



BONFIRE SIMULATOR

VR takibi

tutorial

ver.1.1.5

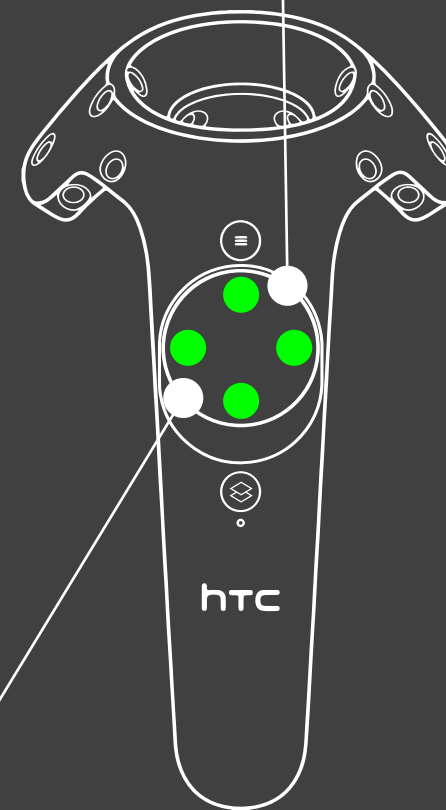
Basic Operation "MOVE" & "ROTATE"

Update

- ① Press and hold anywhere on the "Left Trackpad", a green ring will appear on the ground.
- ② Let's move the green circle.

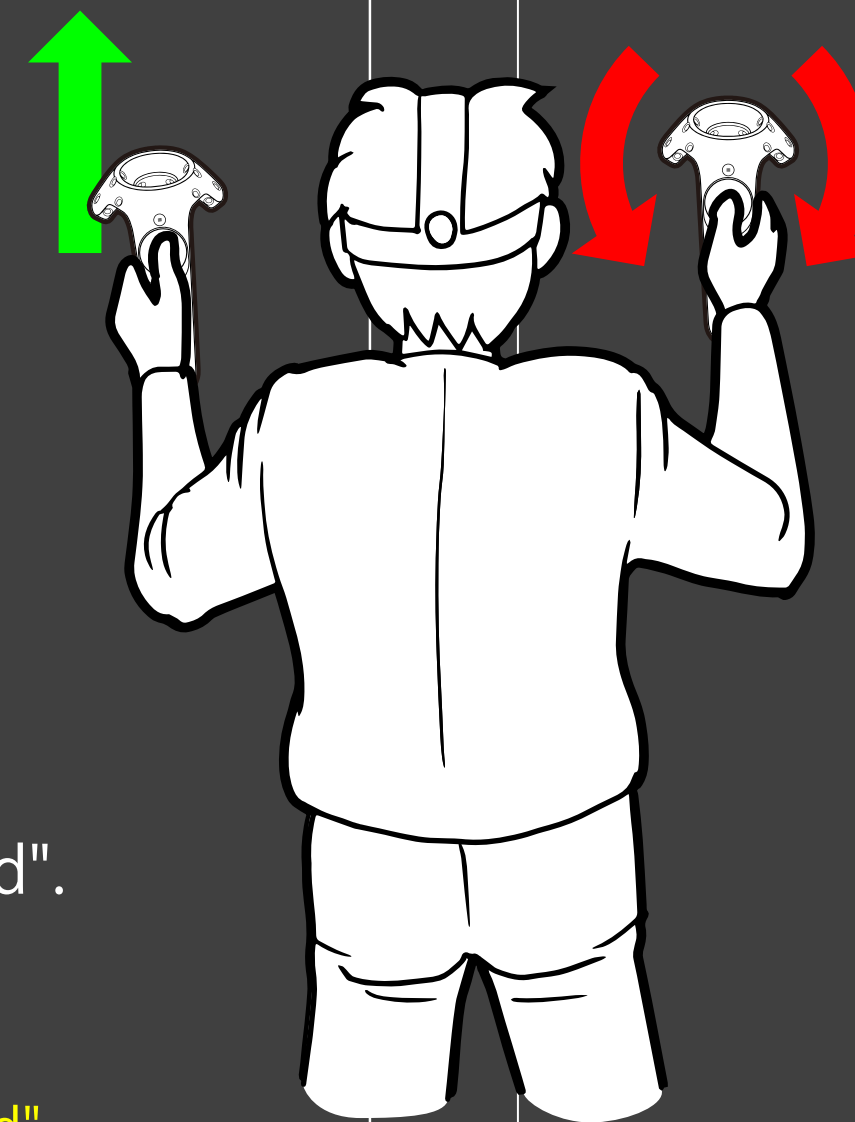


"Left Trackpad"
Keep Press

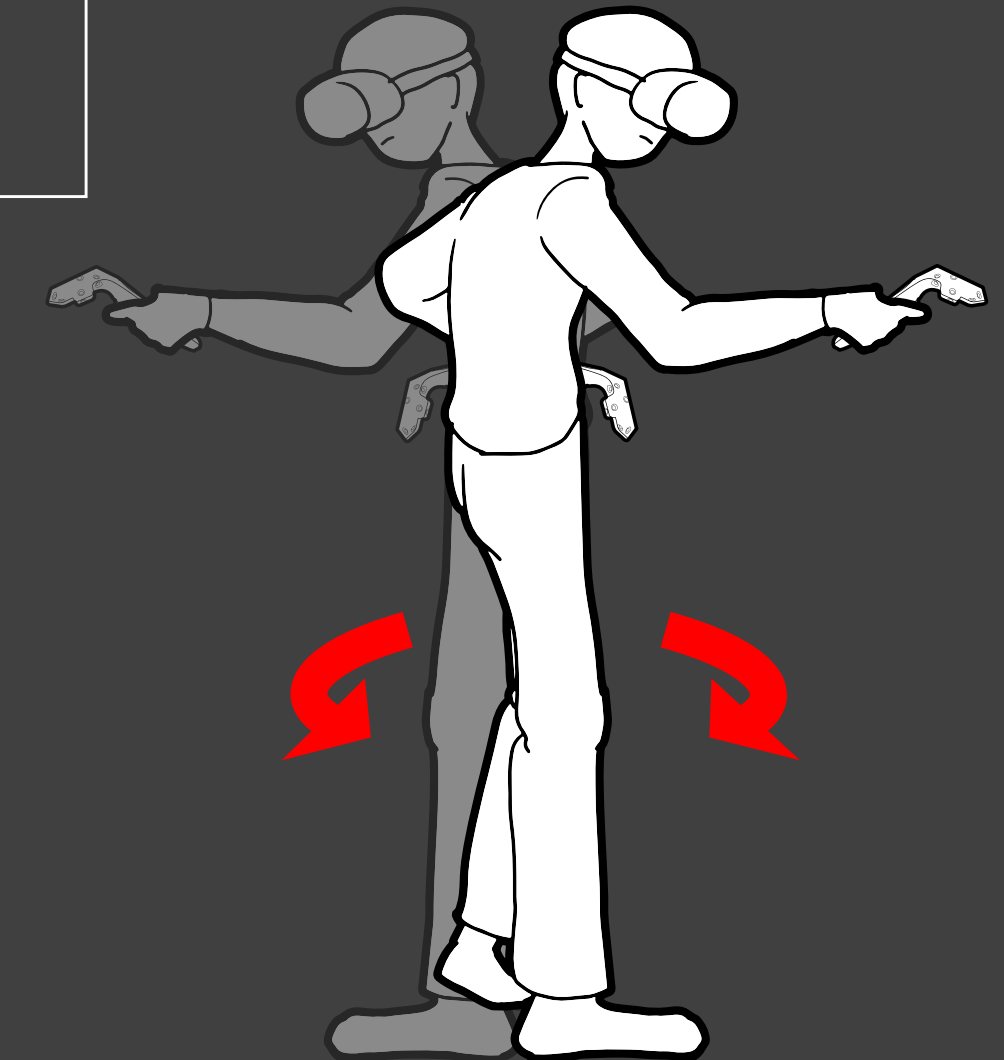
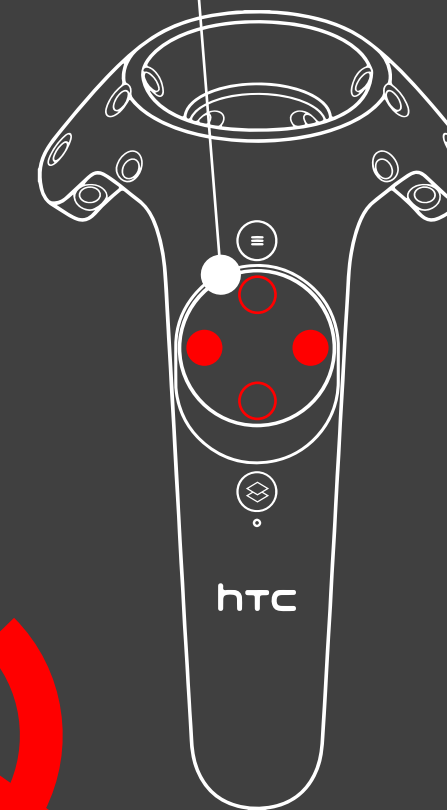


Release

- ③ When you have decided where you want to go, release the "Left Trackpad".



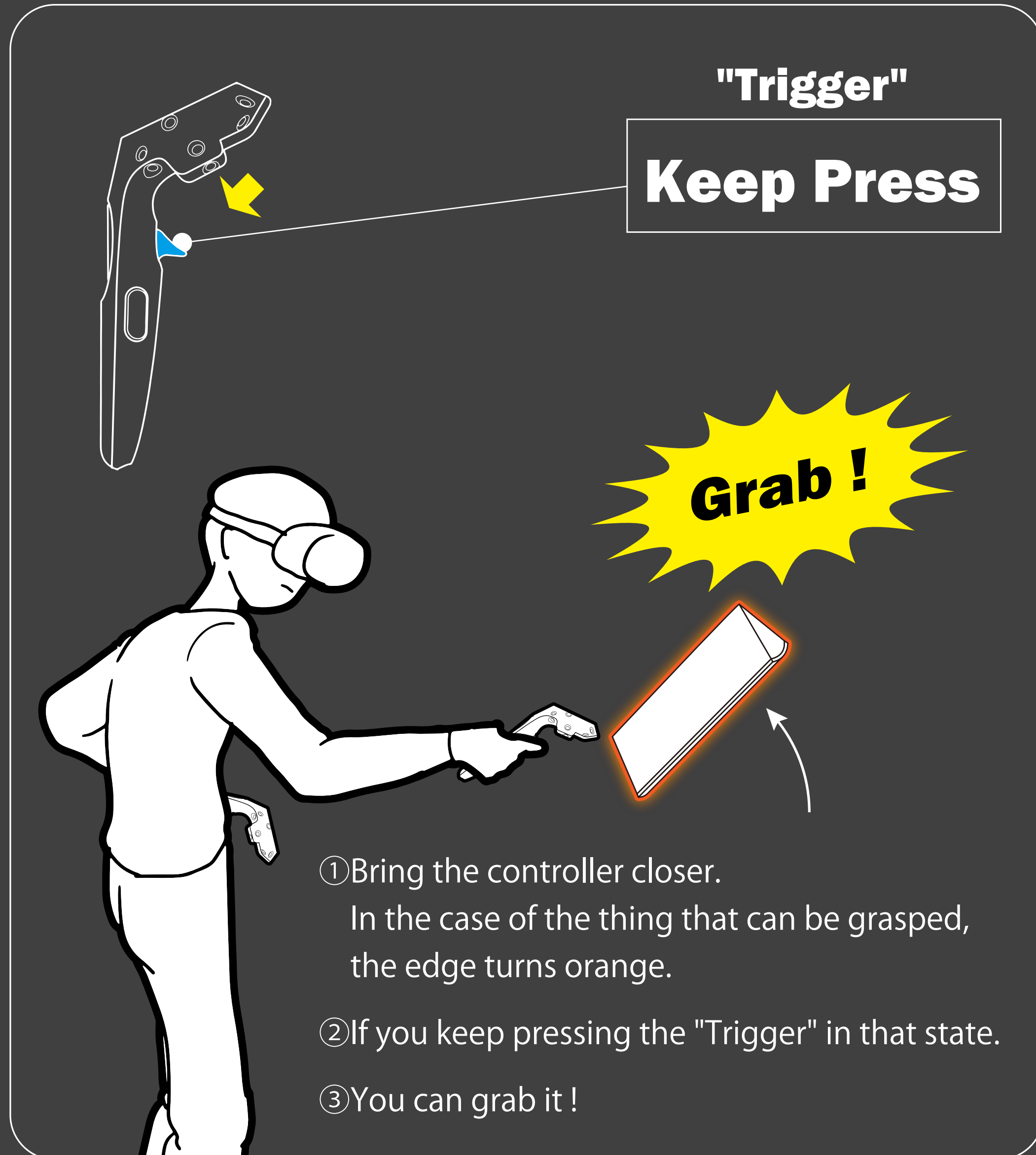
"Right Trackpad"
Press



- ① Press on the "Right Trackpad", Press right on the spot to rotate 30° to the right, and press left to rotate 30° to the left.

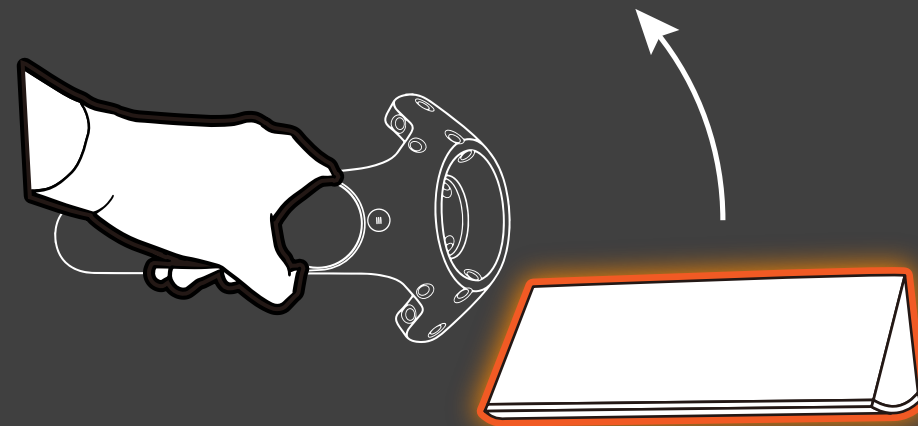
Note: The "Move" operation has been changed from "Grip Button" to "Left Trackpad".

Basic operation "Grab and Release"



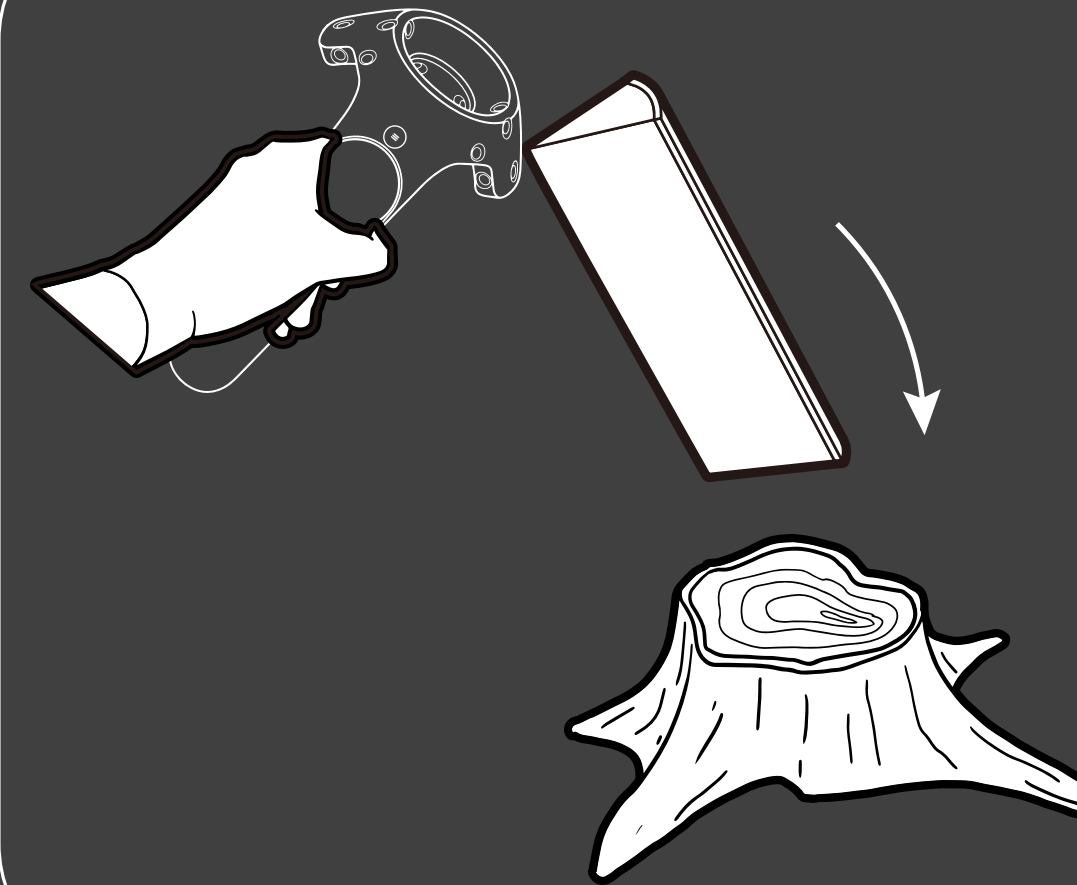
How to play "Chop Firewood"

Note: Currently only 1/8 cylinder can be cracked.



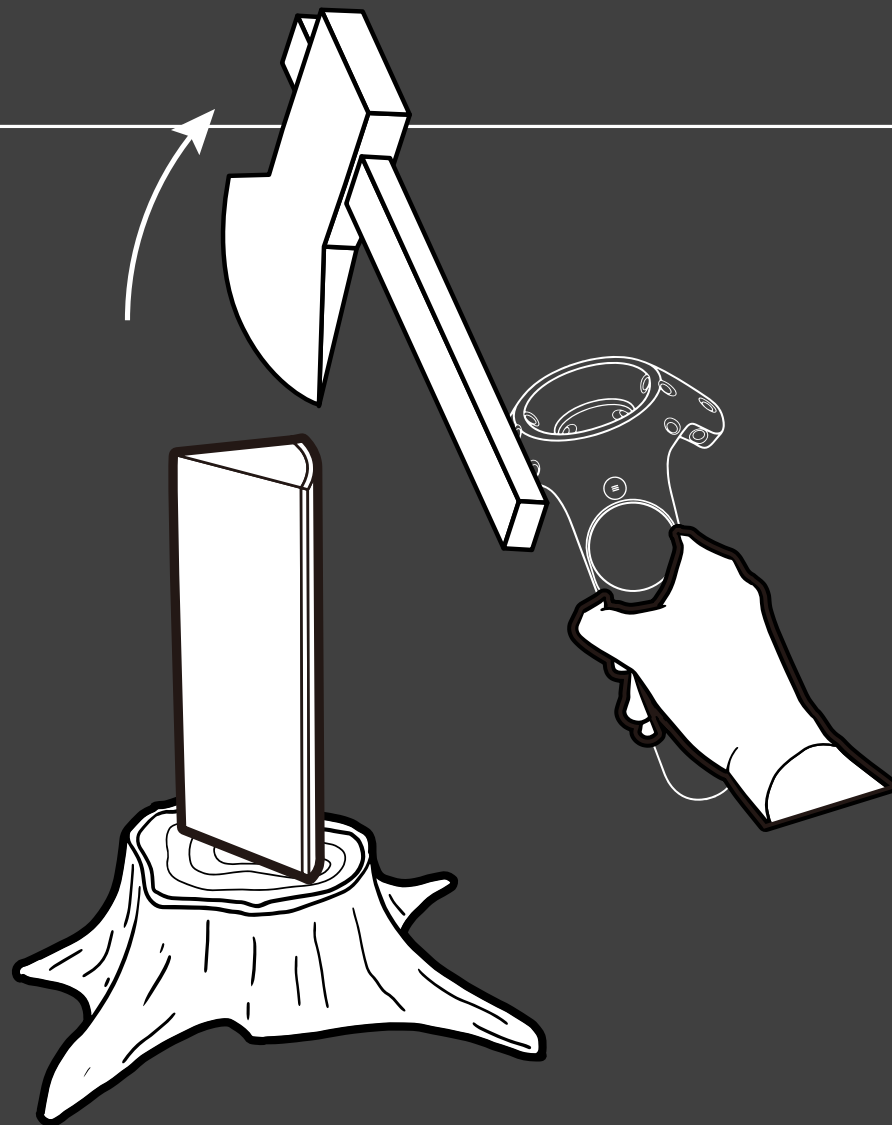
Pick Up!

① Pick up a firewood near you.



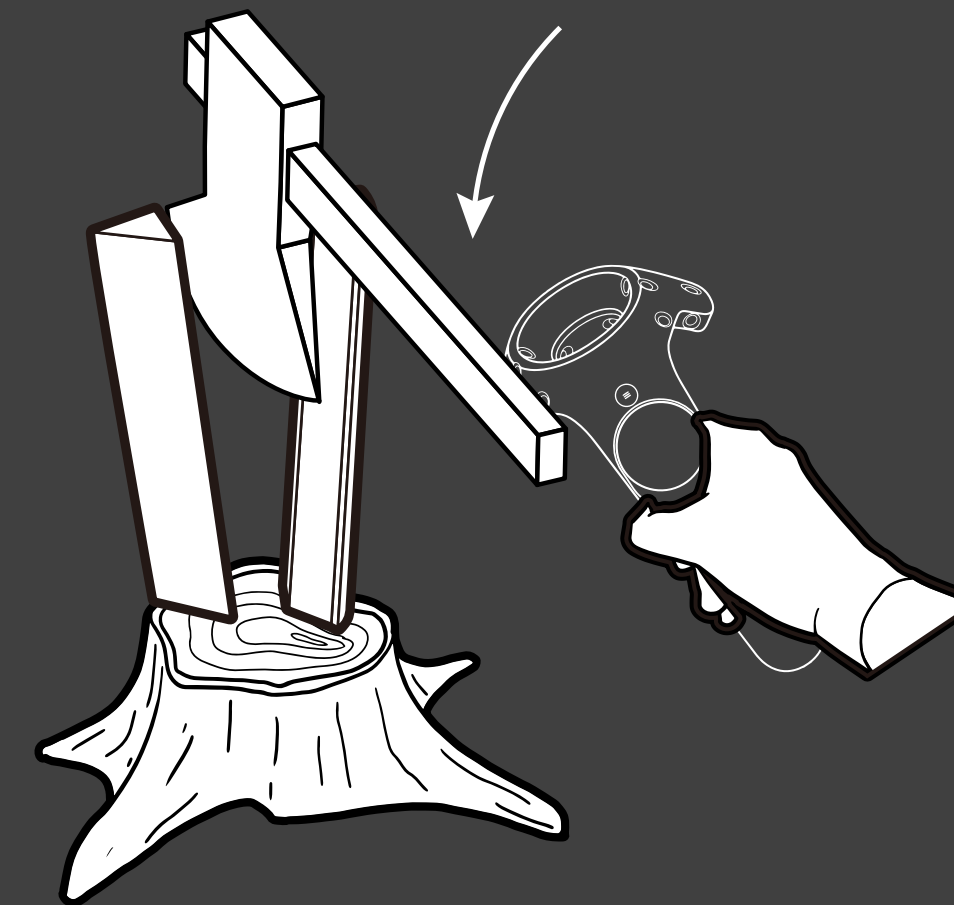
Set!

② Place the firewood on a flat stump.



Lift!

③ Lift the Ax and dump it lightly.

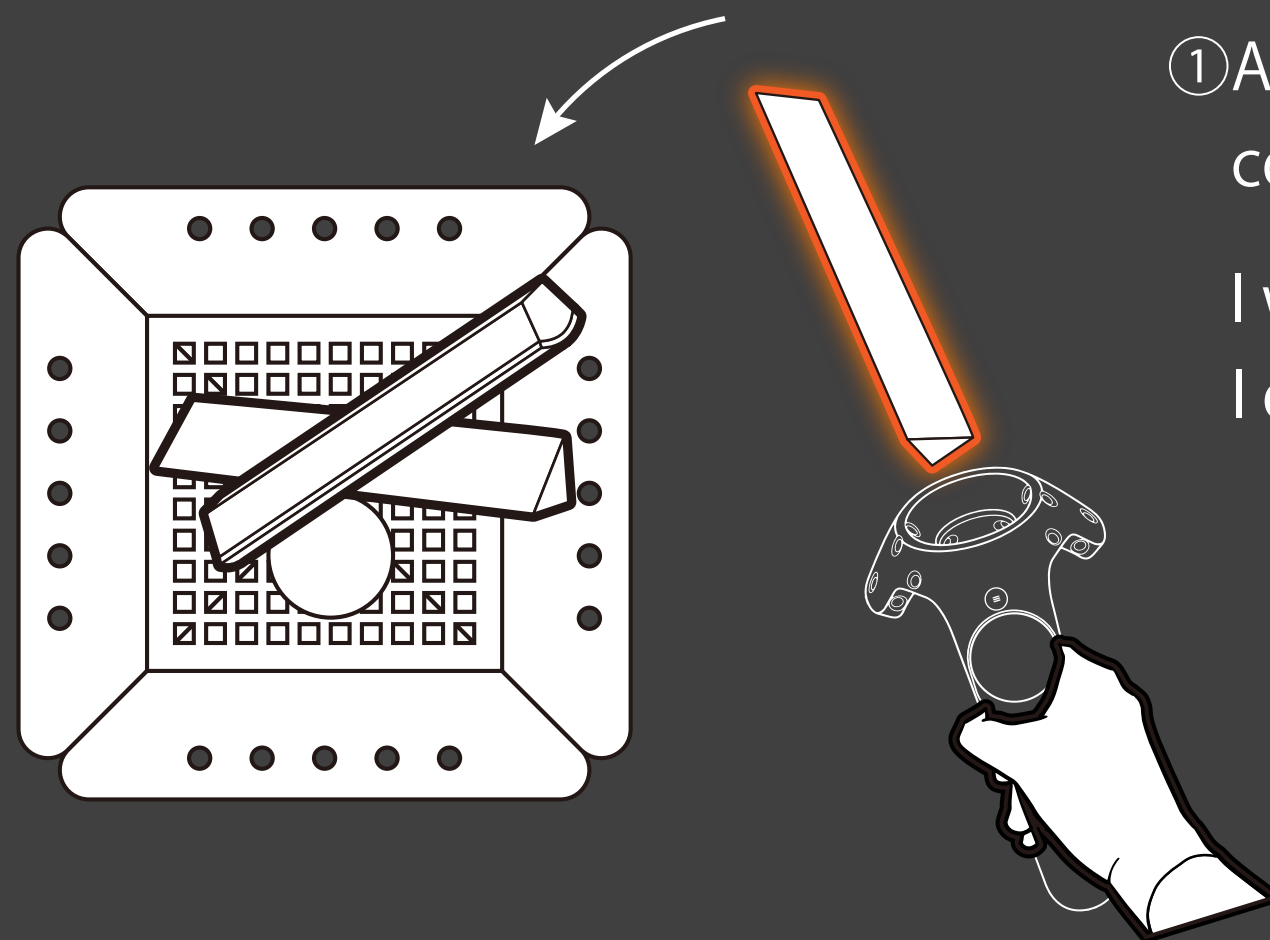


Choped!

④ Let's break it small until it doesn't break.

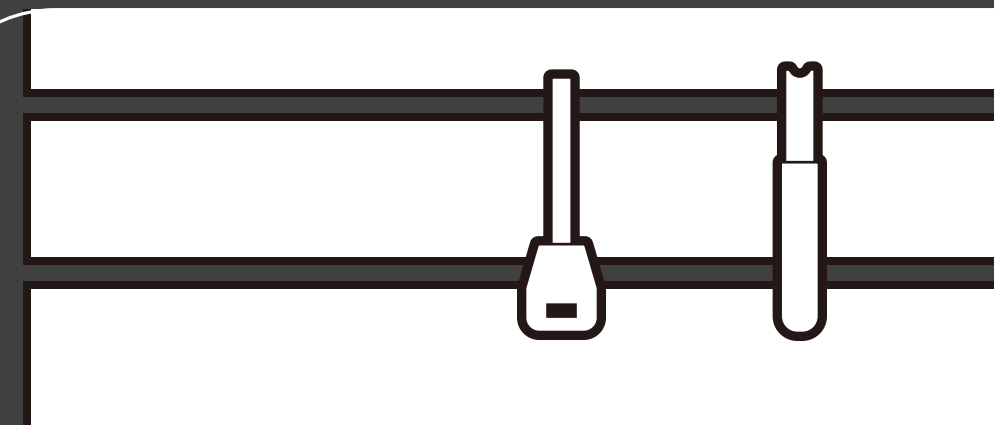
How to play "Set fire"

Note: Don't let the controller hit



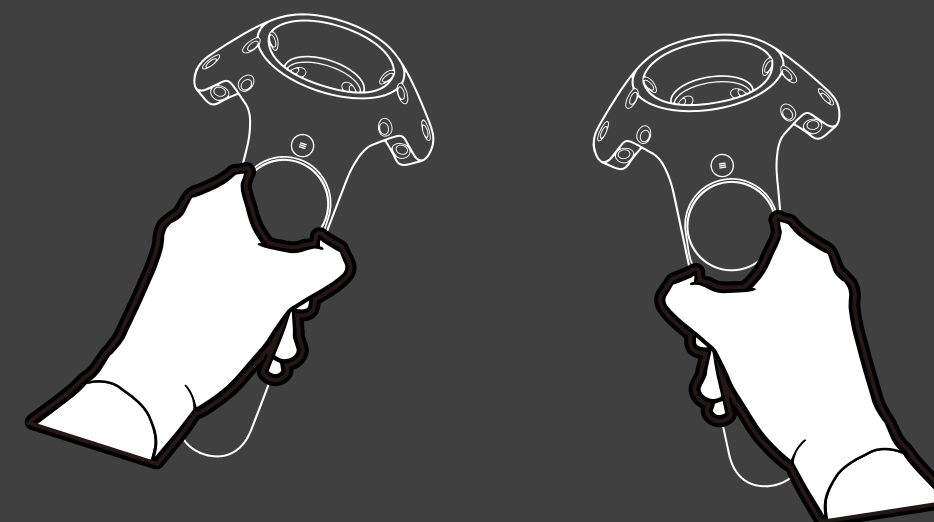
- ① A round igniter (a loosened cord) is set in the open fire.
- I will put the chopsticks that I divided in advance on it.

Set !

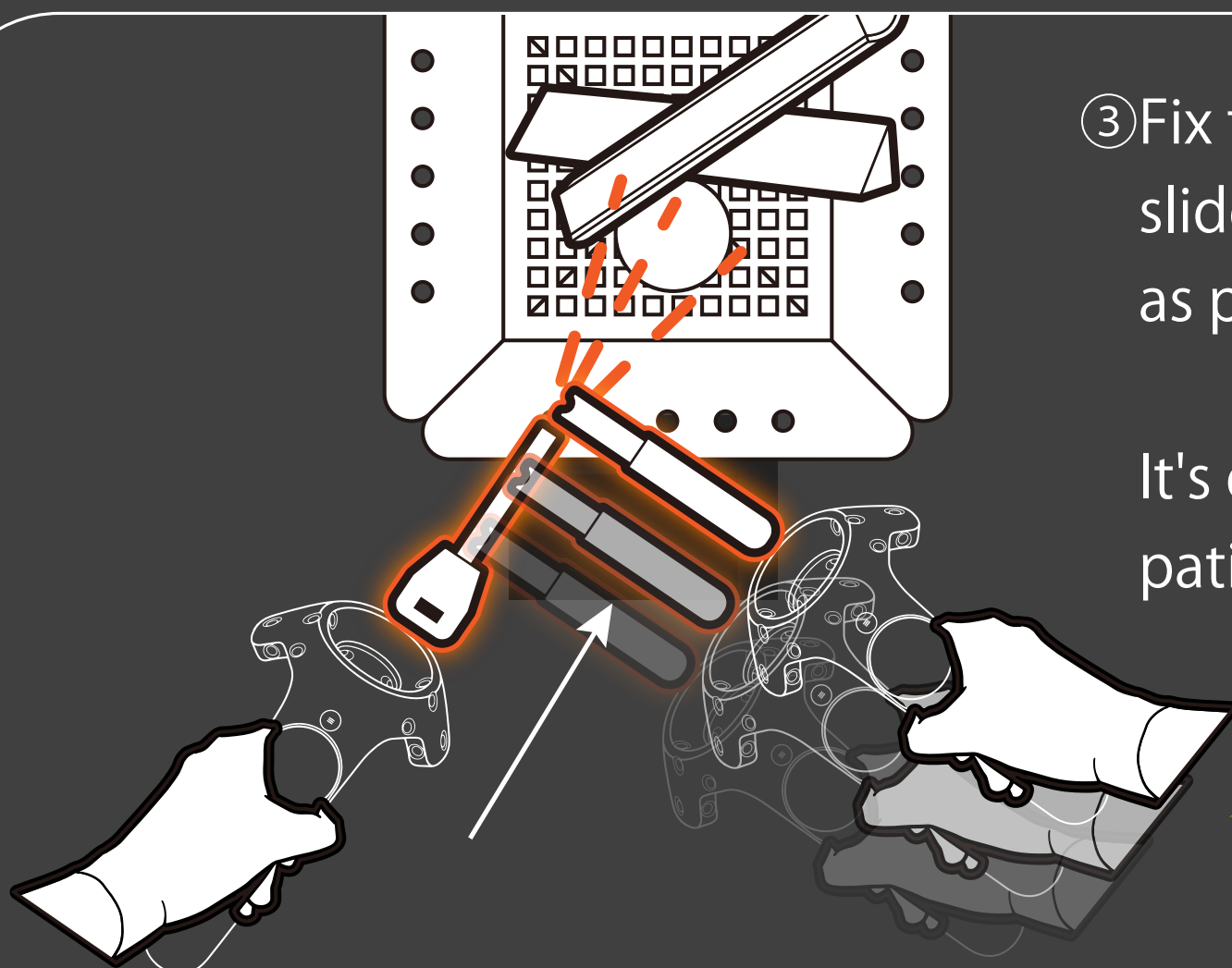


- ② "Fire Starter" is placed on the folding table.

Hold the "magnesium rod" and the "striker" in both hands.



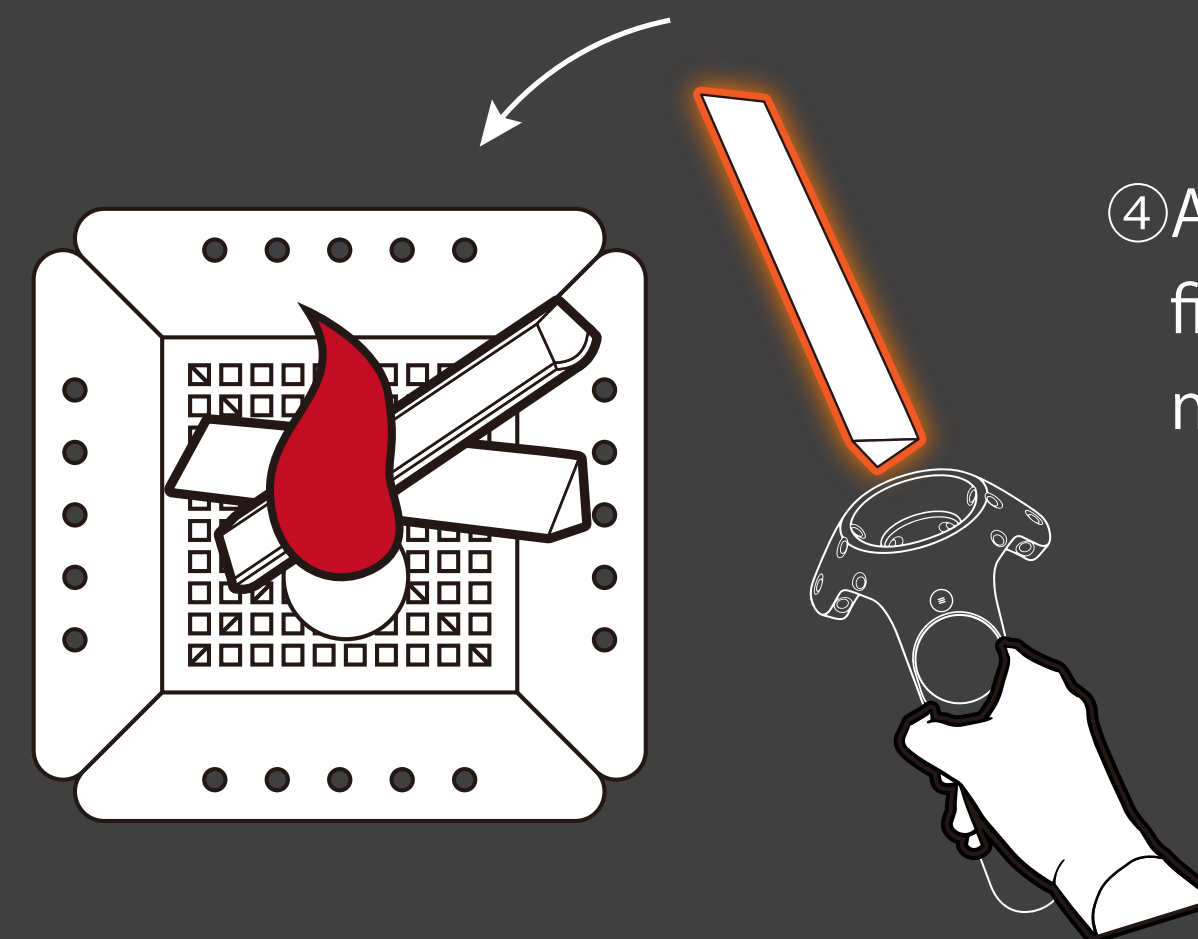
Grab !



- ③ Fix the magnesium rod and slide the striker as straight as possible to create a spark.

It's difficult, but let's rub patiently.

slide !



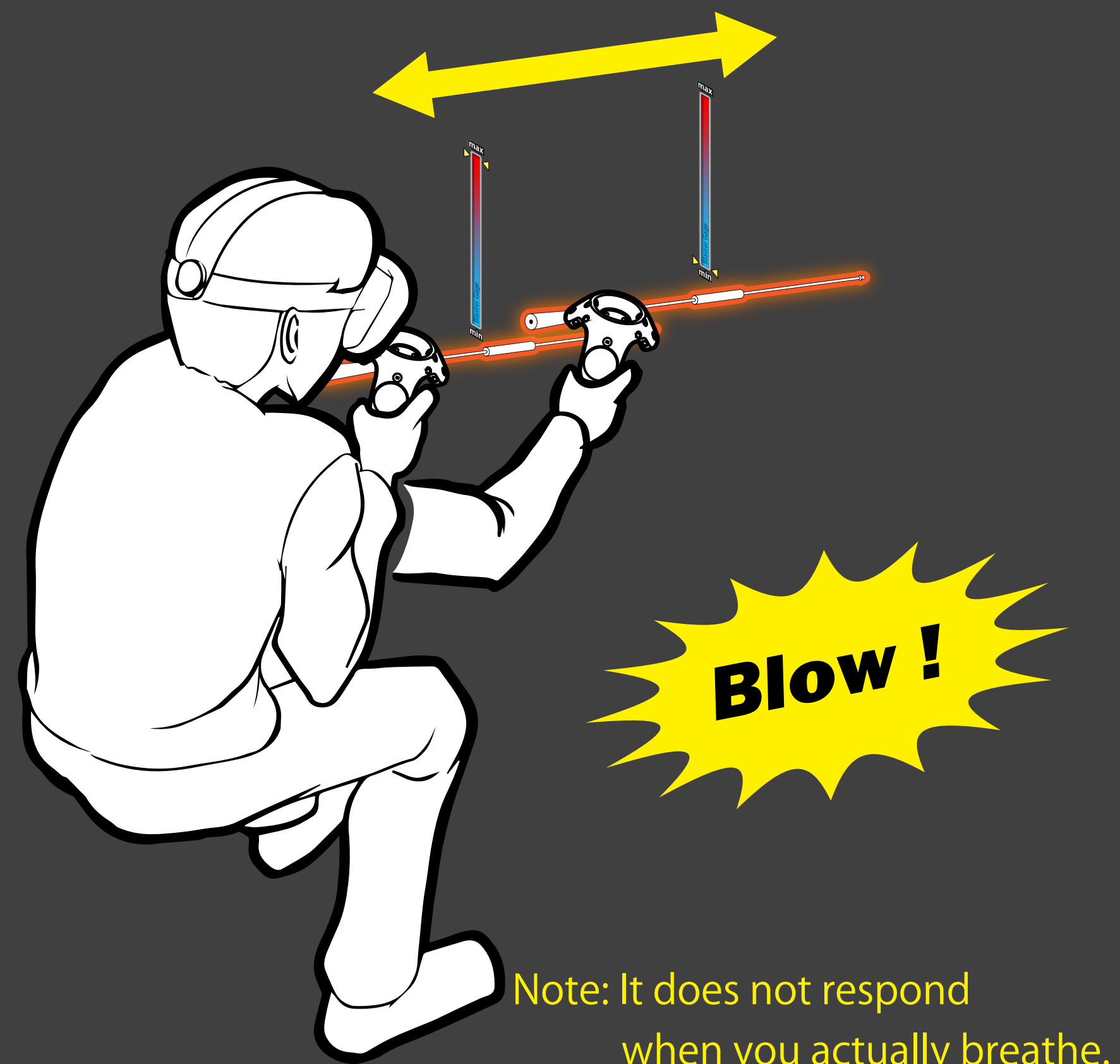
- ④ After that, let's take a firewood so that the fire will not disappear!

Fire !

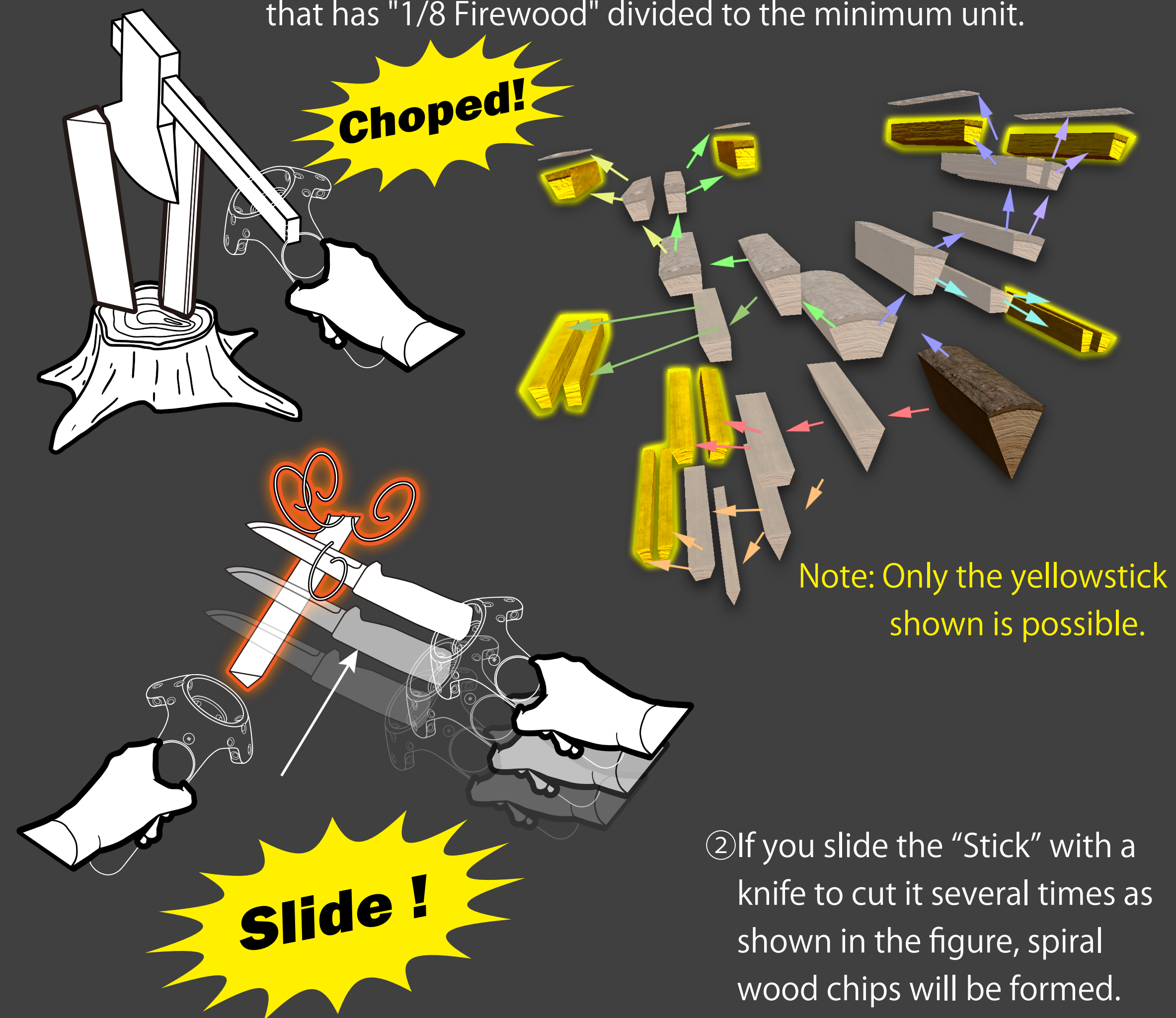
New

How to play "Fireblaster" & "FeatherStick"

- ① Hold the "Fireblaster" with the "Trigger button" and blow when you get close to the face.
- ② It blows strongly when the controller is close to the face, and weakly when released from the face.



- ① You can make a "feather stick" by sliding a knife on a "Stick" that has "1/8 Firewood" divided to the minimum unit.



Menu Operation

"Menu Button"

Press

- ① When you want to call up the menu during the game, press "Menu button"

Note: Press again to close the Menu Window.

"Swing controller"

Point

- ② Point the laser pointer to the icon you want to select.

select !

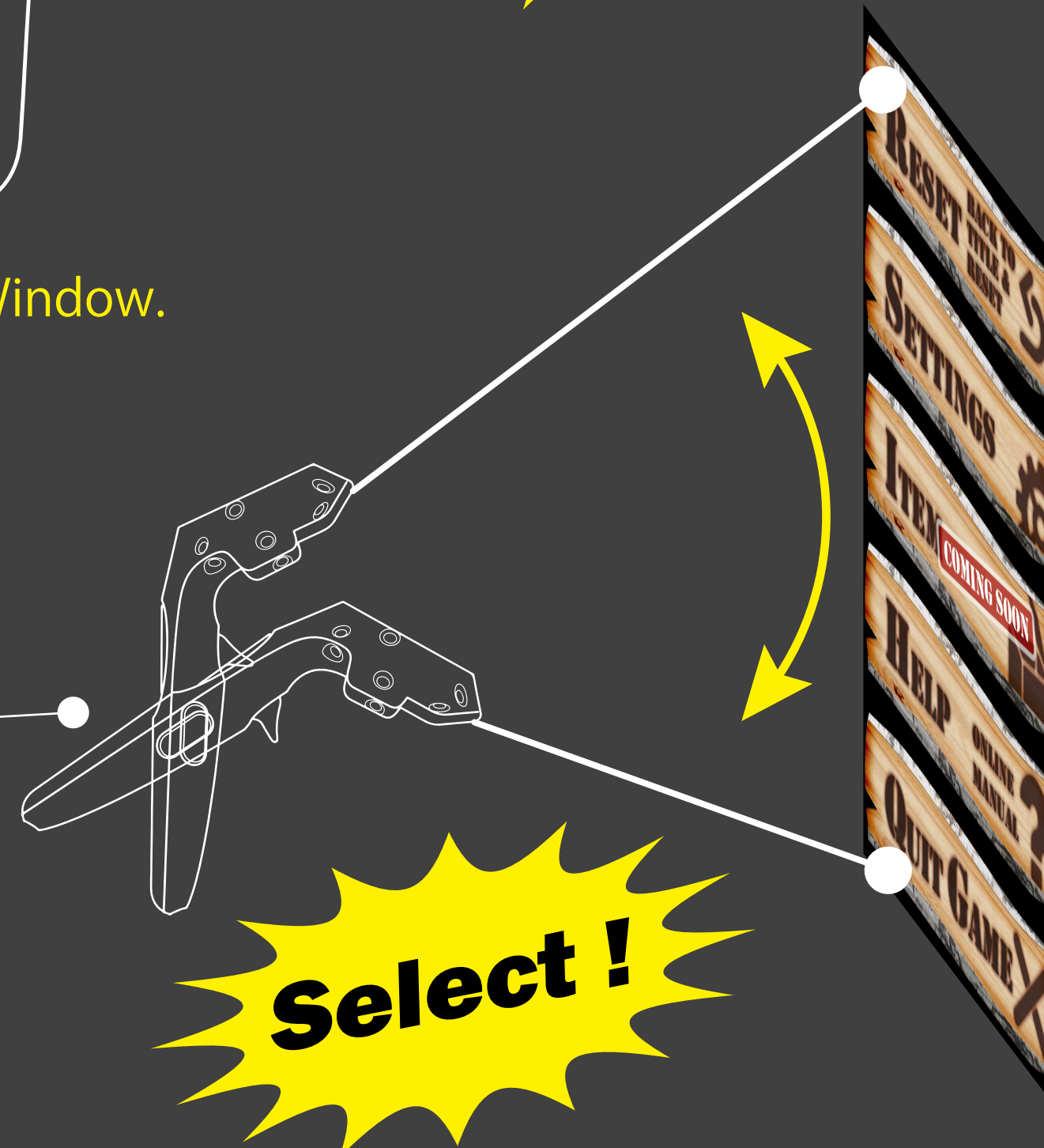
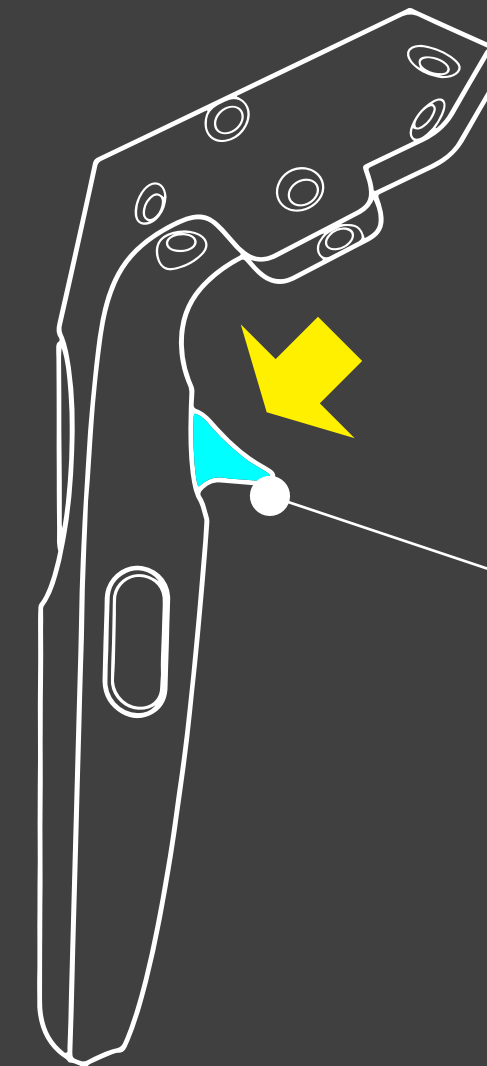
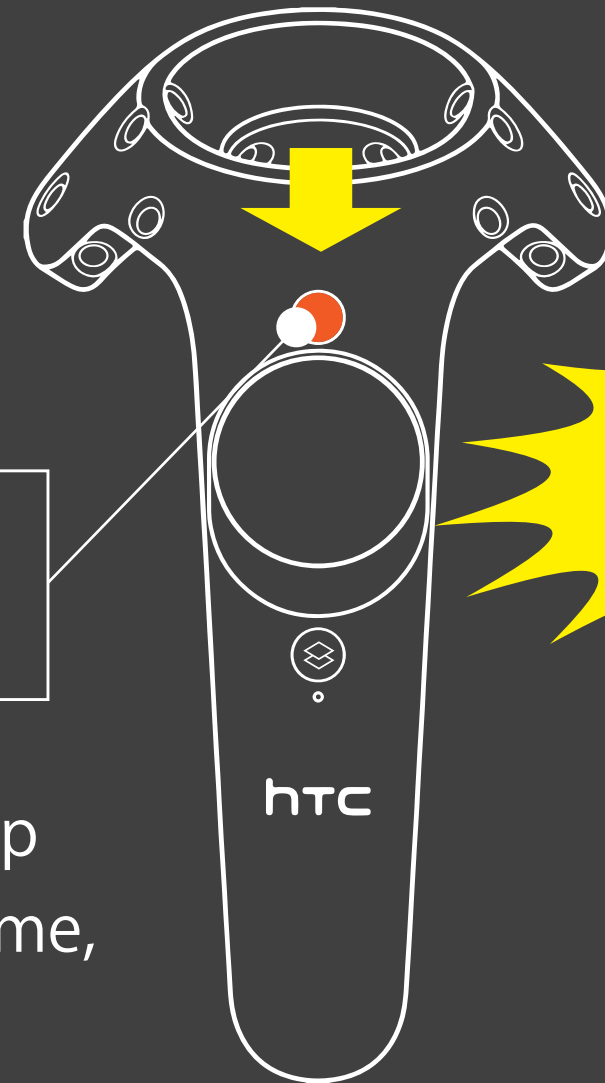
**call !
&
close !**

"Trigger"

Press

- ③ Once you have made your selection, press "Trigger" to confirm.

confirm !



Update

About Menu

Note: When "Menu window" is open,
press "Menu button" to close "Menu window".



Reset

Return to the start gate position before the game started.

Update

Settings

Open the game settings window.

* Settings include start time, time transition speed, and graphic quality.

New

Item

You can replace the displayed tent or outdoor goods.

Help

Display the "online help" you are viewing now.

Update

Quit Game

Quit Game.

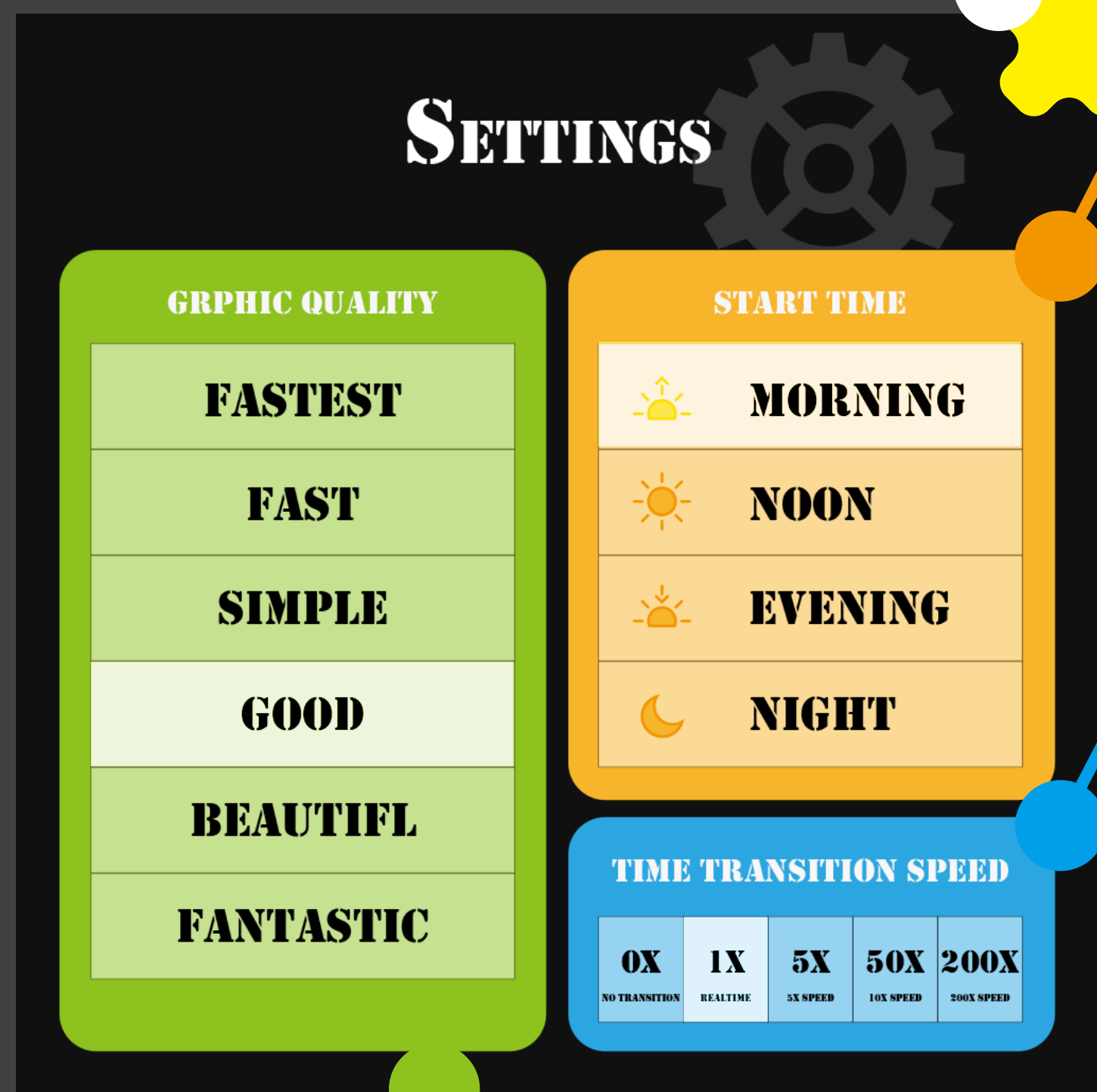
New

New

About Setting Menu

"Graphic quality" setting that was displayed before the start has been moved to this menu.
"Start time" and "Time transition speed" can also be set in this menu.

Close Save & Close Settings Menu



START TIME

Specify the time at the start of the game.

TIME TRANSITION SPEED

You can adjust the advancing speed of time in the game.

0X	Do not make time transition.
1X	Realistic time transition
5X	Transition is 5 times faster than normal.
50X	Transition is 50 times faster than normal.
200X	Transition is 200 times faster than normal.

GRAPHIC QUALITY

"FANTASTIC" has high graphic quality, but requires a large processing load.
If usability is poor, lower the quality.

About Start Menu

Note: To select a menu, use the controller to physically press the panel you want to select.

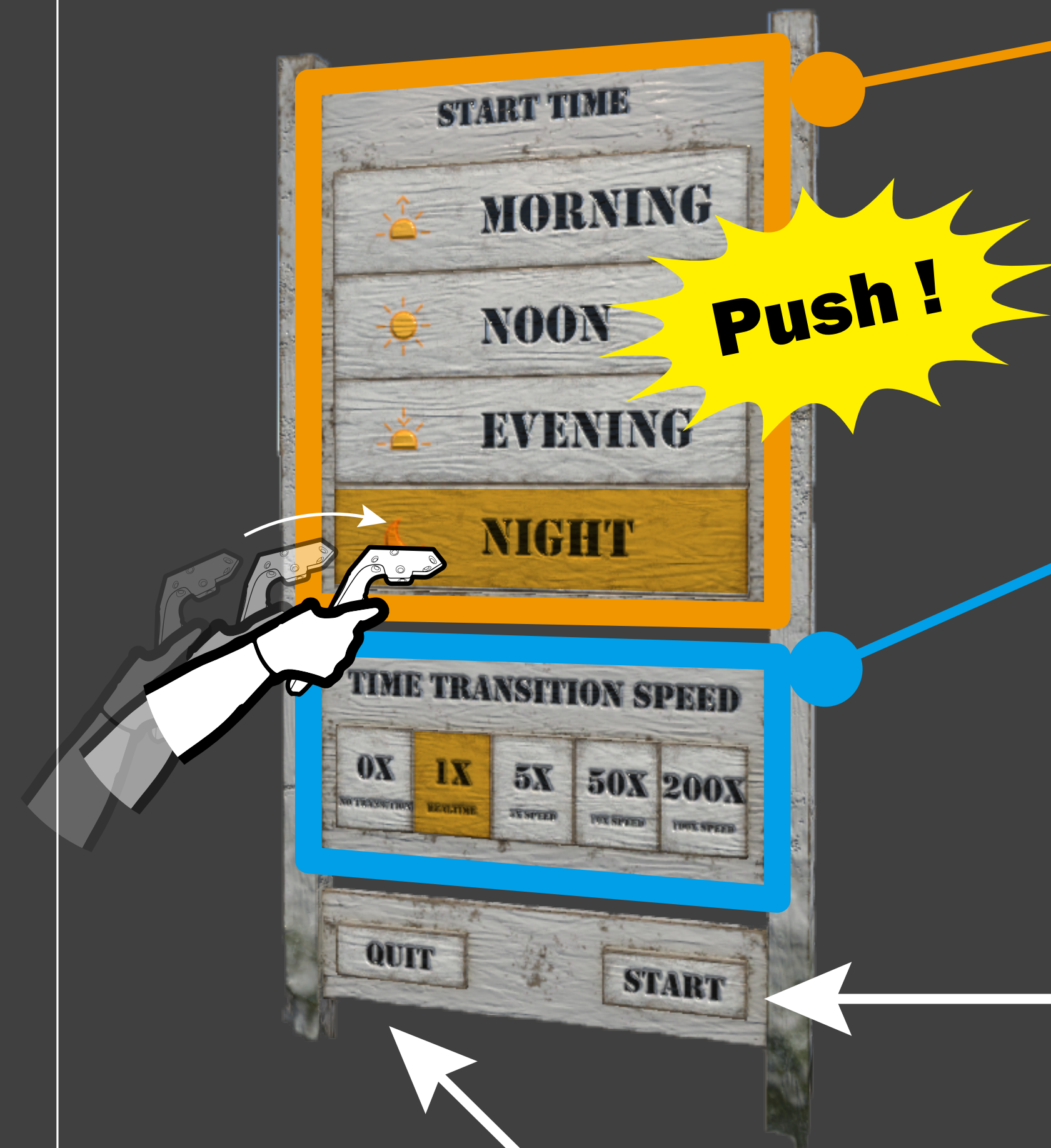
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START Start the game with the above settings.

QUIT End the game.