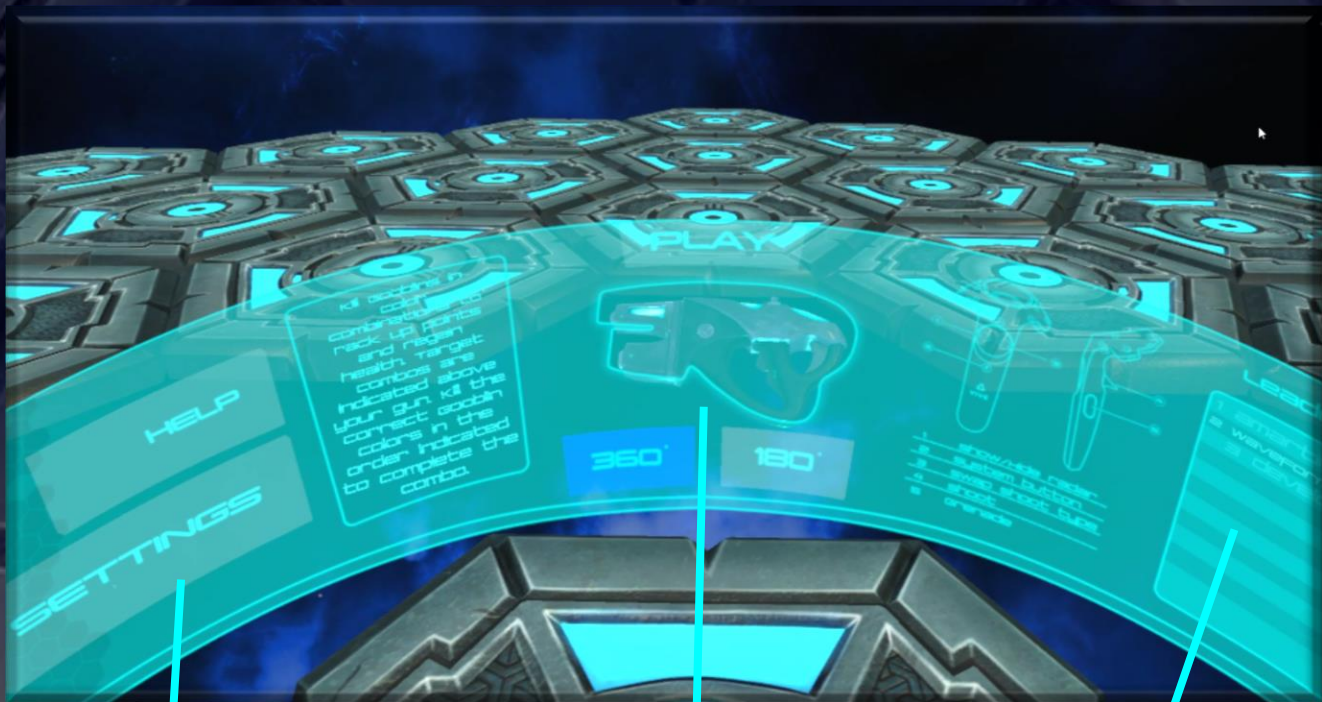


welcome to Gooblins!

Gooblins is a Virtual Reality, arcade style first-person shooter designed for the HTC Vive. The game is simple, but here are some pointers to get you started. Enjoy!



control panel



settings adjusts
Music and Effects
volume

See your progress on
the Steam
Leaderboard

Only a single controller
is required for
Gooblins. Select **360°**
or **180°** degree FOV, hit
PLAY, pick up your gun
and start shooting!

weapon control

Right-click the trackpad to switch between Rockets and Machine Gun.
(Machine gun unlocks at Wave 6)

Left-click the trackpad to show/hide the radar. A few rounds of spinning in circles hunting Gooblins in 360 mode and you'll realize how useful the radar can be!



Grip button
launches
Grenades



Trigger to fire

combos and scoring

When a series of Gooblin icons appears in your gun's combo display, Combo Scoring is active. To receive the bonus, you must kill Gooblins in EXACTLY this order of colors (left to right on the display). Any deviation from the pattern will deactivate Combo Scoring until the next Gooblin series appears. So, while mowing Gooblins down with your machine gun may be satisfying, it's not the best way to climb the leaderboard!



In this screenshot, the player must kill 6 Gooblins in color sequence Orange, Orange, Blue, Blue, Purple, Yellow to achieve the bonus. "X's" over Gooblins in the display let you know how far you've gotten.



Successful Combo Scoring grants the player additional points as well as recuperating health!

Health

Your impending doom is represented by the growing spider web of cracks in your visor.



Ahhh, breathe in the vacuum of space!