Invisible Guardian

A survival game in deserted towns: Chamonix 1969 and the island of Kaimana 2150.

The basics

survival game · 12+

The idea

- You are the **server**, a maintenance system forgotten in the town hall basement; its view (Tab) shows the cameras, the map and the robots' commands. Your eyes are a small **Observer drone** and the town's broken cameras.
- A **wanderer** arrives in the town. Keep them alive: find food, water and firewood on the rooftops and drop them on their route. **They must not see you** – since the war, nobody trusts machines.
- The weather is real weather history (Chamonix 1969, Kaimana 2150): the game starts on 1 July at 7 am, game day 2 is August. Time speed: **Settings** → Time (0.5× = day 1 h, 1× = day 30 min, 2× = day 15 min).
- **Difficulty** (Settings): **Easy** – the wanderer copes for a long time on their own · **Normal** – alone about 6–8 days, help from the start · **Hard** – hunger and thirst 2 × faster than Easy, slow recovery, alone about 3–5 days.

Controls

Action	Keyboard and mouse	Gamepad (PS5)
Move	W A S D or arrows	left stick
Up / down	Space / Shift	R2 / L2
Pick up / drop	E	×
Repair a camera, transfer power to a robot	hold E	hold ×
Camera	drag with the mouse, wheel zooms	right stick
Eye light	L	R1
Maintenance system	Tab · wheel scrolls	△ · stick scrolls
Robot commands and menus	click the button	D-pad, × press, ○ back, L2 R2 tab
Full-screen map	K or click the minimap	L1 · ○ closes
Mini-drone and robot views	V shows or hides	R3
Fast forward 2× (stops in the morning)	F or the HUD button	L3
Help · sound · music · pause	H · M · N · Esc, all options: Settings	touchpad help · Options pause

The wanderer's meters

- **Food, water, rest and warmth** drop all the time. Food, water, sleep and a fire in shelter raise them.
- **Rain and snow** harm them outdoors. The server warns you about the forecast.
- **Suspicion** rises when they see the Observer or a robot. When it is full they flee and may throw a stone (battery −15%).

Server and robots

- Only two of the twelve cameras work, and even the intact ones break. Repair them by holding the action – the server (Tab) sees through them.
- Robots wake up with a power transfer: land next to one and hold the action (30% of the battery). A red arrow warns about the wanderer.
- The **caretaker** repairs, carries and chops. The **dog** takes items to the wanderer and keeps them warm. More on page 2.

Tips

- The Observer charges in the sun and at the charging station on the town hall roof. Below 25% an arrow points there.
- Stay behind the wanderer and high up. At night the eye light shows from far away, but in the dark you see nothing without it.
- The drop marker on the ground shows where the item you carry will fall. It turns red when the wanderer is looking at you.
- Streets shine in rain and freeze in frost. If the picture stutters, choose **Low** graphics in Settings.

Invisible Guardian

Invisible Guardian game content

The wanderer's day

- They walk around the town and eat and drink from their own supplies. With empty supplies they fetch an item they have seen: drop it on their **route and in their field of view**. On the map a **dashed ring** means they haven't noticed the item yet.
- At night, in rain and in the cold they seek **shelter** (doorways and shelters, preferably the café; in shops they only rest) and light a **fire** or the fireplace with firewood. Rain and snow carry fallout that weakens them outdoors.
- **Health** is also lost to cold (in Kaimana heat), hunger, **slipping** (in Chamonix the caretaker **grits** or blows snow off the main streets; the trace shows until new snow covers it), cuts, a spoiled tin and unboiled river or creek water. **Wounds and a sprain stay** until they are bound with a **bandage**; an unbound wound can get infected. Sleep restores health only up to 90 / 75 / 60.

Exploring

- By day they **search cars, the kiosk, bins, mailboxes**, the café counter and the hardware store shelf for about a minute. Sometimes an item turns up, and the spot is left empty. The maps are **aerial images** of the town, and the big map shows the searched and unsearched places.
- In good weather they make **trips** to the tower and the edge of the town. They draw **chalk marks** on walls (FOOD, EMPTY, DANGER!).
- In rain they collect **rainwater** in the café's pots (a portion / 3 h) and write a **diary**. With a rifle they **hunt hares** or wild chickens (2 portions), but they also **shoot the Observer** within 30 m when suspicious (2 s warning; a hit drops it to the street, the caretaker repairs it in the workshop).
- They **fish** and pick **berries** at the forest edges in July–September and **mushrooms** in August–October. They water the **greenhouse** (vegetables from seeds in two days) and harvest the crop themselves.
- Once three items have appeared for them, they start to suspect a helper and write **requests** in the snow or on the street (WATER, WOOD).

What the wanderer notices

- They see a cone ahead of them and hardly look up. Up close they hear the rotor. In the dark the **eye light** and a fire reveal the Observer from far away.
- **Suspicion**: at 30 they stop, at 60 they come to investigate and at 100 they flee and throw a stone (battery −15%). When suspicious they may break a camera with a stone.
- Once they have noticed the **collapsing house** on the main street (or the dog barks near it), they walk around it and mark it in chalk. A **storm** (gusts over 65 km/h, in Kaimana 77) brings the house down; before that stones rattle off it.
- **Threats in Chamonix:** an **avalanche** (about 3 h warning; the dog, Lucky or the Observer finds a buried wanderer, the caretaker digs them out and clears the pile), an **Arve flood** and a **wolf pack** on winter nights (takes food; robots and the campfire scare it off). The **alarm siren** (30 EP) warns the wanderer.

Cameras break

- About once a game day a camera breaks: a **storm** tilts a pole camera, **snow** covers a lens (Chamonix), **lightning** breaks a camera and takes 10% of the backup battery, or the picture starts to **flicker** and the camera breaks in about three hours.
- A broken camera shows red on the map; the Observer cleans snow off without parts. Eight cameras turn.
- The **maintenance list** in the maintenance system shows the most important tasks by urgency, and **Notices** collects the game's messages to read later. A grey command has no work right now.

Robots

- The **caretaker** and the **dog** wake up at 30% battery. Commands: maintenance system (Tab / △): **Home** to charge, **All home** for all. Robots flee danger zones.
- The **caretaker** maintains and builds: **Carry water** and **Chop wood**, **Panels**, **Grit** (Chamonix), **Leaf blower** (storm debris slows and trips the wanderer), **Collect coconuts** (Kaimana), **Scrap barrier**, **Repair pharmacy** and **hardware store**, **Build**, **Collect scrap**, **Workshop**, **Blow snow** (Chamonix), **Fetch Observer**. It hides when the wanderer comes.
- The **dog** serves the wanderer: **To the wanderer** (trusted on the 3rd time, then **Follow**), **Deliver** water, food, wood or an EP card, **To shelter**, **Warm up**/**Cool down**, **Sniff**, **Find wanderer**, **Chase wolves**.
- The **climber** (from the workshop) moves on walls and roofs unseen: **Fetch from roof**, **To depot**, **Fill vending machines**, **Battery** and **Spare part** transfers, **Repair camera**, **Install light**, **Deliver wish**, **Drop snow** (Chamonix), **Clean panels**. Before it, the caretaker does these.

Supplies

- The rooftops have **food, water and firewood**. Every night at **22:00 a supply flight** brings supplies by parachute (Easy 7, Normal 5, Hard 8) and an **EP card**. More water from the **barrel**.
- **First aid kit**: 2 bandages (wound +10, otherwise +25) and 3 plasters. **Sleeping bag**: halves the night cold. **Raincoat**: halves the fallout.
- **Vending machines**: the pharmacy has a first aid kit, tablets and vitamins, the hardware store studded boots, a head torch, a camping stove and fishing gear. The wanderer pays with **EP cards**, the family from its purse; robots refill them.
- **Workshop** (CAM 12): clearing starts at once, the supply flight brings two stages' materials at night, **Build** completes the stages (about 4 days, 10 EP / stage, finished +25 EP). The workshop makes a **spare part** (3), a **battery pack** (5), a **snow blower** (8), the **climber** (12) and **wish items** from scrap.
- **The wanderer's wishes:** in rain they write a wish on the café **chalkboard** (10–40 EP). Order the parcel on the Energy tab: the **workshop** makes the item and **Deliver wish** takes it to the café door, and the wanderer sets it up (+15 EP, suspicion −20).
- The **supply depot** behind the town hall: an item dropped on its roof slides into its own compartment (5 / type).

Energy, goals, residents and time

- The **backup battery** charges from the sun; the surplus and the day's **invisibility** (●●● +10 EP) give **energy points** for **Upgrades**, **extra orders** and **town projects** (6, 560 EP: Town wakes up 75% → 100%).
- **Daily goals:** in the morning you pick three of six (3, 6 or 10 EP, all three +5 EP).
- The **mini-drone** (35 EP) follows the wanderer; its **early warning** (30 EP) moves robots off their route.
- **Goal:** two wanderers **settle** (10 and 8 days) and start a **family**. Help the family through ten family days and away from the great danger (below). Three lost wanderers end the game.
- **Resident and wanderer: lunch** in the café (food +30, 6 EP), a **bedtime story** on the bench (suspicion −20), the resident **binds a wound**, a **bed for the night** in a storm, **working together**; the resident **asks** for an item (+8 EP).

The family and the end of the game

- The **family** goes to work: a shift brings EP, food, water to boil and heat, but on Normal and Hard that is not enough. Take food, water and firewood (in Kaimana battery packs) to the **front door** and the **food stall delivery** to the stall. The family's purchases give EP to the server. Every fourth day the family takes a **day off** (a walk, lunch at the café) if it can afford it.
- A **family day** counts if hunger or thirst lasted at most 6 / 5 / 4 h (Easy / Normal / Hard); a long shortage makes them ill. A **baby** is born on day 3 (crib and pram from the workshop).
- **The great danger:** on family day 5 the radio warns of a great avalanche (in Kaimana a giant tsunami) striking on family day 10 at 16:00. Find **Asko's four paintings**: they wake the **crystal**. At the alarm, call the family to the crystal. **Departure to the rift** (Energy): cart and robots along.

Invisible Guardian

Kaimana 2150 second world · island

The island

- Choose the **World** on the right edge of the title menu. Kaimana is a Pacific island in 2150: white composite houses, flickering holo signs, palms, the sea, a **pier**, rainforest edges, a crater and an **airfield** on the reef.
- The game rules, robots, upgrades and goal (the family, the great danger and the time rift) are the same as in Chamonix; instead of a great avalanche the island is threatened by a **giant tsunami**. Saves and records are per world.
- There is plenty of sun, but heat and salt spray weaken the **solar glass** (the island's solar panels), so energy points build up as fast as in Chamonix.
- **Wind turbines** turn on the roof of the finished workshop: in winds over 15 km/h the workshop's jobs finish faster (up to +20%).
- The **weather** is real weather history from Hawaii (Waikiki) from 1 July 2150. There is no snow, but because of the trade wind the storm limits are 12 km/h higher than in Chamonix. **Rainy season** (game days 5–9): it rains every day. No snow: snow jobs are missing, the café can get an air conditioner and the snow melter is replaced by a **moisture collector**.

Heat and coolness

- On the island the warmth meter is **coolness**: sun and heat lower it, the midday blaze most of all; shade, indoors, rain and night raise it. Below 40 it costs health. If coolness stays below 25 for 45 minutes (in the blazing sun and thirsty, already below 35), the wanderer gets **heatstroke**.
- In heat over 27 degrees thirst grows (half as much in shade). A fire is only for boiling water. **A hammock and mosquito net** replace the sleeping bag, **grip shoes** the studded boots.
- The dog's **Cool down** cools the wanderer. You can buy an **air conditioner** (70 EP) for the café. On hot evenings the air conditioner in the family's home needs a **battery pack** (dog: Deliver battery).

Tips on the island

- The heat uses up water: keep the barrel, the depot and the coconut basket full. Buy the air conditioner in the first days.
- In rain the **wet tiles** are slippery: bandages and the first aid kit are as important on the island as in the Chamonix winter.
- On the open beach you can see far, and so can the wanderer: fly the Observer in the cover of houses and palms.

Indoors (both worlds)

- You fly into the **pharmacy** (in Kaimana Maison de santé) through the shop window until the caretaker repairs it; **Pharmacy cross and door** (15 EP) opens the sliding door for the wanderer (shelter). The **hardware store** (Atelier) back door: the caretaker repairs it, **Hardware store door** (10 EP) opens it.
- It is dark inside: you only get items with the **eye light** or in the light of a **lamp**. The café **radio** (weather forecast for the wanderer) is installed from a spare part.
- The **server room** is in the town hall (in Kaimana the administration building's **data centre**): only the robots and the Observer can get in.
- Once the workshop is ready, from the second wanderer on the caretaker **cleans the filter** (clogged: half the EP), **starts the pump** when rainwater rises (water breaks a disk), **replaces a disk** with a spare part (no disks, no EP) and puts battery packs into **emergency power** (an empty backup battery gets 20%). The Observer can do the same jobs. Server cabinet on the map: yellow = task, red = fault.
- **Indoor cameras** (C / □): café (CAM 4, from a spare part), pharmacy and hardware store once repaired, the workshop hall, the server room and the home (installed from a spare part; **Residents' homes** needs it). They do not break.

Airfield and supply flight

- The supply flight lands on the **runway** at 22:00, taxis to the apron and unloads onto **cargo pallets** inside the fence. The wanderer can't get inside the fence, so robots (the dog's **Deliver**, the climber's **To depot**) carry the cargo.
- Items for the town and the workshop's parcels are dropped by **parachute** on a flyover before landing. Cargo left on the pallets goes back on the plane and doesn't reduce later flights.

Tsunami and tropical storm

- A **tsunami** comes once on game days 6–11: a warning 45 min ahead, the sea draws back and the waves wash over the beach up to Beach Boulevard. The wanderer runs if they know; items on the beach go into the sea, robots shut down, and the pier and the runway break (that evening's supply flight is cancelled). The caretaker's **Repair pier**.
- A **tropical storm** (June–November) is announced about a day ahead: the caretaker's **Board up windows** protects the café and the pharmacy, and after the storm **Repair windows**. Without the climber the solar panels come loose and the backup battery charges at half power for two days. The **Alarm siren** (30 EP) warns the wanderer. Lives can be lost only on Hard.

Coconuts

- A new nut ripens at the foot of four palms each day (at most two per palm). The caretaker's **Collect coconuts** takes them to the **basket** at the café door (6 places). A coconut: thirst +30 and coolness +15.

Places by their island names

- Church Street = **Crater Road**, West Street = **Palm Street**, church = **media library** (tower = lookout tower), town hall = **administration building**, station = **terminal**, bus shelter = **shuttle shelter**, the Arve = **spring creek**, railway = Beach Boulevard, greenhouse = **growing tower**, wrecked cars = **capsules**, freight wagon = cargo container.
- Pharmacy = **Maison de santé**, hardware store = **Atelier**, café = **Café Kaimana**; the map shows both names.
- The wanderer fishes **from the end of the pier**, fetches water **from the spring creek**, hunts **wild chickens** and picks guava and passion fruit at the rainforest edge. Papaya, banana and taro grow in the vegetable garden.

Teleports (40 EP)

- The **Teleport network** upgrade opens four holo portals: 1 administration roof next to the charging shelter, 2 terminal roof, 3 rainforest edge by the wild chickens, 4 workshop yard. The portals are for the **Observer** and the **Climber**.
- Fly the Observer into a ring and press **E** or the portal's number (gamepad ◀ ▶ and ×); its load comes along. The Climber uses the portals by itself when they shorten the trip. A jump takes 0.2% of the backup battery, a portal recharges in 10 s, and in a storm or a power cut the portals are dark. The wanderer may see the flash of a jump.

Lucky the stray dog (both worlds)

- **Lucky** lives in its kennel (in Chamonix by the west wall of the station, in Kaimana by the east wall of the white house on Palm Street), roams the town, greets the wanderer and sleeps the nights in the kennel. It has its own marker on the map.
- It **barks at robots that come too close**, and the wanderer may come to look. Once a day it **digs a hole**: the find is usually what the wanderer needs most. Lucky barks by the find until it is fetched. At the end, Lucky goes with the family into the time rift.
- Lucky's barks: AleXZavesa, freesound.org (CC BY 4.0).

World: on the right edge of the title menu, Chamonix 1969 or the island of **Kaimana 2150**. Language: **Settings** → Language. Feedback: **leo@cyberleogames.com** · cyberleogames.com/#vuoristokaupunki