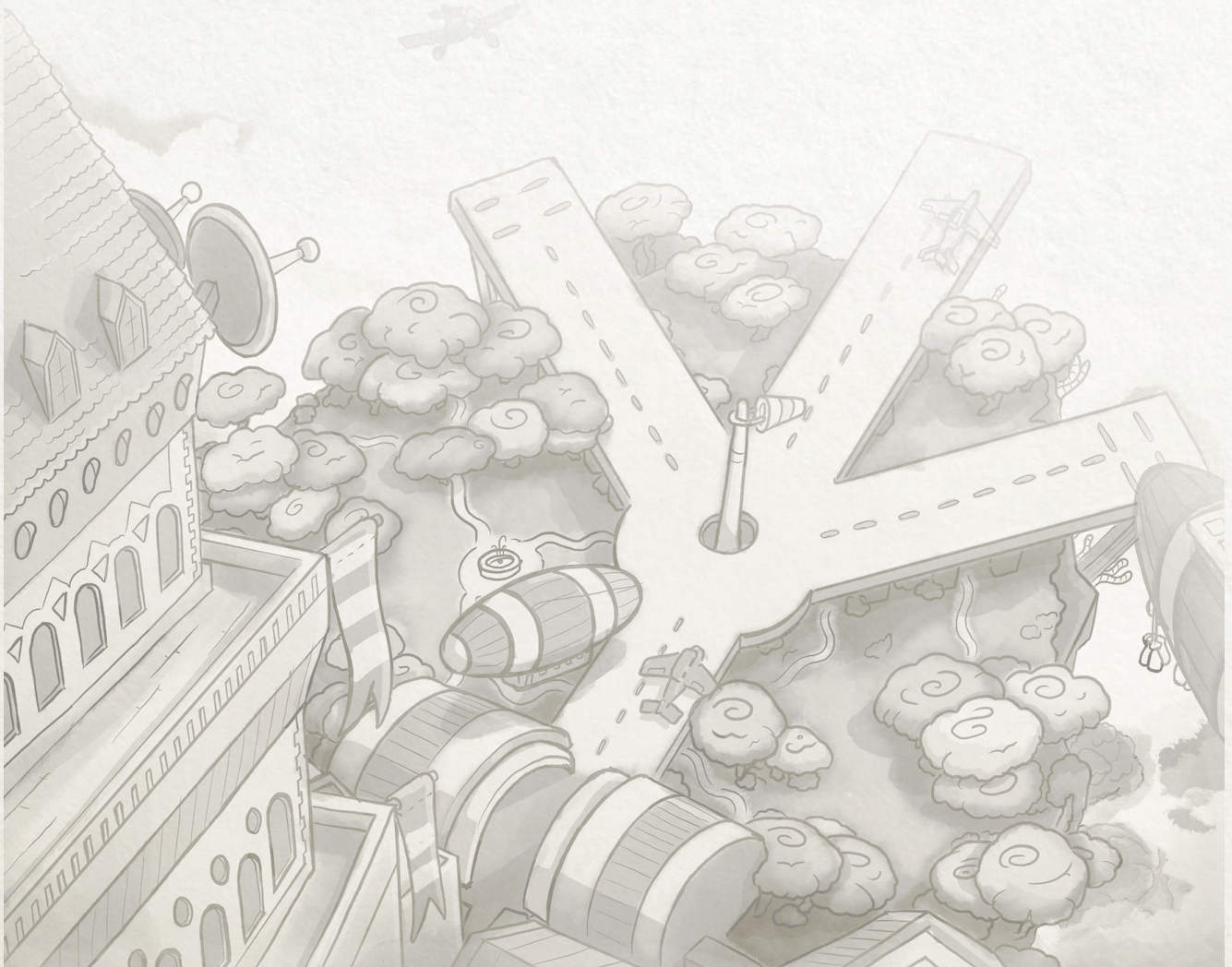


# **WELCOME TO GRANARIA**

*Tourist Guide for new Visitors*



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## *About*

AIRHEART is a dieselpunk action game about a young woman, who flies her airplane and catches skyfish among beautiful sky islands. Amelias biggest dream is to reach the stratosphere and to bring down the legendary Skywhale, which promises riches and fame for a lifetime.

In the world she lives in, fishing isn't a hobby - it's a risky and competitive job. Amelia needs to venture deep into deadly territory, avoiding sky pirates and automated security drones.

Dive in the beautiful but dangerous world of flying islands, reach higher and higher, buy new airplane parts and weapons you need. Could you be the one to bring down the skywhale?

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## *Current Version*

You are playing the Early Access version of the Game. The game is still under development and growing in the process.

Currently, the game has eight levels, which span up to Autumn Forest 4 and the second Boss of the game. It is a quite a challenge, and you'll have to manage your airplane parts carefully and be skilled Pilot to make it that high. Good luck!

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## *Big Thank You!*

You are one of the people who support us in our earliest version of the game!

You are absolutely awesome, we are very grateful, and we will put all our force into making a game we all can be proud of!

Thank you!

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## *Amelias Workshop*

Amelia has a small, not too well running shop for fishing goods in Granaria's underside. Its name is Hook Heaven, but lets be honest, she appears to be her best customer.



From here you can enter **the Hangar** to get your plane ready for your flight, use **the Shop** to buy new parts or use **the Workbench** to craft new items from parts you found in the skylayers

For now, lets concentrate on your first game run, by going to the Hangar.

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## The Hangar

Hangar is the place, where the adventure begins. Here you **outfit your plane** with the parts you found and crafted. You start your game with the parts of the Pinty Canary, Amelia's trusty old airplane



Choose the parts you want to outfit to your airplane. There are four categories:

- **Body Chassis:** The body of your plane dictates its Hitpoints, Weight and its unique passive ability.
- **Engine Block:** The engine give the plane its top speed as well as a unique active ability.
- **Wings Form:** The wings give the plane its manoeuvrability and a secondary weapon to use in battles
- **Turret Weapon:** You have one primary gun mounted on the turret of your airplane. Choose it wisely.

Once you are happy with your selection, press **Launch** to start your current run

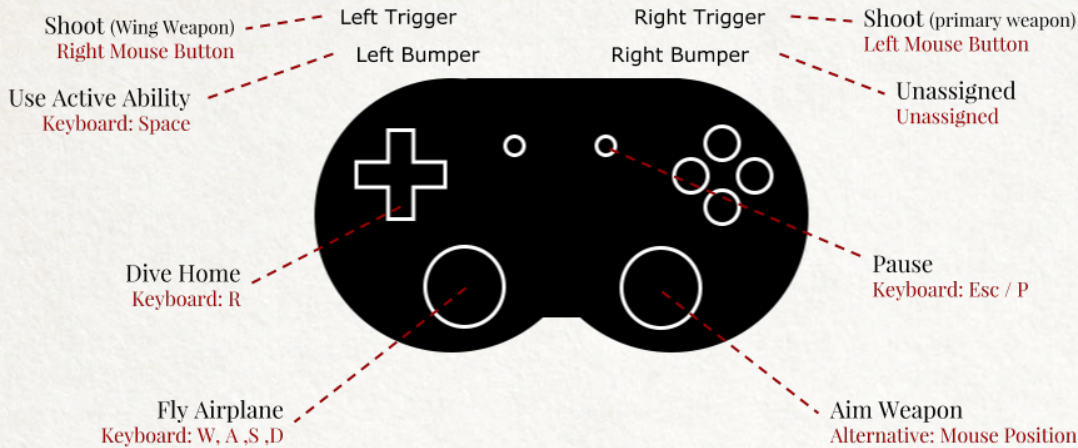
### Tip:

The Pinty Canary is a very special plane! It was so cheaply mass produced, that it was Amelia's first Airplane she ever was able to afford. So while it doesn't have any active or passive abilities, Amelia knows the odds and ends of it so well, that you can never lose it! Not even by crashing!

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## *Controls - Roaming the Skies*

You control your airplane with a Gamepad or with a Mouse and Keyboard.



As you are flying, you use the mouse or Right stick to aim your weapon.

However, only your primary turret weapon can shoot in any direction, the secondary weapon always shoots straight ahead.

Active Abilities are used with the ability button. This could be a damage increase or a boost. Most of them have a cooldown after use.

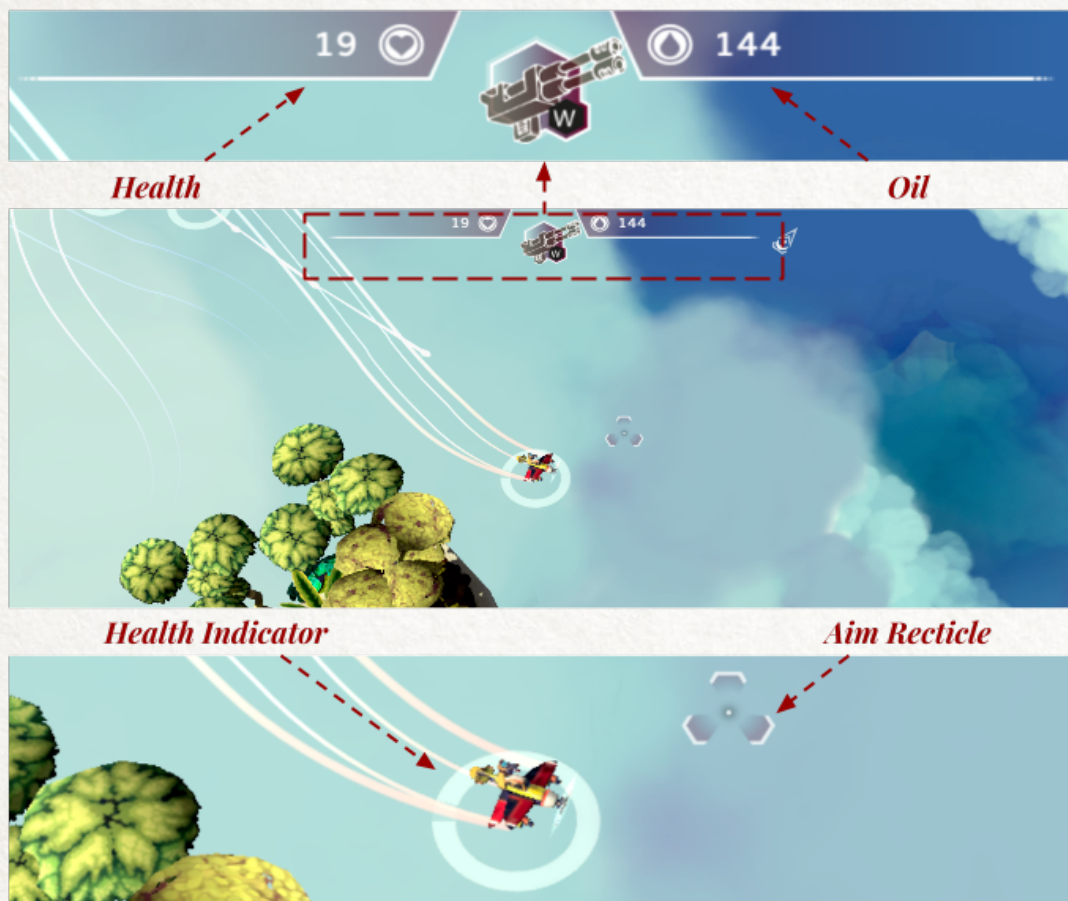
Your most important option is probably the Save dive. You can only monetise your cargo - sell the oil and scrap, craft from what you collected, if you made it safely back to Granaria by diving.

Remember - when you have zero health and do emergency landing, you always lose all your loot from the current run!

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## *HUD - The Flying Head Up Display*

When you are flying in the skylayers, this is the view that you'll see:



On the top of the screen, two indicators show you:  
- Health: How many Hitpoints your

how much health your airplane has left

Different plane models have different health.

The circle around your airplane indicates the percentage of your health at the moment.

how much is worth the oil you collected in this run

Different fish have different worth. Go through to collect them. Killing fish doesn't give any oil!

You can also collect oil barrels dropped by defeated enemies.

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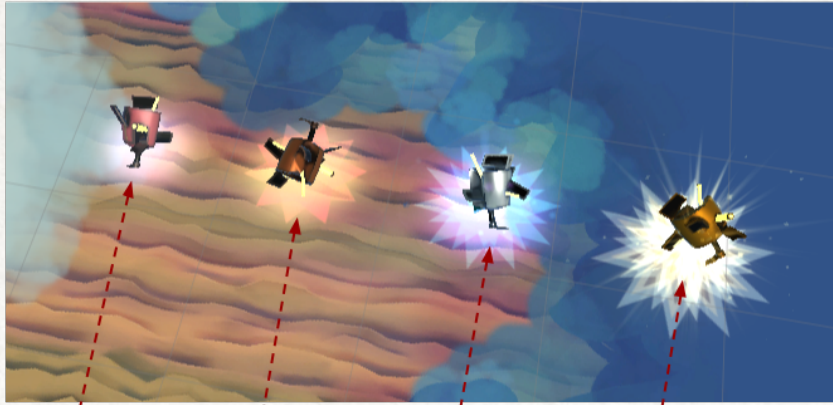
## *Pickups - What you can get in the run*

Defeated enemies (planes, turrets, war machines) can drop some pickups. There are three types of them:

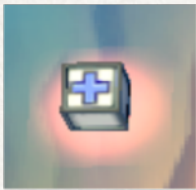
### ***Oil Barrels***



### ***Scrap***



### ***Health Pack***



***Common***

***Uncommon***

***Rare***

***Legendary***

- ***Oil Barrels:*** Oil Barrels are worth **10 Oil**. If you get home safely, you automatically turn on the oil to the airplane fuel factory for **money**.
- ***Health Packs:*** Health Packs can **repair** your airplane on the fly during your run. They are worth **5 health** and quite rare
- ***Scrap Parts:*** Sometimes Shot down airplanes leave scrap parts behind. You can collect them and get them home to build new **airplane parts** in the **Workbench**

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Tip:

Scrap Parts come in different rarities. Make sure you are aware if you ever find a rare or legendary part, because you might want to get it home safe. It could take several runs before you get a legendary part again!

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## *Portals - On to higher grounds*

In each sky layer you can find a portal, which will take you one layer up. When you are close to the portal, an arrow indicates direction you should follow to reach it. So keep an eye out for that arrow.

### *Portal Radar Indicator*



*Enemies nearby: Portal closed!*



*No Enemies: Portal open*

Uplift Portals are automated, unmanned lifting platforms. However, they have strict policy of non-violence at their vicinities. Should hostile parties be present at an Uplift Portal, the portal will close down and refuse its services

As soon as there is no one close to it - the portal opens for you. How you will the get the vicinity clear will be up to you. Either shoot down all hostiles, or lure them away.

#### Tip:

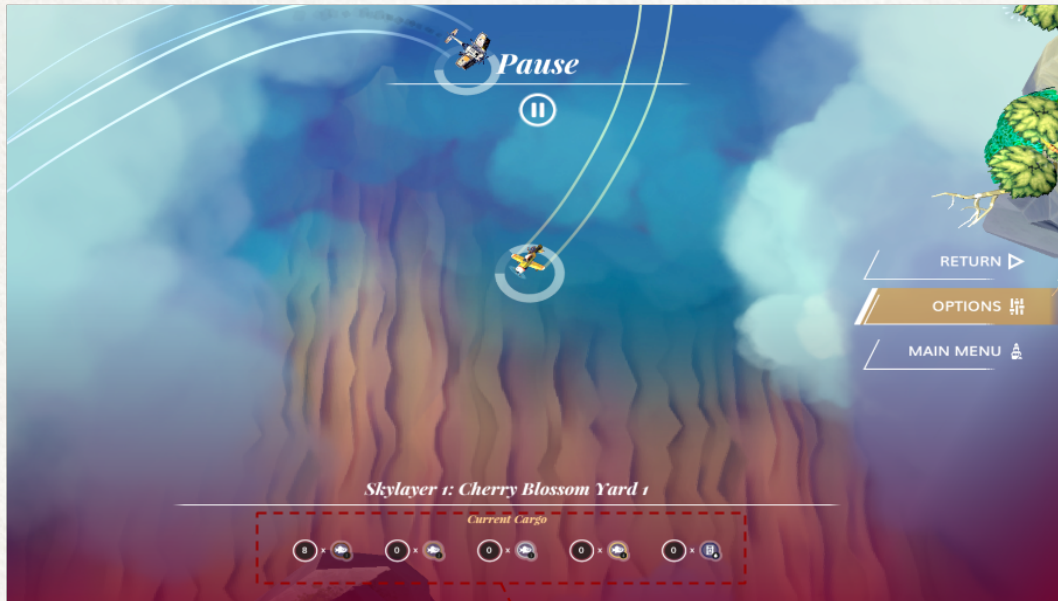
Be prepared, that there might be some enemies, that will not leave the vicinity of portals. While it is possible to rush through skylayers in most occasions, there will be some especially tough enemies, that you will have to fight!

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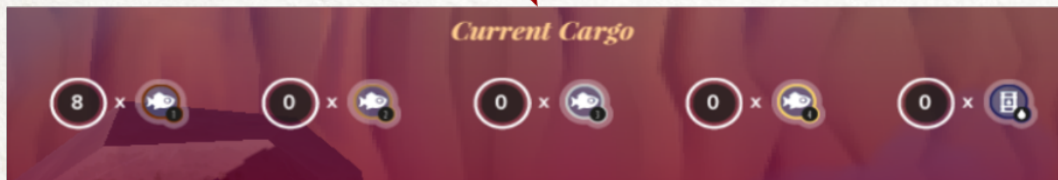
## Fishing - How to make money

Amelia is a fisherwoman and the reason she flies through all the skylayers is collecting fish and pursuing a dream of hunting legendary skywhale.

Different fish has a different oil value. Go through to collect them. To see how many did you collect in the current run, go to pause screen (pressing the start button on the gamepad or P/Esc on your keyboard).



*Current Fish Cargo in Pause Screen*



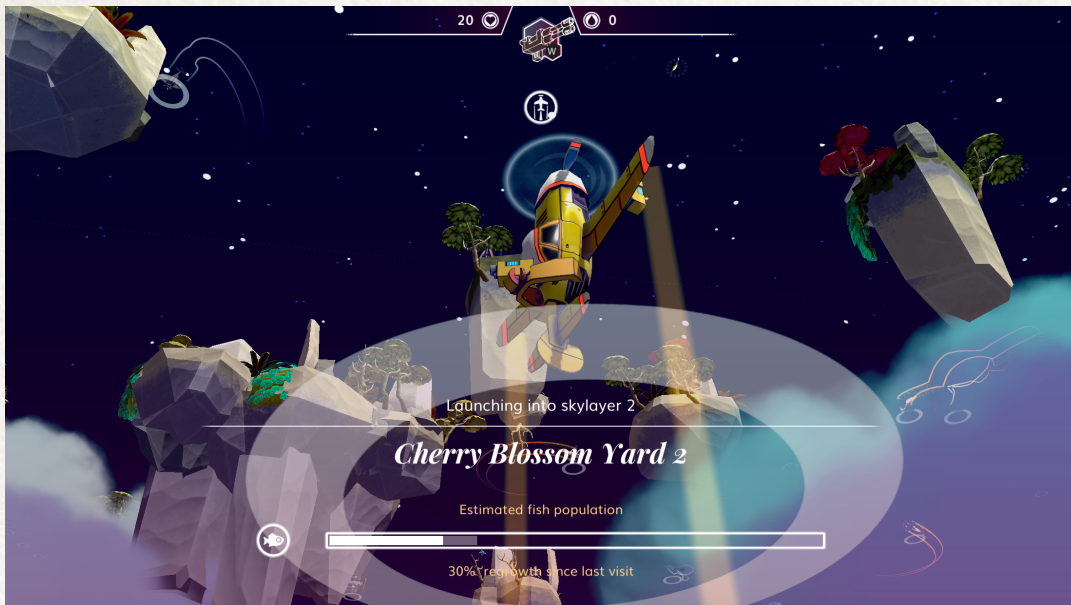
You can see here just the rarity of the fish you caught as a nice overview. At the end of the run you'll also get a breakdown of the exact fish.

*The total fish you brought home in your run*



Remember: Killing fish doesn't give any oil! It just reduces the population!

Fish oil is very valuable, but as all resources it isn't endless. The population of all fish is monitored for each layer. Be careful to not make the fish population of the layer too small to reproduce effectively.



Every time you enter the layer, the bar indicating the current fish population is shown. Fish regrow percentually in regards of the population that was left when you last left the layer

Fish population grows 30% between your visits, never exceeding the maximum value for the particular layer.

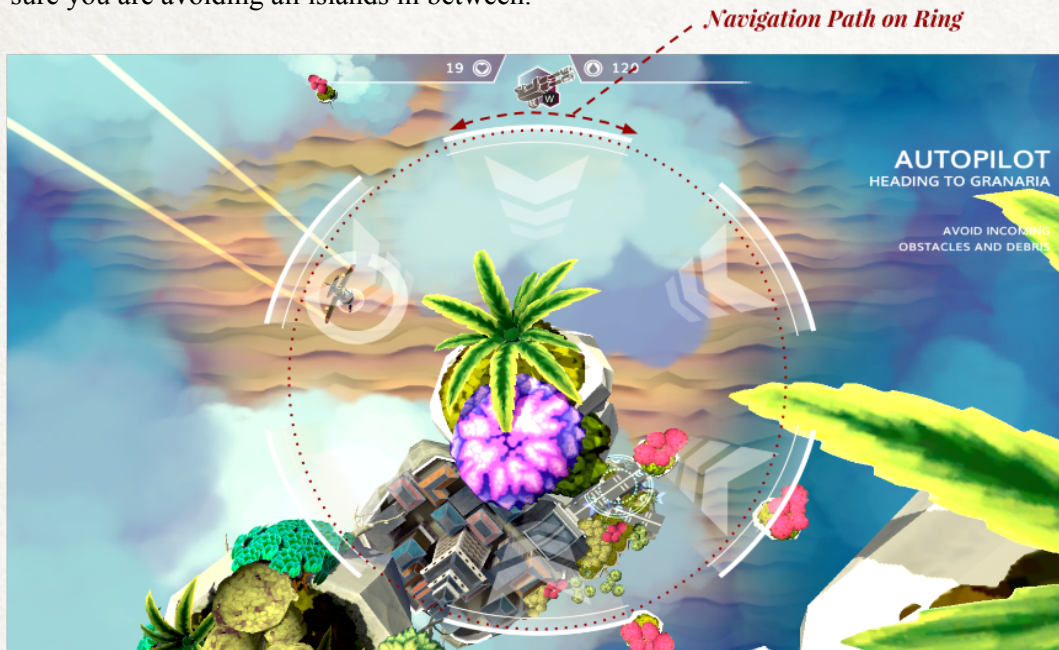
**Tip:**

Since fish are a valuable resource, you should be especially careful once you unlock more dangerous weaponry. Fishes have very few Hitpoints and a powerful weapon can quickly let rare species go extinct.

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## *Downwards! - Ending the run*

In Airheart, your goal isn't to fight to your death! You can always end your current run safely by pressing return button (arrow down on pad, R on keyboard). The autopilot guarantees that you are heading the landing space of the Island of Granaria. Just make sure you are avoiding all islands in between.



When your life goes down to zero, you are in big trouble as you enter the crash mode - your plane falls down, the controls go crazy.

Your task is to land on the landing space indicated by the circle on Granaria island. If you reach it - you are safe, but all your cargo is gone and any airplane parts and weapons you used for the run are gone!

If you fail to land on Granaria - you crash somewhere on the desert and Amelia will go missing in the deserts of the planet. This is the end of the game. You can also die during the dive in crash mode, after hitting five obstacles, so be careful



## The Workbench - Crafting and Selling Spoils

On workbench you can see all items you currently have in your possession. Over time, you'll accumulate quite a collection of items here. To make viewing easier, you can filter item type (Part, Scrap, Blueprint) and Airplane Part Type (Body, Wings, Engine, Weapon).



Filter by Parts (Chassis, Wings, Engines, Weapons)

The main spoils of your runs will be scrap. If you have enough scraps to try to craft an item, you can do so here, by spending the scraps and a bit of money. But you can also sell scraps, should you need.



Crafting Cost (Number of scrap and Money needed)

After crafting them, scraps turn into full parts. You can equip these in the hangar, or sell them here if you don't need them anymore.



Blueprints aren't in the game yet, but they will add a new mechanic of unlocking and upgrading rare weaponry.

Tip:

Amelia would never sell her canary airplane, so you can sell its part only when you have more than one.

## The Shop - They things you'd like to have

Although Amelia generally can't afford it, her ventures into the dangerous heights of skylayers can be rewarded by purchasing brand new gear in the shop. Here you can buy weapons and parts for your airplane.



Use left stick or A/D on keyboard to switch between the panels in the shop. Each blade is dedicated to a seller in Granaria. It can be either a specific Airplane or a seller of weapon goods. And there will certainly be more coming during the next months.

Buying brand new parts is generally more expensive than to craft them, but it can help you complete a set you really want.

Red prices mean you don't have enough money to purchase that item yet.

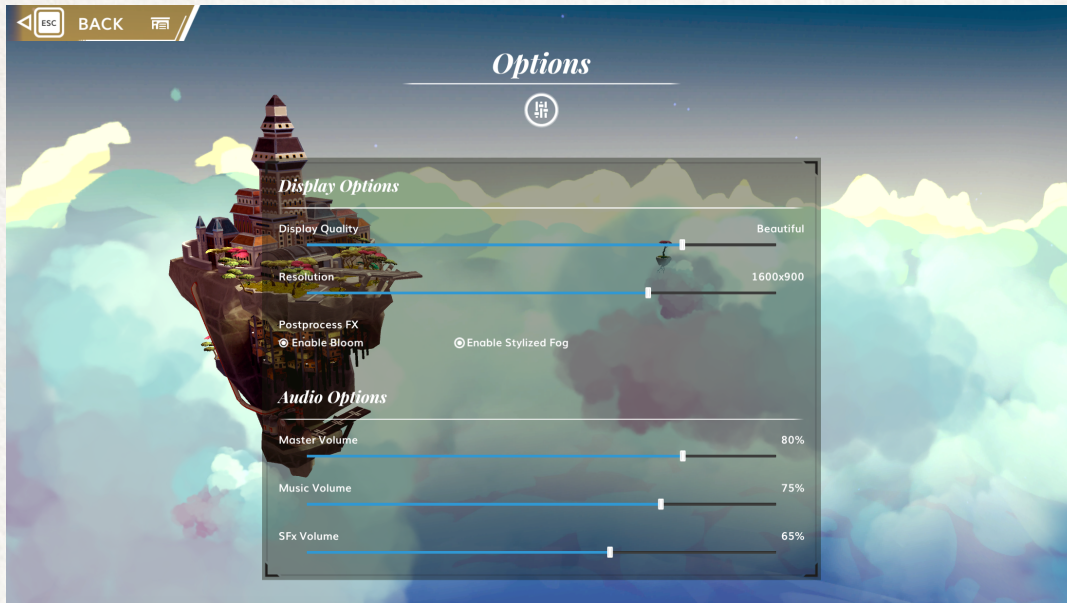
### Tip:

Remember: To sell things, you need to sell them at the workbench, the shop is only to order parts you'd like to buy, not to sell from your inventory.

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## Options

In Options Screen (you can find it in Main Menu) you can adjust display and audio options.



Display Options:

Display Quality: There are five settings of display quality:

- **Fastest:** No Shadows, Quarter Resolution Textures, No Anti Aliasing, No Anisotropy
- **Fast:** No Shadows, Half Resolution Textures, No Anti Aliasing, No Anisotropy
- **Simple:** Hard shadows, No Anti Aliasing, Low Anisotropic textures
- **Good:** Hard Shadows, No Anti Aliasing, Low Anisotropic textures, 2 Pixel Lights
- **Beautiful:** Best Shadows, 2x Anti Aliasing, High Anisotropic textures, 3 Pixel Lights
- **Fantastic:** Best Shadows, 8x Anti Aliasing, High Anisotropic textures, 4 Pixel Lights

Display Resolution: Set your desired Resolution here. Be sure to hit Apply and confirm the resolution on the popup.

Postprocessing Fx: The following Effects can be disabled to help your performance:

- **Bloom:** Full Screen Bloom Glow Effect.
- **Stylised Fog:** Colored Fogs over Distance Effect.

Audios Options:

Master Volume: The global volume for all emitters  
Music Volume: The volume for the music emitters  
SFX Volume: The volume for all sound effect emitters



