



## GETTING STARTED - HEADSTART

**Gratitude for purchasing and being a part of the Astral Terra development!** As we develop the game, this guide will improve. These basics are just to help get you started in Alpha Headstart. Feedback is appreciated and contact info is at the bottom of this guide.

**Steam Key Redemption:** Keys will be distributed via SendOwl(our online order system). Once you have your key, launch the Steam client software and log into your Steam account. Click the **Games Menu**. Choose **Activate a Product on Steam**. Follow the onscreen instructions to complete the process. If you do not have a Steam account, please visit <http://store.steampowered.com/about/> and click the large green "Install Steam Now" button.

### Basic Key Binds:

Shift=toggle run  
L=Quest Log(no quests yet-pre-alpha)  
I=Inventory  
P=Powers  
O=Options/Settings  
T=Terraform Mode  
B=Build Mode  
Alt=rotate placed objects

### Starting Tips:

- On first spawn, make sure to talk to the vendor, check your free loot in your chest and/or use your crafting cart to get some basics before heading out. You start with 500 gold. \*\*The cart and vendor spawn a little bit away from the player position. Search the area close to you within a tight radius to find these items (don't forget to look under water).
- If you get stuck somewhere, use "T" terraform mode to float out of there. Press "T" again once you are in a good spot to teleport your body there.
- Power up and spend your talents-drag your powers on your quick bar

### Shop & Crafting Cart Items (basic items; more to chose from and more to come):

#### Crafting/Food:

- Campfire=Provides light and crafts Cooked Beef Brisket(need 1 animal meat)
- Blacksmith Oven=Crafts silver bar; iron bar; steel bar; coal; cooked beef brisket
- Farms(wheat, carrot, or corn)=harvestable food-need Axe

#### Tools & Weapons:

- Shovel=Modify the ground below you
- Pickaxe=Harvest resources(desert=stone & iron; underground=coal, silver, iron, stone, chromium)
- Hammer=Need for crafting cart
- Axe=Tree harvesting & harvesting carrots, corn & wheat from farms
- Wood Sword=Weapon:Sword
- Iron Long Sword=Weapon:Sword
- Steel Long Sword=Weapon:Sword
- Fey Defender=Weapon:Glowing Sword

### **Building Tools:**

Once you hit "B", you enter Build mode where the camera is independent of your character. Choose one of the textures from the thumbnails on your right. You can scroll through all shapes available to build with your mouse wheel(Blocks, triangles, etc).The 1st tool is delete for deleting voxels(it doesn't show anything besides your cursor-you delete by clicking on what you want removed), so to get started building, scroll to your desired shape.

### **BT Controls:**

You can control your camera with the basic W,S,A,D keys for forward, back, side to side;

Space=up;

Z=down;

R=rotate shape

Shift+Drag=Clear land while using the delete tool or place many voxels at once using any shape/texture

Shift+scroll once a shape is selected to increase the height of the shape.

B=Get out of Build Mode

### **Terraform Tools:**

Once you hit "T", you enter Terraform mode where the camera is independent of your character. You can bring the cube closer or farther away from you using your mouse wheel. You can change the size of the block by hitting the "+" and "-" keys or left shift + mousewheel to scale depth; left alt + mousewheel scales the height of the cube.You can also use the menu to your left to add plants, grass, water, etc-once you hit a button, you will need to hit the "F" key to toggle replacing)

W,S,A,D keys for forward, back, side to side;

Space=up;

Z=down;

F=Toggle remove/replace ground

T=Get out of terraforming mode

**Quick Terraforming:** Hit "x" for the iceman effect :)

### **Share your Experience and Creations or Get Help!**

Please email [amy@tethysinteractive.com](mailto:amy@tethysinteractive.com) if you have more helpful tips or other controls we missed.

Thanks for helping us test!

- Check out [our wiki](#) for more info on our world lore.
- Share your building creations, experiences and anything else on our [message boards](#).
- Found a bug or want to discuss issues you are having? File a [bug report](#) or post in the [bug forum](#).