



## Introduction

'B.o.W II VR®' is the exciting sequel to 'Bodies of Water VR®', and is a VR only, sports-based action arcade game. In this story driven adventure you, the player, will expand on the skills already taught during its prequel, by culling Invasive species, exploring underwater cave systems, deep dive using tri-mix, as well as visit the artic circle, and more!!

Featuring an environmentally aware storyline 'B.o.W. II VR®' will cover various important environmental topics, like industrial pollution and global warming, as well as envirocide and competing nations, also.

**PLEASE NOTE: - 'B.o.W. II VR®' is designed to be played while seated, and at a framerate of between 45-90 fps. Please ensure that your VR Headset is set to support 90 hz. Also, if necessary please ensure that your in-game graphic settings are altered in order to enable an average framerate of as close to 90 fps as possible. Thank you.**

## **Index Controls (Left-Handed)**

### **(L)Trigger**

Underwater Boost / Run

### **(L)Thumbstick**

Snap Turn / Rotate / Gainer

### **B(L)**

Buoyancy Up / Resurface / Jump / Pack Air

### **A(L)**

Buoyancy Down / Dive or Crouch

### **Grip(L)**

Grip / Grab

### **(R)Trigger**

Torch On or Off

### **(R)Thumbstick**

Movement

### **B(R)**

Main Menu (On Land Only) / Clear Mask (Below Water Only)

### **A(R)**

Remove Equipment / Freeform Mode On or Off (Below Water Only)

### **Grip(R)**

Grip / Grab

## **Index Controls (Right-Handed)**

### **(L)Trigger**

Torch On or Off

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### **B(L)**

Main Menu (On Land Only) / Clear Mask (Below Water Only)

### **A(L)**

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### **Grip(L)**

Grip / Grab

### **(R)Trigger**

Underwater Boost / Run

### **(R)Thumbstick**

Snap Turn / Rotate / Gainer

### **B(R)**

Buoyancy Up / Resurface / Jump / Pack Air

### **A(R)**

Buoyancy Down / Dive or Crouch

### **Grip(R)**

Grip / Grab

## **Cosmos Controls (Left-Handed)**

### **(L)Trigger**

Underwater Boost / Run

### **(L)Thumbstick**

Snap Turn / Rotate / Gainer

### **Y**

Buoyancy Up / Resurface / Jump / Pack Air

### **X**

Buoyancy Down / Dive or Crouch

### **Grip(L)**

Grip / Grab

### **(R)Trigger**

Torch On or Off

### **(R)Thumbstick**

Movement

### **B**

Main Menu (On Land Only) / Clear Mask (Below Water Only)

### **A**

Remove Equipment / Freeform Mode On or Off (Below Water Only)

### **Grip(R)**

Grip / Grab

## **Cosmos Controls (Right-Handed)**

### **(L)Trigger**

Torch On or Off

### **(L)Thumbstick**

Movement

### **Y**

Main Menu (On Land Only) / Clear Mask (Below Water Only)

### **X**

Remove Equipment / Freeform Mode On or Off (Below Water Only)

### **Grip(L)**

Grip / Grab

### **(R)Trigger**

Underwater Boost / Run

### **(R)Thumbstick**

Snap Turn / Rotate / Gainer

### **B**

Buoyancy Up / Resurface / Jump / Pack Air

### **A**

Buoyancy Down / Dive or Crouch

### **Grip(R)**

Grip / Grab

## **Touch Controls (Left-Handed)**

### **(L)Trigger**

Underwater Boost / Run

### **(L)Thumbstick**

Snap Turn / Rotate / Gainer

### **Y**

Buoyancy Up / Resurface / Jump / Pack Air

### **X**

Buoyancy Down / Dive or Crouch

### **Grip(L)**

Grip / Grab

### **(R)Trigger**

Torch On or Off

### **(R)Thumbstick**

Movement

### **B**

Main Menu (On Land Only) / Clear Mask (Below Water Only)

### **A**

Remove Equipment / Freeform Mode On or Off (Below Water Only)

### **Grip(R)**

Grip / Grab

## **Touch Controls (Right-Handed)**

### **(L)Trigger**

Torch On or Off

### **(L)Thumbstick**

Movement

### **Y**

Main Menu (On Land Only) / Clear Mask (Below Water Only)

### **X**

Remove Equipment / Freeform Mode On or Off (Below Water Only)

### **Grip(L)**

Grip / Grab

### **(R)Trigger**

Underwater Boost / Run

### **(R)Thumbstick**

Snap Turn / Rotate / Gainer

### **B**

Buoyancy Up / Resurface / Jump / Pack Air

### **A**

Buoyancy Down / Dive or Crouch

### **Grip(R)**

Grip / Grab

## **Vive Wand Controls (Left-Handed)**

### **(L)Trigger**

Underwater Boost / Run

### **(L)Thumbstick**

Snap Turn / Rotate / Gainer

### **(L)TP-UP**

Buoyancy Up / Resurface / Jump / Pack Air

### **(L)TP-DOWN**

Buoyancy Down / Dive or Crouch

### **Grip(L)**

Grip / Grab

### **(R)Trigger**

Torch On or Off

### **(R)Thumbstick**

Movement

### **(R)TP-UP**

Main Menu (On Land Only) / Clear Mask (Below Water Only)

### **(R)TP-DOWN**

Remove Equipment / Freeform Mode On or Off (Below Water Only)

### **Grip(R)**

Grip / Grab



## **Vive Wand Controls (Right-Handed)**

### **(L)Trigger**

Torch On or Off

### **(L)Thumbstick**

Movement

### **(L)TP-UP**

Main Menu (On Land Only) / Clear Mask (Below Water Only)

### **(L)TP-DOWN**

Remove Equipment / Freeform Mode On or Off (Below Water Only)

### **Grip(L)**

Grip / Grab

### **(R)Trigger**

Underwater Boost / Run

### **(R)Thumbstick**

Snap Turn / Rotate / Gainer

### **(R)TP-UP**

Buoyancy Up / Resurface / Jump / Pack Air

### **(R)TP-DOWN**

Buoyancy Down / Dive or Crouch

### **Grip(R)**

Grip / Grab

## **WMR Controls (Left-Handed)**

### **(L)Trigger**

Underwater Boost / Run

### **(L)Thumbstick**

Snap Turn / Rotate / Gainer

### **(L)TP-UP**

Buoyancy Up / Resurface / Jump / Pack Air

### **(L)TP-DOWN**

Buoyancy Down / Dive or Crouch

### **Grip(L)**

Grip / Grab

### **(R)Trigger**

Torch On or Off

### **(R)Thumbstick**

Movement

### **(R)TP-UP**

Main Menu (On Land Only) / Clear Mask (Below Water Only)

### **(R)TP-DOWN**

Remove Equipment / Freeform Mode On or Off (Below Water Only)

### **Grip(R)**

Grip / Grab

## **WMR Controls (Right-Handed)**

### **(L)Trigger**

Torch On or Off

### **(L)Thumbstick**

Movement

### **(L)TP-UP**

Main Menu (On Land Only) / Clear Mask (Below Water Only)

### **(L)TP-DOWN**

Remove Equipment / Freeform Mode On or Off (Below Water Only)

### **Grip(L)**

Grip / Grab

### **(R)Trigger**

Underwater Boost / Run

### **(R)Thumbstick**

Snap Turn / Rotate / Gainer

### **(R)TP-UP**

Buoyancy Up / Resurface / Jump / Pack Air

### **(R)TP-DOWN**

Buoyancy Down / Dive or Crouch

### **Grip(R)**

Grip / Grab

**Game Credits:-**

Level Coding and Design:- Joby Wood  
VR Expansion:- MordenTral  
Ultra Dynamic Sky:- Everett Gunter  
Oceanology V:- Developer Galidar  
Original Game Design:- Joby Wood  
Additional Assets:- Davis3D, Dmitriy Dryzhak and Junnichi Suko  
Game Music:- Kiran and Rob Webster

**Special thanks go to:-**

Epic Games and Valve  
Triggerfish Studios and Arise

**Produced by:- Joby Wood**  
For Mum, Dad, Pip and Sally x

**Disclaimer**

‘B.o.W II VR®’ is a fictional video game based on the sport of Scuba Diving. It is not a completely true representation of professional Scuba Diving however, and will not teach the player correct decompression times, safety stops, or how to adhere to the buddy system. Anyone who is interested in Scuba Diving should ALWAYS receive and adhere to professional training before engaging in the sport.