

StarForge Alpha Manual v0.3.5

Welcome to the StarForge Alpha. We are very happy to let you have early access to our game and we hope you enjoy it while we keep developing it.

This manual covers some basics that you will need to know in order to play.

****By playing this game you agree to the terms of service in the link below (we are not responsible for blowing up your computer etc.):****

<http://www.starforge.com/privacy.html>

**This is the alpha version of the game. With every new update comes new fixes and optimization to make the game run better on your computer. As well, any new game changes will be reflected in this manual. At the bottom of the manual you will find what we plan to implement next, and any currently known bugs. You can download new updates through Steam as they become available.*

What is StarForge?

StarForge is a game about gathering resources, building bases, crafting anything you want, and surviving on an alien planet. Earth's star is dying and humanity transferred as much technology and resources as possible and left on a one way mission to populate another planet.

StarForge was inspired by Halo, Warcraft 3, Borderlands, Terraria, and Minecraft. It borrows elements from the RTS, FPS, RPG, Voxel Builder, Tower Defense, and Physics Sandbox genres. We are building a serious universe and want the player to live out their own unique story on the procedural planet.

We are just a very small indie team making this, so if you like it, please join our community and tell your friends about it. We need all the help we can get in making this game a reality.

Starting Your Game:

When you start StarForge you will be greeted with a menu screen. If you had previously made a StarForge account at www.starforge.com you can sync your account and it's perks on this screen. If not, just choose to continue as normal.

Simply hit play to get started. The loading sequence will take some time as it is generating all the procedural textures we use in the game.

Note: In a future version, we will allow you to change the resolution of all the textures in the game in real time. Procedural textures also allow aging in real-time and will look different every time you play while keeping the download size of the game very small.

Once the level has loaded, you will be greeted with a gameplay mode selection screen.

All the modes in StarForge can be played with your friends in multiplayer or by yourself in singleplayer. **Your experience may change online.**

In order to connect to your friends please follow this guide:

Starting An Online Server:

****Important**** - You have to make sure your computers port "7100" is open for all UDP based traffic. If you do not open your port, no one will be able to connect to your online game. You can look on how to do this in your routers setup page. Or, please visit one of the two websites:

<http://www.wikihow.com/Set-up-Port-Forwarding-on-a-Router>

<http://portforward.com/routers.htm>

If you are still unsure how to do it manually, you can purchase some reliable software that we found worked great internally:

<http://portforward.com/store/pfconfig.cgi>

We also found this to be the best free software to check if your port is open or closed:

<http://portforward.com/help/portcheck.htm>

If you do not open port 7100 then no one will be able to connect to your online server.

Be sure to close your port once you are done playing StarForge online to avoid any un-authorized access by outside sources into your server.

Also, you will need to configure your firewall and internet security programs to allow full access for StarForge.

Joining An Online Game:

Simply enter the global IP address of the server you want to join. If your friend started the server, ask him for the IP address. Once you have entered the IP address click the "Join Button". If it worked you will be placed in their game.



If you cannot join, then the server may not have opened port 7100 properly. StarForge runs on this port and unless it is opened, you cannot host games over the internet.

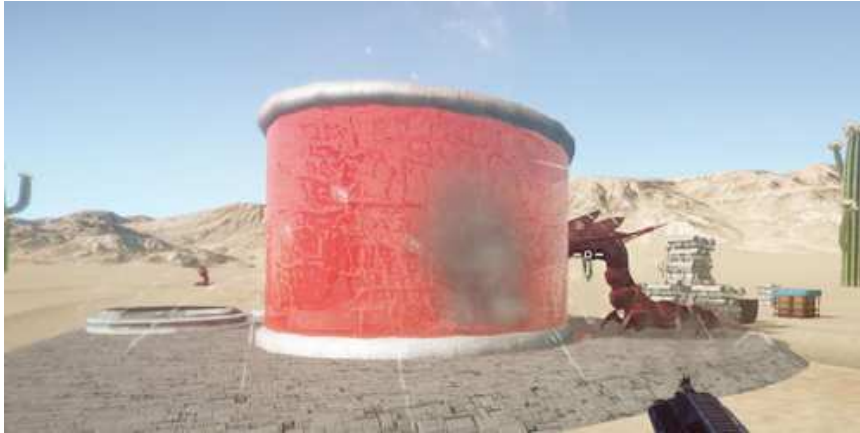
Playing Over LAN:

Unlike an online game, you do not need to open ports to connect to other computers in a local area network game. Simply start up a server and others will be able to connect to your server using your Local IP Address. However, you will need to allow StarForge full access to the network by configuring your firewall or internet security programs.

Once You Are Playing:

Fort Defense: In this mode you must protect your vat against waves of oncoming enemies. Resource pallets and weapon chests drop with each wave. See how long you can survive!

This is your vat:



You must protect it from the Leech, they simply want to destroy it.

The vat grants you the ability to cheat death by respawning if you are killed. If they destroy your vat, you lose the game.

Tips For Protecting Your Vat:

- Build a fort around it. This will slow down the leech as they have to first break their way through your fort.
- Build turrets. This is great for when you want to go out getting weapons and more resource pallet's. They will attack enemies automatically.
- Get a good gun. Always works great in a tight situation.

Creative: In this mode you can move at your own pace and do whatever you like. There are no enemies and no weapons aside from the ones you can craft. Resource pallet's will drop from the sky providing you with more building materials. You can also break apart trees by shooting at them and collect their wood by hitting "E".

In the future versions of StarForge resource pallets will not fall from the sky. You will instead have to collect resources by, for example, mining and chopping trees, which create resource pallets.

Resource Pallets:

Resource Pallets: Hit "E" to move pallet's around and "LEFT CLICK" to drop them.

Note: We made resources a physical object in the world, which enables you to steal other players' resources, encourages players to build trade networks, and so much more.

Oil:



Metal:



Stone:



Wood:



Crafting With Resources:

You must be nearby a resource pallet in order to use resources from it. If an item you are trying to craft requires multiple resources, simply hit "E" on a pallet and move it over to another pallet and then craft your complex object.

Note: Eventually when we put in leveling, as you build up your construction skill you will be able to pull resources from pallet's that are very far away.

First stand next to a wood pallet:



Hit "TAB" and you will be introduced to the inventory/crafting menu:



After clicking on the blueprint icon at the top of the menu you will see the crafting screen - Click on the red cube icon and then click the "Craft It" button:



Your red cubes will then be created and placed in your inventory:



To access your inventory, click the briefcase icon at the top:

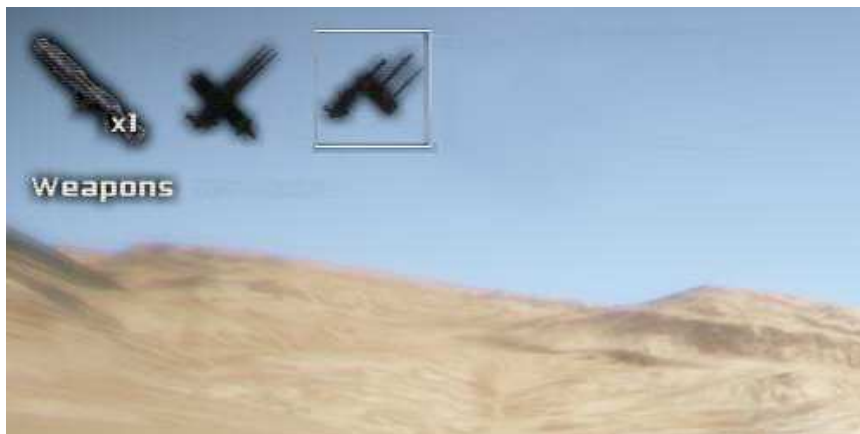


By further clicking the weapons or materials tabs you can see what you have in your inventory.

Note: You cannot hold raw resources, these are stored in pallets. However, once you process them by crafting you can carry large amounts of the finished product with you.

Good Job! You now know how to craft items and cubes. The next step is important: Close your inventory/crafting screens by hitting "TAB", and then hit the "Q" key to change between two sets of hotkeys:

The First Set Contains your weapons which you can see on the top left of the screenshot below:



The second set contains your building materials:



Remember, hit "Q" to switch between sets.

Also, hit the "1","2","3","4","5","6","7","8","9" keys to select different items in a set.

The "0" key will make you empty handed.

Finding Weapons And Opening Chests:

Note: You can only open chests and collect weapons when you are in the weapons mode. Hit "Q" to change modes.

StarForge features a completely procedural weapon system. Meaning there is unlimited weapons in the game and you'll rarely come across the same weapon twice. We employ what we call the "gun factory" which works in the background of the game creating different weapon configurations in real time as you play.

Once you find a chest hit "E" to open it (you will need to be in weapons mode by hitting "Q" properly):



The chest will open and a procedural weapon will appear. Hit "E" again to pick this weapon up:

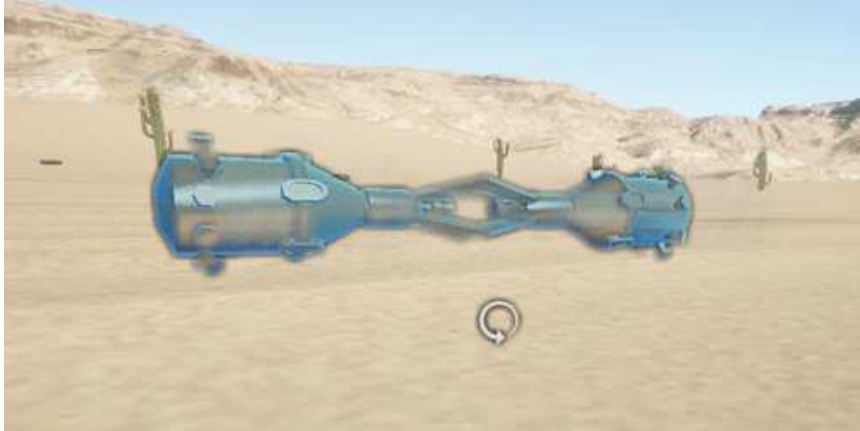


Note: The strength of the procedural weapons will increase over time in Fort Defense as each wave of enemies passes. Eventually you will run across 11 barreled guns and the like.

Note: The weapon system is very early right now. As such, big complex guns really slow down computers. We are working on fixing this and making it very fast and optimized.

Placing Objects After Crafting Them:

Once you craft an object, you can use the "MOUSE SCROLL WHEEL" to move the blue hologram closer or further away, and by holding down "LEFT MOUSE BUTTON" you can rotate the object before you drop it:



Building Forts With Our Planar Builder:

If you have played any games about building block bases in the past you are no doubt familiar with a system of placing blocks that involves right clicking to place cubes. We decided to innovate on this by introducing what we call the "Planar Builder".

1. Start by selecting your blocks, and then place one by hitting the "LEFT MOUSE BUTTON":



2. Now place the cursor on the face of a block and hold down the "LEFT MOUSE BUTTON". The icon will change:



3. While keeping the "LEFT MOUSE BUTTON" held, move the mouse in an upwards direction. You will see the blocks building while you drag:



While still holding down the button, continue to drag the mouse to the right and then down and make a door frame:



4. Now, walk around to the right of your structure. And place the cursor on the wall. By clicking the "RIGHT MOUSE BUTTON" you will extrude a section. This command is similar to how you built in previous games:

Orient your cursor & then extrude:





5. Try building a floor very quickly by orienting the cursor on the top of your newly extruded block, click and hold the "LEFT MOUSE BUTTON" and drag your mouse around. Watch as you can easily building a floor:



Keep dragging to build floor:



6. By utilizing this new system, you can very quickly build all sorts of structures. This new wall was made in just a few seconds:



Note: You can build rooftops and ceilings the same way. You just have to orient the cursor on the face of the block you want to continue building in the same direction of.

The Physics Movement:

We spent a lot of time programming a realistic physics movement controller into the game.

Our ultimate vision for this game is to have physics applied to everything. You can already see some realization of this as the weapons, characters, enemies, and objects already use the physics engine to great effect.



Controls:

"W" - Hold Down To Walk

"S" - Hold Down To Walk Backwards

"A" - Hold Down To Strafe Left

"D" - Hold Down To Strafe Right

"SHIFT" Hold Down While Doing Any Of The Above To Run

"SPACE" Hit To Jump

"CTRL" Hit To Crouch

"Z" Hit To Go Prone

"X" Drop Your Weapon"

"R" Hit To Respawn At Your Vat

"ENTER" Enter Global Chat

"Q" - Switch Between Build Mode And Weapons/Objects Mode

"E" - Context Sensitive Key, Used To Pick Up Pallet's, Weapons, Objects, also used to enter and exit "Delete Mode" while building cubes

"C" - Switch Camera Mode

"ESC" - Main Menu/Guide/Exit

Keys 1-9 - Change Selected Item

"MOUSE LEFT" - Use To Shoot, Drop Items, Hold Down To Enter Planar Cube Building Mode, Or Just Place Cubes

"MOUSE RIGHT" - Extrude Cubes

"MOUSE MOVE" - Move Your Mouse To Look Around

* Joypad's are not yet fully supported.

My Game Is Running Slow???

As we develop the game we continue to optimize it. Optimization on a mainly procedural game is very time consuming work. However, it is all very possible. Since you are playing an alpha version, the backend tech in the game is still very early. Expect it to get faster over the coming years.

- First try turning down the graphics and resolution of the game down in the settings/startup screen. If that does not work, look below for areas we know slow the game down on some systems:
- The Procedural Weapons are a main cause of slowdown as they become more complex. We plan to focus our optimization efforts on this next. When optimization is complete, it should make the procedural weapons render nearly as fast as an old school weapon.
- The clouds in the atmosphere currently cause slowdown if you look at them. This will be fixed soon.
- A.I is a bit slow and needs more work. Mainly has to do with them scanning cubes to attack.
- Further fixes in all of our other systems.

Keep checking back with each future update to see what we optimized.

Currently Known Bugs:

- Players can sometimes fall through the ground. Hit "R" and respawn when this happens.
- The real-time IK can jitter at times when you press a weapon up against another object.
- When deleting a cube of a different type (wood, stone, metal), in an area where you already built a certain type, the particle effects and sounds will be wrong.
- Slammers currently don't hurt enemies properly
- There can be a graphics glitch while the vat is being destroyed showing a bit of a red flicker on the screen
- Sounds in multiplayer games can either be too loud or too quiet at times based on different distances
- A.I can wander off at times instead of engaging the player/vat

What We Are Working On Next:

- Major Optimization To Get This Build Running Much Faster
- Infinite Procedural Voxel Terrain
- Physics Fixes And Better Implementation
- Physics Based Vehicles
- New Weapons
- Digging
- New Tree/Forest/Flora System
- New Cute Creature Type
- Complete Redesign Of The Inventory/Crafting U.I

Coming In The Future:

- **Underground/Surface/Space Gameplay:** Build a tower that ascends into the clouds, through the atmosphere, then into space, and do this in realtime. Build orbital stations, launch rockets, and explore the vastness of space. Then jump down and fall back to the surface and start digging down to the core of the planet.
- **Dynamic Building Support:** Each material will soon have its own defense and weight settings as well. You will also be able to enter "Engineering Mode" and properly see the stress points on your building while your building it. If you do not build appropriately, then your building will collapse.
- **Fort Wars Mode:** If you're the competitive type, you'll feel at home in Fort Wars, a game mode where two teams duke it out in their quest to destroy the opposing team's "vat". This will be the FPS + RTS fully realized.
- **Survival Mode:** Enjoy emergent gameplay where you land on the planet, meet other players and NPC survivors, build villages and go to war. Play whatever role you want, become a Soldier, Pirate, Thief, Architect, Miner, Trader, or just hideaway as a hermit. It's your world and you can do whatever you want in it.
- **Dynamic RPG Inspired World:** Enjoy dynamic weather patterns, a 24 day and night cycle and a real time atmosphere. Creatures will also behave in a realistic matter, scavenge for food and return to their hives at different times of day.
- Loot, Level Up, and Survive
- Customizable Characters
- More Vehicles, Enemies, Weapons, Blocks, Flight, Furniture, Fences, ect.
- Water Systems

Note: This is an very early alpha build. Not everything seen in our recent videos is released. Everything seen in our videos is a work in progress

We want to make StarForge the best game possible. By purchasing the alpha you have access to all future versions of the game. We really thank you for your support, it goes directly back into the game, and enables us to keep developing and remain independent.

Thanks For Playing!

- The CodeHatch Team

Official Websites:

www.starforge.com

Official StarForge Page - Find Latest Daily Dev Info

www.forgeplanet.net

Register your Online account and purchase the game. Alpha sale on now, get 50% off!

www.codehatch.com

Company Website

www.forgeforums.com

| Official StarForge Community Forums

Feel free to contact us at:

<http://www.codehatch.com/faq.html>

StarForge is being developed by CodeHatch.

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