



Front Defense Heroes (Multiplayer) Game User Guide

2018.08

● Game summary

Explanation

Front Defense: Heroes is a multiplayer VR shooting game set in WWII and can support up to 5 VS 5 online battle that can be played through PC VR on HTC Vive (Any Steam VR compatible device).

< Introduction of the game >

A. Play Mode

- Virtual reality screen is sent through VR HMD, and play is done using controller for VR HMD

B. Game Features

- Vision

Front Defense: Heroes delivers the most immersive war experience, using classic WWII weapons in life-like battlefield atmospheres.

- In-game play

Players can choose to fight for the Allies or the Axis and engage in battlefields with different realistic atmospheres.

- Content composition

i. Multiplayer:

With support of 5v5 battles, you and your teammates can support each other and discuss tactics through real time voice chat.

ii. V-move:

The ingenious design of player movement maintains the rhythm, continuity and fun of playing the game. It highlights the immersion of tactical movement for covering each other and fighting the battles strategically.

iii. Various classic WWII guns:

Motion-sensing weapon operation: Use the two hands to shoot in order to suppress the recoil and increase accuracy, change clips manually, handle the machine gun, fill the Howitzer and other engagement experiences.

iv. Three combat modes:

Deathmatch: Show your skills to the utmost within the time to kill players on the opposing team.

Offense & Defense: The two sides take turns to play offense and defense. The offensive team needs to have tactics to destroy a designated target at full force while the defensive team needs to hold fast to the target to make sure it is not destroyed by the other side.

Flag: coming soon

v. Ranking: coming soon

- **Game outline**

Scenario Summary

Front Defense: Heroes is a multiplayer VR shooting game set in WWII, the newest update to Fantahorn's smash hit Front Defense, brings teammates together with you to most fierce war in human history -World War II.

Character explanation

Players are the soldier can choose to fight for the Allies or the Axis and engage in battlefields.

Item/Related content explanation (combination system, etc.)

A. Major Item (weapons):

- Guns: all guns can be chosen in the battle.
- Cartridge Clips: when reloading, player needs grab and set clips.
- Grenades: grenades attached on player body can be thrown for explosion.
- Bayonet: bayonet attached on player body can be taken and attack.
- Machine Gun: machine gun set on the camp cannot be taken but usable.

B. Map: we have 8 maps for players, every map brings different battlefield atmospheres.

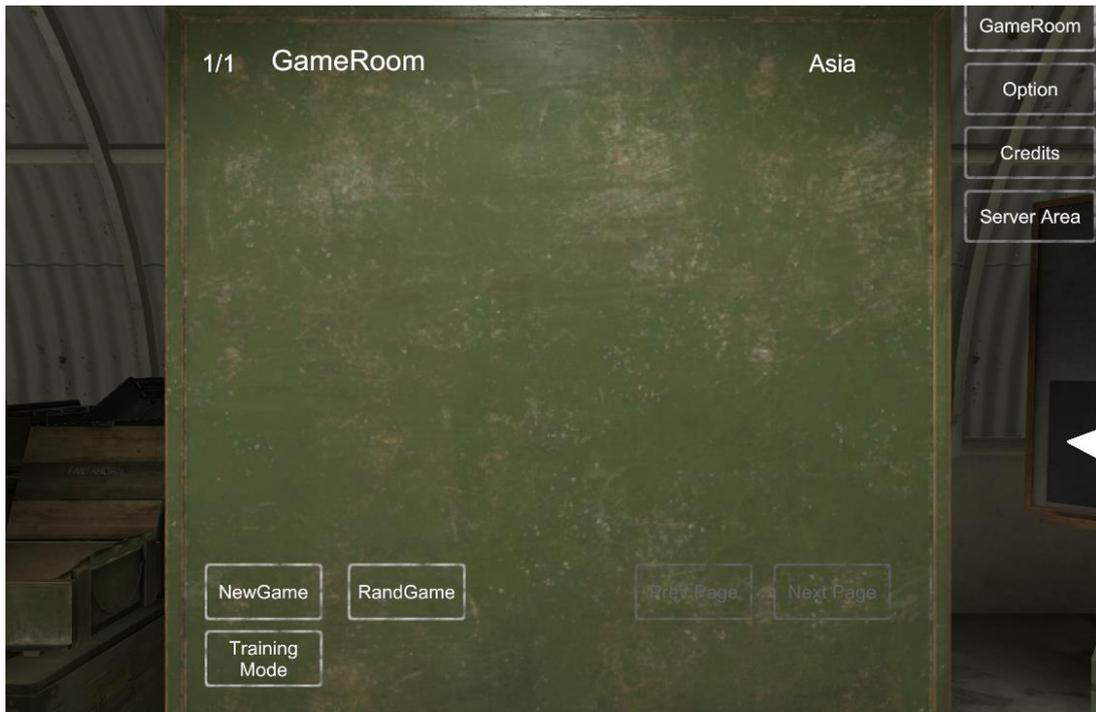
How to play

Scene screenshots & explanation

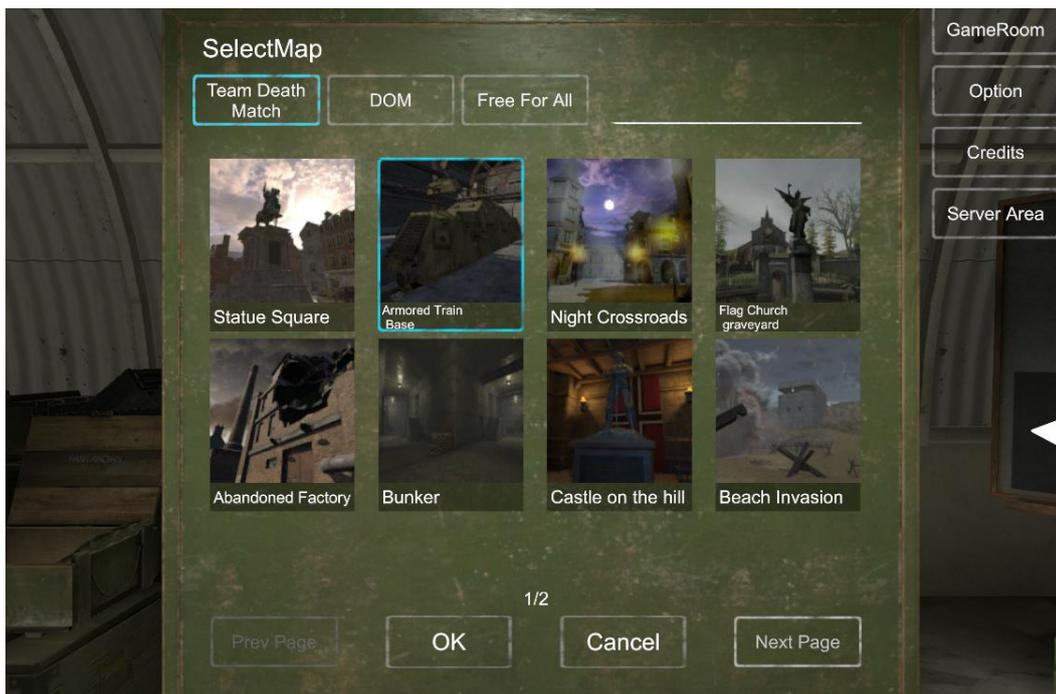
A. Game Start



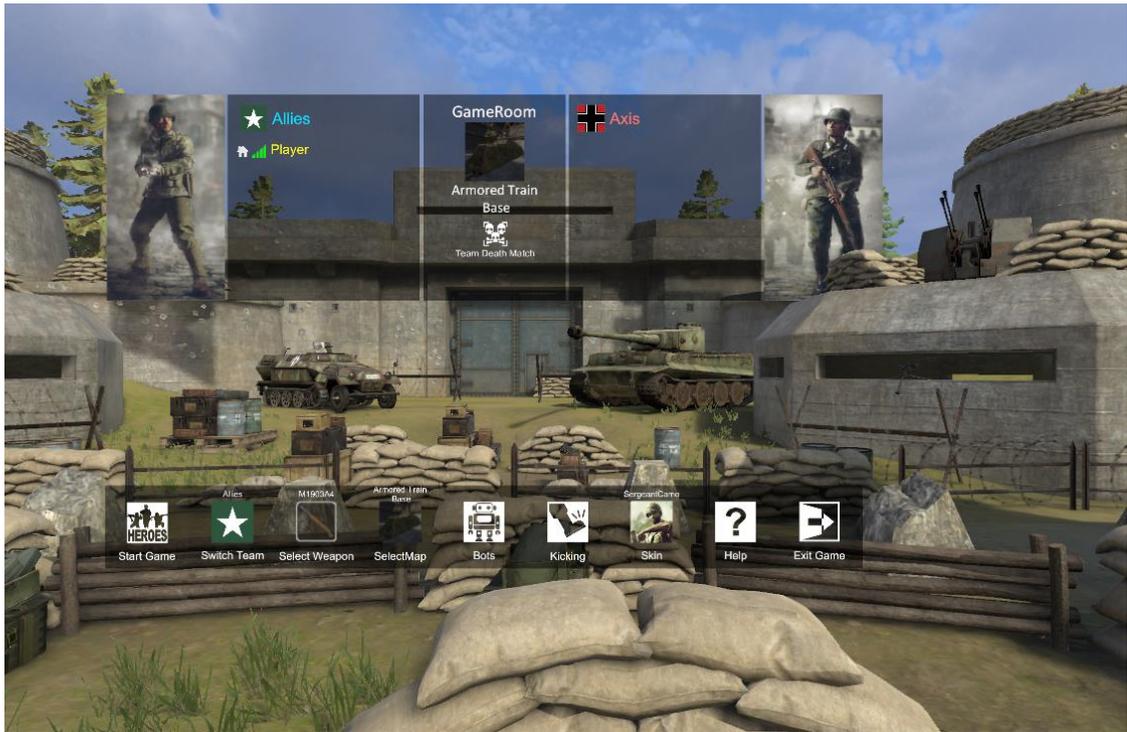
B. Main Screen (Lobby)



C. Game Select Room



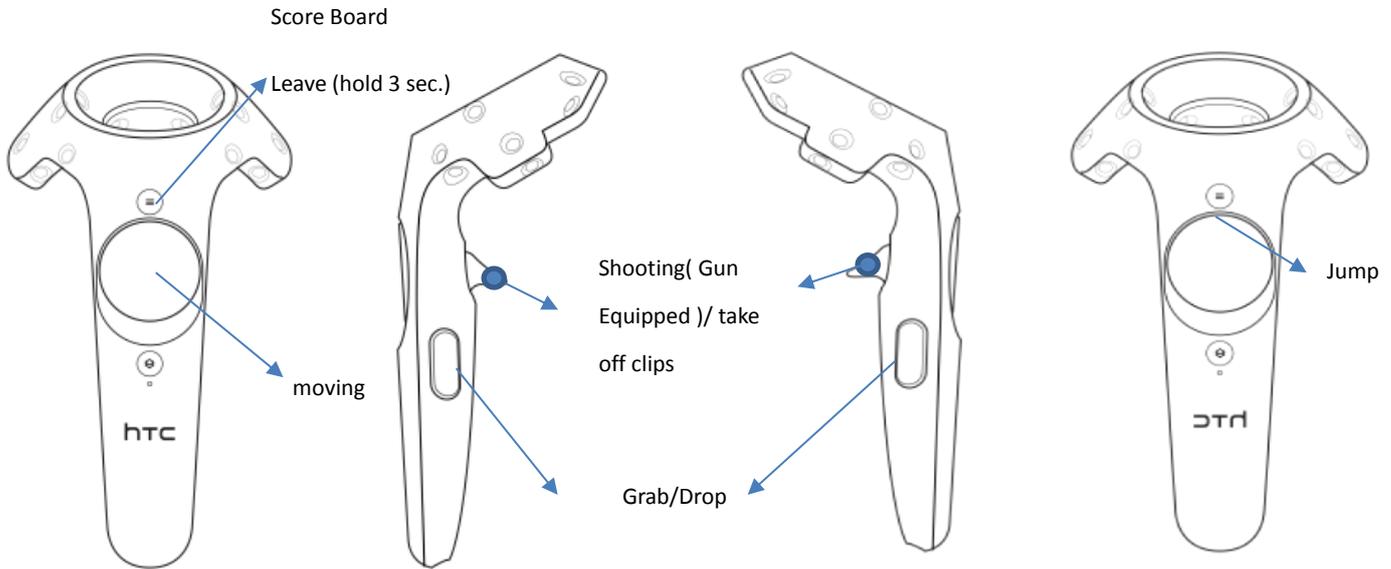
D. Waiting Room



E. Battlefield



Front Defense Heroes Basic Operation



Front Defense Heroes Tutorial

- **How to Confirm**

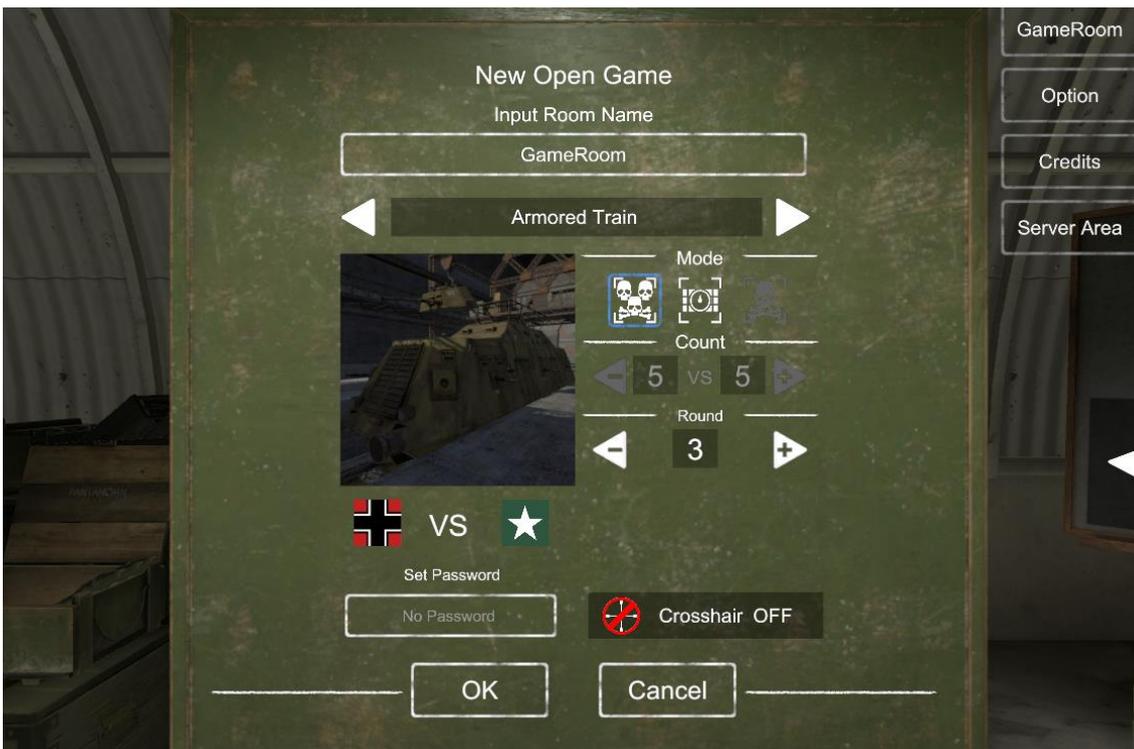
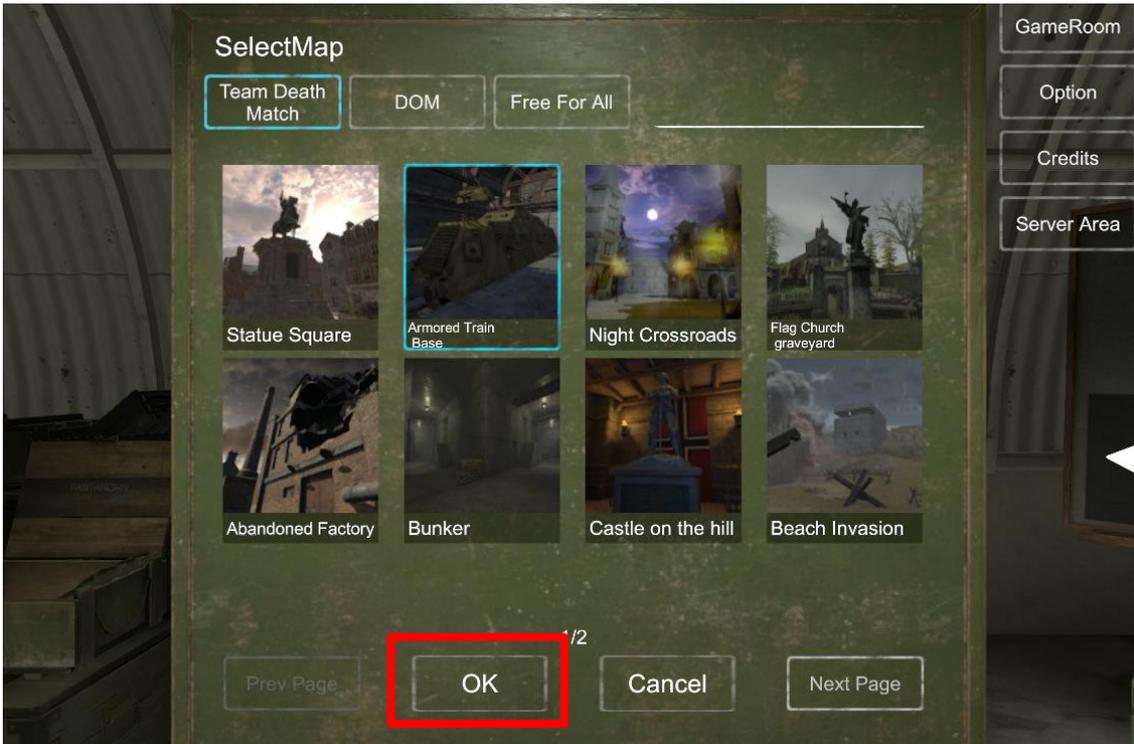
When you need to check-out something, be sure the blue light point at the selection and press the right hand controller's trigger.

- **How to open a multi-player room**

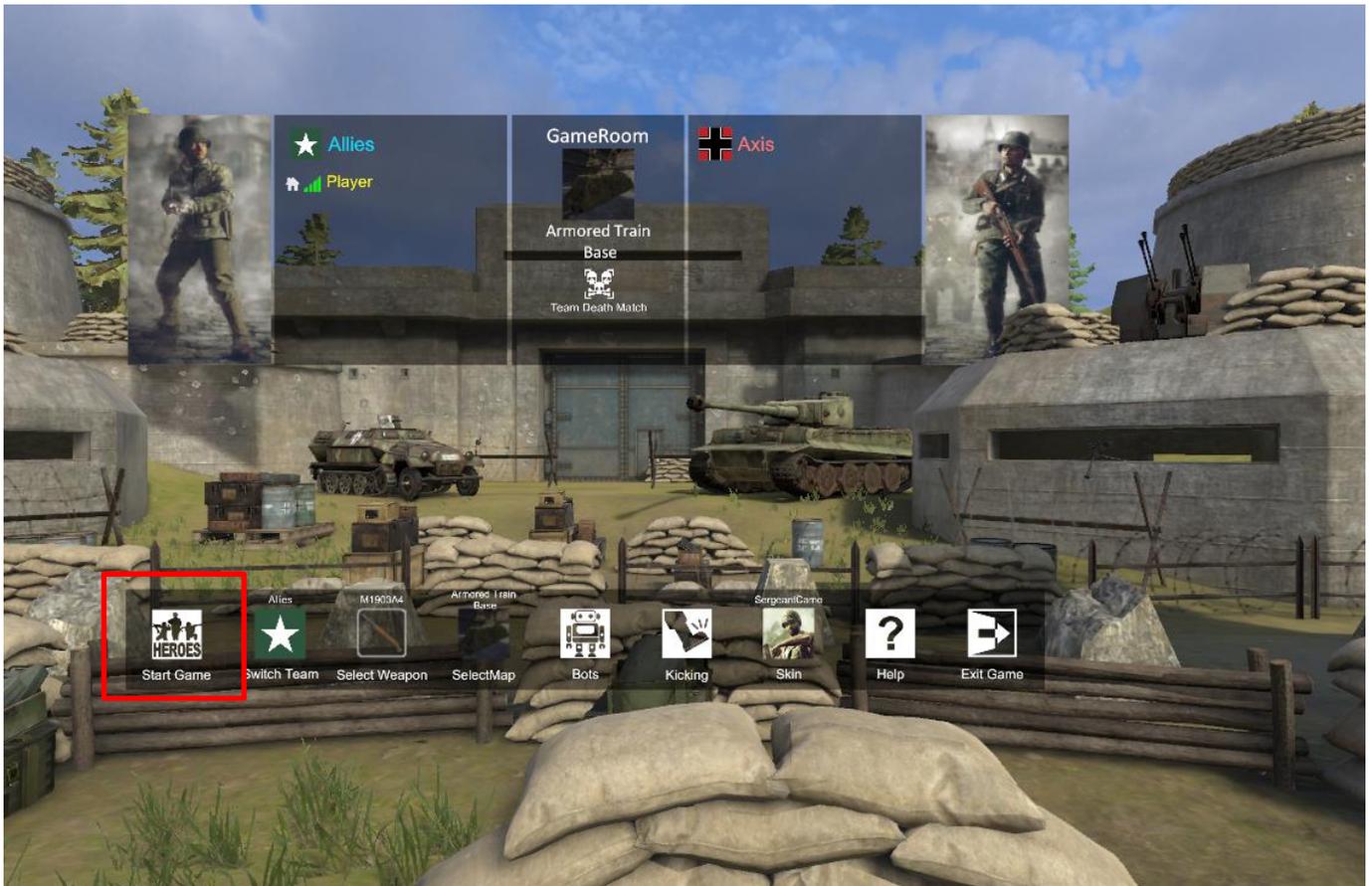
Select "New Game" and confirm.



- Choose the map and the mode, press "OK" to the waiting room.



You can change the weapon at waiting room. Press “start game” go into the battlefield.



● In the Battlefield

- **Aim and Shooting:**

You will equip the gun you selected before on your dominant hand, move your hand to change the target you want to shoot. Approach the butt of the gun, press on the Grip button to support the gun to reduce recoil. (press grip again can take off the hand)

- **Reload:**

Hand near Magazine and hold trigger to pull out, release trigger to drop the Magazine. Hand near belt then hold trigger to pick up a new magazine. Put new magazine back and release trigger.

- **Grab/Drop weapon:**

Press grip to drop the weapon. Approach the weapon handle, press on the Grip button to grab or drop the weapon.

- **Grenade:**

Reach for the grenade(near your chest),and press the trigger to pick it up. Release the trigger can throw the grenade.

- **Bazooka:**
Pick up the bazooka, and press another hand controller's trigger to pick the rocket up, load through the tail of the bazooka. Shoot the same way as a normal gun.
- **Bayonet:**
Reach near the front of the belt and press and hold the trigger, you will take the bayonet out. Throw or slash to damage enemies.
- **Scoreboard and minimap**
Press down the Menu button on the left-hand controller and the mini map will appear on the top left; release the button to close.
- **Leave the room**