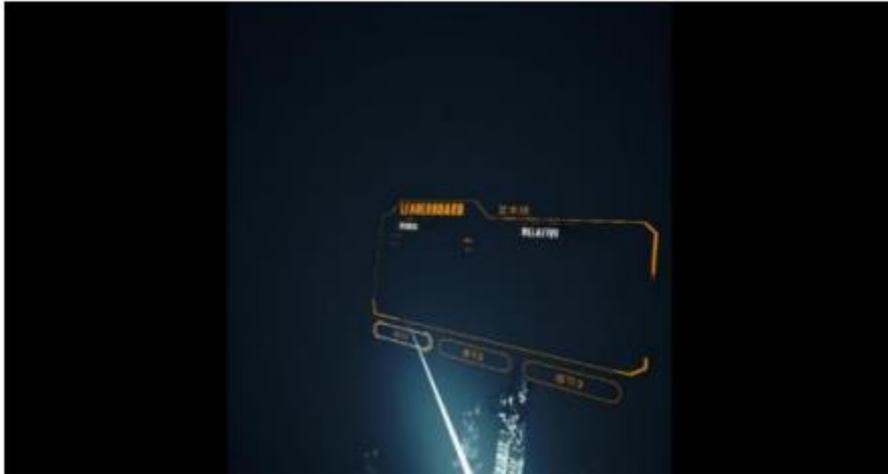
After pressing the trigger key, the player will see the user interface of the game: first is the main menu of the game. In the menu, there are two options, i.e., [start] and [option]; the player can select one option by emitting laser beam with the controller.



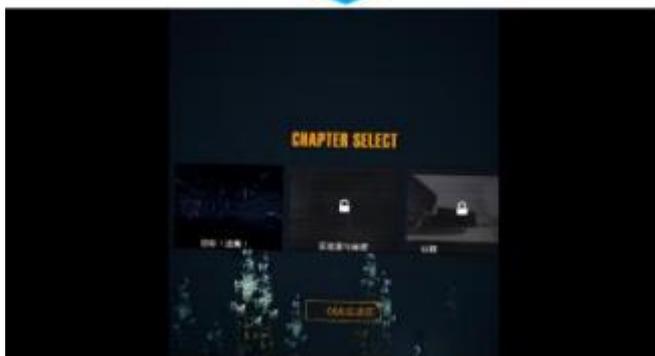
Select [option] to go to the setting interface where game language and picture quality can be set. After selection, click [return] to return to the main menu.



On main menu interface, by turning left, the player can see the standings in all chapters. Select different chapters to check the ranking in each chapter.



Select [start] in the main menu to select game chapter. Note: If this is the first time that the player plays the game, the second chapter can't be unlocked before the player passes the first chapter; and so is the third chapter.



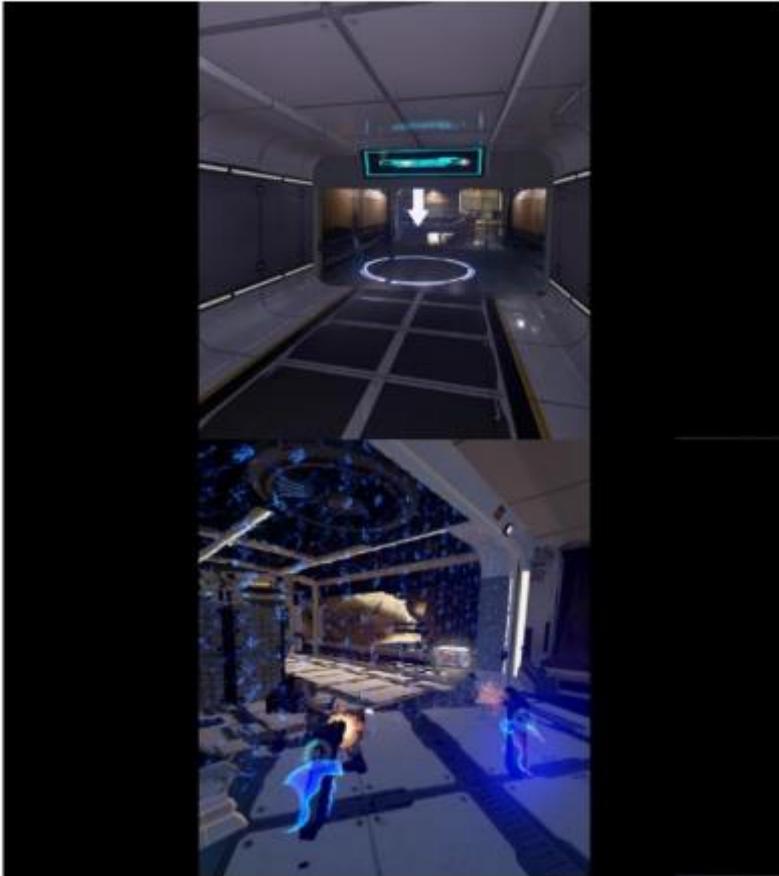
After the chapter is selected, there is a short cut scene. After the cut scene, the player will enter the selected level of the game.



After entering the game, the system will provide the player with two guns as initial weapons. Current remaining ammo will be displayed over the weapons; press the trigger key to shoot the enemy. The gun will be reloaded when all bullets are shot out. The player also can change the magazine by pressing the grip key.



In each level, the player must kill all enemies before he can open the energy wall and enter the next level. After the player kills all enemies in current level, the system will prompt the position of the next moving point by an **arrow**; if there is an energy wall, it will be opened too.



During the game, if the player is hit by the enemy, he will lose certain bloom volume. The screen turning red indicates that the blood volume is very low. The redder the screen is, the lower the blood volume is.



The player is died when his blood volume falls to zero. Now the death menu pops up. The player has three chances of revival. The player can select [Continue] to continue the game or [End] to end the game.



The player wins the game when he kills all enemies and passes all game levels!

Strategies and skills:

1. During the game, the system will give out blood packs. These blood packs will be picked up when the player moves close to them. The blood packs picked can be used to regenerate certain lost hit points.

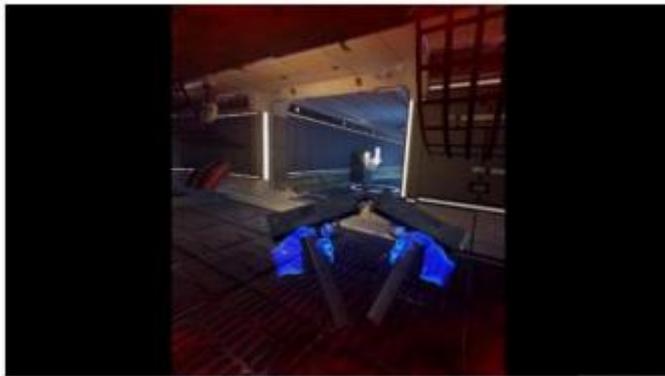
Rational utilization of these blood packs is a key factor to win the game. It is recommend that blood packs shall be picked up on when the player is in red bleeding status in the game.



2. The player will get the skill (bullet time) in the second level of the first chapter of the game. This skill can reduce the moving speed of the enemy so that the player can aim at and kill the enemy more easily; in bullet time, the bullet speed of the enemy is reduced too so that the player can evade their attack more easily. Note: This skill has a cooling time which can be checked through the color of right hand. Right hand will turn to golden yellow after the skill is released and then return to original blue gradually. During this process, the skill can't be released again.



3. During the game, the system will provide some weapon points where the player can pick up weapons when he comes close. Such weapons can be used for one magazine time only. When the bullets in the magazine are used up, the system will switch to the default gun weapon automatically.



Besides, attention shall be paid to the use method of shotgun: Manual opening of the magazine of the shotgun shall be conducted each time after shooting. Only one bullet can be shot out each time.



4. Gasoline can and other explosives can also be used to kill enemies in a large range. The gasoline can being shot causes explosion and thereby splashes the explosives over the enemies nearby; but if the player is also within the range of the explosion, he may get hurt, so be away!

