
Obduction Download Computer



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About This Game

Now also playable on Oculus Rift!

Note: This is a visually lush and detailed game. Playing in VR takes full advantage of higher-end systems - please refer to its minimum and recommended specs.

From Cyan, the indie studio that brought you Myst, comes a new sci-fi adventure.

As you walk beside the lake on a cloudy night, a curious, organic artifact falls from the starry sky and inexplicably, without asking permission, transports you across the universe. You've been abducted from your cozy existence and added into an alien landscape with pieces of Earth from unexpected times and places.

The strange worlds of Obduction reveal their secrets only as you explore, discover, coax, and consider their clues. As you bask in the otherworldly beauty and explore the enigmatic landscapes, remember that the choices you make will have substantial consequences. This is your story now.

Make it home.

“Immense and immersive... It was breathtaking... something that feels magical.” - UploadVR

“Cyan has succeeded in making another adventure that feels truly timeless.” - Polygon

“Obduction’s beautiful world is a worthy successor to Myst.” - Wired

Title: Obduction
Genre: Adventure, Indie
Developer:
Cyan Inc.
Publisher:
Cyan Inc.
Release Date: 24 Aug, 2016

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 SP1 64 bit or newer

Processor: CPU Intel i5-2500 equivalent or better

Memory: 8 GB RAM

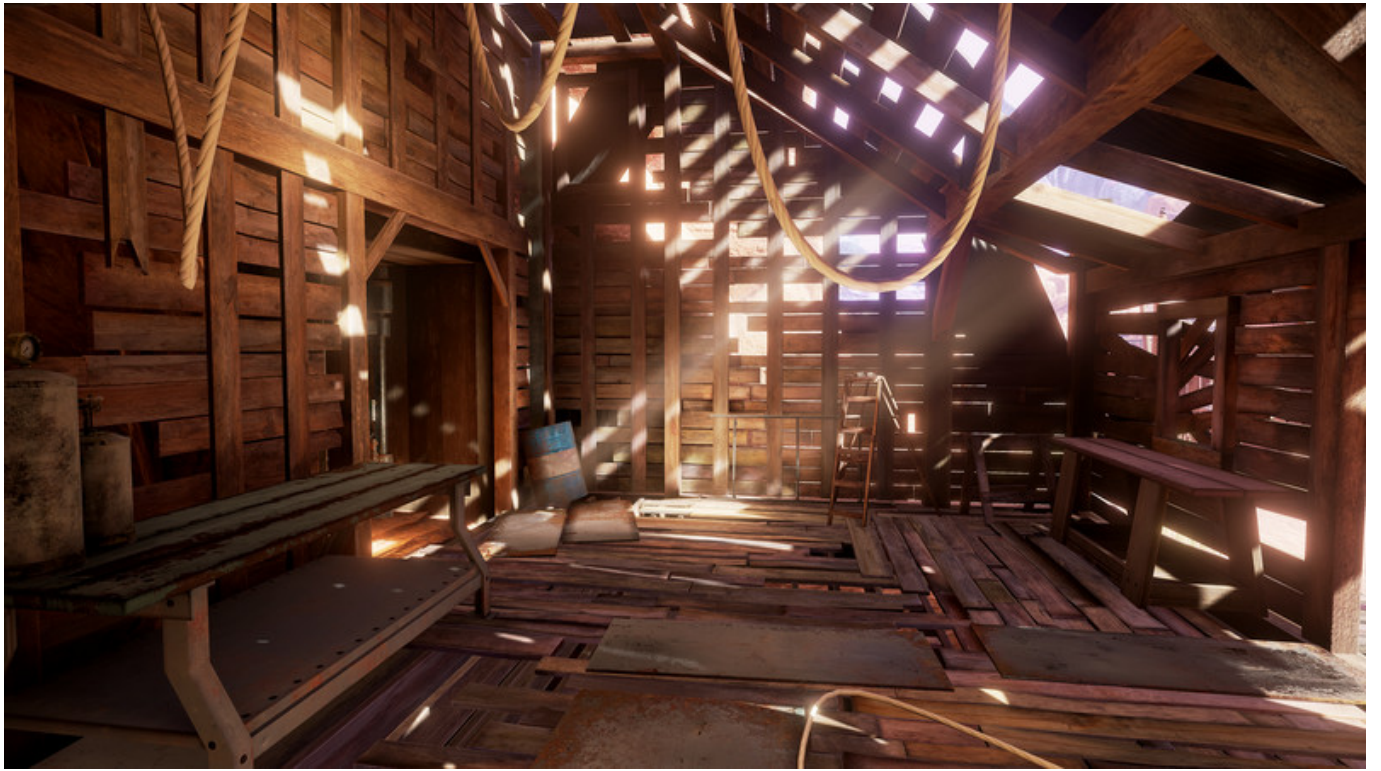
Graphics: GeForce 660 GTX w/1GB / AMD 7700 series w/1GB equivalent or better

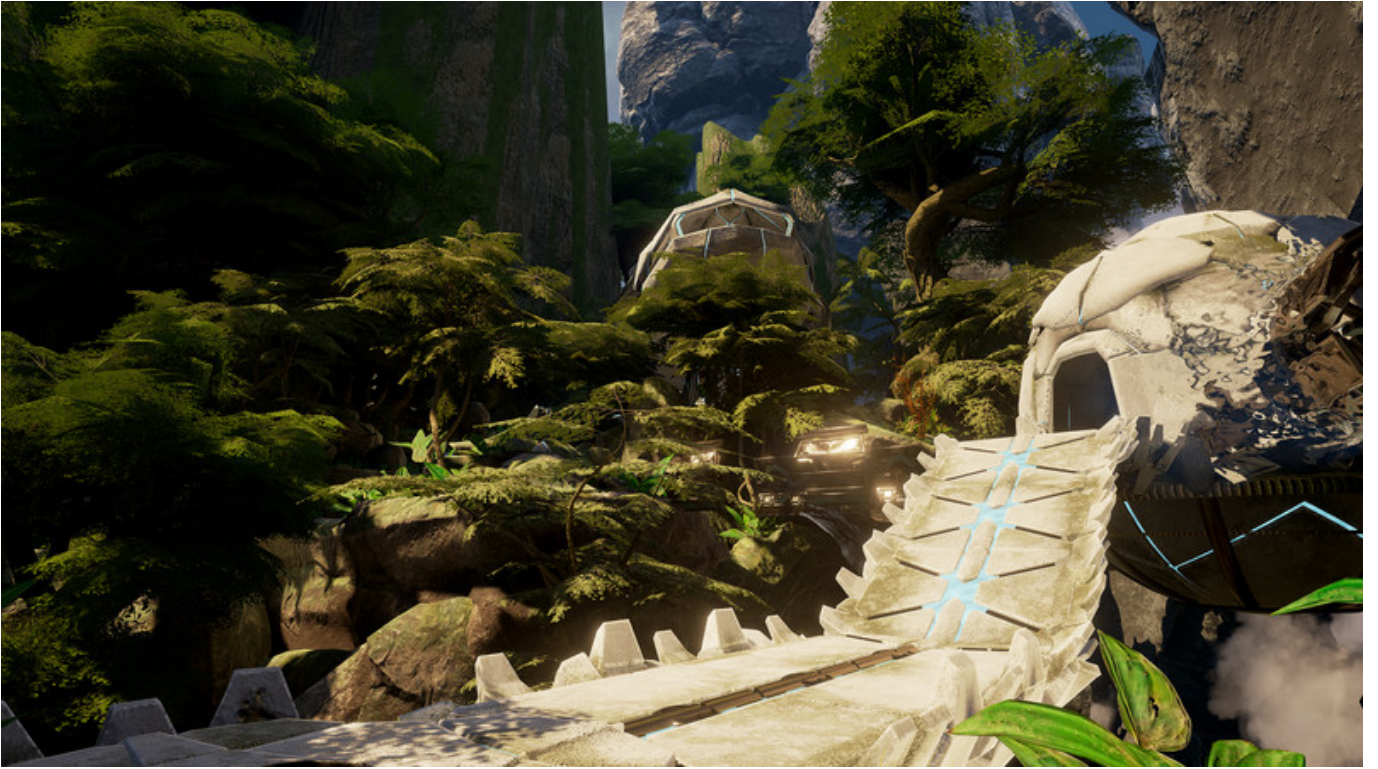
Storage: 20 GB available space

Additional Notes: For VR: NVIDIA 970 or AMD 480 (equivalent or greater)

English,French,Italian,German,Russian,Simplified Chinese,Polish,Dutch







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1.6.5 Update now Live!:

Some fixes based on feedback from the community.

General fixes:

- Fix to spawn actor performance
- Fix to Steam achievements on the Mac

Oculus Fix:

• Touch control updates. **Update 3 live! Now with support for Oculus Rift VR, nVidia Ansel, and HDR!:**
Brand new features!

- Oculus Rift VR support:

○ VR playable on Oculus Rift. Support for Oculus Remote and wide range of gamepads. Two movement modes available: Blink (teleport), and Free. Allows for seated and standing play.

- nVidia Ansel and HDR Support:

○ Also being added is NVIDIA HDR support and NVIDIA Ansel, which allows players to capture stunning 3D 360 panoramic screenshots in super resolution, customizable with post-process filters and shareable with friends. Details on how to view the screenshots can be found on the NVIDIA GeForce blog.

- Razer Chroma support:

We are excited to announce that we have added support for Chroma-enabled products made by Razer into Obduction. If you own a Chroma-enabled mouse, mousepad, keyboard, or headset, you will notice that Obduction now lights up those peripherals according to events in the game. We have added the following Chroma effects to Obduction (minor spoilers ahead):

- Idling cyan + black breathing effect when in main menu
- Breathing effect between two prominent colors in the current world
- Linking effect between worlds (keyboard only)
- Picture-taking flash effect

(If you have chroma-enabled peripherals and want to turn them off, open the GameUserSettings.ini file and change the value of bIsKeyboardLightingEnabled to "false" and restart the game. Options for this in-game will be coming in a future update.)

ART

- Millions of fixes and improvements to loading zones. This should help improve loading hitches in all areas.
- Fixes for license plates at different graphics settings/resolutions
- Marker signs should now be much easier to read at lower resolutions
- Eric knocked over a gravestone. That's bad luck Eric.
- Fix for the grills on the seed machine only being clickable on the top handle portion instead of the whole grill.
- Lots of little improvements and optimizations to art in Hunrath
- Improvements and optimizations to art in Kaptar
- Improvements and optimizations to fog and smoke effects on low quality settings
- fixes to video playback in Maray
- Fixes for some doors closing at the wrong time under some conditions in Maray
- Many fixes for various control panels

UI

- Fix for Back Button functionality in the menu not working.

-
- Better support for gamepad in photo viewer
 - Fix for language changes not saving correctly under certain conditions
 - Fix for "Load" text not fitting in the text area on the load screen for multiple languages.
 - Increased scale of the surrounding box to allow for longer words to be shown.
 - Fix for Delete and Copy dialogs not being localized correctly in Save Game Menu
 - Misc fixes for localization issues
 - Can now traverse through photo albums with keys.
 - A dialog box pops up notifying the user when they are attempting to copy a game but already have 10 save games.

Technical things

- More nodes, node fixes, etc
- Auto Detect graphics on Startup.
- Fix for ViewDistanceQuality settings.
- Fixes for issues with entering and exiting the mine cart in both free roam and point-n-click
- Gamepad input adjustments

Audio

- Adjusted volume levels on some levers and doors in Hunrath

test

. **1.7.0 Update now Live!**:

Obduction Update!

We're constantly tweaking and fixing Obduction, but this update has a bit more than just tweaks and fixes. We've included a few extra places to explore -- places that fill in a bit more of the story. It's a perfect time to play Obduction again, get a bit further, or maybe even try Obduction in VR. Make it home.

(And if you haven't checked out what's happening at Cyan lately, you might want to link on over to <http://myst.com> and <http://firmamentgame.com>)

Enjoy!. **Hotfix 1.5.1 now live:**

This is the first of two hotfixes. We are working hard to address the issues brought up by the community.

Known issues:

- nVidia Lens Matched Shading is temporarily disabled on HTC Vive while we investigate an issue we found.
- Teleport mode has trouble moving the player through some portals in game. We're aware of the issue, are working on it now, and expect to have a fix for the issue in the next update.

Art

-Kaptar

- Fixes to stop the player from being pushed off of the rotating bridge
- Guides should now show correctly on the winch
- Tweaks to stop the player getting caught on collision

-Hunrath

- Improvements to various buildings to stop players from putting their head through solid walls while in VR
- Adjusted collision on Swing Bridge

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- Player should no longer be able to get stuck behind the gas tank
 - Fixed up the scrapyard bucket ride. Bucket should no longer shake the player when descending.
 - Fixed bad lighting in Farley's house
 - Fixed bad reflections in Farley's house
 - Improved lighting on Hunrath tower
 - Art tweaks to Hunrath tower

Technical

- Misc tweaks for player collision with interactive objects
- Game should no longer start SteamVR while running in desktop mode
- Player should no longer be able to reach through and teleport beyond locked portals
- Player is no longer allowed to pause the game during the ending sequence
- Fixed the issue where the Vive tracking would seem to fail in pause menu
- Fixed teleporting into disabled dome
- Fixed the tape recorder being hard to reach while seated in VR
- The tape recorder should no longer rocket you to the moon
- Tape recorder should no longer disappear when set down
- The tape recorder will no longer cause a crash when placed below the player's feet
- Players can no longer use teleport mode to enter the water
- Kaptar coupler controls should work correctly with motion controls in non-teleport mode
- Player can no longer use teleport mode to enter the large sphere in Hunrath while it's spinning
- Tweaks to keep the teleport arrow on the ground
- Improvement to resolution quality on Vive
- Made the Vive menu a fair bit larger

Misc

- Fixes for some textures in VR
- Introduced click to teleport instead of touch to teleport on Vive controllers due to touch sensitivity issues on the Vive controllers
- Improvements to displaying books in VR

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- Misc tweaks to help reduce players falling from rides and elevators
 - Fixes for the end of the credits sequence
 - Tweaks to motion controllers interacting with some levers
 - Improvements to Teleport mode arrow, should no longer show up in incorrect locations
 - Fixed a couple of odd conditions where the player can fall out of the world

Menus

- Tweaks for the menu when in VR standing and seated modes
- Updated UIs for Oculus Touch and Vive motion controls
- Oculus and Vive UIs should no longer overlap
- Tweaks to the menus while using an Oculus Rift

Localization

- Menu updates for De, Fr, It, Pt, Ru, Sp

. Mac 1.4.1 updated for backers only:

Hey everyone!

We're super excited to announce the new preview release of the Mac version of Obduction! This is the result of a lot of hard work from everyone here for the past few months and we hope you enjoy it. This preview release, and any official release going forward, absolutely requires upgrading to the newest macOS upgrade (10.12.2), released just this morning. This latest macOS upgrade has many performance improvements, updates and more that make Obduction the best it can be. As always, this is a preview release, and sometimes unforeseen issues can appear.

Known issues in this current Mac release:

We are investigating a crash that can occur under certain AMD graphics configurations. While we're currently working with all related companies involved to get this issue solved, we are looking for feedback from those who are experiencing this crash. If you do happen to run into this issue, please contact our customer support team with detailed hardware specs at support@cyan.com.

When reporting this issue, or any other issue to our support team, please include or attach a copy of the system report for your Mac. For detailed information on how to run this report, go to <https://support.apple.com/en-us/HT203001>.

TECHNICAL

Many, many fixes for Metal related crashes

Fix for the screen scaling factor and related crashes

Fix for media playback within the game

Fixes for Mac Photo Journal

Fix for Image format loading on Mac

Fix for the Control settings default change

Photos taken in the minecart should be from the correct position now

Rotary phone numbers and labels shouldn't be as difficult to read in low resolutions

Starting game with CAPS LOCK on results in running when you turn caps lock off

Crash linking to Kaptar from Hunrath after having disabled Kaptar beam has been fixed

Crash while linking to Kaptar using scrapyard seed machine has been fixed

Crash while activating the Soria seed has been fixed
Crash when taking the Sorian seed machine to Soria should no longer occur
The minecart can no longer be driven around just before teleporting with a seed machine
Random crash when linking back to Hunrath for a sphere swap should no longer occur
Linking no longer turns the screen red
Extruder panel fixes in Maray

ART

The player can no longer move the minecart while engaging the seed machine button
Particles in the hub should show in the correct size and animate properly
Linking should no longer cause the environment to be overly bright
Maray should no longer appear overly dark
Corrupt colors should no longer appear in Kaptar
The letter in the mailbox is no longer black while in node mode
Texture improvements all over Hunrath
Campfire shadows should show correctly in Epic level graphics settings
Water near the bleeder does not load in for a few moments
Beam of light can no longer be seen passing through puzzle alley sphere
The Kaptar stair swap should now have the seed machine in its correct position
Stone seed machine to Farley's vault should no longer clip into itself
Fixes for collision in Maray
Scrapyard sphere from Maray should now appear with the correct lighting
A floating Arai should no longer appear in the hub

SOUND

CW should only have one audio track playing during his scenes

. Update 1.4.2 Now Live!:

Hey everyone!

We have quite a few fixes and updates in this release, it also includes brand new community made translations for previously unsupported languages: Portuguese and Dutch.

Fixes and changes:

Audio

- Fix for some build types crashing when loading a level with ambient sounds in the world.

Art

- Various tweaks and improvements throughout Hunrath
- Various tweaks and improvements throughout Kaptar
- Bad collision area on the Hunrath Maray sphere.
- Fixed a shading pop on the mine cart when crossing the zone thresholds.
- Increased cart blocker volume size on the scrap yard gate.
- Scaled/moved one of the tower fog plane blockers where it didn't quite meet the wall.
- Cleaned up collision in the caves near the swap spheres.
- Open edge of Hunrath wall was visible near elevator. Moved/added some small rocks to hide it.
- Fixed river-flow direction in the Hunrath bosque, near the clothesline
- Fixed translucency issues on mine cart
- Many art updates and improvements to the stairs in Kaptar
- Fog in (area redacted) no longer displays overly bright
- Re-positioned the 'fallen tree' backer reward
- Hid/covered a couple of unsightly light map and clipping issues near the Kaptar stairs swap sphere.
- Minor tweaks to one of the Arai swarm's light path, as the light was (slightly) visible outside the hive where it shouldn't have been.

UI

- Updated UI elements to accommodate the requested Keyboard addition
- Updated Credits
- Generic fixes for setting resolution issues

General

- Fix for being able to "disable" the bomb as it's blowing up
- Fix for screenshots not using the correct view when engaged with objects like the mine cart.
- Fix for CW disappearing a little too soon while the door is closing on him
- Fix for being able to drive the mine cart while pushing a link button.
- Fix for Kaptar winch ride issue allowing player to move too far from platform
- Fix for the Kaptar elevator leaving without player
- Fix for engaging the mine cart after loading a game.
- Fix for the player falling through the very cold Maray elevator chamber.
- Fix for the Maray movie panel turning back on if you take a screenshot of it when it's off.

Performance

- Hunrath imagers now load in and out of memory at runtime.
- Many tweaks to loading zones in Kaptar, Maray, and Hunrath
- Fixes to pop-ins at Farley's house
- Fix for a loading issue in Maray that could cause a fall-through
- Fixes for loading when leaving the Hub on very slow machines
- Fixes for possible shader related crashes
- Misc tweaks to try and improve performance on very slow computers

VR

- Localization fixes for VR terminology in menu – translations have been finalized
- Fix for weird camera angles in player controller after playing in VR.
- Added text for mirror mode (M key) to keyboard mapping display (Oculus)

Localization

- Localized text for the "Too many save games" message now displays after menu fix
- Removed duplicated "EXPLOSION" subtitle line for back side of Farley's tape
- All of Farley's vault journals have been finalized and have full localization

. **Patch 1 released!**:

Hey Everyone!

We've just pushed the button and moved our first big patch from the public beta to the normal release. We hope you enjoy it! As always, if you run into any issues, please contact us at our support page. While we may not be able to get back to you right away, we are reading through every single one.

Global

Fix for stuck loading screens with unsupported languages! Game will now properly default to English when local OS language does not have a localization file available

Fix for resolution scale slider

Adjustment to gamma setting slider (Work in progress)

Small fix for the Credits

Tweaks for new game menu

Fixes for screenshots during loading

Art

Many small art tweaks around all of Hunrath

Nodes

Many fixes to nodes in Hunrath

Known issues in this release:

OS's with unsupported languages may see a missing menu hitting escape during gameplay

Photos and their ordering that were broken in previous builds may still appear broken

Windows user accounts with that contain foreign characters may not see their photos in the photo viewer. The photos will be available in the game's save directory.. **Update 1.6.0 live - 10/23/2017:**

Hey everyone, we've been working really hard on Obduction. As an indie shop, we have a small, but amazing team - and they've been pushing very hard to make Obduction better and better. We hope you like what we've cleaned up. This update focuses primarily on stability and engine updates, but you'll also find lots of little tuning and polishing. And just so you know, the next update will fix a few of the known issues below, and it will be coming very quickly - we promise! And we still have more performance specific updates coming, along with some surprises down the road. So... enjoy this update, stayed tuned, and thanks so much for the support.

Known Behaviors

Hitching: Loading times are improved in this update and we have partially addressed hitching in the game. There are still a few areas that hitching can be seen and we are continuing to work on these areas for a future update.

Known Issues

Vive HMD sometimes won't start in VR: A fix for this will be in hotfix 1.6.2 - which will be up in Public Preview very soon - like within a day or two. The current work-around is to start the game in Desktop (2D) mode and then put on the headset while at the Main menu.

Free-movement in Vive: This issue will be fixed in hotfix 1.6.3 - which will also be coming very soon. Partial Free movement is possible if you have an Xbox one controller. To initiate movement, disable the Vive controllers (plug into charger) and plug in the Xbox controller.

Side-effects when using this workaround for Free movement on the Vive:

- The lighthouses scan since a Vive controller is not visible
- Xbox controller won't work if at least one Vive controller is active
- The camera reset button is not mapped as it is listed in the Settings menu
- The reticle is not always present

Change in HDR feature: Due to changes in how Microsoft supports HDR in Windows 10, the in-game HDR option has been removed. Workaround: For supported nVidia graphics cards, turn 'on' the HDR option under Windows Settings > System > Display. For AMD graphics cards, due to current engine support, washed out visuals will be noticed with HDR. Please temporarily disable the HDR option within windows while playing with an AMD graphics card.

Temporarily Disabled Features

Nvidia VRWorks: nVidia VRWorks and related features have been disabled. This is due to an issue that is beyond our control at this time. While VR will continue to function as well, or better than before, the following options have been removed: Single Pass Stereo, Multi-res rendering, Multi-GPU, and Lens-Matched Shading. We are continuing to work closely with nVidia to get these issues resolved and returned as soon as possible.

Changes

Unreal Engine updated to 4.15.3

General

- Lightmap data size on disk dramatically reduced
- Game-wide Texture resolution optimizations
- Better-tuned scalability settings
- Arai creature optimized to reduce hitching
- CW updated to use less resources
- Book system optimized to reduce hitching
- Loading screens now display progress
- Level streaming optimizations
- Startup videos added
- UI navigation fixes

VR Features & Fixes

- VR support no longer requires VR command line flags
- Wearing or removing VR headset will enable or disable VR automatically
- New and improved hand models for VR motion controllers
- Fixed teleport position issue when attempting to teleport to an invalid location first
- Fix for threading issue that could occur if motion controllers disconnect
- License plates have been enlarged in VR mode for better readability
- VR controller interface updated to support various motion controllers
- Teleport indicator provides a better sense of depth
- Subtitles improved to reduce penetration with other objects in the scene
- Interaction with in game devices improved for motion controllers
- Better Vive support
- Player height fixes
- Added support for stereo capture cameras to clean up portals
- Show tracking sensors (if controller connection lost) to help players reorient

Media Player Features & Fixes

- New media player framework
- Increased stability of media player
- Movies now loaded only when needed
- Increased trigger area for Farley's message in Maray
- Fixed issue with imagers still playing audio & video when disabled
- Removed test movies that are no longer needed

Razer Chroma Updates

- Updated Chroma to support new hardware, including Chroma Link.
- "Breathe" animation deprecated by Razer - ambient world color is now static gradient

Audio Features & Fixes

- Ensure arai swarm audio components do not auto-activate
- Don't use Oculus Rift audio device for startup movies if Rift isn't connected
- Fix for a threading issue when ambient sounds are removed
- Subtitle loading is now asynchronous
- Music player music loading is now asynchronous
- Music and dialogue can be marked to play when volume is all the way down
- Fixed audio hitching on devices that put resources on the game thread

Localization

- All [Simplified] Chinese texts have been reviewed for accuracy and are now complete
- Any menu terms that were not localized are now complete
- Minor corrections made to the Portuguese language
- Overlapping menu texts have been fixed
- Cut-off menu texts have been fixed
- Missing menu texts for localized languages have been added

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