

A person in a white and red DSEV EVA suit stands on a rocky outcrop, looking up at a large, futuristic orbital station in the sky. The station has a prominent blue ring and is surrounded by lush jungle foliage and flying pterosaurs. The scene is misty and atmospheric.

ROBINSON

THE JOURNEY

REVIEWER'S GUIDE



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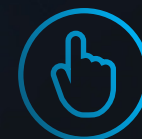
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ABOUT THIS GUIDE

You may have a few questions during your stay on Tyson III.
We have provided this review guide as a resource to help
you on your journey, should you require it.

SPOILER LIST PAGE 4

FOREWORD

Robinson: The Journey grew out of our early VR demos and the child-like sense of wonder we felt as we experimented with this amazing new medium. Over time, it became clear to us that this feeling of awe should be our guiding light, and we began working on a concept built around themes that captured our imaginations as kids: science fiction, fantastical journeys, and, of course, dinosaurs.

The game combines VR's power to amaze with our inner desire to explore the unknown, and we've pushed ourselves artistically and technically

to make this the kind of adventure you always dreamed of having. The new challenges VR development poses are far outweighed by the opportunities it presents, and with development now complete, there's a shared sense among the team that we've exceeded our original expectations for Robinson.

Of course, it's not the end of the journey – that begins when you take your first steps into the world we've created. We hope you enjoy exploring it as much as we enjoyed dreaming it up.

Elijah Freeman,
EXECUTIVE PRODUCER

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THE JOURNEY

SPOILER LIST

If you don't want to see any spoilers, skip to the Product Overview section!

You have access to the entirety of Robinson: The Journey, and you are free to show and write about every aspect of the game. However, we'd really appreciate it if you didn't mention the following elements. They are things we would particularly like to let players discover themselves.

- That the crew of the Esmeralda caused the crash.
- The possibility of other survivors.
- HIGS' eventual acceptance of Laika.

PRODUCT OVERVIEW

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THE END OF A VOYAGE. THE START OF AN ADVENTURE.

When the Esmeralda crashes on Tyson III, a boy named Robin is left stranded. He must rely on his wits – and HIGS, an AI unit from the ship – to survive. As he searches for the lost crew and comes face-to-face with dinosaurs, Robin discovers that Tyson III is not the paradise once promised...

GENRE

Sci-Fi Adventure

DEVELOPER

Crytek

PUBLISHER

Crytek

RELEASE DATE

PS VR - November 8th, 2016 (US, Japan)
PS VR - November 9th, 2016 (EU and other territories)
Oculus Rift - January 31st, 2017

PLATFORM

Oculus Rift
Sony PlayStation 4 or Pro

AGE RATING

ESRB-E (for everyone) / PEGI 7+ (6+ in Portugal) / USK 12 / ACB PG

SUGGESTED RETAIL PRICE

Oculus Rift 49,99 USD / 49,99 EUR

WEBSITE

www.robinsonthegame.com

FEATURES

A RICH WORLD

Exploring from a first-person perspective, gamers will encounter an array of dinosaurs and creatures that react to their presence within the ecosystem of Tyson III. An emphasis on interaction with their surroundings encourages players to examine each area of the game in detail – creating a dense atmosphere and adding to the sense that Tyson III is a goldmine of undiscovered secrets. The game places narrative at the center, with an engaging storyline unfolding as players explore.

AN EXPLORER'S PARADISE

There's something to discover around every corner. Wander off the beaten path to collect achievements, find rare items, and interact with the environment. With free movement you can go wherever you want, choose how to progress, revisit places, and make the most of a non-linear story. There are no cutscenes in Robinson: The Journey, with every aspect of the story unfolding from the player's perspective to retain a deep sense of immersion.

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THE JOURNEY

A BEAUTIFUL JOURNEY

Robinson: The Journey features a vibrant game world designed to make players feel truly present in unfamiliar territory, all powered by CRYENGINE to deliver stunning graphics, realistic sound, intense immersion, and a sense of scale that push the boundaries of VR gameplay.

TECHNOLOGY

Because VR is still an emerging medium, VR development has brought with it a new set of creative and technical challenges. Robinson: The Journey has been created from the ground up to offer an immersive VR experience. Using the power of CRYENGINE, our team added new features and optimized pre-existing tools to meet those challenges and make Robinson one of the most stunning experiences currently available in VR.

For example, spherical audio introduces an auditory depth to the world, while high-end rendering allows for sharp images and high frame rates. Techniques such as foveated rendering, temporal supersampling, and volume based tiled shading deliver the performance required to meet the highest of visual standards in VR. There are no loading screens between levels to take you out of the world of Tyson III. These technical features, and many more, ensure players really feel present in the awe-inspiring virtual reality.

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THE JOURNEY

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THE WORLD OF TYSON III

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PLOT SYNOPSIS

NOTE: Spoilers below! Skip to the next page if you would like to avoid them.

When the Esmeralda crashes on the planet Tyson III, a young boy named Robin flees in an escape pod and sets up camp to wait for rescue. But rescue never comes. A year later he has created a stable world for himself, with the help of HIGS, an AI unit from his ship. He has a pod that he calls home, a farm that grows food, and a fence that protects him from the dangers of the planet. But he's missing something –

a family, friends, and other people. He is alone.

He accepts this, convinced by HIGS that this is the best choice, the safest choice, but in his heart he yearns for adventure and the search for his family. He lives day to day, safe but bored, until one day the catalyst to begin his adventure arrives: secret information hidden inside the broken carcass of a HIGS unit cast from

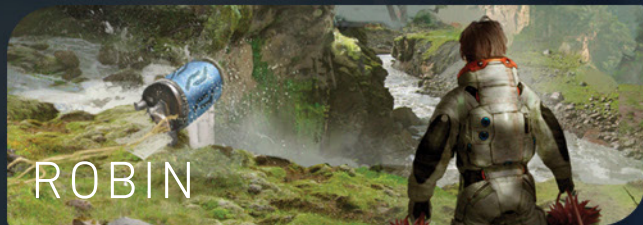
the ship during its explosion. These units reveal a thread of information that Robin follows to its conclusion, each revelation more shocking than the last. This information draws him towards the thing that he most wants: to find out if there are other survivors, maybe even his own family.

After overcoming many exciting challenges, Robin finds himself inside the Esmeralda itself.

Here he can put together the information he has discovered and view it via a magnificent holograph projection room the size of a symphony hall. He discovers the truth about the crash, and as friends, as a family, Robin and his two companions overcome the final challenge – a great predator from the clan that murdered Laika's mother – a tyrannosaurus that bursts into the ship to kill Laika and her companions.

CHARACTERS

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THE JOURNEY

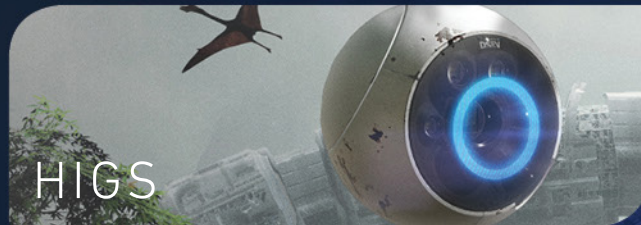


ROBIN

Robin is a born survivor - the ancestor of scientists and explorers who set off from earth over a century ago to colonize a distant planet. He is bold and adventurous. He wants to find his parents.

Robin is driven to find other survivors. He has a dream, born of images seen in propaganda on the Esmeralda, of an idyllic life. He dreams that when he finds other survivors his will be a life of plenty, of barbecues and parties, of pod homes and hover cars, of families and children and friends. He will live on Tyson III with his family, just as he was promised.

But to get there he must overcome many challenges. First and foremost, he must survive. At the same time, he must find the courage to push beyond the safe environment of the pod. He must overcome the doubts of his trusted companion, HIGS, who believes they should stay close to the pod and await rescue... a rescue that hasn't come in over a year.



HIGS

HIGS is an AI crew unit from the Esmeralda. After the crash, he takes on a paternal role with Robin. He is cautious and safety conscious. He wants to protect Robin.

HIGS was designed to take orders, but now he finds himself with unprecedented freedom. However, he has no way to exercise this freedom beyond floating about and talking. He finds this frustrating, especially when Robin disobeys him, which is often.

He frets about Robin's safety constantly, having charged himself with the boy's well-being, though the monsters that cause him to fear for Robin's safety are of no threat to him.

HIGS is very knowledgeable – he has access to a vast amount of data and a powerful processing AI, but he's not very street smart. Robin is able to trick him at every turn.



LAIKA

Laika is the young baby daughter of the planet's greatest alpha-predator, adopted by Robin after her mother is killed by a terrifying rival. She wants to be Robin's friend.

Laika appears, on the surface, to be a cute and inquisitive little pet. But she's much, much more than that. She is a part of the species that dominates the planet. Her mother was the most dominant alpha-female of all the clans in the region. But her mother was killed by a rival, and her siblings murdered in their nest. Only Laika survived, thanks to Robin, who rescued her. She and Robin are now both orphans who will depend on each other for survival more and more as their lives progress.

Laika is a dangerous animal, or at least she will be one day, and HIGS knows that. HIGS is opposed to anything that might endanger Robin and wants Laika gone. He can't physically remove her, but he can try to persuade Robin that she is a threat, a waste of resources, and an unnecessary burden.

CREATURES

When taking your first steps through the world of Robinson: The Journey, we'd like to encourage you to take it slow and take a look around – because there is a lot to discover. It's our attention to detail that makes this VR game that much more immersive: There is not a single object in this world that doesn't have a purpose and that wasn't carefully designed and intentionally hand-placed. A good example of this are the creatures. From the smallest fireflies to the majestic longnecks, you'll find that this universe has a lot more stories to tell than just Robin's journey.

Creating a world this believable and this deliberate was not just a lot of work and of course good fun for the team: we believe this level of detail is essential to a great VR experience. The further we step into our games with modern technology, the more players expect from them and the more they need to hold up to close inspection – so please lean in and put our word and our world to the test; we're sure you'll find there is a lot more in there than just a fun game.

Pascal Eggert,
ART DIRECTOR

Players can find dozens of different insects, mammals, reptiles, and birds on Tyson III. Many of them appear in various types, forms, and colors, and each of them can be scanned and looked up in the Infotarium.

Although some dinosaurs resemble reconstructions of dinosaurs that lived on earth, we have created our own prehistoric flora and fauna.

ROBINSON
THE JOURNEY



BEETLE

Two pairs of wings and a near-impenetrable protective exoskeleton distinguish the beetle from other insect species. Their diet consists of decaying vegetation and the fungus that grows on it. The beetles of Tyson III are similar to those found on Earth, with the exception of their circulatory system, which is, surprisingly, based on blood rather than hemolymph.



BUTTERFLY

The presence of melanin pigments give butterfly wings their bright and varied color. Their iridescence, however, is a structural coloration produced by the micro-structures of the microscopic scales covering their wings. A fulcrum in the thorax allows them to pump their wings hard enough to take flight.



CAPREASAURUS

Short, bipedal, and quite cute. The crest on its head is most likely used to attract a mate. Its most remarkable feature is its short beak. Two bones on the side of the snout, the premaxilla, are fused into one. It represents a major step in the evolution of dinosaurs to birds.

CREATURES

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THE JOURNEY



CHAMELEON

A long, extendable tongue, prehensile tail, and zygodactylous feet distinguish chameleons from other lizard species. Several layers of chromatophores in the skin indicate the ability to change color, a trait which the Tyson Chameleon appears to utilize both defensively as camouflage as well as to express agitation and excitement.



CATERPILLAR

Caterpillars are voracious feeders, capable of consuming huge amounts of food. The distinctive and large antennae are used for olfactics, or sense of smell. It is uncommon for insects in their larval stages, and suggests that this species is highly dependent on its sense of smell.



COCKROACH

It's no surprise that these hardy insects survived the crash. It's unclear if they're indigenous to Tyson III, or arrived as stowaways aboard the Esmeralda.



CRAB

The rise of an apocalyptic crab-worshipping cult in the mid 22nd century led many on Earth to believe that this species were part of a superior alien race. And when you gaze into their nine-eyed, armored visages, you might understand why. Because the crab's blood uses hemocyanin to carry oxygen, they appear blue, and their mouths are located between their legs.



DIPLOCAULUS

The distinctive arrow-shaped head of the diplocaulus is created by two long protrusions on the sides of the skull. This can function as a hydrofoil, helping it glide through water, or as a defense mechanism that makes the creature harder to swallow.



DRAGONFLY

Transparent wings, multifaceted eyes, and an elongated body demarcate these aerial predators. Almost exclusively carnivorous, dragonflies will eat a variety of insects, from mosquitoes to butterflies, which they ingest head-first, discarding the wings.

CREATURES

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THE JOURNEY



FIREFLY

The firefly's most remarkable feature is, of course, it's ability to produce light. In adults this is used to attract mates, but in the larvae stage it's a warning for predators, as they contain toxic chemicals.

ARCHAEOP

Is this the evolutionary link between bird and dinosaur? It certainly looks that way. But while it's a well developed glider, it's large, heavy, and cumbersome bone structure prevents it from flying proficiently. It's a step in the right direction though.

HERMIT CRAB

With one large claw for defense, and a smaller, more agile claw for bringing food and water to its mouth, the hermit crab has acute vision and antennae for gustatory, olfactory, and somatic exploration. Though hermit crabs usually inhabit the abandoned shells of other mollusks, any object capable of protecting their fragile abdomens will do the job.



MOLE

These subterranean mammals are perfectly adapted for one thing: digging. The mole's large scoop-like paws and shovel-shaped bill are ideal for tunnel excavation. Even their pelts are specialized, with a velvety texture that can be brushed in any direction.



MOTH

It's thought that moths circle artificial light as it disrupts their celestial navigation. As before The Esmeralda crashed there were no artificial lights on Tyson III, there must be a lot of confused moths now!



MOUSE

This tiny creature combines traits from two mammals well known on Earth. With the armored shell of the armadillo on its head and back to protect its vital organs, this hybrid rodent has evolved to survive violent interspecies fighting.

CREATURES

ROBINSON
THE JOURNEY



PANGOLIN

Pangolins are covered in a protective armor of keratin scales, a unique trait among mammals. They have large, strong, prehensile tails, which they use to hang from tree branches and most likely, as clubs when in competition over a mate.



RIVERFISH

This scaled freshwater fish would not look out of place in Earth's waterways. However, looking beneath the surface reveals that this in fact has a cartilaginous skeleton, and the underside of the body does not have scales and is instead covered by dermal teeth. Further investigation would be necessary to make a proper classification.



SALAMANDER

Though easily confused with lizards, salamanders are amphibians and only thrive in damp habitats. The presence of an abundance of macrophage cells – part of the immune system – indicate an ability to quickly regenerate lost limbs.



SCORPION

These opportunistic predators rely on their large sting to paralyze their prey, while their thick carapace provides good protection from predators. Generally, they're worth avoiding.



SNAIL

Deaf and nearly blind, the snail must rely entirely on touch and a weak olfactory system to find food. Unlike the raptor, however, their prey is limited to vegetation, algae, and lichen, which are not very difficult to hunt.



SNAKE

The small but well-developed limbs on this snake show a clear evolutionary link between lizards and snakes.

CREATURES

ROBINSON
THE JOURNEY



TAR WORM

There are not many creatures able to thrive in the tar pits of Tyson III, but the tar worm's thick, tough skin and collection of strong pectoral fins have clearly helped it survive in the thick bitumen of the pits. Capable of grabbing prey from shore, the tar worm relies on the bacteria found in the tar to help it digest its food.



TOAD

This species of toad has a relatively high amount of bufotoxin, a poison excreted when the animal is stressed. This defensive adaptation is a strong deterrent to hungry dinosaurs looking for a quick meal. Don't lick it.



TORTOISE

Tortoises have the longest lifespan of any animal from Earth, and this one is a youngster in comparison: it's only just rung in its 52nd birthday. Reclusive, slow, and lacking in intelligence, however, they do make an easy-to-catch ingredient for soup.



WOODPECKER

A long, hard beak and an even longer, sticky tongue allow the woodpecker to break apart tree bark and extract the insects and grubs beneath. Three layers of bone within the beak absorb the impact of this hammering motion, preventing brain damage.



LAIKA

Although it's "cute" at the moment, this young Tyrannosaurus will soon become a gigantic, wild, voracious predator. To make it more worrying, it also displays uncharacteristic intelligence and is capable of understanding human commands and playing complicated games.



LONGNECK

Hollow vertebrae, a long, muscular neck, and spoon-shaped teeth allow the longneck to graze unimpeded in the highest jungle canopies. Their tongues can reach up to a meter in length.

CREATURES

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RAPTOR

Fast, vicious predators and agile hunters, raptors are immediately identifiable by the large, sickle-shaped claw on each foot, used to hold down prey and to assist in climbing. Every aspect of their physiology is optimized for the hunt. Their light weight allows for speed, while the counter balance provided by their thick tail increases agility. Unlike most other dinosaurs, they are also warm blooded.



TYRANNOSAUR

A true apex predator. These horned monsters have humungous jaws and a devastating bite.

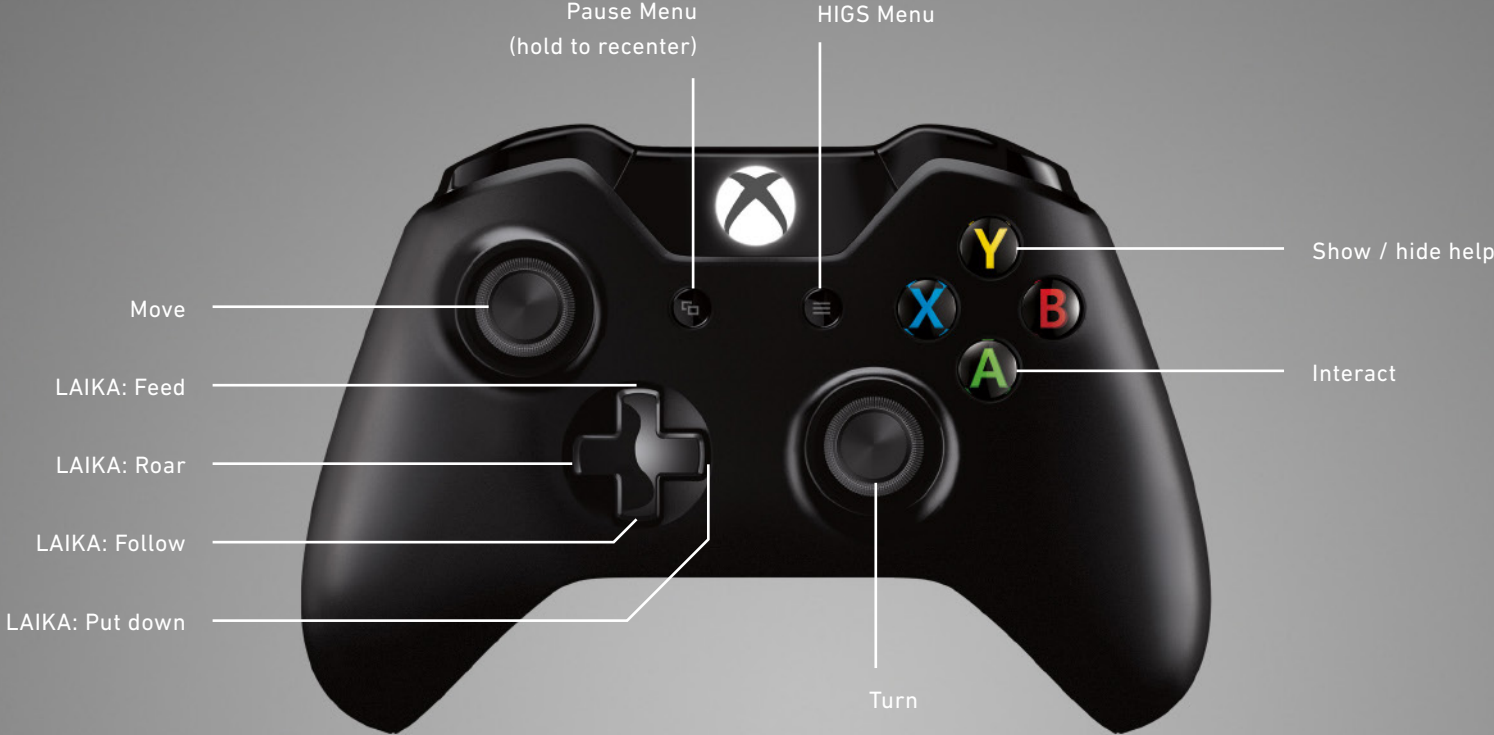


PTEROSAUR

These majestic creatures truly rule the skies above Tyson III. The filaments which cover their bodies are actually called pycnofibers, which are similar to mammalian hair.

CONTROLS : WALKING AND THE BASICS

ROBINSON
THE JOURNEY



CONTROLS : THE MULTI-TOOL

Robin's multi-tool helps him survive and solve puzzles. It has two main modes that can be toggled with **[RB]**.



SCANNING MODE

Indicated by a magnifying glass on the display, scanning mode is used to extract information from certain creatures and objects. To successfully scan something you will need to collect all the green dots and avoid all the red dots. Scanning an object or creature doesn't have to be one continuous process. You can pause and walk around your target to reach all green dots more easily.

LEVITATING MODE

Indicated by a blue highlight on the display. In this mode Robin can levitate most artifacts, turn them, rearrange them, and throw them.

Toggle between **Scan** and **Levitation** Mode



Levitate object

Scan object
Climb State: Grab with right hand

Laser Pointer

Activate object manipulation
Climb State: Grab with left hand



CLIMBING

When Robin is close to things he can grab or hold on to, he puts away his multi-tool and extends both hands. In climbing mode you can lead his hands by looking around. Grab with the left and right hand via the **[LT]** and **[RT]** buttons. When you reach a ledge hold on with both hands and press **[A]** to pull yourself up.

If Robin doesn't automatically go into climbing mode (showing hands) in front of a climbable wall, it could be because of an incorrectly calibrated camera that does not let you not get close enough to the wall. Try re-calibrating the camera by holding **[⊟]** for three seconds.

Tip: If Robin is not toggling between the climbing mode and regular mode, try getting closer to the area where you would like to climb.

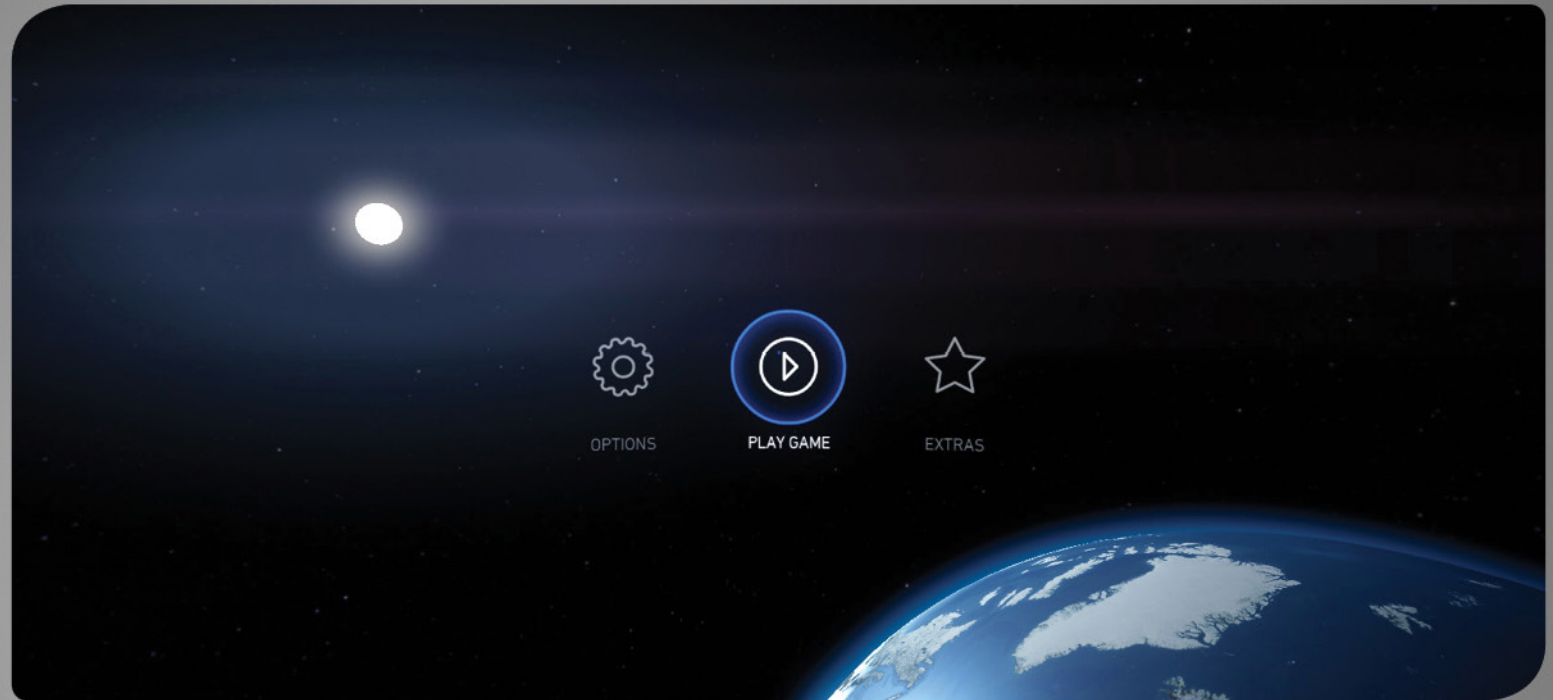
MAIN MENU NAVIGATION

ROBINSON
THE JOURNEY

Menu items can be highlighted by looking at them and selected by pressing **(A)**. You can go back with **(B)**.

PLAY GAME

Select a save game or a new slot to start the game. Save games can be deleted directly in the menu by highlighting them and holding **(X)** for a few seconds.



MAIN MENU SCREEN

MAIN MENU NAVIGATION

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GAMEPLAY OPTIONS

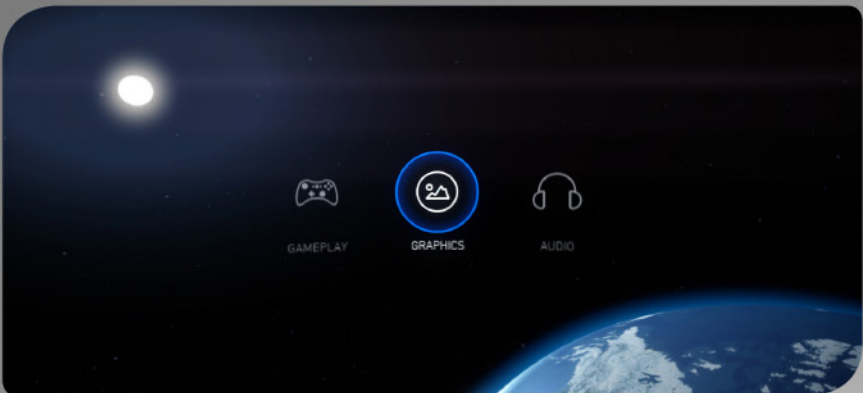
You can tweak some gameplay settings to your preferences, for example by changing your rotation mode or turning recenter notifications on and off.

AUDIO OPTIONS

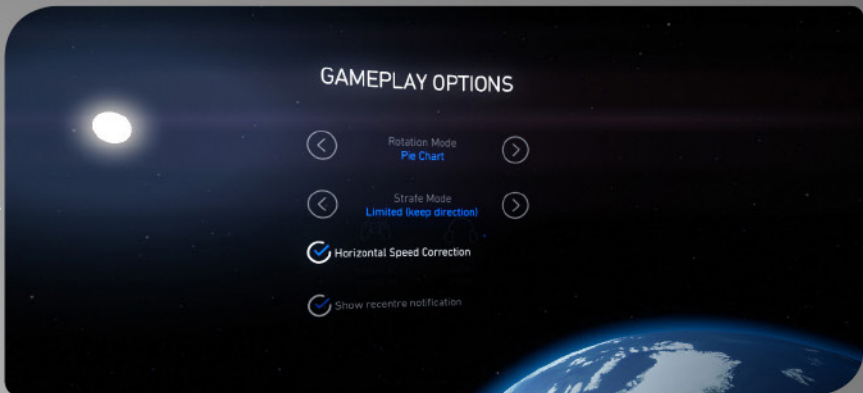
Here you can change your chosen voice language and adjust the volume for different audio elements, including music, sound effects, and voice.

EXTRAS

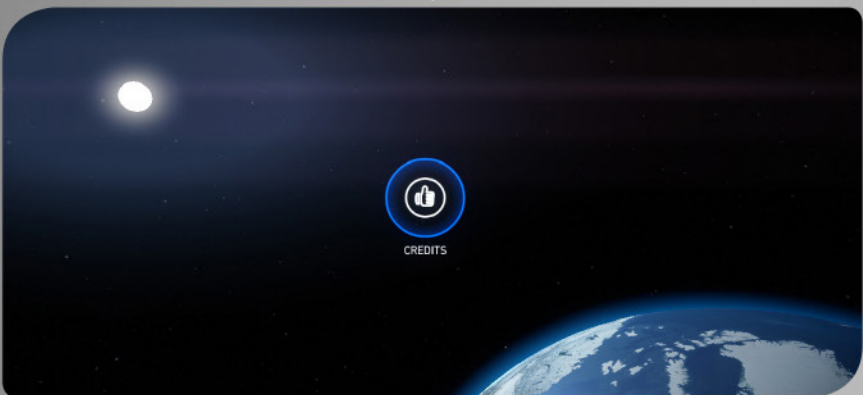
View the game credits.



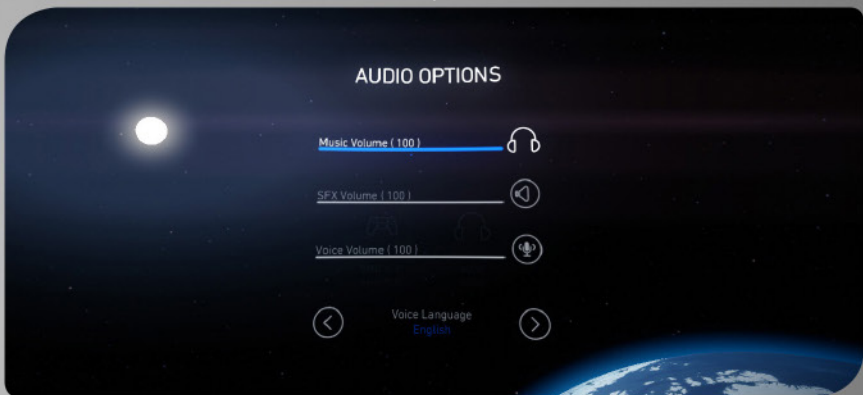
OPTIONS MENU SCREEN



GAMEPLAY OPTIONS



EXTRAS



AUDIO OPTIONS

MAIN MENU NAVIGATION

RESOLUTION SCALE

Allows you to kick the default resolution (1.0) up by the selected factor. But use this slider with caution: the performance has a quadratic relationship, meaning that 2.0 is four times more demanding than the 1.0 default.

SHADOW QUALITY

Affects the sharpness of shadows originating from a directional light source like the sun.

SCREEN SPACE DIRECTIONAL OCCLUSION (SSDO) QUALITY

Approximates global illumination in screen space, adding both light bounce and associated occlusion of the light sources. The slider controls the precision of these computations.

TEMPORAL ANTI-ALIASING

Uses image samples across multiple frames to greatly improve stability and aliasing of in-game images. Temporal anti-aliasing typically has a bit of a smoother look, and non-temporal a sharper resolution.

DISTANT OBJECT QUALITY

Controls in what detail you can see distant objects. The higher it is, the better the quality.



IN-GAME MENU NAVIGATION

IN-GAME MENU SCREEN

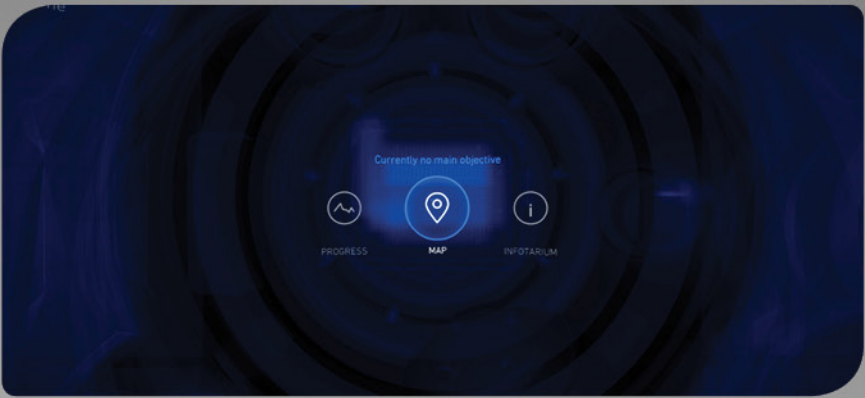
View your primary objective at the top, and navigate to the Progress, Map, or Infotarium screens.

PROGRESS

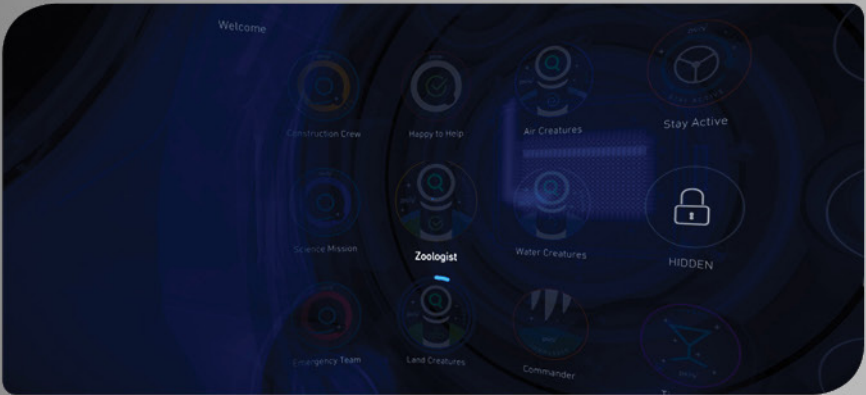
View your earned achievements and find out how many more are left to collect. Many are hidden, or have hidden requirements, so be sure to experiment.

MAP

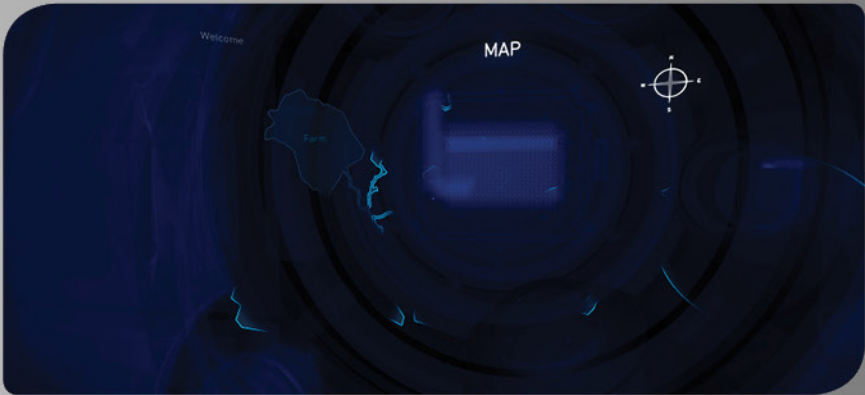
You can quickly travel between previously visited locations with the map. This feature is locked until you complete your first playthrough.



IN-GAME MENU SCREEN



PROGRESS

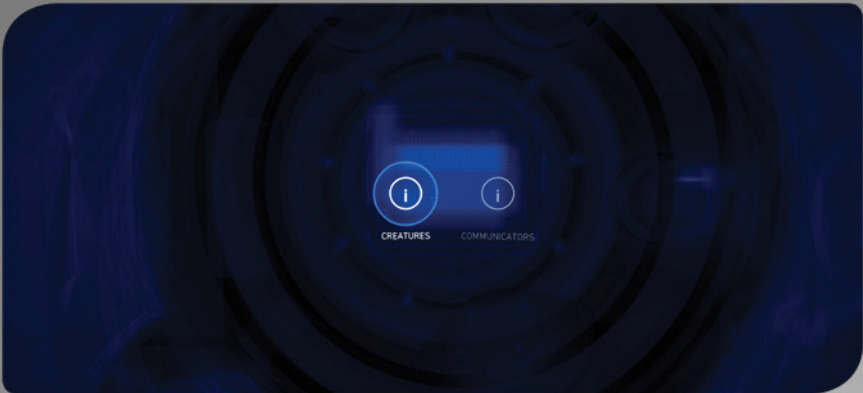


MAP

IN-GAME MENU NAVIGATION

INFOTARIUM

The Infotarium is a database of all creatures, HIGS units, and communicators you have scanned with your multi-tool.



INFOTARIUM MENU SCREEN



CREATURES



COMMUNICATORS



HIGS UNITS

Following this walkthrough will only take you through the essential tasks necessary in order to finish Robinson: The Journey. There is a rich world beyond the beaten path to explore, so please take your time and wander through the world. Not only that, there are multiple ways to solve many of the puzzles, but here only one method is mentioned. HIGS will explain everything to you in game. However, if you miss his hints, this should help you if you get stuck.

POD AREA

- » After leaving the pod, call Laika.
- » To restore power to the campsite, locate the water turbine in the river. This is to the left when leaving the escape pod. Use the multi-tool to clear the barrels from the water.
- » Once power is restored, look at HIGS and enter HIGS view. Solve the power circuit puzzle.

POWER PUZZLES: Direct the power from the source to its destination. The value at the source may differ from the source at the destination. In order to provide the correct amount of power, you can split and combine the streams. Splitting the power will assign half the total power to each branch. Combining branches will add these values together again.

- » Head to Laika's kennel, located near the WICS (a power generator). Move the large box which blocks her entrance. Follow HIGS' instructions to get her to drop the ball.

- » Head to the tree in the center of the camp and find the data screen to start the Hide and Seek game. You may need to call Laika over to your location before you can start the game. There will be a button prompt when looking at the screen to start the game.

- » Laika will hide in a bush to the left of the gate, located by the river. When approaching the area, she will push the HIGS unit out of the bush.

- » After HIGS has introduced it, scan the unit. You will be launched into the Infotarium, where you can review the data found inside. You can leave this menu at any time.

- » Follow HIGS to the gate, and follow his instructions to have Laika scare the dinosaurs on the other side. The gate will scan you, open, and you are free to proceed.

- » You can stay in the pod area to explore further and find games to play with Laika, or you can head up through the canyon and onto any of the following locations: Farm, Tarpit, or Jungle.

THE FARM

- » After exploring the farm, you will find either or both the Grobot or power generator. Both need power. Following the cables will lead you to climb up the cliff side.

- » At the top of the cliff is a broken wind turbine. HIGS will explain that you need to find four sails and reattach them. They are located in the area immediately around the turbine, and down a small path you'll find near the rock wall. The pieces are in random locations in each new game.

- » Head back down to the tree house and toward the power generator. If you look up at the pterosaur nest, you'll see another HIGS unit. To get to it, move the heavy debris blocking the way up the cliff side and climb up.

- » At the top, you'll need to use the multi-tool to move three pieces of debris out of the nest.

» The pterosaur will fly back down to another nest. When it has reached the nest, send Laika next to it and command her to bark. The pterosaur will drop the unit, and you're free to scan it.

» You've recovered the primary object in this area, but there's still a lot to see. When you're finished, head out back down the canyon the way you came.

THE TARPIT

» At the crossroad beyond the broken fence robot, head left toward the tarpit.

» Once the first longneck has stomped into the swamp, head up on top of the rocky outcrop to the left. There's a log across the tar flow with a piece of debris pinning it to the opposing bank. Remove it with the multi-tool.

» Cross the tar flow, and head up to the right. You should be able to spot the HIGS unit over on another island. Head to the left.

» There's a series of narrow gaps which you'll need to cross using pieces of debris as bridges. Position them using the multi-tool.

» You should now find a longneck blocking the way. Command Laika to stand close to him, and command her to roar. He'll rear up, and the debris will create a bridge.

» After this, there's a second longneck blocking the way. Position Laika as close as you can before getting her to roar. Then, position the nearby debris to create another bridge.

» A third longneck will bite the HIGS unit and wander off. Follow him by climbing to the top of the largest rocky outcrop ahead. Once at the top, he'll appear disinterested until you present him with a can of juice that you will find nearby. He doesn't like the ones near the flow, so jump into HIGS view in order to power up the food dispenser. This will give you more juice choices to try on him. When he finds one he likes, he'll drop the unit, and you can scan it.

» That completes the primary objective in this area, but on your way back to the canyons there are still some secrets to discover and wildlife to assist.

THE JUNGLE

» From the crossroad near the broken fence unit, head right towards the jungle.

» When entering, avoid the raptors snapping at you from below, cross the fallen log, and climb the large tree ahead.

» Once you reach the top, HIGS will investigate another escape pod. In order to proceed by climbing, you'll need to dump water on the fungi running up the tree trunk. There's a parachute filled with water dangling above, and you can use the multi-tool to dislodge it.

» Climb up and head to the right. You'll go through a swarm of butterflies and then climb some vines up higher.

» At the top of these vines, you'll slide down another vine to the next tree branch. Dodge hazards by moving your head.

» Keep going until an inquisitive longneck blocks your way. Use the old rations from the Esmeralda to shoot down low hanging fruit nearby. It will move out of your way in order to eat them.

» Climb further, going as high as you can. At the top, you'll find the remains of a unit, and a group of pangolins dangling nearby. One of them is holding the HIGS data core. You can get the pangolin to drop it by performing a quick scan of the correct one.

» Head back towards the canyon, but try a different route. There are many ways through the jungle, but only one is described here.

FOUR UNITS COLLECTED

» When you return to the canyon (or earlier), you may notice that Laika is missing. HIGS will explain that you need to return to the pod.

» Once back, you'll notice that the opposite fence has been knocked over. Despite HIGS' protests, head straight through.

» After the canyon, you'll soon come to a huge sinkhole. Slide and climb straight across, and watch out for the sinkhole's inhabitants.

» Keep following the canyon, and you'll come to a longneck graveyard. Head through the cave and into the skeleton, and you won't miss Laika.

» Once the stampede has passed, HIGS will divert your attention to a glowing skull, containing another HIGS unit. Scan this to discover the truth about the Esmeralda. When you review the data, some is corrupted, and can't be accessed at this time.

» After exiting the Infotarium, there's only one way to go: further on through the canyon.

PLANETARIUM

» After the canyon, you'll soon come across a patrolling raptor. Sneak past him while he's looking the other way. You can use boxes to distract him; use your multi-tool to throw them in the opposite direction.

» Climb down into the ship. You'll need to cross the beam to find the climbing route.

» The climb down will be long, so remember to stretch with your neck to reach further grips and be prepared to drop off some ledges to grab onto lower ones.

» Once this section is done, with HIGS' help, you'll reach a rest spot with seemingly nowhere to go. Find the loose panel with your multi-tool, and pull it away to create the next climbing section. Continue down.

» At the bottom, you'll come to some maintenance tunnels; head through and you'll soon find Laika.

» HIGS will attract your attention to a power station, which you can fix by using the manual handle, inserting the battery, and scanning your face to open the identity lock. You will need to move your head close to the scanner in order to activate it.

» You'll have to jump into HIGS view, and complete another circuit puzzle to transmit the energy from the first battery. There are two more to collect, and you can collect them in any order.

» The next battery can be found down a ramp to the right, past another pair of raptors. This is more difficult than the earlier one, so keep an eye on their patrol patterns. Use boxes to distract them where necessary. When you find the battery, head back the way you came, past the raptors again. If you're feeling lazy and don't want to carry the battery all the way back, try launching it through one of the windows looking back into the maintenance tunnels.

» You'll have to enable power as before (use handle, insert battery, scan face, complete HIGS view puzzle).

» The final battery is located back in the maintenance tunnels. Head through and spot it through a window on the left. You'll need Laika to help you here, so find the debris blocking her way and send her inside. You have to take a different route

around, so head out the window to the right and find the climbing section here.

» With access to the panel and battery, you can restore power to the whole Planetarium the same way as before. Start the show using the button on the projector in HIGS view. Save yourself the long way back around the tunnels by shifting the debris blocking your way ahead.

» Head back to the podium to the left, and interact to insert the data and watch the show.

» Once it's been interrupted, you'll have to scan Laika, and follow HIGS to the access hatch. This will be blocked, so follow HIGS' instructions, and jump into HIGS view. You'll have to shut down levitation power to the projector if you want to survive.

» With the projector dropped, it still has just enough power to show you the corrupted data from previously which will answer the question: are there other survivors?

TIPS & TRICKS

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Experiment with character interactions and objects in the environment. You'd be surprised what you can do with just your multi-tool and a creative mind.

Time your climbs when traversing up wet fungi. Make a mistake and you may find yourself without a handhold.

Keep an eye on HIGS, there are more opportunities to jump into HIGS view than he might let on.

HIGS is there to assist you. If you're stuck or don't know what to do next, he might show you the way.

Be careful when scanning animals: getting too close or moving too much may scare them away.

Reviewing all the data you collect in the Infotarium will give you insight into what life on the Esmeralda was like before the crash.

Be careful when using objects to distract raptors, dropping them too close to yourself may alert the raptors of your presence.

Take some time to play with Laika. Robin spent a lot of time training her before you woke up in the pod.

If you get stuck, press **Y** at any time to view the controls.

ACHIEVEMENTS & EXTRAS

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- | | | | | | |
|----|---------------------|----|----------------------------|----|-----------------------------|
| 01 | COLONY MISSION | 12 | BUILD THE FUTURE | 23 | INFOTARIUM: AIR CREATURES |
| 02 | ESMERALDA CREW | 13 | TO ADVENTURE | 24 | INFOTARIUM: WATER CREATURES |
| 03 | SCIENCE MISSION | 14 | WITH FLYING COLORS | 25 | ABBREVIATOR |
| 04 | CONSTRUCTION CREW | 15 | RESCUE MISSION | 26 | WE KNOW THE TRUTH |
| 05 | EMERGENCY TEAM | 16 | COMMANDER | 27 | ZOOLOGIST |
| 06 | CLEARING OPERATIONS | 17 | STAY ACTIVE | 28 | INVESTIGATOR |
| 07 | WASTE MANAGEMENT | 18 | CATCH A FLIGHT | 29 | LOST AND FOUND |
| 08 | REPAIRMAN | 19 | TIMEOUT | 30 | TOGETHER WE ARE STRONG |
| 09 | UNDERCOVER AGENT | 20 | ENERGY | 31 | THE GREAT DISCOVERER |
| 10 | AIM FOR THE STARS | 21 | HAPPY TO HELP | | |
| 11 | READY FOR TAKEOFF! | 22 | INFOTARIUM: LAND CREATURES | | |

ABOUT

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ABOUT CRYTEK

Crytek is an independent videogame developer, publisher and technology provider with headquarters in Frankfurt am Main (Germany) and seven other studios around the world. Established in 1999, Crytek has created multiple award-winning titles, including the original Far Cry, the Crysis series, Ryse: Son of Rome and Warface. All of Crytek's games are developed using CRYENGINE, the company's cutting-edge 3D game

technology, which is also the first choice of other leading developers and licensees when creating games for PC, Xbox One, PlayStation®4, and Android. Crytek's ongoing growth in the games-as-a-service market has extended the company's reach as they continue to deliver top quality interactive experiences to players through self-publishing platforms online. For more information visit <http://www.crytek.com> and <http://www.cryengine.com>.



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