SAIRENTO VR QUICKSTART MANUAL

(last updated - Jan 2018)

Congratulations and thank you for your purchase of Sairento VR - the only VR game at the moment that offers you the opportunity to experience true cyber ninja action.

This manual is an essential read for first time players to Sairento VR.

AT THE START

Each time you begin the game, you will be presented with 2 Player Modes -

Player Modes	
Standard Players	This mode includes the full version of the game, which offer a campaign and progressive gameplay in the form of skill trees and weapons, armor and relics customization. You should select this if you are playing Sairento VR from home.
Arcade Players	This mode is designated for VR arcades who want convenient pre-set weapon loadouts. Campaign excluded. Recommended for arcade players only.

DOJO

You always begin your game in the Dojo, where you are presented with numerous options. The Dojo acts as your base where you can practise your skills, change game settings, select the various game modes, customize your loadouts and more.

Game Modes	
Campaign *(Coming soon in 'Standard Players' Mode Only)*	Story mode. Understand the background of Sairento while playing as young Sairento cyber ninja Chieko Hatsuri, as she tries to save Japan from dark forces at play. This is omitted from the 'Arcade Players' Mode.
Missions	Fulfil missions to master your craft and gain experience. Missions are fully modifiable with Beacons, allowing you to increase your difficulty and reward gain. There are 5 types of missions namely: Purge, Assassination, Elimination, Survival and Wave Assault. In the Standard Players Mode, Missions will progressively unlock as the you advance through Campaign mode. In the Arcade Players Mode, all missions will be available from the start.
Multiplayer (PVP)	Feeling up for a challenge? Feel free to join a private arena where you can pit your skills against your friends. May the best ninja win!
Multiplayer (Co-Op)	Looking for a more for cooperative gameplay? Party up and take down enemies in Co-op mode.
Tutorial	Familiarise yourself with locomotion and basic attacks in Sairento VR via the Tutorial Mode. This is accessible anytime from the Dojo, and also occurs at the start of a new Campaign.

Loadout *(In 'Standard Players' Mode Only)* In the 'Standard Players' Mode, you can customize what weapons you bring to the missions, how you wish to augment them with relics and what skills you choose to upgrade. In the 'Arcade Players' Mode you cannot do any of the above.	
Weapon/Armor Customizations	By default, you will have full access to all the weapons available in Sairento. From brazen gunslinger to stealthy bowman, take your pick and and mix and match to create your own lethal build. See weapons section for more info.
Relics	Use relics to upgrade, enhance or modify your weapon behaviour and

	cosmetics. Relics can be found throughout the game via enemy drops, cache boxes or purchase from the store in this submenu. See relics section for more info. You can also perform relic refinement here.
Skills	Access the various skill trees from this submenu. The skill tree allows for progressive gameplay and further character development. Skills can be respec at any time to allow for a different and versatile experience each time. See Skills for more info.
Armory	In the armory, you can access your inventory for mission rewards, as well as fabricate relics using Fabricators and Ducats.

Others	
Patch Notes	Check out the latest updates and changes made to the game here
Settings	Access general settings and customise your games to suit your playstyle here.

CONTROLS

Sairento offers a wide range of locomotion. In order to be a true cyber ninja, it is in your best interest to master all the moves by heart.
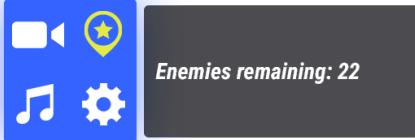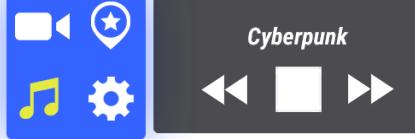
Basic Movements	
Dash	The simplest way to move about in the game is through the dashing ability. To dash, hold down the touchpad, aim at ground level and release. Tip: If the locomotion arrows are white, it indicates a dash.
Walking (Optional)	For those who prefer a stealthy option instead of dashing around, you can try out the walking locomotion. You can activate this movement using the touchpad in your *non master hand*. Be sure to enable "Touchpad Locomotion" in settings.

| Advanced Movements	
Jump	Get around more quickly and swiftly by jumping. Activate by holding

|	down the jump button, raise aim to desired jump arc and release. Acceleration can be activated in a jump. Use these 2 motions to execute stylish stealth kills. Tip: If the locomotion arrows are green, it indicates a jump.
Multiple Jumps	You can perform more than one jump, depending on your skill level and equipped relics. At the tip of a normal jump, repeat holding down the jump button to select your next jump arc and release. Note: Accelerate will auto activate whenever the jump button is held down to allow planning of next move.
Wall Run	Holding down jump, point at the wall at an acute angle (less than 90 degrees) and release to wall run. You will run along that length of the wall for a short distance. It will end early if you run out of running space or are blocked. Tip: If the locomotion arrows are blue, it indicates a wall run.
Power Slide	During a jump, before landing, crouch and you will slide in the direction of the jump.
Bullet Time	Equipped with the ability to slow time, also known as acceleration throughout the game, you are a deadly threat to your foes. To activate, simply hold down jump or press the Menu Button (Vive only) in your *non master hand.* This ability can be enhanced through based on skill level and equipped relics.
Back Flip (Optional)	For those who want to bring your cyber-ninjaism to the next level, you can turn on this moveset in the Settings menu. To activate, perform a jump with both hands above your head. Be sure to get ready your puke bucket! Be warned!
Ground Slam (Learn from Skill Tree)	During a jump, before landing, crouch with at least one hand at ground level to perform a Ground Slam.

Wrist Menu
The wrist menu is readily accessible when you are away from the Dojo. To activate, hold down the Menu Button of the non master hand. Use your master hand to interact with the menu, use trigger to select.

Objective	Latest mission object is shown here Enemies remaining: 22
Restart / Exit Mission	Go to the Gear Icon and Select Restart / Dojo Icon Restart Dojo
Recording in 3rd Person Perspective (PrydeVR)	Go to the Camera Icon and Select Record Start Recording
Change BGM Track	Go to the Music Note Icon to change Track Cyberpunk

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Vive Controls
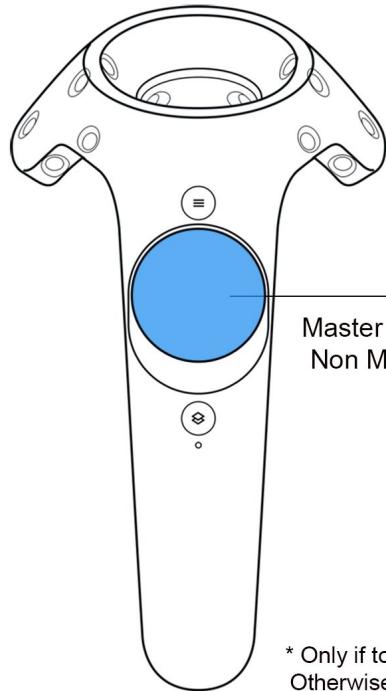
Touchpad
Master Hand: Dash, Jump
Non Master Hand: Walk*

* Only if touchpad locomotion is enabled in settings.
Otherwise both controllers have the same function.
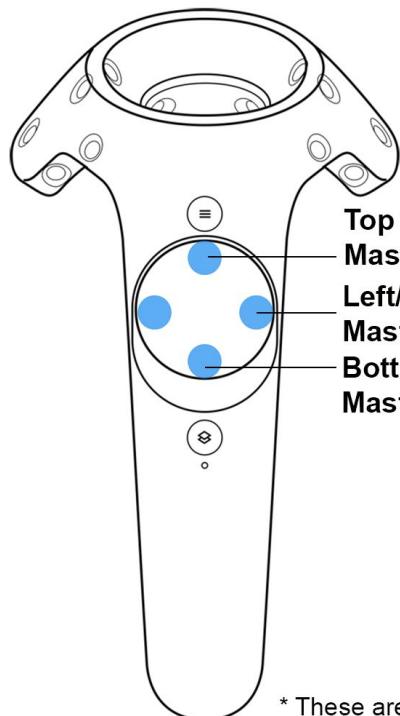
Top Touchpad
Master Hand: Dash, Jump

Left/Right Touchpad
Master Hand: Left/Right Room Rotation*

Bottom Touchpad
Master Hand: Back to previous orientation*

* These are only enabled if room rotation is turned on in
settings. Otherwise, default locomotion as per previous
diagram

Menu Button
Master Hand: Activate Acceleration
Non Master Hand: Wrist Menu

Trigger Button
Shoot, Throw, Perform UI Selection*

* Hold trigger to drag menu (if applicable)
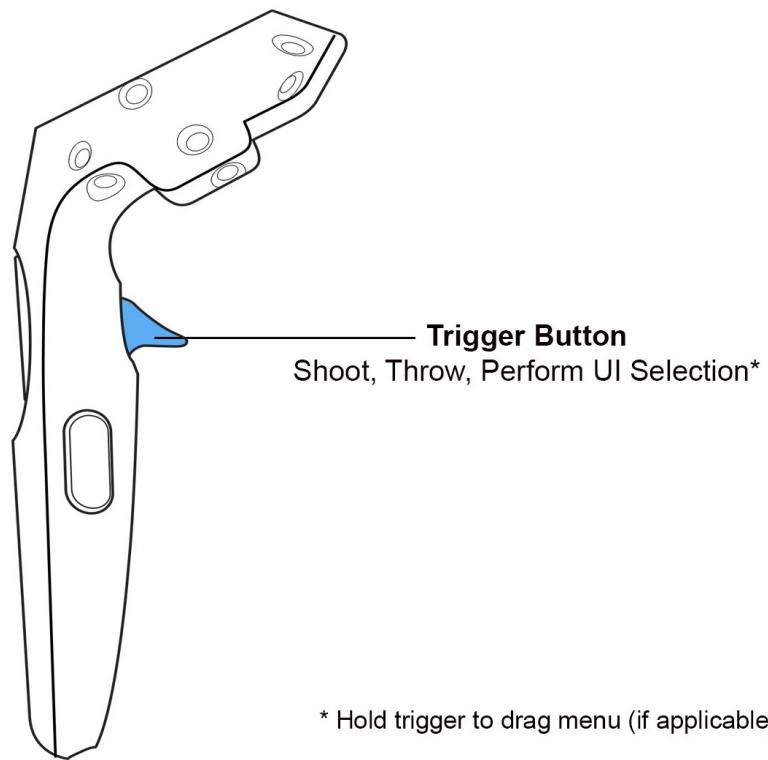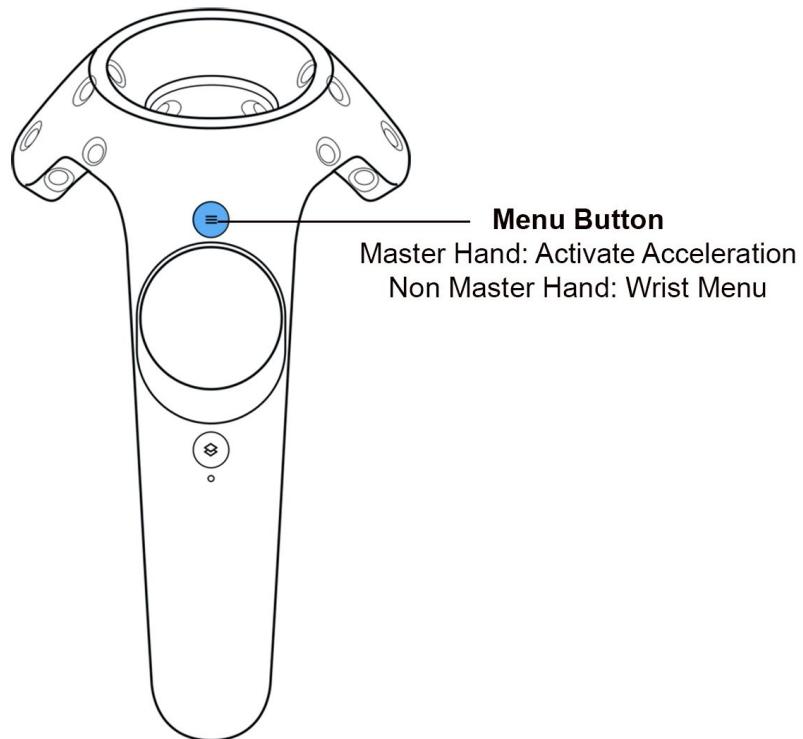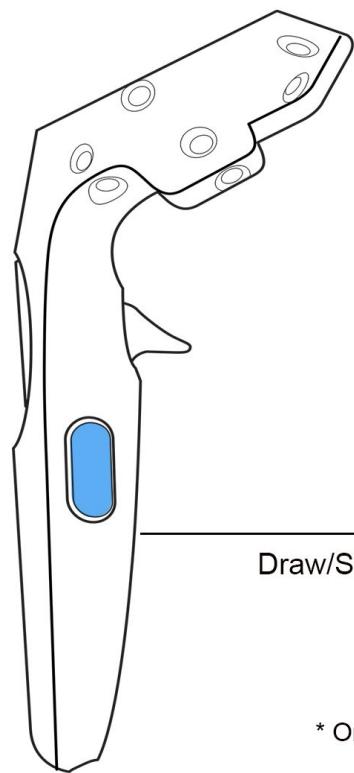
Grip Button
Draw/Sheath Weapons, Reverse Grip*

* Only if reverse grip is enabled in settings.

Oculus Controls

X(Left)/ A(Right)
Jump

Menu Button
Master Hand: Acceleration
Non Master Hand: Wrist Menu
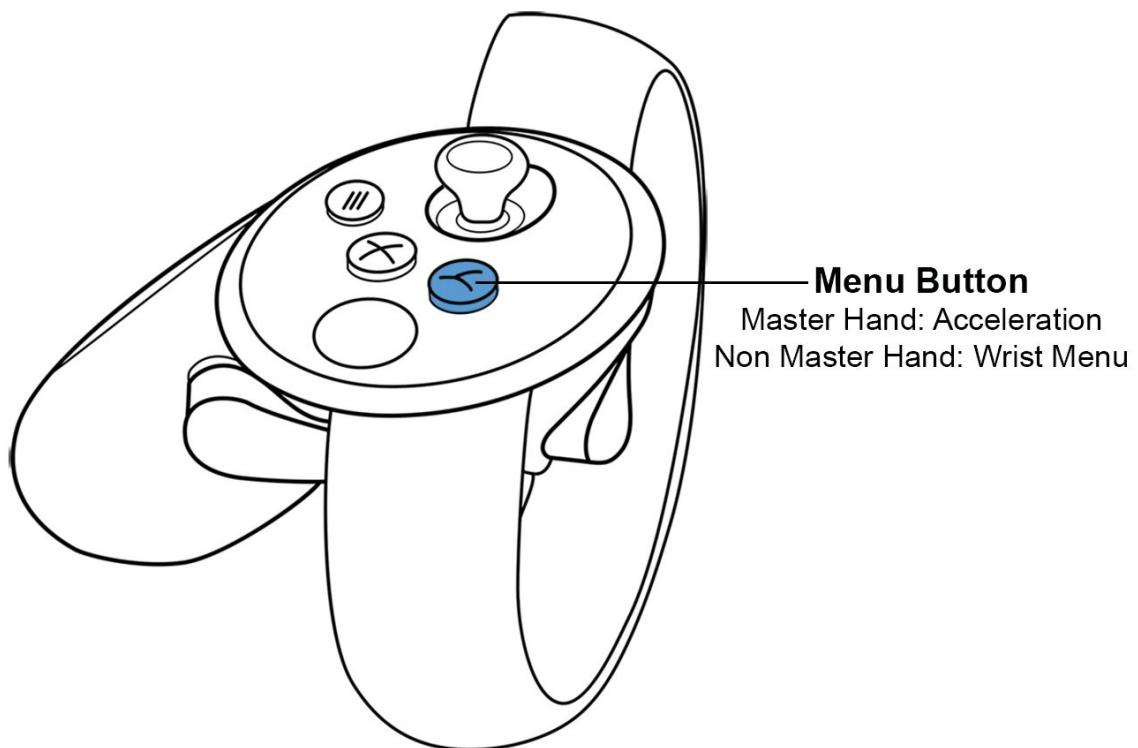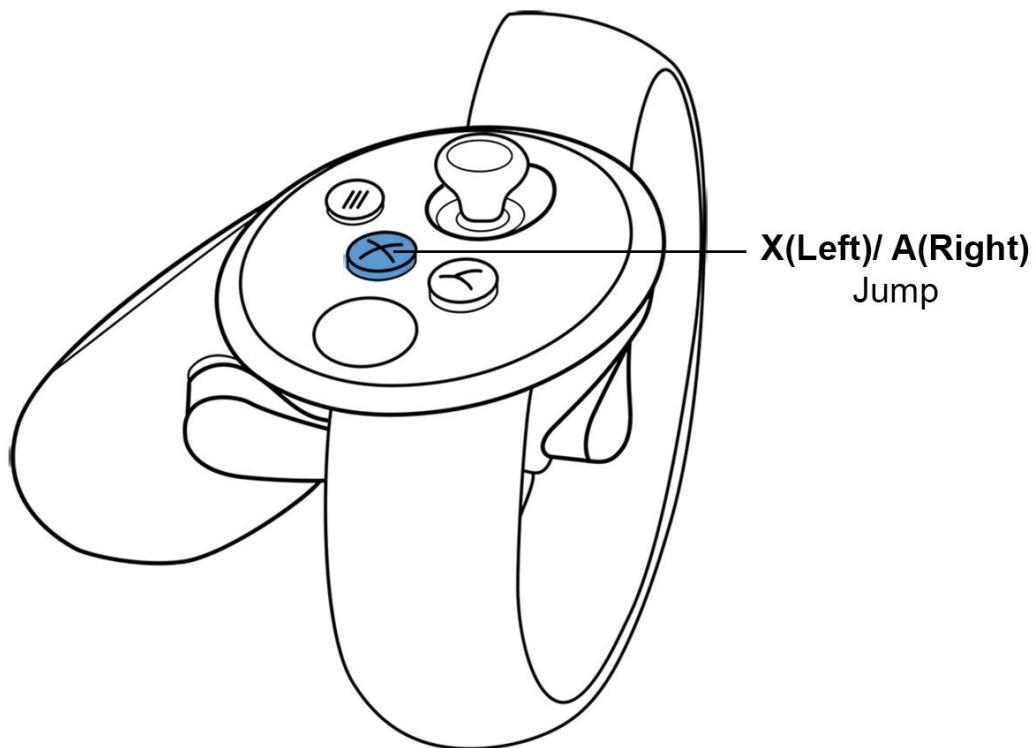
Thumbstick
Master Hand:
Left/Right - Room Rotation
Forward - Dash/Jump
Back - 180 Room Rotation
Non Master Hand:
Walk*

*Only if touchpad locomotion is enabled in settings.
Otherwise both controllers have the same function.

Trigger
Shoot, Throw,
Perform UI Selection*

*Hold trigger to drag menu (if applicable)

Grip
Draw/Sheathe Weapons,
Reverse Grip*

* Only if reverse grip is enabled in settings.
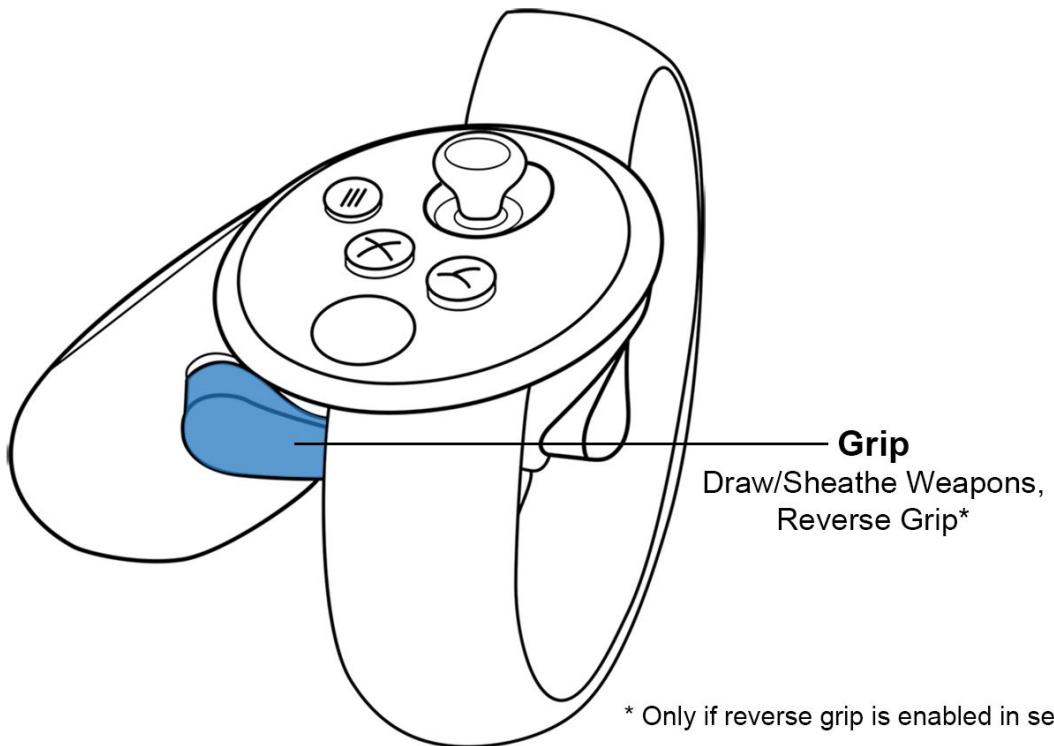
WEAPON RELOADING

To Reload, simply snap both -or either- controller(s) up or down. You will feel a vibration in the controller to indicate that the reload is successful.

As alternative options, you may prefer to change the reloading method to *Snap up only*, *Snap down only* or *Reload automatically*. These options may be toggled in the Settings.

WEAPONS

There are 6 weapon types that can be found in Sairento VR, namely - Melee, Handgun, SMG, Rifle, Shotgun and Projectile. Before every mission, you can decide which weapons you want to bring with you using the Loadout feature.

Weapon Types	
Melee	Katanas offer close ranged combat with the ability to deflect bullets and other enemy projectile. You can also use your bare fists if you prefer to fight without weapons.
Handgun	Handguns offer both versatility and mobility in mid range combat
SMG	SMGs offer swift and deadly close range combat.
Rifle	Attack from afar with deadly rifles. Your opponent won't know what hit them.
Shotgun	Shotguns excel in close ranged combat, with scatter shots to take down surrounding foes.
Projectile	Projectiles focus on accuracy and stealth to take down your opponents silently, like a true ninja. They include the shuriken, kunai, glaive and bow.

Click here to find out more about Weapons.

RELICS

Relics are an important addition to the game play. They equip your weapons and armor with a variety of enhancements ranging from additional skills, stats modifiers, customizations to providing various game strategies and game play styles. Relics can be found in-game from enemies, caches or purchased from the store. Their rarity ranges from Common, Uncommon, Rare to Legendary.

Click here to find out more about Relics.

LOOT

Throughout the game, you will come across a variety of loot from enemies and cache boxes.

Loot Types	
Ducats	The in-game currency for Sairento VR. May be used to purchase relics in the store and crafting purposes.
Beacons	Beacons are used as a modifier to the game to increase difficulty. Games modified with higher difficulty provide better rewards. Beacons can be sold for Ducats.
Fabricators	Fabricators are materials which are used to craft relics, as well as modify properties of existing relics.
Health	Adds health instantly. Unable to pick up if health bar is full.
Relics	Common, Uncommon, Rare and Legendary. See Relics section.

ENEMIES

There are several enemy types in the Sairento VR universe whom you will encounter with different attack abilities and characteristics.

Enemy Types	
Ashigaru	The Ashigaru is trained in ranged assault weapons. They are experts in using the rifle and the shotgun and deadly in large groups. Once Sairento members, their neurals have been hacked and they are now turned against their own comrades. Tip - The Ashigaru has weak defenses and is easy to kill. Take them out quickly and you should be able to live and tell the story.
Sogeki	This elite class of the Ashigaru is faster and tougher than its brethren. They wield a high powered rifle, ready to snipe you from a distance. They take but a moment to lock onto their target, during which a high pitched whine can be heard and a tracking laser seen. Take a tad too long to react and you will suffer the consequence.

	Tip - Dodge the Sogeki's tracking laser, take cover, or attack it in order to break this high power shot.
Bushi	The Bushi is a master at wielding the katana and trained in the ways of the ninjutsu. Once alerted to the presence of enemies, they will hunt down their foes relentlessly. Swift and agile, they are able to deflect bullets and execute deadly Blade Waves with their katanas. Tip - Defenses are up when the Bushi's blade glows red and he wields it expertly in front of him. You will do well to go for his lower limbs, sides or strike him from behind.
Super Bushi	The Super Bushi is a grandmaster at wielding the katana and ninjutsu. They can execute consecutive Blade Waves that split into three. Possessing a high level of constitution, these elite class foes are a formidable threat to be dealt with. Tip - Dodge the Blade Wave attacks and go in for the kill once they end.
Geisha	Once pleasure bots frequently seen in Tokyo Cluster's bustling nightlife, these bots have been hacked and turned to a nefarious purpose. Their lithe and slender bodies hide a devastating strength and deadliness. Tip - Watch out for her fans and erratic movements.
Kunoichi	Highly skilled in the art of stealth, this femme fatale is cunning and can easily blend into the environment, rendering her almost invisible. While unseen, she goes about laying traps, which disrupts your vision and strips you of your Chakra when triggered. Tip - Keep a look out for a tell-tale shimmer when she moves about, and red portals that appear she shifts about the battlefield.
Toro	The Toro is an annoying drone bot that serves a dual role - surveillance and threat control. Each model contains a quick-firing minigun capable of shredding an area with bullets. Tip - It is rather fragile and easily destroyed, but leave it alone and you will wish you had never.
Cyber Sumo	The Cyber Sumo is built like a solid brick house and can take loads of damage. Despite their bulky builds, they are capable of charging at high speeds and inflicting huge amounts of damage. Sometimes they enter a

	meditative trance that covers them in a black aura which would dramatically increase their defenses.

Tip - The Cyber Sumo's abilities are all thanks to the booster on his back which greatly augments his speed and strength. Focus on attacking the exhaust pipes on the booster to take him out faster. |
| Daimyo | Not much is known about Daimyo apart from his weary eyes, battle-scarred face and sealed mouth. He seems to have lost all sense of humanity and no-one knows who he originally was after getting his Neurals hacked. Equipped with a deadly chaingun, shoulder missiles and katana, he is quite invincible.

Tip - Try to stay alive. |

Click here to find out more about Enemies

SKILLS

Apart from Relics, players are also able to enjoy progressive gameplay through levelling up and using skill points on the skill tree. Skills can be respec at any time to allow for a different and versatile experience each time.

There are two types of skills points a player can gain:

Regular Skill Points	Gain 5 skill points at level 1, gain 1 skill point at each level till level 100
Prestige Skill Point	Gained after the player achieves level 100

After achieving level 100, the next level, 101 will be indicated as 1 (P1) where P1 indicates the level amount in hundreds. i.e Level 215 would read as 15 (P2).

Click here to find out more about Skills