

Miasmata

IONFX

Story:

You play as Robert Hughes, a plague-stricken scientist on a journey to discover a cure. Your adventure begins on the shores of a remote and desolate island. Long ago, this island was inhabited by a group of indigenous people, whose extant monuments still decorate the island landscape.

The island is now home to a scientific research outpost, and it is your hope to reunite with your colleagues working there. Unfortunately, you'll soon discover that something has gone terribly wrong.

Winning the game:

Your goal is to discover the cure to your plague and escape the island. This is done by finding the right combination of plants/fungi on the island and synthesizing them into three separate components of the cure: the primary Antibiotic, Anti-Toxin and Adjuvant. Once you have synthesized the three separate components, the cure will be automatically generated and your player will automatically administer the cure to himself. Once cured, you must escape the island by finding the un-destroyed boat. Look for clues that point to the boat's location.

Game Selection Menu

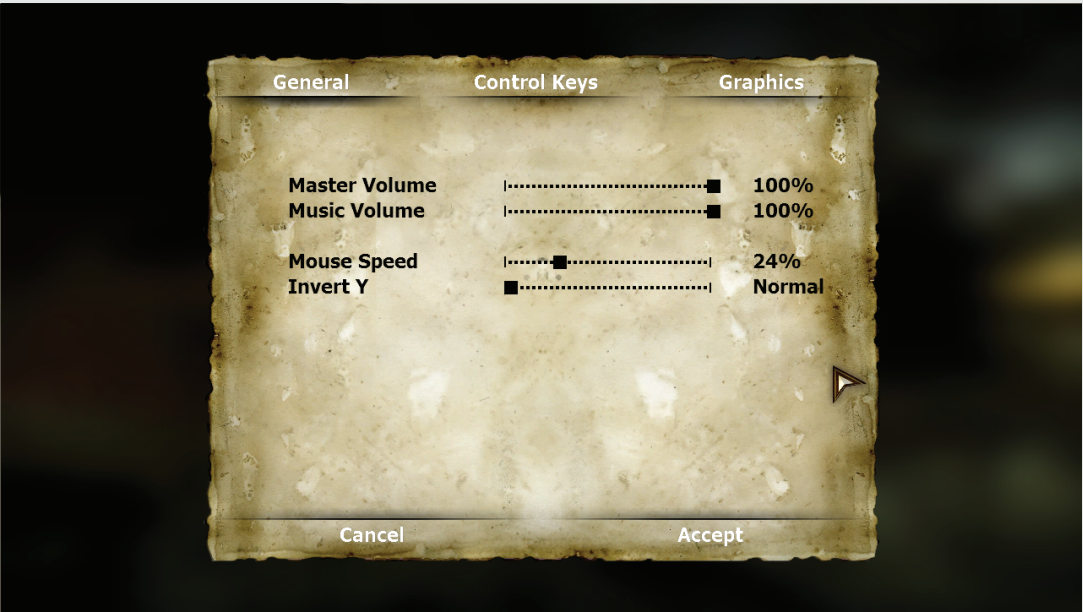
After the title screen, you will be presented with the menu below. There are 3 'Game Slots', which allow you to either start a new game, or load in one of your previously saved games. Click on the slot of your choice, followed by the green arrow to continue. If you wish to delete a saved game, you may click on the red icon on the left of the slot.

At the bottom of the Game selection screen are options to change your settings and exit back to your PC desktop.



Settings Menu

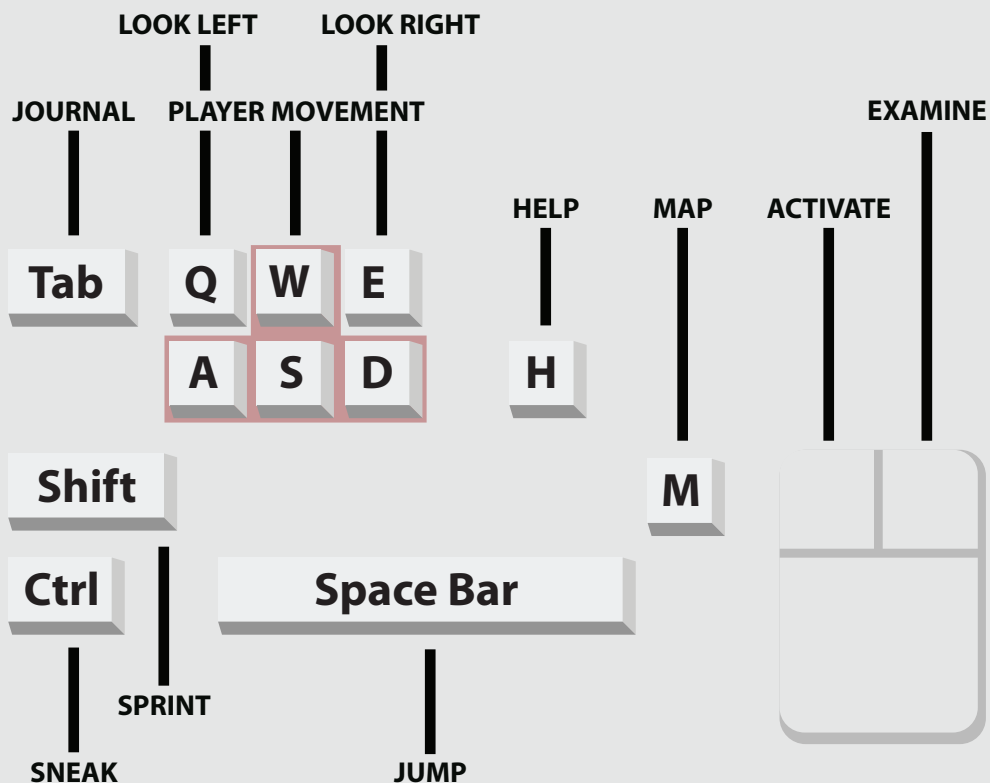
This menu allows you to change your controls, video settings and audio preferences. There are 3 tabs at the top of the menu that will reveal different sets of options.



Controls:


Miasmata is played from a first-person perspective. You can use a keyboard, mouse and or gamepad to control the player. In the typical keyboard/mouse setup, you will use the keyboard to control the feet of the player, while the mouse movement allows you to look around and aim in the direction you would like to move.

Here is the default Keyboard/Mouse Control layout:




Overview of Gameplay Mechanics:

Taking Objects

There are many object on the island that you can take, such as plants/fungi, knives, torches, rocks, etc. You will know that an object can be taken if you see a  icon as you are looking at it. Pressing the {Activate} button will grab the object.

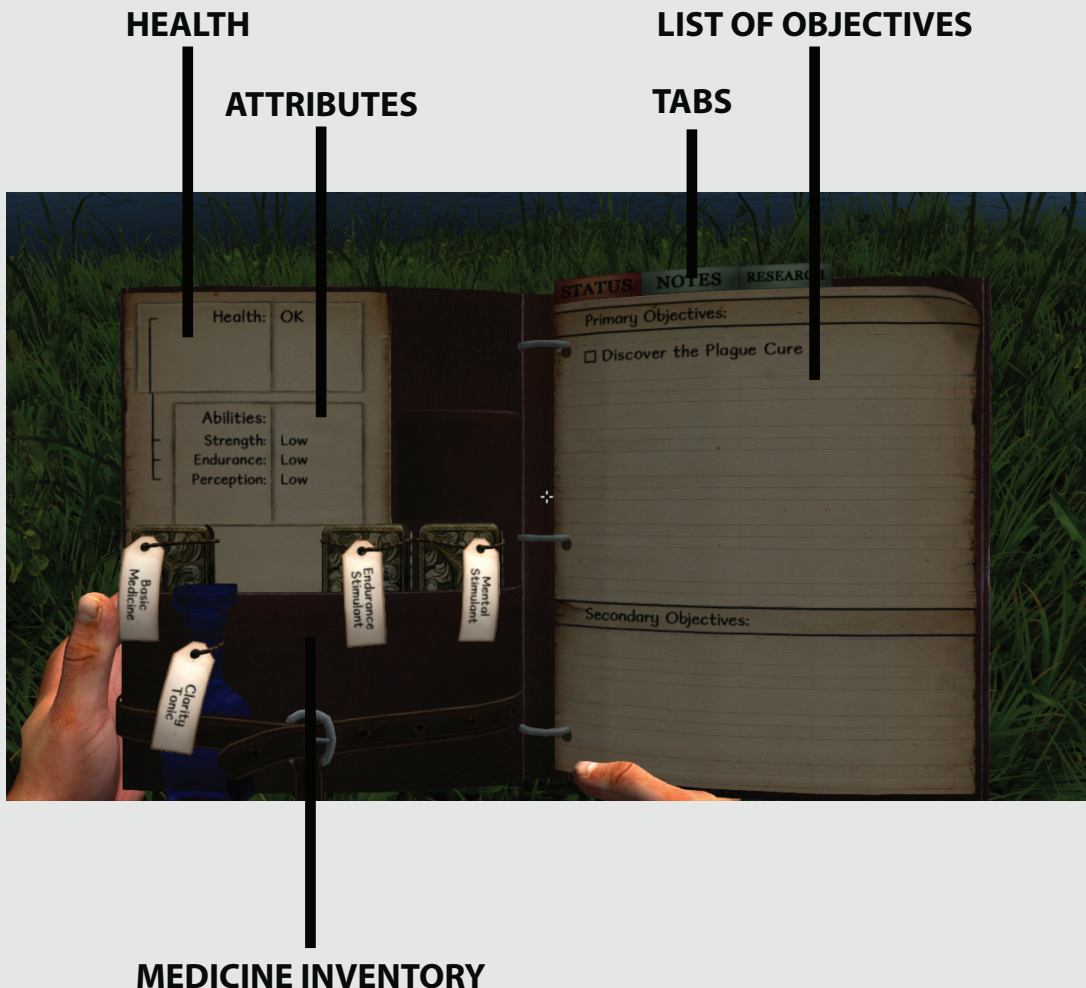
You can carry up to three plant/fungi specimens with you in your left hand. You may carry a single item in your right hand. If you attempt to pick-up and item while holding another, your carried item will be dropped in favor of the new item.

Dropping Objects

If you would like to drop all of the objects your are holding in your hands, do the following: press and hold {Sneak/Crouch}, look straight down at the ground until you se the  icon. Press {Activate}.

Journal

Your Journal is the interface to your health status, medicine inventory and objectives. It also contains all of the notes you collect and research you perform on the island. You can click on the tabs at the top of the journal to explore its various sections. You can also use {LEFT} and {RIGHT} to navigate the journal page-by-page, or click on the folded corner of a page.



Health

Your health is determined by a number of factors and is represented generally by one of three designations: OK, Poor or Dire. Your level of exhaustion, sleepiness, hydration and whether you have sustained injury from falls or attacks, are distilled into these designations. If your health is 'Dire' you will need to find sleep or medicine within several minutes, or you will die.

Fever and Dehydration

Since you are stricken with plague, you will become dehydrated very quickly. There are freshwater lakes and ponds all over the island. Press {ACTIVATE} when you're looking down at the water's edge to drink. This will also fill up your canteen for future use. The sea around the island is salt-water, which you cannot drink. If you do not maintain your hydration, you will develop a fever and may eventually die.

Your Physical Attributes

You have 3 attributes that have an impact on your player's ability and progress in the game: Strength, Endurance, Perception. When you begin a new game, these 3 attributes are low, and can be improved temporarily or permanently through medicines, tonics and injectable drugs.

Strength

This attribute indicates your sprinting speed, jumping ability and swimming proficiency. When this attribute is 'low', you will not be able to swim more than several meters before there is a threat of drowning.

Endurance

This attribute indicates the duration you will be able to sprint before reaching exhaustion. When this attribute is high, you will have a better opportunity to outrun the creature.

Perception

When this attribute is high, several things will be improved. First, the area exposed during the cartography process will be larger. Second, you

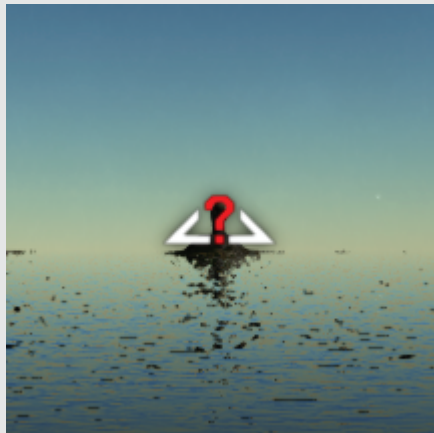
Mapping

With your map and compass, you can use triangulation and cartography to construct the boundaries and contours of the island. This allows you to discover new places to explore.

Triangulation is done by sight-lining 2 known landmarks. A landmark can be a statue or structure of some kind. It is considered 'known' if it is already represented on your map. With you map and compass in-hand, look at a landmark. Your reticle will turn into a Triangle if the landmark you are looking at is 'known'. A red question mark represents an 'unknown' landmark.



A KNOWN LANDMARK



AN UNKNOWN LANDMARK

If you can find and click-on 2 'known' landmarks, your position on the map will be revealed to you, and your surrounding environment will be filled-in.

HOW TO MAKE AN 'UNKNOWN' LANDMARK 'KNOWN'

A landmark can become 'known' 3 ways.

1. If its location on the map becomes revealed during the cartographic process, it will now be 'known'.
2. If you discover a note that has a map drawn on it, the contents of the note will be added to your map. Any landmarks within that region will instantly become 'known'.
3. Upon triangulating your position, and keeping your map and compass in-hand, you may now look at an unknown landmark to create a sight-line to it. Repeat this process from a different vantage point and the landmark will be added to your map, and therefore becomes 'known'. You are effectively triangulating the position of that landmark.



**ADDING A SIGHT-LINE
TO AN UNKNOWN LANDMARK**

Saving Your Progress:

Beds

Use beds to recuperate strength and save your progress. Several hours will pass.

Candles, Fire-Pits and Lanterns

When lit, these will save your progress without elapsing time. Fires produce illumination and can also deter the creature.

Seeing at Night:

Lighter:

As the sun begins to set, your player will automatically take out a lighter to improve visibility slightly.

Torches

Torches can be found near campsites and cabins. Torches provide greater illumination than the lighter. You can also construct a makeshift torch by finding sticks on the ground. Makeshift torches do not last as long as traditional torches.

Harvesting Plants and Fungi

Take plants and Fungi by looking at the specimen and pressing {ACTIVATE}. You can carry up to 3 specimens at a time.

Laboratories

Laboratories allow you to research the plants and fungus you discover on the island, as well as synthesize valuable and life-saving medications. Laboratories have 2 important stations: one for Research and one for Synthesis. Place your specimen(s) at the appropriate station to perform the operation.

Research Station

Place a single specimen on the Examination tray by pressing the {Activate} button. If you have multiple specimens in-hand, you may cycle through the placed specimens by clicking the {Activate} button multiple times until the desired specimen is placed.

Now, click on the microscope to the right of the tray. Research will now be performed and the results will be presented to you in your journal

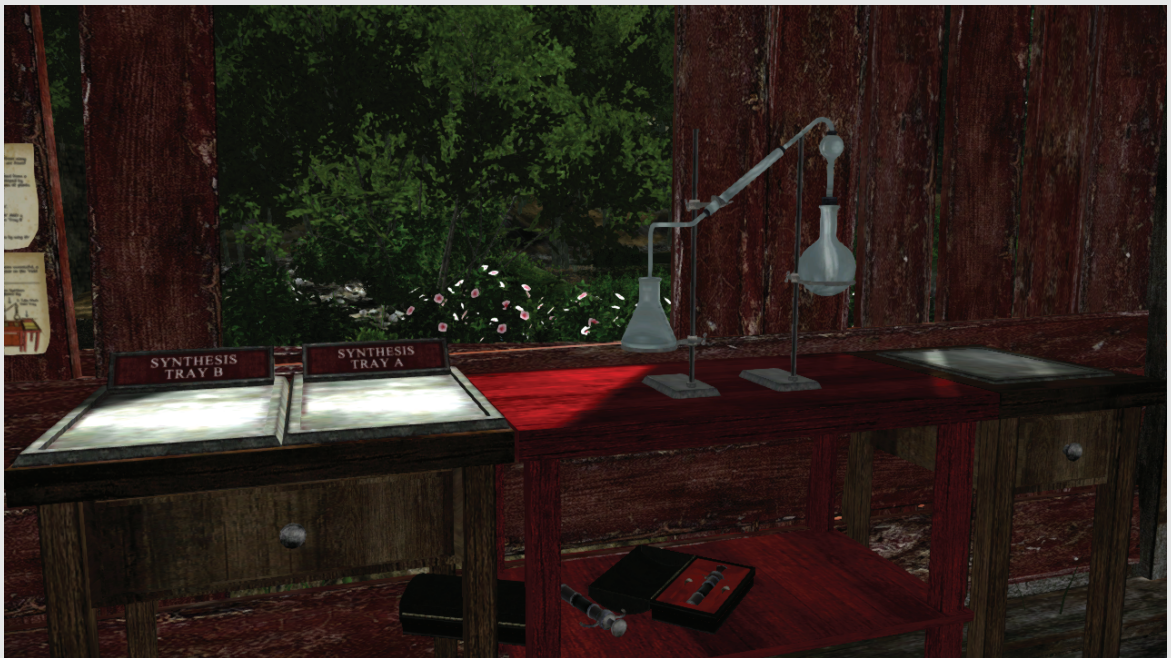


A RESEARCH STATION

Synthesis Station

Place a single specimen on a single 'Specimen Tray' or place a single specimen on both 'Specimen Trays'. Now click on the distiller rig to the right of the trays and press the {Activate} button to attempt the synthesis process.

If the single specimen or combination of specimens produced a successful result, the resulting medicine will materialize on the 'Yield Tray' at the right end of the synthesis station. You can take the medicine by pressing {Activate}.



A SYNTHESIS STATION

The Creature

Over the course of your adventure, you will be hunted by a creature that becomes progressively more deadly. The creature responds to sight, sound and smell. There are several tactics you can take with the creature, including stealth and confronting him with a weapon, throwable object or torch.

Sensing the Creature's Presence

Your heart will begin to beat when the creature is nearby. Use this as an opportunity to find a bush or tall grass in which to hide. Press {Sneak/Duck} to further obscure yourself. You may also want to grab a rock or other defensive implement if you don't have one already. Your pulse will begin to quicken as the creature hones in on your position. You should look around for an escape route, or position yourself to attack the creature. Listen closely to the sounds the creature makes. If he roars, he has likely to attack you soon. *Pro Tip: If you see animals fleeing en-masse, the creature may be nearby.*



SUCCESSFULLY DUCKING IN THE GRASS

The Mental Stimulant

The mental stimulant is a drug that will provides several benefits as it pertains to your interaction to the creature. Upon ingesting the Mental Stimulant, You can hold-down the {Sneak/Crouch} button, while simultaneously keeping your head movement perfectly still, and the camera will automatically hone-in on the location of the creature.

Additionally, an on-screen indicator will appear and provide information on the creature's awareness of your position. The more opaque the indicator, the closer the creature is to you. If the indicator turns red, it is informing you that the creature can see you if you are not otherwise hidden.

The mental stimulant is effective for about a day of in-game time.