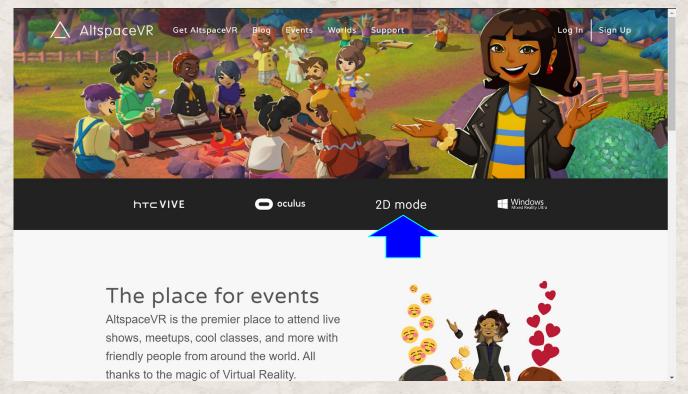


BRCvr is on a platform called altspacevr - you need to download the software at https://altvr.com/

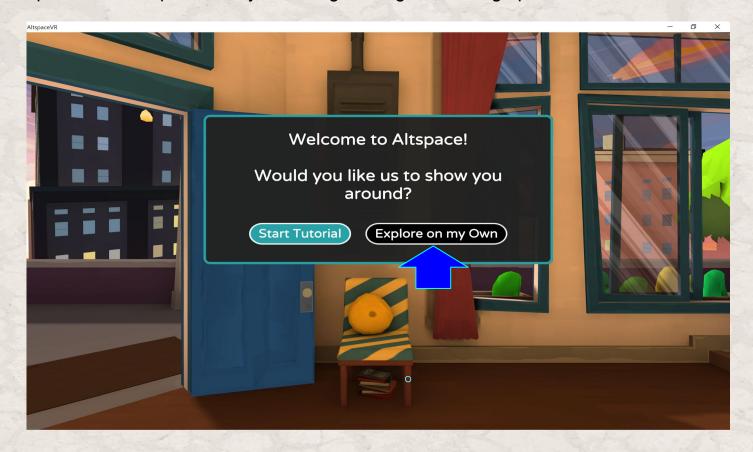
Assuming you're on a PC or Mac* then download "2D mode", Immersive VR - do it in the goggles



Tip: Wearing
headphones for 2D
massively helps
reduce the noise for
everyone else as
well as sounding
better for you

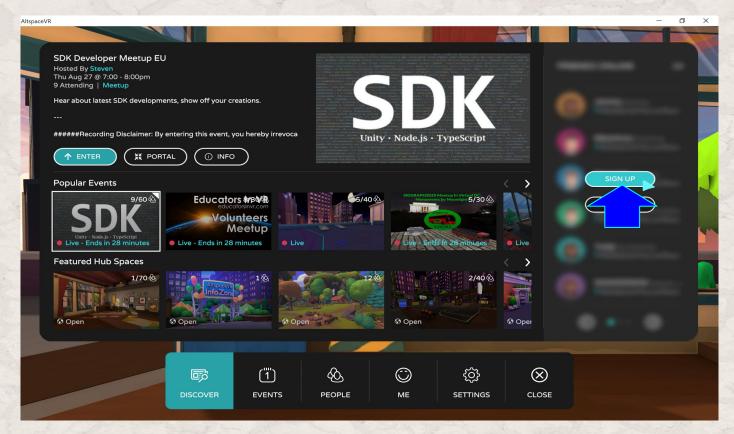
^{*} in final test for Mac hopefully coming by the time BRCvr opens, check the site....

You'll need to register an account in the app - Step 1: BRCvr highly recommend the tutorial, but if you want to skip on select "Explore on my own" to get straight to setting up an account



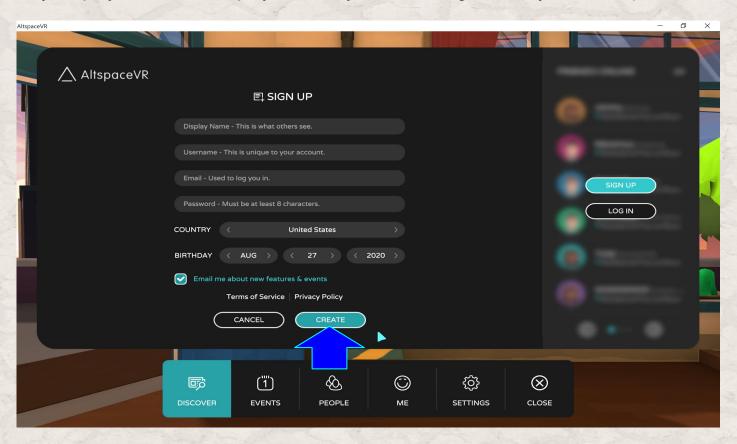
If this menu screen isn't showing already click this at the bottom left of your screen



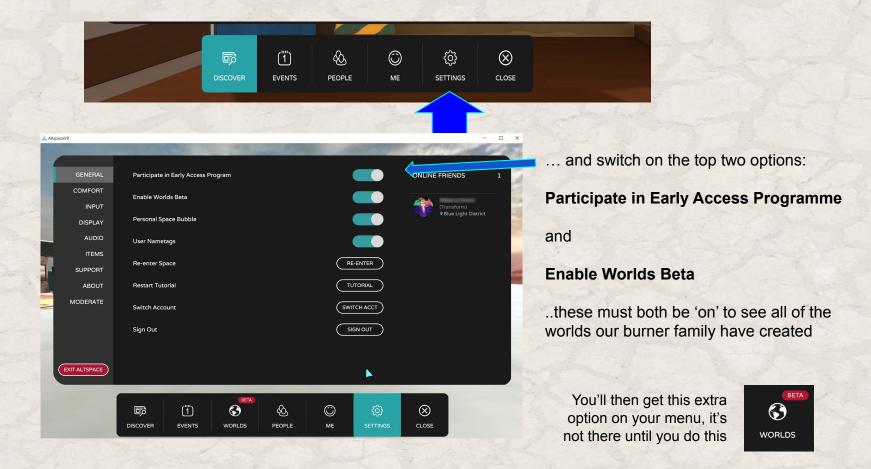


Step 3: enter your details (and obvs make sure you remember them)

... and stick your playa name in "Display name" - you can change this anytime later (in web browser)



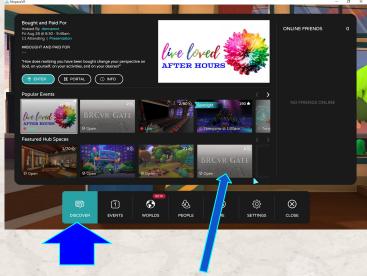
This bit is REALLY important - When you've registered you need to hit the Settings button



You're now ready to travel to BRCvr!

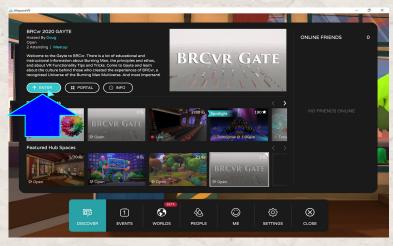
If this menu screen isn't showing already click this at the bottom left of your screen





Step 1: Click on 'Discover' - you'll probably see BRCvr Gate featured on the first page of places to visit

If not use the little '>' cursor to scroll through the list

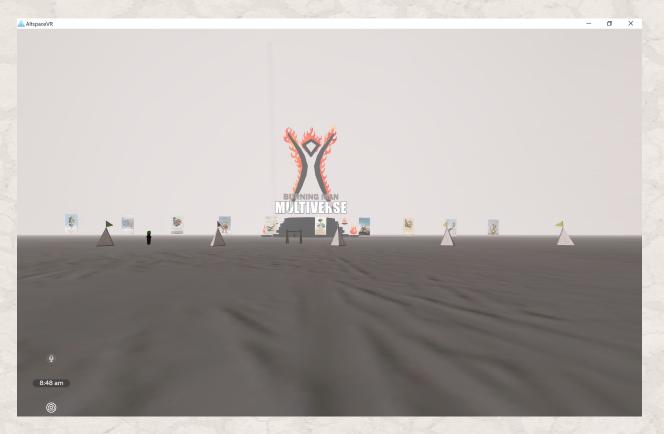


Step 2: click 'Enter'

You're on your way to BRCvr

Open containers are not a problem on this trip, you can crack one open now...

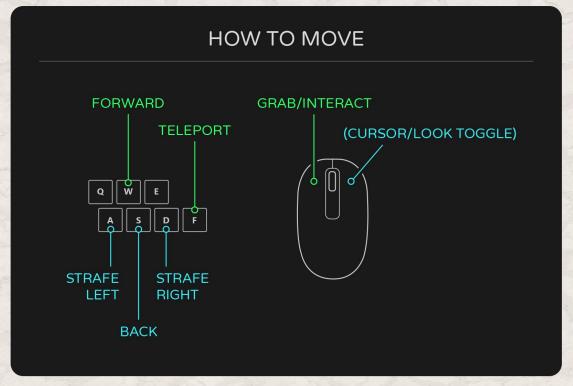
You'll arrive at Gate Road in your vehicle and you'll need to teleport to get out, then you can shimmy on up to the Greeter Station and say hi to anyone else around - move around instructions are up next...



The Portal into BRCvr 2020 will appear under the Man on Sunday 30th August 2020

In world you've got two different ways to move around, toggle between them using the right mouse button

The fastest way to move around is using 'teleport' - you can move a little blue ring around the screen in any direction with your mouse - hit the letter 'f' and you'll teleport straight to the ring



You can also use the arrow keys on your keyboard to move forwards/backwards and to turn around

You can't teleport everywhere though - a blue arc means you're good, a red arc means no go
Hold down the 'f' key whilst moving your mouse around to see the arc and where you can and can't go





Good teleporting

Safety third teleporting

You're also able to go places you wouldn't normally be able to get to so easily - think 3D in this world

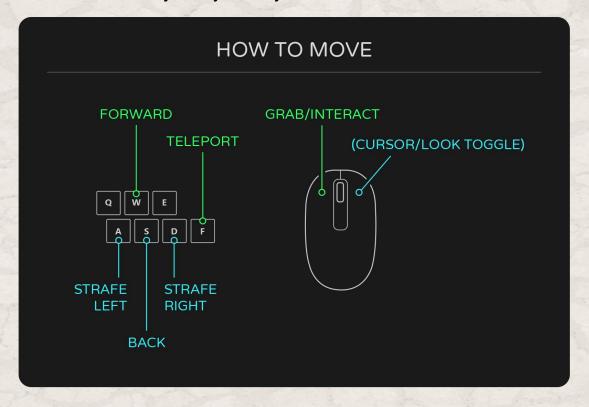




Shade structure surfing

Jump on the art

The other mode is walk-around - you can use the letter keys in blue as below - 'Strafe' left and right is a slide sideways - and use the arrow keys on your keyboard to move forwards/backwards and to turn around



The little blue ring becomes a solid dot in this mode, you'll also see a menu at bottom left of the screen, more on that later

When BRCvr is open move yourself around the playa and you'll find loads of fabulous art and hundreds of camps - some you'll recognise straight away



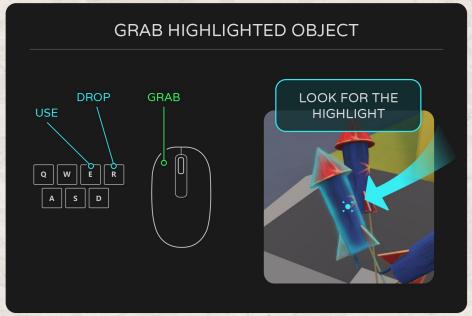
You can take and share photos - both looking out and selfies - 'how to' a couple of pages on

Around the playa, at camps, and some of the art, you'll find teleporter devices - a glowing blue column - point your cursor and click on it, or just walk into it, and you'll go to another world built by the camp or artist



Hint: some of the art you really need to look around to find this, jump around on top of stuff and have a good look, they might be different sizes...

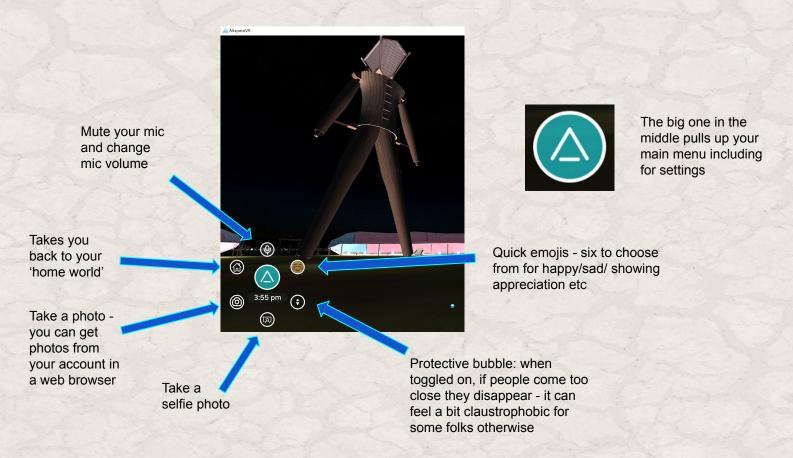
There are sometimes objects you can pick up and play with - like fireworks (not banned on this playa), drumsticks to play music with, and other stuff





You never know where you might find a box of rockets...

When you're in 'cursor' mode (reminder: solid blue dot, walk around, toggle between this and 'look/teleport' mode with right mouse click) you'll see the menu reappear at bottom left of your screen



"That's all Folks!

...see ya in the dust