



Voxel Worlds Game

Installation

Windows

Download Voxel-Windows.zip file. Right click and choose “Unzip” or Double click on file if you use default Windows zip extractor. After unpacking enter the Voxel folder and Double Click on Voxel.exe file (File with block image). If your system prevent launching 3rd party application you also need to click on “Run” button in popup window.

Game will request Metamask connection. If Metamask connected to your default browser you just need to sign via your account where you have Voxel World NFT (**Note: if you have only Avatar NFT, you can't Login to Voxel Game**). If your default browser has no Metamask, just copy generated link to your default browser and sign via your account with Voxel World NFT. In the end of the process you need to click on “Copy” Button and Return to the game. Game will start.

MacOS

Download MacOS Version File. Unzip Voxel.app.zip and move app file to Desktop.

By default, MacOS has several problems with applications downloaded from Internet.

If Application doesn't run, go to the Launchpad -> Utilities ->Terminal. Enter 2 commands (Press Enter after each command):

```
chmod a+x Desktop/Voxel.app/Contents/MacOS/*
```

```
xattr -cr Desktop/Voxel.app
```

In some reasons you need to allow running app downloaded from Internet.

In Terminal, type the command:

```
sudo spctl --master-disable
```

and hit Return. Enter your Mac's password.

Go to System Preferences > Security & Privacy > General. At the bottom of the window, you'll see Allow apps to be downloaded from with automatically selected Anywhere.

Safari doesn't support Metamask, so after Application launch you need to copy generated link from Safari (If it is your default browser) to your browser with Metamask to account where you have Voxel World NFT (**Note: if you have only Avatar NFT, you can't Login to Voxel Game**). Then Sign and click on "Copy" button. Now you can return to the Voxel Application and start the Game.

Multiplayer

Multiplayer mode available in Public & Private Variations with 4 players max. If you create Private Room it is available to join only if other users will find it by name. Public Rooms are available in the common list. When you play the multiplayer game you can cooperate to build or destroy objects inside selected world.

Controls

WASD – Move

Space – Jump

C – Crouch

F – Fly

T – Open\Close Door

B – Build Mode. In this mode you have access to infinite amount of all buildable blocks in game in your inventory and you break blocks with one hit. Press B again to switch to normal mode.

Tab – Inventory \ Next Page. Open up inventory menu with pages of blocks.

Shift – Walk \ Next Inventory Column

Numbers – Select Block

Left Mouse – Attack

Right Mouse – Build. To build you must have a block selected from your inventory.

Mouse Wheel – Camera Offset (Only in third person)

L – Light

Escape – Cancel

V – Switch View. You can switch from first person view to third person view

Console

Press F1 to Open Console

Commands:

/set start and **/set end** to set borders of area

/copy – copy selected area

/paste – paste copied area to the location where character stands

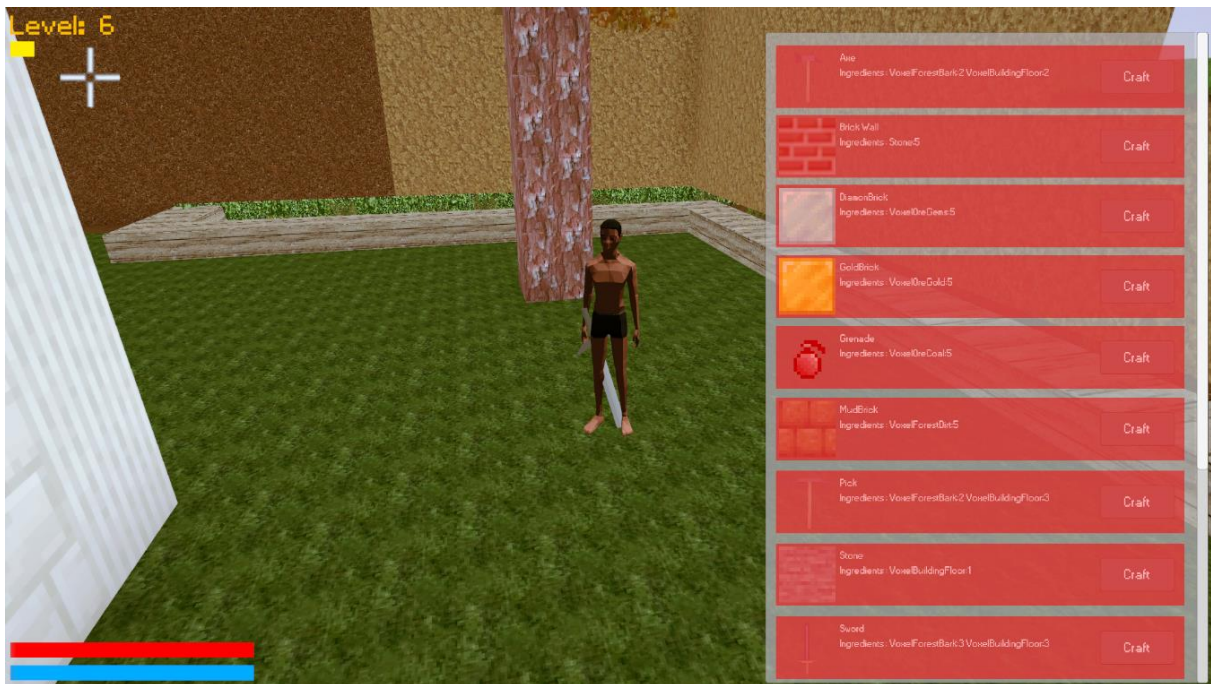
/flip - reflection from right to left area

/rotate – rotate selected area

Update 31 March 2023

In this update we feature Crafting System, Mining System, Health Bars, Stamina Bars, Levels System, .vox models import (currently only in Single Player mode) and a simple AI System.

Crafting System

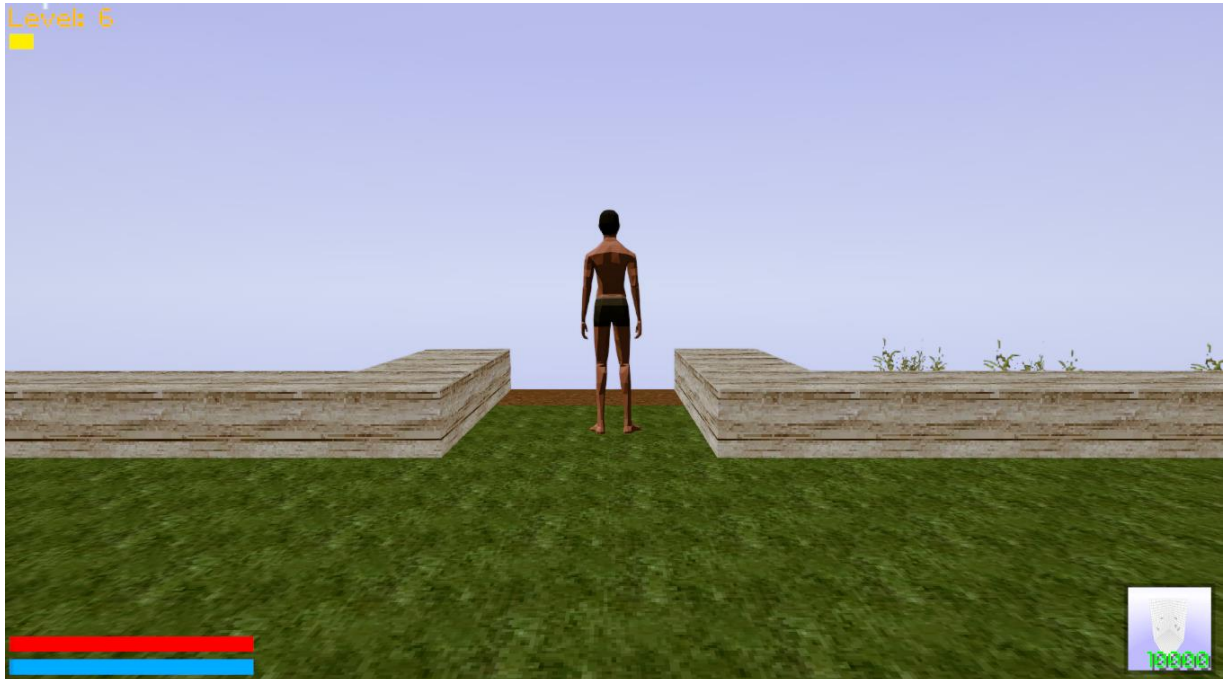


Press U to open Crafting Menu. Here you can see what items you can craft and which items you need for craft. If you have needed amount of items in your inventory red panel will become transparent and you can press “Craft” button to craft the item.

Mining System

Now you can mine resources to earn experience and use them to craft different items. We also added different tools like Axe, Pick, Sword.

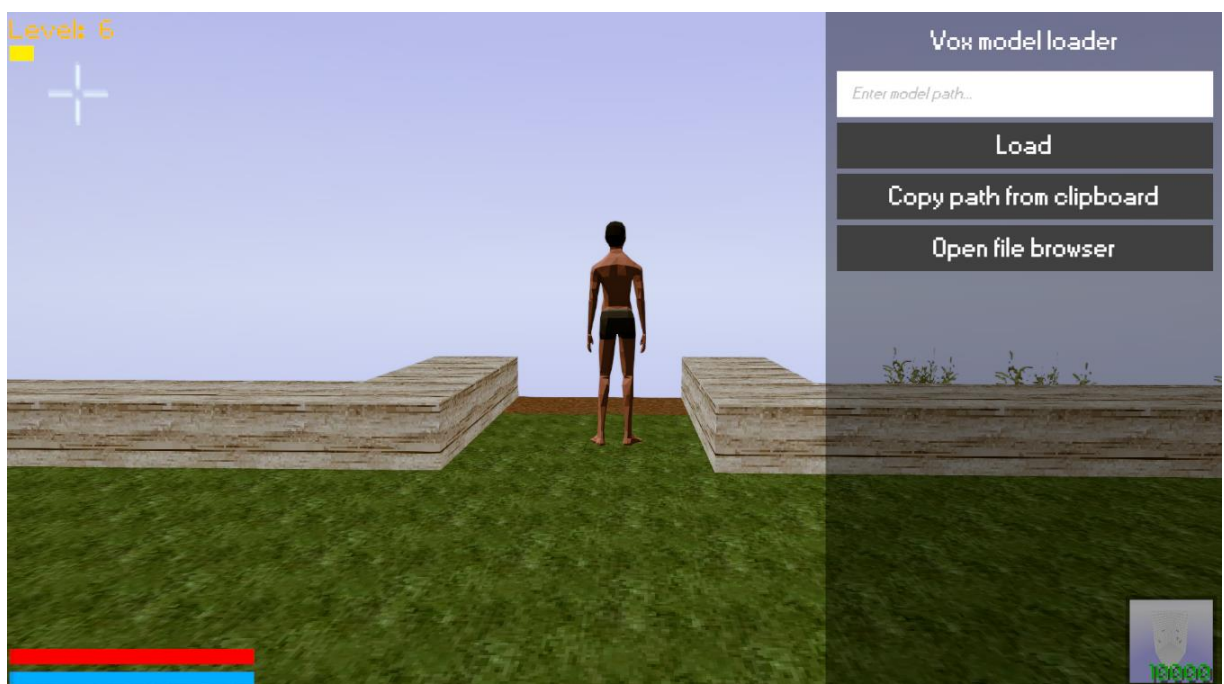
Health Bars, Stamina Bars and Level System



In the left down corner you can see your Health Bar and Stamina Bar. Maximum amount of HP currently – 100. If you press “Left Shift Button” you will start running and spend your stamina points. When stamina reached zero you will no longer be able to run, but it will regenerate overtime.

On the top left corner you can see your leveling progress. To earn experience points you should mine resources, craft items and kill NPC’s. Currently max level is 25.

.VOX Model Import



If you press “F” a Vox Model Loader panel will appear. Here you should enter the path on your computer to the .vox file you want to import. You can also use “Open File Browser” to search for it using file browser. Currently this feature is Single Player only.

Artificial Intelligence

We added a few animals that you can kill and earn experience.

Update 30 June 2023

In this update we feature game modes, mobs system, npc system, monster hunting.

1 day in Voxel Worlds is 20 mins. 10 mins for day time, 10 mins for night time. It works only in single player mode.

During night time mobs (zombies) begin to spawn and attack player. When the night time finish all mobs disappear.



Modes (Switching by pressing «B»)

Creative Mode

In creative mode the player has all the resources available in the item selection tabs and the survival selection tab. You can also destroy blocks instantly including those which would normally be indestructible.

Survival Mode

Survival mode is where the player must collect resources, build structures while surviving in their generated world. You can interact with the NPCs, and at night defend against mobs that attack on sight. Unlike in creative mode, you must work for everything. There are no unlimited blocks.

Adventure Mode

Adventure mode has limited features to preserve maps from being changed. In this mode, you will not be able to fly. Also, blocks cannot be destroyed by hand.

NPCs and Quest System



NPCs are spawning near the player. We added quest system and quest journal (activated on X) to interact with NPC. NPCs give tasks for assembling blocks and give a reward if the quest is completed, in order to mark the quest as completed, you must go to the same NPC after completing it, or you can mark it as completed in the quest journal if all his conditions were met.