



MECHANICS HANDBOOK



HOW TO PLAY

- Navigation & movement controls
- How to use your inventory & hotbar



Move



Look



Camera
In / Out

alt



Jump

space



Sprint

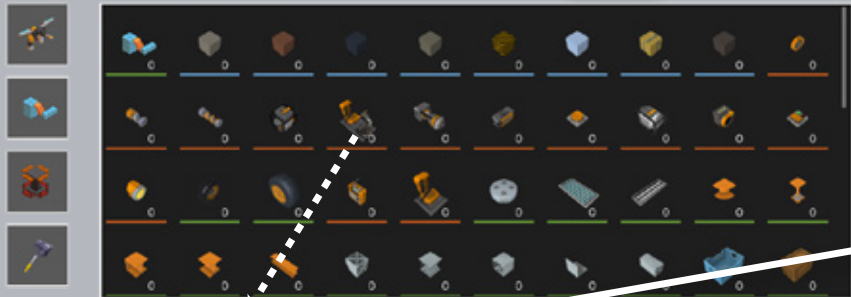
shift



Crouch

ctrl

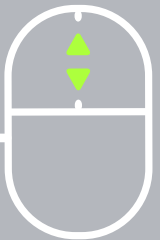
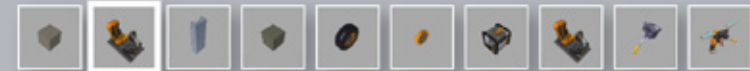
Inventory



Hold and Drag



Hotbar

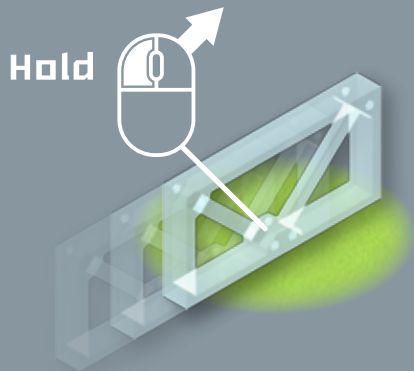




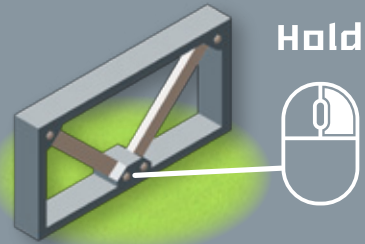
HOW TO PLAY

- How to place, rotate and remove parts
- Scale base materials and change scaling direction

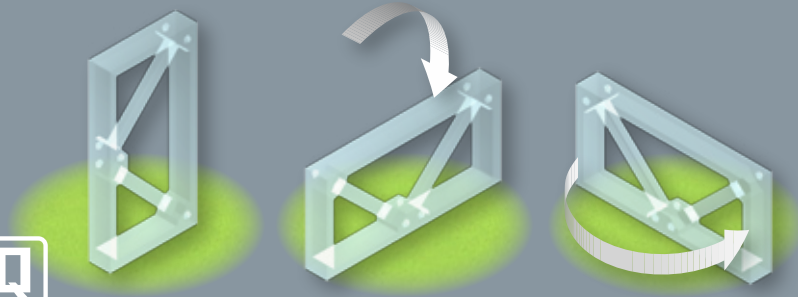
1. Adjust position 2. Place Parts



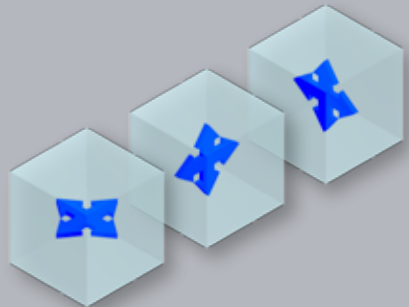
Remove Parts



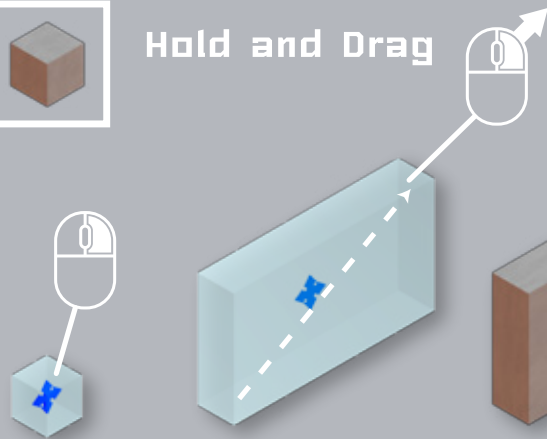
Rotate Parts



Rotate Direction



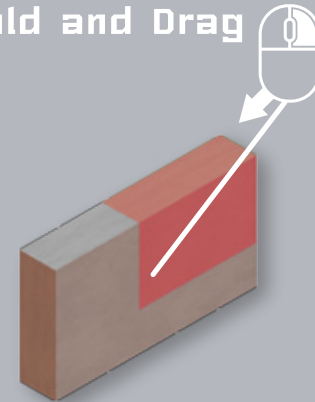
Hold and Drag



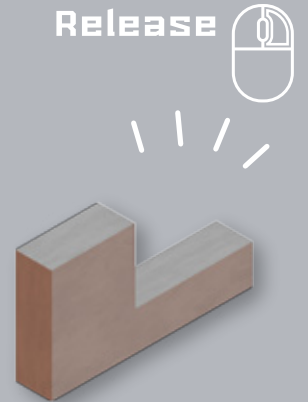
Hold



Hold and Drag



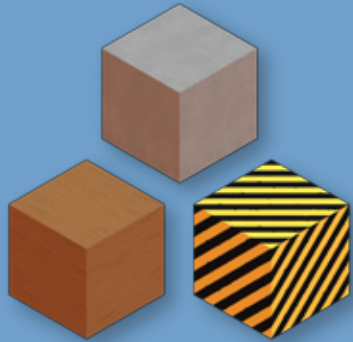
Release





HOW TO PLAY

- Learn about Scrap Mechanic's materials and parts.



Blocks

The most common building components, these material blocks can be made out of stone, wood, plastic or metal and can be scaled with a simple drag and release action. Ideal for building large structures with speed and comfort. Able to be deleted by holding the right mouse button and dragging. Blocks are marked with a blue line in your inventory.



Parts

Building parts with a unique shape and look, perfect for personalizing your creations. Parts can be anything from industrial steel support frames to a friendly little duck figurine, and are marked with a green line in your inventory.



Interactive Parts

All interactive parts have a special function that will bring your creations to life by making them move, spin, drive, fly and more. It can be anything from a gas engine to a fully functioning radio, and are marked with an orange line in your inventory.



Consumables

Coming soon...



HOW TO PLAY

- All about Scrap Mechanic's tools



Connect Tool

Every mechanic's best friend! Use to hook interactive parts together, for example: a gas engine to bearings or a thruster to a driver's seat.

There are lots of things you can connect together by using the connect tool.



Lift

Building on the lift will create freely movable constructions that won't be fixed to the ground, as well as preventing bearings from moving. You can place any unanchored creations back on the lift at any time.



Sledgehammer

This mighty sledgehammer will let you push loose items around by hitting them. You can also block incoming attacks with the right mouse button.



???

Coming soon...



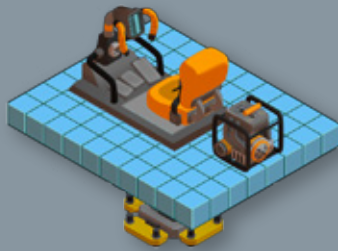
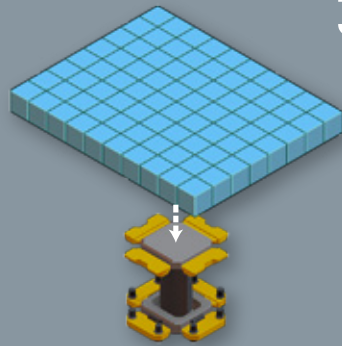
???

Coming soon...



HOW TO BUILD A VEHICLE

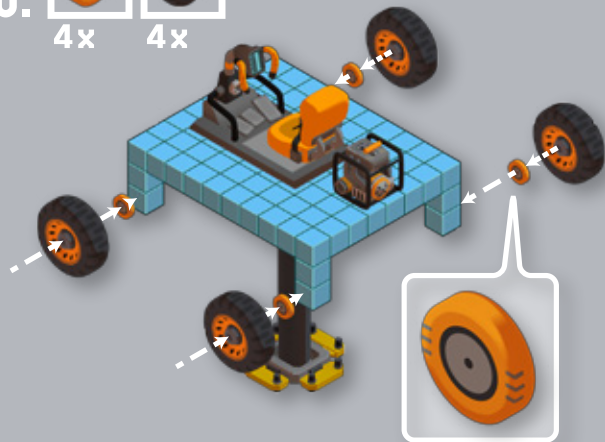
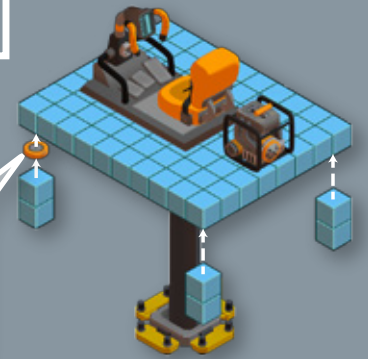
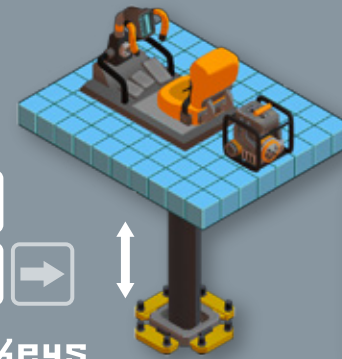
- Place the lift on the ground, then build a base from blocks on the lift as shown.
- Place the required bearings, wheels, driver's seat and gas engine.
- Connect it all together using the connect tool.



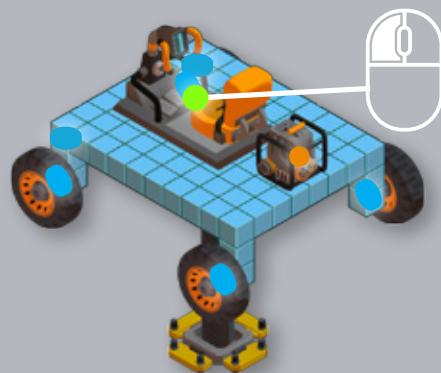
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Arrow Keys

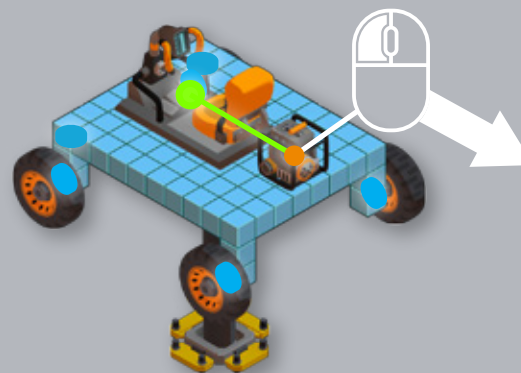


Hold and Drag

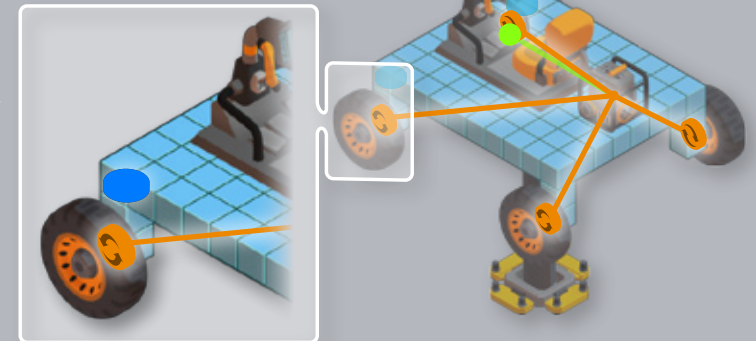


8.

Hold and Drag



9.

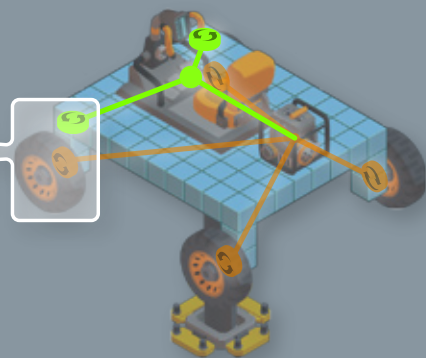
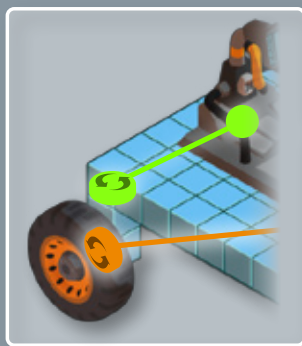




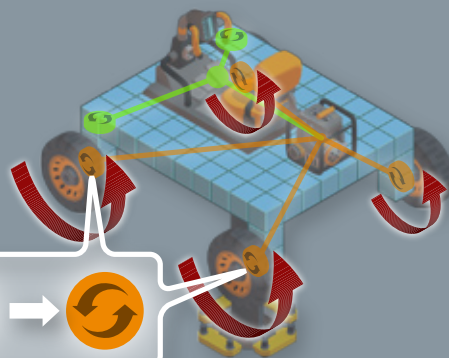
HOW TO BUILD A VEHICLE

- Make sure all connections are exactly as shown.
 - Set all bearings to the correct rotation and start the engine.
- Endless vehicles variations can be built by following these basic steps, so keep experimenting!*

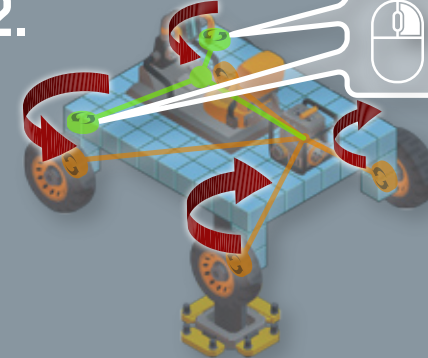
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11.

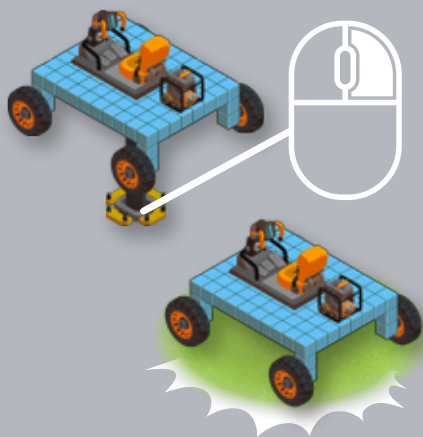


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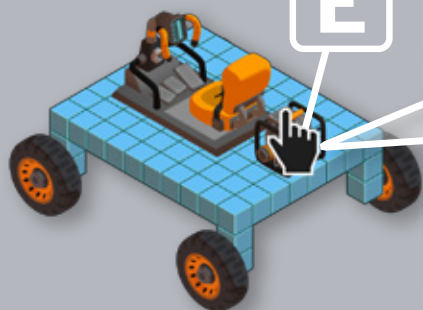
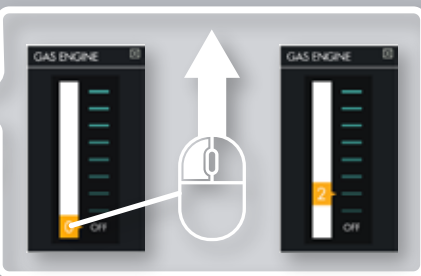
Hold



14.

Hold and Drag

E



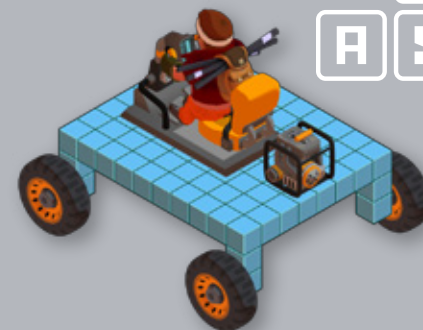
15.

E



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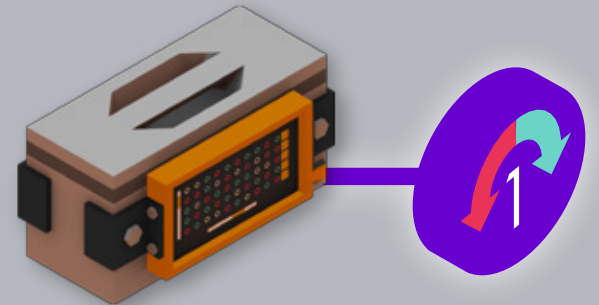
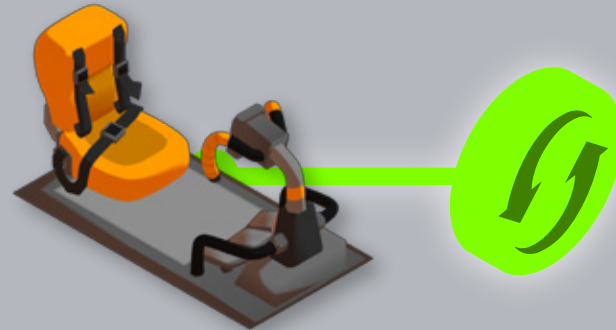
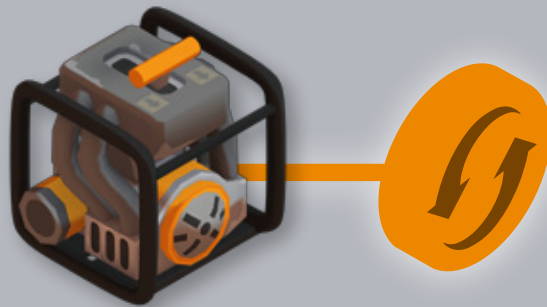
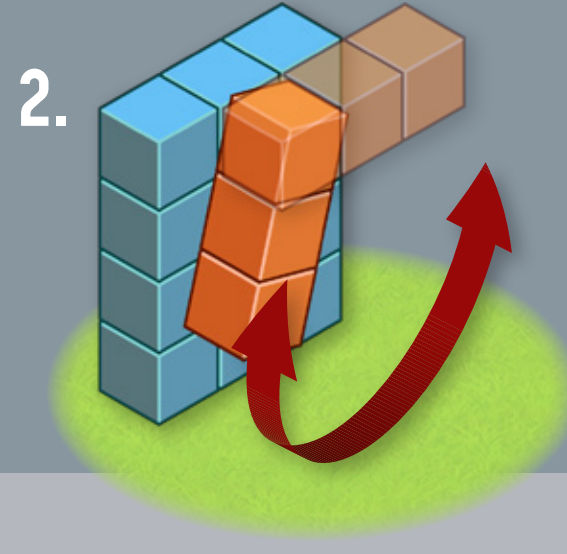
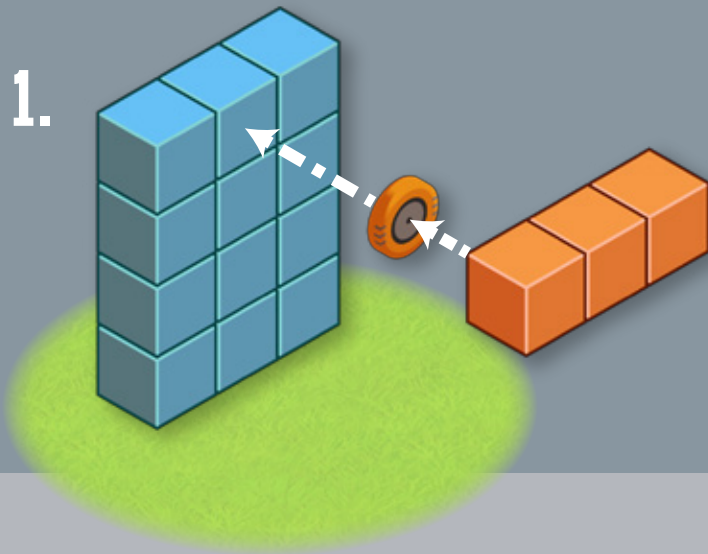
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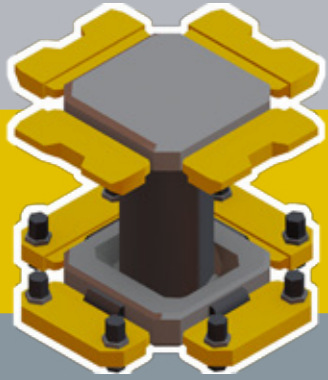




BEARING

- Anything you attach to a bearing will rotate.
- Can be powered by an engine or when linked to a controller using the connect tool.
- When connected to a driver's seat, bearings can be controlled with the keyboard.

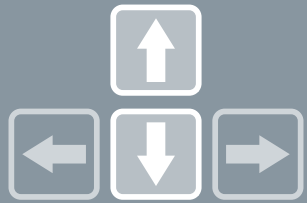




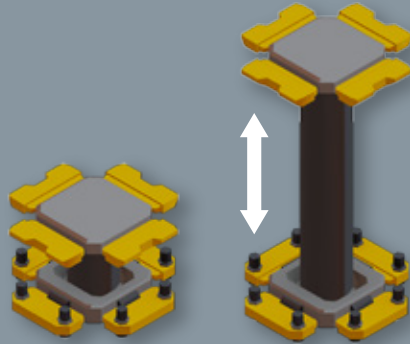
LIFT

- Build on the lift to prevent your creation from being anchored to the ground.
- Will lock bearings in place during construction for your ease of building.
- Removing the lift will release your creation, but you can re-place loose constructions onto the lift at any time.

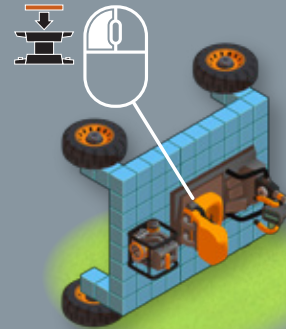
Adjusting the height



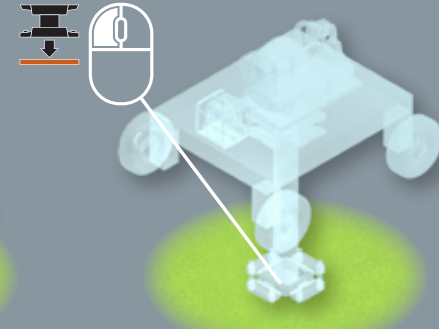
Arrow Keys



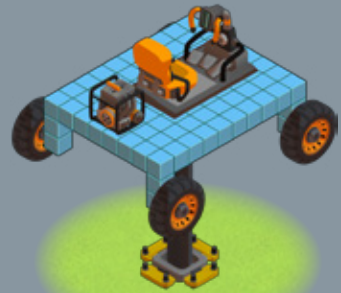
Picking up loose objects



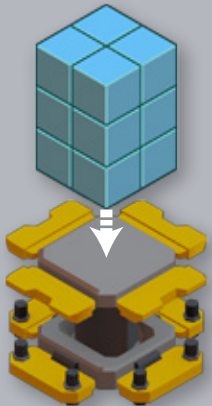
Click on object



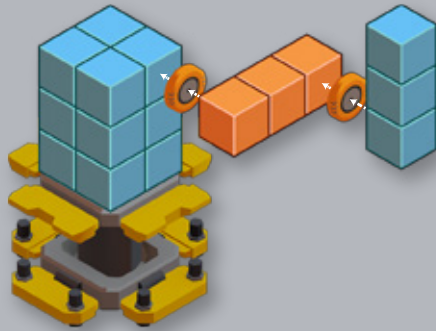
Click on ground



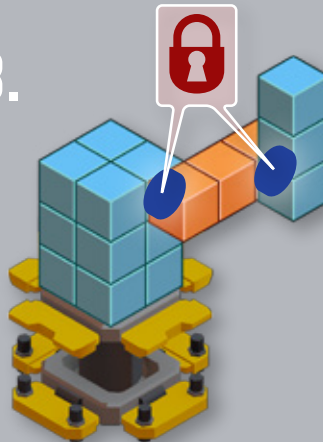
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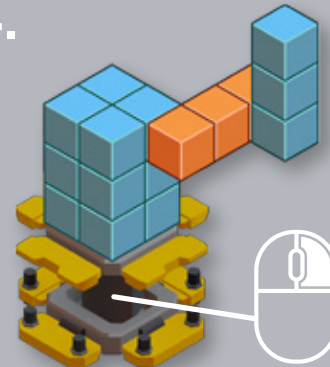
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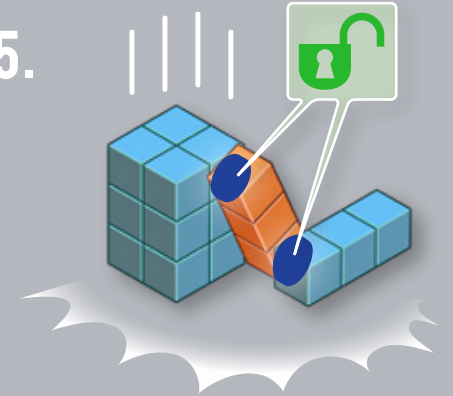
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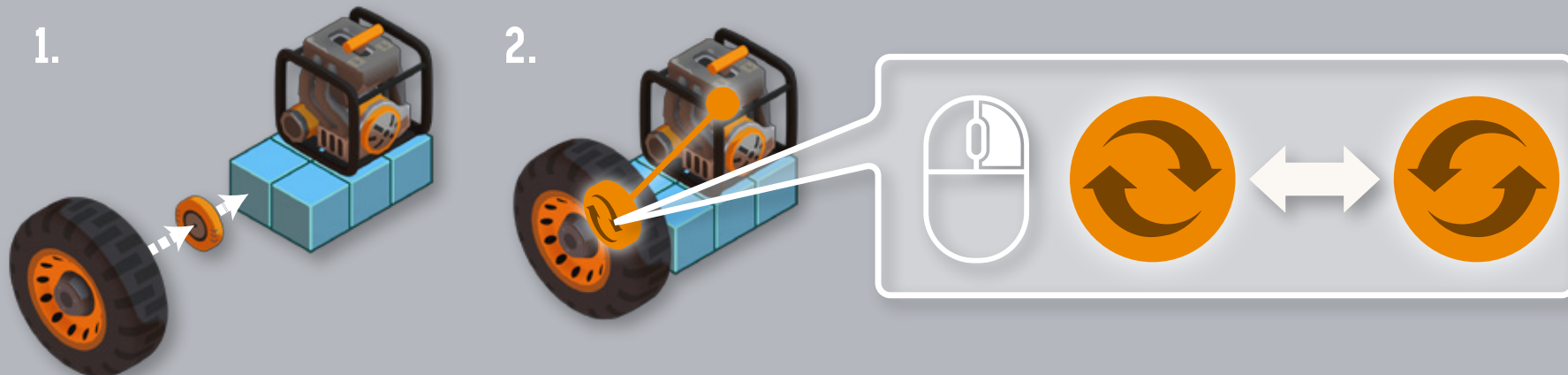
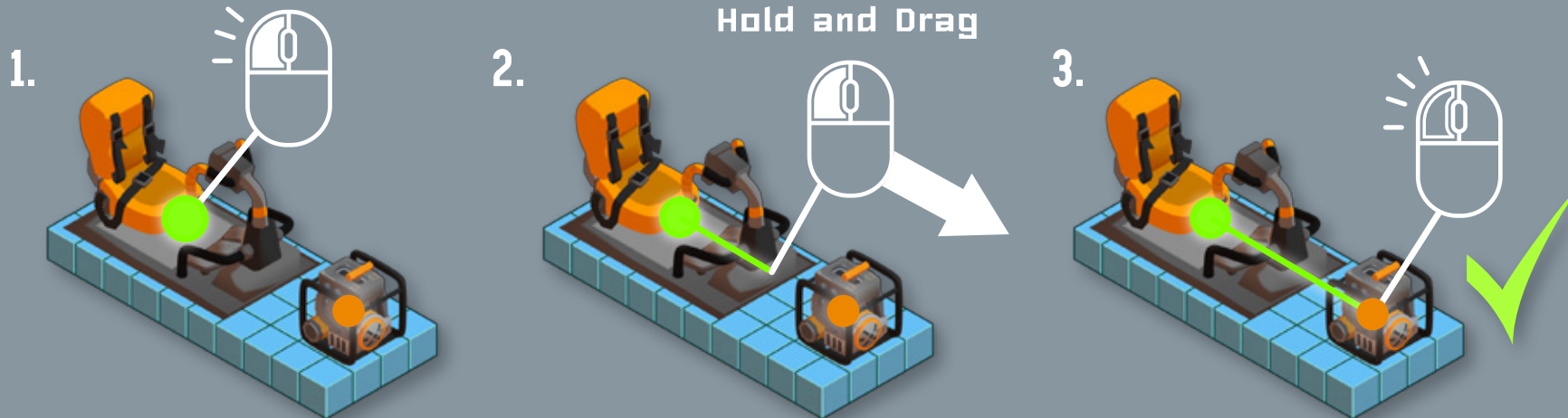
5.





CONNECT TOOL

- Allows you to connect interactive parts by dragging from one connect point to another as shown.
- If you connect an engine to a bearing, you can right click to change its rotation.

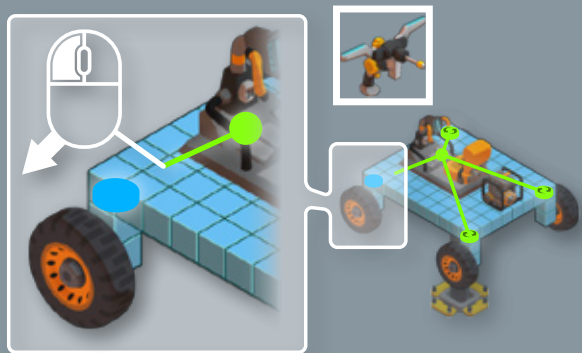




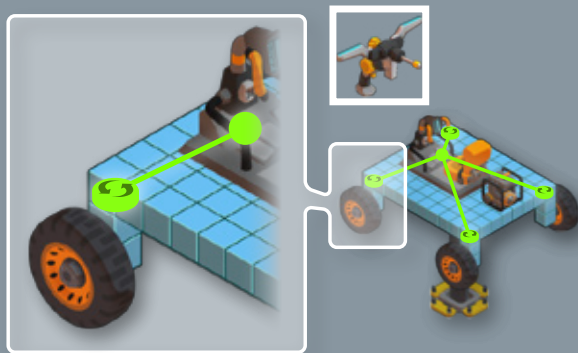
DRIVER'S SEAT

- If you hook up the driver's seat to a bearing using the connect tool, you'll be in direct control of the bearing whilst seated. The same applies to engines.
- Connected buttons or switches can also be activated from the seat.

1.



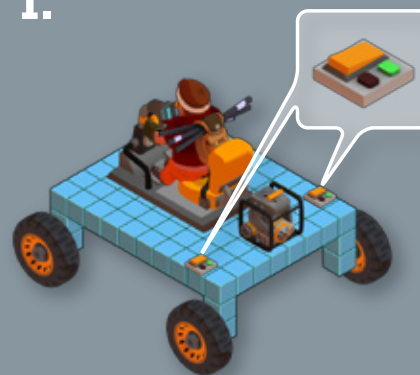
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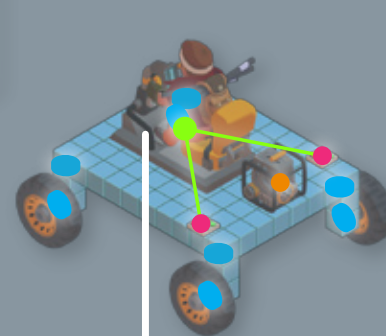
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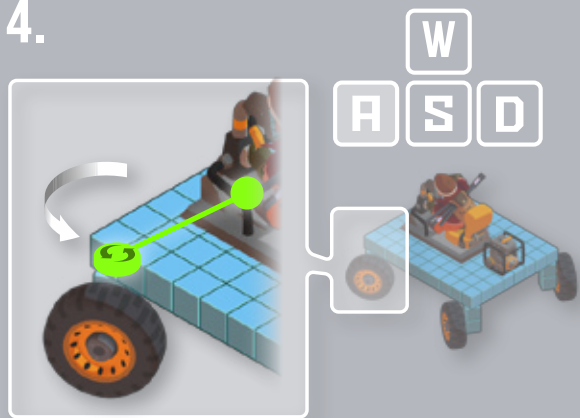
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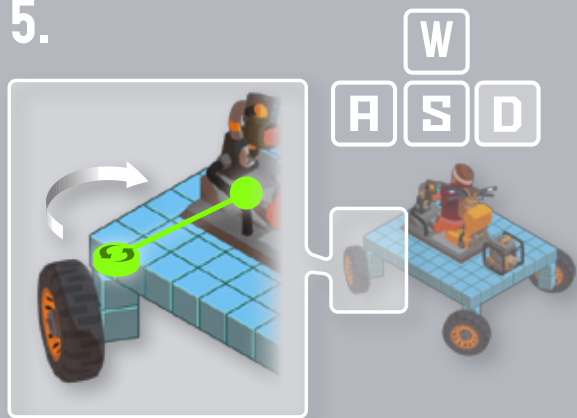
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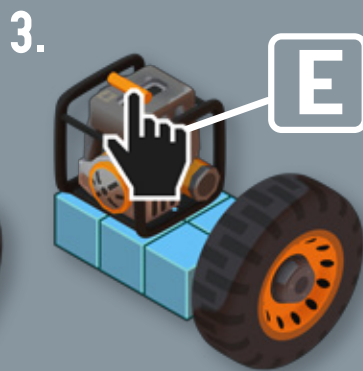
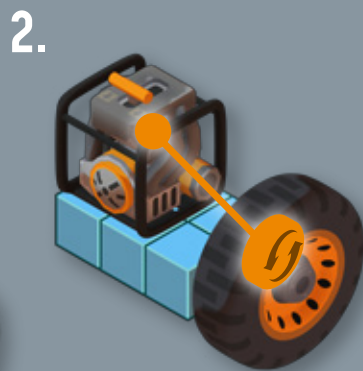
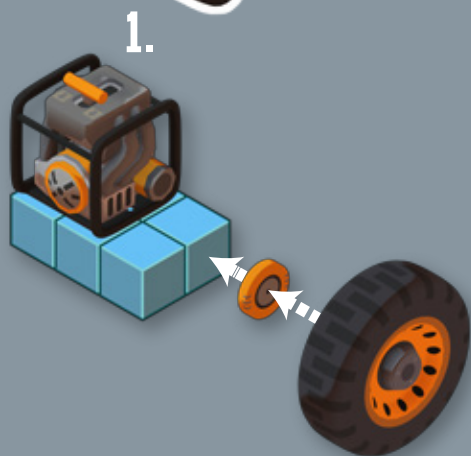
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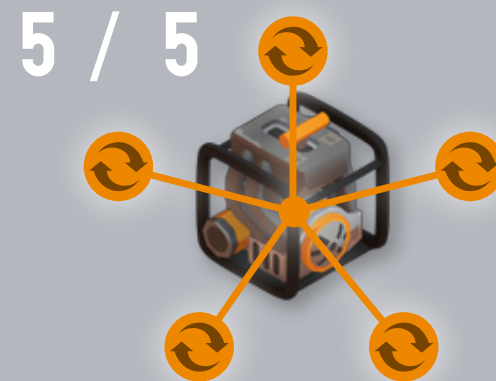
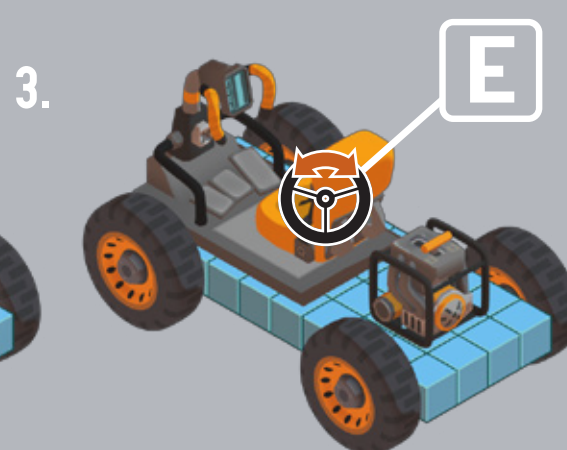
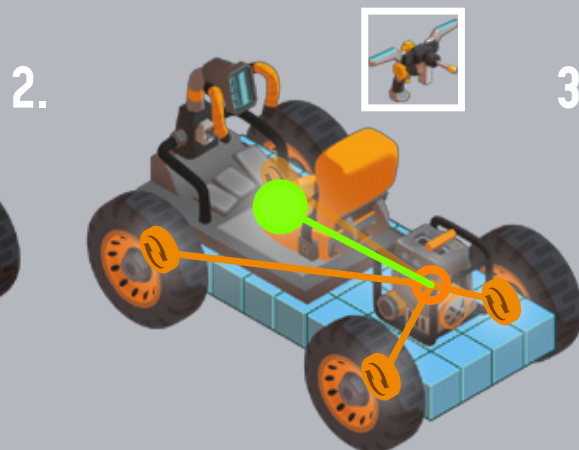
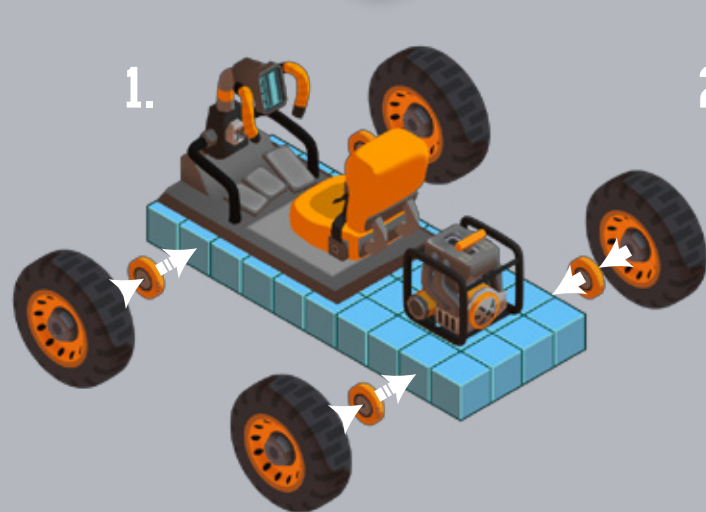
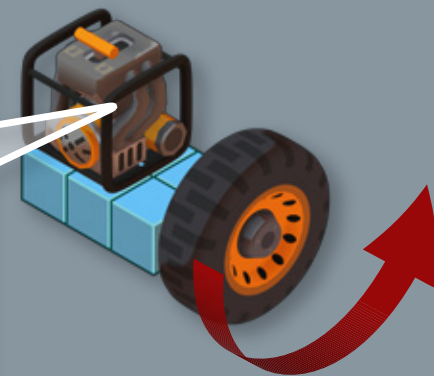
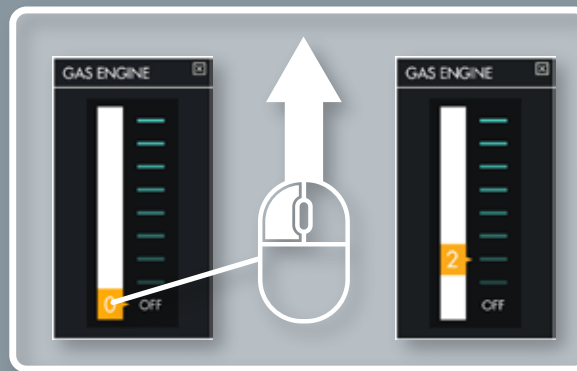


GAS ENGINE

- Makes up to 5 bearings rotate when connected.
- Ignition and speed controls are accessed by pressing E.
- Can be connected to the driver's seat as shown.



4. Hold and Drag

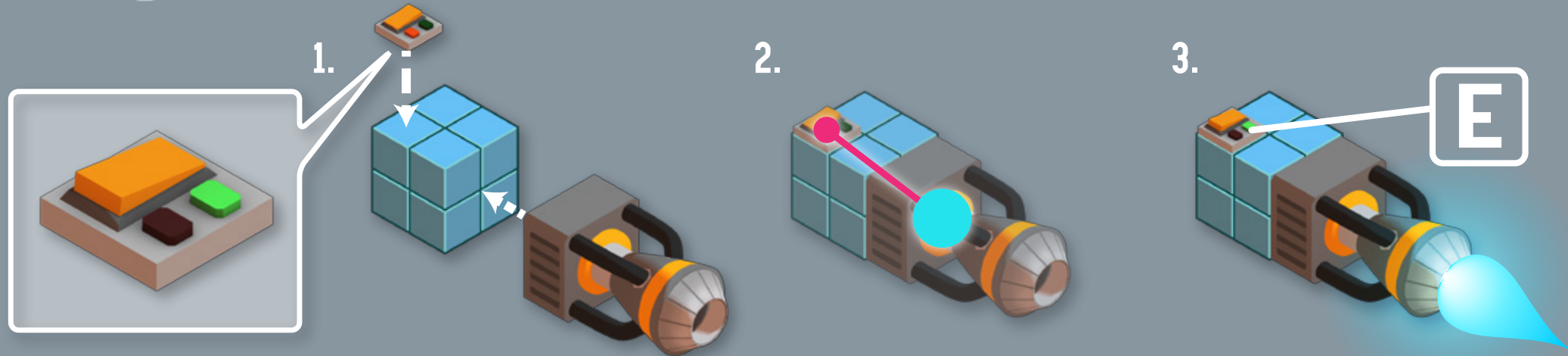




THRUSTER

Thrusters send your creations flying!

- Activated by connecting any type of trigger or the driver's seat.
- Make sure that the object you want to send flying is not stuck to the ground.





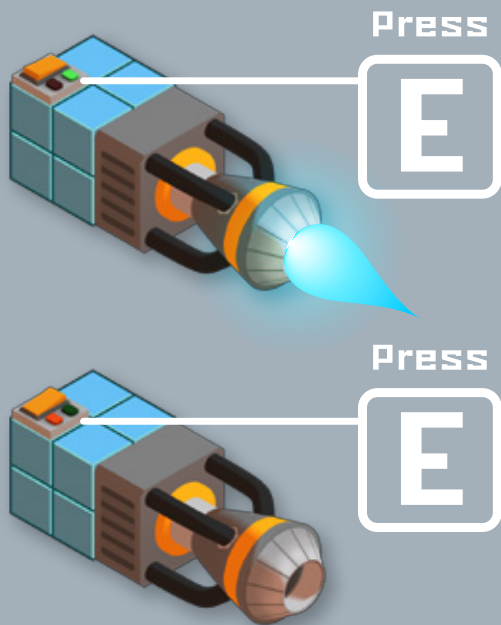
TRIGGERS

- Used to activate other interactive parts like engines, thrusters or the controller and more.
- There are 3 types of triggers that work in different ways.



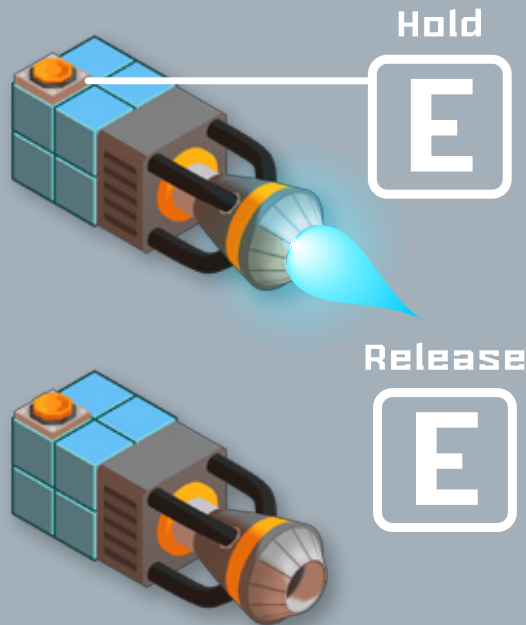
Switch

Toggles connected creations on and off.



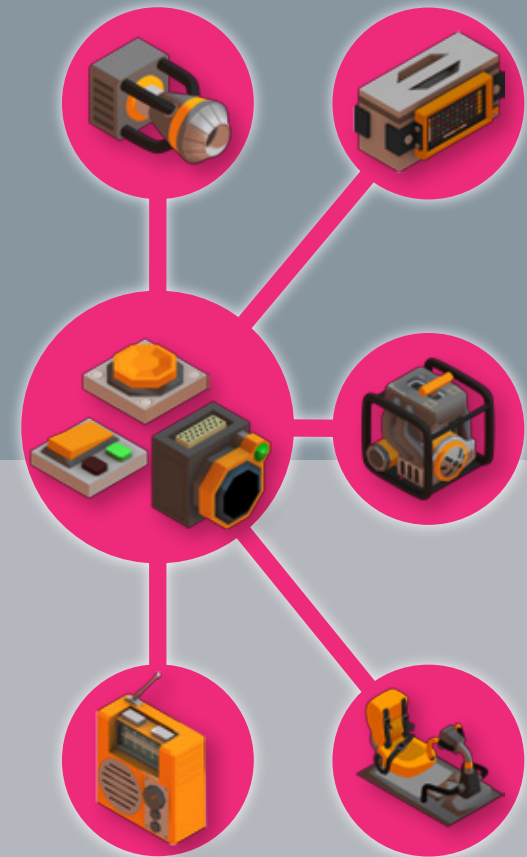
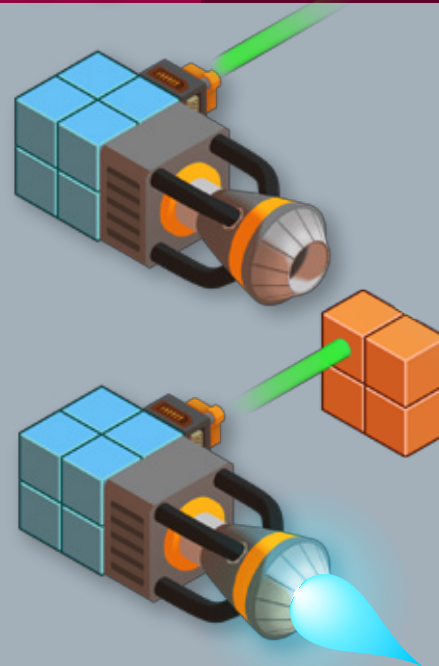
Button

Activates connected parts for as long as the button is held down.



Sensor


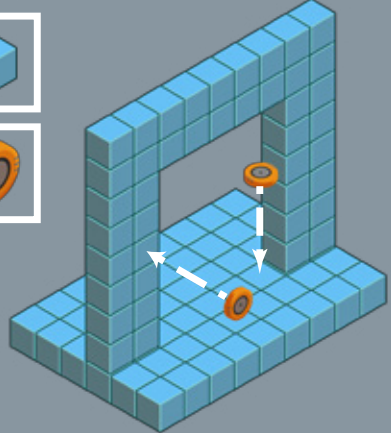
Activates connected creations when something moves within its range.


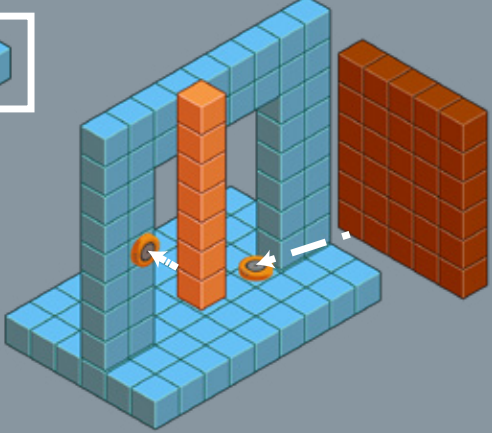



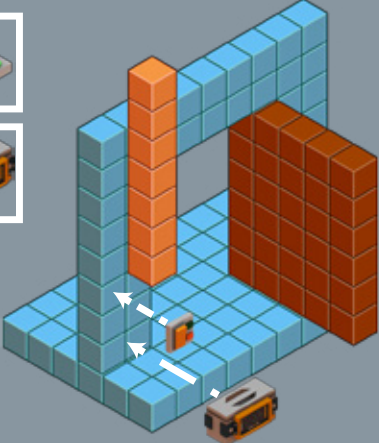


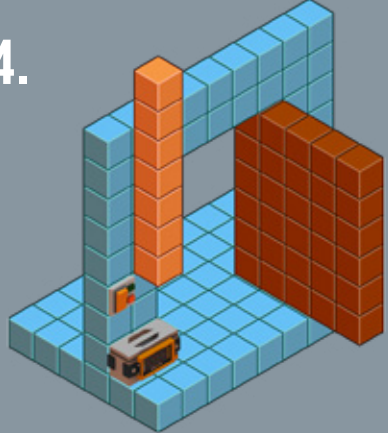
CONTROLLER


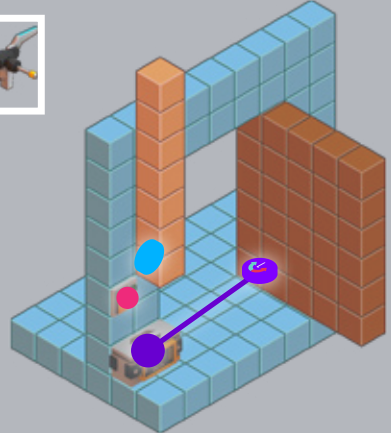
- Enables the creation of transforming, moving machines.
 - Program your bearings to rotate at set degrees in a set sequence and activate it by using a trigger.
- Let's learn the basics by building a automatic door.*

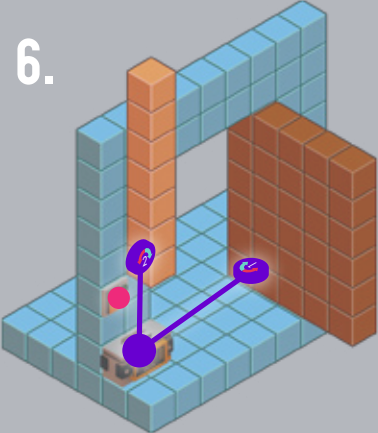
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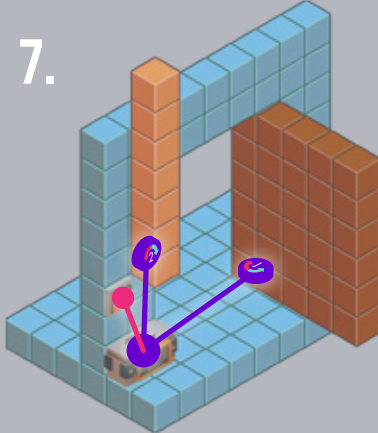
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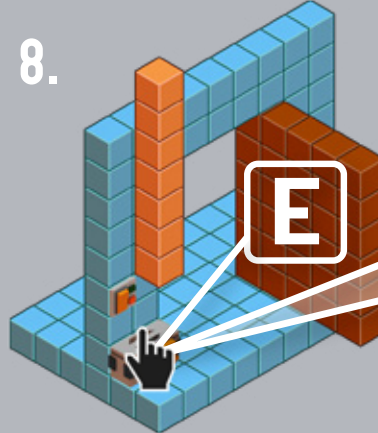
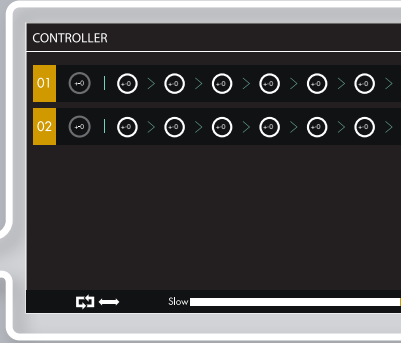
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5.  

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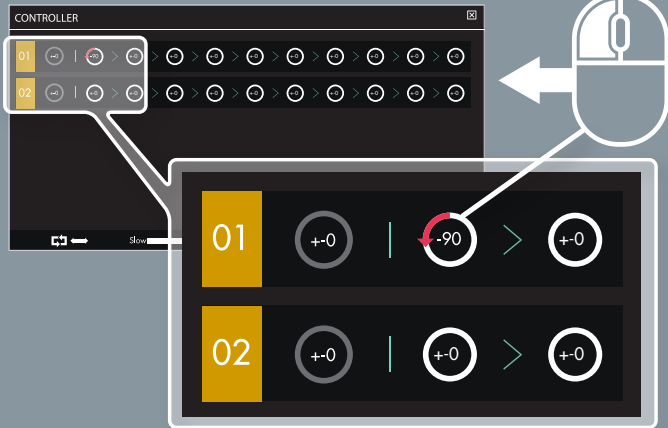
8.  



CONTROLLER

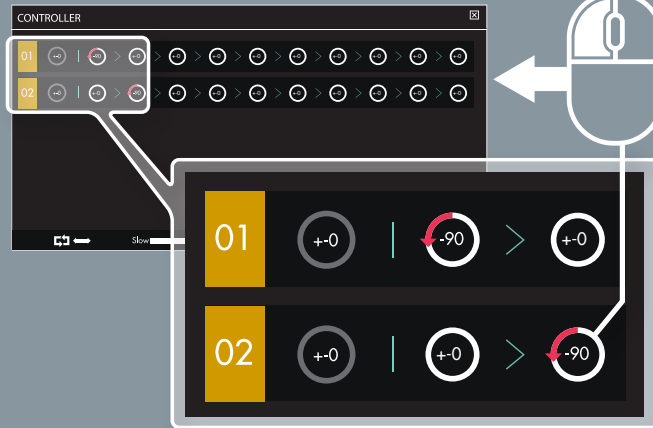
- Hold the left mouse button and drag left or right to set the degrees on the dials as shown.
 - Activate the door with the trigger that you connected to the controller.
- The controller is an indispensable interactive part with endless possibilities.*

9.



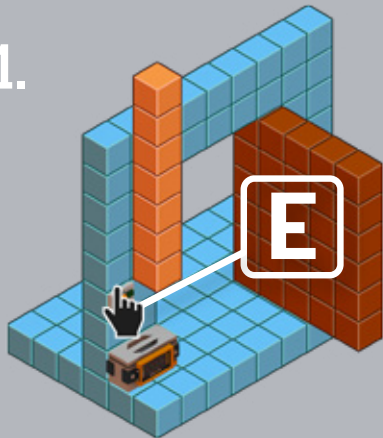
Hold and Drag

10.

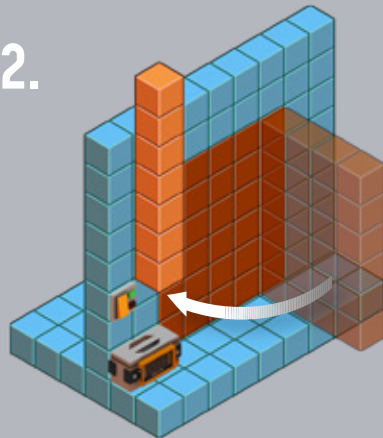


Hold and Drag

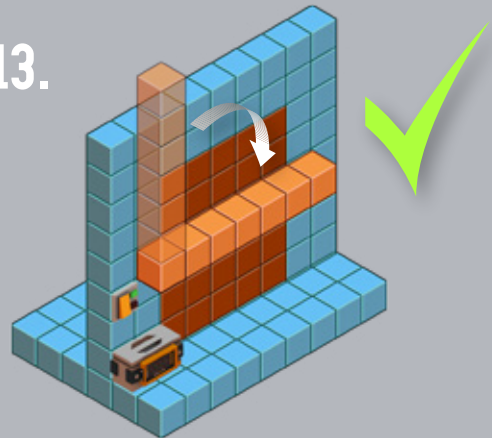
11.




12.



13.



Slow  Fast

Adjusts the speed of the Controller



Adjust the starting position



Fine-tune the angle by holding down **shift**



Toggles the sequence to repeat indefinitely



Toggles the sequence to play back and fourth

**SCRAP
MECHANIC**



Axolot