



O Z EXPERIENCE  
by BackLight

# ECLIPSE VR

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WALKTHROUGH  
GUIDE & SOLUTIONS

# SUMMARY

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# GOAL

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Hi,

This document will guide you step by step for each ECLIPSE Team.

The recommended game length is 35 minutes.



# JOIN THE COMMUNITY

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Please be reminded that a Discord server (a community space for exchange, share and help) has also been created in order to communicate with you regarding the use of our licenses. There, you will find the answers to all your possible questions.



<https://discord.gg/PvkBKWEX2J>

You can also join us on social networks.   





# **GAME MASTER INTERFACE**

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# GAME MASTER INTERFACE 1/6

This Game Server control interface (Game Master Interface) allows you to manage and overview all the parameters of an ECLIPSE game session.

Game Launch Zone

Communications

Vibrating floors

Settings

35  
00

▶

↺

COMMUNICATIONS

Parler à tout le monde

Parler à l'équipe rouge

Parler à l'équipe bleue

VIBRATIONS

1

2

QUIT GAME SERVER

Logged as Elodie

Console GM

Action en cours

Equipe SUPPORT

Monter au cockpit

Aligner les vaisseaux

Deployer les rails

Remettre le courant

Reparer le jardin

Descendre dans le hangar

Debloquer le SAS

Eteindre l'incendie

Prendre la carte de navigation

Ouvrir la porte extérieure d'Eclipse 2

Prendre la nacelle

Mettre la carte de nav. dans Eclipse 1

Rediriger l'alimentation d'Eclipse 1

Brancher les cables dans le cryopod

Aller dans les cryopods

Equipe EXPLORATION

Descendre au hangar

Ouvrir le SAS

Deverrouiller la porte ext. d'Eclipse 2

Prendre la nacelle

Deverrouiller la porte ext. d'Eclipse 1

Ouvrir les portes exterieures

Prendre la nacelle

Reparer l'ascenseur d'Eclipse 1

Re-alimenter Eclipse 1

Acceder au dossier de Glenn Porter

Claudia & Lizzie

Solarman

Fleurs

Rediriger l'alimentation d'Eclipse

Mettre la carte de nav. dans Eclipse 1

Brancher les cables dans le cryopod

Aller dans les cryopods

Nom

EQUIPE

LIEU #

ORDI No Connected

CALIBRATION

Complete

0%

COMMUNICAT°

Parler

Muet

Capturs

0/6

PING #

Camera du joueur

Nom

EQUIPE

LIEU #

ORDI No Connected

CALIBRATION

Complete

0%

COMMUNICAT°

Parler

Muet

Capturs

0/6

PING #

Nom

EQUIPE

LIEU #

ORDI No Connected

CALIBRATION

Complete

0%

COMMUNICAT°

Parler

Muet

Capturs

0/6

PING #

Nom

EQUIPE

LIEU #

ORDI No Connected

CALIBRATION

Complete

0%

COMMUNICAT°

Parler

Muet

Capturs

0/6

PING #

Players infos and  
Realtime video feedbacks

Quest list for Support team

Quest list for Exploration team

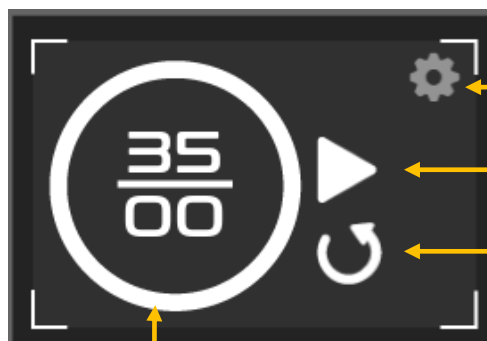




# GAME MASTER INTERFACE 2/6

Game Launch menu details.

## Game Launch Zone



### Game “Options” button

For more parameters

### “Play” button

To launch a game session.

### “Reset” button

Allows to re-launch a game session without having to quit ECLIPSE.

### Game timer

Starts with the game session.

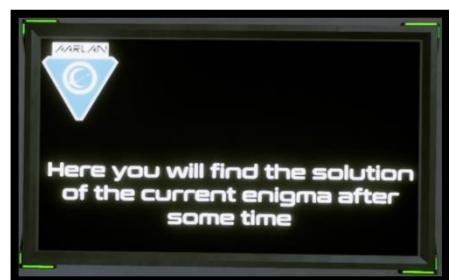


Configure the game duration :

35 mn Language

Select difficulty

Skip Brief



### Difficulty choice

There are 3 possible ingame clue levels:

- No help ingame
- Mission Hints displays after some time
- Mission Hints displays after some time + a screen displaying the actual solution.

### Game parameters

You can setup these 3 parameters before launching a game:

- The game length
- Choose the ingame language (FR or EN)
- Choose the ingame clue levels

And you can « **Skip Brief** » to skip the AI tutorial if needed.



# GAME MASTER INTERFACE 3/6

Communication details.





# GAME MASTER INTERFACE 4/6

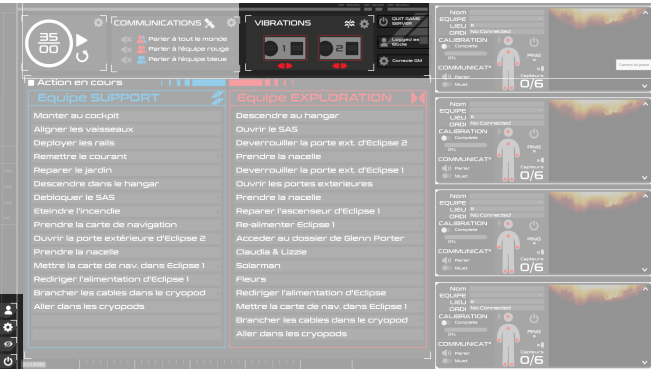
Vibrating floors and Console details.

Vibrating floors (per zone or room)



Floor “Options” button  
For more parameters

THIS INTERFACE ZONE IS AVAILABLE ONLY IF YOU HAVE HAPTICS IN YOUR INSTALLATIONS.  
CONTACT US IF YOU WANT TO UPGRADE YOUR ECLIPSE INSTALLATION. [license@backlight.fr](mailto:license@backlight.fr)



Console



“Quit server” button

“Login” information button

To know your ECLIPSE version, expiration and to log out.

“Console debug” options button

To see logs, print trackers, save info...



Hide the Gamemaster Interface

Quit the game.



# GAME MASTER INTERFACE 5/6

Players' information details.

## Player infos

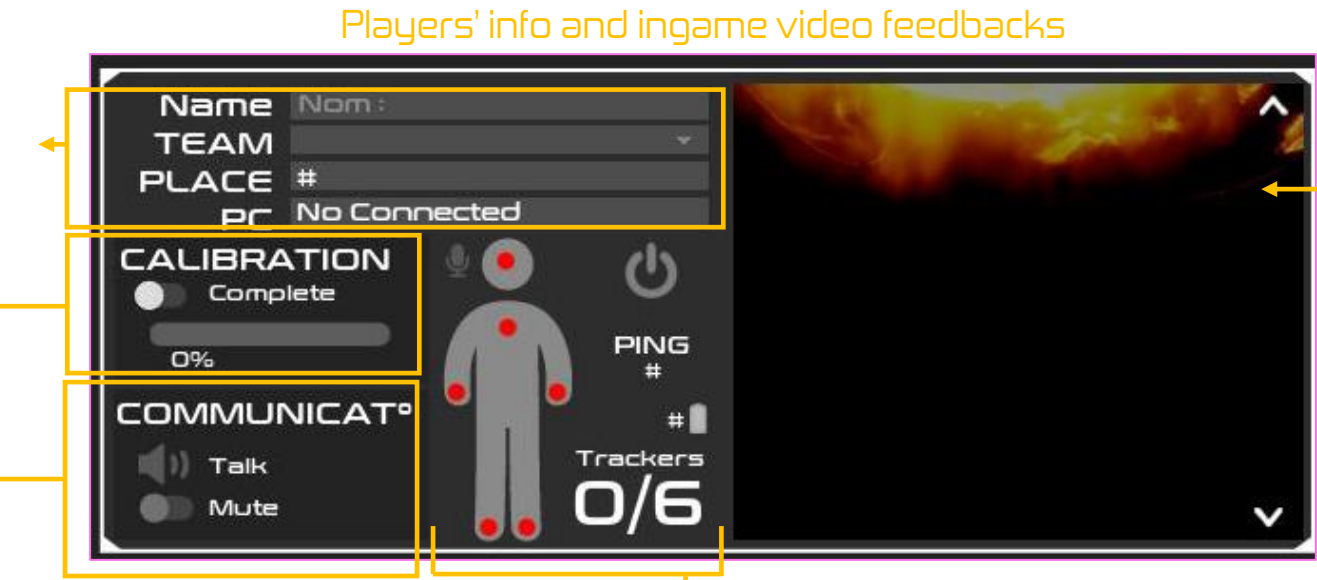
Name = Player name  
Team = Game Master selects it  
Place = Name of the Room where the player is actually located  
PC = PC Name currently connected

## VIVE Trackers' calibration With full body awareness setup

If you use trackers for feet and in the back of the players, ask them to stand upright, head levelled and the arms in an « A pose ».

You'll see the % of detection rising. The players must not move until the % is complete.

If you're not using full body, you can force calibration by clicking the « Complete » button



## Communicate with a player

**Talk** – click this button to speak to one specific player only. (only they will hear you)

**Mute** – Click this icon to mute the voice of this player for the GM. The other players will keep hearing him.

## Player status

PING #

Latency between Player PC and the Game server (if the ping is too high you might be having problems with your network connection)

Capteurs 0/6

Number of detected HTC devices per player



Kick a player from the game

**In-game video feedback**  
You can check in realtime what each player sees in-game.



# GAME MASTER INTERFACE 6/6

Teams' quests lists details.

Quests lists of the teams

**Validation button**  
Certain quests of the blue team can be manually validated by the GM (to help them progress in the game), by clicking on the arrow icon when its proposed at the end of a quest name.

Current action

SUPPORT Team

Went to the cockpit

Aligned the ships

Deployed the rails

Turned electricity back on

Restored the garden

Went down to the hangar

Unlocked the airlock

Extinguished the fire

Took the navigational chart

Open external door in Eclipse 2

Used the docking platform

Placed the navigational chart in Eclipse 1

Redirected Eclipse 1 power

Connected the cables to the cryopod

Went in the cryopods

RANGER Team

Went down to the hangar

Opened the airlock

Unlocked Eclipse 2 outer gate

Used the docking platform

Unlocked Eclipse 1 outer gate

Opened the outer gates

Used the docking platform

Repaired Eclipse 1 elevator

Restored Eclipse 1 power

Accessed Glenn Porter's file

Claudia & Lizzie

Solarman

Flowers

Redirected Eclipse 1 power

Placed the navigational chart in Eclipse 1

Connected the cables to the cryopod

Went in the cryopods

**Validation button**  
Certain quests of the red team can be manually validated by the GM (to help them progress in the game), by clicking on the arrow icon when its proposed at the end of a quest name.

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# **GAME PROGRESSION**

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# ECLIPSE GAME PROGRESSION



## COMMON ACTIONS TO BOTH TEAMS.

The players start in the briefing area.

- 1/ Ask each of the players to place themselves in one of the illuminous circles on the floor of the Briefing Area.  
Each player must be in a different circle.



The Game Master clicks the « Play » button to launch the Game Session.

- 2/ The players will listen to the A.I briefing.
- 3/ Ask the players to stay in their respective circles during the briefing, otherwise their screen will become black.
- 4/ After the briefing, the players' view will fade to black and they will wake up a few seconds later in the cryopods of the ECLIPSE 2 spaceship.



# SUPPORT TEAM GAME PROGRESSION

Reminder :

To communicate with someone in the same room the players can speak aloud, but they need to bring their wrist to their mouth to speak with distant players,

## SUPPORT TEAM ACTIONS.



The A.I. of the ship will welcome the two teams from their cryopods and give them instructions. The **blue team** will have to go to the cockpit to supervise the mission taking the elevator.

Goal: align the ships.



Once they arrive in the cockpit the players will align their ship with the wreck of ECLIPSE 1 using a joystick.

Goal: deploy the rails.

The players must deploy the bridge rails using the stick on the left side. This stick must be pushed forward.

Note that the red team cannot go further in the game if the Blue team doesn't complete these actions.

Additional gameplay:

The **Blue Team** can help the **Red team** by watching their video feedbacks in the cockpit and read some valuable information that only they can see.



# SUPPORT TEAM GAME PROGRESSION

Tips :

This combinaison will be usefull for the Red team later on.

## COMMON ACTIONS TO BOTH TEAMS.

Thanks to the **Blue team** action, the **red team** can now cross between the two ships.

But when the **red team** arrives halfway, a solar eruption happens. This eruption will cut the power in **ECLIPSE II ship**.

## SUPPORT TEAM ACTIONS.

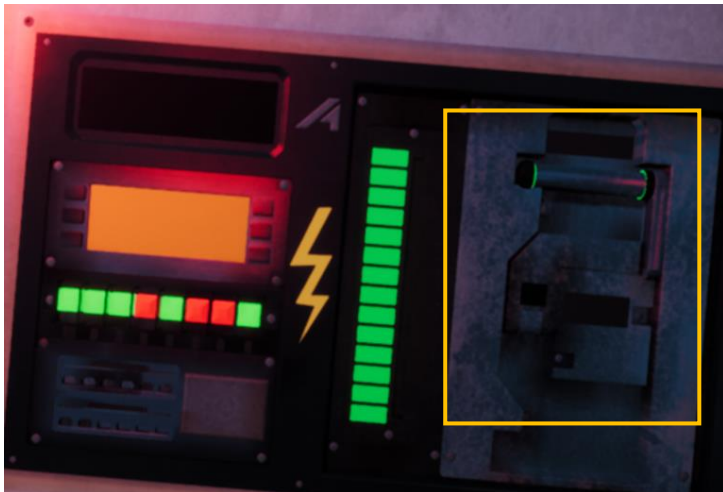
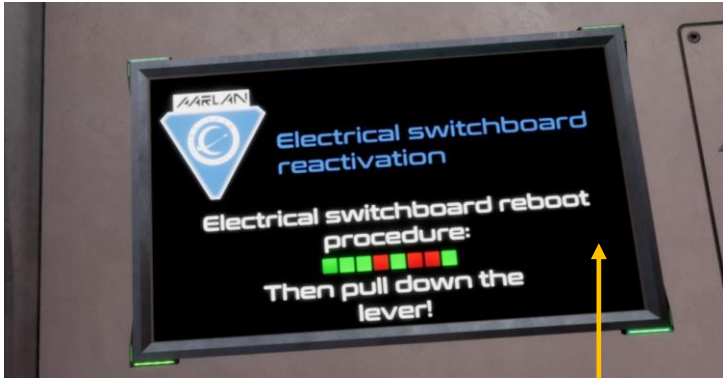
Goal: turn the electriity back on.

To restore the power in the ship, players must activate a combinaison of green & red buttons on the electric panel, by pressing them manually. The correct buttons combinaison can be found to the right of the elevator.

SOLUTION : 

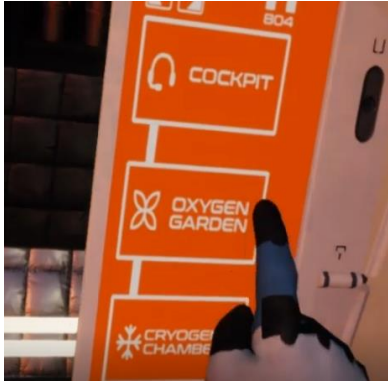
After entering the right button combinaison, a player must pull the lever on the right side of the panel down.

Initial state: All the buttons are initially red, they become green when pressed. If they push them again, they go back to red.





# SUPPORT TEAM GAME PROGRESSION

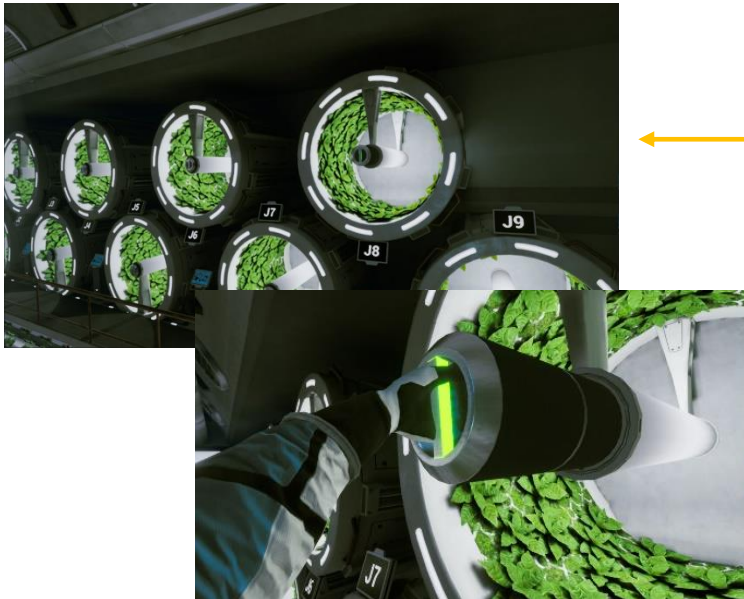


## SUPPORT TEAM ACTIONS.

After restoring the power the A.I. of the ships will ask the players to check for a failure in the oxygen garden, in the J8 Module.

Goal: restore the oxygen garden.

The players must take the lift to go down, to the oxygen garden.



Once in the garden, they must go to the platform and deplace it with the Joystick (both players have to be on the platform for it to work), until they reach the J8 module (located to the right).

Once in front of the J8 module, the players must push back in place the cylindrical piece which is not properly inserted.

Note that meanwhile the Red team might need some help, the players are invited to communicate as much as possible.



# ECLIPSE GAME PROGRESSION

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Once the garden is restored, the **blue team** has to return to the cockpit.

At this point, the **red team** will either be trying to repair ECLIPSE 1 elevator or in the cockpit of ECLIPSE 1, which is a replica of ECLIPSE 2.

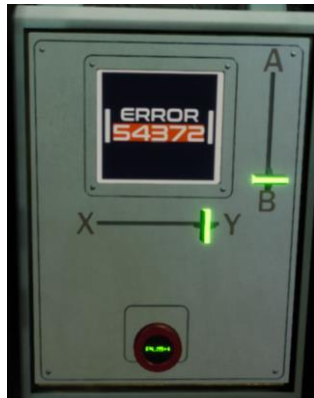
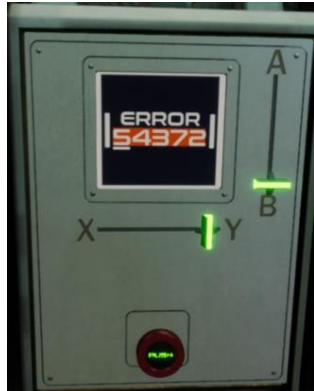
The **blue team** can then help the Red team by looking at the A.R. information that the A.I. is giving them on the **red team** video feedback in the cockpit.

The **blue team** should also notice that ECLIPSE 1 has the same electrical panel than ECLIPSE 2 in its cockpit and that **only they** can communicate the right sequence to the **red team**.

Once the **red team** restores the electricity with the help of the **blue team**, **Mike Saran** will wake up and flee. The A.I. will then indicate to both teams that an unauthorized access to ECLIPSE 2 is in progress, the **blue team** is prompted to investigate this situation by going down to the hangar.



# SUPPORT TEAM GAME PROGRESSION



## SUPPORT TEAM ACTIONS.

Goal: unlock the airlock

The players must go down to the Hangar.

In order to open the airlock, they must enter the security pattern on their left.

The security pattern instructions are visible to the left of it.

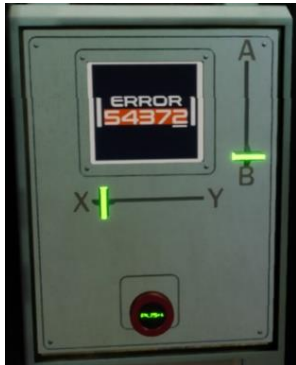
1/ **Solution step 1** = Slide the switches to Y & B, then press the red button under the screen.

2/ **Solution step 2** = Slide the switches to X & B, then press the red button under the screen.

3/ **Solution step 3** = Slide the switches to Y & B, then press the red button under the screen.



# SUPPORT TEAM GAME PROGRESSION



## SUPPORT TEAM ACTIONS.

4/ **Solution step 4** = Slide the switches to Y & A, then press the red button under the screen.

5/ **Solution step 5** = Slide the switches to X & B, then press the red button under the screen.

The security door will open and the **blue team** will find on the returning platform the helmet of revived **Mike Saran**, but he's nowhere to be seen.

Meanwhile a second solar eruption, happens. This eruption will have for effect to temporarily cut the communication between the two teams.

The A.I. then warns you that a fire is taking place in the Oxygen garden and asks you to go there quickly.



# SUPPORT TEAM GAME PROGRESSION

After communication has restored, **blue team** will need to tell the **red team** that there is not enough oxygen to return to Earth with the ECLIPSE 2 ship.



## SUPPORT TEAM ACTIONS.

Goal: extinguish the fire

Once arrived at the oxygen garden, the players must take the extinguishers on the left & right sides of the lift, and go to the platform to extinguish the flames.

There are 4 fire zones in the garden: one to the left, one in the center, and two on the right.

The players must move the platform to be able to reach them all. Until the A.I. voice says that the fire is under control, there are still some flames to extinguish somewhere in the room.



The audio communication between teams will then be restored, and the A.I. will inform the **blue Team** that there will be not enough oxygen for a return to Earth because of fire. Fortunately, ECLIPSE 1 oxygen garden is still intact.



# SUPPORT TEAM GAME PROGRESSION



## SUPPORT TEAM ACTIONS.

Goal: take the navigation card.

The players must go back up in the cockpit to take the earth navigation card. All the cards are located in the navigation console under the stick which was used to deploy the platform rails earlier.



To find the correct card, the players must decode the text on the card spine. They must use the information on the poster to the left of the electrical panel. It's a panagram coding all the letters of the alphabet.



**Solution** = the correct card is the only one with 5 characters.





# SUPPORT TEAM GAME PROGRESSION

The **Blue team** can now bring the navigation card to ECLIPSE 1 so they can go back to earth with the **Red team**.

## SUPPORT TEAM ACTIONS.

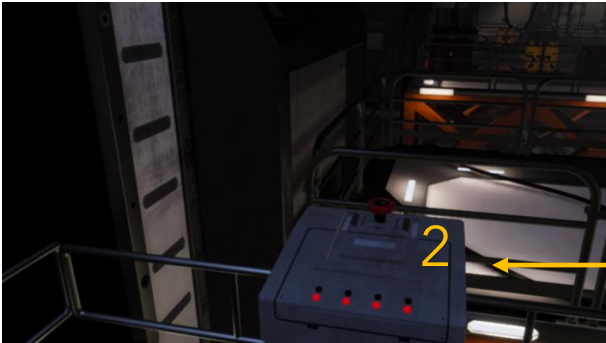
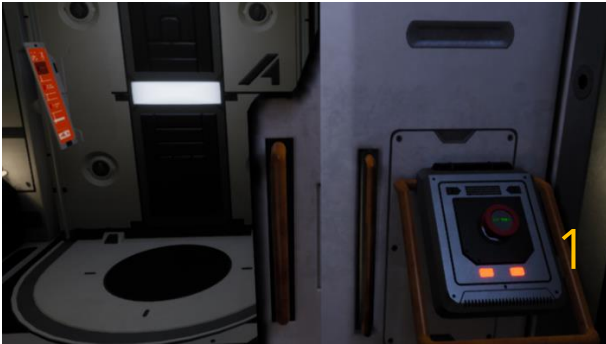
Goal: open the outside door on ECLIPSE II

The players must go down to the hangar.

The players will take the platform to join the red team  
= close the airlock door with the button 1 and start the platform with the button 2.

The players must now go to the cockpit of **ECLIPSE I** in order to put the navigation card back to the same place they found it in **ECLIPSE II**. Note: if the **Red team** has not finished resolving its puzzles the **Blue team** can help.

Once everything has been done, they go down to the cryopods floor and each player enters a cryopod.





# EXPLORATION TEAM GAME PROGRESSION

While the **Blue team** is sent to the cockpit to supervise the mission, the **Red team** needs to go to the hangar to take off for to the wreck of ECLIPSE 1.



## EXPLORATION TEAM ACTIONS.

Goal: go to the hangar and open the airlock.

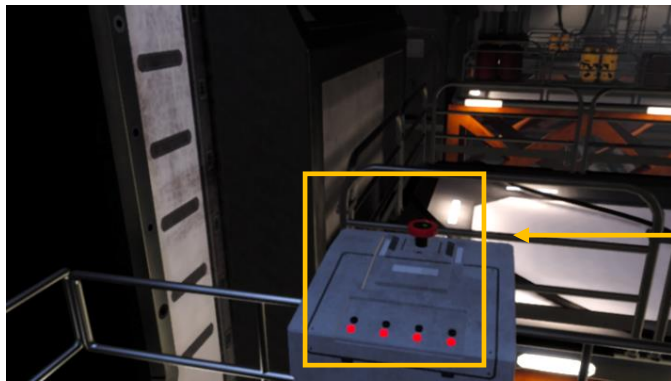
Use the elevator to go down to the hangar.

Open the airlock by using the handle located on the right side of the airlock.



Goal : Unlock the external door of ECLIPSE II

Go to the platform and close the airlock, by pressing the button located between the two doors.



Goal : Take the platform

The doors will open automatically. The players must get the little switches up and then press the button located on the platform to make it move. Note that the platform will be able to move only if the Blue team deploys the connexion rails.



# EXPLORATION TEAM GAME PROGRESSION

Note that the **blue team** can see A.R. instructions in their screens that the **red Team** cannot see and might help them.

## COMMON ACTIONS TO BOTH TEAMS

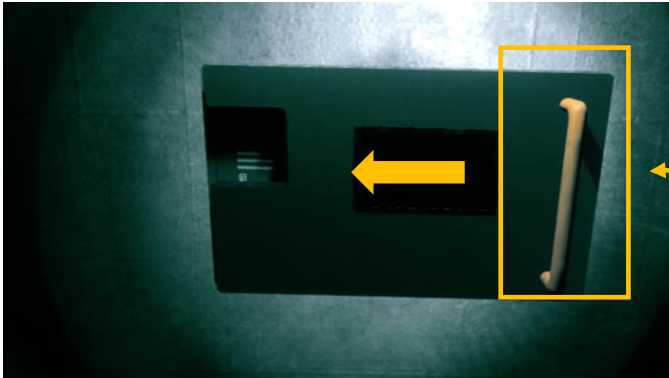
When the platform of the **Exploration team** is halfway, a solar eruption happens. The **Red team** will then arrive to the external door of ECLIPSE 1 and will have to open the emergency lock.

### EXPLORATION TEAM ACTIONS.

Goal: unlock the doors of ECLIPSE I

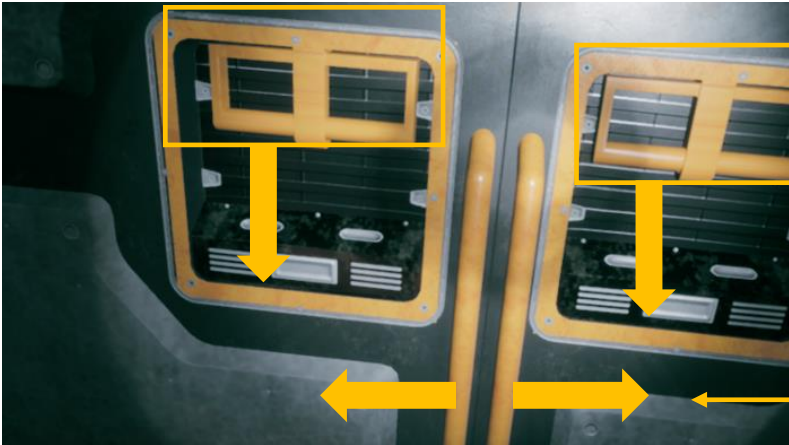
1/ To open the hangar doors of **ECLIPSE I**, a player must grab the handle on the panel located on the left of the doors. When grabbed, the panel must be slid towards the left to open it.

2/ Pull on the cylinder, rotate it and push it all the way back in (this action unlocks the two plates on the doors blocking the platform).



# EXPLORATION TEAM GAME PROGRESSION

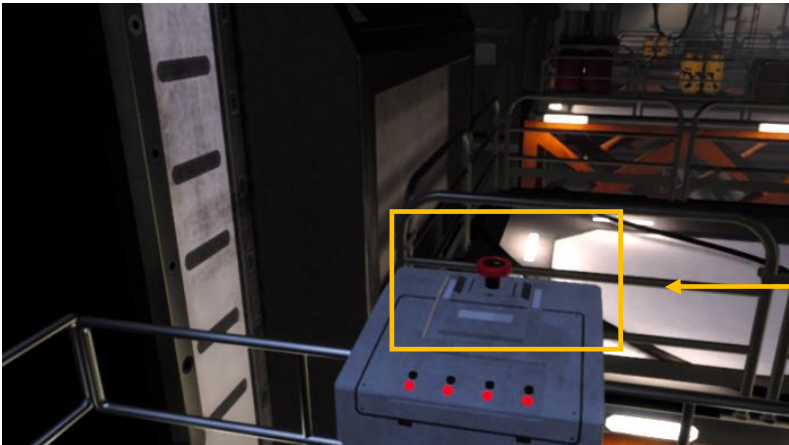
## EXPLORATION TEAM ACTIONS.



Goal: unlock the external doors of ECLIPSE I

3/ On the doors, lower the two levers before being able to open the doors manually.

4/ Push the button located on the platform to keep going.



# EXPLORATION TEAM GAME PROGRESSION

The **red team** will then enter the wreck of **ECLIPSE 1**. There is no electricity and they'll have to use the manual activation system of the elevator to reach the cockpit .

## EXPLORATION TEAM ACTIONS.

Goal: repair the ECLIPSE I elevator.

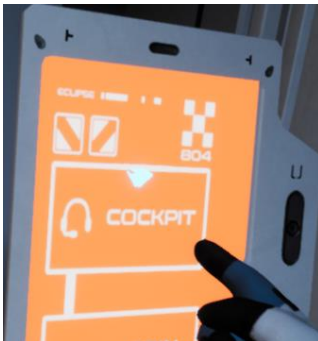
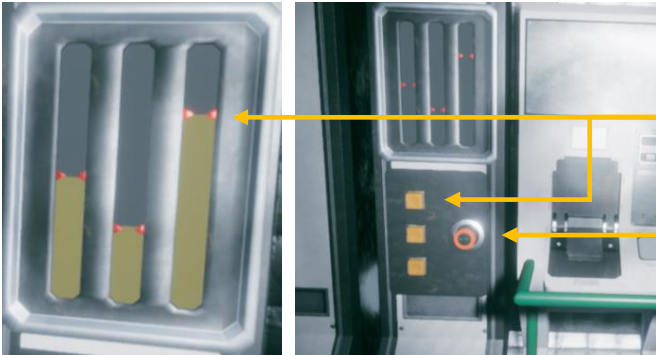
1/ To repair the lift, use the handle located on the right and action it like a pump (move it multiples times up and down).

2/ On the left, one of the 3 levels is getting filled when the pump is used. The player must press the yellow buttons under them when it reaches the red level indicator (two red arrows).

The uppermost button is corresponding to the left level gauge.

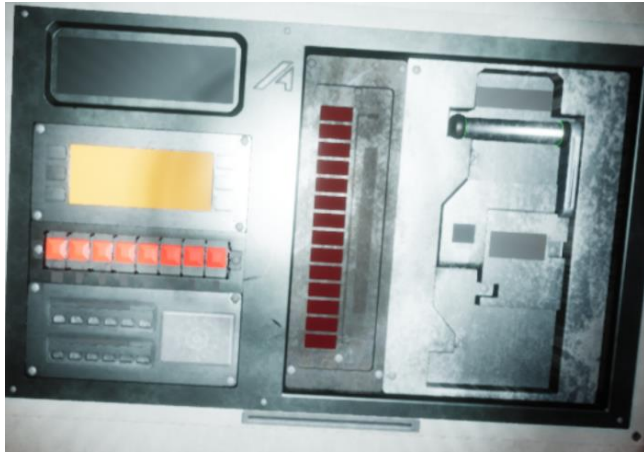
3/ Once the three level gauges are filled to their proper levels – Press the red button located on the right of the gauges level buttons.

Once the power is back on, the players can now use the elevator. They will need to go to the cockpit to reactivate the power.



# EXPLORATION TEAM GAME PROGRESSION

Once they arrive in the cockpit of **ECLIPSE 1** they'll discover a dark closed cockpit where a dead body lies. If they ask the support team they will learn that it's **Mike Saran**, one of the crew members of **ECLIPSE 1** and that he seems to have been infected by some sort of virus that killed him. Looking around they'll find an electrical panel they need to reactivate to get the power back on in the ship.



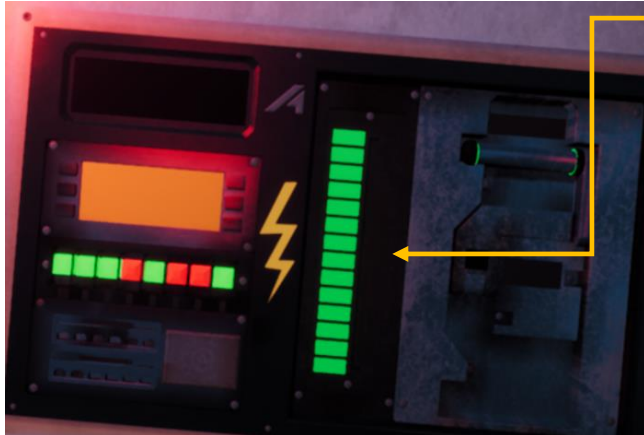
## EXPLORATION TEAM ACTIONS.

Goal: re-activate the power on ECLIPSE I

To restore the power in the ship, the players must activate a combinaison of green and red buttons on the electrical panel, by pressing them manually.

The correct combinaison is the same than the one used by the **support team**. The two teams must exchange the combinaison orally.

SOLUTION



## COMMON ACTIONS TO BOTH TEAMS

Reactivating the power seems to also have waken **Mike Saran** from his death: he flees by a hatch in the cockpit ceiling and seems to be heading to **ECLIPSE 2**. Some time after that, there will be another solar eruption and the **red team** will loose communication with the **blue team**.





# EXPLORATION TEAM GAME PROGRESSION

Now that the power has been restored, the **red team** can begin to try & understand what happened to **ECLIPSE 1** and its crew. They will need to find the passwords **Glenn Porter** used to lock his folders. Only then, they will get access to all the systems of the ship to make the return to Earth possible.  
The first clue can be found in the cockpit.

## EXPLORATION TEAM ACTIONS.



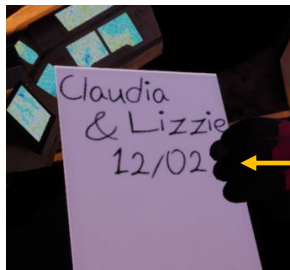
Goal: access the Glenn Porter folder > Claudia & Lizzie

- 1/ The players must access the Glenn Porter folder through the touchscreen (right bottom corner).



This will allow them to activate the screen managing the power distribution on the ship.

- 2/ The players must enter the 3 codes in any order to unlock the access to the touchscreen.



- 3/ The first code « Claudia & Lizzie » (4 digits), can be found at the back of the photo, in the cockpit.  
= 1202



# EXPLORATION TEAM GAME PROGRESSION

The second clue can be found in the cryopod room on personal belongings, while the last one is in the oxygen garden pod C6.



## EXPLORATION TEAM ACTIONS.

Goal: access the Glenn Porter folder > Solar Man

The second code « solar man » (3 digits) can be found on the cryopods floor. It's the issue number of the « Solarman » comic, located in the cubby hole on the right.  
= 163



Goal: access the Glenn Porter folder > Vegetations

The third code « Vegetations » (2 digits) concerns the vegetation pod « C6 », located on the upper deck of the oxygen garden.

The player must move the platform to the C6 pod and then either count the number of flowers in it or find the number 13 scratched in the back of the pod.

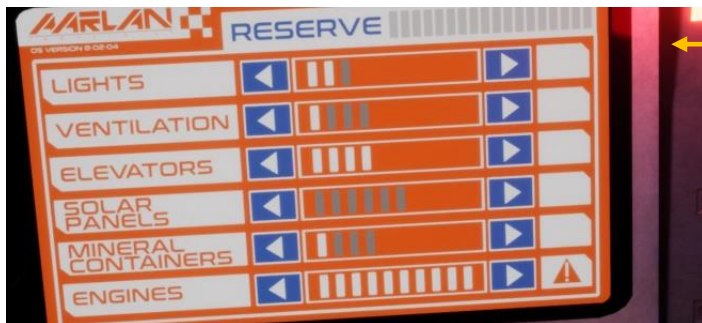
= 13





# EXPLORATION TEAM GAME PROGRESSION

initial state of power distribution panel



## EXPLORATION TEAM ACTIONS.

Goal: redirect the power on ECLIPSE I

Once the 3 codes have been correctly entered, the players have access to the Glenn Porter files, and the power distribution panel of the ship is activated.

There are multiple ways to redirect power to ECLIPSE 1.

- 1/ Redirect all power to the solar panels = this will maximise the power levels everywhere.
- 2/ Reduce to 0 the containers' power, and reduce to 2 the lights to be able to maximise the power on the reactors and lifts.
- 3/ Press the « ok » button.

In each case of setting a wrong power distribution, a screen will explain to the players why it is not working. When a correct power distribution is entered, the panel will indicate that everything is ok and the ship A.I. will tell to players that their cryopods are ready to be used.

Now that the team has Glenn Porter's access to the main computer, they will be able to manage the power distribution in the ship and restore enough energy for essential systems. They'll also be able to listen to Glenns porter's audio log and understand what happened: the ship was sabotaged to prevent Mike Saran returning to Earth and that Glenn destroyed the navigation card, meaning that the blue team will need to bring the navigation card found in ECLIPSE 2 cockpit.



# EXPLORATION TEAM GAME PROGRESSION

## EXPLORATION TEAM ACTIONS.

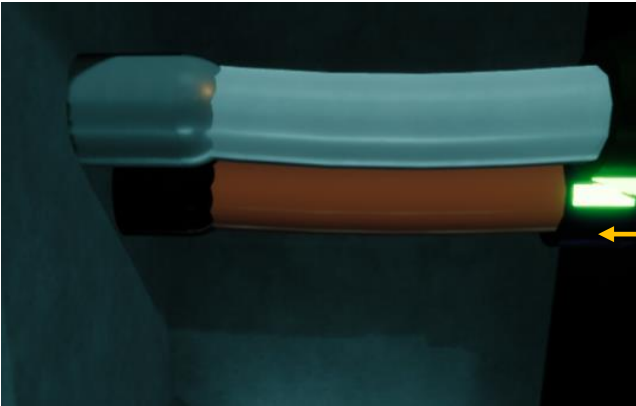
Goal: connect the cables to the cryopods

Go to the cryopods to solve the cables enigma.  
Inside the left and right lockers, the players must connect the cables at the right places.

When the connexion is good, the light on the top of the locker switches green.

1/ Locker 1 / left side of the room  
= The cable on the top left side has to be plugged on the right side.

2/ Locker 2 / left side of the room  
= The cable on the top left side of the locker must be plugged to the bottom right connector.



# EXPLORATION TEAM GAME PROGRESSION

## EXPLORATION TEAM ACTIONS.

Goal: connect the cables to the cryopods

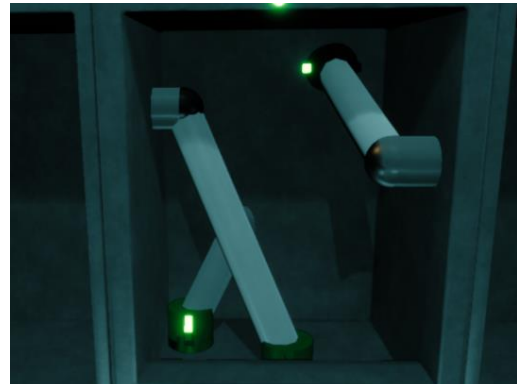


3/ Locker 3 / left side of the room

= The grey cable on the top left has to be plugged to the middle connector of the right panel.

The orange cable in the middle of the left panel, has to be plugged on the middle connector of the bottom panel.

The cable from the back panel must be plugged to the top of the right panel.



4/ Locker 4 / right side of the room

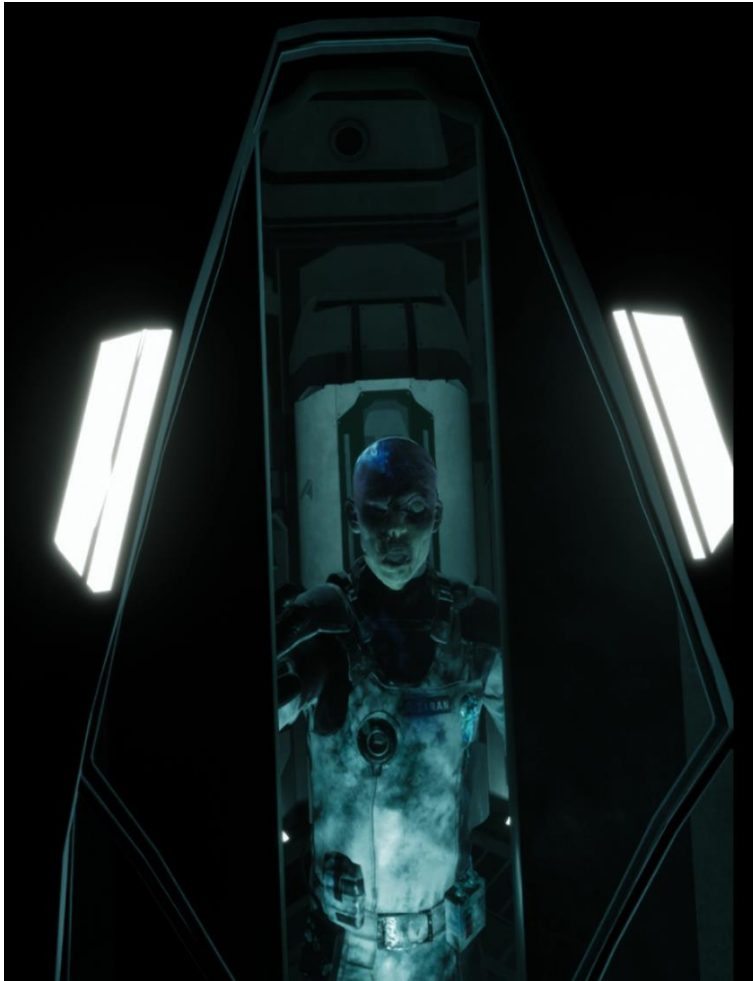
= The cable on the top left must be plugged to the middle connector of the bottom panel.

The cable from the bottom left of the back panel must be plugged to the left connector of the bottom panel.

The cable from the right panel has to be plugged to the top right connector of the back panel (the closest one).



# EXPLORATION TEAM GAME PROGRESSION



## EXPLORATION TEAM ACTIONS.

Goal: go into the cryopods

Now, each player must enter into a cryopod to activate the return to Earth.

...But they are not alone...

Now that the cryopods are repaired and that the navigation card is connected, if the **blue team** forgot the navigation card, they can retrain to ECLIPSE 2 to get it.

The two teams can go to the cryopods, and come safely back to Earth leaving the threat behind, or did they?





# CONTACT US

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## Need help?

Join our Discord server  
and our ECLIPSE section.

<https://discord.gg/PvkBKWEX2J>

Our business team

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