# Camelot Unchained

# USER MANUAL

# I. Contents

WELCOME TO THE

# CAMELOT UNCHAINED

## USER MANUAL

# WELCOME TO THE
# CAMELOT UNCHAINED
# USER MANUAL

## II.   Willkommen, bienvenue, benvenuto, bienvendia, bem-vindo, ahlan wa sahlan, добро пожаловать, 환영, 欢迎, welcome!

First, for those folks who speak a language that isn't listed above, no insult is intended. I tried to cover the languages of personal friends who are part of this Alpha test, as well as some of the larger group of our Alpha Backers. So, a shout-out to all of you, whether this is your first test or one of many!

Second, well, we made it. Alpha is now upon us, and we are embarking together on what I expect is going to be a really, really interesting testing period. For those who have been part of our P.A.T.s, welcome back! For those for whom this is your first experience with us, your timing is most excellent! It is going to be a roller coaster ride of ups and down, of thrills and spills, and lots and lots of bugs, crashes, lost stuff, arguments, and debates (gee, could I possibly hype this any more than this? Nah!), but most of all, it is going to be fun. In 2013, we made the decision to launch a Kickstarter for an MMORPG that would be done the right way. A little bit crazy, a little bit old school, and 100% above-board and honest. We aren't going to lie to you, we aren't going to treat you like "walking wallets," and in return, we hope you will be very helpful to us during this very, very long Alpha test. I hope you enjoy it as much as we have enjoyed bringing it to you.

## III.   A quick-start guide to the Alpha

Welcome! We are glad to have you here. You must have many questions regarding the **Alpha tests**, and here is some information about them that we hope will be helpful! First, let's start with some key definitions that we will use throughout this MANUAL

## A.   KEY DEFINITIONS

**Archetype-** An Archetype is a representation of a particular skill set. We CURRENTLY have the Healer, Fighter, and Mage Archetypes. We chose these to test different aspects of gameplay that will be universally useful (systems, mechanics, networking code, server code, etc.), in preparation for when we do add actual classes to the game. These are NOT representations of our plans for Camelot Unchained.

**BSC -** While we are on the topic of what this build represents, let's point you to our "Bat-Shit Crazy" design docs. Check these out if you are curious about the direction we are headed. These are nested off our main page under Camelot Unchained/Design Docs, and include accompanying video discussions. Those can be found off our homepage header under Camelot Unchained/BSC Design Docs:



**Banes and Boons -** B&Bs are changes you can make to your character during creation that allow you to further customize your character. They cannot be changed once your character is complete. As of now, we have over 400 possible B&Bs that we are using as a "jumping-off point" in preparation for a final list of B&Bs. Note that in the very early version of the build, these are not yet implemented. The current list can be found at this link.

**C.U.B.E** - Camelot Unchained Building Environment. This is what you will use in Alpha to build structures.

**Interrupts -** The current interrupt system in the build is pretty basic. When using certain abilities, you can be interrupted when hit by another ability (spell, melee attack), or by moving. (Importantly, note that at some point, some abilities may lock you in place while channeling or recovering from using an ability.)

Remember, always remember, this is an old school Alpha Test
Time till launch is almost 16 months

## IV.   Installation:

**I installed the game for the preview during BSC Days or a P.A.T. What do I need to do to update it to the latest version?** If you haven't been part of Internal Testing, the best thing to do is:

There are two ways to download the client; via http, or a torrent. The torrent does have the best speed, so if you want the fastest download use the torrent.

TORRENT Download : http://camelotunchained.com/client/CamelotUnchainedSetup.exe.torrent

HTTP Download : http://camelotunchained.com/client/CamelotUnchainedSetup.exe

If you have an old version of the client:

1) Uninstall the old version of the build.
2) Then re-install it as per above.

If you have been part of IT and have been on at least once in the last month, the client will update itself to the latest version.

**I don't have the game installed. What do I need to do in order to download and install it?** See the links above.


## V.   THIS IS NOT A STEAM EARLY ACCESS/ALPHA RELEASE!

Folks, friends and fellow RvR-fanatics, from the beginning of the Kickstarter onwards, we have told you to expect an old school Alpha test, not a modern "Marketing Alpha" test. We have been very, very clear that what you are signing up for is an old school Alpha. There isn't a lot in right now that's even close to developed, let alone final, other than the tech. In the more modern Alphas, this isn't the case. OTOH, we aren't trying to use our Alpha to sell more copies of our game. Most of you paid for this experience when our Kickstarter funded. So please, no more emails about "This is not what I paid for!" because, yes, it is exactly what you paid for, an old school Alpha. OTOH, no old school Alpha, including Dark Age of Camelot and WAR, had the kind of stability we demonstrated last night, especially 16 months from launch. FYI, 16 months from the launch of Dark Age, we couldn't handle 100 people in our game world yet. ☺

So please, please be patient and remember what you signed up for. The next six months is going to be a lot of fun but it is also going to be full of ups and downs. We will be running this Alpha differently than most, we will be having contests, giveaways and some other BSC stuff for

your amusement and by way of thank you from us. But, this is not a Steam Early Access Release. Also, keep in mind that any discussions about Alpha must stay in the Alpha section unless CSE moves them into the main sections (which we will do as Alpha evolves).

But you know what the best part of this is, you will actually have the opportunity to help us make this game great. This is not a game where everything is set in stone and the developers don't have the time/interest in truly listening and respond to feedback. This is the game we are making with your help and feedback so please take advantage of that!

## VI.  WHAT NOT TO EXPECT

A polished, balanced game that is fully complete with gaming goodness. Keep in mind that this Alpha test is starting long before the launch of the game. Typically, Alpha testing with non-company personnel happens a lot closer to release, even in the old school days. What you are in now could also be called a Tech Alpha. By the purchase of your tier, you are going to be participants in helping us move this product into a true Alpha. Fortunately, we have a few surprises for you folks so it isn't just all about the tech. And besides, this Alpha is scheduled to run for seven months and then, after that, you'll have all the Beta testing periods to play in.

Another thing to please keep in mind is that even most modern MMORPGs Alphas aren't up 24x7. We will give you lots and lots of time to play in the scheduled Alpha tests but we will also give you impromptu Alpha tests as well.

Anything close to final animations. They are very, very rough. So, when you look at the current combat animations and think about saying "If this is your idea of how combat should look then…" don't, just please, don't. As you have seen from our presentations on combat, whether magical or not, what you are seeing now is still truly v0.1. Having a smooth flowing combat system is one of Andrew's and my must-haves, so expect that they will get a heck of a lot better over the next few months, let alone over the next 18 months.
Anything close to final models. These are not even close to what the final models will be. Keep in mind that we don't even have an armor and weapons system in yet.  These models, like everything else in the game, is version 1. ☺

Anything close to balanced abilities. What is currently in there are the building blocks of the system, nothing more. We want you to have fun in the early Alpha but please remember, these components and the abilities that are made from them will change a lot over time. In other words, no complaints about "nerfing" at this point, please.

## VII.  WHAT TO EXPECT

One heck of a ride. You can expect the pace of improvements on the Alpha Build to be faster than the previous six months, due to our starting to spend more time on things other than the

core engine. We have also added a full-time sound engineer, and are getting close to being able to add an additional artist or two to the team.

A really solid core engine. This is Alpha One, not Beta One let along Beta Four. This is the earliest possible stage of the game's development that we were willing to let people here to play test.  The tests that we ran right before we opened Alpha had over 1K Backers and Bots in a relatively small space. That would be quite the accomplishment for any MMORPG as far out in development as we are currently. As per all of our updates, we have been highly focused on core technology. Gameplay, art, etc. have taken a backseat till now. That is why our last stretch goal was to hire new artists!

A lot of changes over the next six months. Whether C.U.B.E. or the main game, this is Alpha One and by the time we reach Beta One, I think you'll be surprised at all the changes you'll see. Just ask the IT folks how much new stuff went into the game the last month. That pace will continue as we continue to move forward.

## VIII.  MAJOR ADDITIONS FROM THE P.A.T.S

There have been a lot of changes from the Pre-Alpha Tests. This section will highlight some of the biggest:

1) The addition of Version 0.1 of our Ability Crafting System. This is covered in its own section, but essentially, this is the first version of the ability crafting system that we talked about during the BSC Daze.
2) The addition of C.U.B.E.
3) The addition/enhancement of the much larger map. Our playspace is now 25X the version that was the basis of much of the IT period. It is set up with multiple capture and spawn points, and has a very different feel from the previous map.
4) Addition of the Big Book of Abilities. This is where your newly crafted abilities are stored.
5) Addition of trees, buildings and other structures to the world. Don't expect Black Desert™, but it's a start. ☺
6) Tons of bug fixes, engine improvements, etc.
7) You will now have to click through a EUALA, when you enter the Alpha test. This EUALA is quite comprehensive and hopefully we will be lifting certain provisions of it soon but please treat it seriously.

## IX.  MAJOR DELETIONS FROM THE P.A.T.S

1) Your characters. They gave their life for computer science! And they will do so again, and again, and again, and…
2) Some abilities

## X.    Hints

1) If you are having frame-rate issues, the first thing to turn off shadows. To do that, hit <shift> <enter> and when the command box comes up type: shadowmaxdist 0
2) If you die, hit 'R' to respawn

## XI.    PLAYING THE GAME

### A.    Step 1: Select a Server

After you have installed the game, you will see a shortcut for the patcher. Run the patcher, and log in using your CSE account email and password. You can either choose "Wyrmling" for the main server, or C.U.B.E. for the building server, and hit the "Play Now" button. If you select C.U.B.E., please jump to step XVI.

### B.    Step 2: Character Creation

● If you have already created a character, you will be at a character screen where you will see four buttons: Servers, Delete, Create New, and Start.
● If you haven't created a character before, select the Create New button to begin the character creation process.



● Once you have selected "Create New", you will be moved to the Realm Selection screen.

## C.   REALM SELECTION

On the Realm Selection screen, you will see three shields, representing the three Realms of Camelot Unchained. If you "mouse over" any of the three Realms you will be given a description of that Realm. To select your Realm, simply single-click on the desired realm shield.



- You will then be moved to the first character creation screen. You will see three race icons on the left side. Mouse over them to see the pre-selected Archetype for that race. **Archetypes are NOT intended to be classes! For more information about Archetypes, please refer to the "Key Definitions" part of this manual, above.**
- Pick your preference by clicking on one of these race icons. This will update your Character Sheet on the right side of your screen with the starting attributes/stats of your character, which are currently merely cosmetic. Additionally, your character's abilities will now be listed on the left. Mouse over any ability to see a tooltip for that ability. In the center you will see an image of your character.

- Name your character by clicking in the Name field on the upper right of the screen, where it is currently titled "Name of Character." Your name must be unique, not only to all your characters, but all characters created on the server. Click "NEXT" to move to the next step.

- After clicking "NEXT" you will adjust your attributes using 20 available points. Left click the plus and minus signs to the right of each attribute to adjust the selected category. These are currently cosmetic, and have no impact on your character. If you mouse over any of the attributes, you will see a description of what the attribute's effect in the game may/will be when implemented. You must spend all 20 of your attribute points before you can advance to the next screen. Until you do so, the next button will be greyed out.

● When you are done, click "NEXT" to move to the next section. You can also enter the number of points you want to spend in a stat, hit Enter, and then move on. You don't need, especially now, to click on the +/- 20 times.



● The next step is choosing your character's Banes and Boons. Hovering your mouse over any Bane or Boon slot will bring up a tooltip description. You must choose between 5 and 20 points in Banes and Boons, and the Bane and Boon points must be equal. No skipping the bad to get the good! Some B&Bs are stackable (meaning you can have more than one level of them), while others are not. **Remember:** for now, these are cosmetic, and have no effect in-game.

Remember, always remember, this is an old school Alpha Test
Time till launch is almost 16 months

- Left clicking on a Bane/Boon will add that Bane/Boon to your character, while right clicking will remove it. If you want to get in-game quickly, choose a Boon worth ten points and a Bane worth ten points to finish that portion. Later during the game's development, you can carefully choose which B&Bs will suit your intended playstyle.
- We currently have over 400 possible Banes and Boons, which are broken down by categories: General (for all Realms/races, Faction (Realm), Race (your race only), and Archetype (which, again, is not a class, just a skillset for testing).
- When your B&Bs are in balance (and less than 21 points), the Complete button will be activated. Left mouse click it to save your character and join the game!



14

Remember, always remember, this is an old school Alpha Test
Time till launch is almost 16 months

**Why is a race(s) that we showed during the BSC Daze not available?** For this P.A.T. phase, we have 9 races, each representing one Archetype (just a testing skillset, not a class) for each Realm. While the final game will include many more races, we chose a modest number to build that would be achievable in time for the beginning of Alpha.

**Why can't I make any Archetype from any race?** Eventually, you will be able to choose your favored Archetype for any of the 9 races in the client, but we are not there yet!

**Do the stat allocation and Banes and Boons impact gameplay yet?** Right now, they are there for UI testing and do not cause any differences in character creation. OOooo pretty.

## XII. BASIC IN-GAME COMMANDS

**NUMLOCK= Autorun**

**H= Bandage**
**T=Torch:** For all you Dark Age of Camelot fans: you asked for it, so we added torches to Alpha! This will toggle a light about your character. This is purely cosmetic for the beginning of Alpha, and is not visually represented as a swapped item in hand. Use this to navigate during the dark of night. However, remember that while you can better see at night, so too can your enemies see you!

**I=Inventory:** This will toggle a UI window representing a first pass at an equipped items list. It is NOT intended to be final, and is a work in progress. The only item you will currently see here is your torch.

**C= Character equipped items:** This will toggle a UI window representing a first pass at an equipped items list. It is NOT intended to be final, and is a work in progress. As stated above, your only inventory item is your torch. Toggling your torch will swap the item between your equipped items window and your inventory.

**WASD and QE=movement:** We use a standard movement layout.
- **W = Forward**
- **A = Strafe left**
- **S = Backwards**
- **D = Strafe right**
- **Q = Turn Left**
- **E = Turn Right**
- **Y = Target the nearest enemy**
- **Z = Cancel the abilities currently being activated**

- **V = Open ability crafting window**
- **B = Open Spellbook**
- **You may also turn by holding the right mouse button down and panning left or right.**
- **You can look around without turning your character by holding the left mouse button down and panning across the screen.**
- **Hold down both the left and right mouse buttons and your character will begin walking forward, using mouse movement to turn.**

**Note on movement:** You may notice your character moving faster or slower, depending on how he/she's moving or whether he/she is on an incline. Through our use of physics and the plan to use some real-world elements, your character will move slightly slower strafing forward or backwards vs moving straight forward or backwards. Going up an incline, your character will walk slower the steeper it gets, and just the opposite moving down it.

**Tab or left click = target:** Tab will cycle through targeting characters near you or in your view. Left clicking your target will directly select them.

**1-9, 0, numpad = abilities:** Use your keyboard number keys or left click the ability icons on your ability bar located at the bottom middle of your screen. Mouse over and pause on an icon to see its tooltip. At first, you'll just see three basic abilities premade for your character. More on crafting your own abilities elsewhere!

Again, holding both mouse buttons together will move you forward and allow steering solely with the mouse, freeing the left hand for using abilities.

(**Note:** These keys are configurable by bringing up the options window (ESC) and changing your key bindings. Key bindings are stored per character on the server.)

**ESC = Options Menu:** This will bring up three buttons. "Options" currently gives you the ability to change key bindings. "Quit Game" will let you tuck your tail between your legs and close the game, and "Close Menu" will….wait for it...close the menu.

**In the chat window, type /realm before your message:** This will send your message to other players on your Realm. You can also select from among the tabs on the chat window.

**If you have some kind of issue that requires it, typing /stuck in the chat window will slay your character.** Take this to heart, though—it's not going to help your Realm's score!

# XIII. GAMEPLAY

**What part of this build is a game, and does it have anything to do with the big rubber ducks on the map?**
Of course it does! The goal of the game is to accrue as many points for your Realm as possible during the round. You do this by capturing and controlling points on the map, as well as killing members of opposing Realms. Killing yourself won't help your team's points, I assure you! There needs to be a certain number of people in-game to get the round going.

Each game lasts one round. At the beginning of Alpha, each round will last 30 minutes.

**Where are the capture points, how do I capture them, and how do I know I've captured them?**
On the little minimap we've provided, you'll see little ducks and circles. These are capture points. Once held by your Realm, they earn points over time, and become a valid resurrection spot for you and your Realm-mates.

To capture a point, walk near it. If it isn't contested by a member of another Realm, you'll see a color-coded circle of lights around the duck. After a few moments, the duck will change color to represent that your Realm has captured the duck. **Note:** you must be the only Realm present in the capture area in order to capture the duck! If someone from a different Realm is nearby at the same time as you, your capture will not start, or will be interrupted.

**What is this map that pops up when I die?**
The way this works in our early Alpha build, you can select any point that is your Realm's color andor isn't being contested to rez at. Then get yourself back in the fight!

**Red: Arthurians**
**Blue: Vikings**
**Green: Tuatha dé Danann**

**A few tips about playing the Archetypes!**
- Remember that Archetypes merely represent skillsets for testing, and do not represent our final classes at all.
- Every Archetype has a small self-heal on their character, called Bandage.
- As per the Kickstarter, this game is not about instant-cast abilities, so do not expect to see a lot of them in the build, nor the final game.
- Some abilities that you can create have intentionally long casting times for right now.

**Playing a Mage –** The Mage Archetype in this build can be effective both as a sniper and up close and personal, and can create some useful AOE and wall-building spells. Mages and Healers both use health (blood for now) as their power source, so most of the time you use an ability, your health will go down.

Besides their magical abilities, Mages can also create a few not-too-strong combat attacks. Don't let that stop you from playing a Mage, though! Thelong range of some of their projectiles, plus their tracking abilities and versatility make Mages a lot of fun to play. Please keep in mind that this is an Alpha build and the Components will be changing a lot during Alpha. The abilities, as currently built, are not designed to be balanced, just good and fun for testing.

**Playing a Healer –** Healers are both a lot of fun and a bit of a PITA to play in the build right now. They can create a wide range of different types of healing spells, including balls (they are launched at their target but they do not track), fountains (channeling AOE heal), drain health attacks, and other fun stuff. They also have some nifty combat abilities, and can sometimes prove very effective at close range, in addition to getting the fun of saving their teammates' lives!

**Playing a Fighter –** Fighters are fast, tough, and boy oh boy can they do nasty things once they get up close. They lack range, that's for sure, as pretty much all the abilities they can create are melee for the moment, but on the other hand, they do not currently spend health to power their abilities. They tend to be a whole lot tougher than non-Fighter opponents. With their brutal options that combine well together, Fighters can be seriously fun to play.

# XIV. ABILITY CRAFTING SYSTEM

## A.    Pre-ramble!

During our BSC days and beyond, we talked about our Ability Crafting system for the game. This system gives almost unprecedented control of a player's abilities to the players themselves. In Alpha, you will be using the first pass of this system. Like everything else in Alpha, it is more than a little rough, but we think that even in its current form, it's a lot of fun! Please keep the following in mind:

1) Since this is an old school Alpha, expect us to wipe toons early and often. This means you will have to recreate abilities as well. We will make zero effort to upgrade characters from one version to another at this point, that's one of the aspects of an Alpha.
2) Expect that the way abilities will work will also change early and often. Abilities and their components will be balanced/nerfed/changed/deleted/beat over the head with sticks till they die, as necessary. As per above, this is Version 0.1 of the system. Even the IT folks didn't get a lot of chances to use this system before Alpha.
3) Expect lots of bugs here, as per (1) and (2) above.
4) Don't panic, don't get upset, this is Alpha. We're still well more than 18 months from release. Again, this is an old school Alpha.
5) Have fun!

P.S. If any of the above worries and/or scares you, wait at least 2 months and then come back to the Alpha. Or, you can also play with the C.U.B.E. system! As per above, this really is Version 0.1 of Ability Crafting. Now aren't you such lucky folks? ☺

And yes, pre-ramble was a joke, not a typo. You all should know me well enough by now!!

## B. Ability Crafting Instructions (or, how the heck do I do anything fun in this darn game!)

When you create a new character, you will start with a few basic abilities, but it is up to you to really flesh them out. Here are the instructions on how to do so.

First open the Ability Builder by pressing the "V" key on your keyboard. After you do that, you will see the following window:



At this point, you can proceed in one of two ways. You can either begin filling in the name/notes on the ability (assuming you know exactly what you want to create), or you can experiment with different components and create an ability. For the purpose of this manual, we'll assume that you just want to experiment. So, let's start tinkering.
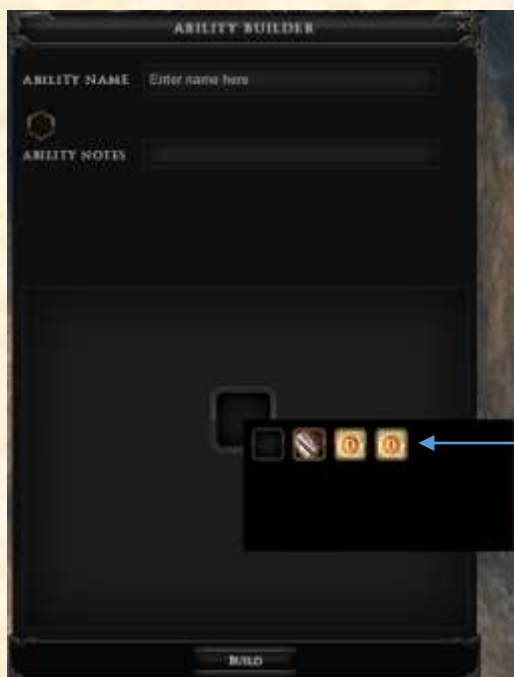
First, select a Primary Component by clicking the empty component slot in the center of the ability view and selecting one of the available components listed.



Click here

Once you do that, you'll see a list of Primary Components (the basic building block of all abilities).
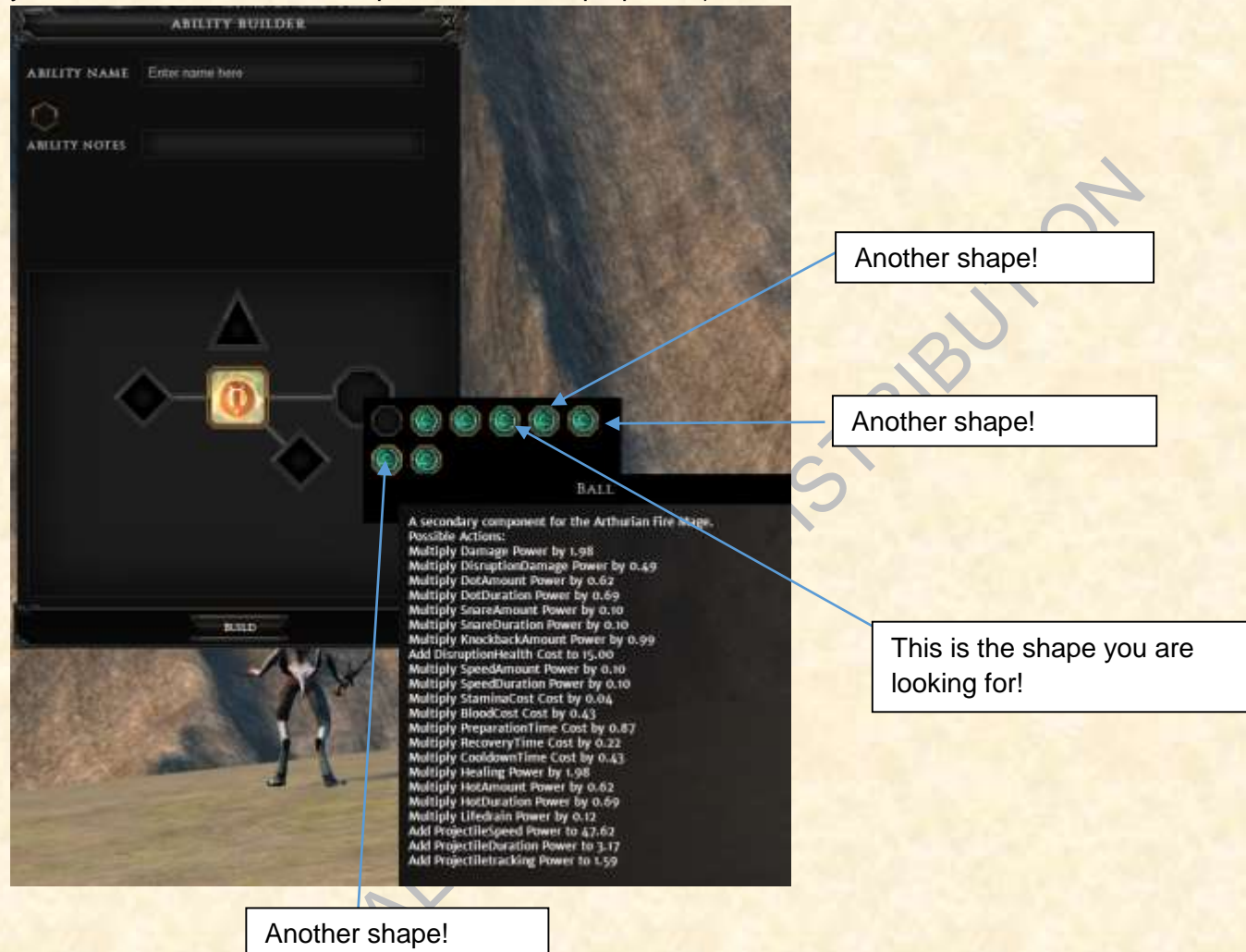


Your starting Primary Components

In this case, our mage gets a "Light Iron Mage Blade", "Primal Fire," and "Liquid Fire" components. These components are what gives the ability its core properties. Once you have selected a Primary Component by clicking on it, additional component options will be displayed

(note that these may vary depending on the type of Primary Component you select). As of now, you only have one other component working, shape. So for now, you get to pick the shape that will be attached to that ability.

Click

Next you will need to select a Secondary Component for your ability (note that you can hover your mouse cursor over a component to see its properties).



Another shape!

Another shape!

This is the shape you are looking for!

Another shape!

These shapes are what make the ability, well, the ability. In this case, we selected a "ball shape". Each shape has a rather lengthy list of properties that will be used to create the ability. Please note that not only is this list preliminary, and not only will it change during Alpha, but it will be removed when the game enters its final stage of testing. We're leaving it up there for now to help us build/debug the game. So, expect it to be removed at some point over the next year or so.

FYI, the current "green icons" will be replaced sometime this week with better-looking stuff!

Remember, always remember, this is an old school Alpha Test
Time till launch is almost 16 months

Now that you have created a basic ability (Primary Component plus Secondary Component) it is time to select an icon for your ability from the list provided. You do so by clicking on the Icon Slot.
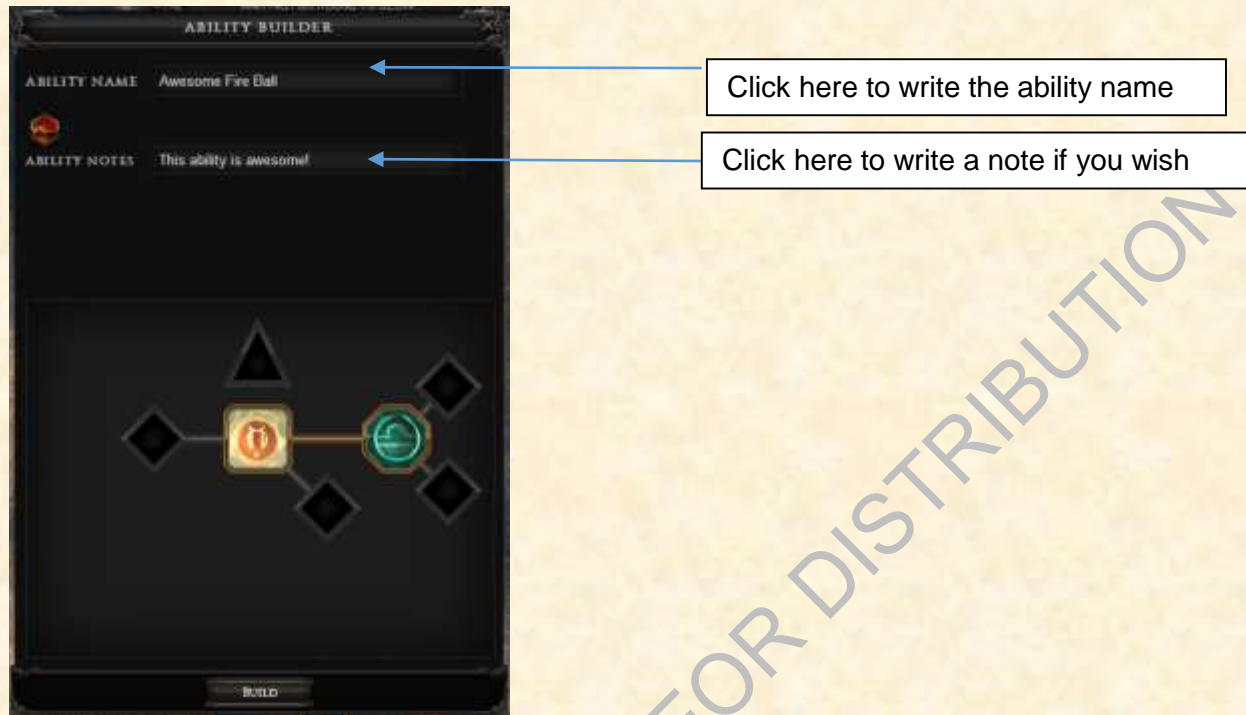


Click here!

You will then see lots and lots of icons! These icons are, like in a spy movie, for your eyes only. Whatever you select will not be seen by other players. It is only for your reference.
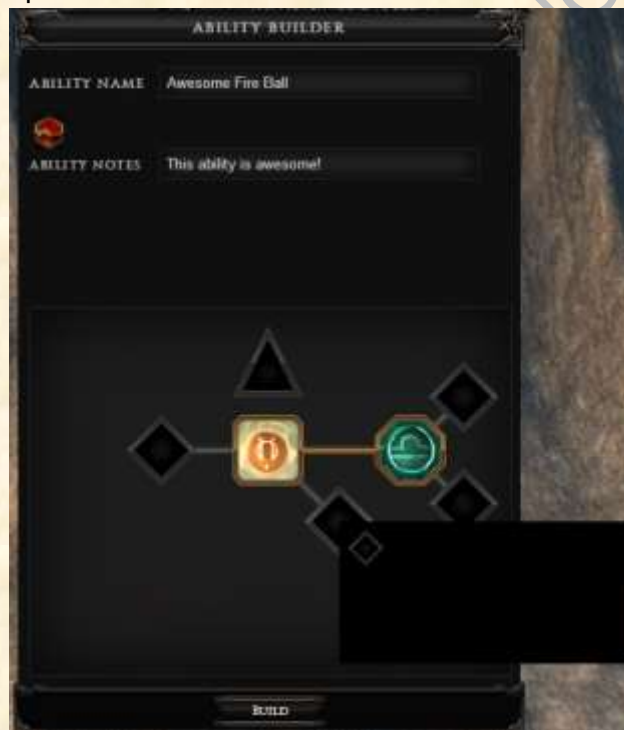


Pick me! Pick ME!

Create a name for your ability (non-optional), and additional notes (optional).



Click here to write the ability name

Click here to write a note if you wish

Additional components are not yet available, and will display no options to fill in, until a future update.

Remember, always remember, this is an old school Alpha Test
Time till launch is almost 16 months

Finally press the Build button to complete your ability. It will automatically be added to your skill bar, and to your spell book.



Just Build baby, build!
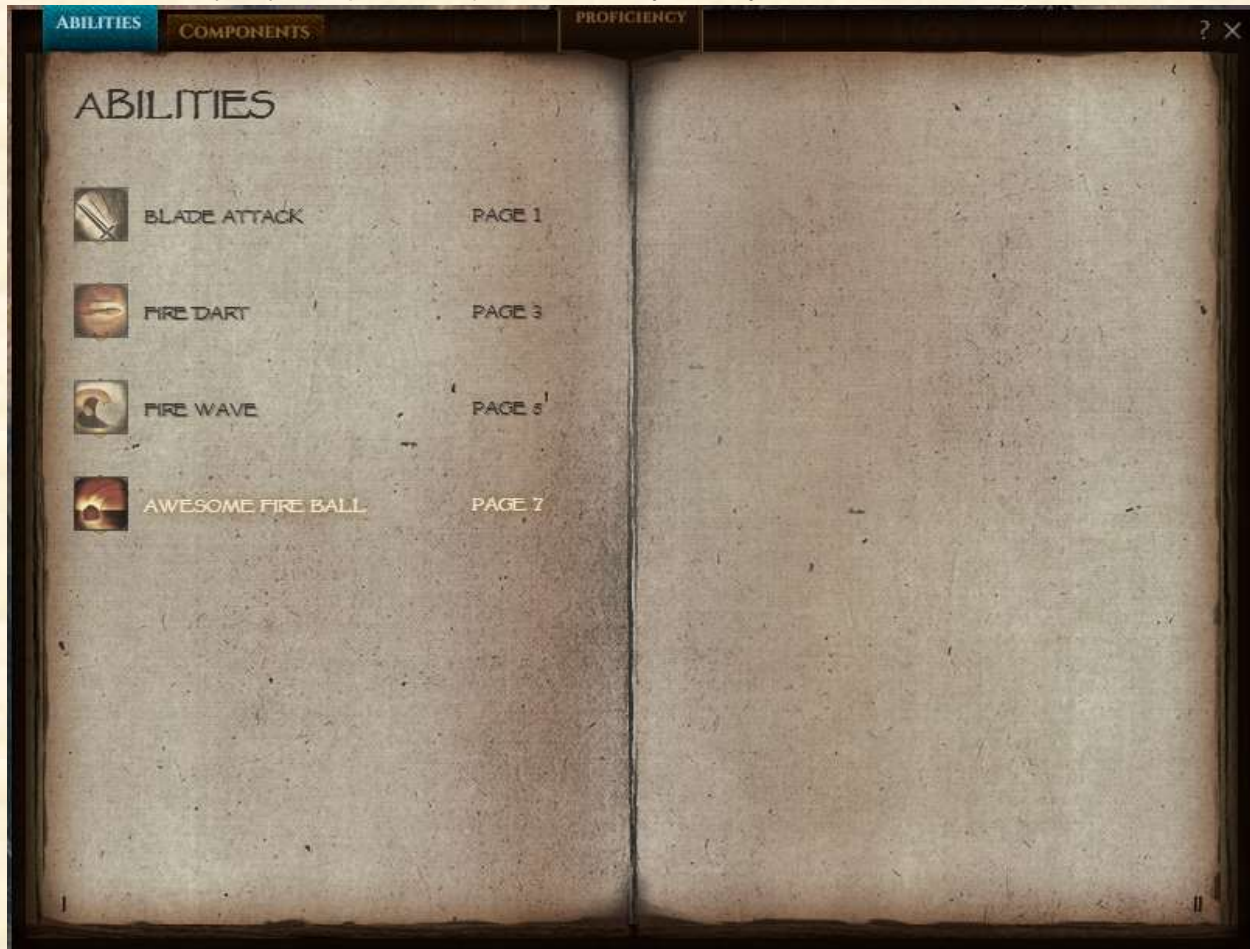


**Awesome Fire Ball**
This ability is awesome!

And by the power of greyskull, it is updated!

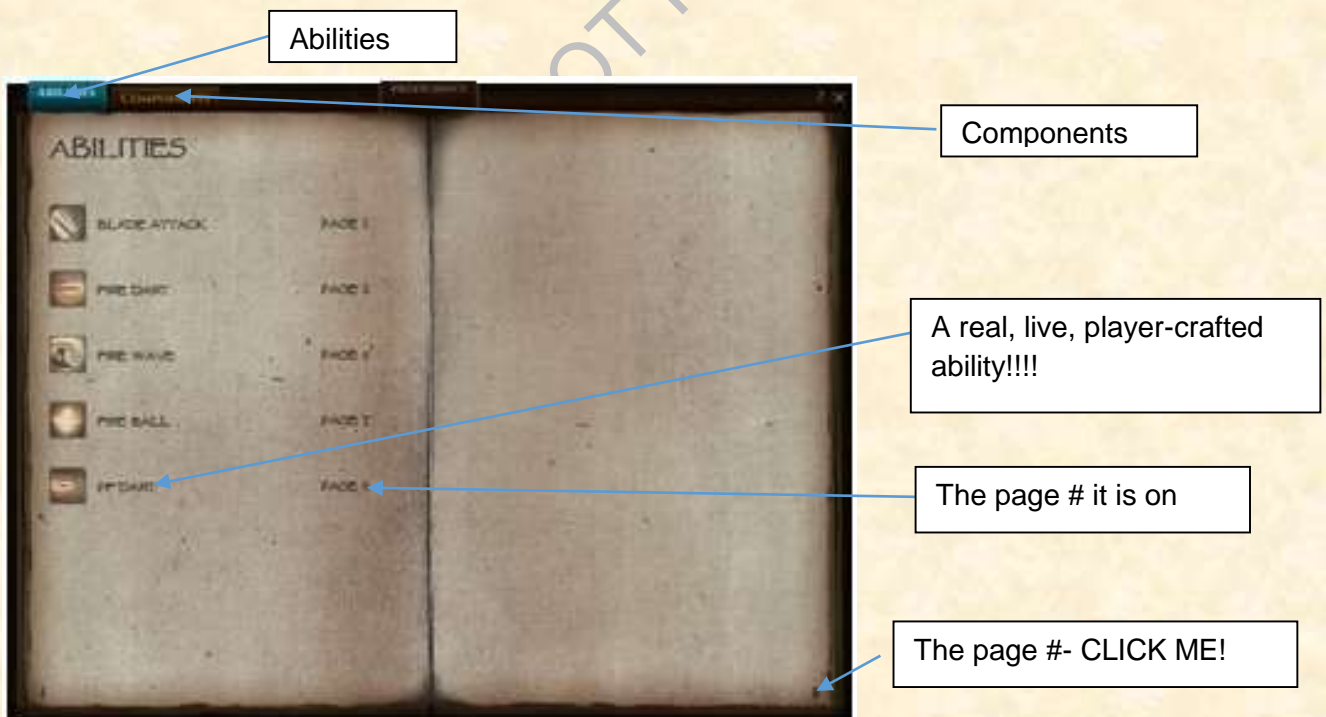To see the ability in your spellbook, just hit "b" on your keyboard!



And that's it for now. In the next section you will see how the spellbook works!
And now that you know how to make awesome abilities, Kill Pussycat, Kill!


# XV. BIG BOOK OF SPELLS AND ABILITIES

Now that you have you learned how to make abilities out of fire (aren't you all proud cavemen/cavewomen!), let's take a quick look at your Big Book of Spells and Abilities. The first step is, of course, to hit 'b' to bring up your spellbook. Once you have done that, you will see this fine bit of UI that does indeed look and function like a real magic spellbook.
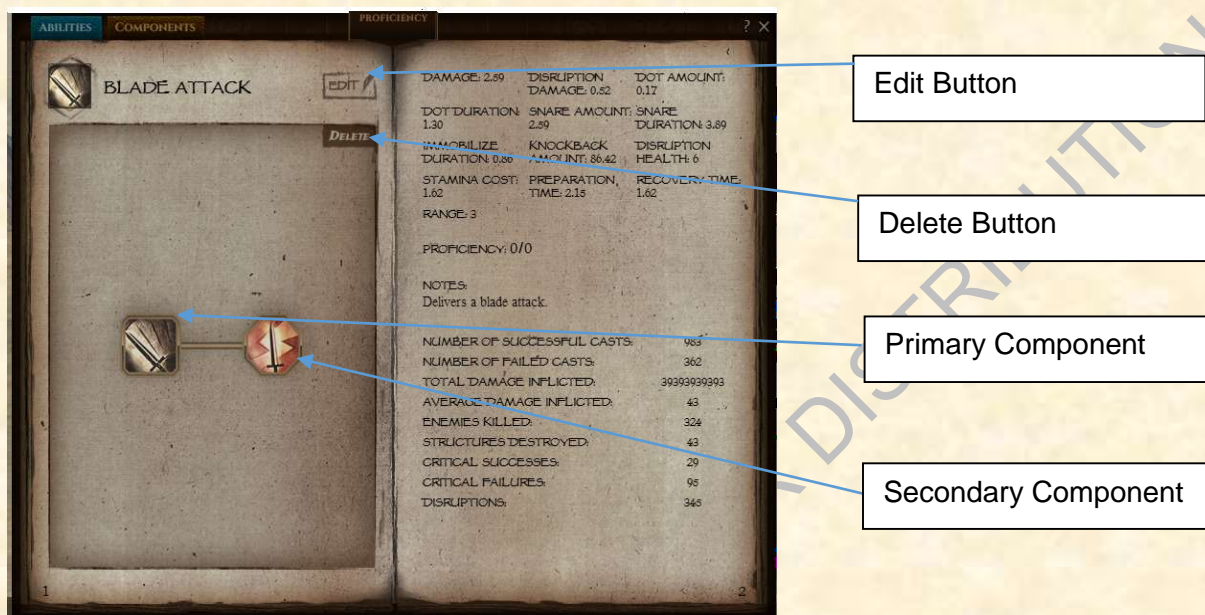
At the top of the book you'll find two tabs, one says "Abilities" and the other says "Components."



Abilities

Components

A real, live, player-crafted ability!!!!

The page # it is on

The page #- CLICK ME!

Like all books that have tabs, choosing/clicking on the tabs will move you to that section.
Currently the book defaults to the Abilities page, so clicking on that tab while you are still on it
will result in nothing interesting happening whatsoever. However, feel free to do that if you wish.

Remember, always remember, this is an old school Alpha Test
Time till launch is almost 16 months

But if you hover over either tab it will tell you what pages the chapter tabs are on. So, let's click on the page number on the bottom right of the 2nd page of the book. If you did that, and your book happened to match mine (weren't you taught not to copy other student's work in school???), you would see the following page:



As you can see, this page is full of awesome sauce. Lots of data, stats, lots of things to click on, and best of all, pretty icons! Okay, maybe not 'best of all,' but the artists are spending a lot of time working on the icons, so we have to be nice to them, or it won't end well.
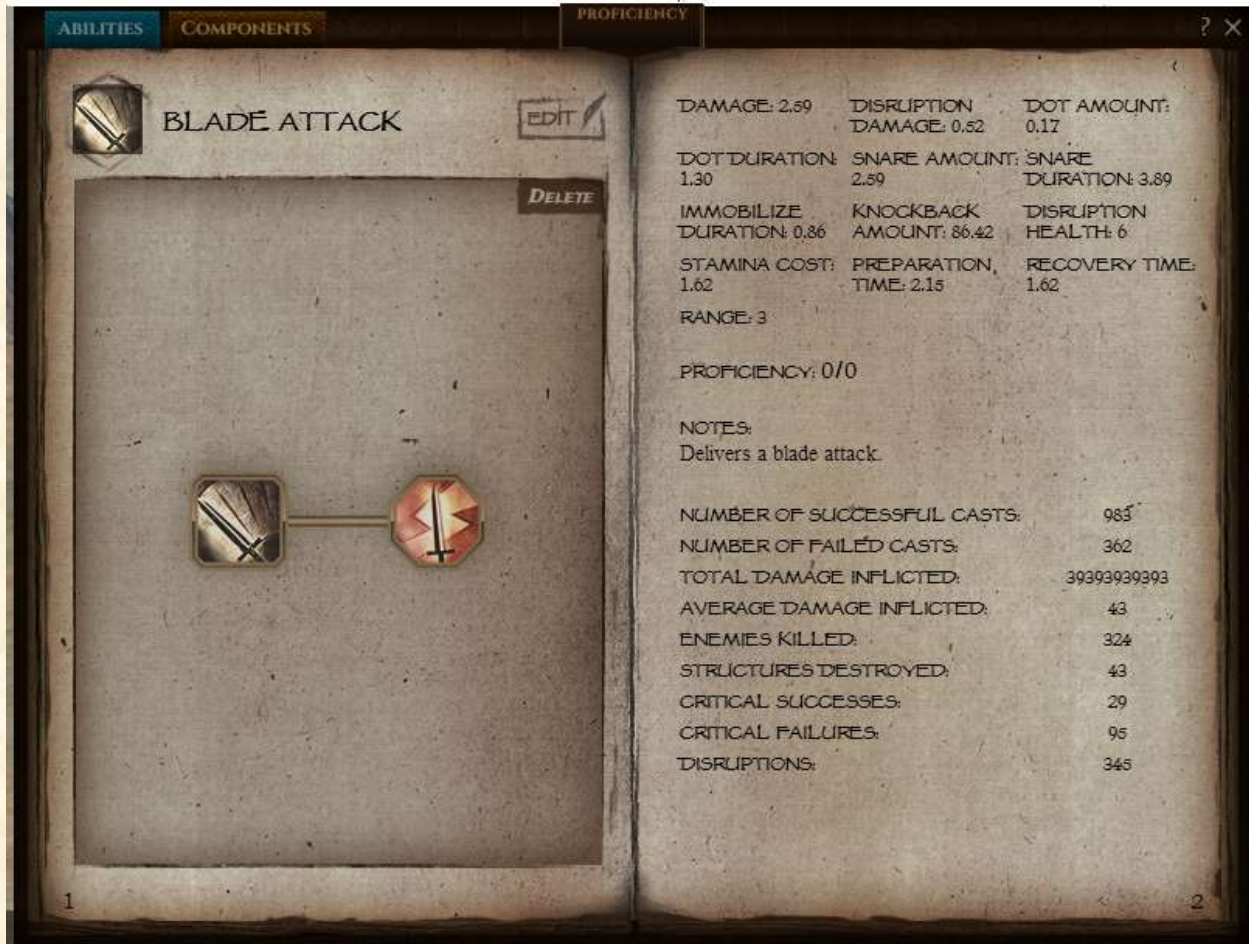For now, let's focus on the four items that are there.

1) Edit Button – You will be able to use this button to edit the information about this ability (currently not implemented).
2) Delete Button – You can use this button to delete a current ability from your book. It is implemented, but currently a bit wonky.
3) Primary Component – The primary component for the ability.
4) Secondary Component – The secondary component for the ability.

Note that all the data on the statistic part of your ability page is just placeholder for now! I haven't done 393939 damage with blade attack. Let's just take a quick look at what we got here.
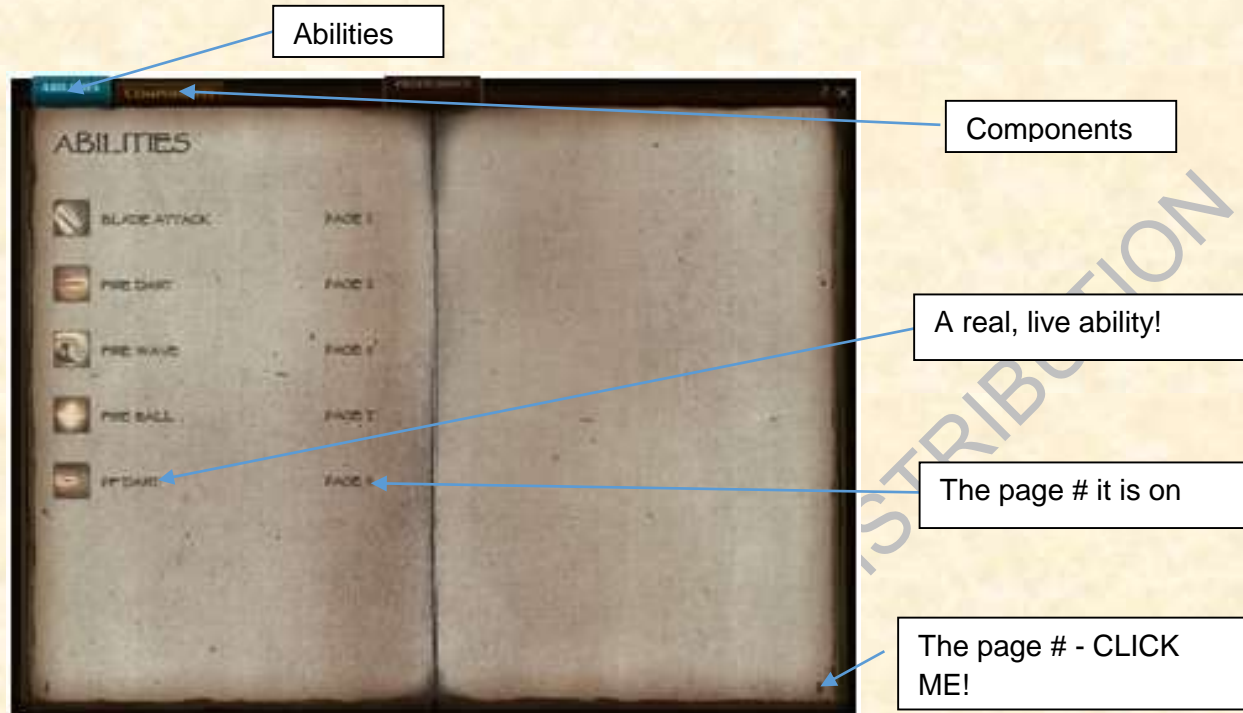
As you can see, we have a lot of information there for all you folks to not only datamine, but also so you can see your history of working with that ability. As we are a usage-based, ability-crafting based system, you kinda, sorta need this information, especially during Alpha/Beta. As per other places in this document, not all of this information is guaranteed to remain in your book once we go LIVE, but I think it is a safe bet that most of it will be there in one form of another. So, without spending any more time on any of the individual bits, here's a nice, unretouched picture of this page so you can theorycraft to your heart's content.
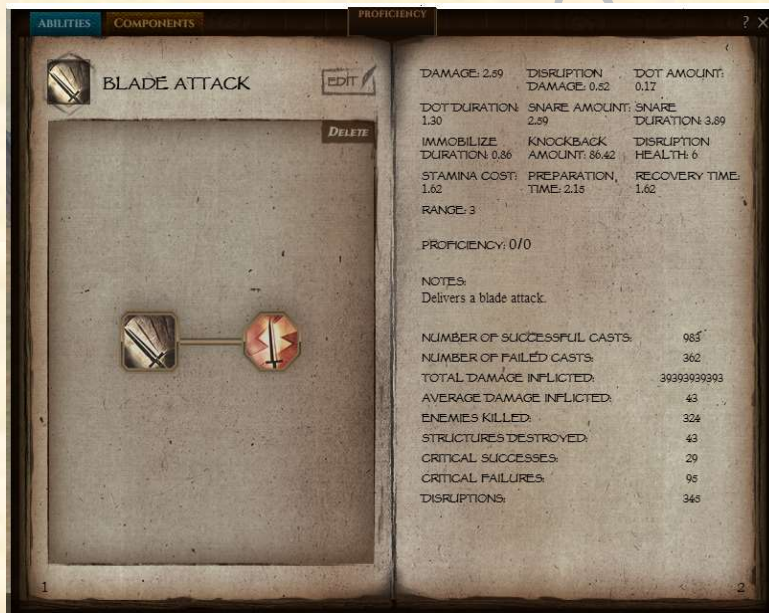
And while you are all doing your thing, remember that as well written as this Alpha guide is, it can be improved a little (of course, by well written I mean, it was "well, written"), and we'll be looking for help in documenting this game, as I've indicated on our Forums.

Remember, always remember, this is an old school Alpha Test
Time till launch is almost 16 months

Okay, let's go back to the first page and look at it again.

Abilities

Components

A real, live ability!

The page # it is on
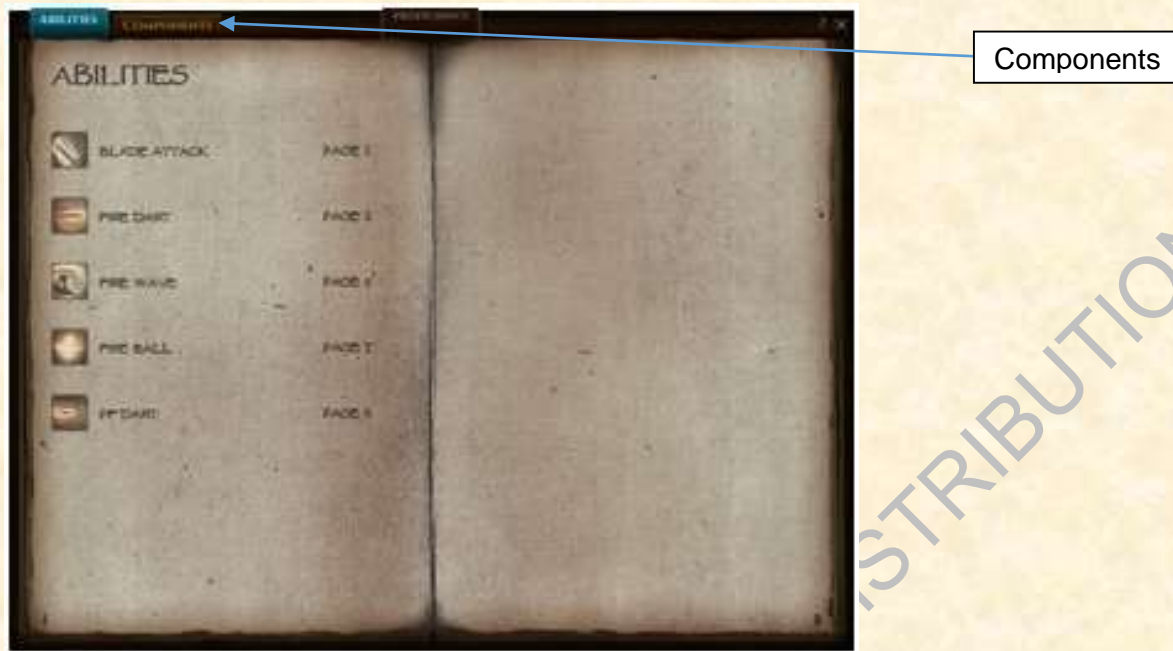
The page # - CLICK ME!

Now, instead of clicking on the page #, you can click on the "Blade Attack" ability itself. It will take you back to where? Yep, this page!

Aren't we such clever folks? ☺

Remember, always remember, this is an old school Alpha Test
Time till launch is almost 16 months

Okay, let's now go back to the first page again. Now click on the Components tab.



Components

Primary

Primary
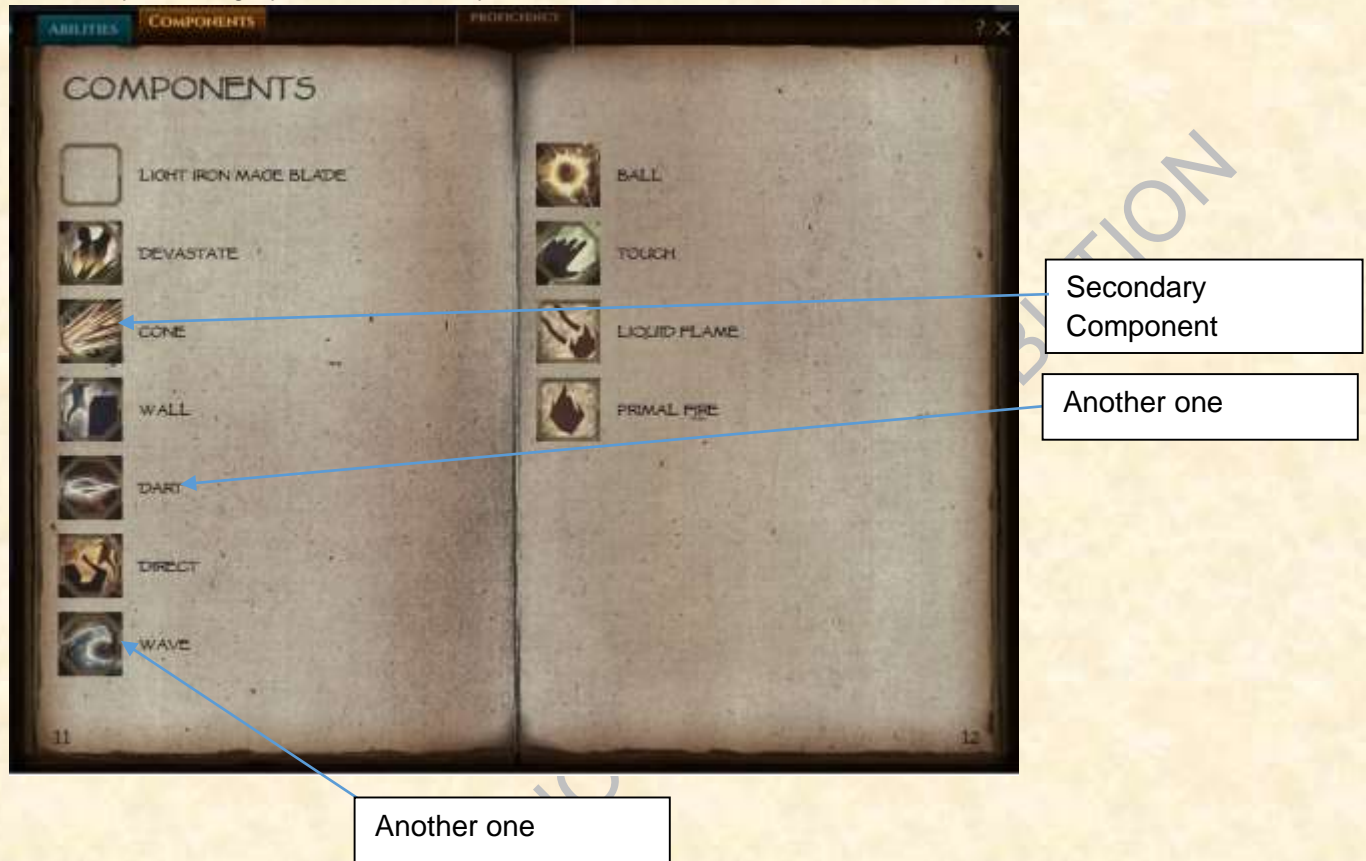
This page shows all the components that are currently available for your character to use. Here, we are calling out the Primary Components (Liquid Flame and Primal Fire) that are used as the core elements of this mage's spells. In future versions of the book, you will be able to click on the Component and get additional information about it. For now, that functionality is currently not in.

The other Components on the Components page are the Secondary Components, also known as shapes. So, as you can see, you have a good starting amount of shapes that you can use via the Ability Crafting system to make, you know, abilities.



Secondary Component

Another one

Another one

That just about covers our walkthrough of the Big Book of Abilities/Spells. As always, please keep in mind that this is also a version 0.1. I can't imagine how we could do anything more interesting with it, can you? I mean, it isn't like this is a Living being right? ☺

# XVI. C.U.B.E.

### A. Pre-Ramble

You've seen the structures! You've seen the teasers! You've seen, well, not a lot else, unless you are one of our ITers. So the time has come to talk about the second of the two main pillars of our Alpha 1 Testing: C.U.B.E.

C.U.B.E. stands for Camelot Unchained Building Environment, and it was so named by Tim (whose family leveled up again)! It is one of the ways that our players will create structures in the current build of our game. If you saw the Kickstarter video about where we wanted to go with building, you probably already have a good idea about how this system works. If not, well, we have said that we want a building system in the spirit of

games that went before us (including Minecraft, of course), but that was also distinct from them.

Like some games, we do use a block-based system for building, but that is only the tip of the iceberg. We also plan to have things such as blueprints, pre-builts/pre-fabs, and so much more than simply a series of blocks. However, since we know we will be asked this question again (it came up during the Kickstarter): why we are not using voxels for building? Well, voxels are great, but our focus/direction is different from some games such as Landmark™, Crowfall™, and others. Is our system better, worse, or just different? We'll leave that up to the players to decide. We haven't gotten on the "hype train" yet, and we're not going to, so the decision will be yours to make after seeing the system evolve over the coming months. FYI, this version is really a 0.1 version. As our Backers and especially IT folks know, the only reason we have this system at this point is that over one weekend Andrew decided we had to have building *now*, and presto code-o, we got a rudimentary building system!

What you don't know is the surprise that we have been hinting about: **C.U.B.E. WORKS IN BOTH ONLINE AND STANDALONE MODE.** Why is this a surprise, and why does it matter? Well, future builders of the worlds, this means that C.U.B.E. will not only be available during our scheduled testing times, but *you will be able to use it any time you can connect to our patcher!* And other than the patcher occasionally deciding *sua sponte* that it doesn't want to work, it is up 24x7. So this means that you can work on your own creations just about any and every time you can connect to the Internet during Alpha, even when the regular game build isn't available.

Is that it? No, there's more! We intend to use C.U.B.E. as more than just a basic sandbox. You will be able to use C.U.B.E. to help test our blueprint system (coming later in the Alpha), save and upload your creations to us for possible inclusion in the game, and maybe, just maybe, a few other things that your friendly neighborhood developers have in mind. Here, in C.U.B.E., you will be able to work on the elaborate structures that you hope to perfect in the game. Here you will also be able to display items that you captured in the game, just as you will be able to in your house on your chosen server(s). And best of all, the environment that you are using in C.U.B.E. will be useful in testing our crafting system—and hopefully, even more. And, BTW, we're open to suggestions for C.U.B.E. We have our own idears, but we also want to hear from you folks, as always.

When we first decided to take C.U.B.E. to a standalone entity, we realized this would be a win-win for the studio. First, it would allow us to get thousands of eager builders to beat the heck out of it whenever they wanted. This allows us to get the kind of feedback that would take a lot longer if it was *only* integrated in the game world. Second, the standalone option allows our Backers to create structures without worrying about having the correct resources, land ownership (coming later on!), etc. This means you can create

very elaborate, detailed, and confusing structures that will allow us to test their effects, on our home-grown rendering engine. Third, we can pull in a feature (general building) that wasn't going to be in the game until the spring/summer. Fourth, because your creations are nice and safe offline, you can make even bigger and more interesting buildings. These buildings will also be able to be uploaded to us and, if they impress us enough, included in the game by CSE!  And most importantly, it allows our Backers to have more fun *today*, rather than down the road. And who knows, maybe we'll go even further with it. As always, time will tell. ☺

It is not often a developer gets to honestly say that something is truly a win-win, but this is one of those times. I hope you enjoy C.U.B.E. V0.1, and get as excited about it as we are.

**Now for the instructions.** The first thing you need to do is to learn how to get into C.U.B.E. To do so, log into the patcher as normal, select C.U.B.E. on the left-hand side, and click Play Now. Then you're in! You will be launched into a standalone version of the build as a Stormrider character with the tag of "Tuatha De Danann" over its head. You'll have continuous daylight for building in C.U.B.E.

Why a Stormrider? No real reason, other than (now let's say this all together) "CSE likes Arthurians best!" Sorry, you can never get enough practice telling us how we love/hate a certain Realm the best/most! Think of it as training for the game's launch! ☺

Now that you are in C.U.B.E., the world, or in this case our current world testing map, is your canvas. You can build anywhere and everywhere! To start building, you can either hit the 'f' key, or click on the cube on the lower left of your screen, as shown here:

Once you do that, you will be in Building Mode. Your screen will look like something like this:



Now, this is a pretty busy screen, so let's take this one step at a time.

Click Me!

First step: let's take a "deeper dive" (sorry, EA speak, bad Mark, bad Mark!) into this sandbox, and get an idea of what we're looking at.

We didn't make this tree with CUBE

We didn't make this hole



Tyler made this bush! Isn't he clever!

OTOH, our C.U.B.E. did allow us to make:



Our blocks!          The building grid

Now, how did we make such amazingly complicated and wondrous structures? ;) Let's start at the beginning.

The building grid and the hot bar are the building tools that you will have in the current version of C.U.B.E. The simplest thing you can do is of course, place a block. Let's move to a slightly less crowded neighborhood and do just that.



Remember me? I'm the building grid!

Do you see the white, blocky-looking object in the middle of the glowing purple lines? That grid and block are the current location for your next block placement. While you are looking at the grid, all you need to do is this: first, left-click to put the block into "placement mode," and the block will pulse. You can then either hit the number '1' on your keyboard, or mouseover to the first item on your hotbar.
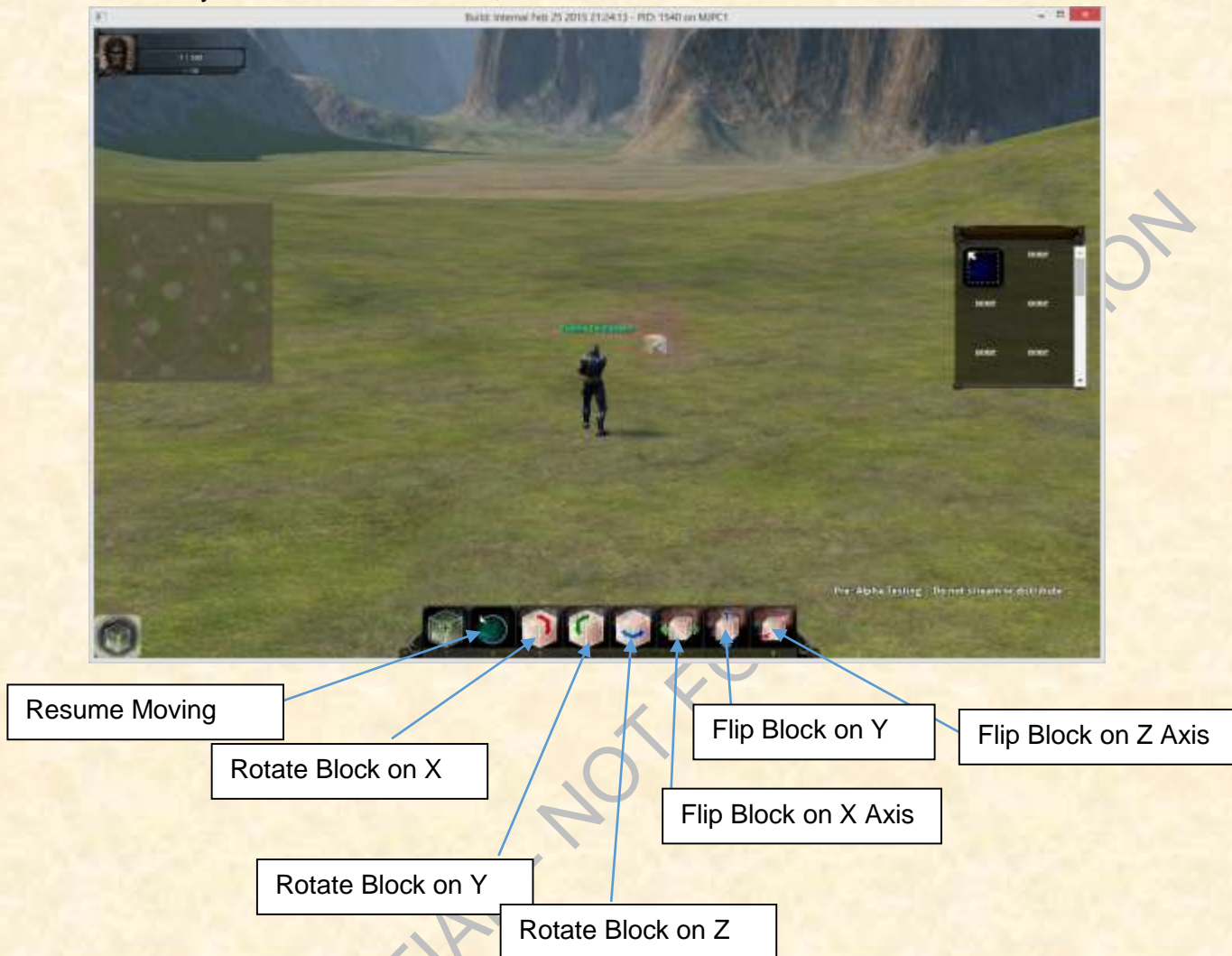


The grid and the block

It will say "Commit Block"

At this point, the block will be placed on the screen. Now, this may seem a little cumbersome, and that's because it is. OTOH, if you want to place a lot of blocks, there are/will be better ways to do that. As of now, the least cumbersome way is to hold down the 'ALT' key, allowing you to just move the grid around and click away! In this manner, you can lay down a lot of blocks pretty quickly. Also, please keep in mind that the building grid is also v0.1. We know it has to get better, and it will.

Now that you have created a block, what do all those other buttons do? Let's find out, shall we?



Resume Moving

Rotate Block on X

Flip Block on Y

Flip Block on Z Axis

Flip Block on X Axis

Rotate Block on Y

Rotate Block on Z

All of these commands can be used while you are still in placement mode.
Keyboard list:
Commit/Delete selected Block: (or 1)
Resume Moving Block: (or 2)
Rotate Block on X Axis: (or 3)
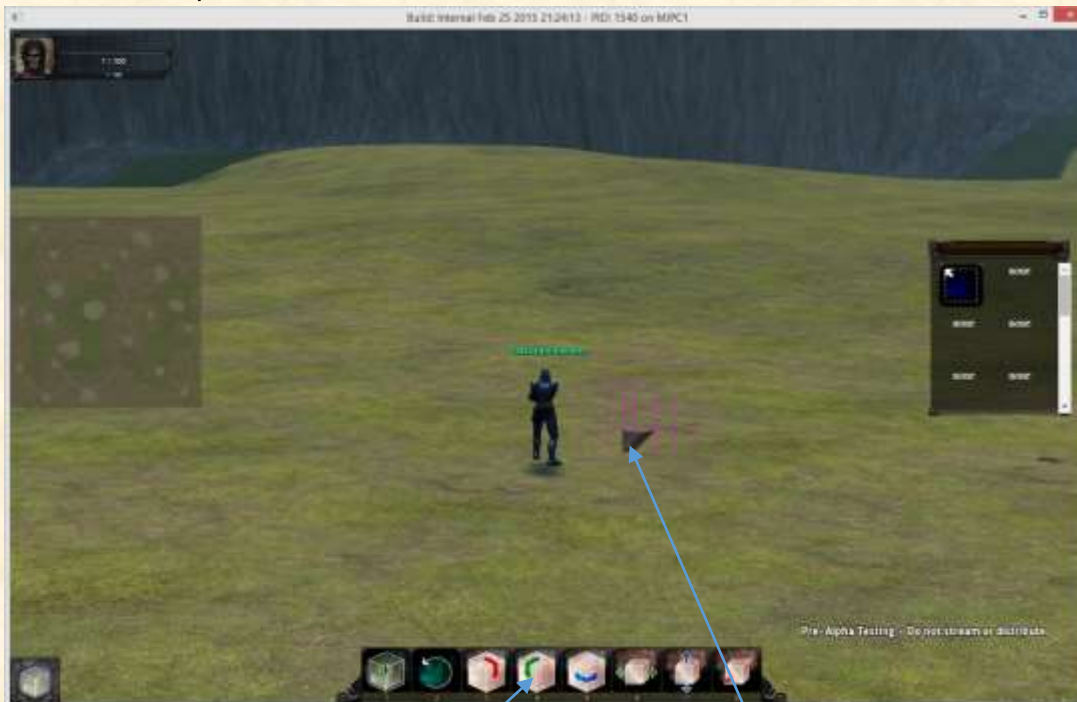Rotate Block on Y Axis: (or 4)
Rotate Block on Z Axis: (or 5)
Flip Block on X Axis: (or 6)
Flip Block on Y Axis: (or 7)
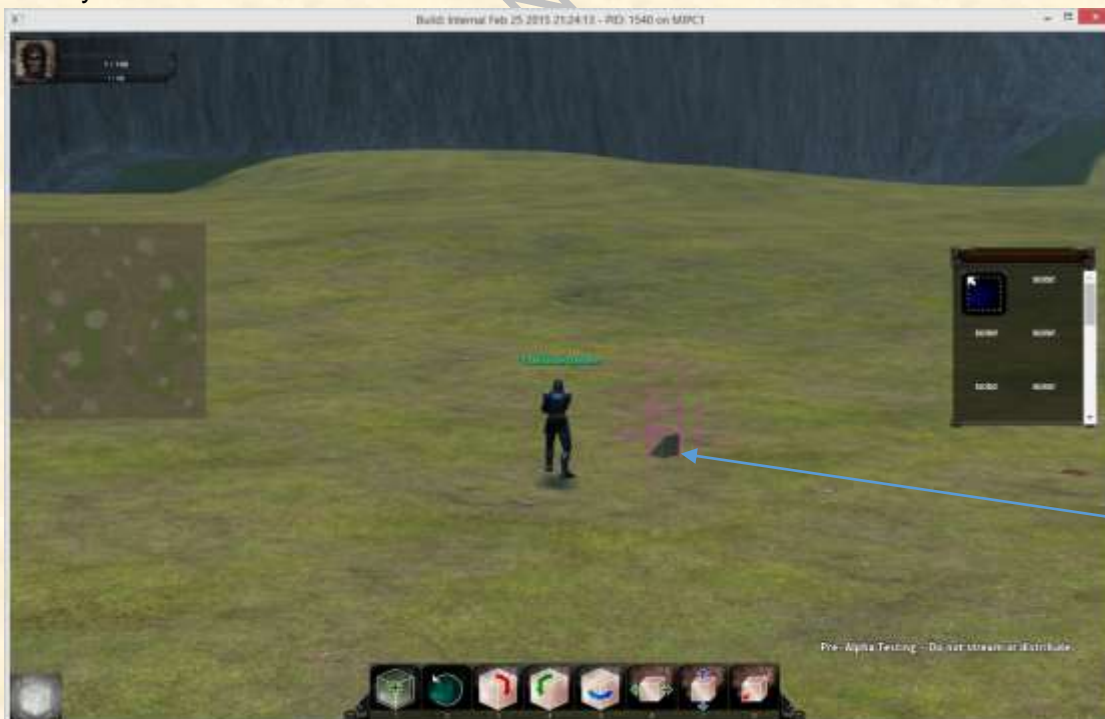Flip Block on Z Axis: (or 8)

Let's see one of these commands in action, the Rotate Block on Y axis. Here is a screenshot with a block in placement mode:



Click here!

Selected Block

What you will then see is:



See the diff!

Remember, always remember, this is an old school Alpha Test
Time till launch is almost 16 months

All the other hotbar keys work in the same way, so, feel free to experiment!
Another kinda important key is the 'TAB' key. Hitting that key will cycle through all the block types and material types that we currently have in the game. So, feel free to also experiment with this key. You can also click in the little window on the right, which will have the block options handily available. Note that although the selection will work, there isn't a visual cue implemented for selection right now!

The next thing you need to know is how to delete a block. To do that, you need to enter deletion mode. That is easily accomplished by hitting the ~ key. When you do that, you will see the following:



Red = Deletion

Once you have done that, you delete blocks in the same way that you placed them down. Select a block by moving the grid over it and clicking on it, then press 1.

Some quick notes and other useful commands:
You can change block materials by clicking in the little window off to the right. They don't appear in the images above, but there will be little icons for various materials and colors.

WARNING: The following command is a bit, well, hinky at the current time

When you're loading up the current version of C.U.B.E., you can change which race you are playing. To do that, you can hold Alt, left-click on Play Now, and enter one of the following commands in the Params input box that pops up:

cuberace=0 for a Stormrider

cuberace=1 for Firbog

cuberace=2 for Hamadryad

cuberace=3 for Luchorpán

cuberace=4 for Stormrider again

cuberace=5 for Valkyrie

cuberace=6 for HelBound

cuberace=7 for Jötunn

cuberace=8 for Stormrider again

cuberace=9 for St'rm

cuberace=10 for Cait Sith

cuberace=11 for Golem

Block Selection Mode is now GRAVE (the ` to the left of 1).

These keybinds also mean that while you're in building mode, you cannot tab target your way through friendly or enemy targets. Upon exiting building mode, you can do so as normal. In the Keybinds Menu, they are considered different options, so an advanced user can move Cycle Selected Block to a different key without moving Cycle Enemy to the same key.

Okay, so that completes our not-so-quick tour of C.U.B.E. v0.1. The only thing fresher than the current version of this system is Tim and Jill's new baby girl! So enjoy it: build buildings, towers, ducks, ships, castles, etc. In other words, go forth and BUILD!

And remember, this is only version 0.1. Winter might not be coming, but other things are, such as:

1) Extrude mode
2) Clone/duplicate (this will be used to create blueprints and pre-fabs)
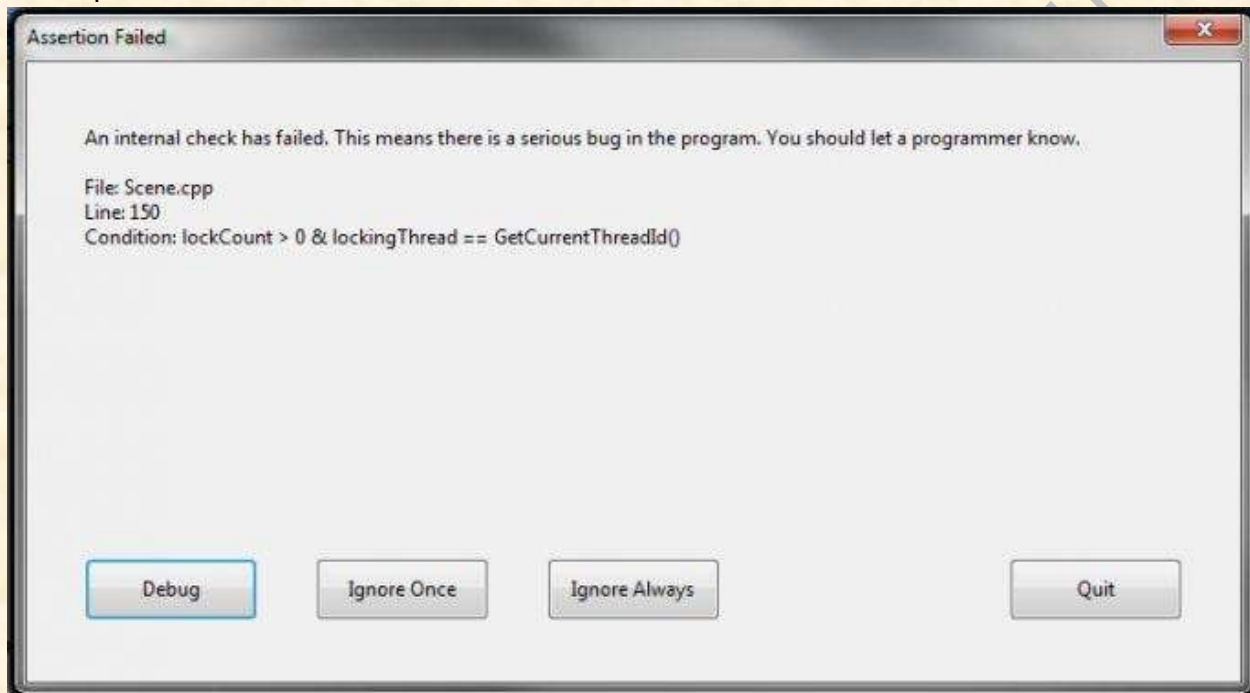3) Undo
4) Etc., etc., etc.

Also, keep in mind that C.U.B.E. is currently a single-player experience, and is not meant to be a full implementation of the game. Thus, commands and other things from the main game are not currently implemented.

# XVII. Bugs and Error Reporting:

**I got an error message, or my game crashed to desktop. What should I do now? Should I send CSE anything?** If you have a repeated bug that causes the game to crash and cannot be "ignored," please check this thread. HERE (this will be hyperlinked) https://forums.camelotunchained.com/forum/177-pat-bug-reports/ and look to see if others are experiencing the same issue. If not, please let us know, it will be much appreciated!

**How do I take a screenshot of a problem I have found in game? How do I post the screenshot to the forum?** On the upper right of your keyboard there should be a "print screen" button. Pressing that will paste a screenshot invisibly to your clipboard. Once you've made the screenshot, you will need to paste it to a program in order to see it. The most common way to paste it is into a Paint file. This will allow you to save it as an image file that can be transferred to other people or posted on the web. In the forum, when you make a post, there is a small button that looks like a webcam in between the "link" and "code" button on the top of the post that you can click to insert a link to an online image file. You can also attach it using the "attach files" option.



**What kind of feedback do you want us to give?** Right now, we are just looking for bug feedback and any exploits that you can find. Please provide any information on what you were doing at the time, where you were in the game if necessary, and any possible reproduction steps. Attempting to repro a bug before submitting will help us home in on the issue. (Game position can be found in the upper right of the game screen HUD.) The P.A.T. forums have a section for reporting bugs, as per above. For some issues, posting your DxDiag will be very helpful for us in debugging the problem, so please do so when appropriate. In order to grab your DxDiag, follow these instructions:

Windows XP
- Click 'Start'- Select and press "Run"
- Type "dxdiag" and press "OK"
- In the window that appears, choose "Save all information"

Windows Vista & 7
- On your Windows taskbar, click "Start" (usually in the lower-left corner of the screen).
- Select and press "Run" (if you do not see "Run", hold down the "Windows" button on your keyboard and press "R"). A "Run" window should pop up.
- In the "Run" window, type "dxdiag" and click "OK". A "DirectX Diagnostic Tool" window should pop up.
- In the window that appears, choose "Save all information".

Windows 8
- From Windows desktop, press the Windows key and the R key to open the Run window.
- In the "Open:" field of the Run window, type "dxdiag." Click OK or the Enter key to open the DirectX Diagnostic Tool (if prompted to check if your drivers are digitally signed, click Yes).
- In the DirectX Diagnostic Tool window, click the "Save All Information" button.
- In the "Save As" window, the DirectX information will be saved as a text (.TXT) file. Enter the path where the file should be saved and then click on the "Save" button.

# XVIII.      F.A.Q.

**Will the Alpha servers be up 24/7? If not, how will I know when I can login and test?** The servers will be available at designated times for certain tests. We may have smaller groups on one day, and everyone in Alpha participating on another day. We will email you an update and post on the Alpha forums when those tests will be happening, so you can join us!

**Can I stream or make a video of me playing the game? No,** the Alpha is under a strict E.U.A.L.A and NDA at this time, which means
- No re-streaming (or streaming) content
- No posting information about what you are seeing except in our forum
- No screen-caps of the game anywhere except in our forum

Thanks for understanding the rules and abiding by them, so we can all have a fun play experience. Remember the game will be undergoing many iterations, and we want to make sure that only the very best version gets public release!

**Can I run the game on a computer running ANYTHING other than Windows?**
As per the Kickstarter, we currently are not creating a Mac or Linux client, and do not have plans to do so at this time.

**What are the required system specs to run the Alpha game**? We recommend at minimum a 2-core processor, Direct X11 video card, and 4G of RAM, with Windows 7 or higher. Specs for the game itself are lower, but we are not aggressively testing on lower than that. Certain graphics cards that only support DirectX 10, including most Intel Integrated Graphics Chips,

Remember, always remember, this is an old school Alpha Test
Time till launch is almost 16 months

currently will not run with the latest build of our Client. We will be optimizing the client over the game's development, but if you are planning on running it on a 6+ year old system, we make no promises regarding the game's ability to run on it.

**Wait a gosh-darn minute! Is the game I'm seeing what you expect Camelot Unchained to play like? If so, I'm outta here!** As stated previously, no. In order to make testing a bit more fun, we created the instance-style game of "Capture the Ducks!" with version 0.1 of our Ability Crafting system. This has and will continue to allow us to stress test the client/server code in a way that is more intensive than if we were trying to simply put up a basic version of the released game.

For example, Mages being able to fire multiple projectiles across a long distance allows us to simulate a much larger group of players than are currently in the game. Some of these projectiles then have to track to their target, along with using the server-based NVidia PhysX system. Additionally, longer cast times will allow more opportunities for interrupts, so when the interrupt system is fully in place, it will get a better workout. ☺ The IT testing so far has been incredibly valuable in exposing bugs and issues that might not have come up till later in the testing if we had been doing things in a more "typical" manner.

**What sort of stuff will I see in the build?** You will see the earliest work on our A.I.R. system, where spells/abilities interact with each other to create something different. Thus, if a fireball strikes a waterball, a steam cloud will result. You will see projectiles that track their target like a missile, while other move on a straight line, and still others will arc like a catapult shot. You will see AoE spells, buffs and debuffs. You will also see wall spells, jump spells, and other fun stuff in the early Alpha build.

**How stable is the client and server right now?** Well, for an early Alpha build, we are pretty happy with the server's stability. We won't guarantee that it won't ever crash, especially since catching and fixing those crashes is one of our big goals. The client is not as reliable as the server, but that is to be expected at this point (and we are crushing bugs on a daily basis).

Please, if you are not running at least a minimum spec build, don't try to play the game; it might not end well. Our focus now is not on optimizing the client, but rather the server, so don't expect us to support systems that are below our minimum spec at all. Keep in mind that we are still a long way out from release, and now is not the time for us to be optimizing client performance to support those builds. Now, this is not to say that we have done no optimizations (far from it), but since we are building the engine from the ground up, stability trumps speed for now.

**Why do certain elements of this game look familiar?** You may recognize some UI design (the hotbar for example) that is typical of many games, and wonder where the systems are that we talked about during the BSC Days. The P.A.T. build is not meant to represent the game at launch, but is a build geared to helping us test key elements of the game engine.

OTOH, you might find that the early Ability Crafting system, character creation UI, Banes and Boons, etc. are both unexpected (at this stage) and pretty cool! Have fun, and don't be upset if you find yourself enjoying a game (or not enjoying a game) which is not what you thought it would be. The coming months will see this Alpha progress much further, and this type of testing was the best way we could build something fun for our Backers (which of course encourages people to test more), that is also very useful and necessary for us. This is a very early version, and everything is constantly changing. Exciting!

**Okay, I've played the build in one test, am I done now?** That's up to you. We will have the Alpha servers up when we can, and when we need your help. Hopefully the build we've got is enough fun to keep you coming back to help us make it better and better!

From all of us at City State Entertainment, we thank you for both your donations and support in helping to test and refine our game!

## XIX. Some Final Thoughts

1) **We are building the engine (client and server), almost entirely from scratch -** While it would have been easy to use Unity or even engines like Unreal, they wouldn't be able to deliver on what we need our engine to do: support large scale RvR battles. Neither Rome nor Unity were built in a day, and considering that our engine already supports a server-side physics system (which is not a rarity in itself), things are moving along nicely.

2) **This is an Alpha build, in every sense of the word -** Before, during, and after the Kickstarter, we talked about how our Alpha/Beta testing periods were going to be be "old school," and not the more polished, marketing-oriented builds that most MMORPGs use these days. This is a very, very early build, and that means that our Backers will be involved in the game from its earliest stages of evolution. Exciting? Yes. At times frustrating, of course.

3) **Optimizations come later -** Our focus has been on stability, core functionality, etc. so we haven't spent much time at all on optimizing either the client or server for performance. Considering that we are still a long way from release, we know that focusing on building a stable and reliable engine trumps optimizing the client/server right now. Oh, BTW, the game runs just fine (around 60 FPS) on most relatively new, (not even top-end) machines.

4) **For those users of TeamViewer who also have the Quick Connect Button enabled -** You will not be able to enter full screen mode when hitting alt+enter or using fullscreen=1 from the patcher. This is not an issue exclusive to our game, but is a known issue with DirectX 11 games and TeamViewer, which also affects some AAA titles.

The simplest fix is to disable the Quick Connect button:

Remember, always remember, this is an old school Alpha Test
Time till launch is almost 16 months

The option to hide this button is hidden away in TeamViewer settings. Navigate through Options → Advanced → Show advanced options → Advanced Settings for Computers and Contacts → QuickConnect button → Configure and uncheck Show QuickConnect button.

5) **DirectX 10 is an issue right now -** Right now our focus is on DirectX 11 machines. We can however support DirectX 10 cards on systems that have DirectX 11 installed. Some of the cards with known issues are the Nvidia 8000/9800 series and the Intel GMA HD Integrated graphics chip used on many laptops. If you have any of these cards and/or a DirectX 10 machine, please understand that we know about these issues, and we will have fixes incoming to some of them going forward.

6) **What about the folks that still use Windows Vista? -** If you are a Windows Vista User, you need to have Windows Vista Service Pack 2 installed (which is available through Windows Update). If you want to install these manually:

   a) **Windows Vista Service Pack** http://windows.microsoft.com/en-us/windows-vista/learn-how-to-install-windows-vista-service-pack-2-sp2

   b) **DirectX 11.0 update for Vista SP2 (64-bit)** http://www.microsoft.com/en-us/download/details.aspx?id=4390

   c) **DirectX 11.0 update for Vista SP2 (32-bit)** http://www.microsoft.com/en-us/download/details.aspx?id=3274

6) **Have fun, lots of fun -** Clear your mind of expectations and help stress test our systems in a fun little diversion. With a hugely flexible Ability Crafting system, mighty structures to build, a big map to run around in, Realm-mates to team up with, and opponents to conquer, we think you could find yourself enjoying our early Alpha Testing more than you might have imagined. Well, we certainly hope so!

-CSE