

# How to get Olvand working and how to play it

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## *Getting started guide*

Olvand is a game in development. That means that, although it is playable, (1) getting it to work and (2) playing the game itself might be to things that are a little less straightforward than you're used to. The guide below will help with these two things. Follow the instructions in big font, and you will be good to go. However, you might also want to learn a little bit – especially part 1 is about things not only useful for Olvand, but for a lot of other multiplayer games as well. You will therefore find background info in small font.

This is one such text in small font. Let me explain *why* Olvand is so hard to get working: I am using Blizzard's *depth first, accessibility later* strategy. This means that I focus on making a game that works, is fun, not too easy (but also not too hard), and pleases people that are very familiar with how games work. This focus comes at a price, though. While I have a playable and (hopefully) fun game ready pretty quickly, a lot of non-gamers will not understand what this is and how to get it to work. It will also mean that the learning curve of the game (how quickly people understand what they're supposed to do) is much steeper than needed, also for the players who are willing to do some extra effort. Let me explain this with an example: important messages and menus now appear in the lower right corner of the screen. This is a little weird when you understand these things are incredibly important to the player, and he often needs to address the things there immediately - a more logical place would be in the middle of the screen. However, programming that took extra time, and it is not essential to the game mechanics where menus appear on the screen, and therefore I postponed that idea.

Before we start, a question that you might have at the moment: is Olvand also playable alone? Yes, but it's no fun. Olvand is designed completely to be a multiplayer experience. You could play alone to test whether the game is working on your system or not.

## Part 1. Getting Olvand to work: setting up a server

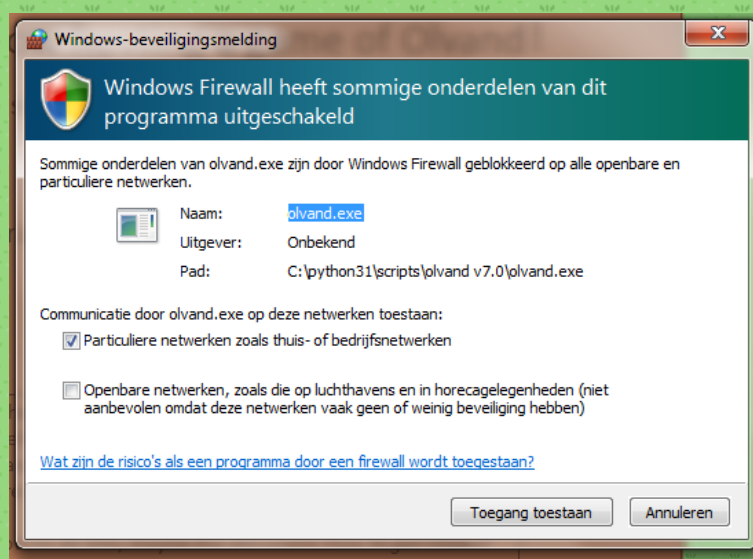
- Step 1. We're going to start up a server or a host. Pick the fastest computer you have, and start up an instance of Olvand.

Laptops can do this, but are generally not a good idea (the more players, the worse the idea), because they are not really fast and can get really warm. This is not a good thing.

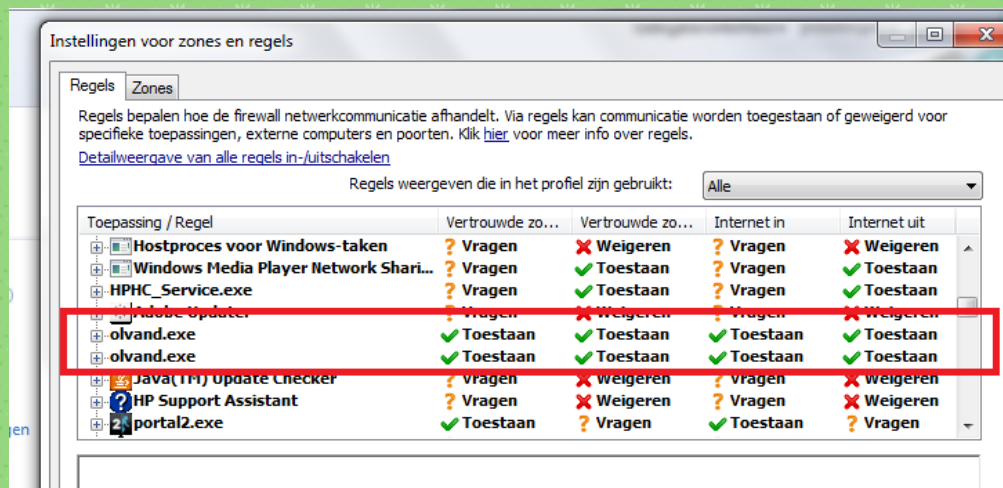
- Step 2. Log in, using your username and password.

The game remembers this info, so it will be already in the input fields next time. Once the game has remembered it, you can log in and skip the intro animation by hitting *Enter*.

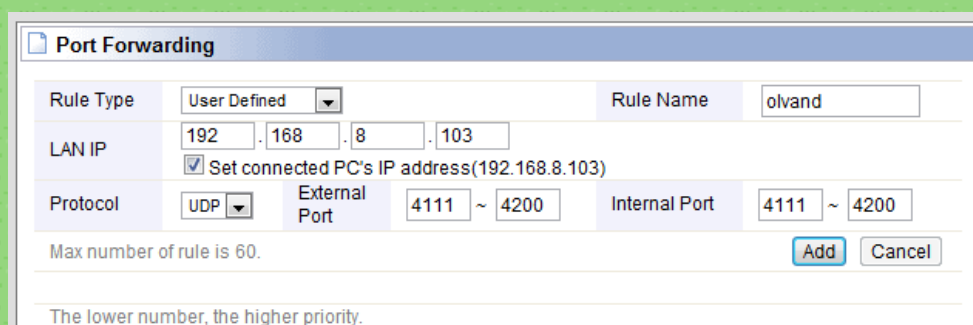
- Step 3. Click the *Host* button. Now this instance has become a **server** or **host**. Some important information will appear on your screen. As it says in the box:
  - Tell the Windows Firewall it should allow Olvand to make contact with other computers. Mostly, a message will pop-up automatically, but check your settings if it doesn't.



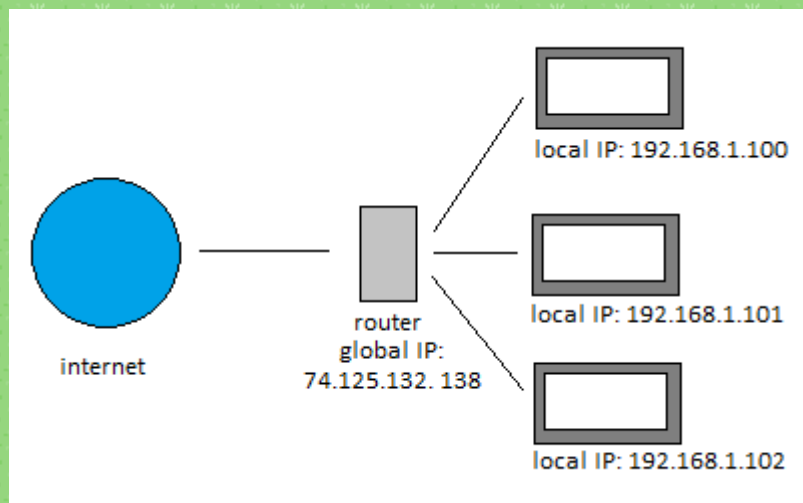
- Most virus scanners also contain a firewall. Make sure it also allows Olvand to make contact with other computers. Note that most virus scanners will **block** Olvand without letting you know, so you'll have to tell them actively. How it looks in ESET, for example:



- If you're going to play with people over the internet (they are not in your building) AND you have more than one computer connected to the internet in your building, you should forward ports on your router. This can be done typing 192.168.1.1 in the adress bar in your browser (like *Internet Explorer* or *Google Chrome*) and then click the option 'Forward rules', or something similar – it differs per router. The port Olvand uses, **4111**, should be associated with the local IP address of the computer the server is running on. This local IP address is displayed by Olvand. It usually starts with 192.168. If you are having trouble with this, the website [portforward.com](http://portforward.com) has guides with screenshots for all routers. This is how it looks for my router:



If you have more than one computer connected to the internet in the same building, this is probably how your network works:



As you can see, the computers are not connected to the internet directly; instead, they are connected to a router which is connected to the internet. This also means other people cannot connect directly to your computer; they will have to connect to your router as well. They can use the global IP address of the router for this. However, when a router receives information he didn't ask for, it doesn't know to which of the computers it is connected to it should send this information. This is why, if you are running a server, you should tell the router 'all messages related to Olvand should go to me!'. Messages related to Olvand are always going to port 4111, so if we tell the router that incoming messages for port 4111 should go to the local IP address of our computer, it will be fine. The router won't understand the funny words (only instances of Olvand understand them), so you'll have to use the number.

- Step 4. Test your server. You can do this by starting a new instance of Olvand on the same computer, log in again, and click *Play*. This instance is called a **client**. Make sure the address field is empty. You should now be able to connect, and walk around in the world. You can play in this instance of Olvand if you like, but your computer might have a hard time, because it now has to run the server and the client at the same time.

Your computer has now connected to itself. You can also connect to yourself by connecting to the IP-address 127.0.0.1, your local IP-address (or the substitute with the funny words Olvand has generated) or by typing the word *localhost*.

- Step 5. Let others connect to your game. If they're on a local network (in the same building, usually), they should connect to the local IP shown by the server. You can use both the funny words or the number. If they're playing over the internet, somewhere else, they should use the general IP. You should see these two numbers inside the Olvand window.



Because these general IP-numbers might be hard to remember, you can also assign words to them. Log in at [olvand.com](https://olvand.com) to find out how this works.

## Part 2. How to play.

### Controlling the game

- Move with the arrow keys or *wasd*.
- Use *shift* to jump.
- To interact with your environment, use *e*.
- Use *e* near other players to trade or duel.
- You have two inventories: one for your hand and one for your back. You can hold things in your hand, but you need to wear some kind of bag to put things on your back.
- You can enlarge your inventory space and allowed weight by putting things in the *equip* square.
- To fire your gun (if you have one equipped), use your three mouse buttons or the *zxc* keys.
- Use *m* to mute the game and *ALT-ENTER* to switch between fullscreen and windowed mode.



### Crafting tools

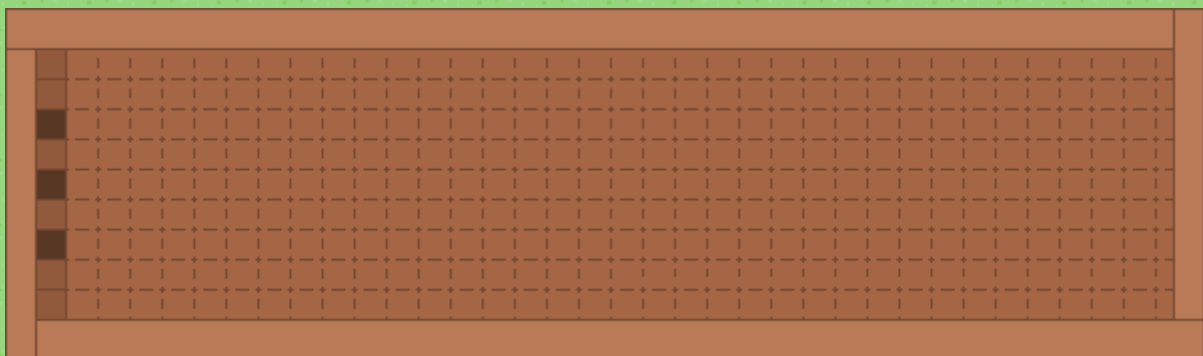
There are two ways to craft things in Olvand: by combining them, and by using blueprints. Blueprints are used for larger, more complicated things (vehicles, houses), are easy to use but may be hard to find. Combining items can be done by everyone, everywhere, but takes some knowledge on your part. Some basic combining recipies to get you started:





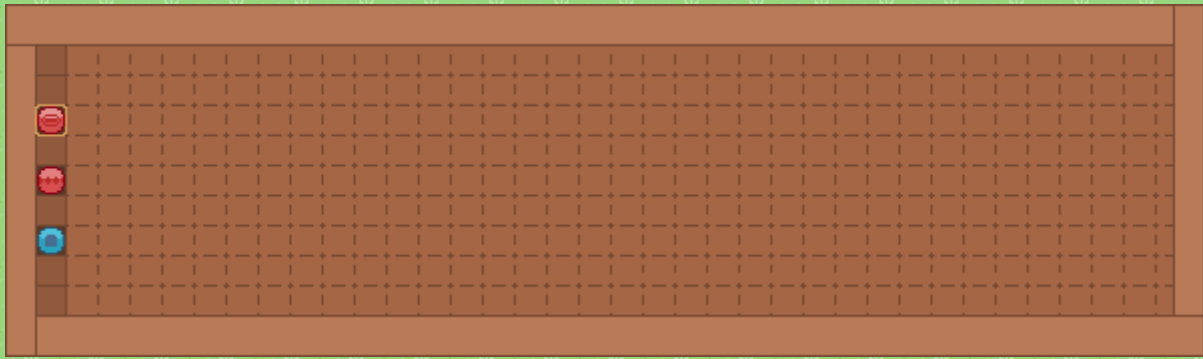
### Setting up your gun

Once you crafted your gun from planks of wood, you can fill it with Olbs. Olbs are magical spheres that release magical power when activated, and can be found all over the world. This is how an empty gun looks:



The three dark down squares at the left are the most powerful places: Olbs that are positioned here can be controlled with the left, middle and right mouse button, or with the z, x and c key respectively. This is how a gun looks when you put Olbs in it:





In this case , you an shoot mines with the left mouse buttons, and Olb that splits itself into five with the middle mouse button, and a freeze Olb with the right mouse button.

### Going underground

In some blueprints, you'll find ingredients such as this one:



These rocks (light softstone in this case) can only be found underground. Before you you go down, however, you need to make sure you have the following in your gun:

- At least one fire related Olb, so you'll have light downstairs.
- At least one non-fire related Olb, so you can dig away rock.

To go underground, you need to dig a hole in a piece of light sand using a shovel:





When the hole is ready, you need to place a ladder in it:



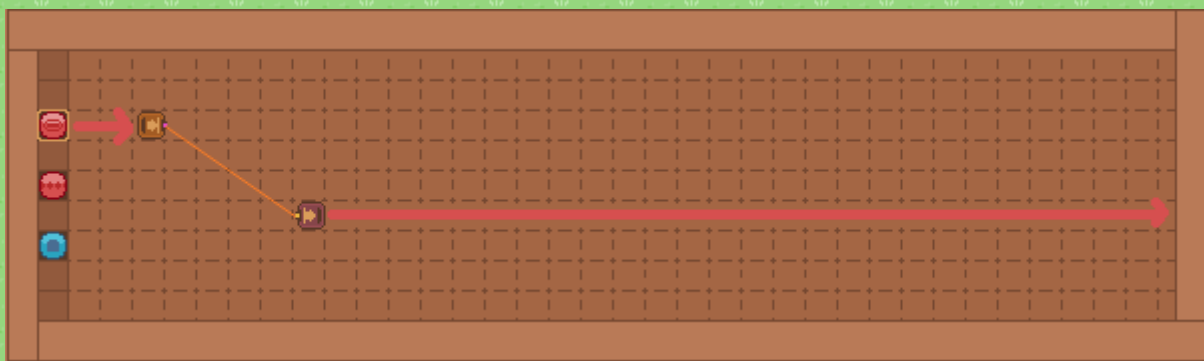
It's dark underground, so you need to shoot fires around you to see what's going on.



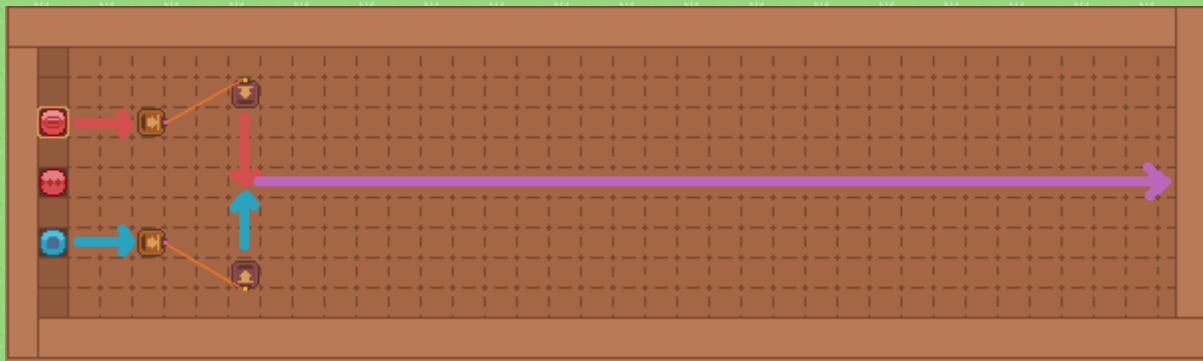
Once you've got some fires, you can start digging. This can simply be done by shooting Olbs against the wall. If these Olbs don't create fires, they'll make the rocks crumble.

### *Olbiifiers and combining olbs*

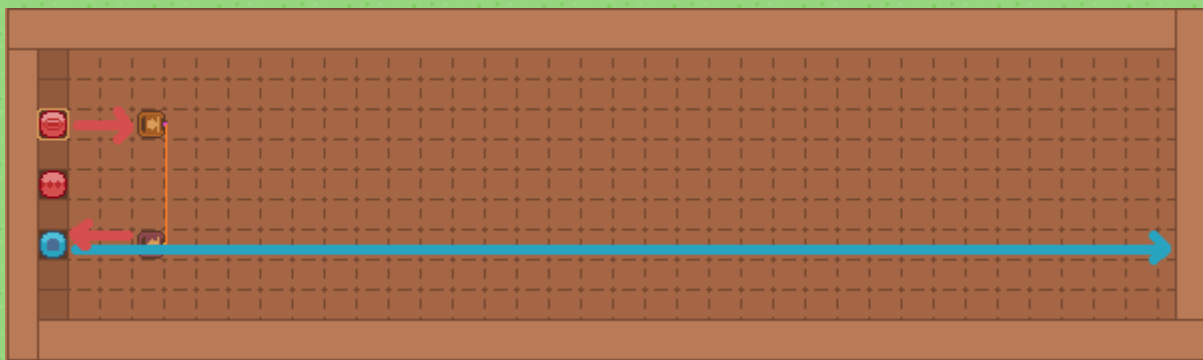
You have a lot of control over how your gun should work. This is done with so-called Olbiifiers, which can be created with blueprints. Olbiifiers can be created by right clicking in the gun. To connect them, we use cables. These can be created by clicking on Olbiifiers. Here you see an entrance and an exit olbiifier. The arrows indicate how the Olb will travel.



By changing the direction of exits, we can change the direction of the Olbs flying in your gun. This can be used to make Olbs meet:



When Olbs meet, they combine their power to create a unique effect. For example, if a mine Olb and a heal Olb meet, they'll create a healing mine. You can also make an Olb bounce into stationary olbs at the leftmost row. This will make them 'shoot', as if you pushed a button.



There are four other Olbifiers to give even more control over your gun. A quick overview:

- 🔲 The AND-switch has two entrances and two exits. Everything that comes in, leaves through the upper exit. However, when two Olbs come in at the same time, one disappears, and the other leaves at the lower exit.
- 🔲 The OR-switch also has two entrances and two exits. Everything that goes in the upper entrance, leaves at either the upper or the lower exit. Which of the two it is can be changed by shooting an Olb into the lower entrance.
- ⏸ The pause olbifier makes an Olb stop for a short amount of time. This is very handy when you want two Olbs to meet.
- 🔲 The generator has only one entrance. Everything that goes in leaves at the upper exit. At the same time, a ghost Olbifier leaves the lower exit. The generator can be used to shoot two Olbs with one mouse click.