

The official Audio Infection guide

In this guide you will find everything that you would need to know in order to get the best experience out of this game. Since it is a simple and small game there is not a lot content to cover so that you can easily skip to the chapter that you need, or you can just read it all. Do note that there are a lot of images in here, so don't be shocked about the amount of pages.

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1. Controls

You can play the game in mainly 2 different ways; VR or without VR. Both of these functionalities are present within the same product. This means that you do not need to download/install additional content in order to switch between VR or no VR.

If you want to play in VR make sure that everything is connected. The game will detect your VR device and adjust the game settings accordingly during launch. If you have no VR device then the game will launch as the PC version.

The supported VR devices are Oculus Rift and HTC Vive.

For PC the controls are:

A – rotate left

D – rotate right

W – zoom forward in preparation room

S – zoom backward in preparation room

F/middle mouse button – toggle laser sights

Left mouse button – shoot left weapon/interact with buttons

Right mouse button – shoot right weapon

1 – toggle auto fire left weapon

2 – toggle auto fire right weapon

ESC – pause the game/return to menu

For Oculus Rift the controls are:

Triggers – teleport by aiming on the ground in certain areas/shoot with weapon/interact with buttons

Y – pause the game/return to menu

X – toggle laser sight of weapon

For HTC Vive the controls are:

Triggers – teleport by aiming on the ground in certain areas/shoot with weapon/interact with buttons

Touchpad – toggle laser sight of weapon

Menu button (above the touchpad) – pause the game/return to menu

For a visual representation you can also play the tutorial in the game.

2. Starting screen

The starting screen is the first scene you encounter. In here you can start the game, play the tutorial, view the credits or simply just quit.

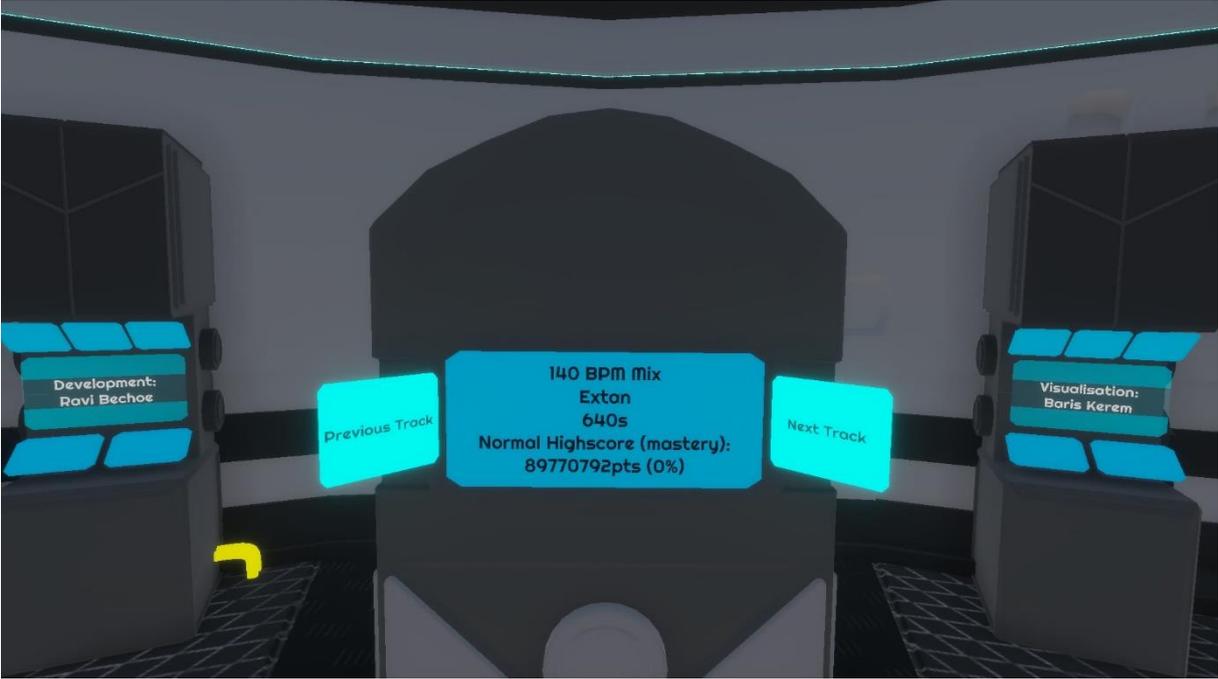


3. Preparation room

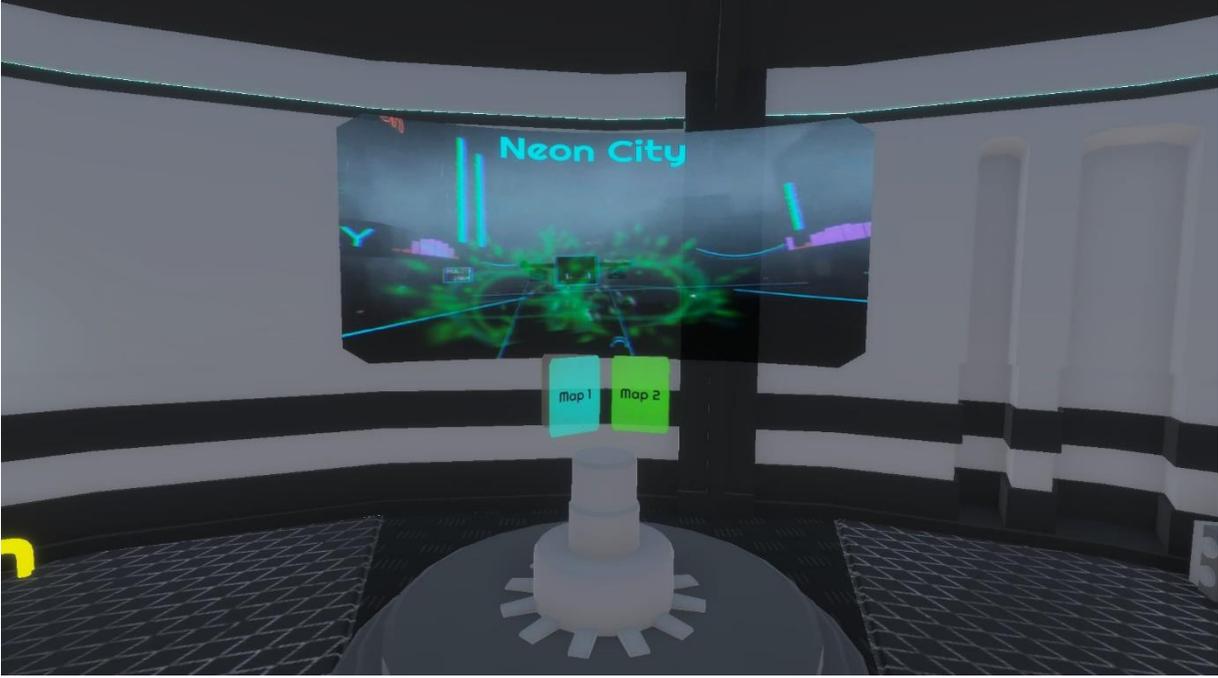
In here you can choose a weapon to play with. You can only select those that you have unlocked. You can also purchase new weapon genres and upgrade them if you have the funds and levels required for it.



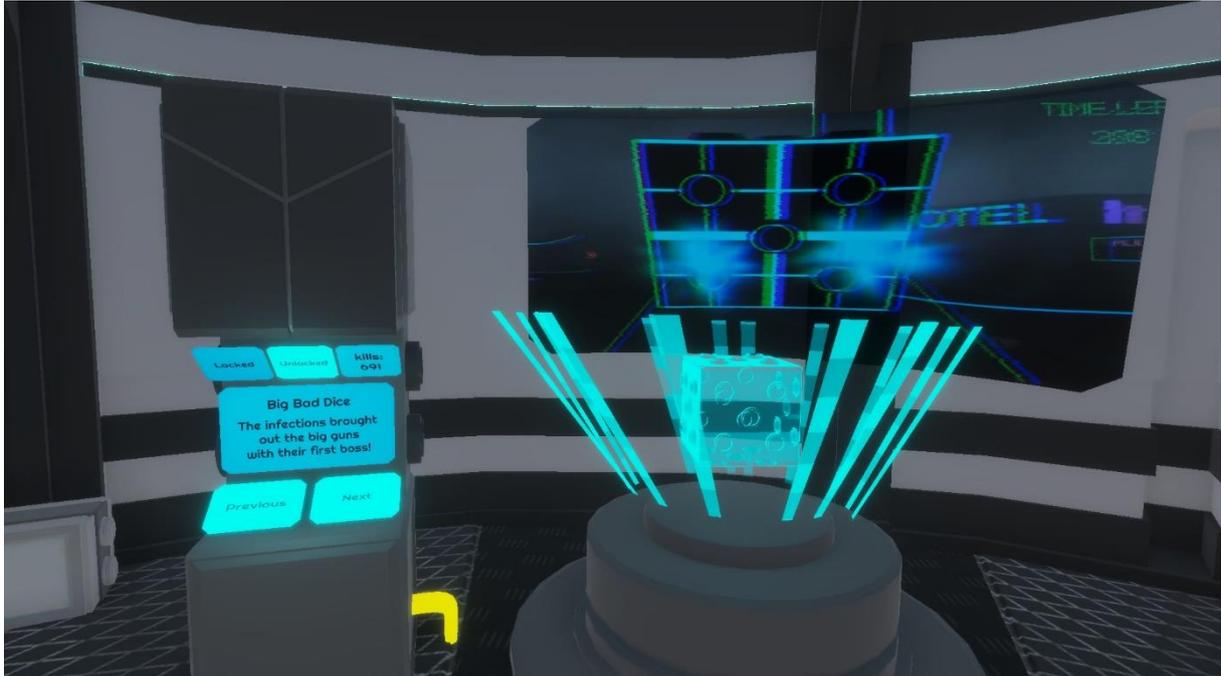
At the jukebox you can pick a music track to listen to. If you have added custom tracks then they will be at the end of the playlist.



At the pages you can swap between levels in order to select a level that you would like to play at.



At the enemy preview you can see what the enemies look like as well as your current kill count.



Pressing start game will bring you to a random or selected level with your chosen or default weapon. The default weapon is always the level 1 variation of the last weapon you played with.

Return to menu will bring you back to the start screen.

4. The game

Once in the levels you will notice that there is no HUD. That is because there is close to nothing to keep track off so that you can fully focus on the action that is about to unfold and trust me, it will require your full attention.

You have no health, you are immortal.

You have no ammo, it is an endless supply.

There is no reload button, because you don't need to reload.

Some factors that you might want to know such as time left, the multiplier and the score are in each level as an object. In the Steam level for example the green circle indicates how far the music has progressed. A full circle means that the track is about to end. Other levels have boards with a timer on it. The same logic applies to score and multiplier.



Your goal in the game is quite simple. Destroy every single enemy. There are plenty of them with plenty of variations. There are also bosses and mini bosses that will give you their own challenges in the game.

Keep your eyes open for the multiplier boxes (x5, x10, x20) as they will boost it significantly!

Once you get hit by an enemy your music volume will lower and the other sounds will become louder. They are corrupting your nice music.

After the music ends you will see a score overview indicating how great (or terrible) you performed.

Accuracy is calculated with the amount of shots you fired and the amount of shots you landed, taking into account that certain bullets can hit multiple enemies with 1 shot.

Mastery is calculated by all possible hits you could have gotten compared to the hits you have received. The higher the value, the better.

After all the numbers are shown you will be awarded with funds and experience for your majestic performance.

5. Adding custom music

When you add custom music you must note that only .ogg and .wav files are supported. You can use online tools or VLC to easily convert for example mp3 files to .ogg (they are smaller than .wav).

Every single music track that you add increases the initial loading time after starting the game in the start screen.

All the custom tracks are at the end of the playlist. Once at the jukebox I highly recommend just using the previous button so that you don't have to navigate to all the official tracks.

In order for your music track to be shown properly make sure to have it named as following:

[music name] – [producer].[file extension]

Example: Dark Love – Soundninja.ogg

Music name = title of the track

Producer = DJ/artist

File extension = .ogg/.wav

Make sure to have “ – ” with the spaces included in between the name and producer!

In order to add a track follow these steps:

- Right click Audio Infection in your library dropdown
- Go to properties
- Navigate to the “local files” tab
- Select “Browse local files”
- Open “Audio Infection_Data” folder
- Open “StreamingAssets” folder

The full path to the folder is “[Drive Letter]\Games\Steam\steamapps\common\Audio Infection\Audio Infection_Data\StreamingAssets”.

The drive letter is the drive on which Steam downloads your games, usually either C or D.

If you see the “Add music here.txt” then you are at the right place. You can copy your music tracks to this folder. You can also create a short cut to the folder by right clicking on it and select “create shortcut”. This can be placed for example on the desktop.

If you add folders with content in StreamingAssets then those contents will be completely ignored!