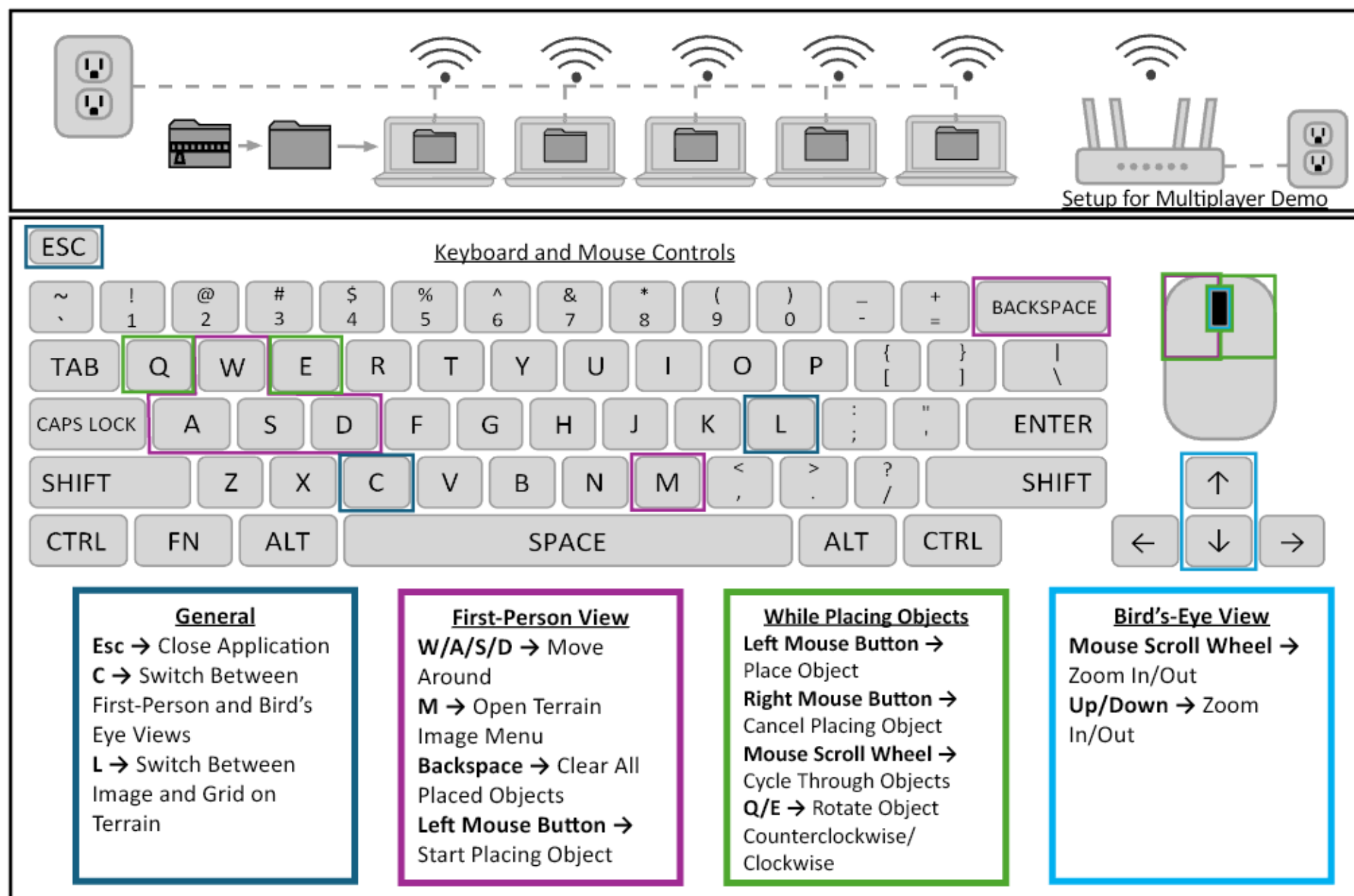


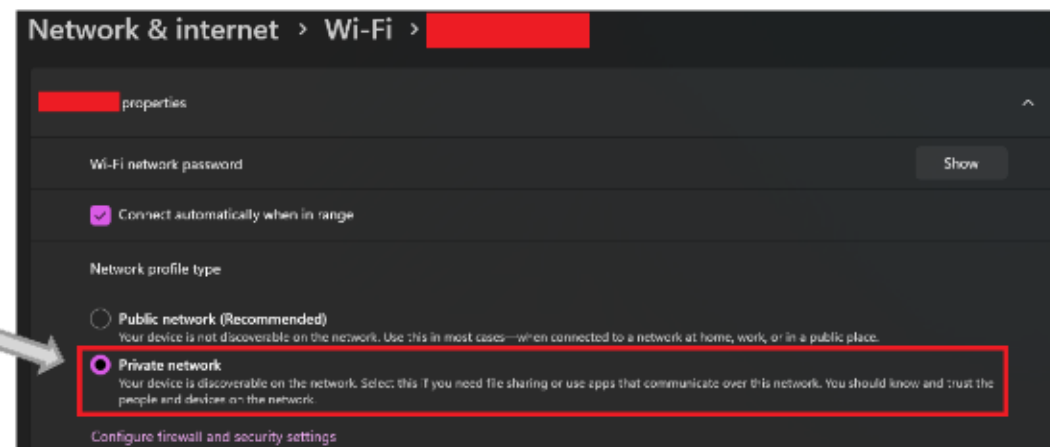
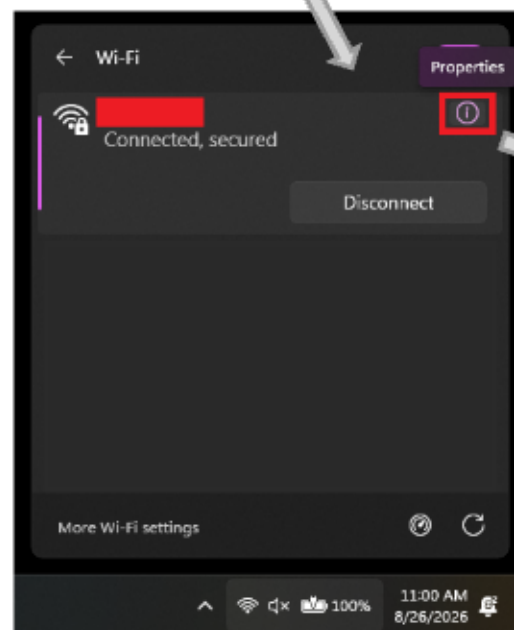
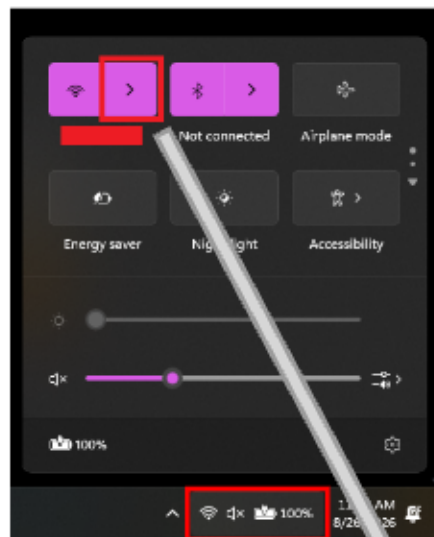
Virtual Fire Camp (VFC)

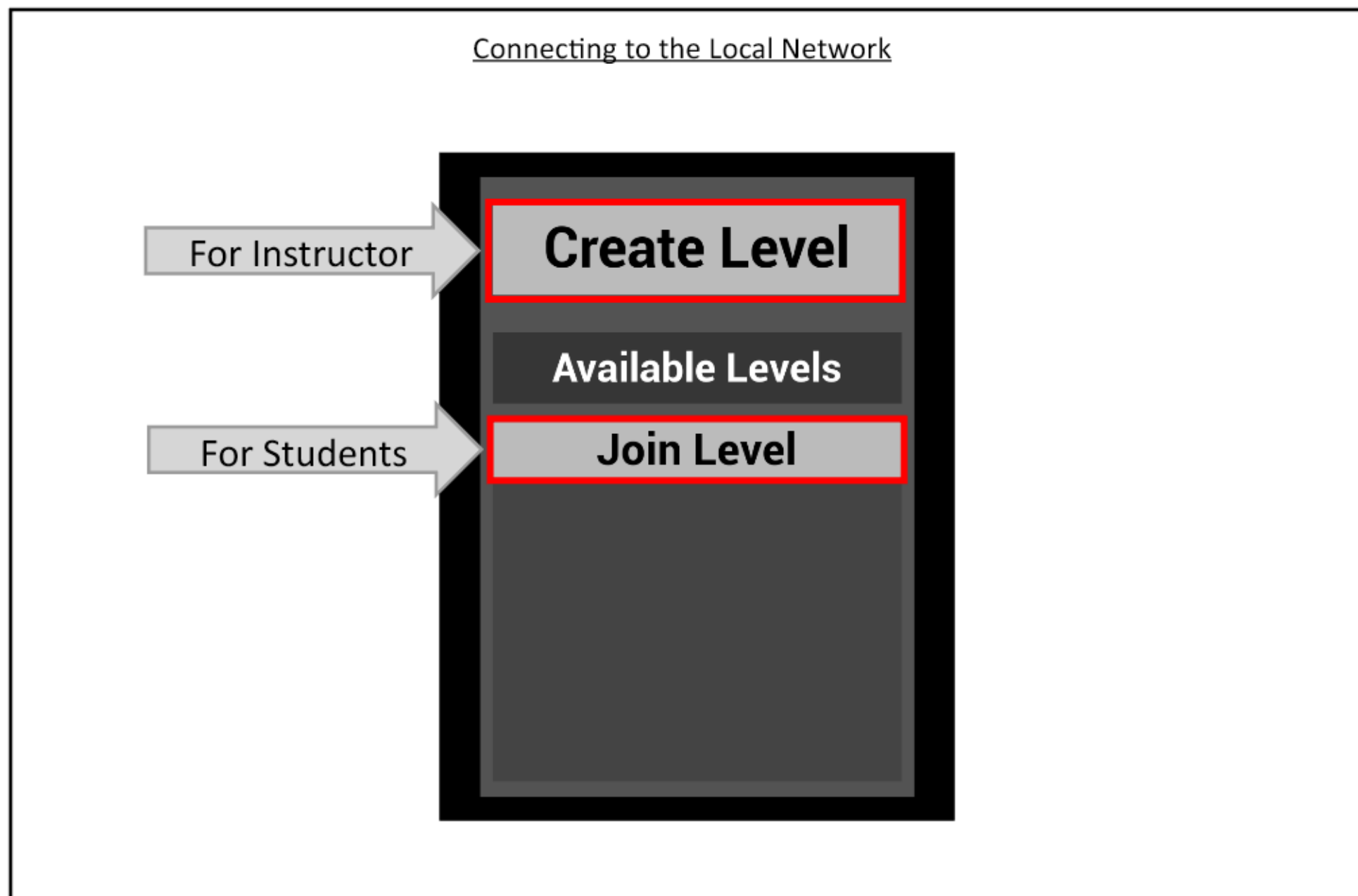
USER MANUAL

Setup of the Multiplayer – p. 2-5
Opening the Executable / Onboarding – p. 6-14

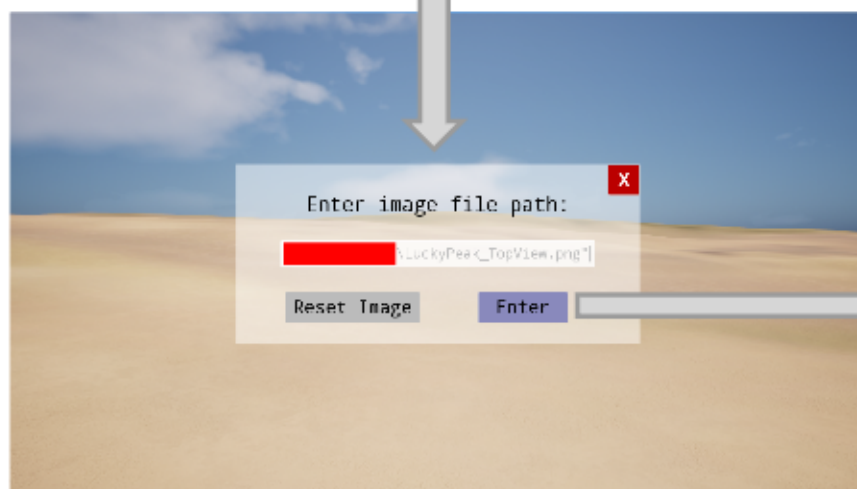
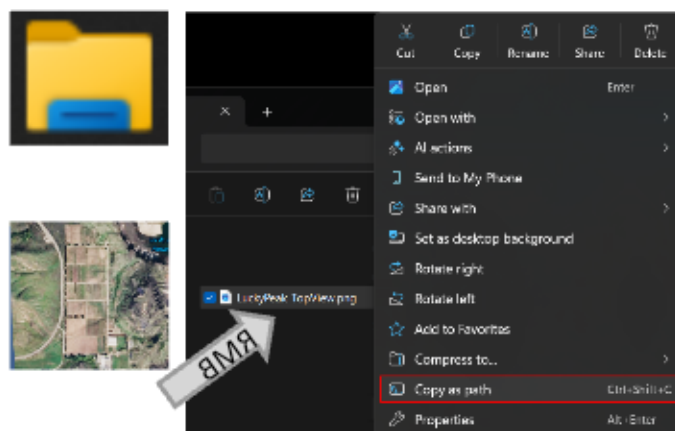


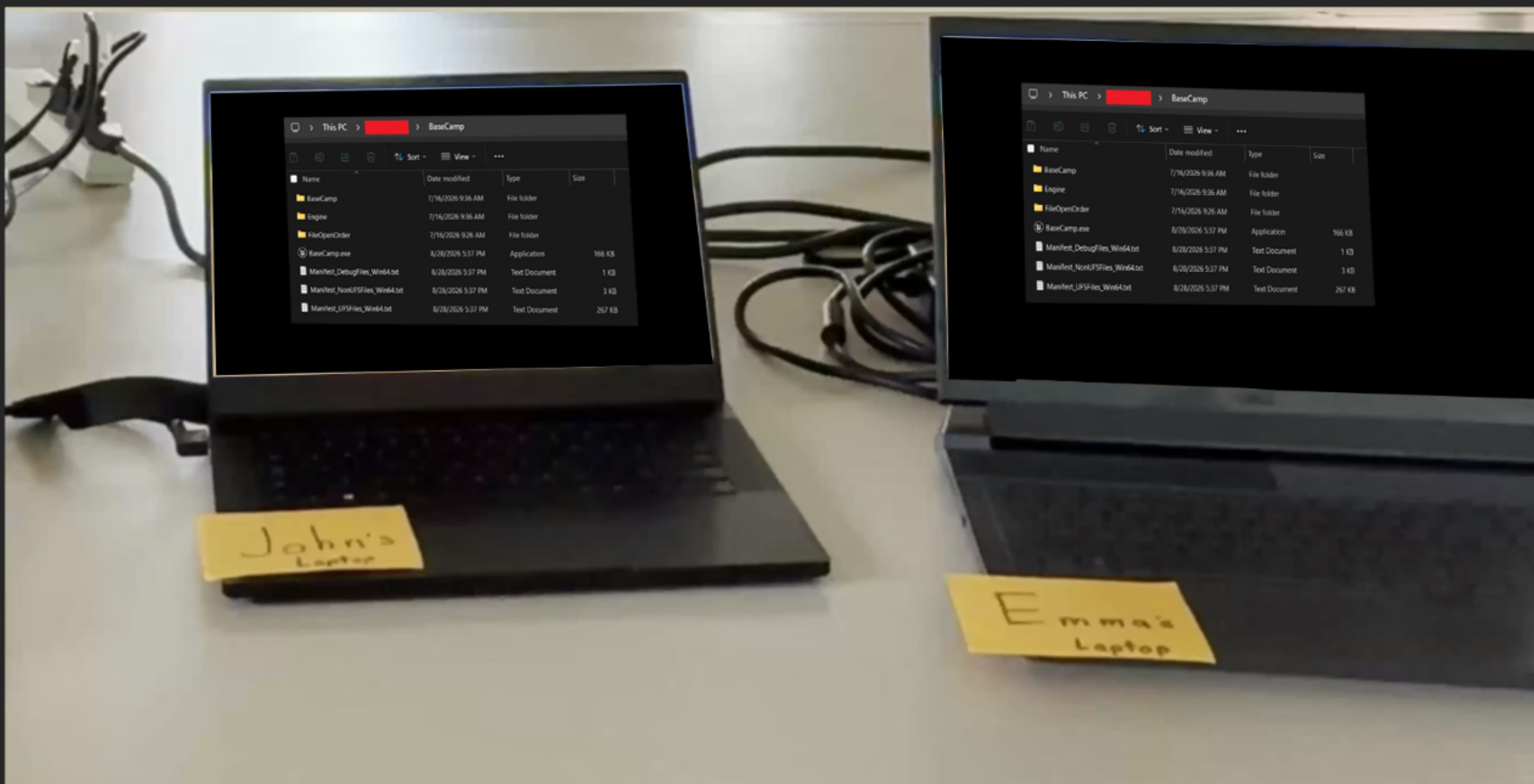
Settings for the Local Network





Using the Terrain Image Menu (Image does not show up for other users)





Download the BaseCamp folder and decompress the ZIP file on each laptop



Open the BaseCamp.exe file on the first laptop and click the Create Level button



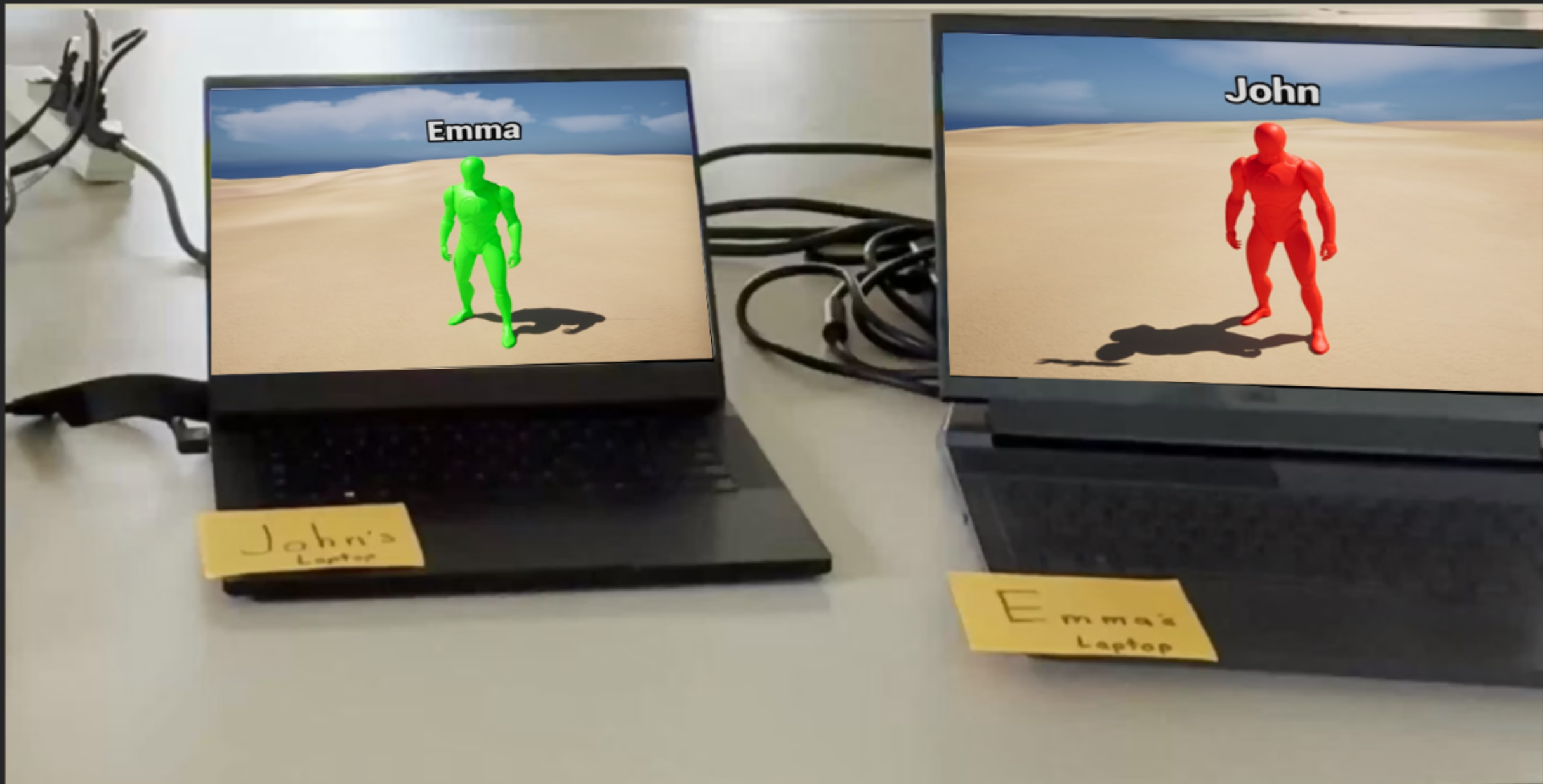
The map will open on the first laptop. You can press the C key to toggle between a bird's-eye view and a grounded view



Open the BaseCamp.exe file on the second laptop and click the Join Level Button



After a few moments, the map will open on the second laptop . You can press the C key to toggle between a bird's-eye view and a grounded view



Move the point of view by moving the mouse to find the characters representing the other players



Press the left mouse button to begin placing an object



Press the left mouse button again to place the object



You can now interact with the space