

16-BIT

SUPER FRGMNTS

SUPER
INTENTION

PLAYER'S FIELD MANUAL // ARRIVAL ON VEYRA



SUPER INTENTION
ENTERTAINMENT SYSTEM

OUTSIDE THE WORLD

PS4 CONTROLLER + TOUCH // FIELD MANUAL 01

Welcome to Veyra

DISTRESS SIGNAL // VERIFIED

The Veyra Coreworks are poisoned, the atmospheric stabilizers are offline, and something is moving through the Vesperite seams.

- 01** Locate Dras Ehdre on the surface.
- 02** Prepare Aryn's PACK aboard the RD-42.
- 03** Restore both atmospheric stabilizers.
- 04** Recover all 12 Vesperite Fragments.
- 05** Trace the pulse to its source.



QUICK START

Connect the controller, press Cross to load if asked, choose a mode, and press Cross to start.

Who Answered the Signal



ARYN SOL-MAVI

SIGNAL RANGER

Independent, capable, and on Veyra without Fleet authorization. Her PACK begins with a guided base beam and grows through field-built modules.

COMMAND: Talk with Down. Use the RD-42 as Aryn's workshop.



DRAS EHDRE

COREWORKS FOREMAN

The last foreman watching the abandoned Coreworks. Return to Dras after major discoveries; he keeps the portal working and the bad news organized.

FIELD NOTE: If Dras looks worried, the next assignment is probably underground.

DualShock 4 Layout

The browser recognizes the PS4 controller automatically after input.

L-STICK / D-PAD**MOVE**

Walk, run, and select menu items.

TRIANGLE**PACK**

Open configuration; change mode on title.

DOWN**INTERACT / DROP**

Talk, enter, recover, activate, or descend.

OPTIONS**PAUSE / RESUME**

Freeze the action or resume immediately.

CROSS**JUMP / CONFIRM**

Hold for height; press again after Jet Assist.

CIRCLE**BACK**

Back out of menus; opens dialogue skip menu.

SQUARE / R1 / R2**FIRE**

Tap or hold according to the active PACK.

CROSS**TOGGLE**

Enable or disable the highlighted PACK module.

MENU LEGEND

D-PAD SELECTS // CROSS CONFIRMS // CIRCLE BACKS OUT // OPTIONS RESUMES

Touch Play

BEST IN LANDSCAPE

**MOVE**

Drag the left disc left or right.

DOWN

Pull down to interact or drop.

ACTION

Tap Jump or Fire; hold Fire when charging.

PACK

Tap Pause, then PACK Configuration.

Coreworks Basics



01 // JUMP

Hold Cross for a full jump. Release early for a short hop. Jet Assist adds one midair boost before landing.



02 // DOWN

Use Down for prompts, hatches, people, machinery, objective recovery, and drop-through catwalks.



03 // FIRE

Shoot hostile creatures and credit crates. The base beam guides itself; modules trade guidance for new effects.



04 // COLLECT

Most loose items collect on contact. Credits and health dropped by enemies fly directly to Aryn.

Mission Route

01

ARRIVAL

Find Dras. Install Ghost Vector aboard the RD-42.

02

FOUNDRY

Restore 2 stabilizers. Recover 12 fragments. Find Prism and Jet Assist.

03

THE WOUND

Follow the pulse. First contact is about survival, not victory.

04

MATERIALS VAULT

Fight upward through 3 levels and recover the Heliocline catalyst.

05

REMATCH

Install Solar Needle, return to Dras, and re-enter the Wound.



UPLINK REQUIREMENTS

- Both stabilizers online
- 12 / 12 fragments
- Prism Splinter installed

When the first Seam Hunter feels impossible, the story has noticed.

PACK Configuration

One modular backpack beam. Toggle discovered modules independently with Triangle.

BASE

Backpack Base

Fast guided shot. Turn every module off to restore maximum seeker guidance.

GHO

Ghost Vector

Passes through terrain and closed geometry. Phase speed removes guidance.

PRI

Prism Splinter

Divides into three widening lanes. Wide coverage; each lane flies straight.

SOL

Solar Needle

High direct damage and hostile penetration. Guidance is substantially reduced.

RECOMMENDED REMATCH // PRISM + SOLAR

SAFEST TERRAIN SHOT // GHOST ONLY

Energy and Pickups

ENERGY // 12 / 12 = THREE BARS OF FOUR POINTS

LOW ENERGY: TEAL > AMBER > MAGENTA-RED



HEALTH CELL

+1 Energy. Absorbed on contact, even when Aryn is full.



HEALTH CORE

+4 Energy. Absorbed on contact; recovery clamps at maximum.



JET ASSIST

One extra midair boost. Refreshes after landing.



DIET COKE

The recognizable route to Prism Splinter. Collect on contact.



CREDIT CRATE

Shoot it open. Released credits collect automatically.



VESPERITE*

Recover all 12. *Artist's conception; field scale may vary.

Choose Your Trouble

NORMAL MODE

Standard hostile integrity and Seam Hunter damage.

GOOD FOR THE FIRST TRANSMISSION

HARD MODE

Ordinary enemies: 3x integrity. Seam Hunter: +200 integrity and increased damage.

TRIANGLE CHANGES MODE ON TITLE

ARYN'S FIELD NOTES

- Green bubble doors are ready. Red ones still have an unmet objective.
- If a route looks unreachable, search for Jet Assist or a drop-through deck.
- If the beam behaves strangely, open PACK and check which modules are lit.
- If one particular bubble door moved again, it is now local architecture.

PLANET VEYRA



TRANSMISSION ENDS HERE.

A SMALL, PLAYABLE PIECE OF VEYRA

[HTTPS://OUTSIDETHEWORLD.COM/SUPER_FRGMNTS.HTML](https://outsidetheworld.com/super_frgmnts.html)