

Miscreated Base Building Guide



Basic Base Building Guide

The base building in Miscreated is very different from other games in the survival genre. Our system focuses on creating unique looking bases throughout most parts of the world. We also want to allow the player to build without any grid snaps or socket based limitations. Every base will look different and every base will have its strengths and weaknesses.

Bases can be destroyed in Miscreated, but they can also be defended with traps and built so the attacker is at a disadvantage. We want to allow the player to create an impenetrable base, or a secret underground stash spot.

Bases should be functional: This is something we will focus more on in upcoming patches. Bases should not only be fun to build and maintain, but they should also serve some purpose. You can store your vehicle away from bandits, or build yourself a nice little observation post on a mountain.

Bases should have to be maintained: If you want to build a base you should also be aware that you'll need to maintain it. Players can destroy or damage sections of your base, and these should be repaired as quickly as possible. It's a hard life in the wasteland.

A plot sign can be destroyed only after all the base parts are destroyed. This way we can keep players from just claiming land and logging off.

You must continue to use your base or it will decay. The time it takes to decay can vary from two days (for just a plot sign) up to two weeks (a base with lots of parts). To make sure your base does not decay all you need to do is open a door, repair a part, turn on a light, etc and it will reset the decay timer.

The Recipe System

Base building in Miscreated is based around a recipe system. You start out with several default recipes (enough to build a small base) and must find additional "Crafting Guides" to learn new recipes. The recipes learned from crafting guides will teach you how to make larger and more complex bases. Once you find a guide and read it, you will know the learned recipes forever on that server. Trading crafting guides might be a very useful currency so make sure to grab them all.

The Crafting Tab

Open your inventory and select the "Crafting" tab. From the first drop-down menu select "Structures".

The first drop down is used to specify what category of part you'd like to create.



The second drop down menu is used to select what subcategory of parts you want to build: metal, wood, etc...



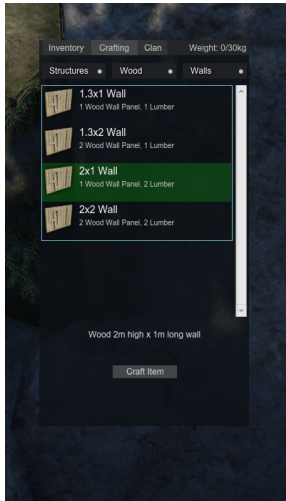
The third drop down menu is used to select what type of part you want to craft, according to the category and subcategory selected in the drop-downs. Some recipes are only two levels deep, so you won't see the third dropdown for those. Once you have selected the menu options a list of recipes will be displayed.

This guide will focus on wood structures, since it's available as soon as you start a new character and the concepts are applicable to any part you'd like to craft.



Each base part is made from components that can either be found in the world or crafted from resources you gather. The recipe list will display the required components to craft each part underneath it in the recipe list. Once you have the required components in your inventory you can then

create the part by clicking "Craft Item".



Finding Guides

On each server you start with several default recipes, and to learn more recipes you will need to find crafting guides in the world. There are three types of guides available: Basic, Advanced, and Specialized. Each guide, once learned, will add additional recipes to your crafting menu. Once you learn a crafting guide you will know those new recipes forever on that server. Not all crafting guides are for base building; some are for weapons and medical, for example.

The guides are color coded to help you identify them, and they spawn in random places throughout the world.



Specialized (green), Basic (off-white), Advanced (beige)

Depending on the category of guide, there may be multiple you need to find to learn all of the recipes. As a tip, if the crafting guide has a number in the name it means there are multiple guides to find for that category.

You can trade the guides or use them. To learn the recipes contained within the guide, right-click on the item in your inventory and select "Use". Your player will now know the recipes from that guide and they will show up in your Crafting menu.

Once you find a guide and use it, you will know the new recipes forever on your character on that server - even if you die. Remember that characters are locked to a server, so recipes will not be carried across servers.

Building Your First Base!

Before you begin construction on your base there are a few things to keep in mind:

- Bases must be built 200 meters away from any other base.
- You can only have one base per server. (1 Plot Sign per server)
- Any clan mates can help you build your base.

As you navigate the crafting menu, you will see several recipes, but there are many more you can learn. One of your top priorities should be to find additional guides to learn more complex base parts, allowing you to build a safer home. Find vehicles and storing them in your base will allow you to use the vehicle's inventories to save items.

To build your base, the first thing you need to do is construct a plot sign. In order to construct a plot sign you'll need to first find a hatchet to gather the required some wood. Wood can be obtained from almost any tree in the world.

The components needed to you make a plot sign are (you can view the Plot Sign recipe by selecting the following Crafting menu options, Structures -> Wood -> Other):

2 x Lumber (Harvest wood from a tree and craft it together to create Lumber.)

1x Nails (Nails can be found around the world in logical locations.)



Plot signs are used to claim land. Once the plot sign has been placed you will be able to place base parts within a 30 meter radius. Bases have an 8.5 meter height limit, both above and below a plot sign.

Take note that you are not allowed to build inside of towns and you cannot build within 200 meters of another player base.

How To Place Parts

Once you've crafted the plot sign, it's time to place it.

To place a base part, open your inventory, right-click on the part you would like to place and select "Place".

The part will now be show in front of you.

You can rotate the part by holding down the left Alt key and moving the mouse side-to-side.

Move the part's location by moving your character's position and direction.

You can constrain the part to the nearest vertical position by holding the left shift key. This is helpful for doors and parts you don't want to jump up to the next level when trying to place it.

You can adjust the transparency of an part while placing it by using the mouse wheel.

Right-clicking cancels the part placement.

When you have found a good spot to place your part simply left-click and the part will be placed in the world.



While trying to place a part, a green outline means the part can be placed at that location.

A red outline means you cannot place the part. Move the part to a better position and try placing it when it has a green outline.

Remember you must be 200 meters away from another base in order to place your plot sign, and must stay within a 30 meter radius of the plot sign.

How To Remove Parts

If you've placed a part and don't like its placement it's really easy to remove it. Get close enough and a mouse icon will appear. Use mouse wheel to scroll down and select "Pack up". Packing up a part will remove the part from the world and a small box will appear for the part that you can pick up and then place again. If a part is damaged, then you can only "Dismantle" it, this will give you back a material used in the creation of the base part. If you want to pack up the part instead, then you will need to repair it first.

The starting recipes will allow you to build basic protection for yourself and your loot. A lockable door, 2 meter high walls, and platforms for floors are good choices for a first base. You may want to use the 1.3 meter high platforms under other platforms to give you base a little more height for better safety. This will prevent people from just jumping right into your base from a vehicle.



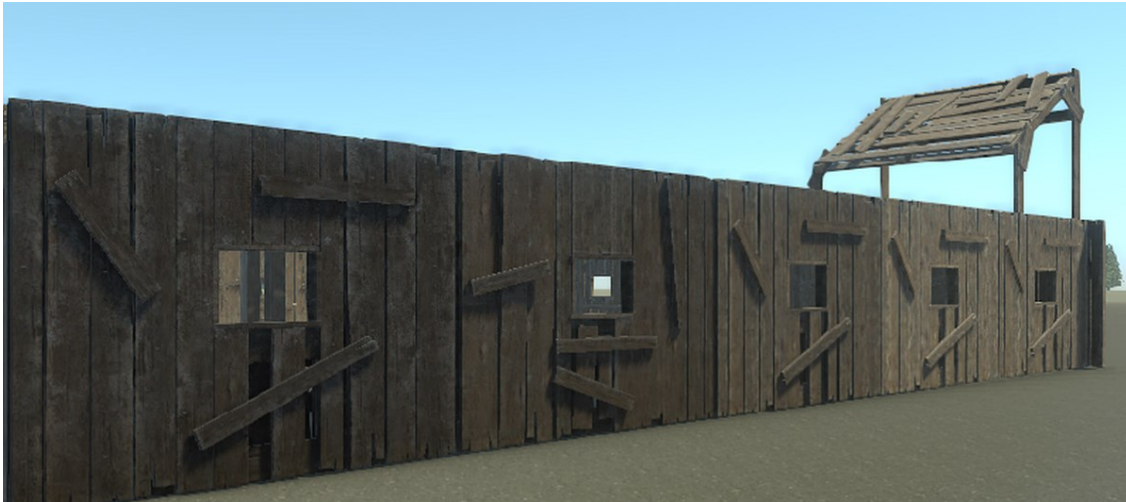
Damage To Your Base

It's important to keep in mind that after building your base it can be destroyed. So it's probably a good idea to keep your base out of sight and hidden as much as possible. The larger the base, the easier it will be to see. Every ammo type does a different kind/amount of damage to base parts. Each part of the base has its own health (except for the plot sign which cannot be destroyed until all other parts have been destroyed). When the health on these items reaches 0 the part will be destroyed and removed from the game world.

It's important to keep in mind that the damage resistance for wood parts and metal parts are different, so what works to destroy a wooden part may not work as well on a metal part. Some weapons don't do any damage to parts.

Parts will change color to display their current damage level.

Damage levels from left to right: 75% damaged, 50%, 25%, 0%



Repairing Your Base

When your base is damaged you will need to repair it. To repair a part you need Lumber in your inventory. With the lumber in your inventory walk up to the damaged part and use the mouse wheel to select "Repair" from the context menu.

Each time you repair a damaged part it will increase its current health by 1000, up to its maximum health. As an example, if a part is at 1 health out of 5000 you will need 5 Lumber in your inventory and select the "Repair" context menu option 5 times to repair the part back to full health.

Generators and Powered Items



Generators will allow players to power their base with bright work lights. Work lights are a lot brighter than the small tiki torch style lights and are also harder to destroy. In future patches will be adding a lot more powered parts. To get started you will need to first find the crafting guide name "Powered Parts 1" to learn the recipes for crafting powered parts and generators. Powered parts require you to craft a Power Pole and then combine it with powered items you find in the world to create a finished part you can place in your base.

There is currently a limit of one generator per base, and a generator can power up to 5 work lights.

Generators are placed like any other base building part. Select "Place" from your inventory and place the part in a central location of your base.



A placed generator.

Once a generator has been placed you can then turn on your generator. If the generator is not on you will not be able to turn any attached lights on.

Each generator has a maximum power output. The small generator allows you to power up to 5 work lights. In the future we will add larger generators that can provide more power, and larger parts that will also consume more power.

To connect a part to a generator place the part in your base and then select "Attach to power". A power cable will run between the powered part and the generator and you can now select the option from the drop-down context menu to "Power on" the part.

The part will now be powered and functional. Turning on a generator does not automatically power up all parts, so you must individually power up all parts if the generator was turned off.

Base Building Tips

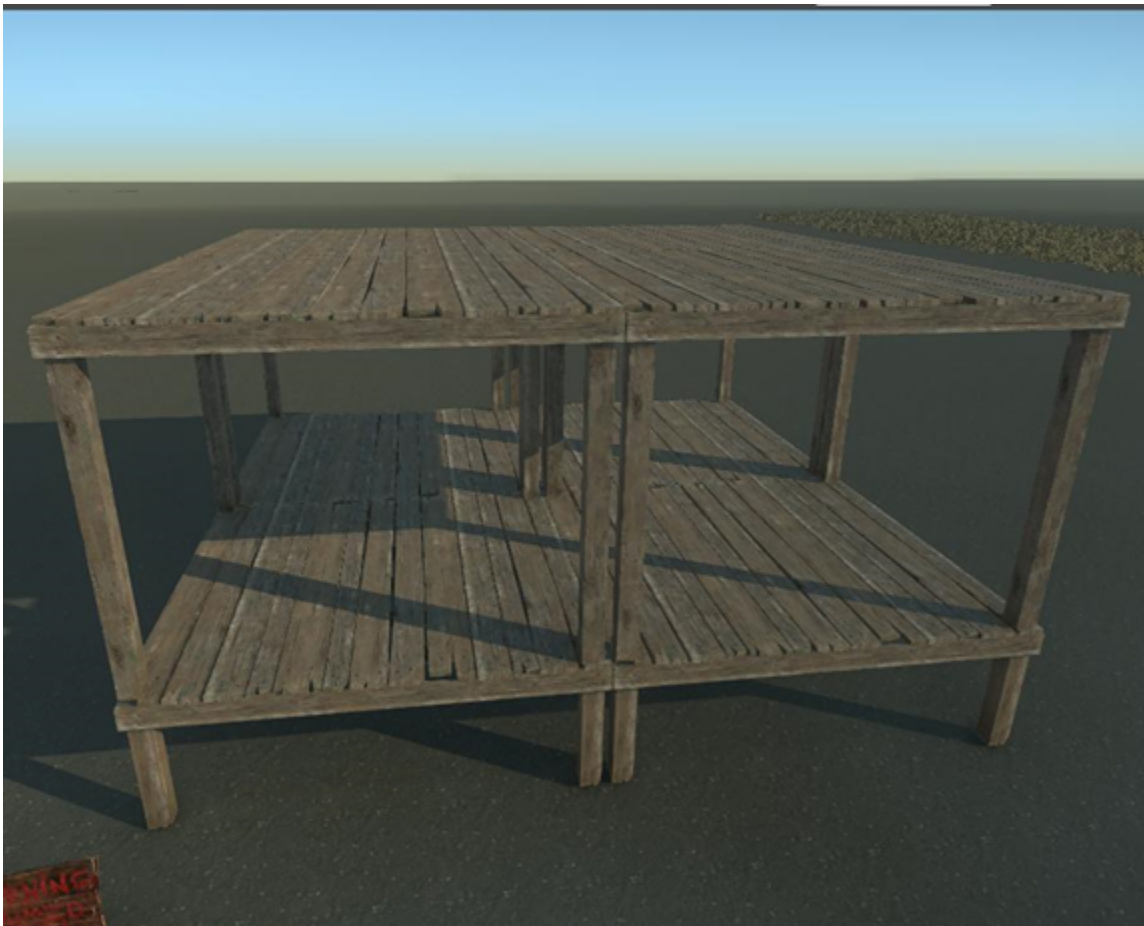
Miscreated has a freeform base building system, which means you have full control over the placement of your parts. There is no snapping function, which means you have more freedom to achieve unique looking bases.

Platforms are your best friends, and they come in many sizes depending on which guides you have learned. These parts can be used to use to build a floor or a multi-level structure and roof. It's best to place all of your platforms first, and then place any parts you want under those platforms (chairs, desks) by holding down the left-shift key (to prevent them from going above the platform).

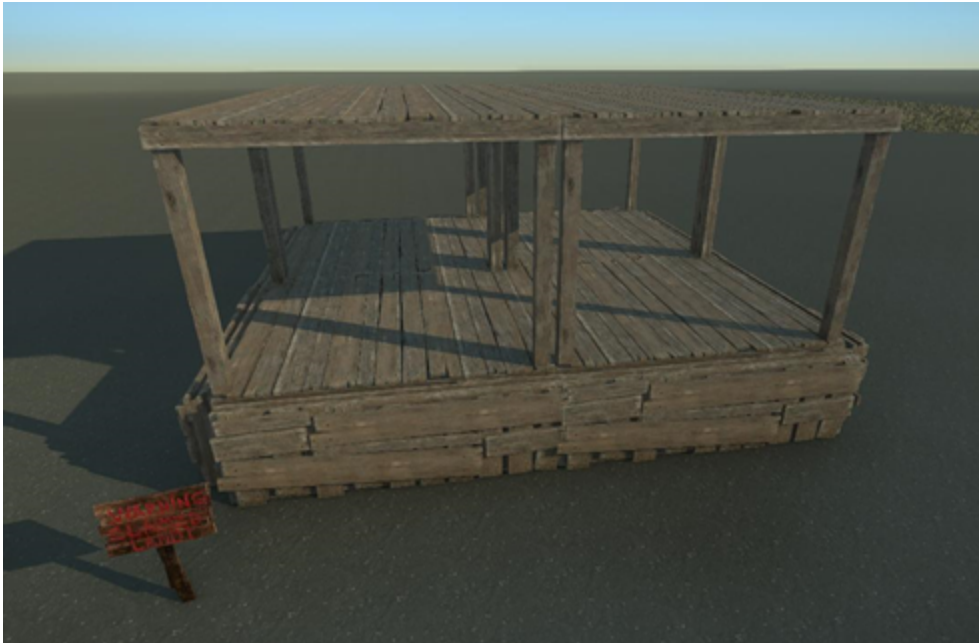


Example platforms: Left 3m x 4m x 4m platform, Right 1.3m x 4m x 4m platform)

If you place down a 3m x 4m x 4m platform on top of a 1.3m x 4m x 4m platform then you will have a floor and a roof!



Now the base is missing some walls, and to place them you will need to build up around the outside of the platforms. First want to use the 1.3 m x 4m walls to build up a skirt around your base.



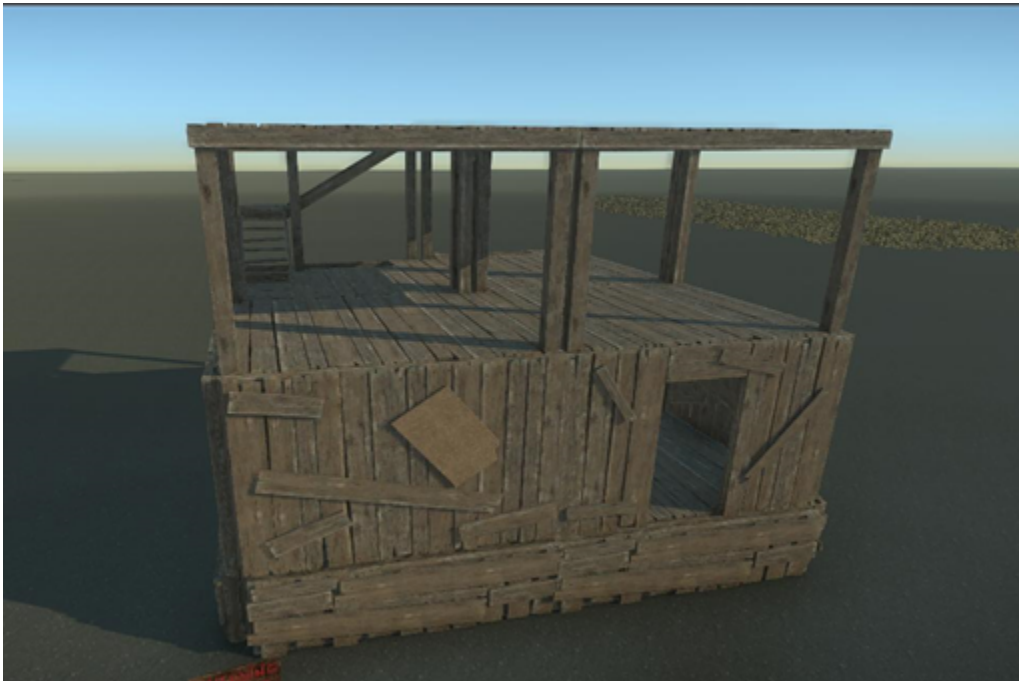
Now simply use the 3m x 4m walls and place them on top of the 1.3m walls you just placed. You may also use the 3m x 4m window walls and door ways to create windows and doors.



If you want to build a second floor, simply replace one of the roof pieces by the 3m x 4m x 4m walk stairs.



Then using the same method described above build your second floors.



With a lot of patience and all the recipes, you can create very functional and unique looking bases.



Have fun building!