

SURVIOS

RAW DATA™

PC GAMEPLAY MANUAL

VER.1 OCTOBER 2017


VIVE
htc steamvr


oculus

SYNDIK8 NOW RECRUITING. FIGHT FOR YOUR HUMANITY.

HEY THERE...YEAH, YOU.

YOU CAN HEAR ME, RIGHT? VOICE IN YOUR HEAD THAT CONSPICUOUSLY ISN'T ONE OF EDEN CORP'S OVERLY-FRIENDLY ROBOCONCIERGES?

GOOD. FIRST THING: YOU'RE NOT CRAZY.

UNLIKE EDEN CORP, I'M AN ACTUAL PERSON TALKING TO YOU. I'M ANG3L, I'M AN EMISSARY OF SYNDIK8, AND I'M HERE BECAUSE WE FINALLY FOUND YOU.

WE NEED YOUR HELP. HUMANITY IS LITERALLY DEPENDING ON YOU.



STORY & MISSION OVERVIEW

The year is 2271. Since the Shinjuku Cataclysm of the 2080s, Neo-Shinjuku has been rebuilt and re-imagined by industrial replicators, expanding into Tokyo Supurōru’s busiest special ward and the hub of international commerce.

Dominating its skyline is the imposing silhouette of Eden Tower, the global headquarters of Eden Corporation, whose products and services dominate the world economy. Wherever you go, you’re sure to hear the dulcet jingle: “Trust your friends at Eden Corp.”

Recently, Eden Corp’s benevolent-seeming founder, Chairman Shiro, unveiled its newest service: “Promotion,” a program which promises nothing less than “improved humanity,” rumored to be anything from agelessness to true immortality. However, as the secrets of Promotion program become clearer through leaks and hacks, the reality gets far more complicated—and sinister. Does Promotion really overcome death? Is a Promoted life even a life at all? What is Eden truly collecting?

It seems that Eden’s corporate veneer may be just a thin facade for something much, much worse.

MISSION BRIEFING

As one of SyndiK8’s elite operatives, you must:

- 01. Infiltrate Eden Tower
- 02. Download as much raw data as possible to expose Eden Corp’s atrocities
- 03. Escape alive—and human—all while putting your wits, boldness, and endurance to the test.

However, Chairman Shiro does not take kindly to dissidents, and you may be forced to question the nature of your very self and soul in the process.

Are you truly ready to accept your mission?

Before you head out, let’s review your loadout.

CONTROLLER OVERVIEW

CALIBRATION



At game launch, there are multiple configuration settings to provide you with the best experience:

CALIBRATE HEIGHT

Automatically adjusts the scale of the game to your height



CONTROL SCHEME

› STICKY

Click Grip buttons once to pick up a weapon or object. It will remain in your hands until you interact with another item.

› TOGGLE

Click Grip buttons once to pick up a weapon or object. Click Grip buttons again to drop it.

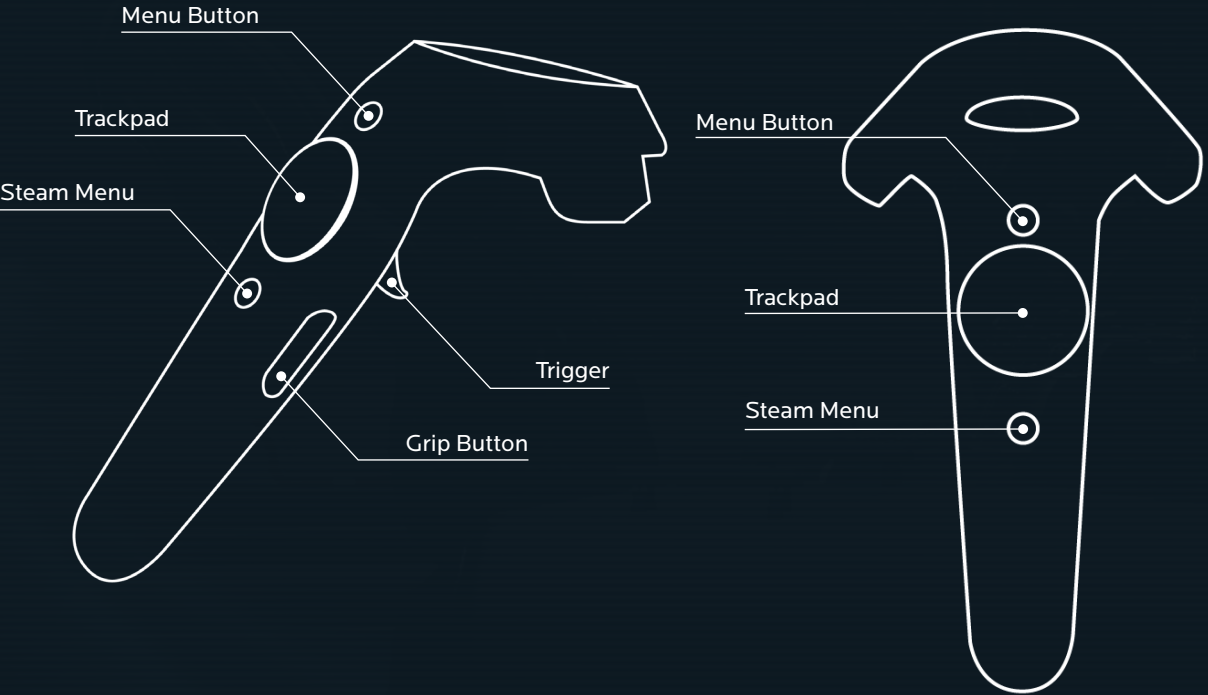
› HOLD

Click and hold Grip buttons to pick up and use a weapon or object. Releasing the Grip buttons will make you drop the item.

› DOMINANT HAND

Adjusts game controls for right- or left-handedness

HTC VIVE CONTROLS



Built from the ground up exclusively for VR, Raw Data utilizes innovative Active VR gameplay that turns your entire body into a controller, fully immersing you within its cinematic experience.

› MENU BUTTON

DOMINANT HAND
Brings up Defense Builder Tool

NON-DOMINANT HAND
Brings up Game Menu

› TRIGGER

Fires Crusader Pistol or Dominator Shotgun

› TRACKPAD

Press and swipe left or right to active Ultimates (dominant hand only)

› SYSTEM BUTTON

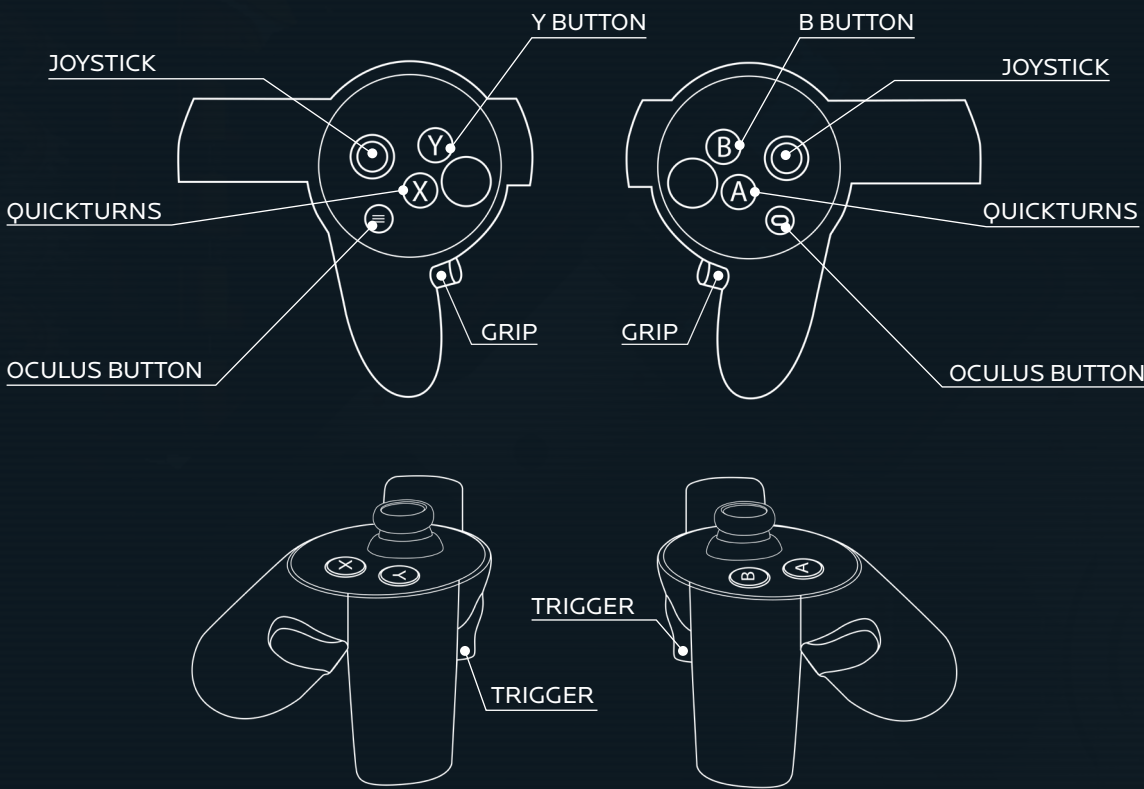
Brings up Steam/Home menu

› GRIP BUTTONS

Click both buttons at once to pick up objects (see Control Scheme above)

CONTROLLER OVERVIEW

OCULUS CONTROLS



› **X AND A BUTTONS**

Quick-turn your hero 90 degrees

› **JOYSTICK**

Press and click left or right to active Ultimates (dominant hand only)

› **GRIP BUTTONS**

Click button to pick up objects (see Control Scheme above)

› **OCULUS BUTTON**

Brings up Steam/Home menu

› **Y AND B BUTTONS**

DOMINANT HAND

Brings up Defense Builder Tool

NON-DOMINANT HAND

Brings up Game Menu

› **TRIGGER**

Fires Crusader Pistol or Dominator Shotgun

HERO LOADOUT



OPERATIVE PROFILE: BISHOP

BACKGROUND:

The operative known as Bishop worked for most of his life as a “Fixer” for the powerful Eden Corporation, handling everything and anything for his corporate family up to and including violence and intimidation. However, Bishop was always under the impression Eden Corp served a greater good. Investigating corporate espionage, shutting down IP theft from within and without, or unlawful competition in the form of street “startups” that make use of Eden Corp patents or trademarks—these were just the price of doing business in the corporate world.

Or so Bishop thought, until the night a Syndk8 hacker made contact with him on his work console and he began to understand the true scope of Eden Corp activities. Now, Bishop is a man with a mission: to make up for all the terrible things he did (knowingly or unknowingly) during his time at Eden Corp, giving him a clarity few SyndiK8 operatives possess

CLASSIFICATION:

Gun Cleric—specialist in “Gun Fu,” a form of close-quarters combat that resembles martial arts, but uses firearms in place of traditional weapons, transforming a simple shootout into a ballet of bullets at superhuman speeds.



WEAPON:

Crusader 10mm Pistol, a classic one-handed firearm whose slugs pack a serious, armor-piercing punch. It holds 15 bullets in its chamber and fires as fast as you can pull the trigger.

SPECIAL ABILITIES

A SyndiK8 profile video on Bishop’s special abilities is available in your file. [Please review here.](#)



DUAL WIELD:

Why have one when you could have two? A true Gun Cleric always goes akimbo. Gain a second pistol and holster for double the firepower.



CHARGED SHOT:

Press and hold the trigger to charge and release a powerful slug that can penetrate enemies, dealing deadly piercing damage to multiple assailants.



PROXIMITY RELOAD:

Skip the clip. Automatically reload your pistol by simply touching it to your holster and save precious seconds.



FUSION CHARGED SHOT:

Merge your double Charged Shots together to fire a massive orb of explosive energy that detonates upon impact.

ULTIMATES



BULLETSTORM:

Unleash an automatic fiery barrage of self-replicating nano rounds that don’t deplete your ammo.



TIMEWARP:

Become one with your bullet: time slows down for a brief moment, allowing you to line up that fatal headshot.



HERO LOADOUT



OPERATIVE PROFILE: BOSS

BACKGROUND:

The former gang leader of the 49th Street Zhanshis (Mandarin for “Warriors”), Boss was betrayed and sent to prison, where he allowed himself to be injected with a swarm of experimental strength- and speed-enhancing nano-assemblers in exchange for a reduced sentence. When Boss was released, he used his deadly skills and street smarts to perform jobs for the highest bidder on the dark-net “Merc Exchange.” This led to Boss being contracted as an operative for SyndiK8 for their most dangerous jobs.

But Boss has a secret: Eden Corp is really responsible for the pile of misfortune he’s experienced in life. But why let SyndiK8 know that when he can get paid to take them down?

CLASSIFICATION:


Street Merc—raised in an American ghetto in Hong Kong, Boss’ criminal standing, nano enhancements, street smarts, gang skills, and hardened mindset make him an unstoppable force even in the most dire of circumstances.


WEAPON:


Dominator Shotgun, a heavy pump-action shotgun with 12 metal-shredding shells and three auto-regenerating plasma grenades that deal some serious area-clearing power to even the heaviest of armored enemies.




SPECIAL ABILITIES


NADE LAUNCHER:
 Pull the non-dominant-hand trigger to launch a plasma grenade and obliterate enemies in your path. Boss can store up to three grenades at a time.


AERIAL DETONATION:
 Upgrade your grenades with remote detonators, making it easier than ever to rain death from above. Pull the non-dominant-hand trigger again after launching to manually detonate the grenade while it’s mid-flight.

QUAD CHAMBER:
 Give your arm a break: pumping the shotgun now chambers four shells instead of just one.

IRON FIST:
 Charge up Boss’s bionic arms to dash forward and deliver a devastating blow. Clench your empty fist near your head for a moment, then punch to dash and smash.

ULTIMATES

AIR JUGGLE:
 Release a supersonic blast that throws enemies up into the air. Who’s up for some target practice?

FURY:
 Unleash the Fury: take reduced damage and keep your arms constantly charged for rapid Iron Fist punches. Overcharge your fists even more to unleash an ultimate finishing move.



HERO LOADOUT



OPERATIVE PROFILE: SAIJIA

BACKGROUND:

The operative known as Saija is one driven by a single-minded vengeance. Raised by her father Elder, a defector from an ancient and immoral group of assassins known as The Shimmering Blade, Saija cruelly defied the cycle he had fought to break: she rejoined the order after he refused to avenge her mother's death at the hands of Eden Corp. Fueled by her vengeance, she allowed herself to be bonded into a cybernetic suit that transformed her into a weapon—but also stole a piece of her essential humanity.

Of all of Syndik8's operatives, Saija is the most difficult to control. She doesn't fight out of philosophy or altruism, but hatred of the enemy. And she will let nothing stand in her way.

CLASSIFICATION:

Cyber Ninja—already well-trained in the arts of advanced ninjutsu, her cybernetic suit increases her dexterity and reaction time a hundredfold, as well as enhancing her senses and amplifying her attacks.

WEAPON:

Flash Blade, an energy-charged katana sharper than any honed steel. Wielded with one or both hands, it can be charged for extra damage and reach and doubles as a whirling Boomerang Katana to take out fire from above.



SPECIAL ABILITIES

A Syndik8 profile video on Saija's special abilities is available in your file. Please review [here](#).



REFLECTION COUNTER:

Deflect incoming enemy projectiles for a deadly return-to-sender. Hold blade with two hands to magnify your deflection capability.



KATANA THROW:

Throw your sword like a spinning boomerang and cut through multiple attackers, both ways.



FOCAL STRIKE:

Grip blade with both hands near your head to charge, then unleash a lethal strike with increased reach and power.



TELEKINESIS:

Manipulate gravity to lift multiple enemies into the air, crush them to pieces, or launch them into oblivion with a flick of your wrist.



DUAL KATANAS:

Allows Saija to wield two Flash Blades at once. Draw her second Flash Blade from the other shoulder. **Note that you must sheathe one Flash Blade in order to use Telekinesis.**

ULTIMATES



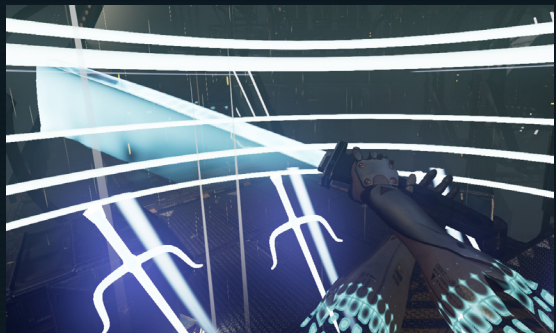
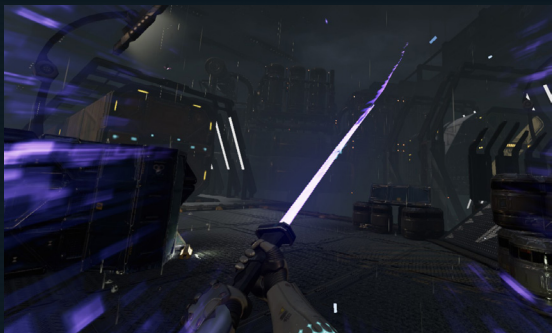
LEVITATION SMASH:

Rise above the battle, then come crashing back down with a devastating AOE and forward energy blast.

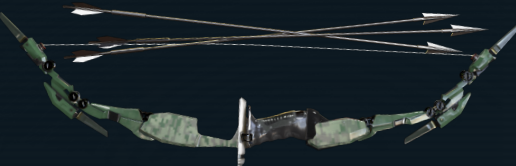


SHADOW SLASH:

Your blade is an extension of your soul—and it's hungry for revenge. Release razor-sharp, heat-seeking beams with every slash.



HERO LOADOUT



OPERATIVE PROFILE: ELDER

BACKGROUND:

Elder has lived a long life, a statement which only compounds in meaning in a world where nano-technology has effectively doubled the lifespan of the average human. In fact, he was already 100 when he met Atsuko, the woman who convinced him to give up his life as an assassin for The Shimmering Blade. When she died after Eden Corp demolished her ancestral home, Elder refused to avenge her death. Furious at his seeming inaction, Elder's daughter Saija gave herself to the Blade. And, for the first time in Elder's life, he had something to fight for that wasn't money or survival.

As a reluctant SyndiK8 operative, he believes in their mission, but his true reason for fighting is to protect Saija—although a lifetime of skills honed as an assassin make him well-suited to the task.

CLASSIFICATION:

Rogue Hunter—as a former assassin of the ancient order of The Shimmering Blade, Elder endured torturous training rituals to become one of its most feared snipers, wielding a technologically-enhanced bow to deal death with a single shot from the shadows.

WEAPON:

Viper Bow, a compound energy bow that fires incendiary plasma arrows with deadly accuracy. To form a basic arrow, hold down Trigger on empty hand; while still holding Trigger, draw hand across bow to notch and pull back. Release Trigger to fire. The further you pull, the faster and farther the arrow will travel.

SPECIAL ABILITIES



CHARGE UP:

When pulling back arrow, hold for a moment to charge it up. Charged arrows fly straighter and deal increased damage.



SPLIT SHOT:

Scatter your arrows, scatter your enemies. When a Charged basic arrow is ready, press Trigger on bow hand to split it into five separate arrows that fire in a horizontal or vertical spread depending on the bow's orientation. (Pressing Trigger on bow hand again will reform Charged basic arrow.)



TAGGING ARROW:

Reach over shoulder with empty hand and hold Trigger to draw out a Tagging Arrow. Enemies struck with a Tagging Arrow will briefly cause all of Elder's other arrows, regardless of type, to home in on the tagged enemy. After the tagged enemy is struck X times, the Tagging Arrow will explode, dealing damage to the main enemy and any surrounding targets.



HOLO CLONE:

Create a physical hologram that mirrors your movement in the current position. The hologram has less health than a player and does not attack, but will attract enemies away from the players.

ULTIMATES



GROUND HAZARD:

Next basic arrow formed becomes a Ground Hazard Arrow. Shoot it at the floor to release an AoE that damages and slows enemies passing through it. Additionally, any enemies directly hit by a Ground Hazard Arrow are briefly pinned in place.

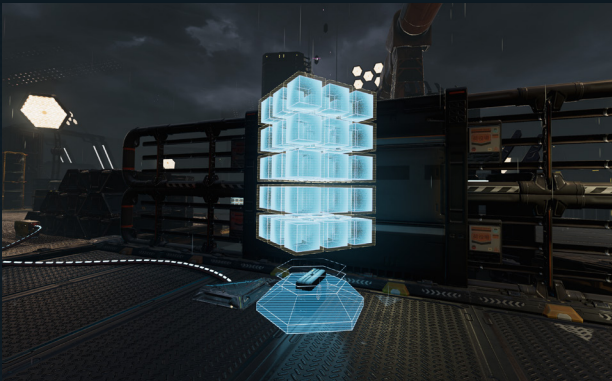


EXPLOSIVE ARROW:

For a brief period, all basic and Split Shot arrows now explode on contact, no detonation necessary.



CORES & DEFENSES



DATA CORES

Raw data extraction is made swift and easy with the Copernicus model 438-C Portable Data Core, used by all SyndiK8 operatives. Once the extraction process is started, please take all precautions to protect the Data Core against external interruption.

Initiate each mission by inserting the Data Extractor: use the Grip buttons to pick up the Extractor, then insert it into the designated port on the Core. When a phase is complete, grab or shoot the Extractor to start the next wave.



DEFENSES

Place deployable Defenses around the map at critical choke points as extra insurance against Eden's endless robot army. At the start of each mission, you will have 200 credits to spend on Defenses using the Builder Tool, with additional credits earned by killing enemies.



TURRET

Medium-range, rapid-fire turret that can shoot lasers, mortars, or plasma beams



SHIELD STATION

Deployable cover that emits a projectile-blocking barrier



REPAIR

Repairs an existing Defense



DELETE

Removes the Defense and returns a percent of its value

WALK LOCOMOTION

Raw Data features two ways to move around the map: Teleport Only and Walk.

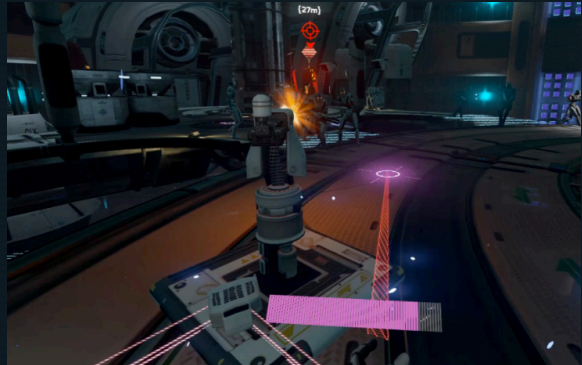
Teleporting Only:

This is the default locomotion option and features Eden Corp's patented Teleshifting short-distance teleporter technology. Teleshifting allows you to rapidly navigate around the map (or make a quick escape!).



Teleshift Beacons

Some destinations are Teleshift beacons; these will appear as purple cylinders when targeted. Targeting a beacon will allow you to teleport a longer distance.





HELP US EVEN FURTHER

SyndiK8 needs the most thorough feedback possible to make our weapons more badass and your defenses more impenetrable. Once your mission is complete and you've returned to base, please submit a detailed report of your experience at Eden Corp: synthetic behavior, weapon and ability effectiveness, environment details—anything that caught your notice.

BUG REPORTING & FEEDBACK

With Raw Data, we want to make the most compelling and immersive VR gaming experience available, and we need your honest feedback and thoughts on the experience. Here's where you can reach us:

Email us directly at support@survios.com with your issue or feedback.

Join and post in the official Raw Data Steam community, where you can interact directly with Survios' development team: steamcommunity.com/app/436320

Use the Support Ticket form on the official Raw Data website to report bugs or troubleshoot issues: www.survios.com/rawdata/report-bug/

Thank you! Nice work, operative. Be on the alert for your next assignment.



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