



Emerge Demo Instructions

Instructions

- Pool Game – The main objective of the game is to maneuver the 3 large, spherical “Pool Balls” into the large, circular, “pockets” on either side of the “Water Wall” at the end of the Hangar. You can move the pool balls by colliding with them, or by attaching rounds from your gun to them and triggering them. The Pool Balls are affected by gravity and will be much easier to maneuver when gravity is turned off. When a Pool Ball is maneuvered into a Pocket it will explode and disappear. After all 3 Pool Balls have been maneuvered into the Pockets a brief cinematic will be played, during which the Water Wall disappears and the remaining objects in the Hangar are “sucked” out into space. After the cinematic, the game will reset.
- Controls – To see the controller layout press the “Start” button to pause the game and select “Controls.”
- Movement – You can move the player around the environment using the Left Thumbstick.
- Aiming/Firing - To enter “Aiming Mode,” squeeze the Left-Trigger.
 - While you are in Aiming Mode, you cannot move your character, but you can move your view, using either Thumbstick
 - Rounds can only be fired while you are in aiming mode.
 - When you are Aiming, your gun will project a laser sight to show where your shots will impact.
 - You can Change the Ammo Type you are using between Thruster Rounds and Magnetic Rounds. To change the Ammo Type, press the RB button (Xbox 360) or R1 Button (PS3)
 - Thruster rounds - Once attached, Thruster Rounds can be triggered to apply a thrusting force towards the object that they are attached to. The strength of this force is determined by how tightly you squeeze the Right-trigger. The Thruster force will be applied as long as the trigger remains pulled. When released, all Thruster Rounds currently attached to objects in the environment will detach and become debris.
 - If you are aiming at one of the “pool balls” with a Thruster Round the laser beam will be refracted, through the pool ball, in the direction that the pool ball will go if the Thruster Round is triggered. NOTE: If multiple Thruster Rounds are attached to the same pool ball, the laser beam will NOT accurately predict the direction that the pool ball will move.
 - Magnetic Rounds – Once attached, Magnetic Rounds can be triggered to create an attractive force that will affect other nearby objects. The strength of this force is determined by how tightly you squeeze the Right-trigger. The Magnetic force will be applied as long as the trigger remains pulled. When released, all Magnetic Rounds currently attached to Objects in the environment will detach and become debris.
- Gravity Control – You can dynamically control the level of gravity in the environment using the D-Pad.
 - To increase the gravity level, press “Up” on the D-Pad
 - To decrease the gravity level, press “Down” on the D-Pad

- Gravity can be set to any level between “Zero” and “Earth”
- Options –There are a number of options that you can turn On/Off via the options menu. To access the Options menu Press “Start” and select “Options”
 - Countdown Timer – Turns off the countdown clock in the upper-left corner of the screen. Normally, when this timer reaches zero, the application will reset. If you are setting up objects to manipulate with gravity/ammunition and do not want it to automatically reset, turn the Countdown Timer off. NOTE: If the countdown timer is “On” a beeping sound will warn the player each second for the last 30 seconds before time expires.
 - Free Camera – If you want/need to show someone a close-up or difficult part of the environment to see, you can turn-on free camera. While the Free Camera is turned on, the game will remain paused. To return to normal gameplay from Free Camera, press the Start button.
 - Performance Stats – There are 3 levels of Performance Stats
 - Off – No Performance Stats are displayed
 - Simple – A small UI element is turned-on in the top, central region of the screen. It will display the current frame rate (FPS) and frame render time (in milliseconds).
 - Detailed – Will enable the “Visual Tracker” which displays graphs of the framerate, render time, and Metrics probe (rounds fired, by type)
 - HDR (High Dynamic Range Lighting) – This option will turn on/off the HDR effect which causes the hot, white, blooming effect on the floor and walls and some objects.
 - Shadows – This option will turn on/off the dynamic shadows in the environment.
 - Music – This option will turn the background music track on and off.
 - Sound – This option will turn the various sound effects (footsteps, shots, explosions, collisions) on and off.
 - Ambient Occlusion – This option will turn on/off the soft shadows that are cast by the dynamic objects in the environment.
 - Reflections – This option will turn on/off the dynamic reflections that are cast by the character and objects on the floor of the main Hangar area.
 - Invert Y-Axis – If a player prefers to play with inverted camera controls (up looks down, down looks up) this can be enabled by selecting “Invert Y-Axis” in the Options Menu.