

Pilgrim VR

Equipment: Quest 3/Quest 2

Set up:

1. Turn on the headset and create a new boundary. The playspace should be standing and allow for full range of arm motion.
2. Open the App Library then locate and select Pilgrim VR (Lite).

Controls/Navigation:

- Y/B button makes “information” buttons pop-up
- X/A button pulls up the map
- joysticks teleport & rotate
- trigger selects
- grip grabs (there should be nothing to grab in the version that’s on the headsets though)
- Menu button on the left controller brings up a menu with 4 options (“resume”, “main menu”, “settings”, and “quit”)

Gameplay:

1. Opens on landing screen with the gates of Masjid Al-Haram (castle-like wall with doors) in the background and a screen in front that says “Pilgrim VR” and lists out six options (“roaming”, “training”, “how to play”, “settings”, “credits”, and “quit”). This should be the main menu.
2. Selecting “Roaming” allows the player to see a map of the different places they can visit. They can then select the location to visit and look around before using the controller to pull up the map again, or placing themselves in the teleportation space for the next location (teleport to the space and then the space will automatically teleport them into the next location).
 1. If they want to exit roaming, they can pull up the menu and select to return to the main menu.
 2. There are only three locations you can visit without Pilgrim VR Premium, these locations are on the left side of the map.
 3. Each location has different spots with little blurbs of information. The player needs to select the information button on the controller to make them pop up around the

location then click the buttons around the location to get the boxes of information to pop up (click the buttons with the trigger).

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