



Colony Survival

To everyone who has bought the game:

Thank you for choosing to purchase Colony Survival! We sincerely hope you're having a lot of fun with the game and we'd love to hear your feedback.

To others:

It's great that you're interested in Colony Survival and looking for more information! We hope this manual will be of value to you.

To pirates:

The legal version does have some great benefits, and we'd like to be paid for our work. Please consider buying the game after giving it a try!

Important links and social media

[Colony Survival in the Steam Store](#)

[Subreddit](#)

[Facebook](#)

[Twitter](#)

Disclaimer

Colony Survival is work-in-progress. This manual will get updated, and will probably also get outdated.

Quick solutions to common problems

Try step 1 and check if the problem persists. If it does, try step 2, etcetera.

1.) Reload the savegame

2.) Restart the entire game

3.) Verify integrity of game files

Right-click on Colony Survival in your Steam Library, click properties, go to "local files" and click "verify integrity of game files".

4.) Restart Steam

5.) Make sure that Colony Survival has completely shut down when you've closed the game

Open Task Manager (CTRL+ALT+Delete) and look for "colonyserver.exe".

6.) Uninstall and reinstall the game

Right-click on Colony Survival in your Steam Library and click "uninstall".

7.) Uninstall the game, and delete remaining files.

Close to the "verify integrity" option from step 3 is a "browse local files" option. Delete as many files as possible from the folder where Colony Survival was installed. You can save the "savegames" and "screenshots" folders.

8.) Ask for help online!

Quickstart

Singleplayer > New World > Enter Colony Name > Play!

WASD to move, press 'space' to jump, left click to remove blocks and right click to place them.

Press 'i' to open your inventory and crafting menu, press 'g' to enable or disable light.

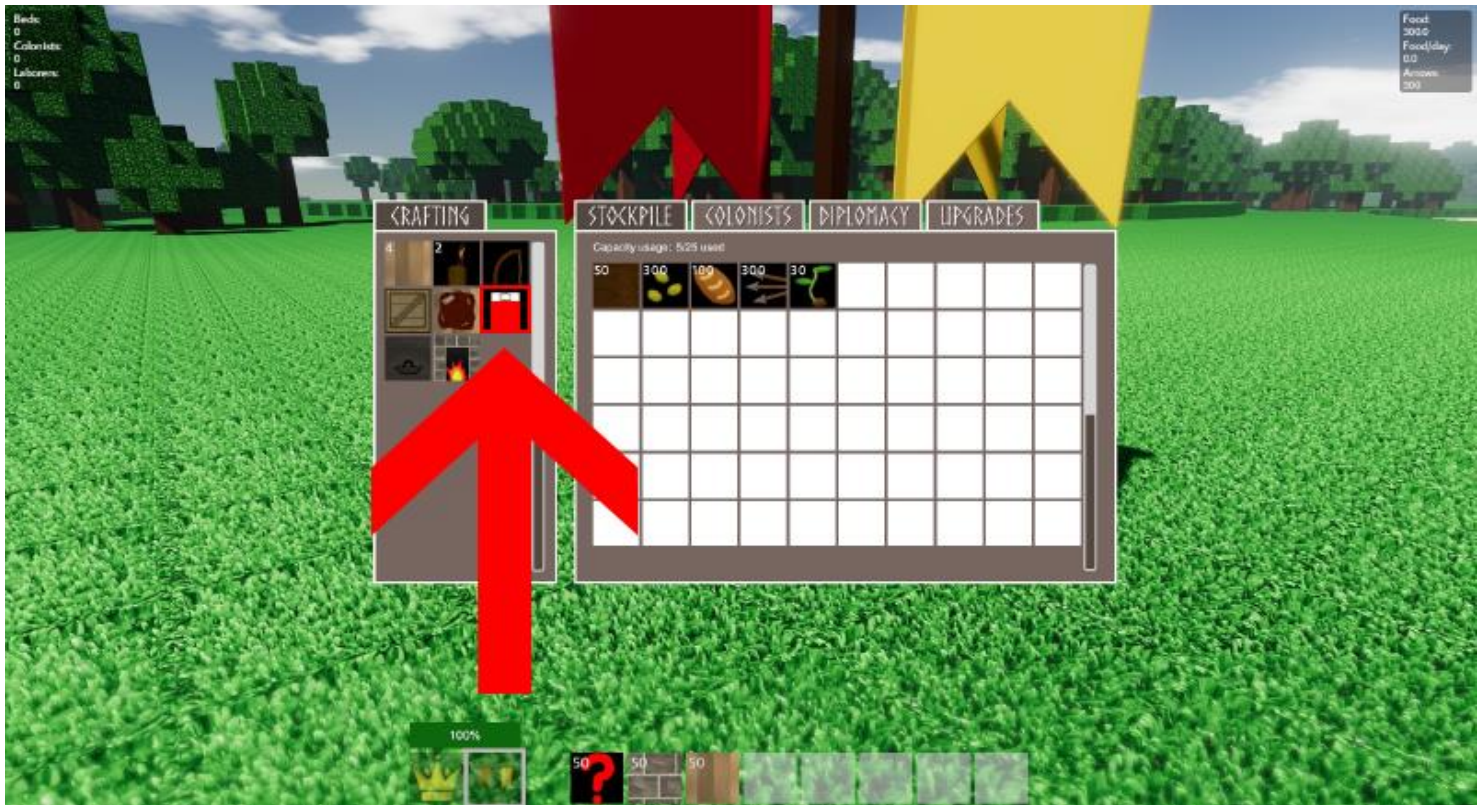


When you've spawned in a new world, there are two permanent tools in the bottom slots. To the left is the **command tool**, which you'll use to create jobs for colonists. Right next to the command tool is the **banner tool**. First you'll use it to place the banner, the center of your colony, and you can use it to 'connect' to the banner from a distance. You can press **1** to equip the command tool and **2** to equip the banner tool.

Equip the banner tool and right click on a block to place the banner. To recruit colonists, you need food and beds. By default, you spawn with food, but you'll need to craft and place beds.

Craft beds by pressing "**i**". Look at the crafting menu in the left side of the window. The crafting menu shows all the things you can craft

with the **items equipped in your bottom slots** – it won't use items from the stockpile in the centre of the window!



Craft beds by left clicking on the bed in the crafting menu. Drag them to the bottom slots, equip them, and left click in the world to place the beds.

After placing the beds, you'll be able to recruit colonists by right clicking the banner or banner tool.



Colonists need food to be recruited, but they also need to be fed once they're living in your colony. Keep an eye on your total food supply and daily food requirements in the top **right** corner of the screen. View the amount of (unemployed) colonists and beds in the top **left** corner of the screen.

You'll need unemployed colonists for new jobs.

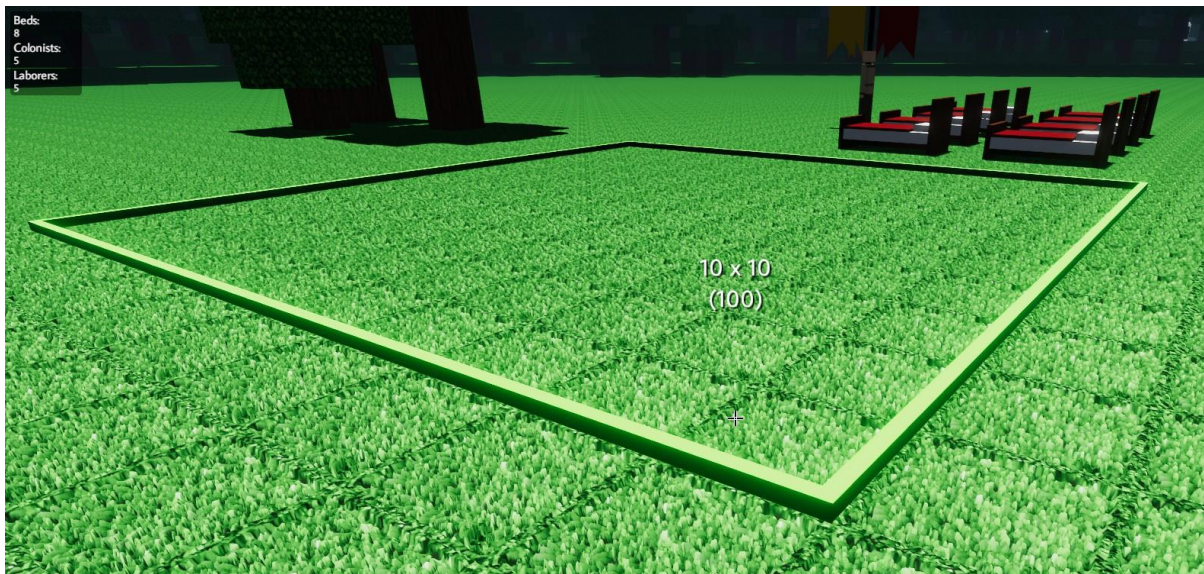
Examples of food are bread, wheat and straw. Bread has a higher 'food value' than straw.

Create a 'farmer job' by clicking with the command tool. You'll get a pop-up where you can choose what kind of job you want to create. Choose 'wheat' to create a wheat farmer.

Beds:	Food:
8	168.0
Colonists:	Food/day:
8	40.0
Laborers:	Arrows:
5	300



You can now choose a size for the new wheat field. A field has a maximum size of 100 blocks.



When you've created the new field, a labourer will automatically turn into a farmer and move to the field. If there are wheat seeds in the stockpile, he'll start sowing. The farmer will automatically harvest fully grown wheat and bring it to a crate.

Left click with the command tool and change 'wheat' to 'forestry' to create a field where trees are grown.

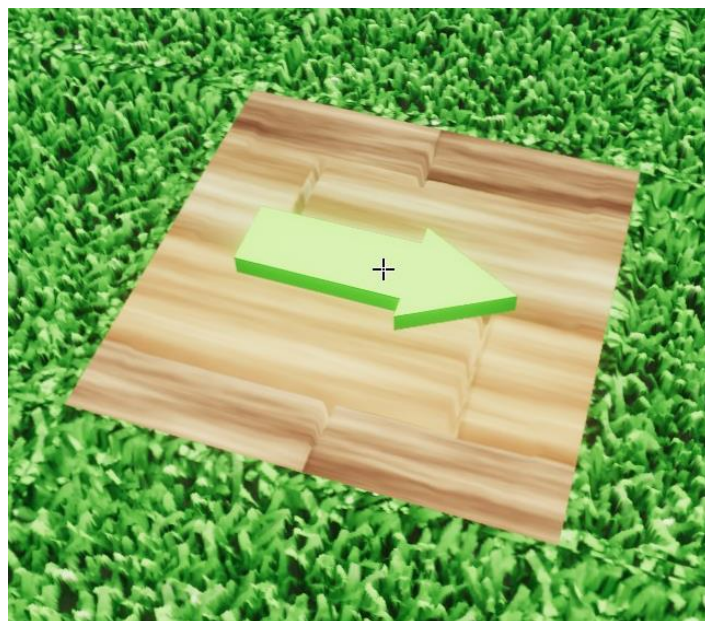
To create jobs for miners, dig a path to the deepest layers of the world.



At the deepest layer, click on the stones and ores with the command tool to send miners there. Craft and place a crate to make sure they don't have to walk out of your mine to store the things they've mined.



Craft a quiver to place a guard. You can choose which way the guard will face by pressing 'r' to rotate.



The last three jobs are easy to understand if you've come this far.



Craft a furnace, oven or workbench to create a job for a smelter, baker or crafter. The smelter will turn iron ore into iron bars, the baker will turn wheat into bread, and the crafter can craft multiple items. Place a crate in close proximity, because they will need to travel often to grab ingredients and store crafted items.

Right click on a furnace, oven or workbench to get access to the crafting limits menu. Colonists will keep crafting an item until a certain limit is reached in the stockpile. In this menu, you can set that limit.



Cheats and commands

/cheats on – activate cheats in singleplayer

/setflight true – enable flying mode. Press F to toggle between flying and walking.

/loot <item name> # - for example, */loot bread 100*.

/time add # - for example, */time add 12* to skip half a day. Use a negative number to go back in time.

/teleport <x> <y> <z> - teleport to coordinates. For example, */teleport 3000 50 3000*

/setgroup <group name> <player name> - change the status of a player. Can be entered into the server for multiplayer purposes. For example */setgroup king Pipliznl*.

Groups:

-Peasant. Can't use cheats.

-King. King can loot, fly, teleport and change time.

-Emperor. Can do the above, and whitelist and blacklist players. Can promote people to king.

-Godemperor. Can do the above, and promote people to emperor.

-God. Has all permissions.

/whitelist add <Steam ID> - adds people to the whitelist. For example */whitelist add 76561198156320300*

Varieties: **/whitelist remove <Steam ID>**, **/blacklist add <SteamID>**, **/blacklist remove <Steam ID>**

F4 – toggle interface

F5 – display coordinates, time, performance data

F6 – toggle shader features

F7 – toggle autofocus

F8 – ultra smooth mouse

F9 – rotate around set point

F10 – dump heap memory

F11 – render high resolution screenshot, saves in *Colony Survival\gamedata\screenshots*