




NEW USER GUIDE

A new explorer on the horizon! Welcome to LEGO WORLDS!

Are you ready to Create, Build, Discover and Explore in this fantastic new open-world sandbox?

This field guide will help you understand the basics of the game. Hopefully it will inspire you to create your own unique worlds!

As with any new and wondrous place, LEGO WORLDS is still undergoing changes - and who knows what surprises may turn up! If you spot any problems, send us a message on the Community HUB! We'll alert our Construction Crew! They're responsible chaps.

One more thing: if you should ever get lost or trapped, just open the settings menu and choose the  option to get dropped back into the world!

Happy exploring!

BASIC MOUSE & KEYBOARD CONTROLS



Move Character

or Hold



Hold



Camera Look



Jump
(Tap 2x to Double Jump)

or Tap



Move Camera Behind Character



Attack/Throw Item

or Tap



Up/Down



Zoom In/Out With Brick Editor
Increase/Decrease Tool Area



Enter/Exit Vehicle
Climb On/Off Rideable Creatures

or Double Click



XBOX CONTROLLER



BACK

Snap to Menus



Jump

(Tap 2x to Double Jump)



Move Character



Enter/Exit Vehicle

Climb On/Off Rideable Creatures




Camera Look



Attack/Throw Item

DISCOVERIES

As you explore each different World, you'll come across new Items, Props, Vehicles, Creatures, and Characters. Watch for a small icon to glide over to the Menu in the upper left corner of the screen - that's how you know that you've got something new!

You'll also sometimes find items and surprises hidden in Chests! Just press  to open it up and grab what's inside!



Find all of your Discoveries by accessing the Models menu in the upper left. Honey, where is my stufff??

You'll still have to unlock your Discoveries with Studs, which you can collect by smashing items in the world. Just look for the price above the item in the Inventory.


Some items are also discoverable when you drop in a new LEGO Set. Be sure to interact with everything in the set once you've placed it in the world!

The hunt is on!



VEHICLES

It's fun to run - but it's even better to drive, race, dig, dive, and fly! How many vehicles can you discover?

Enter any vehicle you find by pressing , and press it again to hop out.



You can find all of your discovered vehicles in the Vehicles menu. Just click on any vehicle you've unlocked to place it in the world - and away you go!



Steer Vehicle



**Steer Vehicle
Fly Up/Down**



**Enter/Exit
Vehicle**



**Enter/Exit
Vehicle**



**Fly Higher
(Flying Vehicles)**



**Dig
(Digging Vehicles)**



**Fly Lower
(Flying Vehicles)**



**Dig
(Digging Vehicles)**

CREATURES AND CHARACTERS

Each world has its own locals and wildlife. You might meet a friendly Police Officer, a hungry Goat, a shy Yeti, or a very cranky Dragon!

Most of the characters and creatures you will meet are friendly enough - unless you attack them!



Once you've discovered a new character, you can click on its icon to switch to that character, or click and drag to spawn the character in the world! Go on, make some friends!



Same thing goes for Creatures, except that you can ride them. You'd be surprised how much ground you can cover on the back of a camel or an eagle!

Some creatures even have their own attacks!



or



Attack

(while riding some creatures)

INVENTORY



Your Inventory, also found on the Models menu, contains all of the equippable items, food, and weapons you've discovered.

Experiment with everything you find - and with different characters and creatures you encounter. You never know what might happen!

As the game continues to grow, we'll be adding more uses and ways to play with these inventory items.



or



Use Equipped Item

PLACING LEGO PROPS

Your world probably already looks glorious, but you can really make it your own by placing some of the extra props and objects you've found.

Maybe you want to make your new house or castle a little spookier, or maybe you've made it too spooky and now it needs a Hot Tub to liven the place up. Well, give yourself some Props!



Click on the Props icon in the Models menu to view all of the Props you've discovered and unlocked. Click to select one.

Placement Mode



or



Place Prop



Rotate Prop

Edit Mode



Click once to switch to Edit Mode



Click again to Remove Prop

Hold



Move Prop

BUILDING LANDSCAPE MODELS

Each world also features huge Landscape Models to discover and place. This is a great way to build up a huge city, sprout a palm forest in an open desert, or stick a giant cupcake on top of a tall mountain, just because mountains love cupcakes.



Click on this icon in the Models menu to view all of the Landscape Models you've discovered and unlocked. Click to select one and then place it in your world.



or



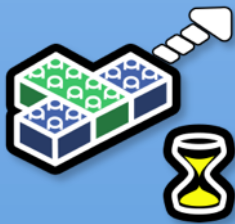
Place Model



or



Rotate Model



You can also speed up the building process by clicking on the Auto-Build button until it is set to Instant Build.

Since Landscape Models are built out of the same bricks as the rest of the world, they can be placed and then painted, changed, smashed apart or built up even more!

You can even build and save your own Landscape Models! Check out the section on the Export Tool to learn more.

PLACING LEGO SETS

LEGO WORLDS gives builders the chance to play with real LEGO Playsets in their own Worlds!

The elite master-builders are churning away at these, but we've already managed to finish one for you to try!



To see it, click on the Sets icon in the Models menu, and click on the icon that appears on the left hand side. Then simply place the playset into your world.

You should now have the LEGO Creator: Changing Seasons set, ready to use!

You also have the individual elements of the playset available in the Props menu too. Cook up a BBQ, lounge on the sunbed, or hide out in the house if there's something chasing you - Skeletons, Zombies, or an angry polar bear!



CREATING WITH THE MULTI-TOOL



Everybody wants to change the world - the Multi-Tool gives you the power! Pull mountains up from the ground, or flatten them to make room for a new town or fortress! Dig holes, carve tunnels, or build a tower to the clouds - and yes, you can build with those too!



Build with the Multi-Tool by opening up the Tools menu, where you'll find the following features:



Paint Tool



Smooth Terrain



Add Terrain



Lower Terrain



Remove Terrain



Raise Terrain



Flatten Terrain



Export Model

USING THE MULTI-TOOL CAMERA

The Multi-Tool has its own camera controls. Use them well to get the best views on all of your creations!



PAINT TOOL



Want to color some terrain? Create your own painted desert? Or maybe redecorate that spooky ruined castle you found in the forest? With the paint tool, you can:

- Choose from solid or blended/terrain colors.
- Change brush shape or size.
- Toggle between hard and soft brush strokes.
- Try the Rainbow Brush and brighten up your world!

ADD and REMOVE TERRAIN

Don't like the way your world looks? Use these tools to do some heavy landscaping!



After selecting Add Terrain, use the menu on the left to choose between Grassland, Desert, Arctic, Candy Floss, and more.



Switch to the Remove Terrain tool if you want to get rid of a pesky mountain - or to carve your own underground labyrinth!

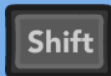


**Add/Remove
Terrain**



**Add/Remove
Terrain**

RIGHT



Raise Cursor



Raise Cursor

RIGHT



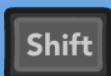
Lower Cursor



Lower Cursor

Hold


LEFT



**Draw in a Line
(Tap to switch axis)**

+



Important tip for mouse & keyboard: Tap **LEFT**  to switch the axis lock - that's the little arrows on your cursor. Then hold Left-SHIFT as you add or remove terrain to keep your cursor locked to those directions!

RAISE and LOWER TERRAIN

You can literally move mountains with these 'ground-breaking' tools! Try raising up a huge mountain and then burrowing into the center to start creating your own volcano! Don't get any lava on yourself! It burns.



Pull the ground up to create hills and mountains.



Push the ground down to sink deep holes or mineshafts into the terrain!



**Raise/Lower
Terrain**



**Raise/Lower
Terrain**



**Change Cursor
Size**



**Change Cursor
Size**



**Change Cursor
Shape**



**Change Cursor
Shape**

FLATTEN and SMOOTH TERRAIN

After you're done adding, removing, raising, and lowering terrain, use these tools to fine-tune and finesse your building area!



Place your cursor on a low, level area and then, while holding the Flatten button, drag the cursor into any nearby raised areas to cut them down to size. Perfect for laying out foundations!



Place the cursor on rocky, rough stair-steps and hold the Smooth button to make the surface more sloped and driveable!



**Flatten/Smooth
Terrain**



**Flatten/Smooth
Terrain**



**Change Cursor
Size**



**Change Cursor
Size**



**Change Cursor
Shape**



**Change Cursor
Shape**

COPY/PASTE MODELS

Once you've finished building a creation, you might want to save it and use it later - or duplicate a section to quickly expand your construction.



The Export Model tool lets you grab a model or a section of the world by defining a volume.

Position your first corner, then click and drag out a square. Release to set your horizontal area.

Now drag upwards to enclose your model in a cube, and click again to complete it.



To Copy exactly what you've selected, use this tool. Now you can simply place your model like any other - again and again.



Toggle this option if you don't want terrain to automatically be added beneath your pasted model.



You can also toggle the Auto-Build behavior of your Multi-Tool, so that your model gets placed more quickly.

EXPORT MODELS

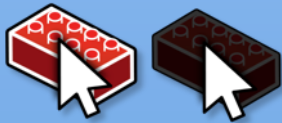
After you've selected a model with the Export Tool, you can also save it for later - or further refine your selection.



Click this tool after capturing your model to go to the Model Editor Screen.



The Box Selection tool lets you adjust your selection by shrinking or expanding the size of the box.



You can then Select or Deselect individual bricks until your selection is perfect.



Finally, click this tool to determine how you want your model's icon to look. Rotate your model until you have the angle you want, and then click again to complete the export.

Once exported, your model will also be available in your Landscape Models list!

You can also open your models with LEGO Digital Designer! Look for your models in this location on your computer:

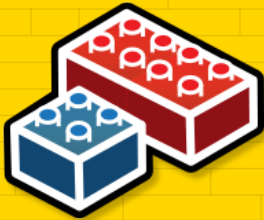
C:\Users\USERNAME\AppData\Roaming\WarnerBrosInteractiveEntertainment\LEGOWorlds\Mods\Models.

You may see some issues when you load your model into LDD, so we suggest that you back up any model you intend to edit, just in case something goes wrong!

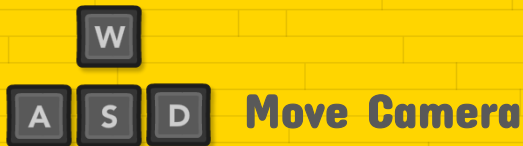
BRICK-BY-BRICK BUILDING

Here's where the kings of construction separate themselves from the cavemen! The Brick-by-Brick tools allow you to place individual LEGO bricks onto the terrain or onto any Landscape Object made out of brick, for total creative freedom!

Find this icon in the menu to go into the Brick-by-Brick Tool.



The camera controls are exactly the same as when you're using the Multi-Tool, but here they are again for quick reference.



BRICK-BY-BRICK BUILDING

You know what to do next! Pick a brick, pick a color, and start building!

There are two basic modes: Placement and Edit.

Placement Mode

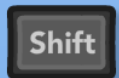


Place Brick



Rotate Brick

RIGHT



Raise Brick

RIGHT



Lower Brick

Edit Mode



Click once to switch to Edit Mode



Click again to Remove Brick

Hold



Move Brick

It works much the same if you're using an Xbox Controller.

Placement Mode



Place Brick



Rotate Brick



Raise/Lower Brick



Snap Brick Up/Down

Edit Mode



Switch to Edit Mode



Hold to Remove Bricks

Hold



Move Brick

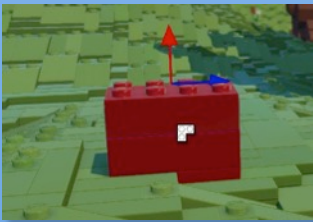
A BRICKLAYERS' TRICK!

Each time you place a brick, another one appears in the space next to it. And if you hold down the Place Brick button, you can place a lot of bricks, really fast! Magic!

You can take full advantage of this trick by rotating your camera around the last brick you placed and determine the direction for your next brick's placement.



You can also control your bricks' placement with the Axis Lock button. This means that when you hold the Place Brick button, your bricks will draw in the direction of the arrows.



Hold **LEFT Shift** to draw your bricks left/right and up/down. Perfect for walls and towers!



Switch the Axis Lock to draw your bricks up/down or towards/away from the camera. More walls and towers!



Switch again to draw side-to-side and towards/away from the camera. Perfect for laying floors!

Help us improve



The main reason we've opened LEGO WORLDS so early is because we really want to know what you think!

What do you like? What don't you like? What's fun and what's frustrating? If you could change one thing, what would it be?

If you have something you want to share with us, then reach out to us via Twitter (@LEGOWorldsGame) or leave a message on the STEAM Community HUB Discussions board.

You can also use these contact locations to tell us if you find anything that looks like it might not be working correctly, or looks out of place.

And definitely share what you've been building!

Have fun exploring, discovering, and creating in your own worlds!

TROUBLESHOOTING

As with any game entering Early Access, there's a chance that some people will experience potential issues. Here are some common workarounds we recommend if you have problems launching the game:

- Delete the data here: C:\Users\USERNAME\AppData\Roaming\Warner Bros. Interactive Entertainment\LEGO Worlds\Cache
- Delete the data here: C:\Users\USERNAME\AppData\Roaming\Warner Bros. Interactive Entertainment\LEGO Worlds (be sure to back up the 'Worlds' folder first to make sure you don't delete your save data!)
- If you're not running DirectX 11, you may need to force the game to run in DirectX 9. To do that, right click on the game in Steam, select Properties, go to the General Tab and select 'Set Launch Options'. From here type in the following: -DX9
- We also recommend that you update to the latest drivers on all of your hardware where possible.
- Failing all of the above, we suggest that you backup the 'Worlds' folder located here: C:\Users\USERNAME\AppData\Roaming\Warner Bros. Interactive Entertainment\LEGO Worlds, then uninstall the game from Steam, and re-install. Once you've done that and the game launches, close the game, and restore your 'Worlds' folder.

WARNING: If you're not an experienced PC user, we suggest you avoid messing with your AppData folder too much! You could end up doing something that harms another program on your PC!