



Banana Invaders

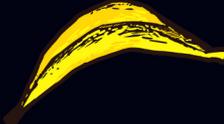
BANANA INVADERS IS A ARCADE STYLE FIRST PERSON SHOOTER IN WHICH YOU ARE TRAPPED IN A SMALL ARENA WHILE A BUNCH OF MONKEYS FLY AROUND AND THROW BANANAS AT YOU. YOUR JOB IS TO PROTECT YOURSELF BY SHOOTING ALL THESE ENEMIES DOWN BEFORE THEY HIT YOU.

CONTROLS

TRIGGER - shooting the gun and crossbow,
GRIP - navigation in the menu, teleportation between platforms during gameplay
A (Oculus)/ LEFT TRACKPAD DOWN (Vive) - pausing the game

WEAPONS

You are armed with a gun and a crossbow. The gun is a standard fast shooter. The crossbow while slower is twice as powerful and requires a bit less accuracy. On the back of the pistol you can see the amount of enemies you have hit during the current match, while on the back of the crossbow you can see the how many lives you have left.



LIVES

You start out a match with three lives and the game ends when you run out of them. Every time an enemy hits you one life is taken away from you.



ENEMIES

There are three types of enemies that are thrown at you by the monkeys: regular bananas (destroyed with one hit), banana bunches (destroyed with two hits) and banana trucks (much slower but they can take seven shots before they are destroyed). When an enemy is thrown at you the monkey lets out a loud shout. Every enemy also emits a distinct sound while it flies towards you. Listen closely for these sounds for they are crucial becoming the best at Banana Invaders!



TELEPORTATION

If you point a gun at one of the other platforms that are placed around the playing field it will start rotating. If you then hold down the grip on that weapons controller a teleport will start loading. Once loaded you will be moved to the chosen platform. This is a great way to catch a quick pause when things are getting out of hand. Remember however that bananas are not that easily tricked and they will find you and go after you again.



ROTATION

During teleportation your rotation is preserved. To avoid any problems with improper tracking, cable drag and disorientation you can avoid having to rotate around inside your physical space by using the rotation mechanic. Holding down both grips will rotate you so that the front of your VR setup will face the center of the virtual game arena. This means that you can play Banana Invaders always standing facing the front of your VR setup. Pro-tip: If you hold down both bumpers while teleporting you will already be rotated once you are on the new platform!



RUBY SKULL

If you ever get disoriented look for a ruby skull on the floor. It is a marker that always shows the front of your VR setup.



POWER UP BARS

Once in a while you might hear a faint buzzing emitted by a red chocolate bar floating around the scene. This is a power up bar and if you shoot it down all enemies will swell up making them much easier to hit. This effect does wear out so act fast!



MAIN MENU

When you enter *Banana Invaders* you start in the main menu. Here you can select your name, check the current leaderboard and HoloFame, look through the games credits, start a new match and exit the game. All interactions with menu items are done using the grip of your VR controller.

NAME SELECTION

In order to distinguish between scores set on the leaderboard every player can pick a name for himself before he plays his match. This can either be done by using the randomize button which assigns a random wacky name, or by entering your name in the letterboxes. This selection is done by pointing at a letterbox and interacting with it by using the grip. Using your right controller will shuffle through the letters in alphabetical order. Using the left controller however you can go in the opposite direction.

SCORE

After a match you are rewarded a numerical score that is calculated using the amount of enemies you hit and your accuracy during the game. Based on this score you are placed on the leaderboard which is visible in the main menu.

LEADERBOARD

Present in the menu is a large leaderboard that lets you see the best scores from the latest matches. As *Banana Invaders* is meant to be a competitive party game in which a group of friends can fight against one another for the best score this is where the current best players will be presented. This leaderboard shows only scores that have been achieved during this play session of the game and is whiped when the game is turned off. This doesn't however mean that your best scores are lost! The best scores ever achieved on a copy of *Banana Invaders* are saved in the glorious HoloFame.

HOLOFAME

This is the master leaderboard where the best all-time scores achieved on this copy of *Banana Invaders* are saved. Be the best and this is where you will be sending in everybody to bask in your glory. To see the HoloFame press the "HoloFame" button in the main menu and look at the ceiling.

