



Please remember this preview demo is still a beta build of the game, and bugs and crashes may occur.

**Mutant Year Zero: Road to Eden is a tactical adventure game combining the turn-based combat of XCOM with story, exploration, stealth, and strategy. Take control of a team of Mutants navigating a post-human Earth. Created by a team including former HITMAN leads and the designer of PAYDAY.**

## **The World**

The game takes place in the Mutant Year Zero universe – in this world of the future the earth has been ravaged by climate change, pandemics and nuclear war. Some have managed to survive and make their home in a place they call the Ark.

Every inhabitant of the Ark is a mutant, except the Elder. The Elder is a guide and mentor to the mutants. He has taught them about the dangerous world outside of the Ark – the Zone. Many dangers lurk in the Zone, but some mutants called stalkers dare venture into the wasteland to gather crucial resources.

## Play Guide

You start the game by controlling two stalkers named Bormin and Dux. They are on their way back to the Ark with much needed supplies. You must fight your way through the dangers of the Zone to reach the Ark where new challenges await...

As you play you will meet more mutants which you can add to your team. You will level up your team and improve their stats and develop new mutations. You can also improve their gear, find new equipment and weapons and unlock helpful team-wide bonuses in the Ark.

In this beta build you will only be playing the first few hours of the game. You can't advance beyond the map called the Sea Titans.

### Tips for playing

- **Use stealth to your advantage:** Sneak around enemies so you can get into the best positions before attacking.
- **Kill single targets silently:** Study how your enemies move. If one of them moves away from his group, you may be able to take him down with your **silent weapons** before the rest of your enemies notice. Being able to thin out the herd before having to fight a large group can be very important.
- **Always look for loot:** Useful scrap, gear, med-kits and weapon parts can be found all around the world. Try and find as much of it as you can.
- **Visit the Ark regularly:** The Elder might have news for you, you may be able to purchase new items in the store, hand in artifacts at the bar or upgrade your weapons.
- **Remember to develop new mutations:** You will gain lots of mutation points as you level up. Be sure to spend them on new mutations and stat increases for your team.
- **Defeat as many enemies as you can:** You should always try and defeat enemies around your own level even if you are able to sneak past them and continue the story. You will need the XP when facing increasingly stronger foes down the road.

Please see keyboard and controller mappings below



