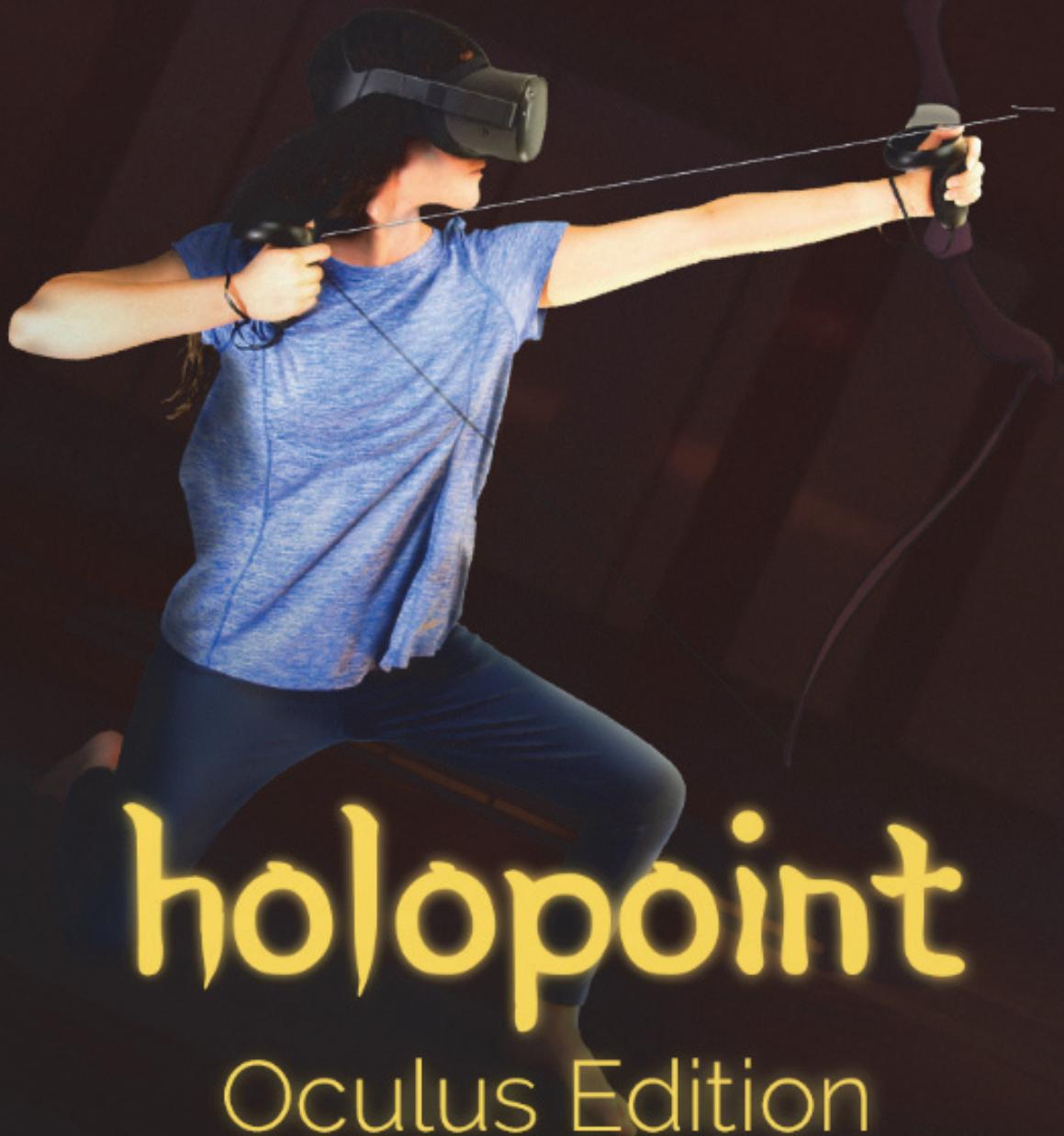


Holopoint

Student Handbook



holopoint
Oculus Edition



Holopoint® Oculus Edition

Student Handbook

Welcome

Congratulations and welcome to Holopoint. Here you will receive your training in Kyudo, the ancient Japanese martial art of archery. Your journey is about to begin.

"The will to win, the desire to succeed, the urge to reach your full potential... these are the keys that will unlock the door to personal excellence."

Objective

The objective of your training is to develop your skills as a master archer. This you will do by successfully completing a series of challenges presented to you in successively more difficult waves. The rules are simple: destroy your enemies lest they destroy you.

"Our greatest glory is not in never falling, but in rising every time we fall."

Equipment and Training Facilities

Your equipment consists of a bow and a quiver with arrows. Your training begins in the dojo. The dojo is equipped with holographic projectors that generate targets, enemies, and their projectiles.

"Success depends upon previous preparation, and without such preparation there is sure to be failure."

How to Pick Up the Bow

Upon entering the dojo you will notice a bow floating in the air before you. Pick it up by reaching out to it and squeezing the trigger or grip on the controller. Releasing the trigger and grip will drop the bow. Most archers hold the bow in their non-dominant hand (e.g. hold the bow in your left hand if you are right-handed).

How to Shoot Arrows

Your quiver is worn upon your back and arrows may be pulled from the quiver by reaching your free (i.e. non-bow) hand up to your shoulder. Bringing the free hand forward will retrieve an arrow from the quiver. Your quiver produces an endless supply of arrows.

Position the arrow such that the nock (the notched tail end) is near the center of the bow string. Once there, pull and hold the trigger on the arrow-hand controller. This will nock the arrow on the bow string. Draw the arrow back and release the arrow-hand trigger to loose the arrow. Note well: Drawing the arrow back to your cheek will put you in position to quickly pull the next arrow from the quiver with little-to-no extra movement.

"I hear and I forget. I see and I remember. I do and I understand."

How to Play

Shoot the box labeled "1" to begin wave 1.

Wave 1 begins with holographic targets consisting of Kyubu (cubes). Targets can be generated anywhere in the dojo, including behind and above you. Each target contains a single round of energy aimed directly at you. Shoot each target with an arrow. A perfect hit destroys the target and its round. A less-than-perfect hit destroys the target and fires its round back at you.

Avoid incoming rounds by dodging, ducking, or, if you are very skilled, shooting the rounds before they strike you. Only a direct hit to the head by an incoming round counts as a strike against you. You are permitted only one strike per wave. A second strike ends the wave and you must start again. On the central posts and walls at each end of the dojo are strike indicators. At the start of a wave the strike indicators are white. When you are struck once, the strike indicators change to red. When you are struck a second time, the wave is over.

Beginning with Wave 2, the targets absorb energy and begin to glow red. Eventually, if not destroyed, the target will explode, firing its round at you.

Successive waves are more challenging, introducing you to new targets and enemy types (including samurai, ninjas, and bosses) that must be defeated for you to progress to advanced rounds of training.

Your progress is saved at checkpoints after successfully reaching Wave 5 and every 5th wave thereafter. Your score is recorded at each checkpoint. You may resume training at any checkpoint previously reached by

shooting an arrow through the square for that checkpoint. Unlocking a checkpoint turns it from red to blue. For instance, if you successfully complete wave 5, the checkpoint allowing you to resume training at wave 6 is unlocked. Your score begins with your best score recorded up to that checkpoint. You may replay any set of waves previously completed. Only your best score will be recorded. Improving your score for any set of waves also improves your overall score.

In addition to the holograms, Holopoint generates 3D sounds as aural cues to your surroundings. Sounds include the spawning of targets and enemies, the charging up and firing of energy rounds, the sounds of approaching enemies, and much more. Listen and you will see.

"As a samurai, even when he has not eaten, uses his toothpick."

Scoring

Scoring is used to evaluate you relative to your peers.

As a target ages, its point value declines until it reaches zero. Therefore, the faster you destroy targets, the higher your score. Points are also awarded for shooting the round produced by a destroyed target.

Enemies such as ninjas and samurai lose point value as they approach you.

Your score and worldwide ranking are posted on the dojo screen relative to your peers.

"If you do not enter the tiger's cave, you will not catch its cub."

Options

Using your laser pointer, select the Options button on the floor near the bow to open the Options menu. Available options include:

- Music: Turn the background music on/off.
- Debug: Displays a panel that shows the version number, your stats, score for each wave for the current session, etc.

"With many little strokes a large tree is felled."

In Closing

We are honored by your decision to train at Holopoint. You have taken the first step on your journey to becoming a world-class Kyudo master.