FIELD GUIDE CONTROLS & OPERATIONS

(Button mapping available in Options menu)

A BUTTON - Jump, Insert Fuses, Increase Waveform Amplitude

X BUTTON - Shoot Weapons, Place Lures

B BUTTON - Dive (stamina meter recharges with time)

Y Button - Reload Weapons

View BUTTON - Enter/Exit PDA, Change Waveform Shape

Directional PAD - Move, Aim, Turn Dials

LT Button - Equip Next Weapon

RT Button - Crouch (Hold Position)

ACTIONS:

- Place Rope - Down at pitons (rope posts)
- Pick Up Rope - Up at pitons
- Grab Ledges - Press Up while jumping. Swing by keeping your forward momentum.

HUD:

- Ammo Meter - Indicates current weapon and remaining ammo
- Health Meter - 1 HP per unit. Some enemies deal heavier damage.
- Stamina Meter (3-phase indicator) - When empty you can't dive; jump height and walk speed are also reduced. Serious falls may deplete it and cause a temporary limp.

Radio Buddies



FERRIS

Technical wizard and movie buff. Reclusive, but committed to the cause.



RUSTY

Biologist and Extra Class ham, Elmer to many. Can rig a trap or snare in no time.



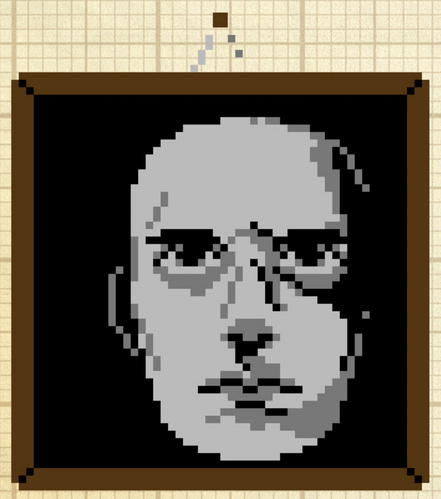
ELROY

Former airplane mechanic and stamp collector, current cartographer.



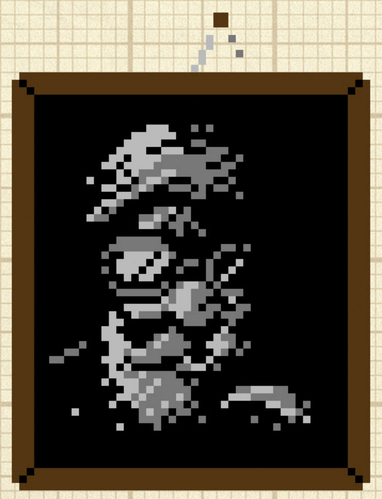
CANGE

Acoustics engineer and guitar player. Alway delivers. AKA The Milkman.



DOC

Former surgeon, current lover of single-malts. Can start a campfire anytime, anywhere, in any weather.



KANE

Munitions expert, suds drinker and dog lover. Keeps the stockpiles full and the mugs empty.



PAP

Communications expert who loves poetry and naps. He feels a connection with hawks.



TOLAH

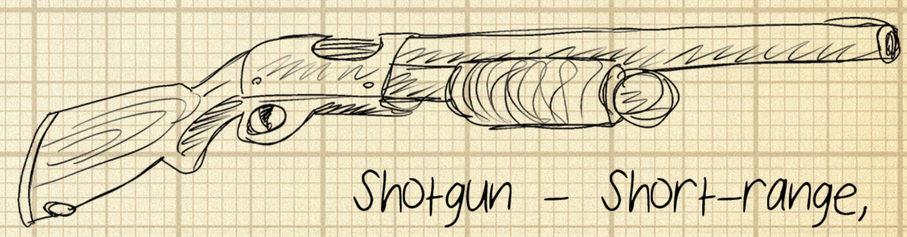
Avid reader of history; resourceful but impatient. Can wire a circuit faster than anyone.

WEAPONS

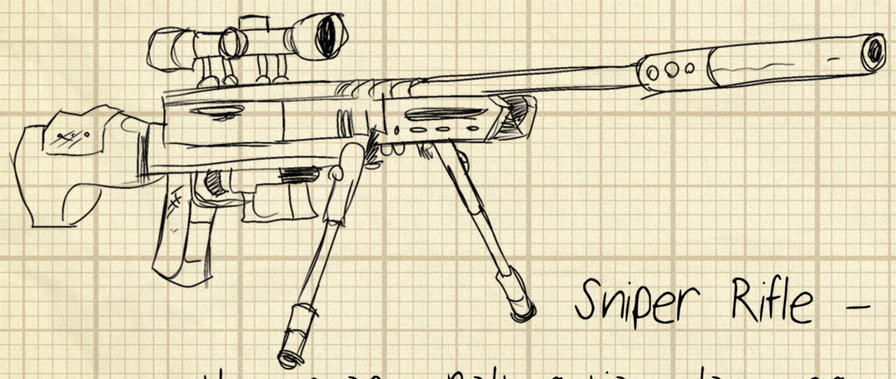


Standard Gun - Unlimited ammo but low damage output. 12-round magazine.





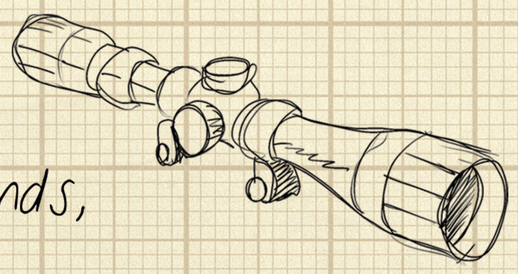
Shotgun - Short-range, widespread damage output. Quite a kick.



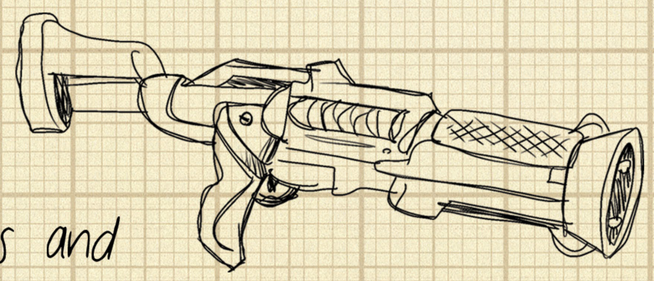
Sniper Rifle - Requires the scope. Bolt-action, long-range precision at sniping stands.



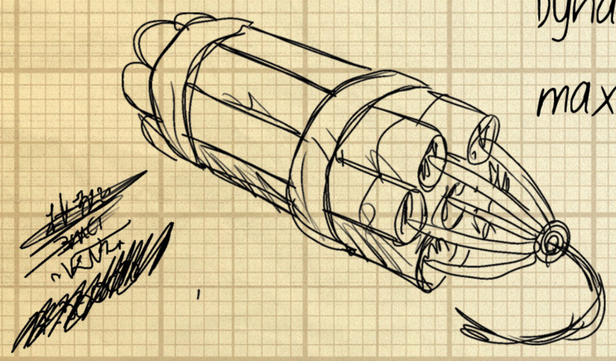
Burstfire Gun - 6-shot bursts with 24-round magazine.



Scope - See into the distance at sniping stands, attaches to rifle.



Sonic Gun - Stuns and slows most enemies. Long cooldown.

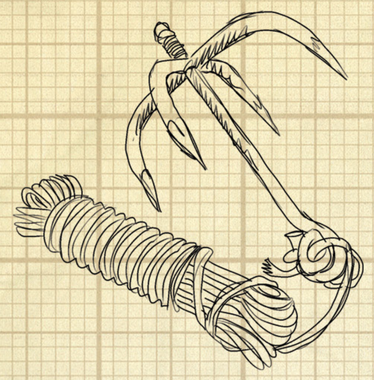


Dynamite - Short-range, max damage. Stand back.

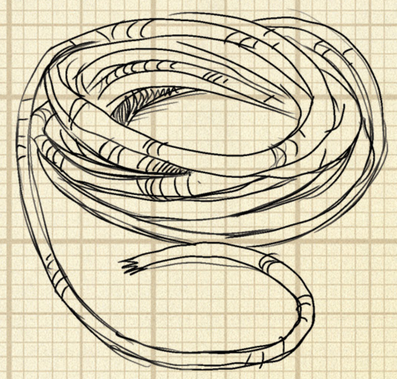


Spark-Dive Boots - Leaves a trail of sparks when diving that damages enemies.

TOOLS



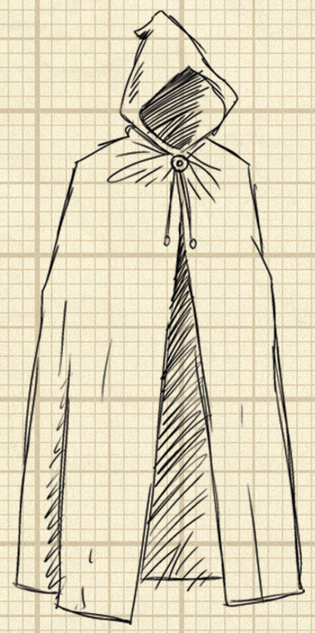
Grappling Gun -
Unlimited hooks but requires a rope.
Aim for pitons to attach ropes
from below.



Rope - Crouch down to
attach to pitons. Leave
them only where needed.
Pick back up when needed.

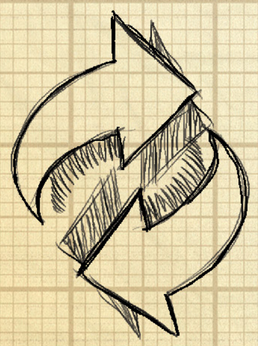


Shadow Cloak -
Crouch behind things to
hide from shy critters.

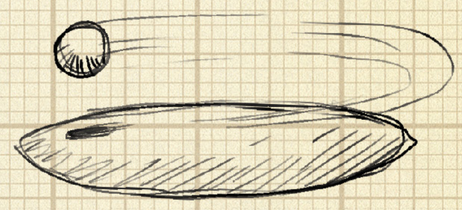


Flash Dive Boots -
Flash when diving to
distract enemies and
increase evasion window.

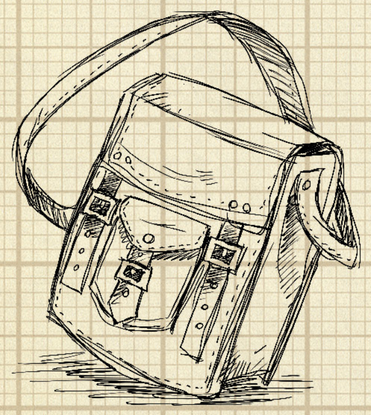




Dive Reload -
Auto-reloads equipped
weapon when diving.

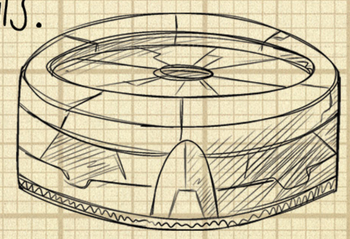


Lure - Draw out shy
critters and distract
aggressive ones.



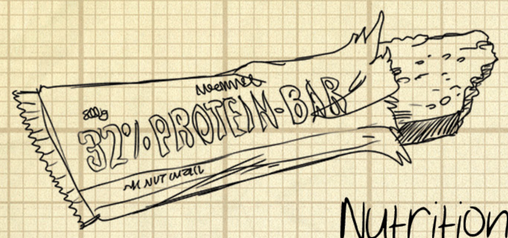
Satchel - Increases
carrying capacities.

Flash Ring - Needed at night if a relay fails.
Projects a holographic decoy to distract
the creature that's begun to hunt at night.
It will trigger automatically and be consumed.



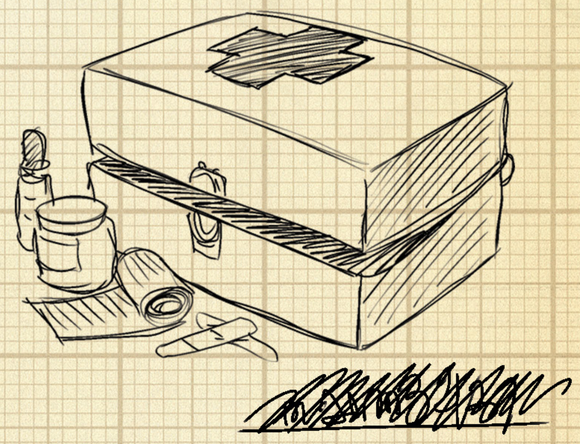


ITEMS

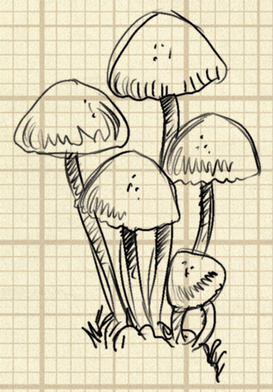


Nutrition Bar -
Increase health by four HP.

Med Kit - Dress your wounds and heal to full health.

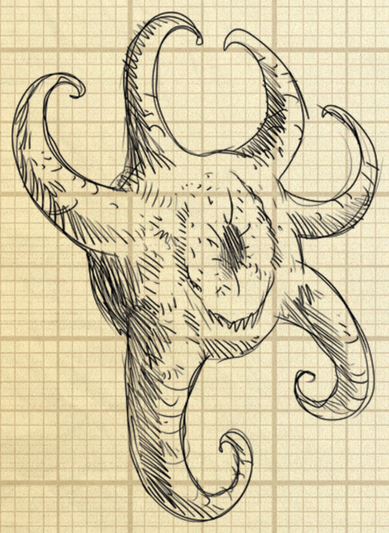


Fungus -
Hard to find, but very useful; needed for making tower diodes.

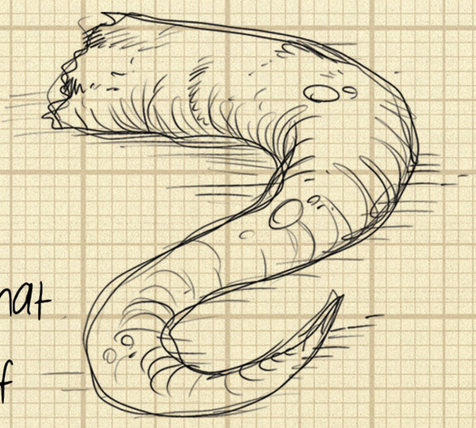




Fungal Snake -
Offspring of Fungal Walls that float and drop poisonous excretions. They can be used for med kit refills. More are needed for each resupply.

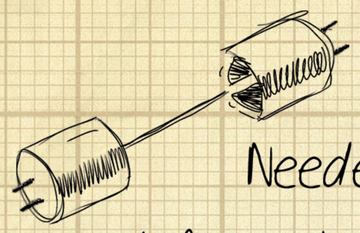


Rhyllekk Husk - Nano-thin, extremely tough, but malleable shell left over when killed. Can be used to craft other items or tools. More are needed for each resupply.



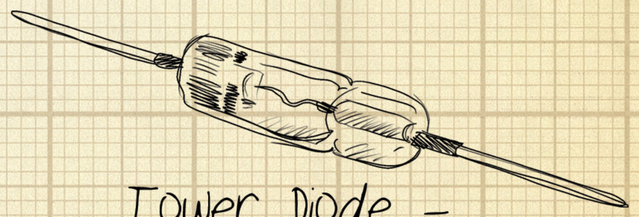
Hisser Skin -
Thick, oily skin that can be peeled off and used for crafting tools. More are needed for each resupply.

EQUIPMENT



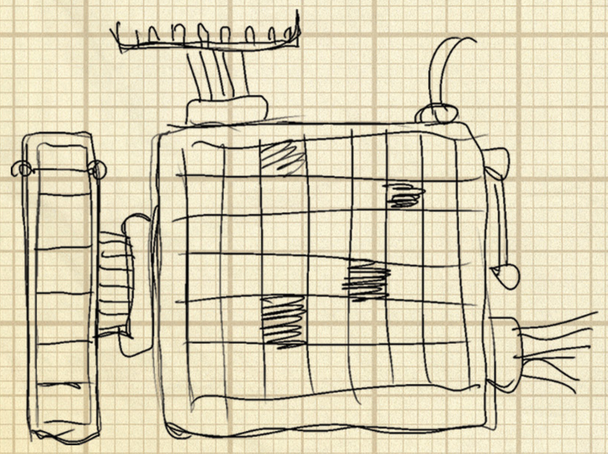
Fuse -

Needed to repair non-functional equipment and for unlocking supply refills. Insert into refill boxes to infinitely replenish that item. They are hard to come by.



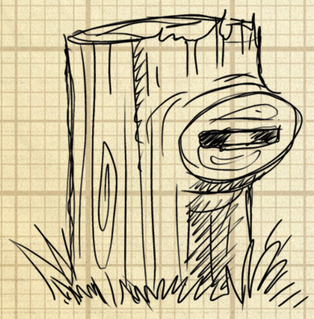
Tower Diode -

When infused with a special fungus, they can be used in the tower relay.



Circuits -

Used to unlock doors, gates and hidden paths. Some require fuses to activate. Wire tiles must be placed to connect wire ends. Damaged tiles can be repaired. Experts can wire through the health bonus. When the timer expires they discharge a spark to deter Duwagos from messing with them.



Log Sensor -

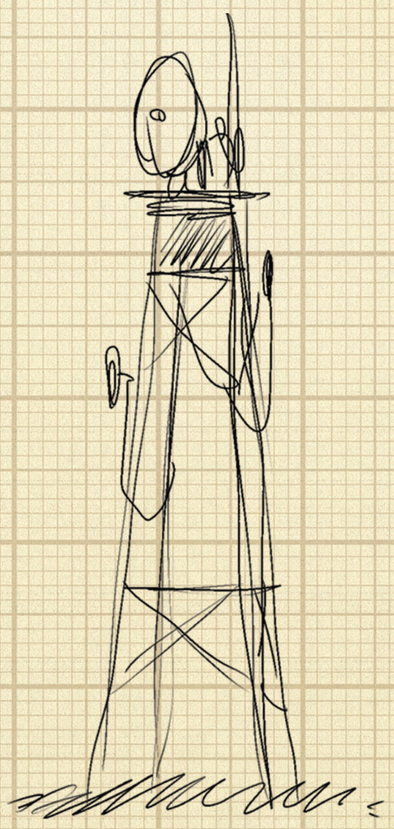
Monitors movement patterns in the Logging area.

~~My log will have something to say.~~



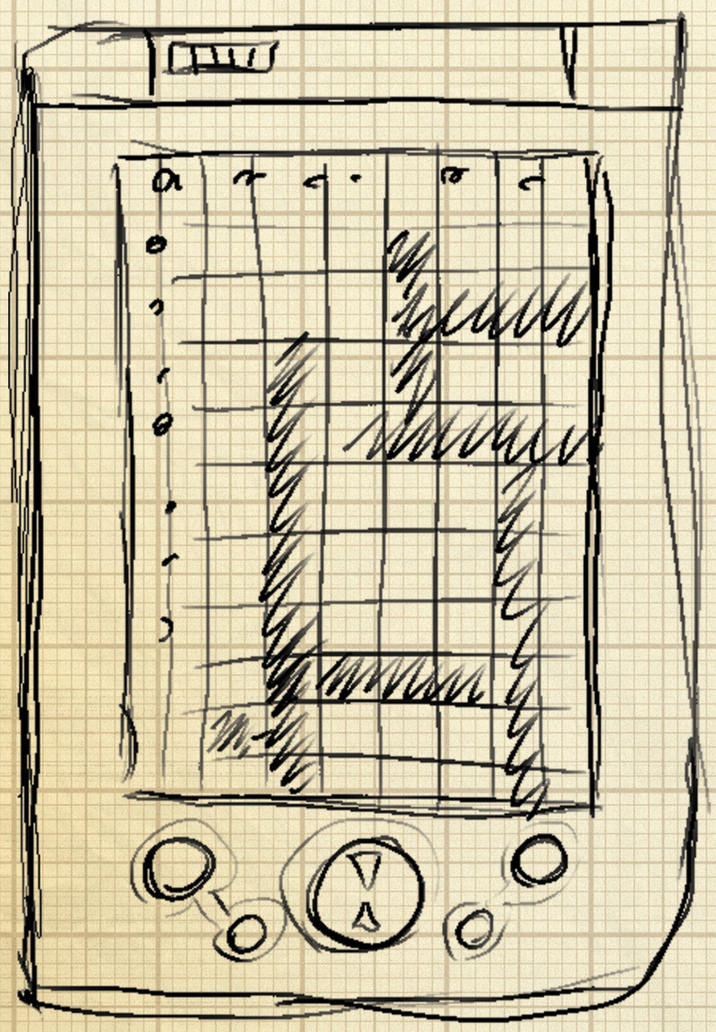
Stone Sensor -

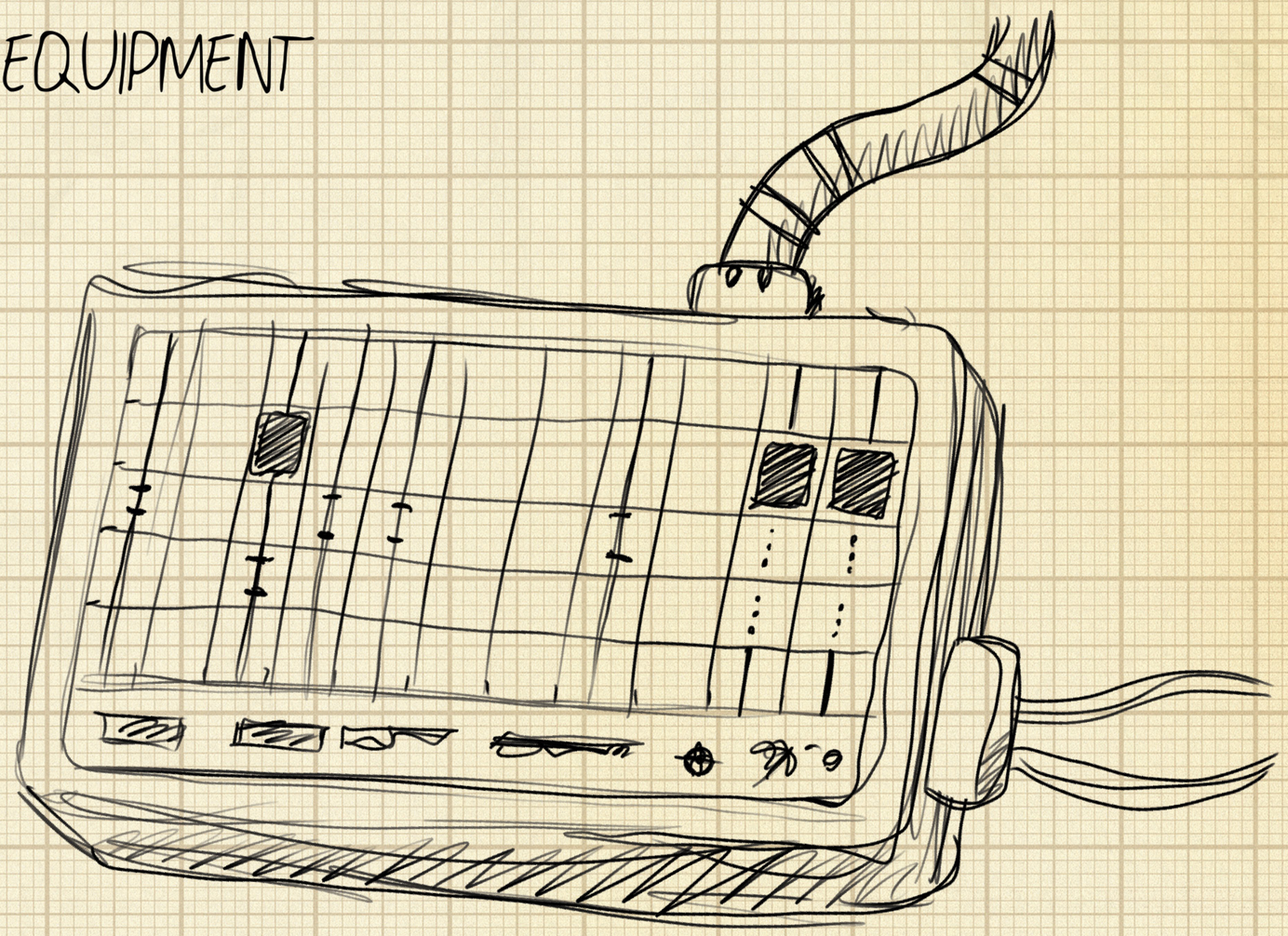
Monitors movement patterns in the crags



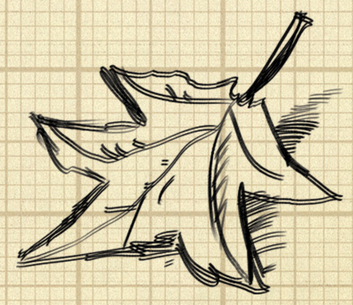
EQUIPMENT

PDA - Keeps track of
your inventory, maps,
location, elevation and time.
Equip weapons and use items.
A ^ symbol means you're full.
Check maps for equipment locations.



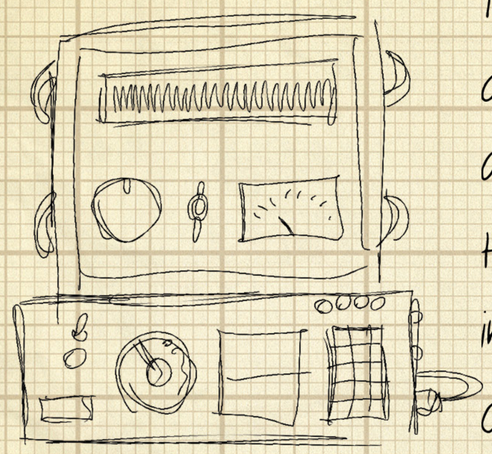


Inventory Supply Refills - When fuses are placed into a slot, that item will refill any time you access that supply box. Some items also require creature parts, which are needed for each resupply.

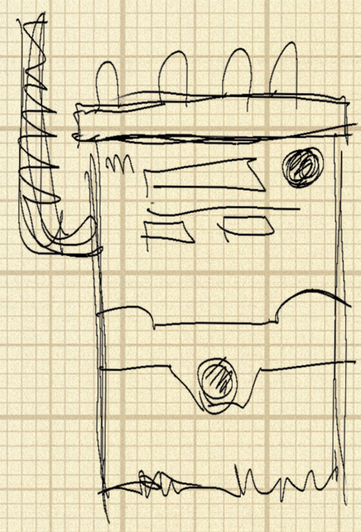


RELAY GRID EQUIPMENT

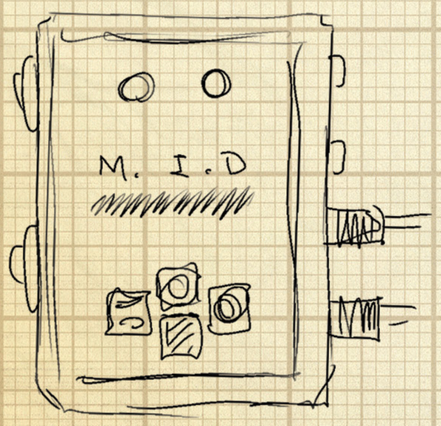
Keeps enemy conduits closed, preventing emergence. Phase-locking and phase-cancelling enemy signals is vital for fighting back. Repairs and recalibration are often needed.



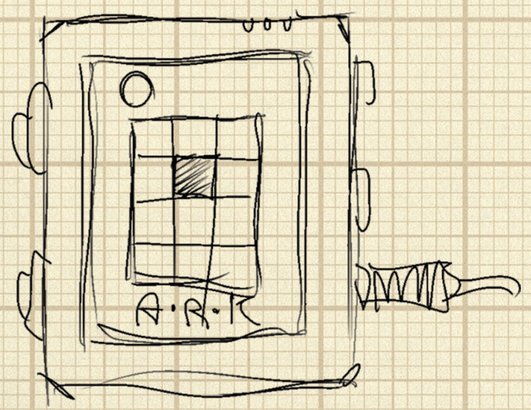
Transceiver Radio - Primary communication device. Tuning them into Morse stations allows us to broadcast and listen-in to the sourounding area. They play an inaudable sound that keeps many creatures away. They interact directly with the grid system and allow signal syncing through waveform recalibration.



Relays - Propogate phase-cancelling waveforms to prevent enemies from emerging into our world.



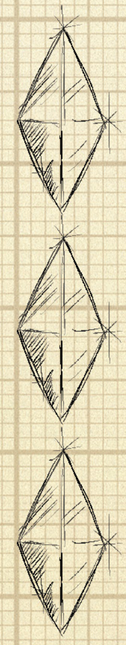
M.I.D. - Morse Input Device
Used for echoing Morse. The relay system requires trinary code, hence the /.



A.R.K. - Access Relay Keypad
Used for echoing 12-Bit codes, primarily on relays.

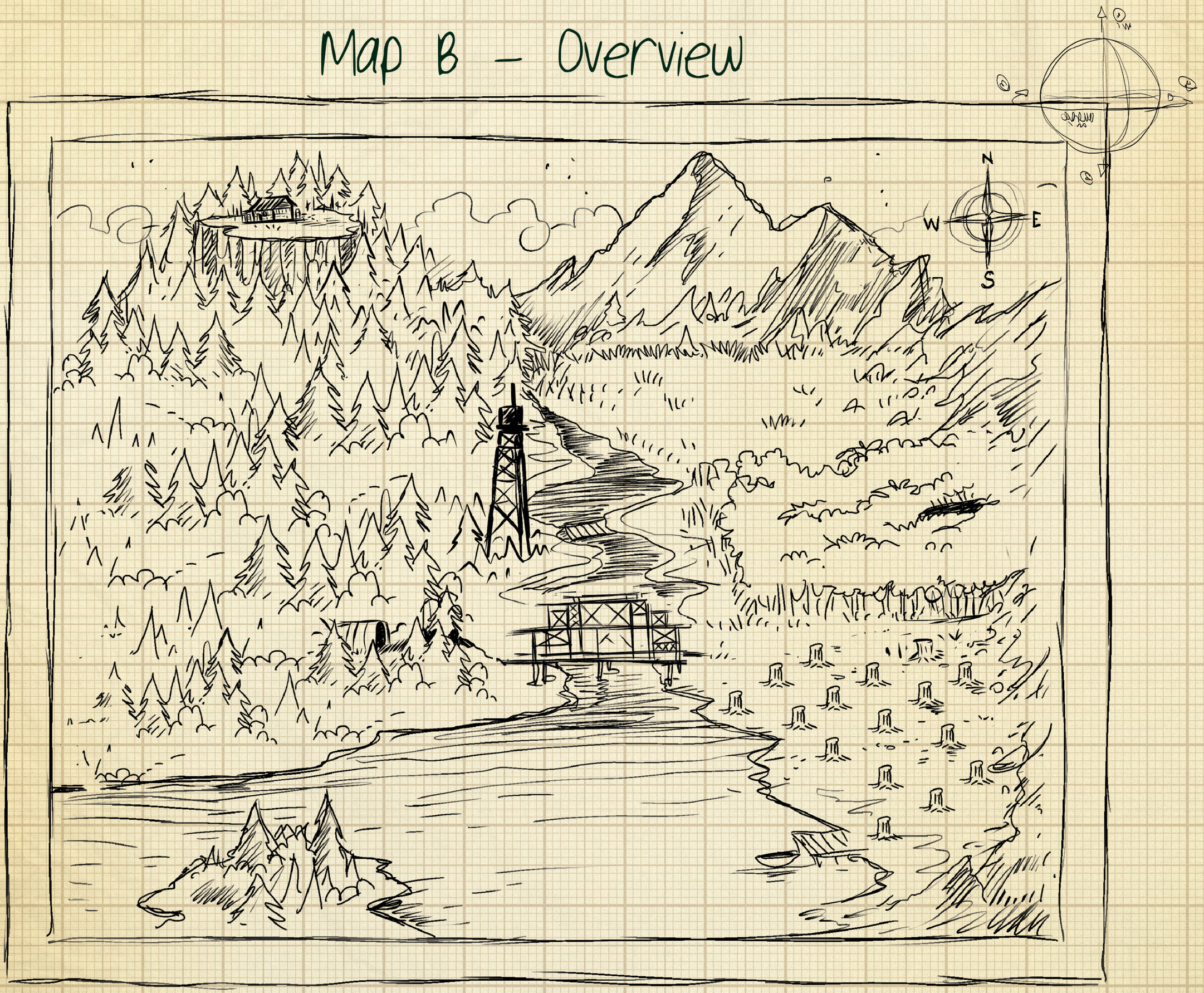


Radio Parts - Components of a crystal radio.



Radio Crystals - Oscillate to produce sound in radios.

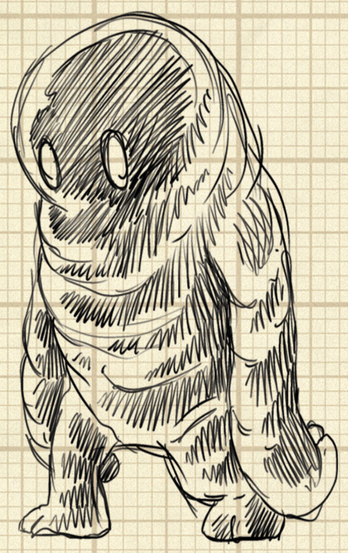
Map B - Overview

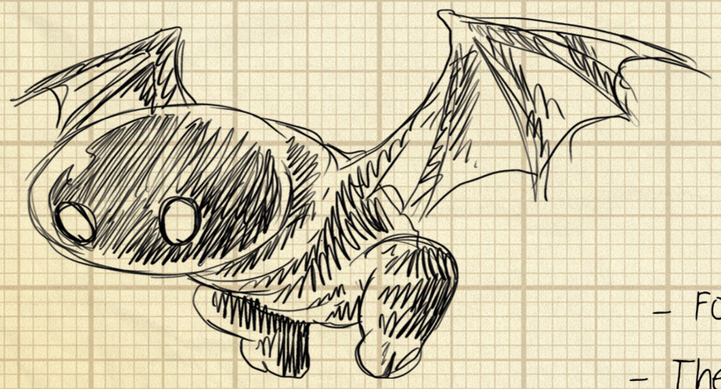


CREATURES, BEINGS, ENTITIES

Hard to say what some of these things are. We've studied a few, even trained some, but in the end, they don't belong in our world.

NAME: Duwagos
FIRST ENCOUNTERED: Tolah
LOCATION: Syyth Statue
NOTES:
- Annoying and dumb, but curious.
- Not fully formed, dissipate when killed.
- Generally calm until the daylight fades.
- Seem to "worship" Syyth, like it's their creator.





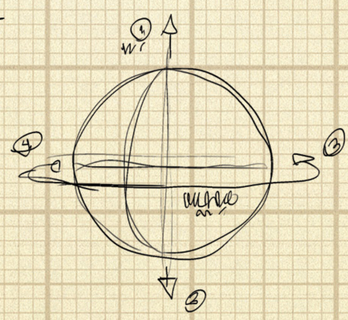
NAME: Flying Duwagos
FIRST ENCOUNTERED: Doc
LOCATION: Field
NOTES:
- Form their arms into wings and fly.
- Their attack angle is predictable; hold your position, aim and shoot. Dive past when they get close.

NAME: Digging Duwagos
FIRST ENCOUNTERED: Ferris
LOCATION: Forest
NOTES:
- Incessant diggers.
- Always breaking our gear and taking vital parts.
- Love whirring sounds and our buried wire.
- Very skittish when humans are near.





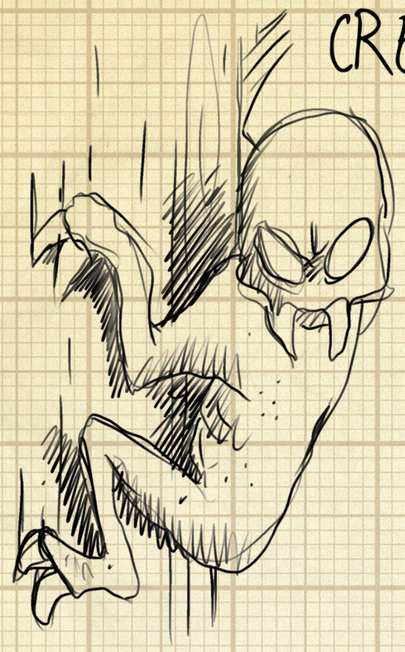
NAME: Fungal Walls
FIRST ENCOUNTERED: Pap
LOCATION: Field
NOTES:
- Giant masses of fungal growth connected to an enourmous network spread across wide swaths of land.
- More than 2 segments tall is unpassable.
- Move through small underground tunnels.
- Self-healers unless continuously damaged.
- Respawn daily.
- Bullets useless against petrified ones.



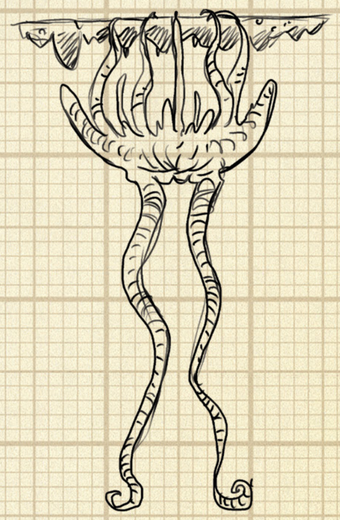


NAME: Fungal Wall Runts
FIRST ENCOUNTERED: Doc
LOCATION: Lower Crags
NOTES:
- Like big ones but more persistent and don't produce as many offspring.

CREATURES, BEINGS, ENTITIES

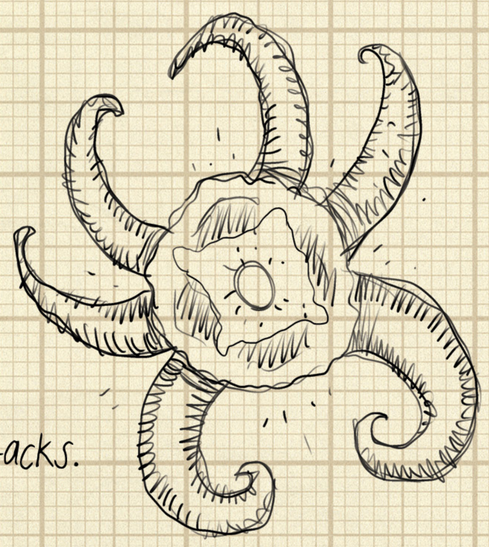


NAME: Walkees
FIRST ENCOUNTERED: Doc
LOCATION: Forest Trees
NOTES:
- Some climb trees.
- 3-shot kills.
- Limited patrol range.
- Charge when close.

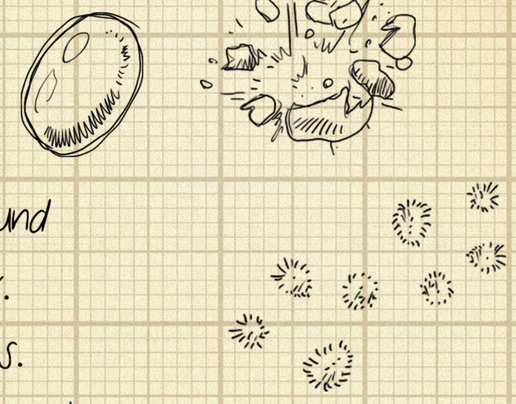


NAME: Sloragmites
FIRST ENCOUNTERED: El Roy
LOCATION: Plateau Caves
NOTES:
- Slow and mostly blind.
- Tentacles continue to sting prey.
- Wriggle free if caught.
- Love dark caves.

NAME: Rhyllekks
FIRST ENCOUNTERED: Rusty
LOCATION: Logging Area
NOTES: - 20-Shot Kills
- Able to levitate and unfurl themselves to attack
- Hive minded, synchronized attacks.

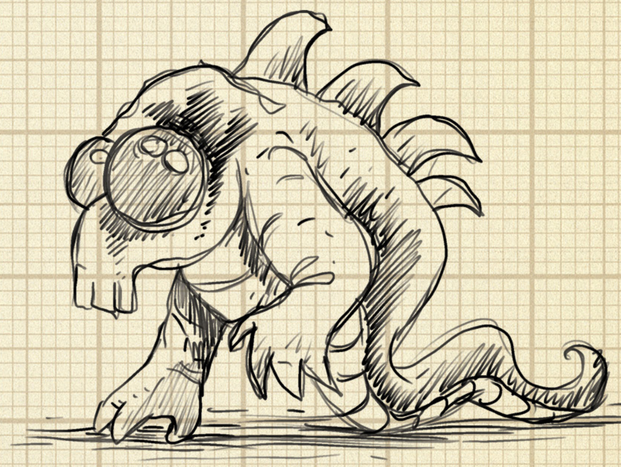


NAME: Spore Bombs
FIRST ENCOUNTERED: Cange
LOCATION: Field
NOTES:
- Ejected out of the ground and explode at their apex.
- Shooting them is useless.
- Spores spread fungal growth.



NAME: Sonoluminescence
FIRST ENCOUNTERED: Rusty
LOCATION: Swamp
NOTES:
- Collapsing acoustic bubbles that eject a beam of light.
- Only sound can disrupt them.
- Formed and controlled by Dokro minds.





NAME: Scales
FIRST ENCOUNTERED: Kane
LOCATION: Swamp
NOTES:
- Self-heal but can't respawn.
- Very tough, very strong.
- No way past them other than taking them out.

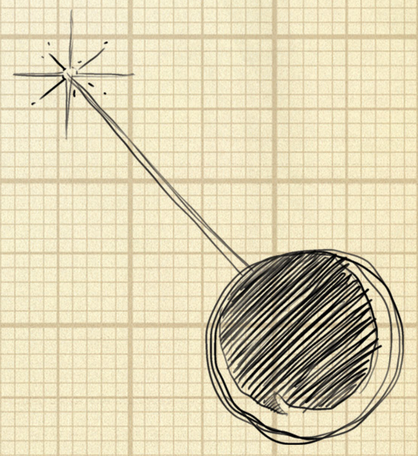
CREATURES, BEINGS, ENTITIES



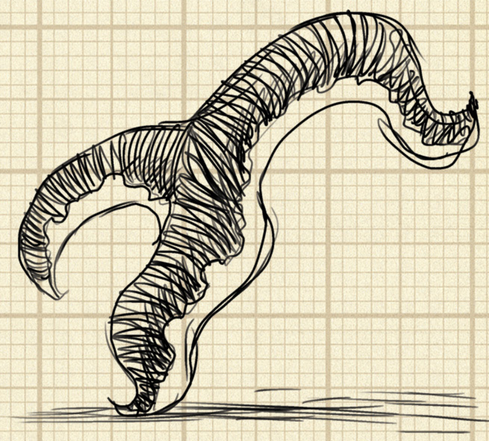
NAME: Fungal Stump Vine
FIRST ENCOUNTERED: Doc
LOCATION: Crags
NOTES:
- Fungal vines move through underground tunnels.
- Hollowed out stumps are used as entrances.



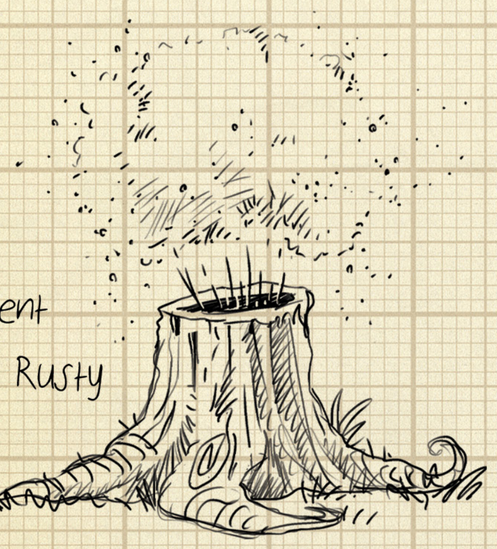
NAME: Hissers
FIRST ENCOUNTERED: Rusty
LOCATION: Swamp
NOTES:
- Good vision, attack in groups.
- Once you're spotted they just keep attacking.
- If you're hit, part of them will latch onto you until you shake them off. Damage starts at 2 latched.



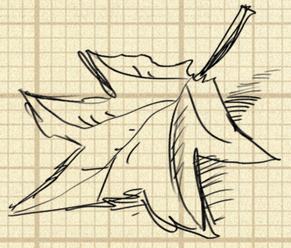
NAME: Non-Reflective Spheres
FIRST ENCOUNTERED: Ferris
LOCATION: Tower
NOTES:
- Slow but very high damage output.
- Beam traces the terrain so you can hide behind things.

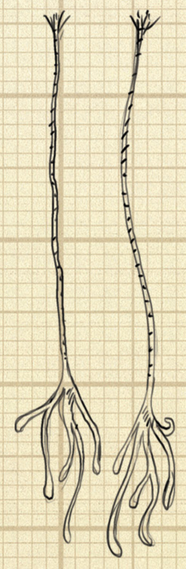


NAME: Skitters
FIRST ENCOUNTERED: Kane
LOCATION: Swamp
NOTES:
- All muscle, heavy damage.
- Very tough.
- Deadly on land or in water.
- Completely blind, sense vibrations.



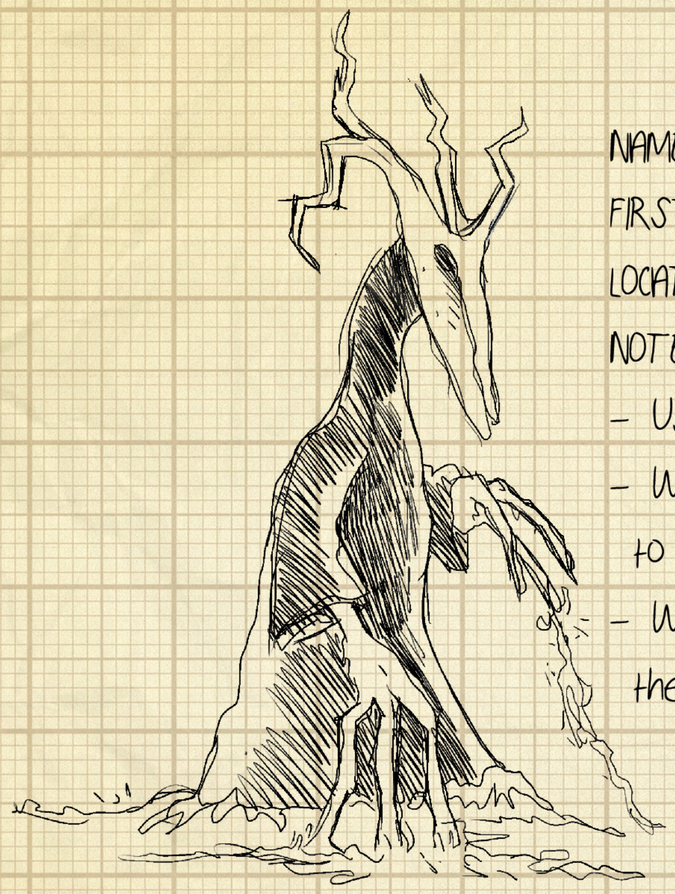
NAME: Fungal Gas Vent
FIRST ENCOUNTERED: Rusty
LOCATION: Field
NOTES:
- Fungal gases also move through the underground network of tunnels and vents.





NAME: Fungal Vines
FIRST ENCOUNTERED: Cange
LOCATION: Crags
NOTES:
- Fungal growth that climbs trees.
- Extremely elastic and strikes quickly.
- Elude with dives.

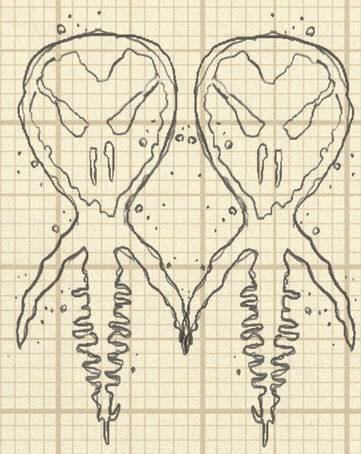
KEEPERS



NAME: Syyth
FIRST ENCOUNTERED: El Roy
LOCATION: Forest
NOTES:
- Uses the tree roots to emerge.
- When manifested, it stays connected to the roots and uses them to move.
- When in energy form, it moves freely through the roots, trunks, and branches.

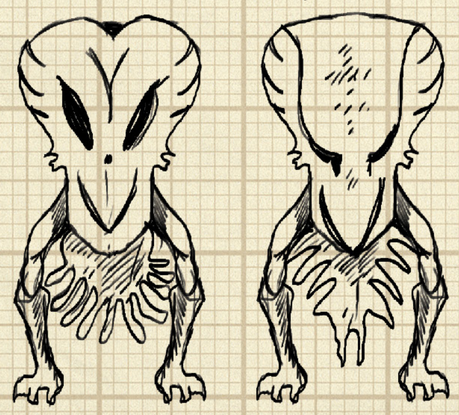


NAME: Rolt
FIRST ENCOUNTERED: Tolah
LOCATION: Crags
NOTES:
- Offspring of the fungal growth network, cobbled together and set free.
- Controls all nearby fungal growth.
- Infiltrates minds.



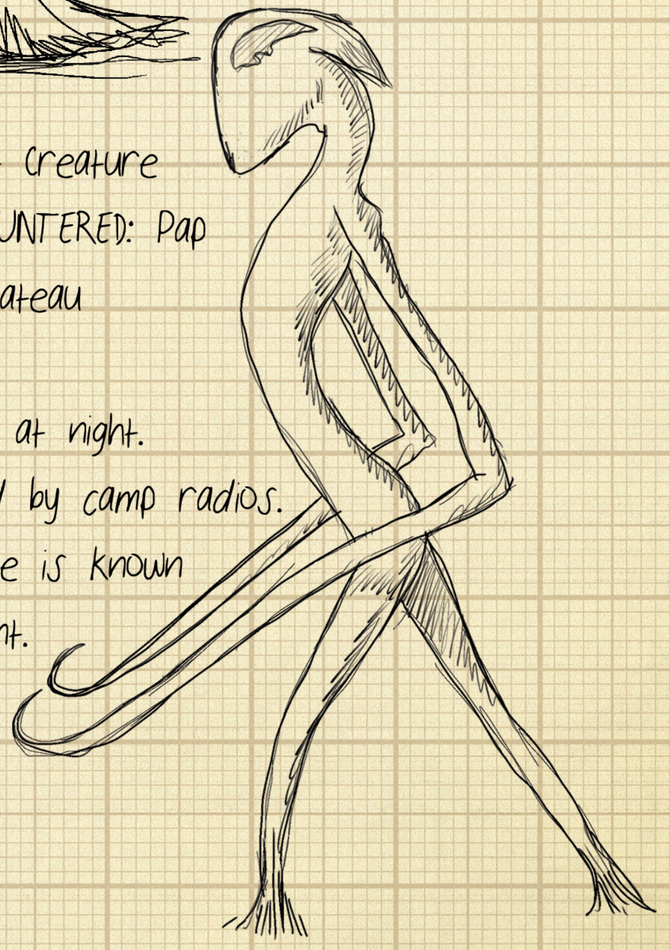
NAME: The Dokrodonac
FIRST ENCOUNTERED: Kane
LOCATION: Swamp
NOTES:
- Emerge through conduits of frozen sound.
- Spirit forms coalesce into the their statues.
- Their minds can create interference patterns in our world.

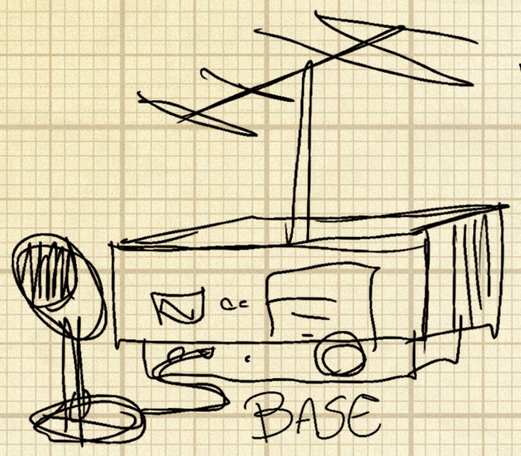




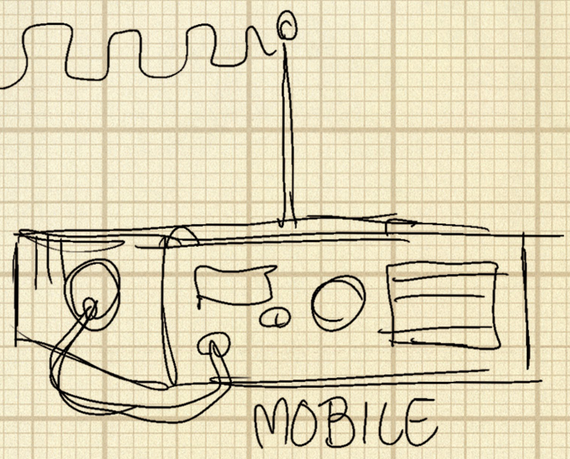


NAME: Night Creature
FIRST ENCOUNTERED: Pap
LOCATION: Plateau
NOTES:
- It hunts at night.
- Deterred by camp radios.
- Little else is known at this point.





CREDITS



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Retrotainment Games
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The Crew:
Greg Caldwell - Director, Story/Lore
Tim Hartman - Producer, Concept Design
Damian Yerrick - Lead Programmer
Zachary Curl - Lead Background Artist, Concept Design
Thomas Cipollone - Lead Audio, Level Design, Concept Design
Andrew Burger - Lead Animator, Concept Design
Doug Fraker - Additional Programming

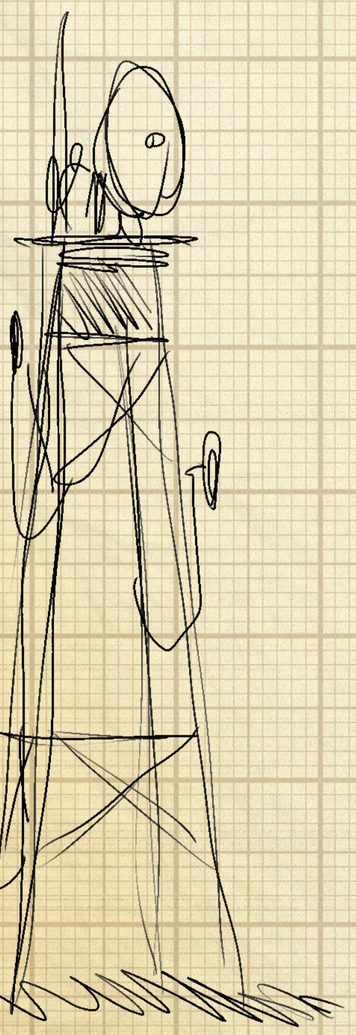
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James “Robot” Robuck, Jacek Selanski

Special Thanks to: Paul Malloy, DMC, Hawk, NESDev Discord and Forum, RetroUSB,
and the NES development community - past, present and future

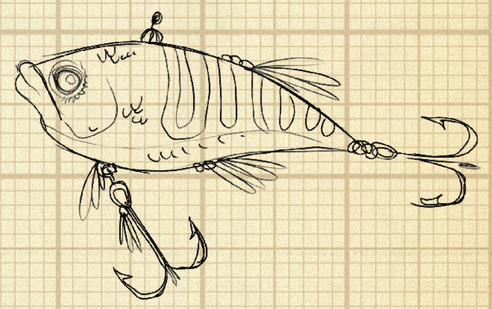


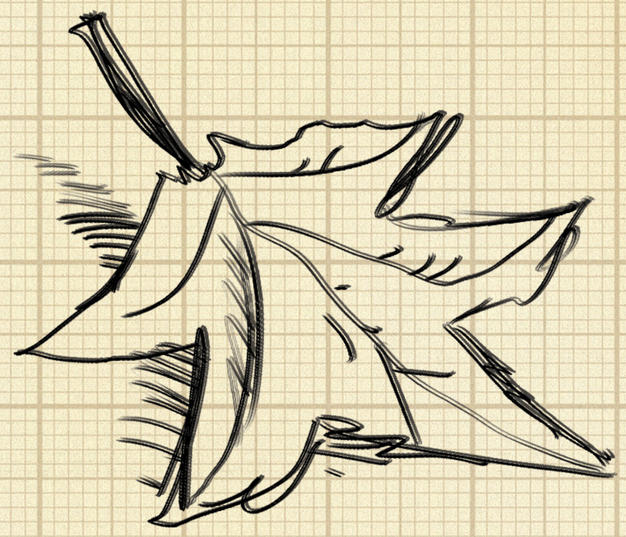


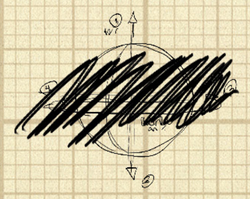
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CODE LOG

Morse

Colors

Plateau:

Crags:

Field:

Swamp:

Logging:

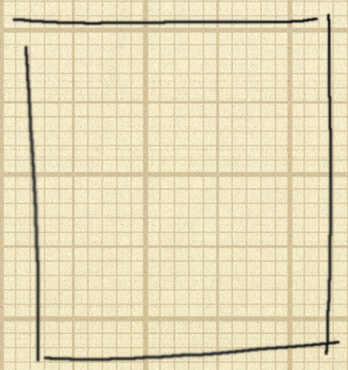
Forest:

Cliffs:

Tower:

Island:

Misc:



Cliffs

