

Hide & Spook



The Alchemist's Haunted Laboratory

How the game works

Hide & Spook is a party game for **three players**, about an alchemist in their laboratory, confronted with a pair of naughty ghosts who are trying to break through into his world!

The alchemist must try to detect and stare at these hidden ghosts to make them visible and banish them from the world! If they can do that, they win!

Meanwhile the ghosts are trying to extinguish the candles in the room, to cast a spell, and break through into this world! If the ghosts can extinguish all of the candles, the ghosts win the match!



How to Play

The Observer Menu

You can use your computer or television screen as a sort of observer's mode for onlookers to enjoy the game. This observer menu shows the status for the ghosts, and whether they are ready for the next match to start. And while the match is underway, the screen shows the onlookers what the alchemist can see as they try to catch the ghosts.

The Alchemist

The alchemist player puts on the Steam VR headset (HTC Vive), and they stand in the middle of your room scale play space. They can look around and try to catch the ghosts by staring at them for a few seconds, as the ghosts try to run around and avoid detection.

The Ghosts

The two ghost players each take one of the Steam VR controllers, and they can move freely around the space, trying to find the candles and extinguish them! The ghosts are trying to break through from some dark dimension, so they cannot actually SEE the position of the candles. So they must use the VIBRATION of the controllers to lead them towards the candles!

The controllers vibrate faster as you get closer to a candle. Candles can be positioned anywhere in the room, and they can be up high, or down low as well. So the ghosts must search around without being caught, all the while following the vibration of their controllers. Ghosts should press the main touch-pad button, or the trigger, to snuff out a candle, when they are within range.

If a ghost moves quickly, they cause a tell-tale trail to appear behind them, giving the alchemist a hint as to where they are! So move slowly to be more stealthy.

Restarting the Match

The match can be restarted manually by the person at the computer by pressing the "R" button, whether this may be because a ghost was caught too quickly, or by accident, and you just want to let the players have another shot, etc.

Chaperone Bounds: Developer Mode

For the most immersive experience in our game, go into the Steam VR settings (from within the headset) and set "Chaperone Bounds" to "developer mode".

Have fun! We hope you enjoy the game!

