



2MD VR FOOTBALL



DIGITAL MANUAL

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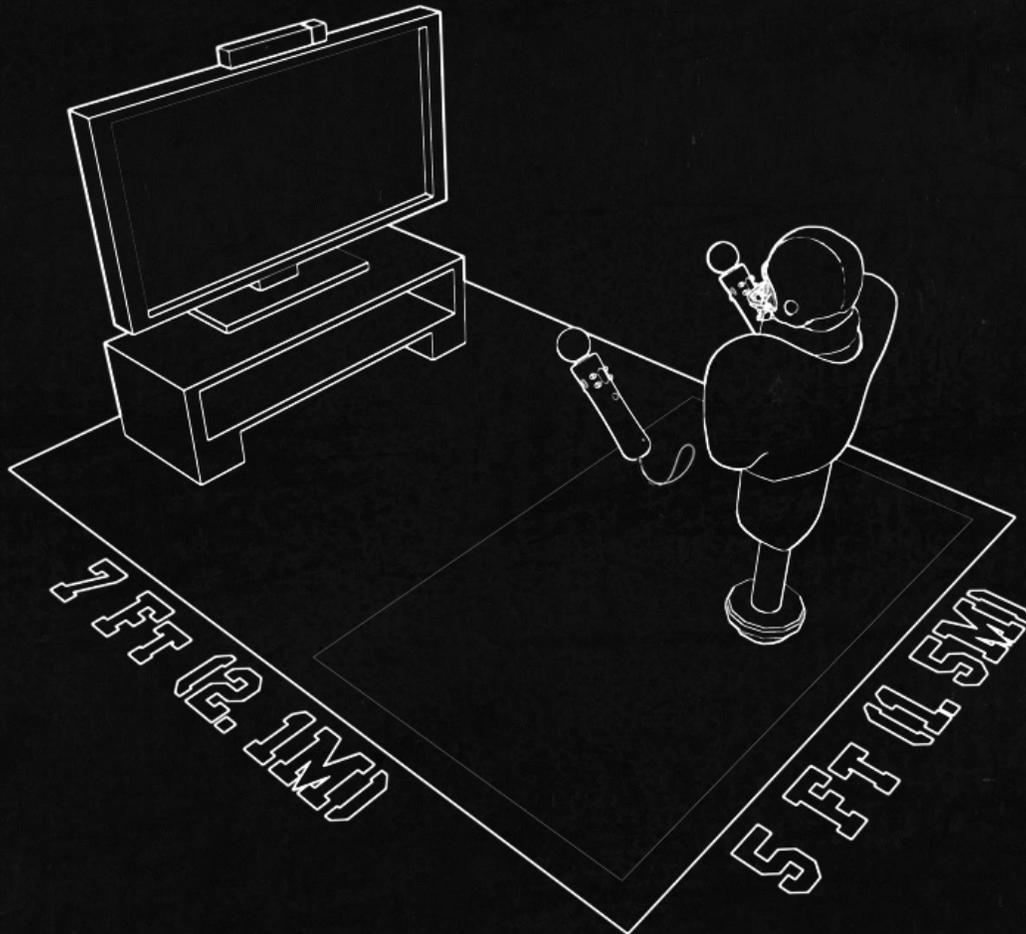
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INTRODUCTION

Welcome to **2MD VR Football**! 2MD is a motion-controlled **two-minute drill** VR arcade experience where players take on the role of quarterback tasked with taking back the lead in the final moments of a close game. Draw the plays, call the shots, throw the ball to take down opponents before the clock runs out, and lead your team of tackle-dummies to victory.



GETTING SET UP



2MD requires at least standing-room area to play, with enough freedom of movement to allow players to hike and throw the virtual football.

Please ensure that your play area is free of any obstacles prior to starting (this includes ceiling fans!). A play space that is 5ft / 1.5M wide and 6ft / 2M long is recommended.

Placing your PlayStation®Camera atop your TV (or at least 1.5 Meters / 5 ft high) is also strongly recommended if you opt to play while standing.

Lastly, we cannot stress enough: **Always wear the provided straps on your Move controllers.**

CONTROLS

2MD utilizes room-scale VR motion tracking and ambidextrous controls. Utilizing 2 PlayStation®Move motion controllers (required), your movements are translated 1:1 to actions on the field.



Move button

ON-FIELD: (BEFORE SNAP) TAP BEFORE SPEAKING VOICE COMMAND.
ON-FIELD: (AFTER SNAP) RUN FORWARD.

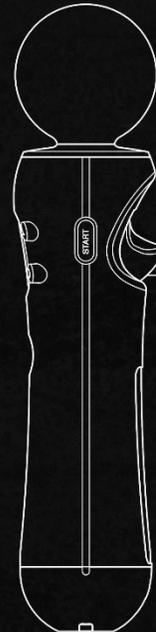
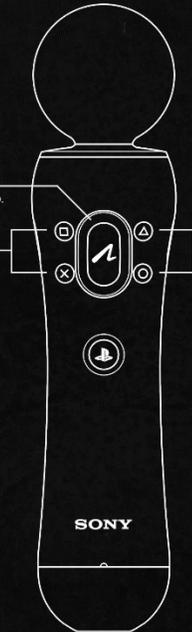
Action buttons

LOCKER ROOM: SWITCH PLAYS ON WHITEBOARD.
ON-FIELD: (BEFORE SNAP) SWITCH PLAYS. (PRESS TWICE TO FLIP)

- PLAY #1 : "BRICK RIGHT" / "BRICK LEFT"
- △ PLAY #2 : "DELTA RIGHT" / "DELTA LEFT"
- × PLAY #3 : "CROSS RIGHT" / "CROSS LEFT"
- PLAY #4 : "HALO RIGHT" / "HALO LEFT"

ON-FIELD: (AFTER SNAP) RUN THE BALL.

- RUN FORWARD DIAGONAL LEFT
- △ RUN FORWARD DIAGONAL RIGHT
- × RUN BACKWARD DIAGONAL LEFT
- RUN BACKWARD DIAGONAL RIGHT



T button

ON-FIELD: HOLD TO SNAP BALL. RELEASE TO THROW.
LOCKER ROOM: PICK UP / GRAB OBJECTS.

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In addition to the standard control set, you have the option of using **speech recognition** to call audibles. *Before* the snap, simply hold the move button then state the code name of the play and direction (which corresponds to either the left or right move controller) so your players know which formation you want. For example, "Halo Right" would correspond to the play stored in the circle button on the right controller.

The **Move button** and **action buttons** can also be used to run on the field *after* the snap. Pressing the **Move button** after the snap will cause your QB to run downfield, while each **action button** corresponds to a diagonal movement either right or left, forward or backward.

Customize Your Team

The sliders to the right of the whiteboard allow you to select the team you want to play for. This automatically selects their home stadium as your field, as well. The remaining sliders let you customize your QB voice and jersey, and route colors. You can see the results of your work on Bebop, the player grooving to tunes to the right of the whiteboard. Click on his boom box to cycle through available music for your home field fight song. **You can also silence the music entirely, if you'd prefer to listen to your own while playing.**

Practice Field

Click on the rings leaning on the rehab cart to the left to enter the practice field. This also serves as 2MD's options menu.

Here, you can run simple ring drills to hone your throwing arm. More importantly, you can use the provided sliders on the control panel to adjust important options, such as re-calibrating your play area, adjusting your height, and customizing the release height and power of your throw. We recommend spending some time finding the values that allow for the most natural feel before heading into the game proper, as everyone's set up is unique.

When you're done practicing, simply remove your helmet at any time to return to the locker room: bring your QB's hand to the facemask until you see it open slightly (and the mask will highlight, indicating it can be interacted with). Simply hold down the T button to take hold, then remove the helmet from your head.

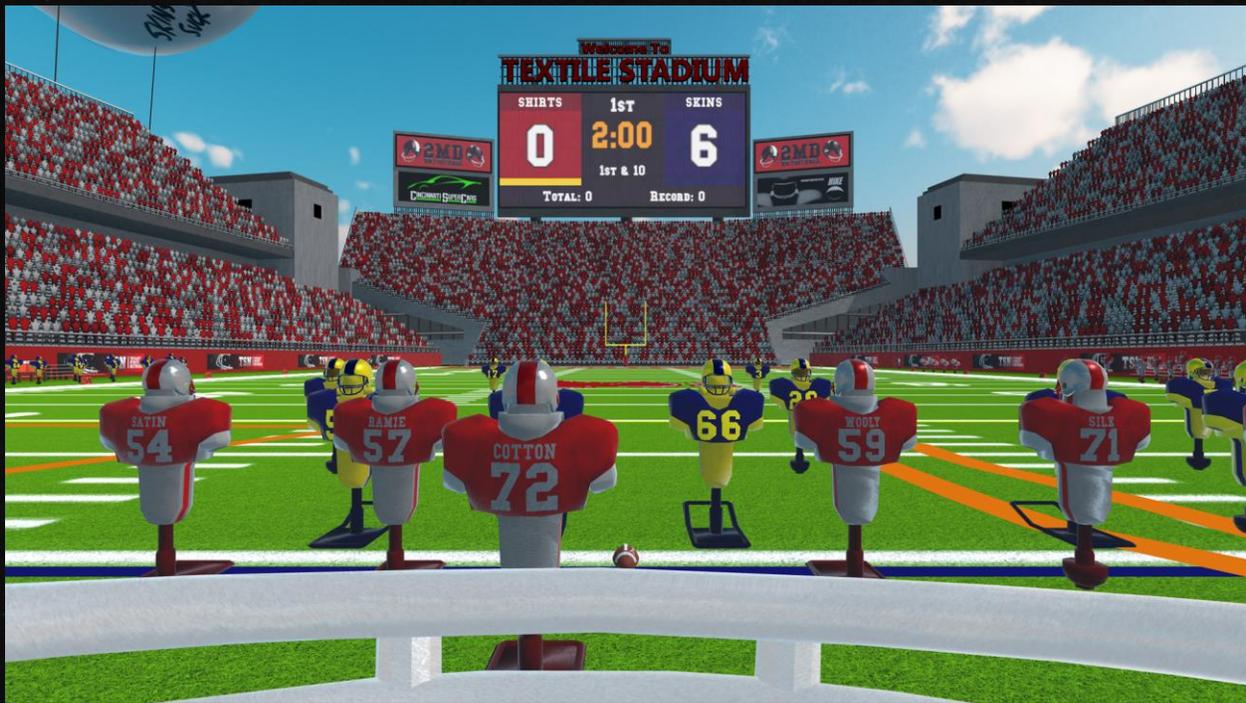
Starting / Stopping the Game

To start the game, pick up the helmet next to the whiteboard by holding down the T button and place it on your head.

On the Field:

This is where the magic happens! Here, you will call your plays and fight to outscore your opponents before time runs out. The game consists of a maximum of 7 rounds. In each round you will have **2 minutes** to outscore your opponent. Failing to do so will end the game and return you to the locker room. Complete all 7 rounds to beat the game.

Press the action buttons (or use the voice commands) **before** the snap to select which play to run. You will see the player routes appear below your receivers on the field.

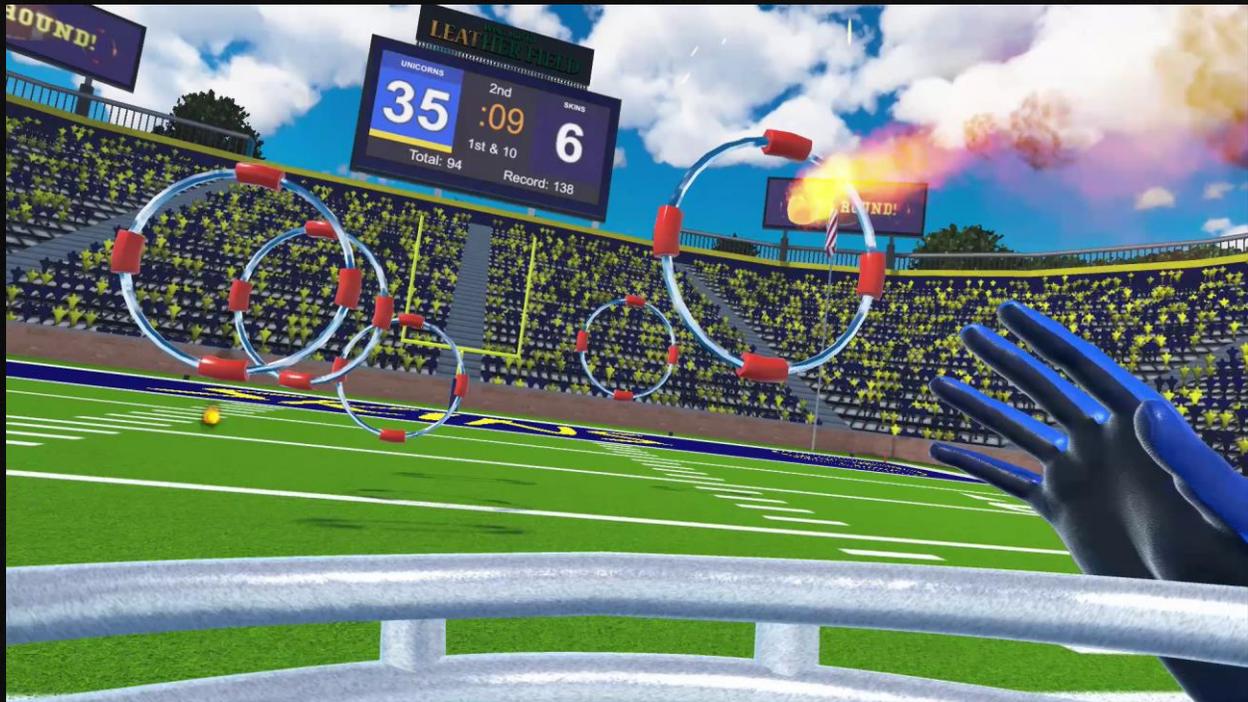


To use speech recognition, press and hold the Move button on the **right** motion controller and say the name of the play + the side of the controller it is stored in. For example, saying “Delta Left” will select the play stored in the triangle button of the left Move controller. This is especially handy as, when playing in VR, you don’t have to take your headset off to confirm which button you need to press. Remember the codenames of each action button are written on the whiteboard, as well as in the figure on page 4 of this manual.

When you’ve decided on your play (don’t take too long: remember, the clock may be ticking!) hold down the T button to snap the ball. Swing your arm in a throwing motion and release the T button *during your throw* to hurl it downfield. **After** the snap, you can also use the move or action buttons to run downfield, however this is not a requirement. Throwing interceptions, or failing to advance after 4 downs, will return you to the 20-yard line.

Bonus Points and The Bonus Round

Bonus points are also awarded for making completions. After winning a round, you will also be awarded bonus points based on the time left on the clock. Lastly, you will get a chance to score additional points in the bonus round.



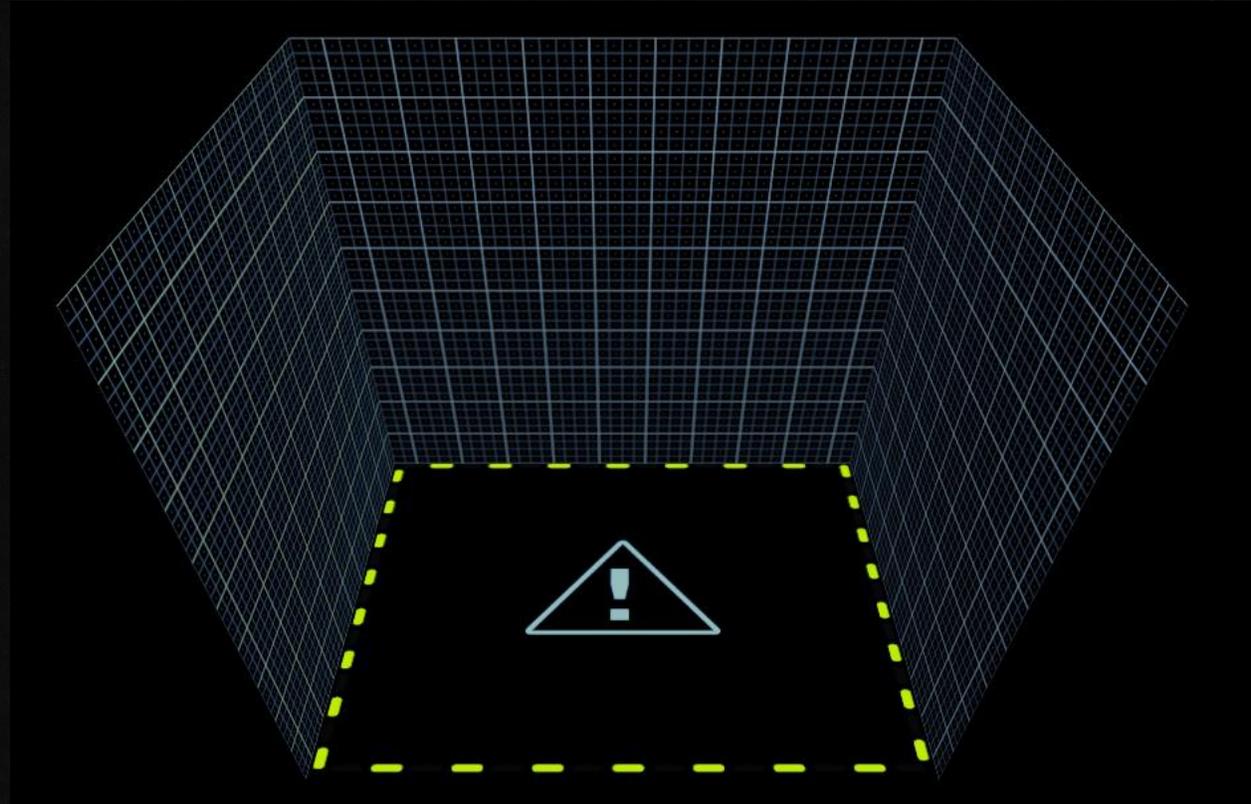
Hold down the T button on either Move controller to spawn a football, then release the trigger during your throw to release the ball. In the bonus round you can throw as rapidly as possible, and even throw two footballs at once!

Hit rings to score points. Each **bronze** ring is worth **1 point**. Hitting 3 rings in a row will activate a HotStreak and upgrade the bronze rings to **silver** making them worth **2 points** each. Hitting 5 rings in a row will spawn a bonus **receiver** that you can hit for **7 points**. If you hit the bonus receiver it will also spawn a set of **gold** rings that are each worth **5 points**.

If you'd rather skip the bonus round and proceed to the next match, simply hit the "SKIP" button on your left.

Play Area Boundary

The play area boundary is a 1.5m x 1.5m virtual grid system that surrounds the player at all times.



The safety grid will appear if you deviate more than 0.75m beyond the center, which is set when you first calibrate upon starting the game for the first time (or using the control panel in the practice field). Keep this area clear of any obstacles or people in the real world to ensure a safe and enjoyable 2MD experience.

Oh, and watch for ceiling fans. Everyone forgets about those.

Last Minute Tips

2MD is about skill, strategy, and time management! Remember to select the right play for the right opportunity.

Additionally, you can be creative with your plays, and can even set up running plays that will allow you to hand off the ball.

The faster you finish each round the more time you have in the bonus round - use this time to maximize your score, or skip it if you want to rest your throwing arm!

You may have noticed that 4 teams are available from the start. Win games to unlock additional teams logos and stadiums for your own use.

If you experience any inconsistency or irregularity with your motion controls, or if your lighting conditions have changed significantly, it may be a good idea to adjust the tracking lights for your Move controllers.

This can be found in the PS4™ system dynamic menu under (Settings) > [Devices] > [Playstation@VR].

CREDITS

2MD
VR FOOTBALL
ULTIMATE EDITION

FOR TRUANT PIXEL, LLC:

LEAD DEVELOPER	IAN ROBINETTE
GRAPHICS, MUSIC, SOUND	MAHER AL-SAMKARI
ADDITIONAL ART AND QA	SOUHA AL-SAMKARI
ADDITIONAL MODELS AND AI	COLE ROBINETTE
MUSIC CONTRIBUTION	JAMES COOKE

2MD ORIGINAL SONG "DOWN THE FIELD"

K. CARTER (VOCALS)
DRE MANUEL (MUSIC / PRODUCTION)
MAHER AL-SAMKARI (HOTSTREAK LAYER)

ORIGINAL GAME LEAD DEVELOPER

COLE ROBINETTE

CAST

ANNOUNCER	XANDER MOBUS
"COACH"	SUNGWON CHO
UNICORNS QB, SKINS QB	SUNGWON CHO
TRUANTS, PRINCESSES QB	SAHAR HAKIM
SHIRTS, ROCKETS QB	DAVID WALD