



User Guide

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Please note this user guide is written from the perspective of an Oculus touch user. For other controllers such as Vive, Index and WMR please refer to the controller bindings below in 'Basic Controls List'.

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Basic Controls List (All VR devices)

Oculus Rift

Move - left thumbstick (up, down, left, right)
Teleport – right thumbstick (up)
Turn – right thumbstick (left, right)
Swim – left thumbstick (swim in direction you are looking)
Grab/throw – hold/release grip button
Open/close creator halo – press A or X
Open/close emotion halo – press B or Y
Open/close painting palette – press trigger on either controller
Paint – hold grip button
Make music with painting – touch any lines
Add wood to campfire – Throw sticks onto campfire
Open pause menu – menu button (left controller)
Recentre position – click either thumbstick

HTC Vive

Move - left trackpad press (up, down, left, right)
Teleport – right trackpad press (up)
Turn – right trackpad press (left, right)
Swim – left trackpad press (swim in direction you are looking)
Grab/throw – hold/release grip button
Toggle through creator/emotion halos - left or right trackpad press (center)
Open/close painting palette – press trigger on either controller
Paint – hold grip button
Make music with painting – touch any lines
Add wood to campfire – Throw sticks onto campfire
Open pause menu – menu button (either controller)

Valve Knuckles

Move - left thumbstick (up, down, left, right)

Teleport – right thumbstick (up)

Turn – right thumbstick (left, right)

Swim – left thumbstick (swim in direction you are looking)

Grab/throw – hold/release grip or A button

Toggle through creator/emotion halos - left or right B press (center)

Open/close painting palette – press trigger on either controller

Paint – hold grip or A button

Make music with painting – touch any lines

Add wood to campfire – Throw sticks onto campfire

Open pause menu – long press on left or right B button

*note: the Knuckles trackpads mirror the input of the thumbstick, but thumbstick use is preferable and the experience has been optimized for it. (this might need to be reformulated or integrated in another fashion?)``

Introduction to Nature Treks: Together

Nature Treks: Together is a place just for you or a place to connect with others using a combination of shape, color, and sound. Intuitively transition deeper to rediscover the benefits of expression, the value of emotion, and escape into a powerful sensory experience.

All of the Nature Treks experiences are designed with a layered approach. The base layer being a relaxing nature simulator, however the experience allows the player to instinctively and seamlessly slip into a powerful sensory experience.

Moving Around the World

In Nature Treks you are free to explore unrestricted and can seamlessly move from land into the ocean to 'swim'.

General movement on land uses a dual movement system. By default your left controller allows you to move freely using the left thumbstick. The right controller allows you to teleport by moving the right thumbstick up. Snap turning 45 degrees is possible by moving the right thumbstick left or right.

This might sound complicated initially but it is very easy to get the hang of and provides a simple but flexible way to get around the environment.

Swimming is automatically activated when you move into the water. The swimming controls are similar to the free movement system, using the thumb-stick. However there is one main difference, the direction you are looking becomes the direction you swim.

Grabbing and Throwing

There are two types of objects you can grab and throw. Firstly grabbing and throwing is how you interact with the creator and emotion orbs. When a halo is activated you can reach out and grab an orb, releasing or throwing that orb will perform an action. Depending on the orb you grabbed the result could be anything from growing an oak tree to creating a miniature galaxy.

Secondly you will notice that some objects scattered throughout the environment can be picked up. These could be sticks, stones or shells. Sticks have a particular importance as you can use these to add fuel to the campfires found on each sub-island.

Painting Instruments (Thought mode)



Painting instruments is a powerful new feature that can give the player a deep sensory experience, combining principles of art therapy, sensory rooms and more.

You can activate 'thought mode' at any time by pressing the trigger button on either controller. Pressing the button on the right controller sets the mode up for painting with your right hand, pressing the button on the left controller does the same for the left hand.

Throughout the experience you will notice a theme of 6 colors. These colors relate to a theory of our 'emotion wheel'. Every human being has a core set of emotions. The colors in Nature Treks: Together loosely relate to that and are designed to give the user sub-conscious expression and choice.

You will find these colors available on your 'painting palette' when in thought mode. To select a color simply 'dip' your index finger into the color. Notice the color on the end of your finger change. This is now the color you will paint with. To paint simply hold the grip button and move your hand to paint with your index finger.

The stroke width can be changed by dipping your index finger into one of the 3 grey spheres on the palette. Think of these as brush sizes. Notice the painting sphere on your index finger changes size also. This is an indicator to show you the current size selected.

A white sphere is positioned in the centre of the painting palette. This is your eraser and allows you to remove lines you have painted if you wish. Select the eraser by dipping your index finger into it. You can erase lines the same way you created them, hold the grip button and touch a line with your index finger.

Growing Things Using the Creator Halo



The creator halo gives you the ability to shape your environment to your mood. Create a meadow of sunflowers or a palm tree to give you some cool shade, its up to you.

Open/close the creator halo pressing the A or X button. The creator halo menu will appear in context to your hand position. So depending on if you want to use your left or right hand to grab and throw, it is easy to switch between.

Once the creator halo menu is activated you will see a circle of 6 orbs. These are your creator orbs and give you the ability to create a variety of trees, bushes, flowers and rocks. Specifically the 6 types are:

1. Large Tree
2. Medium Tree
- 3 Small Tree
4. Bush
5. Rock
6. Flower



To create objects simply reach out and grab a creator orb using the grip button, once released or thrown it will create an object when it makes contact with the ground.

Its possible to 'level up' the creator orbs by holding them for a longer period of time. There are 3 levels for each orb. For example throwing a tree orb within a few seconds will result in a single tree being grown. Holding the orb for more than 3 seconds will result in a level 2 impact and several trees will grow. This allows you to place an object in a specific location or almost instantly create a forest by leveling up the orbs.

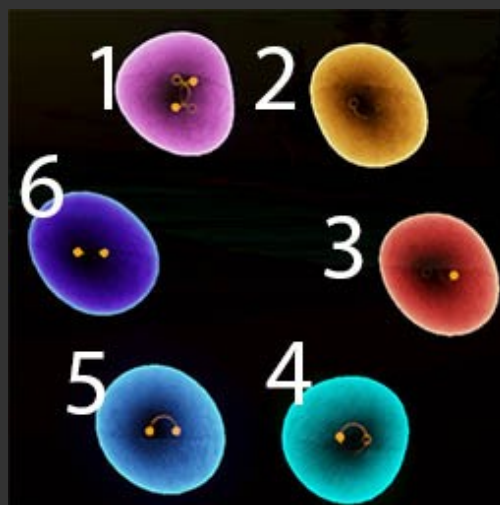
Expression Using the Emotion Halo



The emotion halo gives people a way of communicating and expressing themselves in a fundamental way, based on the 'emotion wheel theory'. The 'emotions' projected take the form of an audio and visual effect.

You can activate the emotion halo in a similar way to the creator halo, by pressing either B or Y. The emotion halo will appear as 6 orbs, each with a unique color and icon. The types of emotions loosely represented are.

1. Love
2. Joy
3. Anger
4. Surprise
5. Sadness
6. Fear



To use an emotion orb reach out and grab one using the grip button. Throwing the orb will release the emotion effect. You can also 'level' up emotion orbs, similar to the creator orbs. Do so by holding them for a longer period of time. This amplifies the effect upon release.

Emotion effects emit a pulse to users within a radius of its centre. Move further away from the emotion effect to stop receiving the pulse.

Fire Side Voice Chat



Voice chat is available in Nature Treks: Together. However it is only active around each campfire (a campfire is placed on each sub-island).

You can now voice chat with other players within the proximity of the campfire. Notice that 'ears' appear on the avatars that voice chat is enabled for.

You can build up the fire by collecting sticks (scattered around the environment) and throwing them on the fire. As the fire increases in intensity the proximity of voice chat grows. The maximum amount of sticks that can be added to a fire is 10, the maximum proximity of voice chat encompasses an entire sub-island.

Using the Pause Menu



Access the pause menu by pressing the menu button on your left controller. The pause menu has options for controls, settings and menu.

The menu button will return you to the main menu scene should you wish to change environment or server.

The controls option displays the basic controls for the experience.

The settings menu has options for Game and Room. Only the 'Game' panel will be displayed at all times. 'Room' settings relate specifically to multiplayer functionality.

In game options you can adjust audio volume and graphics quality. You can swap movement, this is useful if you are left handed. A meditation lotus toggle is also available, the meditation lotus is included as an additional tool for help you relax and works as a breathing guide, timed to the lotus animation.

If you are in multiplayer mode you will notice a button on the settings panel for 'Room' options. Clicking that takes you to the room options panel. Here you can identify other players in the room by checking the box 'enable player identity numbers'. Doing so places a unique number above each player's avatar.

Checking/Unchecking the boxes beneath the player numbers disables/enables the painting visibly and microphone chat for that player, at least from your perspective. This is useful and included as a privacy tool. Allowing you to mute unwanted chat or disable drawings you may find offensive or inappropriate.

Please be kind and compassionate with other users. It 'probably' matters in the grand scheme of things and I urge you to use the opportunity to leave even the smallest vibration of positivity. It will resonate beyond this experience into the lives of others and reflect back at you.

Adding friends

You can add friends in NT:Together. An add friend icon will appear above other players avatars when close. This is your add friend button, point to and press the button. The other player will receive a notification to accept the invite. If the other player accepts you are now friends. Notice their name now appears Green above their avatar. Friends profile icons appear in the lobby to indicate what rooms they are in for future sessions, making it easier to connect.

Removing friends

If you need to remove a friend you can do this using the Settings/Room panel in the pause menu. Look for the player icon belonging to the friend you would like to remove, you should see a red cross in the corner. Simply click the icon to remove.

General Tips

The teleport line doubles as a lantern at night. Hold the teleport button to brighten up the local area.

Customer Support

Support email jcarline@greenergames.net

Greener Games Discord Server <https://discord.gg/ebJSdaGag2>

Website <https://www.greenergames.net/>