The Hideaway
Early-Access

Survival
Guide

Summary

1 – Water
2 – Food
3 – Diseases
4 – Body Statistics
5 - Shelters

Part 1 -

Water



First of all, you will have to find a body of water, a river, a lake... Anything that contains water.

Then to rehydrate yourself, you will just have to enter the water and your character will take care of the rest. But be careful not to stay too long or you might catch a cold.

Also, don't try to drink too much water at once, it's at your own risk!

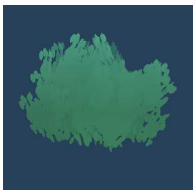
Consuming polluted or salted water may also be the reason of food poisoning, diziness, energy changes, even invisible parasites modifying the behaviour of your digesting cycle.(coming soon...)

Part 2 -

Basic Food

The first real source of food in The Hideaway comes from trees and shrubs in the wild, ***here's a quick rundown of what you should be able to eat and what might poison you:***

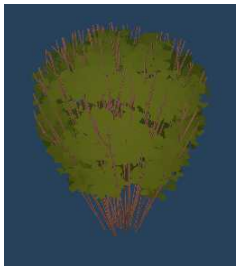
But always remember, as every biome contains it's own types of plants you may learn even more quickly by experience !:D



So this one is basically always good, gives good'ol berries.

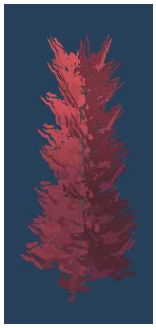


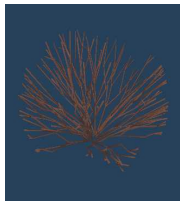
This one is always good, gives a lot of good berries. Very juicy and safe.

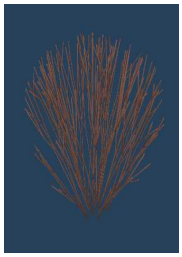


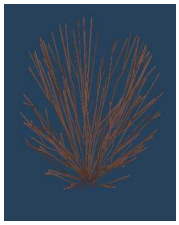
This one is the best yet, pretty difficult to recognize from the others but gives delicious wild pears.

And many others yet to discover...









We definitely do not recommand eating anything coming from these, by a simple contact with them you may experience : dizziness, cough, panic, blurred or darkened vision ... but also internal bleeding, excessive bleeding, massive vitality and energy loss, paralysis and yet to discover !

You can also find an even better source of food if you succeed in catching a small animal like a Rabbit or by simply finding a dead animal body in the wild.
However it is still not a very healthy source of Food as it will drastically increase your Body fat percentage and stomach volume in a short period of time. (cf. Part 4)

Part 3 -

Diseases

So, basically how does diseases work in The Hideaway ?

In The Hideaway, catching a cold or even the flu can be quite common, depending on the weather, the temperature outside but also on your appetite to swim in the sometimes freezing waters,

Most other illnesses can be caught through the local flora and fauna. You have been bitten by an insect or a snake, have been in contact with an unfriendly plant… and you can quickly find yourself in trouble.

Visible effects of the main diseases actually implemented :

- Common Cold : Cough, Light Sensivity
- Flu : Cough, Light Sensivity, Shaking, Warmth Change, Hydration change
- Venom-related illness : Diziness, Blurry vision, Slowness, Cough…
- Plant-related illness : Diziness, Shaking, Light Sensivity, Blurry vision, Slowness, Cough…
- Food/Water-related illness : Diziness, Shaking, Light Sensivity, Darkened vision, Blurry vision, Slowness, Cough…
- Internal / Heavy bleeding : Color blindness, Shaking, Light Sensivity, Slowness, Sweating, Thirst change, Bleeding…
- Small bleeding : Diziness, Shaking, Color blindness
- Low blood pressure / flow : Diziness, Shaking, Light Sensivity, Darkened vision, Blurry vision…
- Injured : Mainly shaking
- Low energy : Unable to jump, run, walk normally
- Too much stomach volume : Diziness, Blurry vision

Warning :

The crucial lack of food, water, weather shelter or energy will directly affect the quick need of the other necessary items.

Part 4 -

Body statistics

So, you may now wonder, what does I mean by Body Statistics ?

Well the concept is pretty simple, in The Hideaway, many human-body-related concepts are internally simulated, which basically means that your body and it's behaviour will change with your habits, from food, to water even changing with exterior temperature and fitness.

Stomach evolution :

The more you will eat in a short period of time, the more your stomach volume will expand, also expanding your needs in Food volume and Calories, but also progressively expanding your body fat if you don't live with a correct lifestyle and correct habits, affectig your ability tu run and jump but also sweat volumes, making the survival in the wild even more difficult over time.

Body fat and muscle :

Depending on your alimentation habits, and your lifestyle but also your phyisical activity, your body fat percentage may increase or decrease over time, affecting directly your abilities to walk, run, jump, pass through difficult obstacles and your body energy consumption over the day.

Blood pressure and volume :

Your character's blood pressure and blood volume are constantly calculated internally, creating a realistic blood gestion. If you get heavily injured, eg. Jump from a high cliff and break a leg, you will eventually start bleeding, depending on the wound you will loose a certain amount of blood during a certain period of time, affecting your blood pressure and volume and directly your others statistics such as awareness, movement ability, energy etc...

Member damage gestion and differenciation :

The injuries are differenciated according to the members of the body that have been injurend and have different levels, depending on the significance of the injury. This system is also linked with the blood pressure and volume system through bleeding caused by different types of injuries.

Sweating and body temperature :

The needs of your body to maintain it's temperature to 37°C are constantly calculated depending on your character situation (protected from the wind, near a campfire...) and the exterior temperature but also your sweating amount, which directly affects your hydratation status and your water consumption.

Urination and Defecation :

The Hideaway features an Urination and Defecation system, which is pretty much automatically managed by your player. You can still activate them using the default P and O keys.

Part 5-

Shelters and houses



Now that you have all these basic informations about how does The Hideaway's Survival gameplay works, you may come to wander : *how does the base-building system in The Hideaway works ?*

First, you may open the building menu by using the Tab key, then choose what will be the foundations of your base. After correctly placing the different parts of your new home, you will have to progressively build it by placing the right parts at the right place :

As you won't be able to harm the Nature in any way in The Hideaway, you will have to find some logs, driftwood left on the ground. If you can build something with the wood you found, a notification will appear on your screen asking if you want to carry it (*with a maximum of 3 logs at a time*).

When approaching a construction in progress while your are carrying logs, another notification will appear asking if you want to use the wood to build the item in question. You will be able to place the logs by pressing the default key « F ».

You now have all the basic informations needed to be able to survive in The Hideaway. I hope you will enjoy the game. Good Luck survivor !