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About This README File:

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ATMOTECH

README - June 2018

Thank you for purchasing ATMOTECH.

This file contains information that might be useful for you like technical information, game controls or the game's background story and mythology.

Before you start using or playing the game ATMOTECH you please have to read the EULA.

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Copyright And Trademarks:

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The game ATMOTECH was made with Crytek’s CRYENGINE V by ATMODEPTH.

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Recommended System Specifications:

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Min. Spec.:

- OS: 32-bit or 64-bit versions of Windows 7, Windows 8.1, Windows 10

• CPU: Intel Dual-Core min 2GHz (Core 2 Duo and above) or AMD Dual-Core min 2GHz (Phenom II X2 and above)

• RAM: 4,0 GB

• DirectX: Version 11

• Drive: Min. 5 GB of free space (for the base game)

• GPU: NVIDIA GeForce 450 series or AMD Radeon HD 5750 series or higher (minimum 1 GB dedicated VRAM GDDR5)

• Sound: DirectX 11-comatible

Multiplayer: Currently In Alpha

• 1 to multiple players; for internet gameplay a VPN and internetconnection is needed (supports also LAN)

Information:

• To use this game, one of the operating systems mentioned above has to be installed on the computer on which it shall be played.

• To use this game, the computer on which the game shall be played should fit equal or better specifications as the ones mentioned above.

Configuration:

• The game can be configured either over the user interface at the menu in game, with the use of config files (System.cfg) or directly with the use of console commandes in game.

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Installation:

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Important:

before installing make shure that your relevant system components have the latest drivers and updates installed.

To play this game the "Visual C++ Redistributables" should be installed on the computer. This is particularly important if you have performed a new installation of Windows (minimum version Visual C++ 2015).

While installing do not execute any unneeded programms on your system.

Installation Windows Vista, Windows 7 or Windows 8:

1. Read the ATMOTECH EULA and start your purchased executable file by double clicking it or use, if there is one, the download client of your choice to insall the game.

2. Follow the steps displayed on the screen.

3. Let the programm proceed till the installation is completed.

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Uninstall:

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Uninstall of ATMOTECH Windows Vista, Windows 7 oder Windows 8:

If you installed this game via a normal standalone installer file, you can uninstall it like any other normal programm.

Some game launchers do provide an internal uninstall option that is usually found somewhere at the games options in such a clients userinterface.

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Troubleshooting:

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If any problems occour when installing or executing the game try the following:

- Make shure specifications of your system match more or the minimum of the given above.
- Check for latest updates and drivers of the needed hardware and software on your computer.
- Stop any unneeded programms operating in the background.
- Make shure all third party programms needed to execute this game are installed.
- Put the games executable or installer on your firewalls whitelist.
- Execute the game with administrator rights.
- Start the game with the same user on which you installed it the first time.
- Restart your operating system.
- Sometimes it can be helpfull to clean up your computer and reinstall the game after that.
- Install the game with administrator rights.

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Saved Games:

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If not set differently in a "cfg" file the saved games will be stored in the games root directory in the folder "user".

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Online Multiplayer Games:

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For playing online on a computer it might be needed to activate or open and forward the Online-Ports: 64090, 64087, 1194 (for OpenVPN)

If you encounter problems with ports you can also try e.g. the ports needed for Crysis3 online gameplay:

TCP: 80, 443, 9988, 25650-25780, 17502, 42127, 64100-64110

UDP: 3659, 10000-10100, 25650-25780, 64100-64110

Launch Online Server:

Note: If you want to connect to a match directly you have to find out the servers Ip-Adress you want to join (Server-Ip is the IP-Adress of the user who launches the server application if not set differently with console commands)!

Steps to host a multiplayer server:

1. Find out your Ip-Adress:

•Find out your Ip-Adress by typing "cmd" in the startmenu executable line of your windows (or alternatively press "WIN+R") startmenu and hit the "enter" key.

•Than type "ipconfig" and hit enter.

•Under the line "IPv4-Adress" of the VPN you can find your local Ip-Adress.

2. Start the dedicated server program or host a game from within the multiplayer menu in the GAMENAME.exe:

•Start "GAMENAME_Server.exe" (e.g. "ATMOTECH_Server.exe") located in "bin/win_x64".

•Only for dedicted server application: Open up the console by pressing the tilde key ("^" or "~") and type "sv_gamerules singleplayer" and "map YOURMAPNAME" (alternatively you can type "exec SERVER" to execute the commands given in the SERVER.cfg file. You can edit the values in it to your preffered ones)[The SERVER.cfg sometimes has to be executed multiple times to assign the

"sv_gamerules singleplayer" correctly to the server]. (available gamemodes are "deathmatch", "singleplayer")

•Only for dedicated server application: Wait until the server program has got all commands. You can type in certain commands to let the server show if it assinged their values correctly and reenter them if needed till the server got them (e.g. type in sv_gamrules to see wich gamerules the server has set currently).

Steps to join a multiplayer server:

1. Start the game:

•Lauch the "GAMENAME.exe" (e.g. "ATMOTECH.exe") located in "win_x64" and go to the multiplayer menu.

In the multiplayer menu you can either select a server in the list and press join, which will connect you to the server or you can hit the tilde key and enter "connect XXX.XXX.XXX.XXX" where x is the ip-adress of the server You want to join.

Hitting enter to confirm will connect automatically to the server.

•You can alternatively alo host a server directly from within the multiplayer menu. Play multiplayer together or against your friends on your favourite maps.

General Multiplayer notes:

•Not all story maps support multiplayer mode (tested maps: 0002_The_Tech_Base, 0004_Dust_Storm_Desert, 0006_Sub_Terrain_Tunnels).

•When triggering the next mission with an ingame event sometimes the server map has to be set correctly again by its hoster and the players might have to rejoin if they lost their connction to the server.

•If the server, the user wants to connect to, doesnt show up in the server list, it somtimes heps when the user launches (only launch, dont has to be set up with console commands) his "ATMOTECH_server.exe" and restarts his "ATMOTECH_game.exe" (keep "ATMOTECH_Server.exe" running while searching for other servers to join).

•To host a multiplayer game keep your ports open and forwarded, and give everyone you want to join your match your publichostname-ip to be added to the OpenVPN config.

•To join a multiplayer game add the publichostname-ip of the server to GAMEFOLDER/bin/vpn/data/config/ATMOTECH_PRAELUDIUM.ovpn with the line "remote PUBLICHOSTNAME".

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Short Game Information And Description:

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ATMOTECH is an action-adventure-jump-and-run game with some tricky skill claiming passages and some spaciously open ended areas. ATMOTECH is being released in episodes of which everone has its on focus on certain aspects of the whole adventure. The game features a story, told by ingame text and events and provides all the needed equipment for the players to succeed in their great adventures. Heroes, villains, monsters, creatures, machines and vehicles can be found in this game in a great amount and will sometimes help and sometimes interfere the player when trying to get to the next stage of the game. The saga contains allies and archenemies and is set in a big universe which expands in every episode.

The player is dropped in an unknown world full of mysteries.

Arrived on the planet the player searches his way trough the adventures that are waiting for him. In the roll on an inhabitant of this planet the player explores more than only one unique world and has to find his own way to success in this great adventures.

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Game Controls And Tips:

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•To move in the game use the keys "W,A,S,D".

•To move faster press "LSHIFT" and "W" at the same time.

•To jump press "SPACE" and release it.

•To interact, pick up an item or grab a grabable object hit the key "F".

•To select an item from the players inventory scroll with the mouse wheel.

•To use several functions of the currently selected item press "LeftMOUSE", "V" or "RightMOUSE".

•To switch between the functionmodes of the currently selected item (if it has any) press "2".

•To drop the currently selected item press "J".

•To show the classic cryengine HUD press "M" and to hide it press "N".

•To change the seat in a vehicle (if it has multiple seats) press "C".

•To swap between the camera modes press "Q".

During the game the player will encounter multiple problems to solve of which some easy and some hard to overbear. Sometimes it can be helpful to follow special signs and tracks in the gameworld to find the way to the goal of each level. At certain points in the game there will be vehicles usable. For the use of the most vehicles you have to go to their geometric center and press "F" to start using it.

The player will encounter some creatures and people who are at villages or cities which are marked with tags which show that those areas are obviously already discovered. It is recommended to be careful when meeting other beings who are not marked or described because they might be dangerous to the player.

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#Introduction To The Story Of ATMOTECH:

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Somewhere in a galaxy on a planet has a unique kind of life evolved.

After an asteroid hit a seemingly dead world a new unique kind of life was created. The impact forged a some kinds of living beings which look like machines but are alive. Multiple kinds of live where created, mostly consisting of some creatures and some humanoid beings.

The humanoid beings on the planet called this kind of life the Reamins of the Impact because they where created by the impact. They developed over thousand years to an active technically high evolved society. They built a first giant city in the impact crater and called it the City Of Day One. They called themslves the Technica. Some of the members of their society started working together to make the planet a better place for all living beings and to uncover the screts of the world and the space.

They call them self Thechs. Every inhabitant of the planet can join this heroic group of researchers and adventurers to help improving the world they are living in. They operate from the City Of Day One.

This is where the adventure of an inhabitant of the planet starts.

This is where your adventure starts.

Story Part 1:

An unknown being falls from the skies and finds itself in a magic world full of unexpected events and adeventures.

Finding himself in this magic world, our protagonist has to find his place in the universe of ATMOTECH.

Story Part 2:

After the first big adventure and thinking he would now have found his way, our protagonist realises that there are more misterious secrets to discover than anyone could imagine.

Story Part 3:

After getting through some of the biggest possible adventures the unsolved questions and the biggest secret of all seems to be unearthed soon.

The biggest test of valor awaits our protagonist. He will now have to decide if he wants to be a creator or a destroyer and what it means to be a friend or a foe.

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End Of The README File.

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