

Introduction

Welcome to Wild River Run! First off let us get out of the way what Wild River Run is and isn't. While Wild River Run does have a racing aspect to it, that is only a small focal point of what it really is. At its core this game is a brutal survival game where players will have to run a gauntlet of devious deathtraps and beat the clock to reach the end. Death happens, lots and lots of glorious death. Decapitations, Iron Maidens, Bear Attacks, and Alien Probing are just a small taste of what you are bound to experience after you enter a race.

The glory of Wild River Run is not just winning, but surviving to the end.

Commands

!race - Enter race with default subscriber or non-subscriber barrel.

!race # - Enter a race with chosen skin. Skin choices are only available to subscribers.

!remove <username> - Removes a player from the current race. This command is only usable by mods.

!leader - Shows the current leaderboard leader. This updates when the level selection is loaded - not during races.

!stats - This command shows an individual's stats. Number of races, points and so on.

!status - Checks current status Dead/Alive/Not Entered

!tilt - Tilts your barrel. This command only works if the barrel is out of the water and has a 30% chance to blow up the barrel when used. Can be turned off on options.

!yeet - Yeets your barrel upwards. Only available if the barrel is in the water. Helpful for back paddling!

!bewm - Drop a one time use bomb on current level. This command is only available to players that have cheered 100 bits or more.

!wildhelp - Get a listing of all available commands.

General Information

Sinking - Barrels can get pulled under the water and sink. See **!yeet** for more information.

Beached - Barrels that are no longer in the water are considered beached and will self-destruct if they remain motionless for too long. See **Tilting** below.

Tilting - Tilting is used for players to attempt to get back in the water after being beached, be warned however, tilting can result in explosion! Each time the command is used, a barrel has a 30% chance of blowing up.

Back Paddling - Barrels can sometimes move against the current of the river. This is called Back Paddling. Barrels will eventually turn around and start following the river again.

Pinning - On certain tracks, it is possible for barrels to get pinned against objects.

Self Destruction - Barrels that remain motionless for too long will explode. This can be avoided by using **!tilt**. With tilt mode off, barrels will explode much faster than if tilt mode is on.

Removing Abusive Players - Removing an abusive player can be accomplished by using the **!remove <playername>** command. This does not prevent them from entering the next race however, so take mod action on abusive players before proceeding to the next race.

Profile Pictures - Profile pictures can be toggled on and off in the options. This is a great option for streamers that may be getting trolled using profile pics.

Follow Camera aka "Snipe Mode" - You can lock on to any barrel on the current map by pressing and holding R. This will enable Snipe Mode where you can click on the barrel of your choice. NOTE: Does not work at great distances, you must be within clickable range to lock onto target. To unlock, simple right click to resume normal

movement. You can zoom in and out using your mousewheel and orbit around the target using A and D.

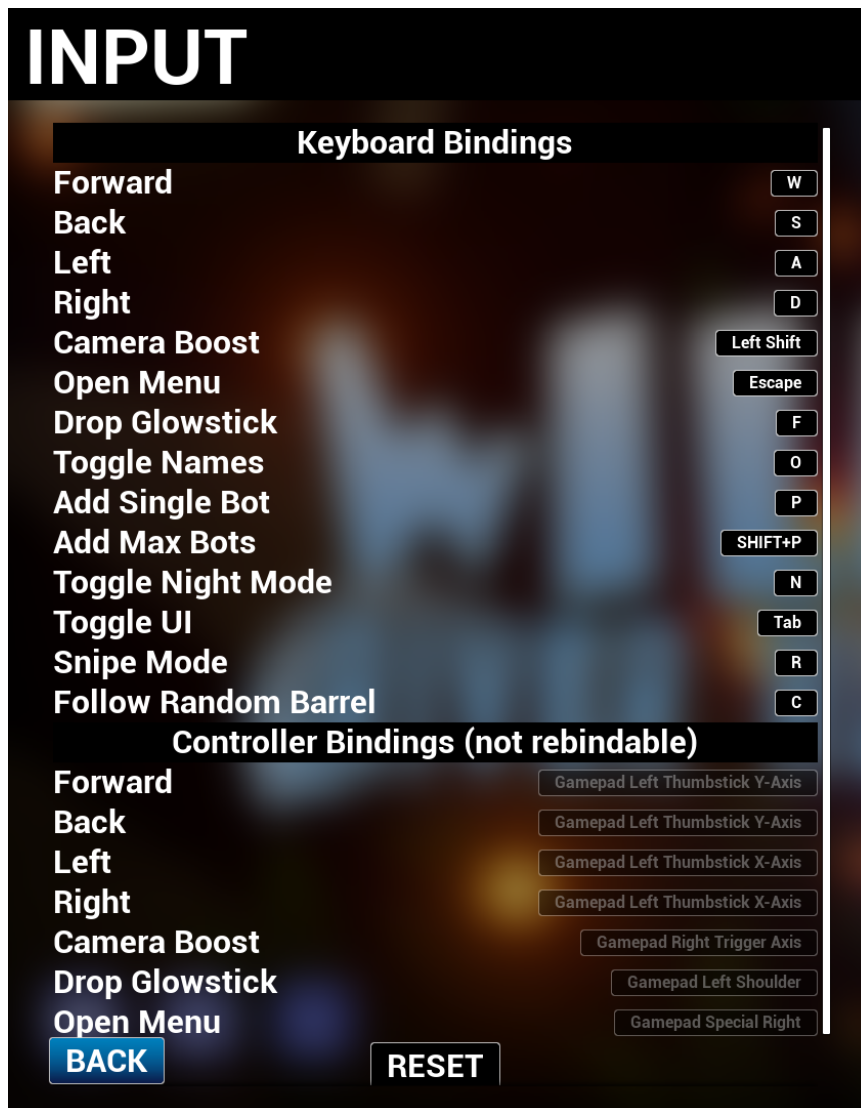
Follow Random Barrel - If this option is turned on in the Settings, the follow camera will automatically switch from player to player at random about every 10 seconds.

Bird's Eye View - Every level has a built in Birds Eye View. Just press 1 on your keyboard to be transported to the Birds Eye View with the exception of Rib's Raceway and Super Flume which show the finish line.

Adding Bots - Bots can be added to any map. Just press "P" to add a bot. Pressing "SHIFT + P" will add the maximum number of bots of 100. If testing in offline mode, at least 1 bot must be added to the map to allow the Start button to be active.

Default Input Map

The default key map can be seen below. A reset button is also available to reset the input map back to the default settings. Controllers are not officially supported and are not rebindable, however some basic movement and actions are available.



Settings

SETTINGS

Game Settings

Countdown Timer (sec) 120~

!status for Subs Only ☐

Allow !tilt ☒

Allow !yeet ☒

Allow !bewm ☒

Player Limit 300~

Show Winner's Profile Pic ☒

Mute Bot ☐

Hurry Timer Mode ☐

Automatically Follow Barrels ☒

Streamer Settings

Your Default Skin (0=Default) 19~

Automatically Enter Races (Recommended) ☒

Connection Message Wild River Run is Connected!
Blank for no connection message

SAVE SETTINGS

BACK

Game Settings

Countdown Timer - Change the time allowed to enter a race before the race officially starts

!status for Subs Only - Allows for only Subscribers of your channel to use !status.

Allow !tilt - Allows for !tilt to be used during races.

Allow !yeet - Allows for !yeet to be used during races.

Allow !bewm - Allows for !bewm to be used during races.

Player Limit - Lower or raise the amount of players allowed to enter any given race. Default is 300.

Show Winner's Profile Pic - Allows the winner's profile pic to be shown on screen after finishing a race.

Mute Bot - Turning on this option will completely turn off the bot talking in chat.

Hurry Timer Mode - Timer will not be shown on screen until the first person crosses the finish line or if players are taking too long to finish a race.

Automatically Follow Barrels - After locking onto a barrel from Snipe Mode, the camera will automatically switch from barrel to barrel at random automatically.

Streamer Settings

Your Default Skin - The skin you would like to spawn in as when you enter a race.

Automatically Enter Races - Automatically enters the streamer into every race.

Connection Message - The message shown in chat after Wild River Run successfully connects to Twitch.

Point System + Bonuses

The point system in Wild River Run is pretty straightforward, no complicated algorithms, miracles of modern technology or mysterious inner workings here folks. Players get points for crossing the finish line up to 50th place, plus a small bonus.

1st - 1000
2nd - 900
3rd - 800
4th - 700
5th - 600
6th - 500
7th - 400
8th - 300
9th - 200
10th - 100
11th - 90
12th - 80
13th - 70
14th - 60
15th - 50
16th - 49
17th - 48

These points continue to drop one point for each place all the way to 50th place. 50th place gets 15 points. Anyone finishing beyond 50th place is awarded no points.

Bonus points are awarded to players when they cross the finish line as well. The bonus points awarded are calculated from the time left on the clock when a player crosses the finish line.

Example: A player crosses the finish line in 1st place. 1000 points are awarded to that player for coming in 1st place. There are 110 seconds still left on the clock when they crossed, so that time is converted to bonus points and is added to the finishing score for a total of 1110 points.

Finish fast and get more points. It really is that simple!

Running with Bots

Sometimes you may need more players than you have or would like to create competition where it may be somewhat lacking. This is where bots come in. By pressing "P" you can insert a single bot (up to 100 times) or just put in the lot with "SHIFT + P". Do note that bots cannot be added to a race once the timer has been started.

Bot players will run the track like any normal player however, they do not take track records or populate the top ten leaderboard. These positions are reserved for human players only.

FAQ

Q: All my players keep getting killed before the end of a race. What can I do about that?

A: Most often this is a result of too few players on a track. Try adding bots to your track until you feel you have enough. You can also try running Fast tracks. These races are shorter and result in more players crossing the finish line. Finally, some tracks are designed to kill more than others, experiment with the tracks to find out which ones kill more than others.

Q: Can I see what place someone finished at beyond 10th place on a track?

A: Yes, just place your mouse over the finished players list and scroll down.

Q: Can I see beyond the 10th place in the Top Ten leaderboard?

A: No. The Top Ten leaderboard is just that, a Top Ten.

Q: Can I turn off player profile pics?

A: Absolutely! This option can be turned off in the Options.

Q: I want to turn off the timer, how do I do that?

A: See the Settings section located in the Options. A Mode is available called "Hurry Timer Mode" that you can toggle on.

Q: The bot talks too much, can I turn it off?

A: Yes. See the Settings section located in the Options. An option is available called "Mute Bot" that will turn off all in game chatter.

Q: I do not want people yeeting, tilting, or using bombs, can I turn them off?

A: Yes! Check the Settings section of the Options. These features can be turned off there.

Q: How do I move around the map?

A: Simple, just right click and hold and use WSAD to move. Sprint is also available by pressing and holding SHIFT.

Q: My viewer cheered 100 bits and can't use the bomb. What gives?

A: Bombs (!bewm) are only available on the map they are currently on. If they die or do not use the bomb before the end of the race they will lose that ability in the next race.

Q: If I get a cheer of 1000 bits does that mean my viewer will get 10 bombs?

A: No. They will still get the standard 1 bomb. However after using the bomb they can cheer again and get another one! Do note that bombs do not stack. You get one bomb at a time to use. This decision was made to keep players from spamming bombs on the track giving them an unfair advantage.

Q: What does !yeet do?

A: Yeet will make the player jump upwards out of the water. This can be useful if the player finds themselves stuck or just feels like showing off a little for the camera. Note: !yeet is only usable if the player is in the water.

Troubleshooting

Clicking connect and nothing happens

Make sure you turn off Antivirus software that may prevent Wild River Run from opening the local ports it needs to connect to Twitch. Wild River Run uses port 5473 on a localhost to authorize with Twitch.

Previously connected and now can't connect

Close Wild River Run, Delete your TwitchLoginInfo.sav file located in:
C:\Users\YOURUSERNAME\AppData\Local\WildRiverRun\Saved\SaveGames
Restart Game and proceed to reauthorize.

Crashing

Crashing can be caused by many different factors from hardware failure to corruption. With that said, here are some general fixes that might help. Make sure your graphics drivers are up to date and restart your game after making graphical changes. Reverify your files using Steam's built in file verification system.