IN MY NEIGHBOURHOOD

A COLLECTION OF AUDIO VISUAL STORIES
THAT YOU CAN ACCESS VIA YOUR PHONE
(OR VIRTUAL REALITY)

InMyNeighbourhood[VR] has been created by **Some Kind of Squirrel Productions** with funding and support from **Hume City Council** (More credits at www.inmyneighbourhood.online)

HUME CITY COUNCIL

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OORJA FOUNDATION INC

LIMINAL VR

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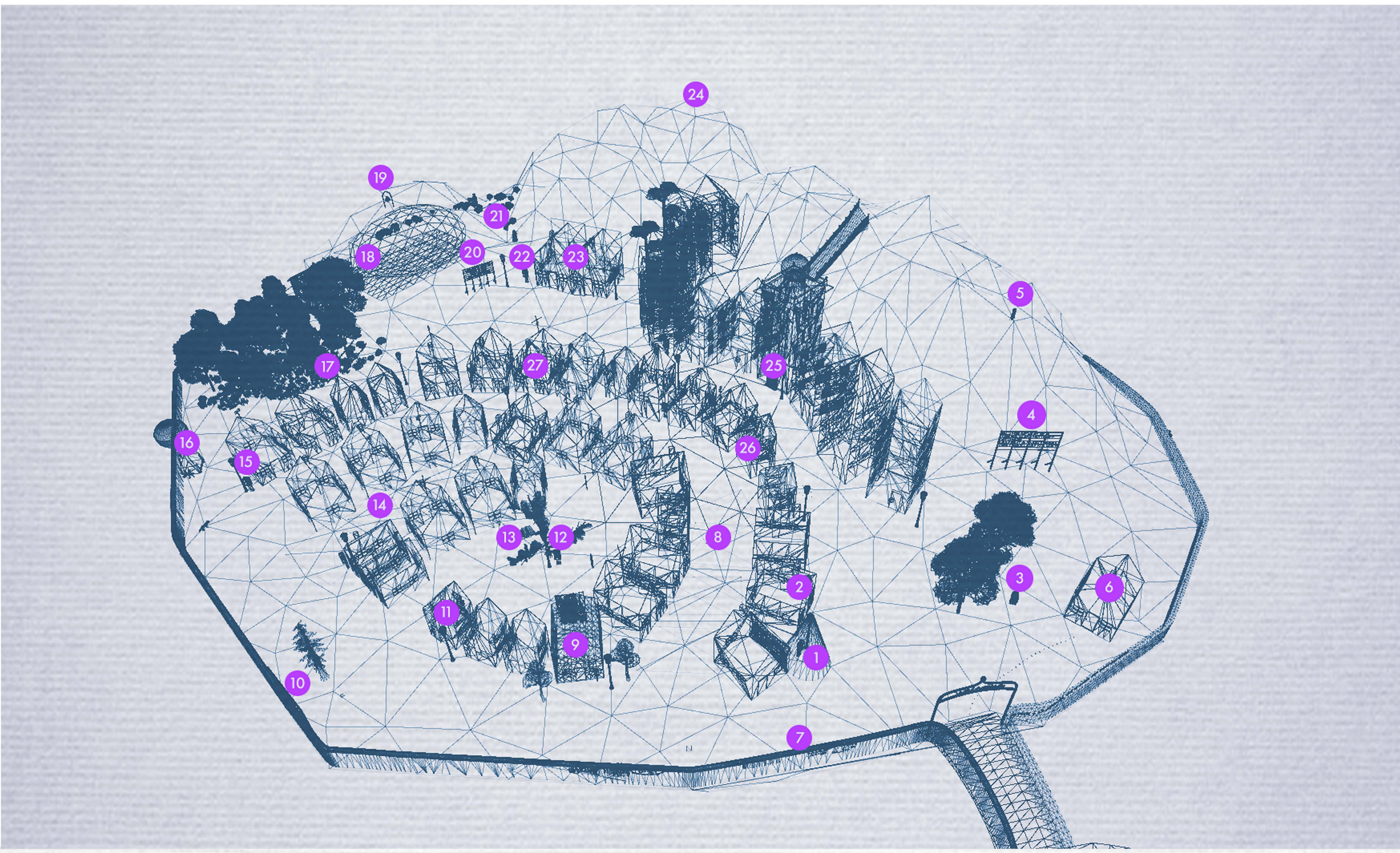
IN MY NEIGHBOURHOOD [VR]



STORIES

1. Phone Box - Girl With A Rock - 3.29
2. Father and Son - 0.47
3. Illuminated Figure (1) – Shame - 0.47
4. Billboard (1) - In This Place - 0.30
5. Illuminated Figure (2) - Singing Girl - 0.40
6. Little Bird - 5.37
7. The Whispering Wall - 0. 60
8. Poetry Path (1) - 0.30
9. What Is My fault? - 3.46
10. Billboard (2) – Birth - 1.12
11. Revolution - 4.25
12. Phone Box (2) - My Girl - 8.18
13. Illuminated Figures (3-6)
14. Pathway Poetry (2)
15. Phone Box (3) Help Message - 1.24
16. Flying Machine - 3.12
17. Forest Poetry - 0.30
18. In the Shadow of the Sun - 4.09
19. Rock Pile - Tonight - 2.17
20. Billboard (3) - I Am The Mountain - 0.30
21. Illuminated Figures (7-10)
22. Phone Box (4) – Help Message -1.52
23. The Powerhouse - Various
24. Disappearance - 9.26
25. Once Upon A Time - 10.14
26. The Last Call - 9.28
27. Birth (2) - 18.33

HOW TO PLAY

1. Open the game and select the appropriate age range.
2. VR - Once game is loaded use the right hand pointer to navigate the world (point to ground and click) and left hand pointer to play and exit stories. Right hand joystick = change camera view.
3. DESKTOP - Move dingo through the game using W = FOWARD A = LEFT S = BACKWARDS D = RIGHT OR move the dot in the circle. To move camera view drag mouse in right of frame.
4. LOOK FOR illuminated doors, figures billboards and phone boxes to find the stories.
5. To start stories press or press on the language option
6. To exit stories press
7. To exit all versions of the game select down arrow