



Instructions on how to play the Winter Wonderland VR experience

General requirements

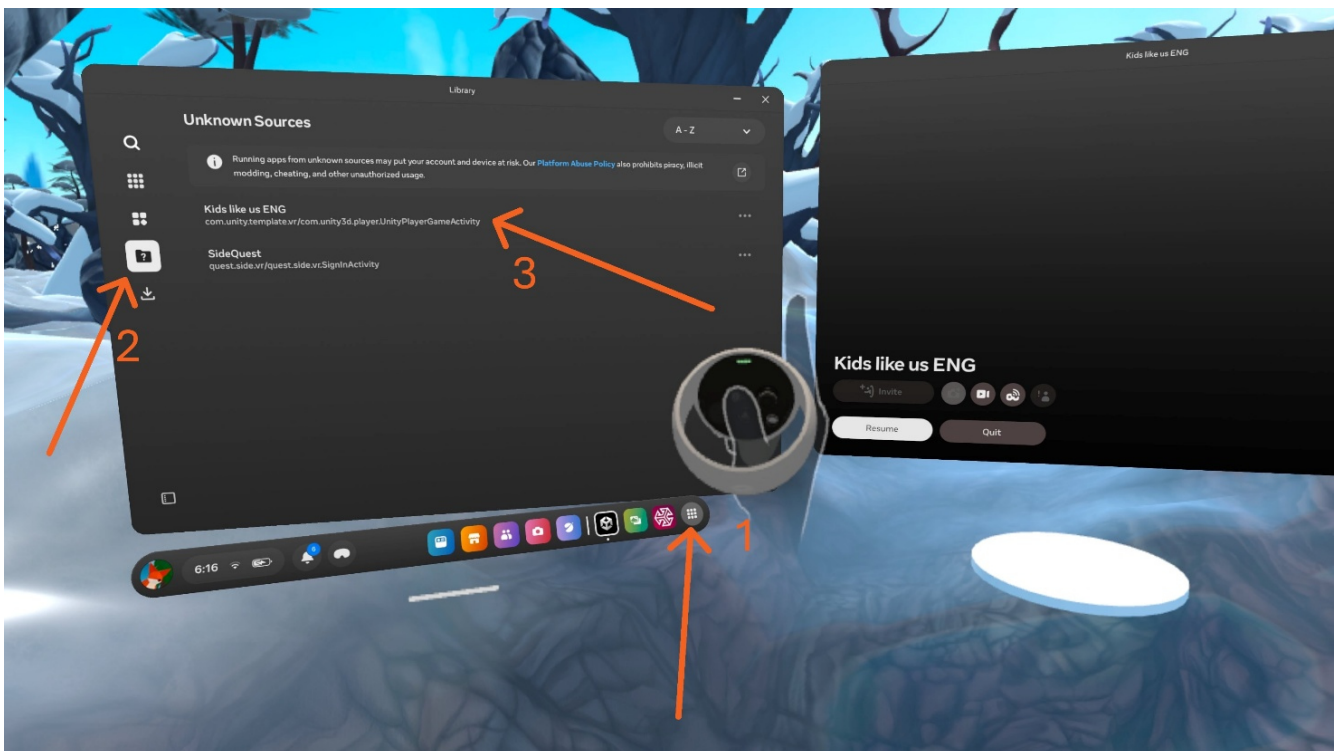
- VR headset (Meta Quest 2 or 3) with installed application.
- A calm indoor environment (optionally outdoors, provided the weather is good and it is not too sunny).

Getting started

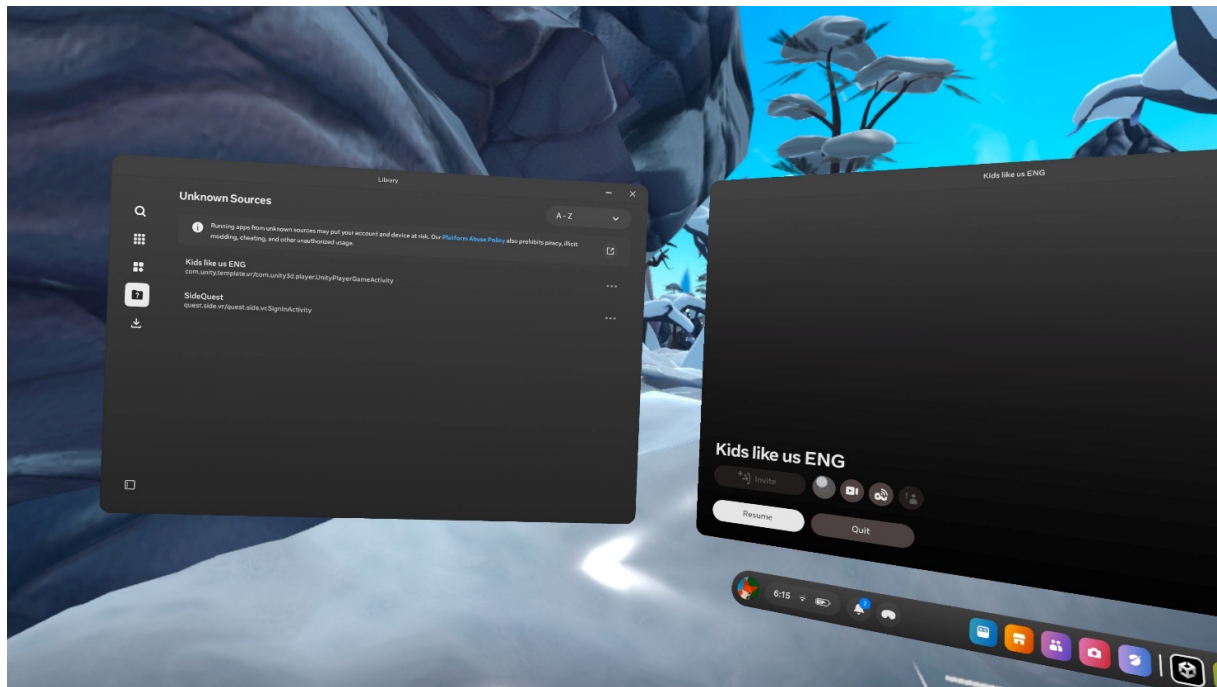
1. Turn on the „Meta Quest“ headset and put it on your head.
2. Turn on both controllers if needed (both of them should be on).

How to find the app in VR settings

1. With headset on open **Apps / Library** menu (step 1).
2. Open the Filter on the top left corner of the screen and choose **Unknown Sources** (step 2).
3. Find either **Kids like us LT** or **Kids like us ENG** in the list (according to the version installed) (step 3).



Select the name and **Start/Resume** to start the experience.



Navigation inside the VR experience

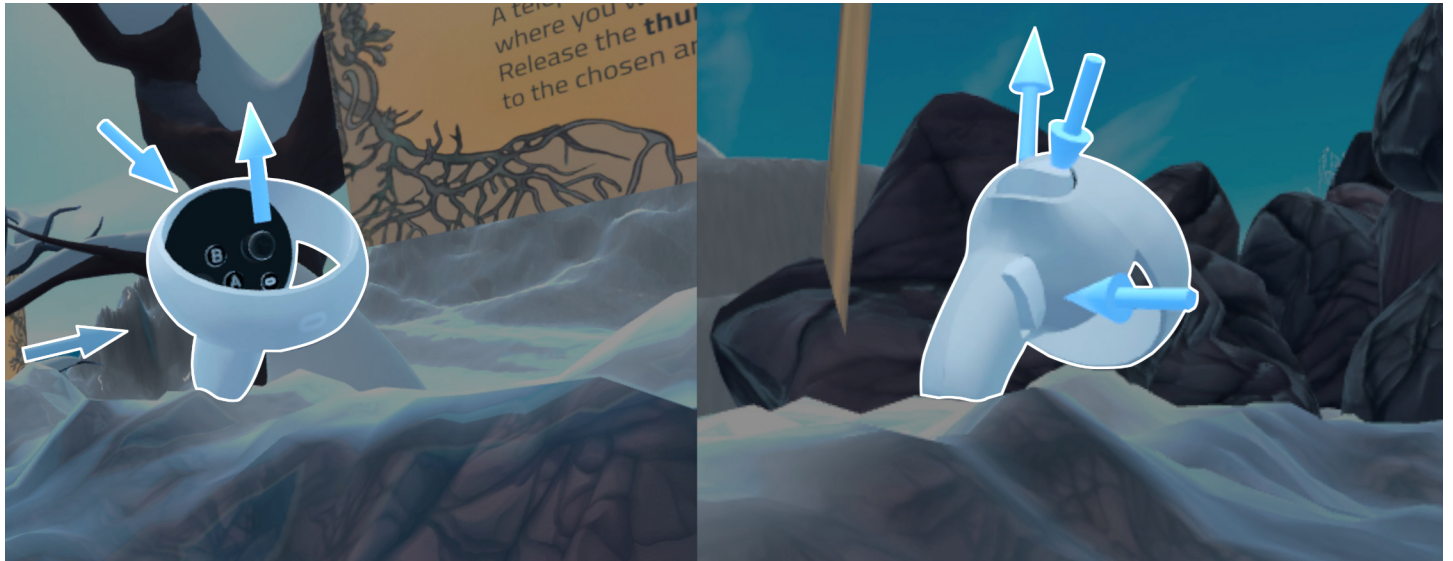
The basics of interface and control

- General advice in case of uncertainty is to refer to the question mark that is placed next to each of the gates.
- There are several types of instructions within the VR experience – written text on the screen next to the gates, recorded instructions as well as advise and support of the avatar companion – the she-wolf.



Touch controllers

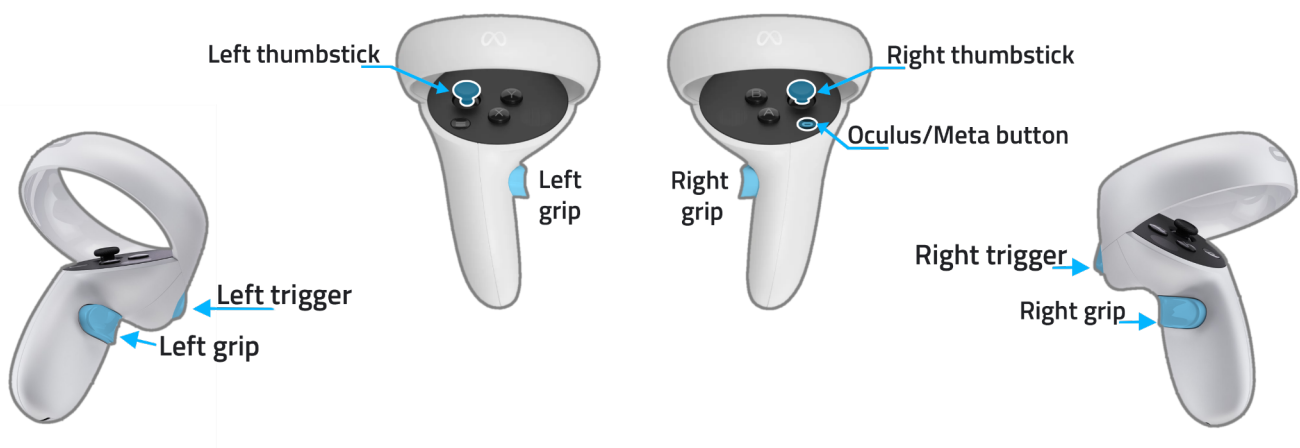
At the First Gates the player is not only given the general instructions but also the visual reference as to what control buttons are used for this experience.



Both – **Left** and **Right** – controllers are used to activate the teleportation (or moving within the environment).

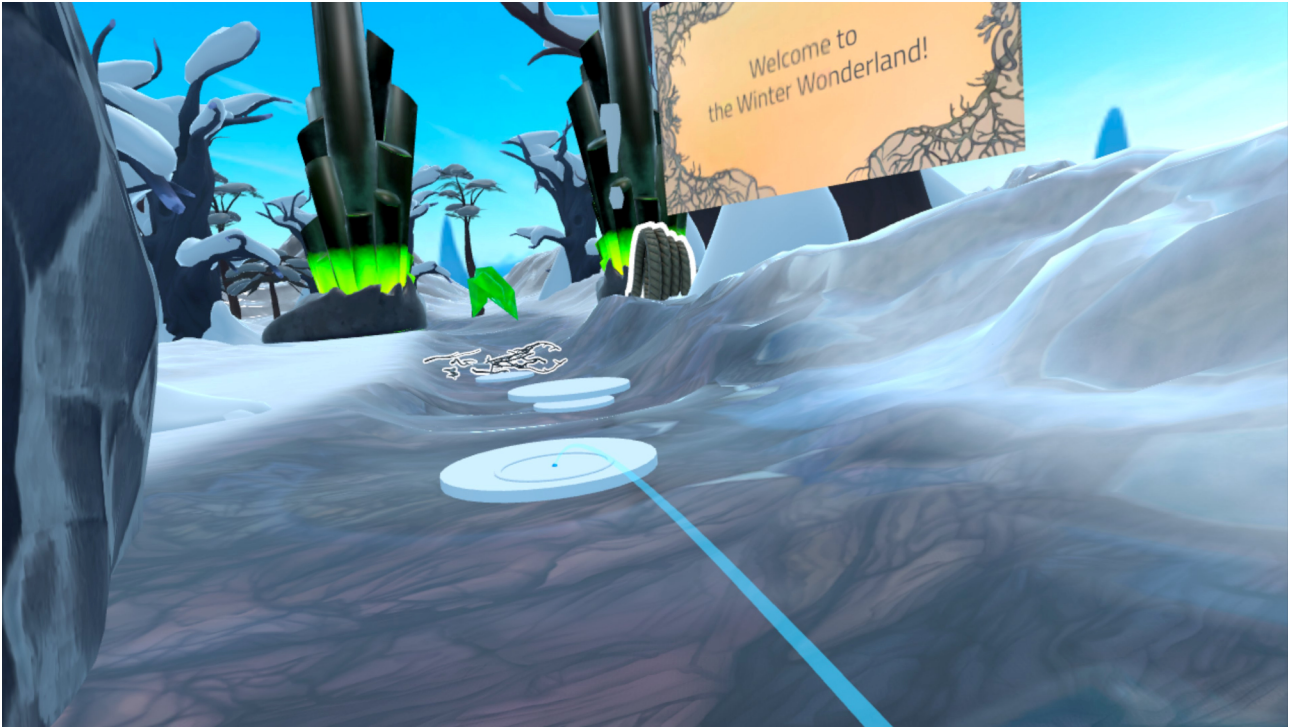
The teleportation method is based on tile selection that lets the player move forward and back along the designated pathway. The controller buttons used are the following:

- **Right/Left thumbstick**
- **Right/Left grip**
- **Right/Left trigger**
- **Oculus/Meta button**



How to activate the teleportation:

- Press and hold the right or left thumbstick down.
- A teleportation area will appear. The blue circle indicates, where you will be teleported.
- Release the thumbstick to teleport the avatar to the chosen area.



If the red line occurs this shows that a player misses the target.



The path that the player has already walked is indicated by the teleportation tiles coloured in green.



Retrieving objects and interacting with the environment (Trigger/Grip)

Buttons:

Right and left buttons. **Trigger** buttons (**R** and **L**). Retrieving objects. **Grip** buttons (Grip on either side). Picking up and throwing objects.

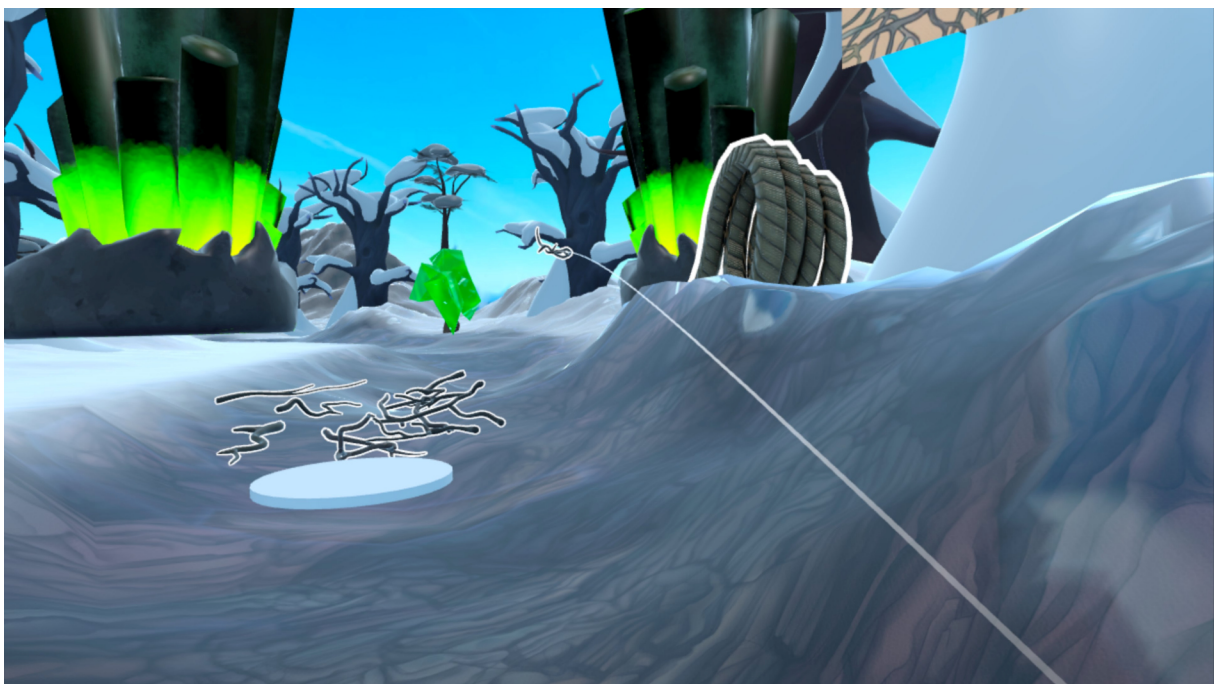
How to activate:

Approach a retrievable object. Its' outline will sharpen.

Press **Trigger** (using your index finger). The object will be retrieved.

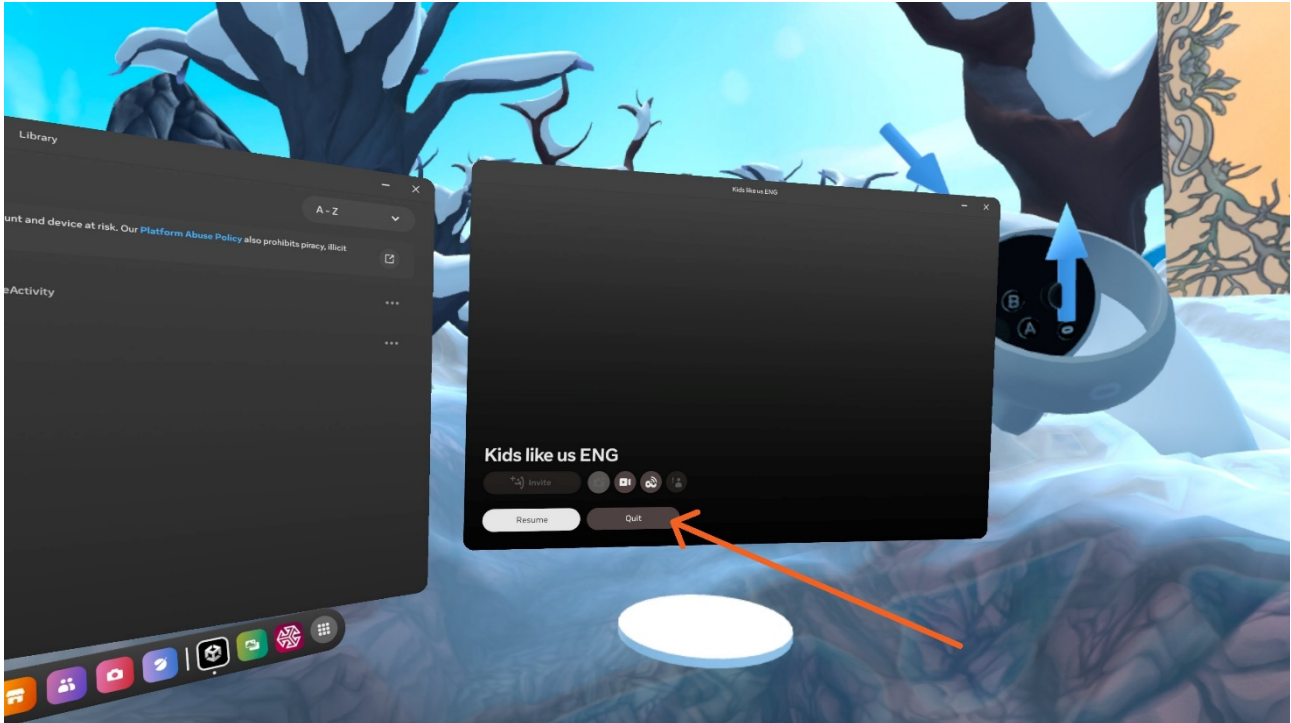
To throw an object, release either the **Trigger** or **Grip** button.

If an object has buttons or interactive parts, press **Trigger** to activate them.



How quit/exit the VR application

1. Press **Oculus (Meta)** logo button.
2. In the window that opens after pressing the logo button select **Quit**.



Short scenario brief

When VR experience starts a user finds him/herself at the beginning of the forest path where he/she gets visual controller instructions. Then the user travels to the first gates where he/she receives the general instructions about the whole experience. This is also the location where the she-wolf is introduced.

In total there are five gates that the participant passes through – the entry gates and the four Crystal gates. Each one of the Crystal Gates is connected to the specific natural element such as Earth, Air, Water and Fire.

At the Crystal gates the player is introduced to the particular natural element and the task that he/she has to complete in order to gain the award – a crystal.

Once 4 crystals are collected, the participant receives the main prize.

The Forest Wonderland experience does not restrict players by time, which helps them feel safe. If the task proves too challenging, assistance from the She-wolf is available, strengthening the child's sense of security and self-confidence.





This material was created within the project "KidsLikeUs: Empowering NGOs & public institutions in helping children overcome migration traumas using creativity and favors of nature", co-financed by European Union funds (European Regional Development Fund) from the INTERREG Baltic Sea Region program.