Document Version 1.0.0

digitalGameworks LLC

www.digitalGameworks.com

Outpost Echo is (C)opyright 2019 by digital Gameworks LLC

ALL RIGHTS RESERVED

// PRELUDE

I had hoped no one would ever have to read this...

It all started while investigating a magnetic anomaly first recorded by the Norwegians. We initially suspected the source was a large meteor buried in the snow and ice for thousands of years, but it was no meteor...

Capt. John W. Forsyth,
13 March 1982 Outpost Echo

// OVERVIEW

In Outpost Echo, players take on the role of US AFSOC/STT officer 1st Lt. Anthony John (AJ) O' Neal whose team has been tasked with investigating the sudden and unexpected radio silence surrounding Operation Deep Freeze Outpost Echo.

While Operation Deep Freeze had generally been regarded as a 'blanket' term for all US operations on the Antarctic continent, many have speculated that 'Deep Freeze' has been a cover for a US/NATO CTS (Cosmic Top Secret) level project dating all the way back to Admiral Byrd's secretive expeditions both during and after WWII.

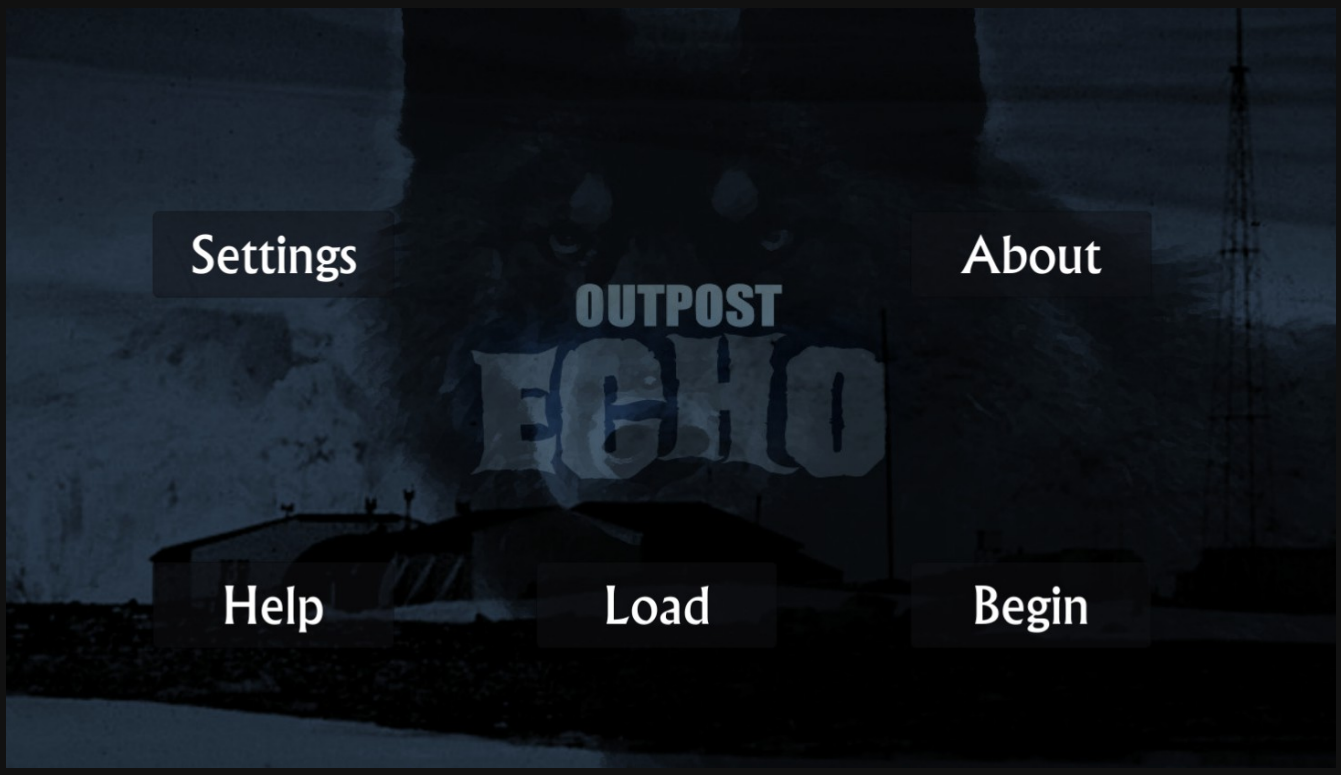
Find out what's happened at Echo, Neutralize or Contain the situation, and... SURVIVE.

*Outpost Echo a real-time 3rd person sci-fi / horror action adventure inspired by John W. Campbell Jr's critically acclaimed 1938 Novella **Who Goes There?** and John Carpenter's 1982 landmark film adaptation of the novella, **The Thing**.*

Designer's Note:

Outpost Echo employs a user friendly interface and intuitive game system which is meant to be 'experienced' real time as played. While this game manual has been intentionally limited to minimize 'spoilers' some are obviously unavoidable.

// STARTING THE GAME



[Begin]
Starts the mission.

[Load]
Loads the last saved Outpost Echo mission check point.

[About]
Displays current version and game credit information.

[Settings]
Allows the player to set the difficulty level and adjust the graphics and sound settings.

[Help]
Loads this help file. Note the game's help function loads Outpost Echo's 'on-line' game manual which is always the most up to date.

// USER INTERFACE (UI)

Player Status Indicator

The red status bar indicates life remaining, while the blue indicates the level of ammunition remaining for the currently selected weapon. The player's facing direction is indicated to the lower right. Click or Tap the player icon to display the Player Inventory/Status screen.

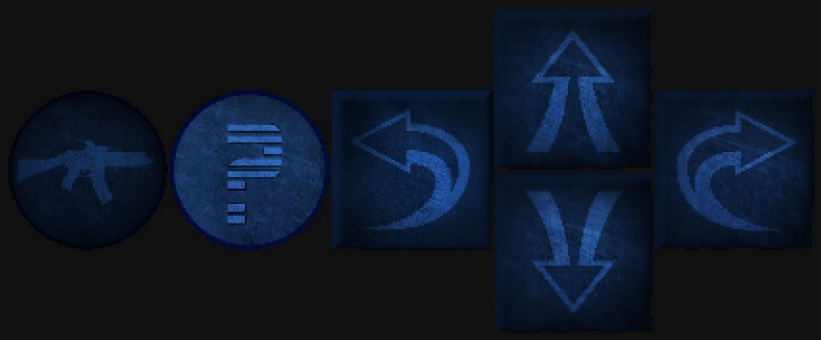
Pause/Settings

Click the 'Wings' Icon at any time to pause the game, load the last save point, quit the mission in progress, or to adjust game settings.

Action Dialogue Box

The Action Dialog Box at the lower left of the screen displays information relevant to actions currently taking place within the game.

// Player Actions and Movement



Player actions and movement are performed by clicking on action and direction buttons.

// Movement

Press (or click) the Arrow Up button to move forward, the Arrow Down button to move back.

// Facing

Press (or click) the Arrow Left button to rotate left, the Arrow Right button to rotate right.

Note: The game system adjusts the amount of player rotation to best fit the current game situation.

// Query

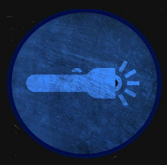
When capable of interacting with an element or object in the game, the Query Icon will become activated. Click the Query Icon to interact with the object.

// Action (Generic)

When capable of performing a general action in the game, the Action Icon will become activated. Click the Action Icon to perform the stated action.

// Acquire / Use

When capable of taking or using an element or object in the game, the Acquire Icon will become activated. Click the Acquire Icon to take or use the object.



// Flash Light

When equipped with the assault rifle or knife, the flash light may be toggled on or off.

// Reload

As you engage in combat, ranged weapons deplete ammunition and must be reloaded to continue firing. When activated, click the Reload Icon to reload your weapon.

Note: Only the AR may be reloaded during combat! Should a Flamethrower run out of fuel, a spare tank must be found.

// Medical Kit

While investigating Outpost Echo, Health Packs may be acquired. If you posses a Health Pack, you may use it – if not in the general area of an enemy.

// Read

Displays the contents of any journals found while investigating Echo.

// Timed Explosives

At some point, you'll find yourself in a situation where some explosives are the only tool that will get the job done. When you do and if you have them, you'll be prompted to place them by pressing this icon.

// COMBAT

.

When capable of attacking, the Combat Icon will be activated. To attack an enemy, just click the Attack Icon. Combat results are shown in the Action Log. A player may only attack an enemy within their weapon's range --if they can see them. Objects or terrain may block an attacker's line of sight (LOS).

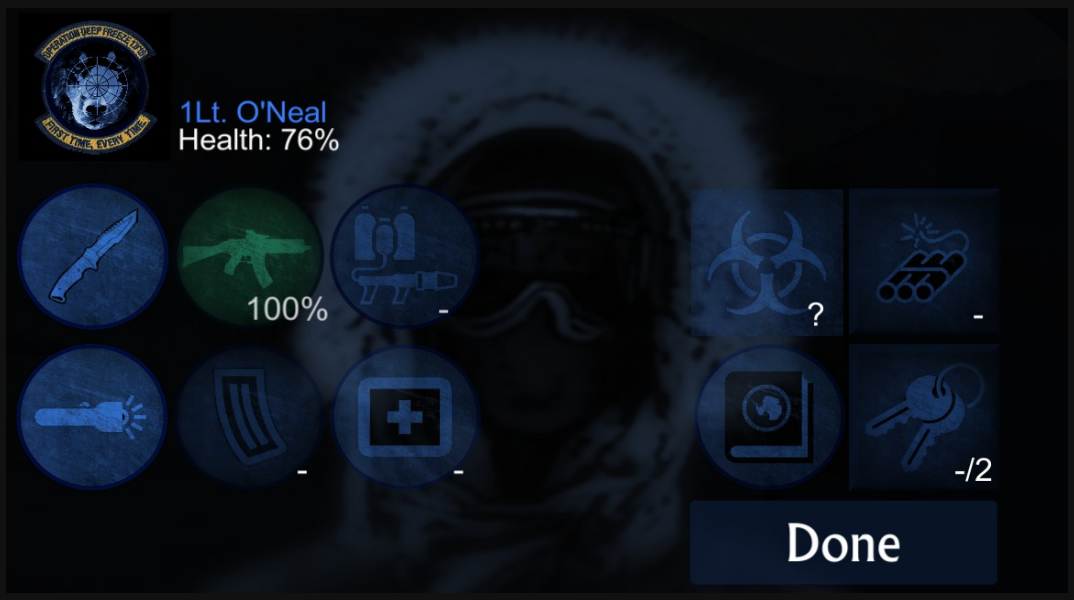
Note: The Attack Icon always reflects the currently equipped weapon

// Desktop Version Keyboard Control

If playing the Windows or OSX Desktop version of the game, actions may also be controlled via the following keyboard command shortcuts:

Move Forward:	*W*
Move Backward:	*S*
Turn Left:	*A*
Turn Right:	*D*
Interact:	*E*
Attack:	*SpaceBar*
Toggle Weapons	*Tab*
Inventory:	*I*
Pause/Settings:	*Esc*

// Player Info and Inventory



Clicking on the player icon from the main game screen toggles the Player Info and Inventory screen on or off.

The left icon group indicates the player's current health level, currently equipped weapon and ammunition remaining, flash light status, number of assault rifle magazines and medical kits in possession.

The right icon group indicates the number of potential infestations purified, explosives possessed, journal, and outpost keys acquired.

Note:

- *Any active Action Icon (circular) may be accessed directly from this panel.*
- *Viewing the Info/Inventory panel does NOT pause the game, consequently your inventory may not be accessible at all times during game play.*

// GAME SETTINGS

Difficulty Level

Outpost Echo defaults to the center difficulty level, raising or lowering this setting can increase or decrease your chances of surviving Outpost Echo.

Volume

Move the slider bar left or right to lower or raise the audio volume of the game

Brightness

Move the slider bar left or right to lower or raise the brightness of the game screen

Adult Language Filter

Tick the Adult Language Filter to tone down the 'salty' language in the game.

Graphics Quality (Desktop Version Only)

Outpost Echo uses DIRECTX 9+ for Windows PC's and OpenGL for Mac OSX. If your PC has an older graphics card or you find the game running slow, try setting the the graphics quality to a lower setting.

GAME CONCEPTS

// Surviving

The goal of Outpost Echo is to survive until help arrives, but the only way to accomplish that is to find out what's happened and neutralize or contain the situation.

// Saving Check Points

Outpost Echo automatically saves your progress at important points in the game. The last saved check point can be loaded from the start screen or at anytime during game play by clicking the Wings Icon in the upper right hand corner of the screen.

Note: Having a recent Check-Point can take some of the sting out of being killed, but depending on the situation, not always all of the pain.

// Audio Clues

At times Outpost Echo will use sound to alert you to something that might be important. That barking dog could be nothing, or it could be your only chance of survival.

Note: It's probably a good idea to leave the game sound on until you're familiar with the game.

// Hypothermia

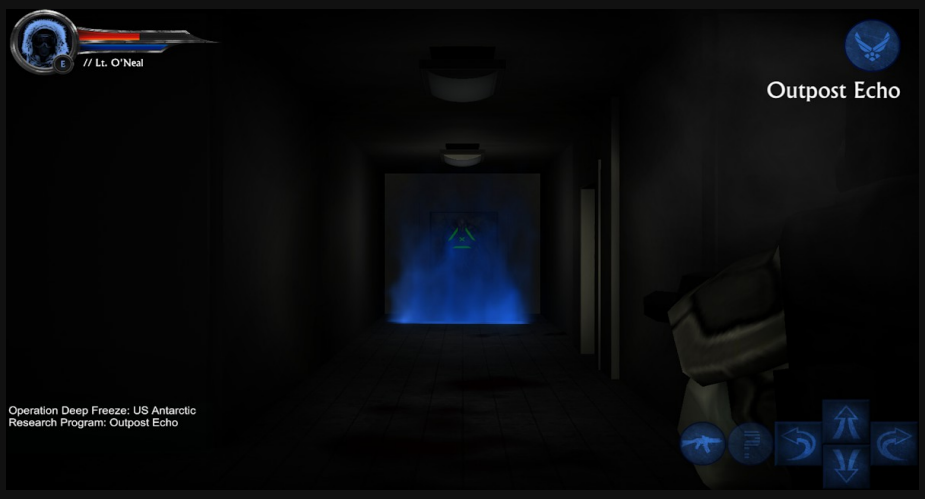
Nothing can survive outside in the Antarctic Winter for too long. Venturing outside for extended periods of time will cause hypothermia to begin setting in and your life points will slowly drain away until you die.

// Items found in Echo

As you investigate Echo, you'll come across items like medical kits and additional ammunition. You"ll need them.

// Hiding

Sometimes your best-- or only recourse, is to hide. Certain areas within rooms can provide a level of concealment. If a thing is in the area but hasn't spotted you yet, moving to a location marked with a blue arrow will activate the Hide Icon. Press it to attempt to remain hidden from the thing. Sometimes it works...



// Combating Things

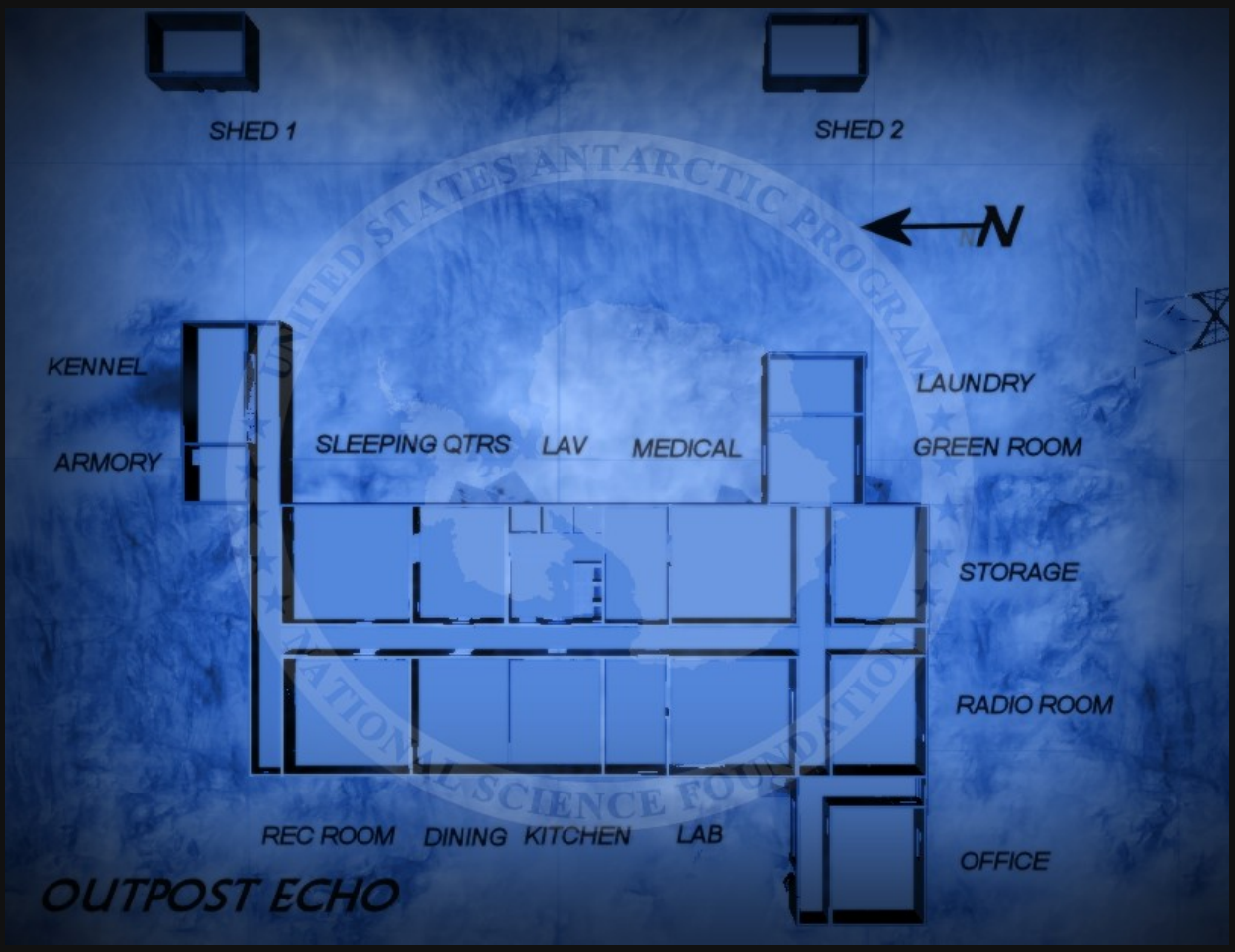
While the things can only be destroyed by fire, they can be stunned and forced to de-materialize with successive hits from an AR or even a combat knife. Stunning a thing can buy you some time to escape, forcing one to de-materialize will get you more breathing room.

// Flame Thrower

A direct hit on a thing with a flamethrower will destroy it-- but not immediately. Additionally, you will need the flamethrower to clear Echo of 'potential infections'. Should you run out of fuel, you'll have to find an extra tank somewhere.

APPENDIX A: Additional Info

Outpost Echo



US AFOC/STT

Combat Knife	Range: 1	Atk Rating: 1
AR	Range: 5	Atk Rating: 2
Famethrower	Range: 2	Atk Rating: X

Note: Firing range will impact AR accuracy. Health impacts combat knife effectiveness.

ExoBiology: The Things

Very little is known about the actual biology of 'The Things', but this much we do know:

- They possess an understanding of science and physics far beyond our current level
- They are able to absorb and 'mimic' carbon based life forms
- They appear to be able alter their molecular composition at will or under duress
- Fire appears to be the only way of truly destroying them
- They are highly malevolent and represent an existential threat to all life on Earth.

Glossary

US AFSOC/STT	United States Air Force Special Operations Command / Special Tactics Team
CTS	Cosmic Top Secret Highest US/NATO security level designation
AR	Assault Rifle

CONTACTING digital Gameworks:

Contact digital Gameworks via e-mail at:
E-Mail: digitalGameworks@outlook.com
WebSite: http://www.digitalGameworks.com

LIMITED WARRANTY

Neither digital Gameworks LLC, Jeff Lapkoff, nor any dealer or distributor makes any warranty, express or implied, with respect to this program, documentation, or any related item, their quality, performance, merchant ability or fitness for any purpose. It is the responsibility solely of the purchaser to determine the suitability of the product for any purpose. In no case will digital Gameworks LLC or Jeff Lapkoff be held liable for direct, indirect or incidental damages resulting from any defect or omission in the product, manual, or other related items and processes, including, but not limited to, any interruption of service, loss of business, anticipated profit, or other consequential damages.

This warranty gives you specific legal rights, you may also have other rights which vary from state to state.

Outpost Echo is a work of fiction. Names, characters, governmental entities, businesses, places, events, locales, and incidents are either the products of the designer's imagination or used in a fictitious manner. Any resemblance to actual persons, living or dead, or actual events or entities is purely coincidental.

Book and film titles mentioned in this manual do not indicate any affiliation with digital Gameworks LLC. Any works of art or artist names mentioned are intended only to illustrate characteristics that inspired the development of this title.

CREDITS

Jeff Lapkoff

Game and Level Design, Programming, UI/UX Design, Outpost Echo Musical Theme, Documentation, and Additional Art

Special Thanks to Unity Asset Devs: Astronaut, Polygon Blacksmith, Maksim Bugrimov, MSTK, and Mike Berns for the cool rec room jam 'It Only Hurts when I Scream' .

Outpost Echo is dedicated to my Snow Dogs: Luka, Bella, and Suki.
Cunning 'ShapeShifters' capable of testing the known boundaries of Physics indeed!