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1. Controls

The game is mainly controlled with the mouse. "Click" always refers to the left mouse button, "right-click" to the right one. Click to move on the map, to pick up and drop items or icons, and to push buttons. Double-click on an item or icon to instantly move it. Right-click on an item to open a drop-down list with more options like "Use" or "Destroy". Right-click → "Empty Out" to put all items from a container to the ground. The mouse wheel switches through available attack modes.

1.1. Hotkeys

On the inventory screen:

- "1": Toggle item transfer mode on/off (auto-activated during encounters)
- Holding "2": Consume clicked items
- Holding "3": Destroy clicked items
- Holding "Shift": Pick up/move one single item instead of the whole stack
- "W, S, A, D" or arrow keys: Rotate items

On the world map:

- "W, S, A, D" or arrow keys: Scroll around the map
- "Space": End turn and confirm during encounters
- "E": Scavenge current tile (if possible)
- "Q" or "I": Inventory screen
- "C": Player conditions screen
- "R": Camp screen
- "V": Vehicle screen
- "M": Mini map
- "X": Crafting screen
- "L": Change attack mode

2.Main Menu

2. Main Menu

In the main menu you can start a new game, continue a saved one, and change some graphics settings. There's only one save file, and it gets deleted if you die (aka "perma-death"). If you accidentally clicked "NEW GAME" simply close the game window without saving to prevent the loss of an already existing savegame.

The choice of resolutions is quite limited, but the "Stretch" button below increases the visible area to fill the whole window. However this might lead to a less advantageous graphical quality, try to improve it with the "Filter" button if this is the case.

In the lower left corner is a button labeled "Submit bugs and feedback" which brings you to the [forums](#) on the Blue Bottle Games site. If you report a bug don't forget to mention the version number which is displayed directly below the N.E.O. Scavenger logo.

3. Skills and Traits

When starting a new game, the first thing you have to do is to choose a set of skills and maybe traits as well. While skills are mostly beneficial, traits represent weaknesses. You can select up to four skills right away and an additional one for each trait you are willing to pick. However, it's possible to leave any number of skill slots empty, making the game harder.

Hit "1" to activate transfer mode, so a single-click is sufficient to move the skill and trait icons.

3.1. Skills

There are many skills available in N.E.O. Scavenger. These options allow you to handle encounters and combat differently depending on the situation and character build. Any build is viable, so experiment and make your character any way you like.

Hacking

- Allows you to crack locked electronic devices, giving access to sometimes valuable Data Files those might contain.

Detailed instructions for cracking can be found in the chapter "[Hacking](#)".

Medic

- Provides a slightly increased healing rate due to the knowledge of correct medical treatment procedures.
- Grants access to three additional, [medical status bars](#) on the condition screen:
 1. Blood Supply: Not enough blood can lead to shock and death.
 2. Immune System: Your ability to fight off infection and disease.
 3. Pain Tolerance: How much pain you can handle. Tough players can handle more.
- Allows identification of prescription drugs found during [scavenging](#) (by directly pointing the pills with the mouse cursor) revealing not only their usage, but also their real value, which is typically many times higher than the price of unidentified pills.

Hiding

- Hide more efficiently: Enemies have less of a chance to find you if you're hiding.
- Camp concealment stat is visible on camp screen: Shows how visible your camp is to enemies.
- Unlocks ability to retreat out of combat without being seen.
- If used, reduces likelihood of attracting creatures while [scavenging](#), but also reduces loot chance.
- Detecting hidden creatures is easier.

3. Skills and Traits

Melee

- Increases hit chance, defense, and wound severity.
- Allows to leg trip in [combat](#).
- Enables to craft certain weapons.

Eagle Eye

- Increases [vision](#) range: You can see 1 tile further than normal in all directions during daytime (unless your sight is blocked).
- Detecting hidden creatures is easier.

You cannot choose Eagle Eye together with Myopia.

Tracking

- Your tracks wear away faster, while other tracks can be seen for much longer.
- Hiding tracks is more effective – 90% removal per attempt instead of 50%.

See the chapter "Movement" for detailed information about [tracks](#).

Athletic

- Less fatigue per move
- Can sprint away from all opponents in [battle](#): Allows you to move 3-4 spaces away from all enemies at certain times.
- Three [run moves](#) instead of one

Metabolism

- Reduces rate of food and water intake.
- Slightly *reduces* healing rate.

You cannot choose the Metabolism skill together with the Metabolism trait.

Strong

- You can carry more without being encumbered.
- Melee attacks are more damaging.
- You can create an obstacle in [combat](#) to deter or trip the enemy.
- Can be used to [scavenge](#) brutishly in most areas: Decreases safety and sneak, but increases the reward.

You cannot choose Strong together with Feeble.

Tough

- You can take more wounds than most, have a higher pain threshold, and a stronger immune system.

3.Skills and Traits

- Lets you headbutt during [combat](#).

You cannot choose Tough together with Fragile.

Trapping

- Allows to make squirrel snares, cure meat, and kindle fires without a lighter.
- Enables to skin animals, as well as gather more meat from large corpses.
- Unlocks the "Lure" move in [combat](#).
- Unlocks the alertness bar on camp screen: Used to know how likely it is to wake up if an enemy comes while you are asleep or unconscious. Alertness is increased with the use of noise traps in camps.
- If used while [scavenging](#) sheds or other possibly booby-trapped areas, it greatly increases your safety.

Botany

- You can use botany while scavenging in a stretch of woods or on open fields to increase your chances of finding mushrooms and berries.
- All mushrooms and berries found will be automatically identified as poisonous or edible.

Lockpicking

- Enables crafting of basic lockpicking sets, used to increase loot chances in certain scavenging locations like locked storage sheds, for instance.

Electrician

- Can be used to fix the lighting in exam room 17 in the Cryo Facility.
- Allows for identifying military grade batteries.

Mechanic

- Can be used to fix the heater/air conditioning in the Cryo Facility.
- Enables construction and deconstruction of most vehicles.

Ranged

- Provides increased accuracy with all sorts of ranged weapons during [combat](#).
- Allows identification of any firearm or piece of ammunition found.
- Enables construction of certain weapons.

Night Vision

- Greatly improves [scavenging](#) for certain buildings without attracting enemy attention.

3. Skills and Traits

- The same number of moves as in daylight are available at any time, be it for crafting or [movement](#).
- Prevents blindness in [combat](#).

Night vision isn't available at the start of the game, but can be acquired later instead.

3.2. Traits

Trait add additional skill slots, but come with more or less severe disadvantages, so choose them cautiously.

Metabolism

- Increases food and water intake rates.
- Slightly *increases* healing rate.

You cannot choose the Metabolism trait together with the Metabolism skill.

Myopia

- You can see one tile less than normal.
- Detecting hidden creatures is harder.

You cannot choose Myopia together with Eagle Eye.

Feeble

- You can carry less weight.
- Melee effectiveness is lessened.

You cannot choose Feeble together with Strong.

Fragile

- You can take less wounds than most, have a lower pain threshold, and a weaker immune system.

You cannot choose Fragile together with Tough.

Insomniac

- Makes falling and staying asleep more difficult.
- Sleep is less beneficial.

4. Encounters

After building your character you are thrown right into your first encounter. You woke up in what seems to be a cryo chamber, and before you can do anything you hear a scream and something running in your direction. The game is now waiting for your decision on what to do.

Below the picture and the text there are two boxes. The left box contains the available options, the right one is empty, yet. What you have to do now is to choose one or more of these options and move them to the right box and click confirm (or hit the spacebar). Sometimes doing nothing at all (= leaving the right box empty) is also a viable option, but not so in this case. In encounters transfer mode is activated automatically, so a single click is sufficient to move the icons between both boxes.

The standard option is to simply jump out of the broken window, risking cuts. For other options certain skills are needed. For example, using *Athletic* enables you to dive through the window without being hurt and on top of that getting rid of your chaser. The latter can be achieved with all but the standard option. Other options include shutting the door or fighting the beast, depending on your skill set.

As you see it's often better to use skills instead of standard options, since the former typically offer better alternatives or do the same as a standard option, but with a better performance.

Be warned that you can die in some encounters, so choose carefully. Also, the game doesn't expect you to be a hero, acting selflessly is not always the best idea.

5. Screens

5.1. Main Map Screen

Leaving the Cryo Facility will bring you to the main map screen. On the top left is the main menu button, below it are the number of available [moves](#) for this turn, the [status bars](#), your money, and the current time of day. Depending on the chosen resolution either all buttons are on the the lower left side or distributed between the left and the right side.

- END TURN does what it says and replenishes your move points.
- SLEEP lets you attempt to sleep, but is not always successful; is invisible when you aren't tired enough to sleep.
- REST + HEAL repeatedly ends turns until you are fully healed, a condition worsens, a creature comes in sight or the button is pressed again; is invisible if you aren't injured.
- RUN activates [running](#); turns invisible if there are no more run points left.
- HIDE costs one move and reduces the chance to be seen.
- HIDE TRACKS costs one move and partly removes [tracks](#).
- SPY transforms the cursor into an eye symbol, clicking on a creature with it reveals additional information for the cost of one move.
- SCAVENGE lets you search for loot, see chapter [Scavenging](#).

When all moves are used up the first three buttons are visible at most; during encounters none of them are visible.

The other buttons open and close the screens described below.

On the bottom is a text box with info messages, click on it to expand it. In the bottom right corner the current attack mode is displayed. You can switch through all available attack modes by pressing the small arrows, pressing "L", or using the mouse wheel.

5.2. Mini Map Screen

This shows a zoomed-out map of the part of southern Michigan you already explored. Use the "W, A, S, D" or arrow keys to scroll around.

5.3. Encounter Screen

This screen allows you to [fight](#), [scavenge](#), and complete story [encounters](#).

5.4. Skills Screen

Here you can see which [skills and traits](#) you have chosen or acquired.

5.5. Crafting Screen

Here you can craft or disassemble items, see chapter [Crafting](#) for details.

5.Screens

5.6. Items Screen

This screen allows you to pick up and equip/wear objects, look at your conditions, and interact with objects.

Click on an item to pick it up and click again to drop it at the current position. Double-clicking or using transfer mode instantly moves items between the ground and the player character. Equipping certain clothes or bags adds additional boxes where items can be stored. Next to each box is a small icon, a click on it will sort the items in the respective box.

To be able to use a weapon in combat it must be equipped in one of the hand slots. Note that ranged weapons have an inventory box for their ammunition.

You can wear up to three shirts and up to three necklaces. It's also possible carry an item with a strap on your shoulder.

On the very right your current conditions are listed.

5.7. Player Conditions Screen

This screen, like the item screen, shows your inventory, conditions, and items on the ground. But, unlike the item screen, it shows a gray silhouette of the player character instead of your worn clothing. On the silhouette all your injuries are displayed, and you can apply bandages, splints, and disinfectants. See chapter [First Aid](#) for more information.

5.8. Camp Screen

This screen shows all available camps on the right side, the inventory of the currently selected camp in the center, its properties on the top, and the ground inventory on the left side. See chapter [Camps](#) for more information.

5.9. Vehicle Screen

If you find a vehicle, like a shopping cart for example, you can equip it here by moving it to the car symbol on the right. This will let you access the vehicles inventory. See chapter [Vehicles](#) for more information.

6. Status Bars

6. Status Bars

The status bars are the key to keep your character alive. There are seven different ones, and their color, width, and caption are determined by your current condition.

6.1. Status Bar Setup

Each status bar has a certain color, amount of sections, and a caption above it. Next to each one is an arrow either pointing away or towards the bar, colored green if pointed away and red if pointed towards.

- You start out with all the bars full, except for the temperature bar.
- The different characteristics correspond to each other, for example, if the hunger bar is green, it is also full to nearly full and has 'Well-fed' above it.

Arrows show if that stat is going up or down. For example, the hunger bar constantly has a red arrow, unless you eat something.

Color determines at a glance how well your stat is. It corresponds to the amount of sections. Green is good, orange is bad, red is very bad. For temperature, blue means it is cold, gray means it is a moderate temperature, and orange means it is hot.

The caption shows what type of stat it is and displays verbally how well you are in that stat.



6.2. Stat Bars

Nourishment

Hunger is an important stat to keep up. However, you can put yourself in danger by eating potentially poisonous foods, such as unknown mushrooms and berries as well as raw or spoiled meat. Make sure to cook your meat before eating and, if at all possible, never eat berries and mushrooms you can't identify as non-poisonous. Blue berries are always safe, though.

Malnourishment will result in weakness, you will get fewer moves per turn, a lowered carrying capacity and will eventually die if left untreated. Fortunately, malnourishment takes a long time to kick in, but it can also be very difficult to get out of unless you can get your hands on some bigger chunks of meat, so be careful not to let it go for too long.

- Decreases: Over time
- Increases: By eating food and drinking liquids other than water

Hydration

Thirst is also very important, however, care should be taken in how it's restored. Infected water can be potentially fatal, and soda and whiskey can cause unwanted side effects. Make sure to hydrate using only sterilized water unless desperate.

Poor hydration will result in weakness, the character will get fewer moves per turn, lowered carrying capacity and will eventually die if left untreated. This bar decreases pretty quickly, so it's recommended to keep some bottled water on hand at all times.

6. Status Bars

- Decreases: Over time, faster with diarrhea, vomiting and blood loss, eating crackers and cured meat
- Increases: Drinking liquids, particularly water and some types of food

Rest

Rest is important for keeping your strength up so you can travel and fight, but other people can steal items from you or even kill you while you sleep.

If this bar is empty for a few turns, you will suddenly pass out and stay unconscious until the bar is sufficiently higher. This can be dangerous, as you will continue to get hungrier and thirstier, and are extremely vulnerable. Passing out during a fight is pretty much fatal unless your opponent is in a charitable mood and willing to just loot you and leave.

- Decreases: Over time, faster when running, most actions during combat, slower with the *Athletic* skill
- Increases: By sleeping, preferably with a sleeping bag

Carrying Capacity

The more weight you are holding, the lower this bar is. A heavy burden can slow you down greatly. Becoming very hungry, thirsty, tired or badly wounded can reduce your ability to carry your stuff with you, making this bar drop drastically.

- Decreases: When weight is added to your pack or put in your hands, when your body becomes weaker
- Increases: By taking objects out of your pack or hands, returning to good health

Comfort

The comfort bar indicates how hot or cold you are. Hypothermia can be debilitating and even fatal, and heat stroke is dangerous as well, so ensuring comfort should be one of your first priorities. When in a hospital gown only, it takes from 6 to 16 hours to freeze to death, so you should find some clothes or a heat source quickly.

- Colder: Low outdoor temperature (see below)
- Hotter: High outdoor temperature

Outdoor Temperature

The outside temperature bar shows if it is hot or cold where you are. The colder it gets the better clothed you have to be to prevent your comfort from starting to drop. The base temperature fluctuates randomly over time, but it can be influenced by several outside factors.

- Decreases: Nighttime, rain (reduced by shelter), removing clothing
- Increases: Daytime, a heat source, a sleeping bag in a camp or on the ground, wearing clothing

6. Status Bars

Blood / Pain Level

It indicates if you are in pain or if you've lost blood. Being in pain can limit your actions greatly and even let you pass out, and blood-loss can be deadly if left alone, so keep a close eye on this bar. Note that only the lower of the two are shown if both stats are lowered. See the medical status bars below for more detailed information.

6.3. Medical Status Bars

Those three bars are shown in the condition and items screens, but only if you have the *Medic* skill. They give detailed insight into main statistics regarding your current health state.

Blood Supply

Shows the amount of blood inside your body – the lower the bar gets, the more blood you've lost. Less blood means that you are closer to passing out and you'll need more time to get back to normal. To regenerate your blood level your body needs more water and so it rises your dehydration rate.

- Decreases: Bleeding, being sick or poisoned
- Increases: Over time, faster when well hydrated

Immune System

Displays the strength of your body's natural defense mechanisms. The more filled the bar is, the more resistant to infections and poisons you are. The lower the bar falls, the greater the chance is to attract additional symptoms and the harder it is to fight existing ones.

- Decreases: Leaving wounds open, using dirty bandages, coming down with Cholera, Blue Rot, or poisoning
- Increases: Over time, resting in good conditions, cleaning and bandaging open wounds, taking antibiotics, drinking bark tea

Pain Tolerance

Shows if you are feeling any pain and how affected you are by it. The lower it gets, the more restricted you will be by the overwhelming pain. At about 2/3 full (minor pain) you get one less move per round, and at 1/3 full (severe pain) you get two less moves per turn. At empty you go into shock, so be careful.

- Decreases: Being wounded, infected, advanced stages of poisoning
- Increases: Over time, better with rest, taking painkillers

7. Movement

You move by simply clicking on a neighboring tile. Moving several tiles with one click is impossible. Tiles that are valid destinations are highlighted with a green frame when you move the cursor over them, invalid tiles with an orange one. You move when the left mouse button is released, this means that an erroneous click can still be corrected as long as the mouse button is held. Movement is limited by move points, which are also used for [crafting](#). The maximum number of moves per turn is 5, but it's often reduced by various penalties (see below).

7.1. Movement costs and running

The amount of moves needed for travel depends on terrain as follows:

- 1 move for flat terrain: Grassland and most urban tiles
- 2 moves for rough terrain: Hill, forest, marsh, swamp and heavily ruined towns

See chapter [Hex Tiles](#) for a more detailed list.

These costs are halved when you are running. Characters with the Athletic skill can run three tiles per turn, without it just one. However, to regain run points you have to end a turn with unused moves, each remaining move point replenishes one run point.

If a certain movement (or crafting recipe) would actually cost more moves than what's left for the current turn it's still possible to do as long as there are at least 0.01 moves left. The same is true for run points.

7.2. Penalties

There are many different conditions which result in a reduction of moves. Most penalties reduce the available moves per turn by one. It's even possible to end up with zero moves, a potentially deadly situation. Move the cursor over the moves display to see your current penalties.

- Barefoot: The character needs two shoes to get rid of this condition, a single shoe has no effect. However, it's possible to wear two left or two right shoes.
- Blind: This penalty is applied when it's dark (night time or twilight in a forest) and the player has neither a light source nor night vision. Some [towns](#) are still lit-up at night, though. Blindness reduces the move points down to one, regardless of other penalties. If there are already one or less moves left blindness has no additional effect.
- Low status bars: Being severely starved, parched, injured, etc. are common reasons for penalties. For detailed information see chapter [Status Bars](#).
- Drunk: Each droplet of alcohol increases the penalty by one for three rounds. The duration of penalties from previous turns is prolonged, this means that drinking alcohol while already being drunk resets the duration of the older penalty to three turns.

7.Movement

7.3. Tracks

Whenever you travel you leave tracks behind. This is indicated by an icon showing two red footprints (which is a bit misleading, since tracks also include scent, which is why dogmen are good trackers). Not seeing footprints doesn't mean there aren't any tracks, though, it just means you aren't skilled enough to see them. With the Tracking skill much more tracks can be found. Hard to find tracks are indicated by the footprint icon being semitransparent. It's impossible to know who left the tracks, unless you see them appear while moving, but even then there could be tracks from someone or something else, too. The visibility of tracks depends on their total number, thus leaving visible tracks on one hex tile but not on another could indicate that there are other tracks on the former hex as well, just not enough to be visible on their own.

Tracks can be removed by pressing the "Hide Tracks" button for the cost of one move. However, this only removes 50% of the existing tracks, or 90% with the *Tracking* skill. This also means that removing tracks becomes less effective the less tracks there are and that tracks can't be removed completely. For example, two removal actions without *Tracking* would only remove 75% of all tracks in a tile, not 100%. If you want to hide, you shouldn't only remove the tracks in your current tile, but also the ones in neighboring tiles. However, if there aren't any enemies nearby, this is probably unnecessary, since tracks also vanish by themselves over time.

8. Hex Tiles

A hex (hexagonal) tile is a basic unit of the main game map. Each one represents a certain dominant type of terrain and is roughly one square kilometer in size. The available scavenging locations depend on the kind of the tile you are currently on.

Each tile has it's own ground storage grid, as well as few [campsites](#) available for the player to use. Items left on the tile, on the ground or at the campsite, will stay there until you pick them up, destroy them, they decay or are found and picked up by someone else.

If a wooden chest is displayed on a tile this means that there are items on the ground. A yellow frame around the chest symbolizes new items and is removed upon visiting the respective tile. A magnifying glass means that there are scavengeable locations, see chapter [Scavenging](#) for more information. If a tent symbol is present then there are items in a camp. Footprints indicate tracks, see chapter [movement](#) for details.

8.1. Characteristics

Below is a list of common hex tiles and their properties, but first the meaning of these properties is explained.

Possible Scavenging Locations

List of all the possible scavengable locations that can be found on a tile of this type.

Ambient light type

Type of lighting that can be expected on a tile of this type. Note that items such as Campfires can change the current lighting.

- Natural – depends on time of day
- Artificial – always illuminated

Visibility types

How being on this particular tile type affects visibility of other tiles around. Note that some items, such as Binoculars, as well as your [skills and](#) traits may affect your vision.

- Full
 - full visibility during the day
 - reduced (the tile and all neighboring ones only) during the twilight hours
 - obscured (makes player "blind") during the night
- Obscured
 - reduced during the day
 - obscured during the twilight hours
 - obscured during the night
- Extended

8.Hex Tiles

- extended (can see one hex further) during the day
- full during the twilight hours
- obscured during the night

Movement

How many moves it costs to enter the tile of this type. Note that you will still be able to enter the tile if you have less than the given cost (but more than 0), causing you to lose all your remaining moves instead. See chapter [Movement](#) for more information.

- Normal – movement into the hex costs 1 move
- Hard – movement into the hex costs 2 moves

Specials

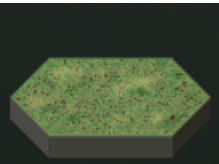
Any kind of special properties that are affiliated with the tile of this particular type.

- Always contains a water resource – there will always be a water resource present.
- Always contains trees – there will always be trees present.
- Always contains a power tap – there will always be a power tap present.
- Always contains rubble – there will always be some stones and pebbles present, with a chance for glass shards.
- Blocks view – this tile blocks the line of sight.

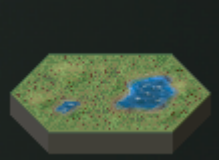
See chapter [Resources](#) for more information.


8.2. Hex Types

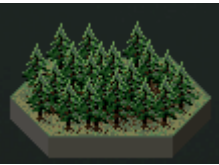
Natural

	Plain	
Possible Scavenging Locations: <ul style="list-style-type: none">• Open Field		
Light: Natural	Visibility: Full	Movement: Normal
Special: None		

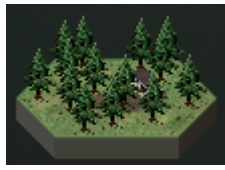
8.Hex Tiles

	Lake	
Possible Scavenging Locations: <ul style="list-style-type: none">• Open Field		
Light: Natural	Visibility: Full	Movement: Normal
Special: Always contains a water resource		

	Marsh	
Possible Scavenging Locations: <ul style="list-style-type: none">• Open Field		
Light: Natural	Visibility: Full	Movement: Hard
Special: Always contains a water resource		

	Forest	
Possible Scavenging Locations: <ul style="list-style-type: none">• Open Field• Stretch of Forest		
Light: Natural	Visibility: Obscured	Movement: Hard
Special: Blocks view; always contains trees		

8.Hex Tiles



Hut in the Forest

Possible Scavenging Locations:

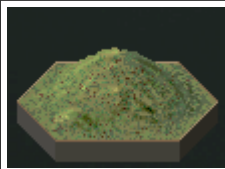
- Open Field
- Stretch of Forest
- Forest Shack

Light: Natural

Visibility: Obscured

Movement: Hard

Special: Blocks view; always contains trees



Hill

Possible Scavenging Locations:

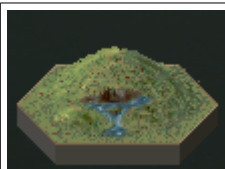
- Open Field

Light: Natural

Visibility: Extended

Movement: Hard

Special: Blocks view



Hill with a Spring

Possible Scavenging Locations:

- Open Field

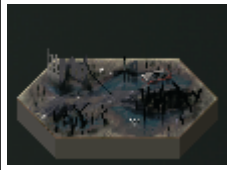
Light: Natural

Visibility:
Extended

Movement: Hard

Special: Blocks view; always contains a water resource

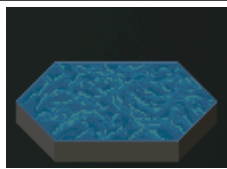
8.Hex Tiles



The Great Black Swamp

Possible Scavenging Locations:

- Open Field
- Crumbling Apartment Building
- Office Building

Light: Natural**Visibility:** Obscured**Movement:** Hard**Special:** None

Sea

Possible Scavenging Locations:

- Open Field

Light: Natural**Visibility:** Full**Movement:** Normal**Special:** None

8.Hex Tiles

Urban



Ruins

Possible Scavenging Locations:

- Crumbling Apartment Building
- Destroyed Office Building
- Storage Shed
- Locked Storage Shed
- Abandoned Apartment Building
- Abandoned Office Tower

Light: Natural

Visibility: Full

Movement: Hard

Special: Blocks view; always contains rubble



Town

Possible Scavenging Locations:

- Storage Shed
- Locked Storage Shed
- Abandoned House
- Abandoned Mobile House

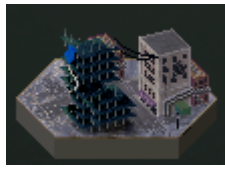
Light: Natural

Visibility: Full

Movement: Normal

Special: Blocks view

8.Hex Tiles



City

Possible Scavenging Locations:

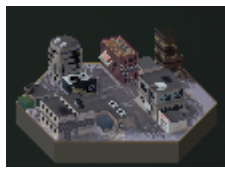
- Crumbling Apartment Building
- Destroyed Office Building
- Storage Shed
- Locked Storage Shed
- Abandoned House
- Abandoned Mobile House
- Abandoned Apartment Building
- Abandoned Office Tower

Light: Artificial

Visibility: Full

Movement: Normal

Special: Blocks view



City

Possible Scavenging Locations:

- Crumbling Apartment Building
- Destroyed Office Building
- Storage Shed
- Locked Storage Shed
- Abandoned House
- Abandoned Mobile House
- Abandoned Apartment Building
- Abandoned Office Tower

Light: Artificial

Visibility: Full

Movement: Normal

Special: Blocks view

9. Camps

Camps are specific places inside a hex tile. They can be used as a place to store objects, to recover, or to hide from enemies.

9.1. Camp Status Bars

Every campsite has different stat bars showing how good you sleep there, how concealed the camp is from other creatures, how protected you are from rain, and so on. Some bars can only be seen by players with certain skills. Each campsite also has a set size that determines how much can be stored there. Some campsites are small enough that some items, such as a tarp shelter, must be rotated before they can be placed in it.

Sleep

The sleep stat refers to how much beneficial sleep is at that camp, and how likely it is the player will wake up. Things such as sleeping bags increase this bar. It can be seen by all players.

Shelter

This stat refers to how protected you are from rain or snow when at the camp. It increases when adding a tarp shelter or other insulating objects, and tends to be generally higher when the camp is a building. It can be seen by all players.

Healing

The healing stat refers to how fast you heal at this campsite. It increases with comfortable objects such as sleeping bags and campfires. It can only be seen by players with the *Medic* skill.

Concealment

Concealment refers to how concealed the camp is from other creatures. Some areas have more concealment than others, but comfortable additions such as campfires and shelters will decrease it. It can only be seen by players with the *Hiding* skill.

Alertness

This stat refers to how likely you will wake up if another creature enters the tile as you sleep voluntarily (not because of exhaustion/pain). It increases when adding noise traps. It can only be seen by players with the *Trapping* skill, but noise traps are also beneficial without it.

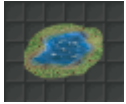
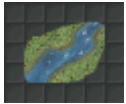
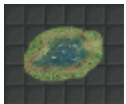


10. Resources

Resources are a special category of items, representing a general source of certain items rather than any particular object.

They all possess distinguishing properties, not seen in the other items.

- are guaranteed to be found on certain tiles
- cannot decay, be depleted or destroyed in any way
- cannot be moved in any way
- can be used to receive unlimited amount of certain items

10.1. Types of Resources

Picture	Name	Yield
	Lake	6 Water Droplets
	River	6 Water Droplets
	Marsh	6 Water Droplets
	Trees	1 Large Tree Branch 10 Medium Tree Branches 10 Handfuls of Twigs & Bark
	Unlicensed Power Tap	40 Electric Charges

10.2. Usage

Currently, obtaining items from resources works in one of two different ways.

The old way, working with the lake, river, marsh and trees, consists of "crafting" the resource item at the crafting screen.

The more recent way, working with the unlicensed power tap, consist of right-clicking on it and choosing the "Use" option to generate the items inside it and then right-clicking it again and choosing the "Empty Out" option to get them out onto the ground inventory grid.

There is a plan to unify and update those mechanics in the future.

11. Scavenging

Scavenging is one of the core mechanics of the game and means searching specific locations for more or less useful loot. Hex tiles marked with a magnifying glass contain at least one such location. If a location was scavenged it disappears, but new ones will appear after with time.

Scavenging is started by clicking "Scavenge" or pressing "E". You are then shown all locations in the current tile. After choosing one of them, further information is shown. "Loot" indicates how many items you can expect to find, but isn't a guarantee to find anything at all. "Safety" shows the risk of getting hurt by collapsing buildings or other environmental dangers. Such injuries are usually not lethal, but can be a significant disadvantage in a fight, if you attract a hostile creature. The probability of doing so is indicated by the "Sneak" bar. All three bars should be as full as possible, and there are some skills and items which can help with that.

11.1. Helpful skills and items

- Some doors and containers can only be opened with force, the skill *Strong* and the crowbar are your best friends there. But while they positively influence the "Loot" bar, they are disliked by the "Safety" and "Sneak" bars. Crumbling buildings should be handled with care, and violently breaking up things is very loud.
- Since many scavengeable locations are quite dark using a light source helps, but you can also be seen much easier by others.
- Other doors or containers are locked and can be opened with lockpicks if you are capable of *Lockpicking*, which provides a large boost to the loot meter. This method doesn't have any disadvantages and should be used whenever available.
- The *Trapping* skill increases "Safety" and has no downsides.
- The "Sneak" value can be greatly increased by using the *Hiding* skill resulting in a much lower chance of attracting unwanted attention, but at the cost of a significantly smaller chance of finding loot.
- The squirrel snare helps catching squirrels when scavenging in forests.
- With *Botany* you can find more berries and mushrooms.
- Nightvision Goggles are all-round stars – they increase all three bars.
- You can use multiple skills at once. For example you could use *Strong*, a lighter, and *Trapping* simultaneously and have their effects combine. This often allows the "Loot" and "Safety" bars to be almost maxed out under the right conditions.

11.2. Loot

You can see the items you found on the left side of the item screen (plus what was there before). Items which don't fit into the ground inventory box are lost.

You shouldn't leave any weapons behind, since human enemies can pick them up and use them against you.

11.Scavenging

If you find equipment you already have then compare the conditions of the items, maybe you can replace some of your clothes or tools with better ones.

12. Crafting

Crafting recipes are lists of items required in combination to create one or more new items. For some recipes a specific skill is needed as well. The items are listed by their properties. A single item can have several properties and several items can have the same property. For example, a medium tree branch has the properties "medium", "fire fuel", "flammable", "rigid", "shaft", "springy" and "tannin source", while twigs & bark have the properties "small", "kindling", "rigid parts" and "tannin source" as well. If a torch is made out of a crowbar instead of a tree branch, for instance, it will still look like if it was made out of a branch, but the game remembers the ingredients and the crowbar can be recovered later. Some items used in creation will be consumed while others can be used many times (but are often subject to wear and tear).

Crafting recipes can be found on scraps of paper or by figuring it out yourself. Either way, the recipe is added to your recipe list once you pick it up or see a possible result in the crafting screen.

12.1. Crafting Screen

On the left side there's a box with the available crafting materials and skills. Items with a yellow highlight are currently in use, only use them for crafting if you know what you're doing. If you have more items than fit into the box then small orange arrows appear on the top right corner of this box to let you see your other items. Click on "Known Recipes" to see a list of all recipes your character currently knows. The orange arrows can appear here as well.

To craft an item either move items and maybe a skill into the top right box or click on a recipe in the list. If it's possible to craft something from these items it is displayed in the lower right box, which can also have the little orange arrows, should there be more than one possible outcome. Some items can also be disassembled.

If the lower box shows your desired item "Confirm" to craft it. You will then lose a number of moves, depending on how long it takes to create or disassemble the item.

13. Combat

Combat is a special type of [encounter](#). Choose a combat move, confirm, and check the text box for the result of your and your opponent's action. Which combat moves are available depends on the current situation, your skills, and your opponents. Remember that if you like none of the available moves, simply doing nothing is possible, too.

On the top left you can see your conditions and your last move. On the right side your opponent is shown with the same kind of information. If there is more than one little arrows appear that let you switch through them. In the middle you can see some information about the terrain as well as the distance ("Range") between you and your currently selected opponent. As long as at least one enemy is in attack range you can't access your inventory, unless you took cover. If you accessed your inventory you can't attack in the same turn.

There are many factors that contribute to combat. Weapons, moves, conditions, visibility, range and much more affect the outcome of a fight. A typical encounter will involve moving towards or away from a target, and then selecting an attack or defense option once engaged in combat.

The best strategy is usually to fight defensively until your opponent is "vulnerable" or "fallen" and then attack. If you face a better armed enemy or more than one it might be better to retreat.

13.1. Weapons

Weapons need to be held in a hand in order to be used. Some weapons have different attack modes that can be switched. You can cycle through all available weapons and attack modes using the hotkey "L" or the mouse wheel. You must be within a certain range to be able to use your weapons. When outside of this range there are various options about how to proceed, like advance, fall back, retreat, charge and more, but no form of attack is possible.

13.2. Combat Moves

Movement



Advance

Moves 1 space closer to target. Must see target. Removes cover. Chance of tripping on terrain. Chance of being detected if hidden.



Charge!

Moves 2-3 spaces towards target. Must see target. Removes cover. Makes you vulnerable. High chance of tripping on terrain. High chance of being detected if hidden.



Fall Back

Moves one space away from target. Must see target. Removes cover. Chance of tripping on terrain and chance of being detected if hidden.



Run!

Moves 2-4 spaces away from target. Must see target. Removes cover. Makes you

13. Combat

vulnerable. High chance of tripping on terrain. High chance of being detected if hidden.



Sprint Away! (available with *Athletic*)

Moves 2-5 spaces away from all visible targets. Must see target. Removes cover. Makes you vulnerable. High chance of tripping on terrain. High chance of being detected if hidden. Not always available.



Retreat

Chance to leave the battlefield, based on enemy numbers and proximities, movement rates, etc. Must be out of all enemies' ranges. Removes cover.



Desperate Retreat

Moves 1-2 spaces away from target and gives a chance to leave the battlefield, based on enemy numbers and proximities, movement rates, etc. Can be used as long as no enemies are in melee range. Removes cover. Makes you vulnerable. High chance of tripping on terrain. High chance of being detected if hidden. Not always available.



Blind Retreat

Chooses a random direction, and runs! Removes cover. Makes you vulnerable. High chance of tripping on terrain. High chance of being detected if hidden. Not always available.



Get up

Stands up from being prone.



Sneak towards

Moves 1 space closer to target while hiding. Must see target, and target must not see you yet. Low chance of tripping on terrain. Low chance of being detected if hidden.



Sneak away

Moves 1 space away from target while hiding. Must see target, and target must not see you yet. Low chance of tripping on terrain. Low chance of being detected if hidden.



Hidden Retreat

Chance to sneak out of battle without being seen. Chance to move one space away from target if can't escape. Must see target, and target must not see you yet. Low chance of tripping on terrain. Low chance of being detected if hidden.



Advance Under Cover

Moves 1 space closer to target maintaining cover. Must see target. Low chance of tripping on terrain. Chance of being detected if hidden.



Fall Back Under Cover

Moves 1 space away from target maintaining cover. Must see target. Low chance of tripping on terrain. Chance of being detected if hidden.

Offensive



Melee attack

Use current melee attack on target. Must see target. Low chance of becoming vulnerable. High chance of being detected if hidden.



Melee surge

Launch a flurry of melee attacks at target. Chance to hit target 1-2 times. Automatically lose next turn. Must be in melee range. Must see target. High chance of

13. Combat

being detected if hidden.



Shot in the dark

Use current ranged attack against an unseen target. Slim chance to hit target.



Kick

Kick the target while they're down. Chance to injure target, plus keep them fallen and force them to lose next turn. Must be in melee range. Must see target. High chance of being detected if hidden. Not always available.



Tackle target

Dives at the target, moving 1 space closer and trying to knock it down. Chance to knock down target and make them lose 1 turn. Must see target. Attacker automatically falls and loses cover. High chance of being detected if hidden. Not always available.



Pull down

Reach for the target and try to trip them or pull them down to the ground. Chance to injure target and knock them down. Must be in melee range. Must see target. High chance of being detected if hidden. Not always available.



Leg Trip (available with *Melee*)

Trip the target. Chance to knock down target. Must be in melee range. Must see target. Both you and target must not be fallen. High chance of being detected if hidden. Not always available.



Head Butt (available with *Tough*)

Head butt the target. Chance to injure target, knock them down, and force them to lose next turn. Must be in melee range. Target must not be fallen. Must see target. High chance of being detected if hidden. Must be Tough. Not always available.

Defensive



Dodge

Duck the target's next attack, making you harder to hit. Chance to move 1 space away from target. Must see target. Chance to be detected if hidden. Not always available.



Parry

Parry the target's next attack, making you much harder to hit. Must be in melee range. Must see target. Chance of being detected if hidden. Not always available.



Roll dodge

Roll from the target, making you harder to hit. Chance to move 1 space away from target. Must see target. High chance of being detected if hidden. Not always available. Must be prone.



Lure (available with *Trapping*)

Tries to use the environment against target. Moves 1 space away from target. Chance to knock down target and make them lose 1 turn. Chance to damage target. Must see target. Target must see you. Attacker automatically becomes vulnerable. Not always available.



Create Obstacle (available with *Strong*)

Knocks some debris, a log, or other item towards target. Chance to make them lose 1 turn. Chance to knock them down. Chance to damage target. Must see target. Not

13. Combat

always available.



Take cover

Dives behind best cover terrain can provide. Must be at least 1 space away from all enemies. Low chance of being detected if hidden.

Communication



Threaten

Raise weapon and threaten to use it. Player must see the target and the target must see you. Chance for target to flee. Having a weapon makes a target more afraid.



Demand Surrender

Demand that opponent drop all items and walk away. Must see target. Target must see you.



Accept Surrender

Accepts target's offer to surrender. Target drops all items and walks away. Must see target. Target must see you. Target must have previously offered surrender.



Agree to Surrender

Accept target's demand for surrender. Drop all your items, and leave the battle. Must see target. Target must see you. Target must have previously demanded surrender.



Offer Surrender

Drop all your items, and offer your surrender. Must see target. Target must see you.

Other



Search

Scans area for hidden targets. Must not see target yet.

13.3. Terrain

Terrain difficulty increases the likelihood of tripping and falling. This can leave you vulnerable.

13.4. Cover

Cover provides protection from ranged attacks when taking cover. It also allows accessing your inventory.

13.5. Unconsciousness

Attacks on unconscious entities will target the vitals, not the arms, legs or the torso. This affects both player and non-player characters and makes the hits significantly more damaging.

14. First Aid

If you are hurt in a fight or during [scavenging](#), check the player conditions screen. There you can see the type, location and severity of your injuries. Leaving your wounds untreated can lead to infections, bleeding, pain, slower healing, shock, and even death.

14.1. Quick Tips

- Clean open wounds with sterilized water or alcohol.
- Bandage wounds with clean rags.
- Never use dirty rags unless you are in danger of bleeding out.
- Attach rough splints where limbs are crippled.
- If the game notifies you about fallen apart clean rags then they've turned into dirty rags and should be removed immediately to avoid an infection.
- Check your bandages and rough splints from time to time, since the game doesn't tell you when your wounds are healed.
- Use painkillers to avoid disadvantages in combat due to heavy pain.
- Nanorobots are an effective, but expensive way to heal faster. Save them for emergencies.

14.2. Treatments

This is a full treatment guide for different wounds. Rest and warmth always help, too.

Bruises

They'll heal on their own eventually, and there isn't much you can do. But, if the bruise is severe, check it from time to time to make sure it doesn't start bleeding, and take painkillers if necessary.

Cuts, Scratches, and Other Bleeding Wounds

If you leave cuts undressed, they are likely to get infected, plus you'll lose blood.

Wash wounds with alcohol or sterilized water if available, then bandage them with clean rags as soon as possible. Remove rags when the bleeding has stopped or when the rag is too dirty to be used. If your medical supplies are limited, treat larger wounds first. Only use dirty rags if you have very little blood, for they are likely to cause infection.

Crippled Limbs

Crippled limbs greatly slow you down, decreasing the moves per turn to 1, preventing you from running and other important actions. To fix this, make a rough splint and fix it to the wound, then rest for a time if possible.

15. Vehicles

Vehicles, such as shopping carts, are a means for you to carry larger amounts of equipment. A single one can be equipped on the vehicle screen, providing more inventory space for storing additional items. All items stored on the vehicle can be used in crafting, without need to remove them first.

There is one drawback for using a vehicle – a character with one equipped cannot run and loses the ability to use the "Charge!", "Run!", "Desperate Retreat" and "Sprint Away!" [combat moves](#).

16. Hacking

To unlock a laptop you need to:

- possess the *Hacking* skill
- place a laptop battery containing electric charges inside it
- open it, if it's closed (by the right-click menu option "Open")
- turn it on (by the right-click menu option "On")
- start the hacking encounter (by the right-click menu option "Use")
- choose the option to unlock the Laptop

To unlock any other electronic device you need to:

- possess the *Hacking* skill
- have an unlocked, powered and turned on laptop
- have a proper cracking software placed inside the laptop
- have a device, that's to be unlocked, containing a correct battery, filled with charges
- turn on the device (by the right-click menu option "On")
- enter the hacking encounter (by the right-click menu option "Use" on the laptop)
- choose the option to unlock the device during the encounter

17. Credits

Created by: Daniel Fedor

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