Hello and welcome to Brushwood Buddies!

Contents:

1. Disclaimers and Policies
2. Installation
3. Credits, Copyright Notes and Licenses

If you have any questions or feedback, please let me know!

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1. Disclaimers and Policies

I developed Brushwood Buddies with best intentions, but as with every piece of software, there is no warranty Brushwood Buddies will be free of bugs and errors. Installation and playing the game happens at your own risk. Please check the terms of use regarding the platform you got Brushwood Buddies, too. Brushwood Buddies connects to the game's server to check if there is a new update (no data is recorded). This is enabled by default and can be deactivated in the settings. The Steam version of the game connects to the Steam servers and to your Steam account to enable various features like leaderboards, game statistics, achievements, trading cards, Steam overlay functionality, cloud saving and more.

Do not distribute the game or parts of it to others or commercialize the game or parts of it without my permission. Feel free to create and publish videos, write texts, make screenshots or fan art respective Brushwood Buddies. In terms of Let's Plays or similar video formats as well as presentational text formats (reviews, wikis and so on), you are allowed to use graphics and music from the game and monetize said media, for example through advertisement.

Brushwood Buddies allows you to create your own content. Feel free to share mods and content you created for Brushwood Buddies with other people, but without sharing the game itself. Do not commercialize your creations.

2. Installation

Please check the store page you bought the game from regarding the minimal system requirements. The Brushwood Buddies' installation process depends on how you bought the game. If you bought Brushwood Buddies on Steam, the game is already installed and can be started. If you downloaded Brushwood Buddies as a zip- or tar-archive, please unpack the archive. The game requires ".NET 4.6" or higher and the "Microsoft Visual C++ 2010 Redistributable Package" to run (which are very likely already installed!). The installers of both are provided in "./Content/setup/":

- at least .NET 4.6 or higher (most likely already installed): ./Content/setup/dotNet_4_6_setup.exe
- Microsoft Visual C++ 2010 Redistributable Package (most likely already installed): ./Content/setup/vcredist_x86.exe

The game itself doesn't have an installer. You can move the game's folder anywhere you want. To start the game on Windows, run "BrushwoodBuddies.exe". On GNU/Linux, execute the "BrushwoodBuddies" script.

Brushwood Buddies loads the template_settings.xml on the first start and depending on the settings and OS, it creates a current settings file, which is stored together with the content files, including save games, player profiles, screenshots, mods, language files and crashlogs, into a specific user directory:

- Windows: "C:\Users\YourUsername\Documents\My Games\BrushwoodBuddies\"
- Linux: "%XDG_DATA_HOME%/BrushwoodBuddies/" or "%HOME

%/.local/share/BrushwoodBuddies/"
- Otherwise: settings in the game's folder and content folders in "./Content/".

This directory can be changed in the options within the game or with the help of the "settings.xml". If there is a settings file in the game's folder, it will be prioritized.

If you want to play with a gamepad, please enable gamepad support in the game's options first. The game was tested with a XBox360 gamepad, but other gamepads should work too. If your gamepad doesn't work, you can use a tool to map the input of your gamepad to keyboard keys. If you do so, here are the keys you should bind:

Action	Keyboard	Gamepad
Navigate	Arrow Keys	D-pad and left thumbstick
Yes/Select	Enter	A button (green)
No/Back	Escape	B button (red)
Craft	Space	X button (blue)
Destroy	Delete	B button (red)
Open Recipes	F1	Y button (yellow)
Show Previous Recipe	Return	Y button (yellow)
Restart Level	R	select button
End Session	Escape	start button
Full Tutorial Display *(if it's out of screen)	hold Q	hold right shoulder trigger

3. Credits, Copyright Notes and Licenses

Brushwood Buddies was created by Steven Colling.

Big thanks to the following super awesome testers and feedback givers: Blarla, Sophie Kirschner, Merric Gaming, Dajoowie, Biowizard, Enric Caussa Morales, Simon Barth, Foehamner theWreckoner, Jana Reinhardt, Robert Orsin, Dan Stern and Jonathan Wehrle.

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Thanks to Ethan Lee for making FNA and Riley Labrecque for making Steamworks.NET. Thanks to Flat-it, Vernon Adams, TypeSETit, IPA, nfsgit, keweldog and xDimebagx for their fonts respectively ambient sounds used in the game.

Further thanks to the following people who supported me financially during Brushwood Buddies' development via Patreon: FotoN - Tabisama - The Sandbox Games DataBase - MissLily - Pandafro - Tuomo Lassila - Xenorexian - Lewis McReu - jessicabalu - Clayst - Will Neal - Sophie Kirschner - Dylan Dyer - Games Finder - Enric Morales and more!

Credits for frameworks: Brushwood Buddies uses a re-implementation of the XNA framework by Microsoft, which is called FNA and created by Ethan Lee (flibitijibibo) and runs with the help of Mono. The GNU/Linux distribution of the game links to the GNU C library (see glibc.txt for the LPGL in the ./Content/license/ folder or https://www.gnu.org/software/libc/).

Credits for fonts: "Pusab" by Flat-it under the Flat-it License v1.00 as well as "Hammersmith One" font by Sorkin Type Co, "BenchNine" font by Vernon Adams and "Italianno" font by TypeSETit under the SIL Open Font License v1.10 and "IPAexMincho" font by IPA under the IPA font license v1.0.

Credits for ambient sounds: Forest ambient by nfsgit and steppe ambient by keweldog, both under the CC0 1.0 license. Mage's tower ambient by xDimebagx under the Attribution 3.0 license.

License texts are available in the game's subfolder "./Content/licenses/". Used licenses are:

- FNA related licenses: see http://fna-xna.github.io/license/
  - Microsoft Public License: fna_microsoft_public_license.txt
  - MSPL/LGPL License: fna_lzxdecoder_MSPL_LGPL.txt
  - unxwb MonoGame Project License: unxwb_monogame_project_license.txt
  - Mono.XNA MIT License: mono_xna_MIT_license.txt
  - MojoShader: mojo_shader_license.txt and mojo_shader_wrapper_license.txt
  - OpenAL (soft_oal): open_al_license.txt and open_al_wrapper_license.txt
  - SDL2: SDL2_license.txt and SDL2_wrapper_license.txt
  - TheoraPlay: theora_play_license.txt and theora_play_wrapper_license.txt
  - Vorbisfile: vorbisfile_license.txt and vorbisfile_wrapper_license.txt

- Additional Libraries' Licenses
  - libjpeg-9.dll: jpeg_license.txt
  - libpng16-16.dll: png_license.txt
  - libtiff-5.dll: tiff_license.txt
  - libwebp-4.dll: webp_license.txt
  - SDL2_image.dll: SDL_image_license.txt
  - zlib1.dll: zlib_license.txt

- Steamworks.NET by Riley Labrecque under the MIT License: steamworks.net_MIT_license.txt
- Nuclex Framework by Cygon under a custom license: nuclex_custom_license.txt

- "Hammersmith One" font by Sorkin Type Co: (hammersmith_one_sil_open_font_license_v1_10.txt or http://scripts.sil.org/OFL)
- "Pusab" font by Flat-it: Flat-it Font License (flat_it_font_license.txt)
- "BenchNine" font by Vernon Adams: SIL Open Font License v1.10 (benchnine_sil_open_font_license_v1_10.txt or http://scripts.sil.org/OFL)
- "Italianno" font by TypeSETit: SIL Open Font License v1.10 (italianno_sil_open_font_license_v1_10 or http://scripts.sil.org/OFL)
- "IPAexMincho" font by IPA: IPA (ipa_font_license_agreement.txt or http://ipafont.ipa.go.jp/ipa_font_license_v1.html#LicenceEng)

- Forest ambient by nfsgit: CC0 1.0 License (cc0_v1_0.txt or http://creativecommons.org/publicdomain/zero/1.0/)
- Steppe ambient by keweldog: CC0 1.0 License (cc0_v1_0.txt or http://creativecommons.org/publicdomain/zero/1.0/)
- Mage's tower ambient by xDimebagx: Attribution 3.0 (attribution_v3_0.txt or http://creativecommons.org/licenses/by/3.0/)