
snowed in
STUDIOS
WINDFORGE
game manual

WINDFORGE

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»MISSION BACKGROUND

Human society is in a golden age. Through the use of technology we have reduced world hunger, alleviated hard labours, and even eliminated the isolation of the open sky. Our standard of living now is significantly higher than our early ancestors.

However, the foundation of this age is on the brink of collapsing. At the heart of all human technology is an energy source, and most of our energy is produced by burning whale oil. The demand for whale oil has been increasing exponentially over time and shows no sign of slowing down. As a result, the global population of sky whales is steadily decreasing. We predict that at the current rate of decline, they will be extinct within a few years.

We are faced with little choice. If we wish to maintain our way of life, we need to find a new energy source. All attempts to find suitable alternative energy sources thus far have been unsuccessful. We must look for new sources of inspiration in order to develop alternatives.

Our most promising source of inspiration come from the technology of an ancient race of people named the Aetherkin. Although there are only myths surrounding why the Aetherkin disappeared, we have evidence to show that their technology is quite advanced and beyond our current understanding. It is likely that they also have sources of energy far beyond that of our own.

Unfortunately, Aetherkin research is strictly forbidden by our current laws, and even discussing the Aetherkin is taboo among the general population. At the heart of this issue lies a religious group named the Servants of Cordeus. The SOC is a powerful religious and political force that vigilantly restricts and protects all objects and knowledge pertaining to the Aetherkin.

Our team has been covertly hired to research the Aetherkin behind the backs of the SOC. We must uncover a new source of energy soon. If we fail, it is certain that society will fall back into the Age of Isolation.



LANDMARK KEY

- Your Ship
- Quest Marker
- NPC Ship
- Dock Master
- Sky Whale
- Kraken



IN-GAME LEGEND

1 Your health meter. *When this decreases to zero, you will lose consciousness.*

2 Your air meter. *This will appear when you cannot breathe the air surrounding you. When this decreases to zero, you will start taking damage.*

3 Your equipped items and ammo counts

4 Your quick belt. *This will let you quickly switch to other items during the game. Press the corresponding number key to equip your primary item. Double tapping the corresponding number will equip your secondary item.*

5 A landmark indicator. *This will show you the direction of important things around you.*

WINDFORGE »CONTROLS

Pause Menu

Access Inventory, Crafting, Quest/Map, and Character Screen

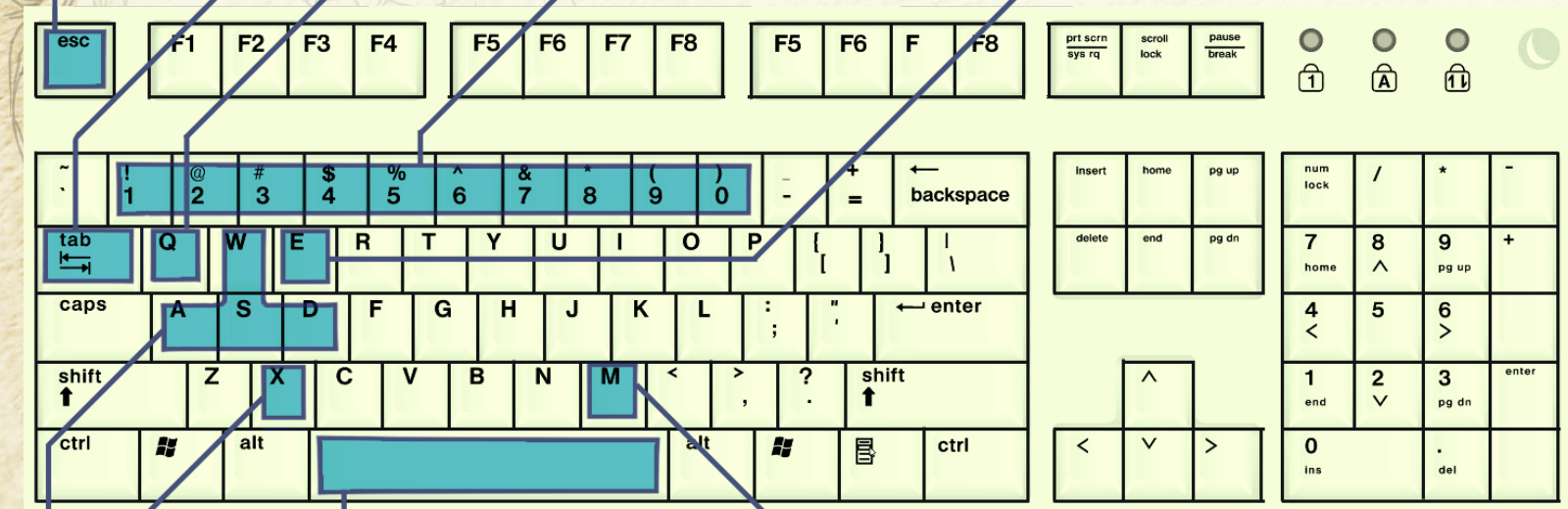
Display the Quest Screen

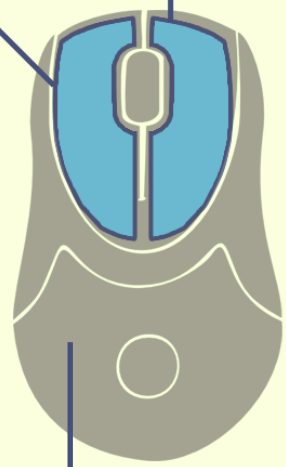
Quick use/Equip inventory item in correlation with slots in Game HUD

Interact with objects in the world

Use Right Slot item

Use Left Slot item





Jump

Examine a ship component

Up, left, down, and right

Display the Map Screen

Aim/Cursor

»CHOOSE YOUR IDENTITY



Our mission goes against the laws and the beliefs of many people. For the sake of secrecy and the safety of those close to you, you will be issued a new identity. Choose a name, gender, hairstyle, and hometown according to your own personal tastes.

Based on your choice of hometown, we will assign you a believable occupation and provide a suitable amount of training to fill that role.

For each occupation we expect the training to have the following results:

- **BUTCHER:** +10 to strength, -5 to wisdom
- **PROSPECTOR:** +10 to agility, -5 to vitality
- **SAILOR:** +10 to vitality, -5 to agility
- **MERCHANT:** +10 to wisdom, -5 to strength

Our mission will not be easy. In order to tackle your day to day challenges, you will need to continuously improve your abilities, equipment, and tactics. We have established a formal system to rate the abilities of an individual. This system should be used as a guide to help you plan your future training.

AGILITY



Agility affects your ability to move effectively. Increasing your agility will increase your running speed and your jumping height. Increasing your agility beyond certain levels will also grant you extra movement capabilities. These are described below:

- JUMP OFF WALLS: At **level 20** you will become quick enough with your feet that you will be able to jump off of vertical walls.
- BREAK FALL: At **level 40** you will become so proficient at controlling your body and distributing your weight, that you can effectively break falls from great heights. This will cut the damage you would normally take from falling in half.
- DOUBLE JUMP: At **level 60** you will become so quick on your feet that even the air will feel solid. This will allow you to jump once mid air.
- SUPER JUMP: At **level 80** your powerful legs will allow you to jump massive heights in a single bound. To execute a super jump press up and jump at the same time.
- QUADRUPLE JUMP: At **level 100** you will become so fast and efficient with moving your legs that you will be able to jump in mid air up to four times.

STRENGTH



A higher strength rating makes it easier to use heavy equipment. Increasing your strength will reduce your weapon recoil, increase jackhammer effectiveness, and increase damage from melee and throwing weapons. Increasing your strength beyond certain levels will also grant you new capabilities. These are described below:

- DOUBLE KNOCKBACK: At **level 20** your melee strikes will become much more forceful. This will double the amount of knockback force applied to targets.
- FAST MINING: At **level 40** you will be able to easily handle the massive forces created by jackhammers, enabling you to push harder, and break blocks more effectively.
- AIM HEAVY WEAPONS: At **level 60** you will be strong enough to easily handle the weight and recoil of heavy weapons. This will enable you to aim even the heaviest weapons in all directions.

- MELEE BLOCK DAMAGE: At **level 80** your melee strikes will become so powerful that even a knife can become a powerful mining tool, allowing you to cut through walls and mountains with ease.
- POWER STRIKE: At **level 100** the speed of your blade will compress the air around it, creating invisible blades of wind that will greatly increase the range of your strike.

WISDOM



Wisdom affects your perception, communication, critical thinking, and knowledge of the world around you. Increasing your wisdom will improve your buying and selling prices in stores, as well as grant you new capabilities when it is increased beyond certain levels. These capabilities are described below:

- PILOT: At **level 20**, your expertise at the helm and your knowledge of your ships will allow you to change direction and stop much more responsively.
- EXPERT CRAFTING: At **level 40** the quality of items you craft will increase greatly. Most of the items you create at this level will be Quality items.
- BEAST TAMER: At **level 60** your abilities of empathy and non-verbal communication start extending to other creatures in the world. This allows you to tame and control small and medium semi-intelligent creatures with a rope or grappling hook. To tame a creature attach a grappling hook and stand on its back for five seconds.
- BEAST MASTER: At **level 80** you master your ability to communicate with creatures in the world. This allows you to tame and control even larger semi-intelligent creatures with a rope or grappling hook.
- MASTER CRAFTING: At **level 100** you will be able to create items at such a high level of quality that most will be considered Master Craft items.

VITALITY



Vitality affects your overall health and fitness. Increasing your vitality will increase the amount of damage your body can take before collapsing. You will also gain certain capabilities after is increased beyond certain levels. These are described below:

- IMPROVED DIGESTION: At **level 20** your metabolism will become more efficient when digesting food. This will increase the number of hit points restored after eating.

- IMPROVED ENDURANCE: At **level 40** your endurance will increase to a level where you can carry much heavier loads without feeling winded. This will increase the amount you can carry by 100.
- PAIN TOLERANCE: At **level 60** the mastery over your body will grant you the willpower to ignore pain. This will allow your hit points to regenerate up to a third of their maximum.
- MASSIVE ENDURANCE: At **level 80** your endurance will increase greatly, enabling you to carry massive loads without feeling winded. This will increase the amount you can carry by another 100.
- HEALTH REGENERATION: At **level 100** your body will be at peak health and damage resistance. This will enable you to regenerate your hitpoints up to their maximum.

TRAINING

There are a number of ways you can increase your ability scores. The most common way is to hire trainers. Trainers vary in their abilities and can usually be found in towns throughout the world. There are also ways to temporarily improve your abilities by wearing specialized equipment. Finally, it is rumored that the Aetherkin had powerful medicines that could permanently increase your ability scores



INVENTORY

Your inventory will allow you to manage all of the items and equipment you pick up. Here you will be able to equip armours and clothing, equip primary and secondary items, set up your quick belt, and drop items. Items can be equipped and used by dragging them to the appropriate slots with the left mouse button. Right click the item to quickly use it.



INVENTORY LEGEND

1 The item list.

2 The item categories. *Click these to choose what items should be listed.*

3 The menu tabs. *Click these to show other screens*

4 Your equipped clothing.

5 Your equipped items. *The left slot displays your primary item, and the right displays your secondary item.*

6 Your pack capacity. *If this number increases passed your maximum, you will become encumbered, which will greatly decrease your ability to move freely.*

7 The amount of money you have accumulated.

8 The world around you. *Drag items into this area to drop them.*

9 Your armour rating. *The higher this number is the more protection you will have from taking damage.*

10 Your equipped weight. *Your equipped items and equipment will increase this number, and the higher it gets, the lower your movement speed and jumping height.*

Crafting items is a cost effective way to ensure that you have the equipment you need, when you need it. Additionally, as you become better at crafting you will be able to make equipment above and beyond most of the things you can find in the world or buy in stores. To craft an item you will need to know the recipe, have the appropriate ingredients, and be reasonably close to an appropriate crafting station.

There are two ways to start crafting. To craft basic items, press the tab key, then click on the crafting button at the top. To craft more advanced items you will need to use a crafting station. This can be achieved by walking close to a crafting station and pressing the 'e' key on it. When you are crafting you will be able to craft using all of the nearby crafting stations.



CRAFTING LEGEND:

1 The recipe list. *The recipes that you currently know will be listed here for all of the nearby crafting stations*

2 The recipe categories. *Click these to limit the types of recipes that will be listed.*

3 The item creation panel. *This will show the details of your recipes and enable you to create them. Click on a recipe in the recipe list to make this appear.*

4 An optional ingredient. *Some recipes will allow you to choose certain ingredients. This will affect the result of the recipe in different ways. Every ingredient will give the item different results. Don't be afraid to experiment if you have the ingredients to spare.*

5 A required ingredient. *This ingredient will be required for all versions of the recipe.*

6 The create button. *Click this to create the item. If you hold the button down, multiple items can be quickly created.*

You are free to build whatever structures and ships you deem necessary. To build a structure, equip a block or other placeable item. The object will hover around your mouse if it is close enough to be placed. Objects must be placed onto solid surfaces. Move the object to the surface you wish to place it, and if it can be placed it will snap to the location and turn green. Finally, click your mouse to place it. Some objects can be placed with different orientations. In these cases, the object will automatically rotate according to the surfaces that are nearby.

SHIP CONSTRUCTION

Ships are our primary means of transportation across islands. To construct a ship you will need a number of specialized components.



SHIP STARTING PLATFORM

These are needed to start a ship from scratch. They can be placed anywhere in the world where there is room. Attach blocks and other objects to this to build your ship. These are unnecessary once the ship is constructed, and can be removed later to reduce the ship's weight.



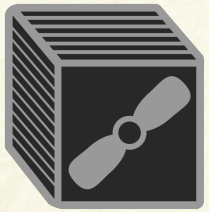
CONTROL PANEL

These are used to control your ship. Ships will automatically hover in place if they are able to, but this will allow you to actually control its movement.



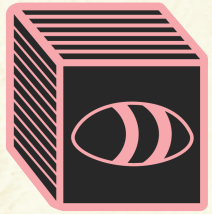
ENGINES

These will provide power for your ship. Their power will be distributed evenly between all of the components on the ship. If you don't have enough power to meet the needs of your components, they will not work as effectively as they should.



PROPELLERS

These will provide thrust for your ship. You will need at least one horizontal propeller, and one vertical propeller. Each horizontal and vertical propeller will add to your ships thrust in its corresponding direction. Propellers will not work properly if they are obstructed by other parts of your ship.



BALLOONS

These are not strictly necessary for a ship, but they will greatly decrease the amount of upwards force necessary to keep a ship in the air.

SHIP STATISTICS

You can examine the statistics of your ship and its individual components by hovering your mouse over them and pressing the 'x' key. The various ship attributes are described below:

- MASS: This indicates how heavy your ship is. Different objects and building materials will have different masses. By choosing lighter materials you can build lighter ships. Lighter ships accelerate faster and are easier to keep in the air.
- POWER AVAILABLE: The total amount of power produced by your engines.
- POWER REQUIRED: The total amount of power required by all of your ship's components. If the power required is higher than the available power, your component will not be as effective as they should be.
- VERTICAL THRUST: The maximum vertical thrust your ship can produce. This will affect how quickly you can accelerate upwards and downwards. If this number is negative, your ship will not be able to support its weight in the air.
- HORIZONTAL THRUST: The maximum horizontal thrust your ship can produce. This will affect how quickly you can accelerate left and right.



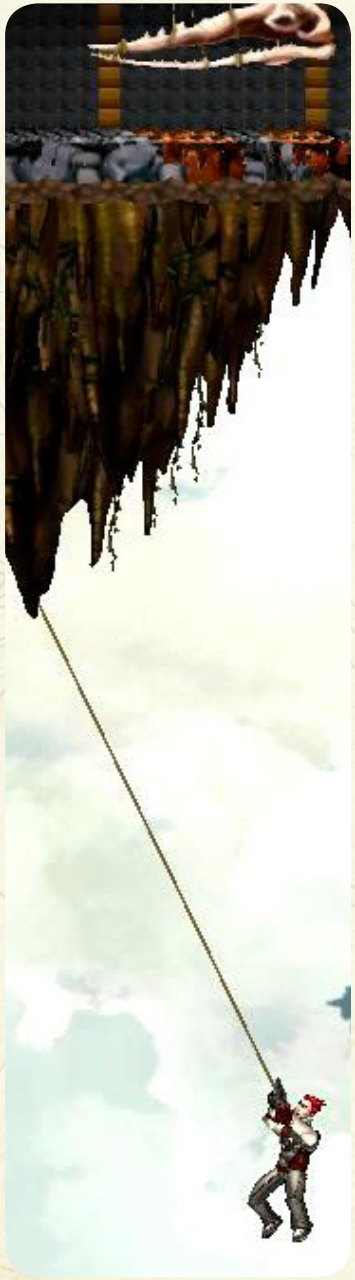
SHIP MANAGEMENT

The government strictly manages the ownership of ships. Once you take ownership of a ship, you will be able to access from any licensed dock. Every major town will have one of these docks available for your use. Dock masters are positioned at every dock and are charge of managing all of the ships in the harbour. Talk to these people if you wish to register, swap, or destroy any of your ships.

If you build a new ship from scratch or acquire a ship through other means, be sure to register the ship if you wish to permanently keep it. This will prevent it from going missing if it is left unattended, and will also allow you to restore it even if it is completely lost or destroyed.

THE SKIES AWAIT YOU











WINDFORGE

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