

Briefing guide – Propagation : Top Squad



Goal

Propagation : Top Squad is a shooting/action VR game in which players embody an **elite military squad** sent to **purge the zombie-infested city**, by activating **4 anti-zombie antennas** (devices called ARES) positioned by a previous military team. They must follow the cable on the floor indicating the path(s) leading to the devices, turn them on, then defend them until they are fully activated. Players can find a **variety of weapons** along the way. They only have a **limited time** (indicated on their wrist watch) to complete their mission.



Gameplay elements

ARES devices

They must be turned on when **all the players** are close, by pressing the **red button**. The device then needs **a few minutes to charge**, during which zombies flock to it, and try to deactivate it. If it gets too damaged, it stops, and the activation sequence must be restarted. Once fully charged, it releases a spike which kills all the zombies in the area.



Weapons

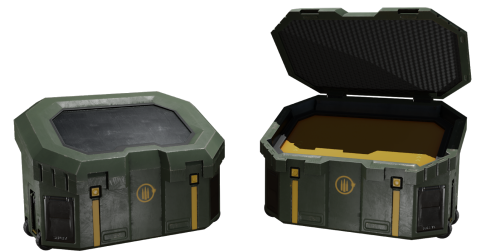
Players start the game with a handgun, and afterwards they can **find more powerful weapons** in **crates** placed along the path (see next page). The weapons found by players are then **unlocked** and available for everyone in the **weapon trucks** (see next page).



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Weapon crates

Players can get increasingly powerful weapons in crates placed along the way. To **unlock** a weapon for all players (available in the trucks), at least one player must come close to the crate or pick up the new weapon.



Weapon trucks

Parked next to each ARES (except the first one), the truck stocks all the weapons which were unlocked by the players. It allows players to **change weapon at will**.



Interactions

Buttons and interactions are explained in the tutorial. Here is a short summary :

Picking up a weapon : Aim with the blue laser that appears when one is close to a weapon. Click on the trigger to pick it up. It is automatically placed in the player's strong hand (must be chosen at the beginning of the tutorial). It is not possible to drop a weapon. To shoot, press the trigger.

Movement : Players can move around using teleportation.

Reloading : Reloading takes a few seconds. It is automatically triggered when the weapon is empty. Moreover, activating the player option "*Manual reloading*" allows the player to reload at will by squeezing the grip.