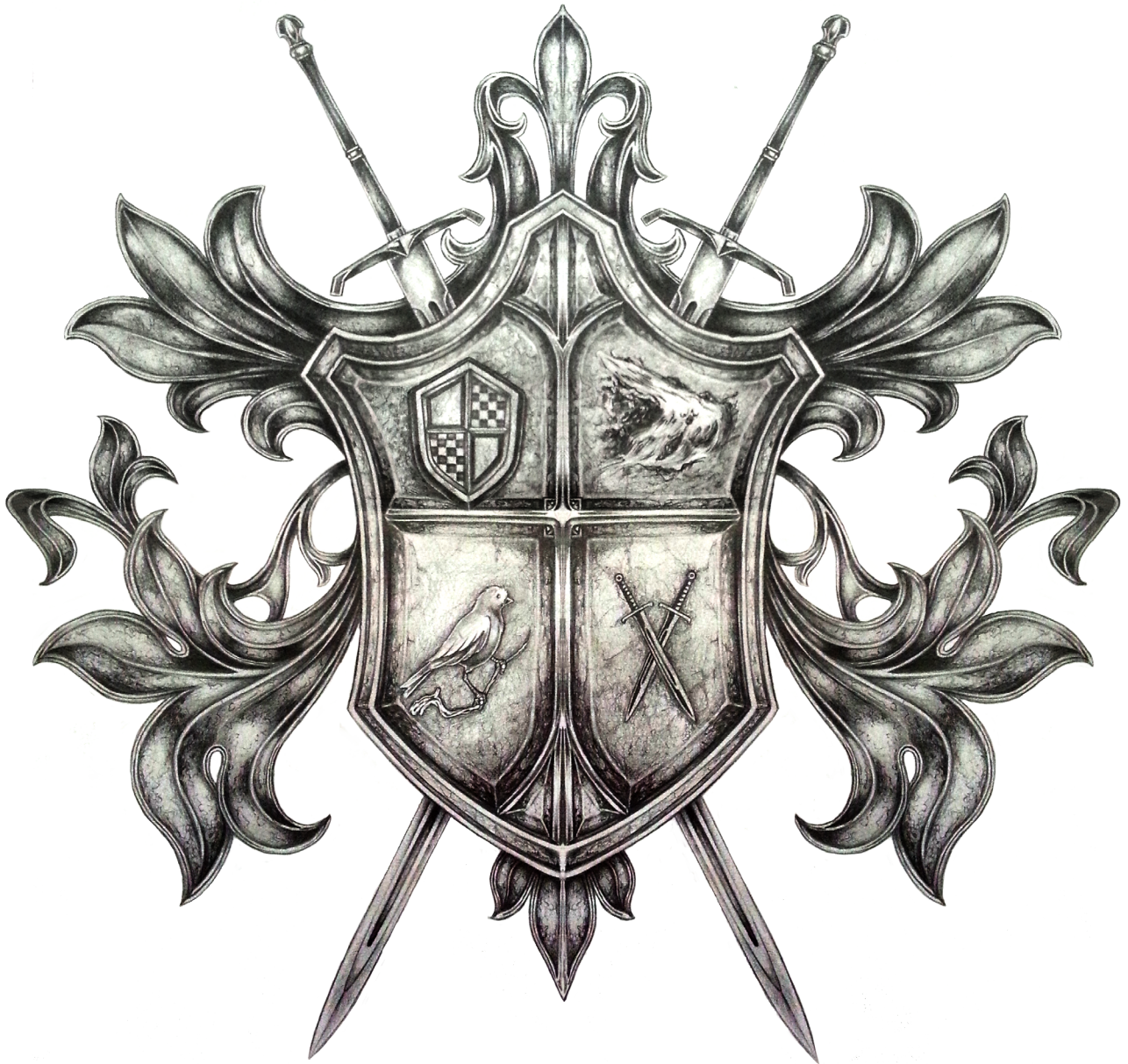


# CYPRRESS

INHERITANCE™  
The Beginning



TM

HOW TO PLAY MANUAL

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# Your Mission

Lorna,

Your biological grandfather - Alfred Cypress - has disappeared. He was an eccentric and brilliant man who developed and programmed Artificial Intelligence into his living and working environments which are in different locations around the world. With Alfred's disappearance, the A.I. programs have become more self-aware, protective, and possessive of the items they protect.

As your journey begins on Cypress Island, use the technology and assets provided to you to find and protect your legacy as well as all the documents and information hidden here. You only have 72 hours to complete the tasks that are put before you. With all this in mind, you must create a strategy, stay strong and be careful to accomplish your objectives.



# GETTING STARTED

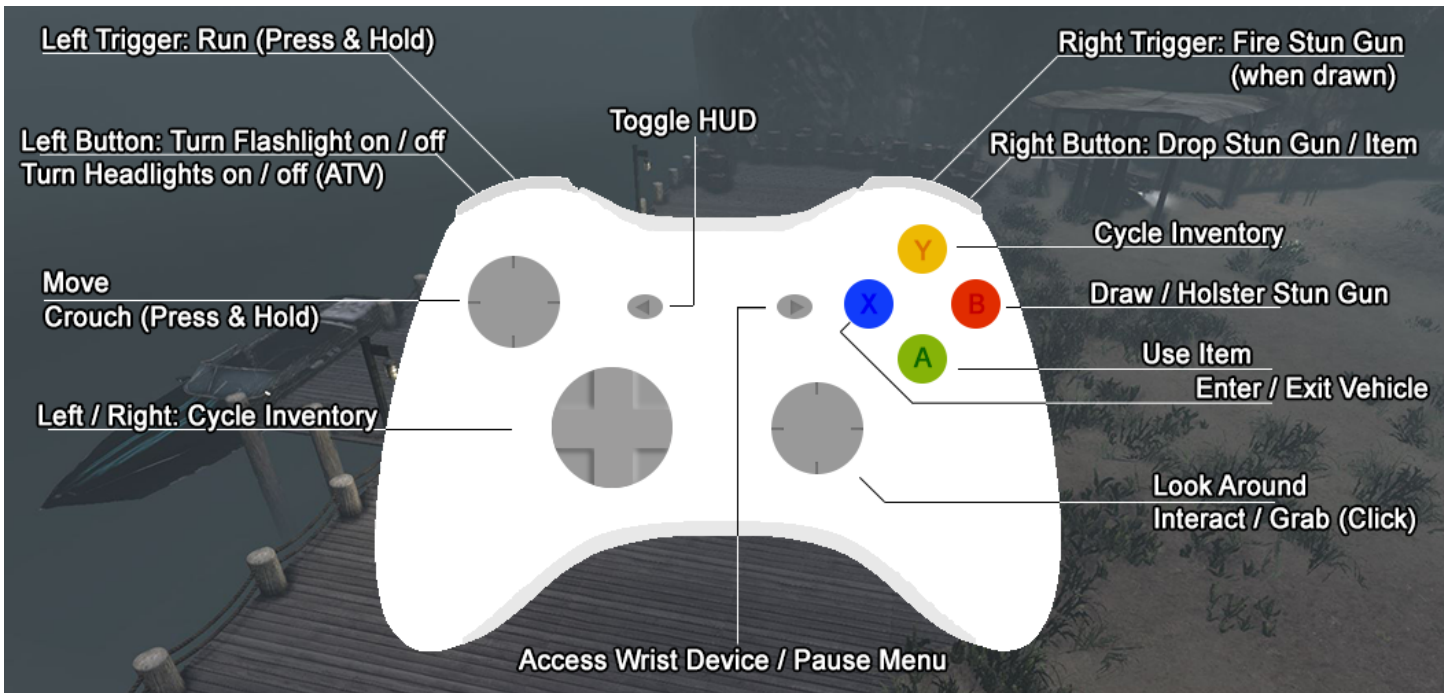
You will be able to move throughout Cypress Island's grounds and cave systems as you search for Alfred's project and family records. Pressing G allows you to interact with items. As you search, avoid detection by walking slowly and quietly. You can also avoid detection by hiding behind objects.

## Control scheme Keyboard

Move Forward	W
Move Back	S
Move Left	A
Move Right	D
Look Around	Aim Mouse
Run	Left Shift (Press and hold)
Crouch	C (Press and hold)
Interact / Grab	G
Enter / Exit Vehicles	E
Draw / Holster Stun Gun	Q
Fire Stun Gun (when drawn)	Left Mouse Button
Use Item	Right Mouse Button
Drop Stun Gun or Item	R
Flashlight On / Off ATV Headlights On/Off	F
Cycle Inventory Items	1
Access Wrist Device / Pause Menu	P
Toggle HUD	2



# Control scheme Controller



Move	Left Control Stick
Look Around	Right Control Stick
Run	Left Trigger (Press and hold)
Crouch	Click Left Control Stick (Press and hold)
Interact / Grab	Click Right Control Stick
Enter / Exit Vehicles	X
Draw / Holster Stun Gun	B
Fire Stun Gun (when drawn)	Right Trigger
Use Item	A
Cycle Inventory Items	Y
Drop Stun Gun or Item	Right Button
Flashlight On / Off ATV Headlights On/Off	Left Button
Access Wrist Device / Pause Menu	Start Button
Toggle HUD	Back Button

# Heads Up Display (HUD)



- 1. Health** – Displays overall Health. Depletes the longer you stay on the island and depletes faster if you are attacked or get injured. Medkits can be used restore some Health. If your Health deteriorates to the point where you cannot continue, the mission fails and you will be taken off the island.
- 2. Stamina** – Represents your energy. It continually decreases as you explore the island, and will affect your Health if it gets too low. Food, water, and sleep help maintain Stamina.
- 3. Fuel** – Appears while driving an ATV. Shows remaining fuel. If an ATV runs out of fuel, it cannot be driven until gas is used to replenish its supply.
- 4. Flat Tire** – It is possible for an ATV to get a flat tire, which renders it useless. If this happens you will be alerted by this icon and will need to locate a replacement tire.
- 5. Inventory** – Displays icons of items in your Inventory. Press the “1” key to cycle through your inventory items. The equipped item will be highlighted and can be used by using the Right-Click on the mouse or dropped by pressing “R”.
- 6. Stun Gun Charges** – Shows number of remaining charges in equipped Stun Gun.
- 7. Stun Gun** – Shows when you have a Stun Gun equipped. Icon will highlight when Stun Gun is selected.

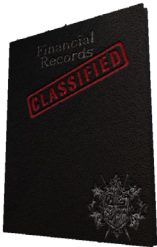
# Objective

Collect the items Alfred left behind while avoiding capture. You have 72 hours to complete your mission before you will be forced to leave the island. The items you need to collect are listed below:



## 3 Hard Drives

Contain Alfred's work and data, including his A.I. development and alternative energy research.



## Cypress Financial Records

Contains information regarding Alfred's bank accounts, companies, and other assets that Lorna needs in order to access and use them.



## Cypress Family History and Lineage

Contains a complete history of Lorna's biological family. Will help Lorna learn more about who she is and hopefully locate other members of her family.

# Vaults



In order to gather the items you must gain access to the Vaults Alfred built all over the island. All Vaults have been locked using a strong code encryption. To unlock the Vaults you must locate and collect five (5) Vault Keys which have been scattered throughout Cypress Island. Each Vault Key contains a part of the unlock code and must be used together to unlock the Vaults.

*There is a Master Key which if found will display the exact coordinates of the Vault Keys on the map in your Wrist Device.*

## Vault Safe



Once you gain access to a Vault, you will need to open the Vault's Safe and collect the items inside. Each Safe is protected by a 5 digit code. Find the five digit code by visiting the five (5) Outposts on the island. When you enter an Outpost, part of the five digit code will be automatically downloaded to your Wrist Device. Once you have visited all five Outposts and collected the five digit code, access a Vault using the Vault Keys and open the Vault Safe by swiping the Keypad on the safe's door.

# Combat & Stealth

Vonya and her Knights actively patrol the island and are impossible to stop with the resources you have at your disposal. Do not engage in combat and avoid detection at all costs. Crouching and hiding in dark areas or behind objects will make you harder to spot.

Your Wrist Device is also equipped with an advanced Cloaking Field that when used makes you undetectable for sixty (60) seconds. The Cloaking Field uses a lot of energy and can only activate seven (7) times while you are on the island. After that, you will no longer be able to access it in your Wrist Device. Use the Cloaking Field wisely.

If an enemy spots you, they will attempt to capture you. They may call for backup, increasing the number of enemies aware of your presence. If detected, distance yourself from the enemy and find a place to hide until they give up and break off their pursuit. If an enemy reaches you or stuns you, they will capture you and lock you inside a holding cell. You will need to use your wits and resources to escape the cell and continue to your mission.



# Enemies



## Drone Knight

Drone Knights are mechanical constructs with simple Artificial Intelligence. Under Vonya's command they perform a variety of tasks around the island including maintenance and security. If you are spotted by a Knight, it will attempt to capture you and may call for backup. Knights are armed with a Heavy Pulse Carbine, which will render someone unconscious if they are hit, but their weak sight and sound detection abilities make it easy for you to slip past them.



## Black Knight

Black Knights are an upgraded version of the Drone Knight. While the Black Knight performs the same tasks as a Drone Knight, it is stronger, tougher, and far more dangerous. With upgraded sight and sound abilities, a Black Knight will detect you easier than a Drone Knight and will pursue you relentlessly once you are in its sight.



## Vonya

Vonya, the culmination of all of Alfred's A.I. research, is a super intelligent autonomous android. Since Alfred's disappearance, she has developed full self-awareness and tenaciously protects Alfred's research and possessions. When you obtain a Vault Item, Vonya will do everything in her power to detain you and recover the item. Her hyper-sensitive sight and sound detection abilities make it extremely difficult to avoid detection.

# Assets

## Equipment

### Stun Gun



May be found in boxes spread throughout the island. Each Stun Gun has 5 charges but cannot be recharged. Using the Stun Gun on an enemy will temporarily immobilize it, giving you time to escape.

### Wrist Device



A portable computing device, which includes a multitude of needed features. Press "P" to access the Wrist Device at any time. Use the Distraction button on the Wrist Device to make a projected sound to distract enemies when needed.

### Med Kit



Restores a small amount of Health if you have been attacked or injured.

### Backpack



Allows you to carry three (3) additional items in your Inventory.

### Flashlight



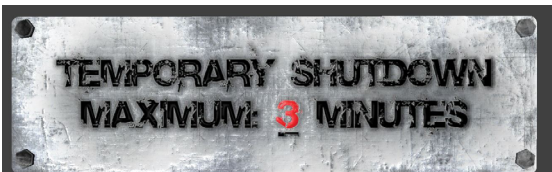
Found in your Backpack. Helps you see in dark areas.

### Cypress Shield



Alfred created these Shields as prompts to provide guidance to a member of the Cypress bloodline in the event anything should happen to him. These will give you instructions and clues to help you complete your mission.

### Server Shutdown Button



This button in the Server Room shuts down Vonya and all Knights for three (3) minutes, giving you some time to move freely. It is useful, but heavily guarded. Use this wisely. The server can only be shut down once.

### ATV



ATVs can be found at various locations and will help you to travel while exploring the surface of Cypress Island. Be aware that these ATVs will require gasoline and occasional maintenance.

# Assets found in Outposts



The assets below can be found in Outposts that are located in various areas on the island's surface. These items will help you maintain the ability to continue and complete your mission. Outposts may contain all or some of these items. Use them wisely.



## Water

Helps maintain Stamina. Be careful: if you go too long without water, your Health will suffer.



## Food

Helps maintain Stamina. Be careful: if you go too long without eating, your Health will suffer.



## Sleeping Bag

Having a Sleeping Bag in your Inventory increases the amount of Stamina you regain while sleeping.



## Spare Tire

A handy item to have when an ATV gets a flat tire. Found in Outposts, you can use this item on an ATV with a flat tire to replace it.



## Gas Can

Contains a full supply of fuel for an ATV. Found in Outposts, you can use this item on an ATV that is out of fuel to refill it. There is 45 minutes worth of fuel per Gas Can.



## ATV Battery

Use this to run the ATV silently for a limited time.