

Ghost in the Shell First Assault EMU Starter Guide

The purpose of this document is to provide an up-to-date guide on how to play GITS:FA. It gives a rough idea on how some of the mechanics work as well as an Common Errors list with some solutions to try.

If you have any questions or feedback, ping me on Discord. My name is Grim Jellynton IV.



Working Features/Things of Note

If you only want to see what currently works, read this section.

- Only 3 chars work at the moment; Motoko, Saito and Paz
- Only TDM and demo
- Grenades don't work
- Limited set of maps
- Shotguns can cause issues, some people will get mad at you for using them
- In-game VC doesn't work
- Custom lobby's don't work
- Only T1 abilities work

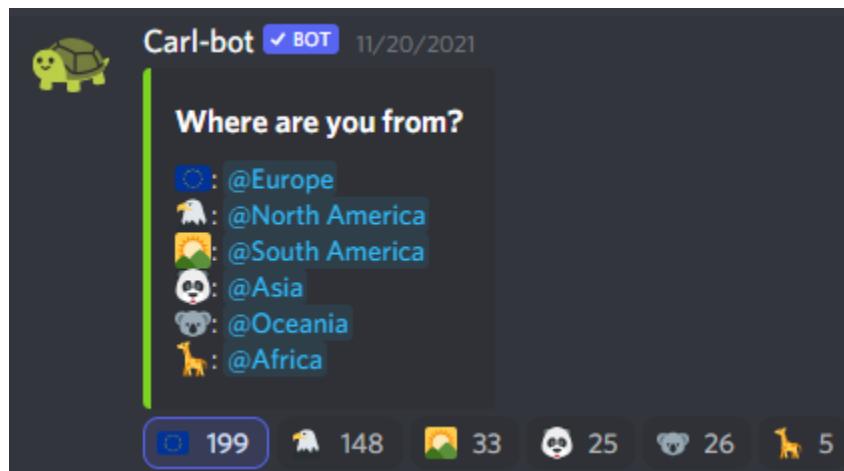
Getting Started¹

After following the guide in the #getting-started channel, it's time to set up your game. This tends to be where a lot of frequently reported errors occur so have a look at the FAQ/Errors section if any pop up.

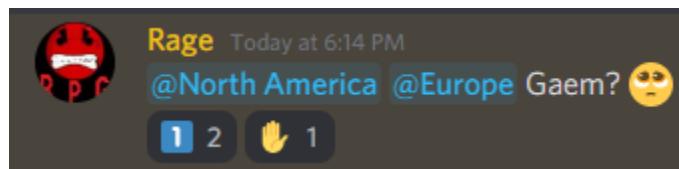
Geo-Role

Go to the following post in Announcement on the Discord server and get the role for your region.

<https://discord.com/channels/753467286060531764/753467738382401626/911711930497003611>



When you or someone from your region wants to play, they can ping others with the same role. This is the main way to ask people if they want to start a match.



Don't spam ping regions! It's annoying.²

On boot, you are presented with the available regions. At present, there is only 1 FA-EMU DO-US-NYC1.

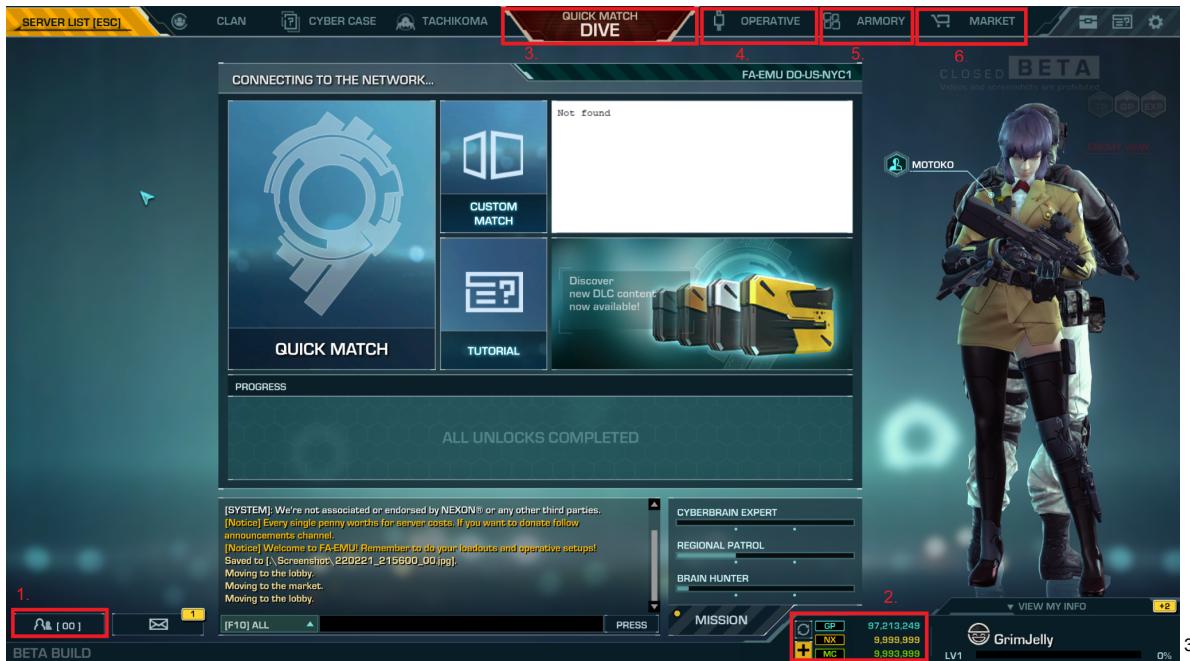
¹ Doubt anyone will actually read these. If you do, well... go donate to the server. You have to. It's the rules

² Love getting pinged at 3am whilst I'm watching Vine compilations in bed.



Click on it and then click on ENTER.

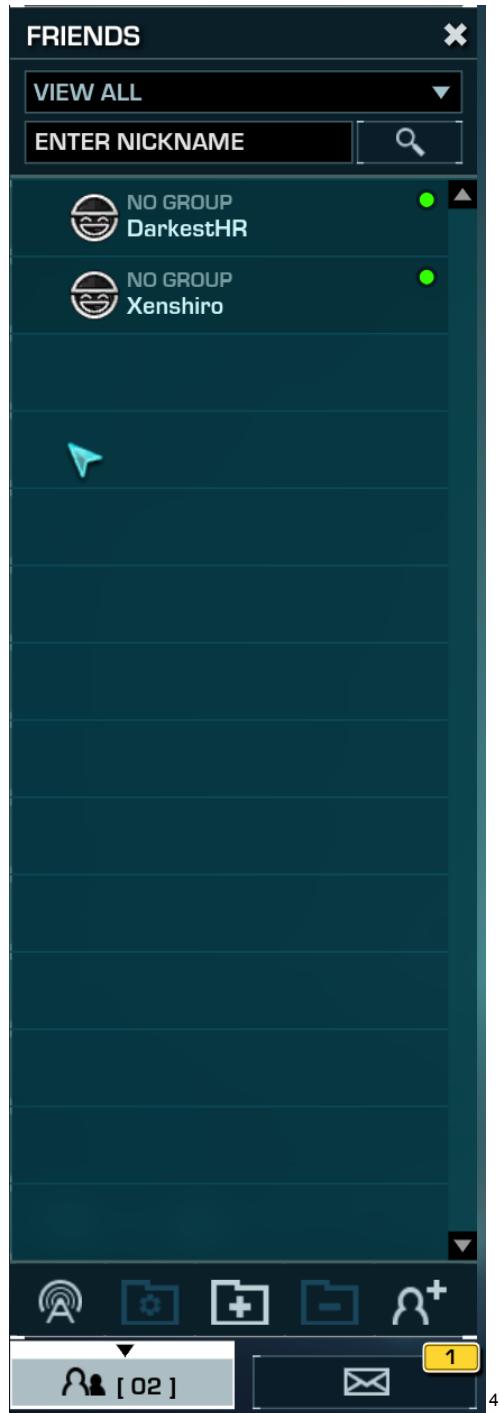
You are presented with the main menu. From here you can access the Armory, Customisation options and the ability to jump into a match. The important bits are highlighted in red.



³ Wow! Major is looking at this footnote. I feel special.

Player Count

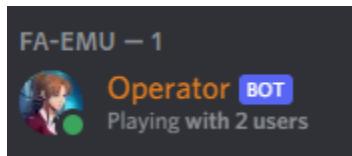
The Player Count (bottom left) shows how many other people are connected to the server. This doesn't mean that they're in a match, just that they're connected. You can click on it to bring up a list of the connected player's names.



⁴ I totally have more friends than this IRL ._.

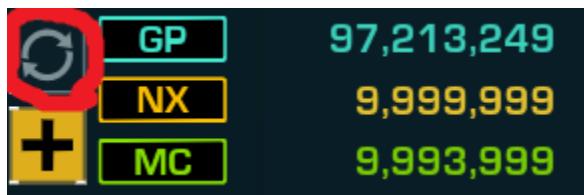
A circle next to their name means they're connected to the server. A triangle means they are in a match.

The number of players on the server can also be seen via the Operator bot on the Discord server



Currency

The set of three numbers towards the bottom right corner of the menu is the amount of currency you have. The blue currency GP is what you use to buy guns and attachments. The other two are for buying skins and are only available to Project Supporters. If you run out of GP and need more, contact an admin and you will be assigned more.



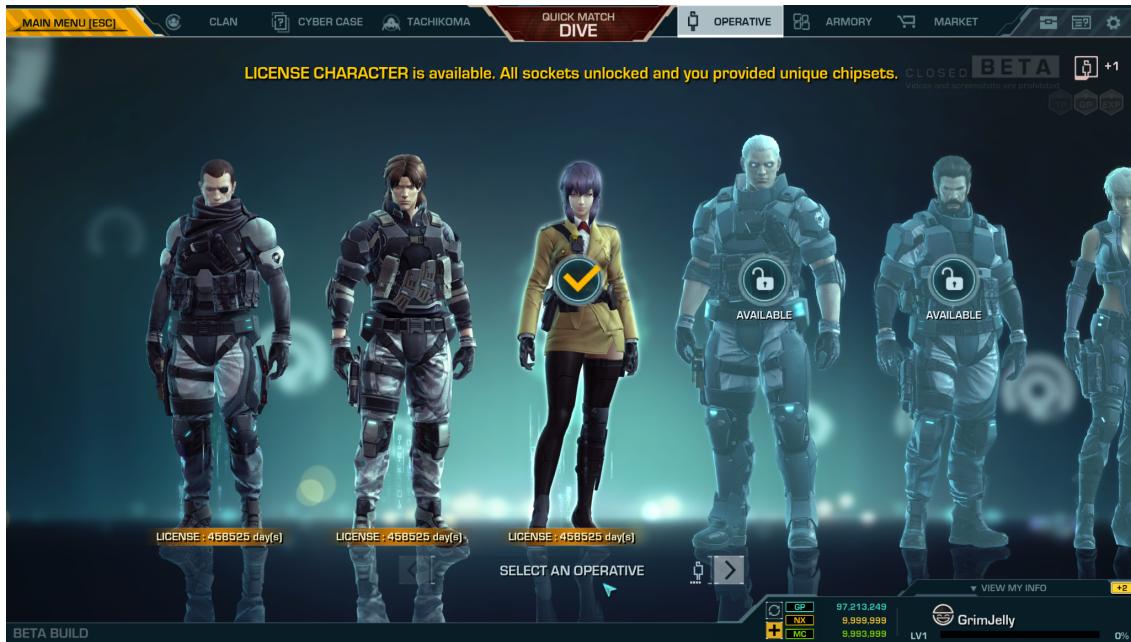
Sometimes the game says you have zero GP. Before asking an admin for more, click on the refresh button (highlighted in red) to see if you have any left.

Quick Dive

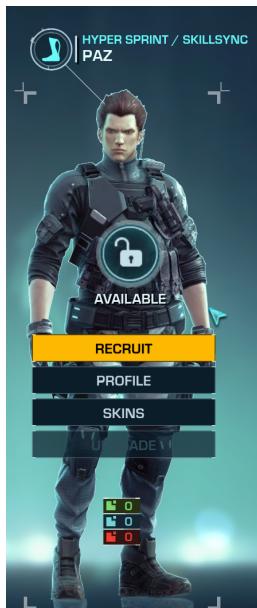
Click here to jump into a lobby. Two players are required to start a match. If it's the first match of the day, then it might take a while for it to start so be patient.

Operative

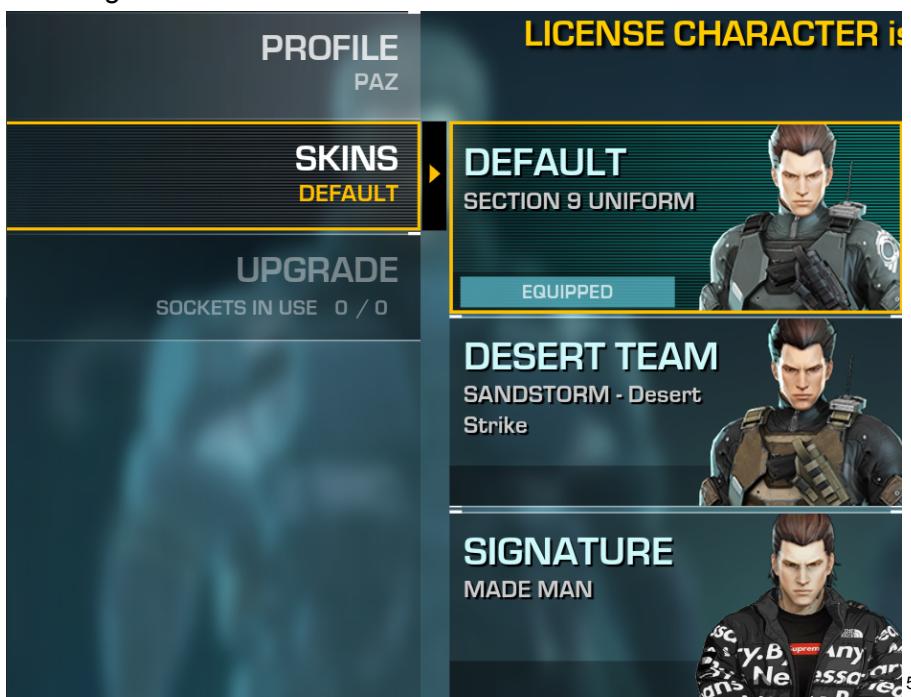
This is where you buy, customize and equip the Operatives you have unlocked.



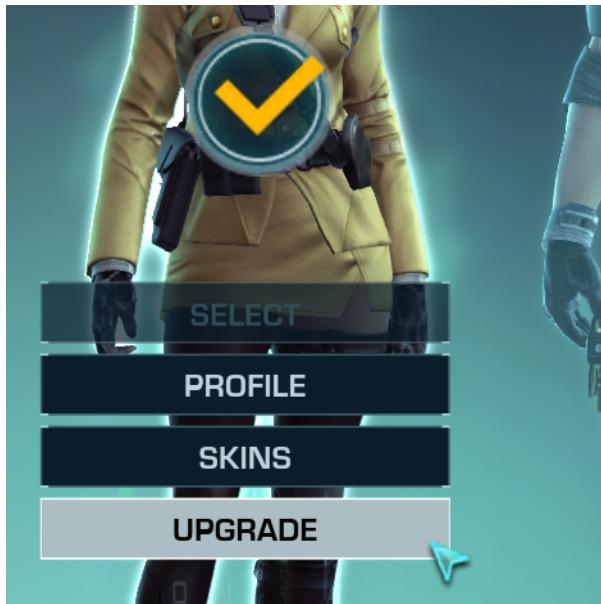
To unlock an Operative, click on them and then click on Recruit.



To change skins click on Skins.



To change Chip Sets, click Upgrade.



⁵ I laughed way too hard at this when making it at midnight

Chipsets

This is another unique mechanic to the game.

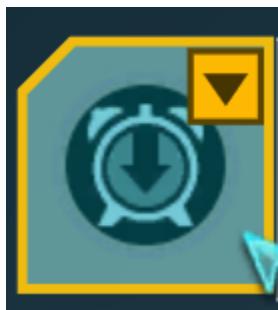


Chips affect how your character and their ability performs in game.

To equip a chip, select an empty slot and select a chip from the available ones below. Some chips are only available for some characters.



To unequip a chip, click on an equipped chip and then click on the downward facing arrow in the yellow box



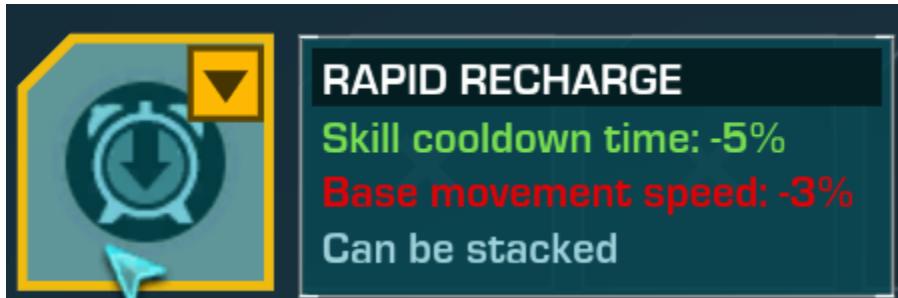
They are broken down into 3 categories

- Ability : Affects your Operator's unique power.

SILENT CAMO
Silences footstep noise while Therm-optic Camo is active.
Cannot be stacked

A detailed view of the "SILENT CAMO" chip card. On the left is a green boot icon with a yellow unequip button. To the right of the icon is the chip name "SILENT CAMO" in bold white letters. Below the name is a green text block that reads "Silences footstep noise while Therm-optic Camo is active.". At the bottom of the card is another green text block that says "Cannot be stacked". The entire card has a dark teal background.

- Cyberbrain: Affects how fast the ability recharges



- Physical : How you aim, move and handle weapons



You can have a max of 5 chips equipped across all types so choose carefully.

Some chipsets, such as Extended camo, don't work! You can only find out if it works by trying them in-game. If you're experiencing an issue, ask if other players have had the same issue.

Chipsets that DON'T WORK⁶:

- Active camo
- Extended camo

Chipsets that WORK:

- Reload Sprint
- Agile Step
- Silent Camo
- Knife Range

⁶ This is a work in progress list as more things are confirmed. Check the Discord for updates

Abilities

The game also has some unique mechanics. Each of them has a unique ability which can be activated by pressing Q. Major/Motoko for example can turn invisible allowing you to creep up on foes or lurk around a corner and ambush them.

MOTOKO KUSANAGI



NAME MOTOKO KUSANAGI
ROLE CYBERBRAIN COMBAT
SKIN FULL-DRESS

The cool-headed leader of Section 9's field operations. She is one of the most heavily cyberized members of the team and one of the world's best cyberbrain combatants.

 [VIEW MORE](#)



 **THERM-OPTIC CAMO**

Powers an active camo layer that makes the wearer temporarily invisible.
Tier 2: SkillSync Available

 [VIEW MORE](#)

Armory

Loadouts

The Armory is where you change your loadouts and customize your guns. This can be done before a match starts or when maps are being voted.



Your F1, F2 and F3 loadouts are your 3 loadouts that you can use in-game. You can switch between them by pressing F1, F2 or F3 respectively when you die and are in the process of respawning.

Each loadout consists of a primary weapon, a pistol, a melee weapon and grenades. Only your primary weapon can have attachments and skins.



Attachments

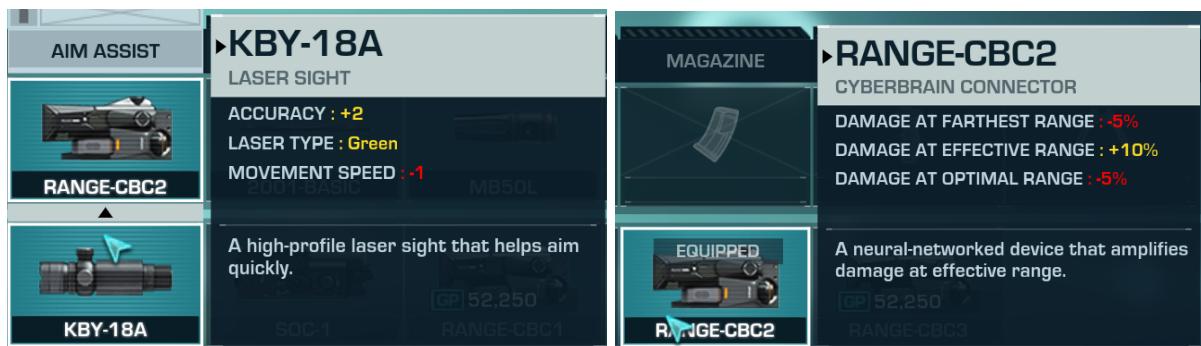
Every weapon has different stats affecting how it operates. The attachments you add on affect these as well as the best distance to shoot with it. For example, the Sight affects how well you can see when you ADS (aim down sight).



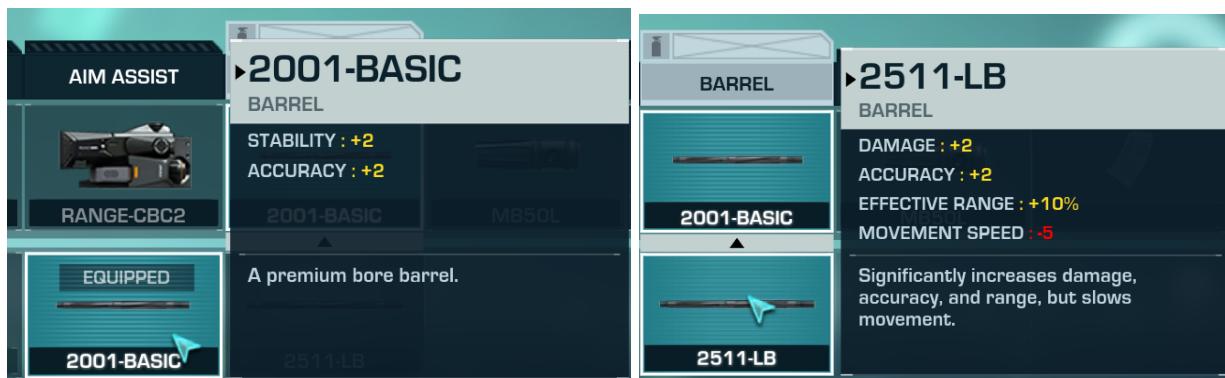
Scopes/sights have different zoom levels, aim speed (the time it takes to ADS) and whether it has variable zoom. Variable zoom means you can switch between different levels of zoom which tends to be more useful with sniper rifles.

To buy an attachment, select an attachment that has a GP price and then click buy.

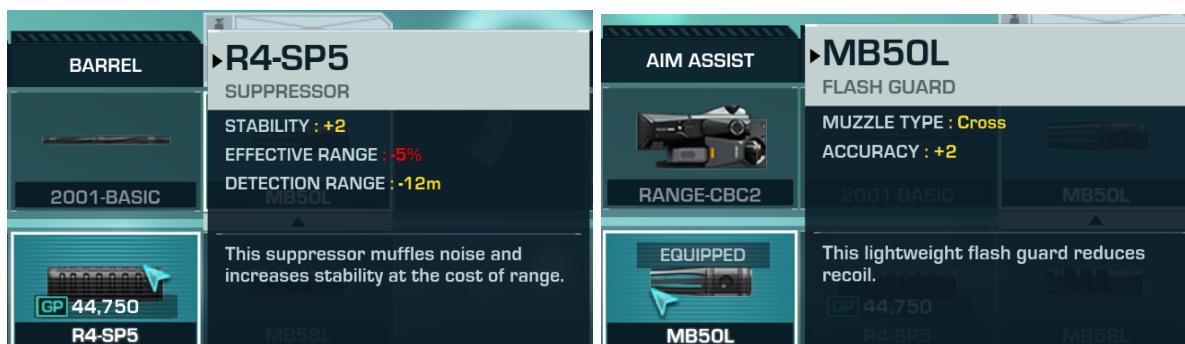
Aim Assist affects the accuracy of a gun. Different attachments have a different effect so make sure to read the description carefully. For example, this KBY-18A improves accuracy but impairs movement slightly whilst the RANGE-CBC2 improves the damage at a specific range. This can be useful for improving the damage when using a close range SMG or improving the mid distance damage when using an AR.



Barrels affect damage and accuracy as well as stability. For example, the 2001-BASIC barrel provides a slight buff to stability and accuracy with no penalty. However the 2511-LB provides a greater range of benefits but means you move more slowly.

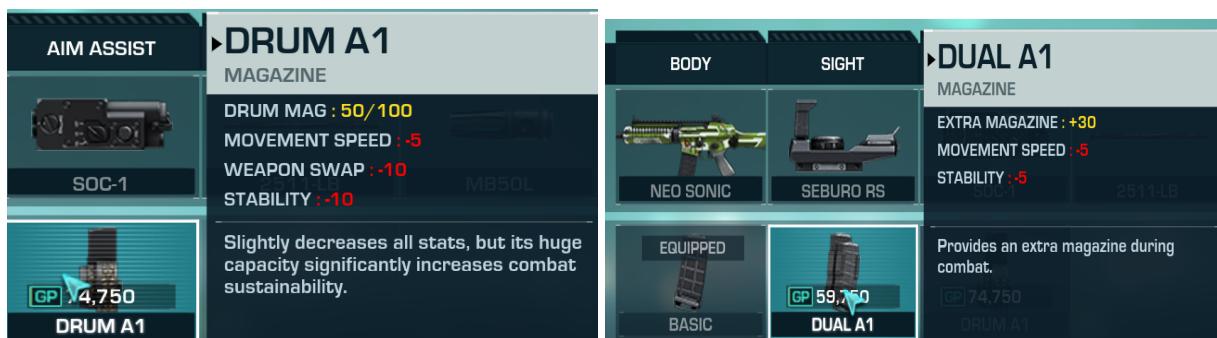


The muzzle provides a similar range of benefits affecting the damage over distance. It also has the addition of a suppressor which means you don't appear on the mini map when you fire.





Magazines affect your ammo capacity and the weight of the weapon. Having a large capacity is great for when you want to spray-and-pray but it does mean you move a lot more slowly as you're carrying more ammo.



Grips help to reduce recoil making weapons easier to control. Unlike other attachments, you need to pay attention to the item description as it explains what type of recoil it reduces. For example, the following AFG-7 only reduces vertical stability when firing. This is useful for weapons that kick up heavily when firing.



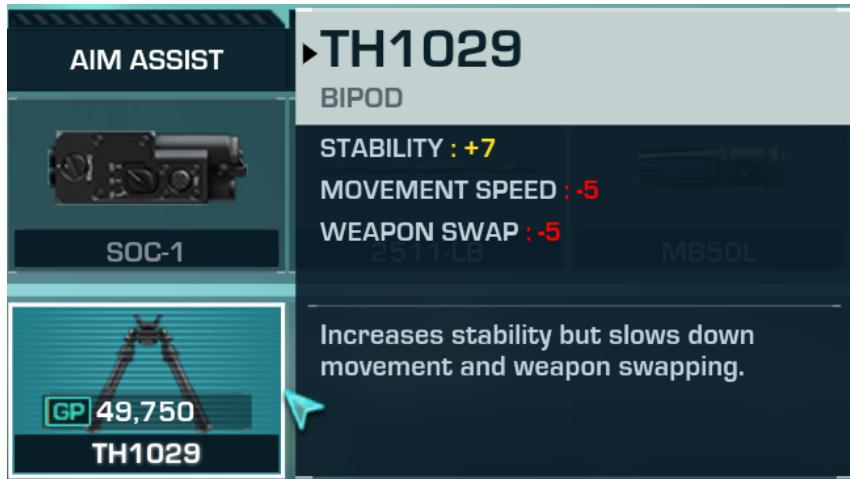
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However, the SSE5 increases stability but only while aiming down sights. Make sure to read the descriptions to make sure you're not caught out by this!



Finally there's tripods. These greatly contribute to stability but greatly affect movement speed and how fast you swap weapons. This tends to be useful for heavier weapons when you are making a walking tank build, but likely wouldn't work with SMGs.

⁷ Video better explaining stability <https://www.youtube.com/watch?v=dQw4w9WgXcQ>



What works best for you? I don't know. Try and experiment with as many guns and attachments as possible until you find the setup that works for you.

After making changes, make sure you click Save Changes on the right hand side of the screen otherwise the changes will be lost!



You also try your creations in the Shooting Range by clicking on... Shooting Range.

If you click Items at the bottom of the left hand side you can find the items you've bought. This is where you'll find your Reboot ID for changing your name.



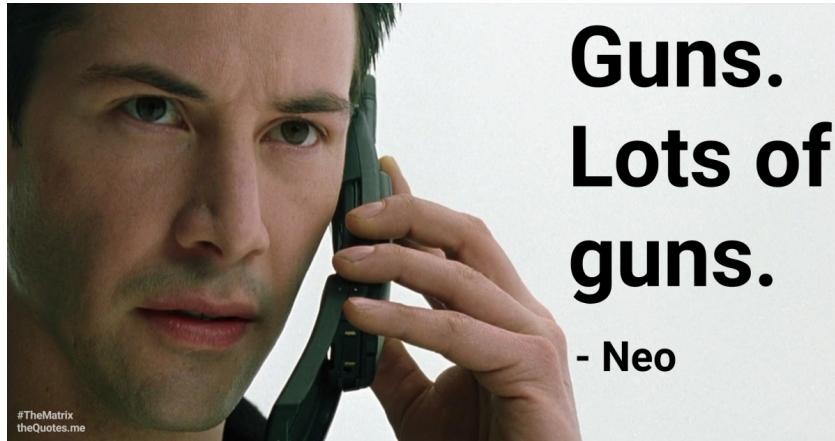
Market

Whoo! That's a lot of information. Still there? Good. Nearly at the end.



The Market is where you buy guns, skins and crates. You can also buy attachments here too if you want.

Starting off with the obvious, Weapons are where you buy additional guns to give you some variety.



Use the tabs along the top to go through the different weapon types to find the one you want. As you can see, I've already bought mine :). Keep in mind that not all the guns that were available when the game was alive are available now. Be patient!



Under Operative you can buy Skins and Chip Sets (covered in the next section), for your.. Operatives. Not all Skins are available here, some are only available through the Gacha system and crates.

The Gacha system does not work and is currently disabled!!

Speaking of Crates, if you click DLC you can buy some! Some are available for free, others aren't as they require real money.



Under MC Shop, you can buy weapon and character skins using MC.

You can only get MC if you back the project as a Project Supporter. Look in the donate channel on the Discord for more info.

Skins can also be achieved through the gacha system, but that is currently very unstable so it is disabled.

Some crates don't work!

NEWEST

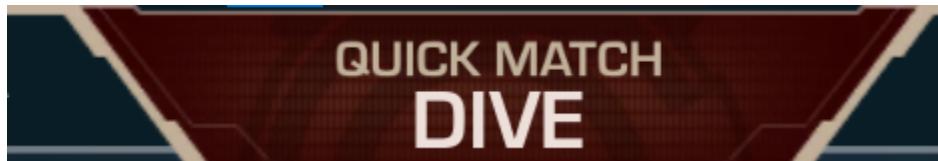


Gameplay

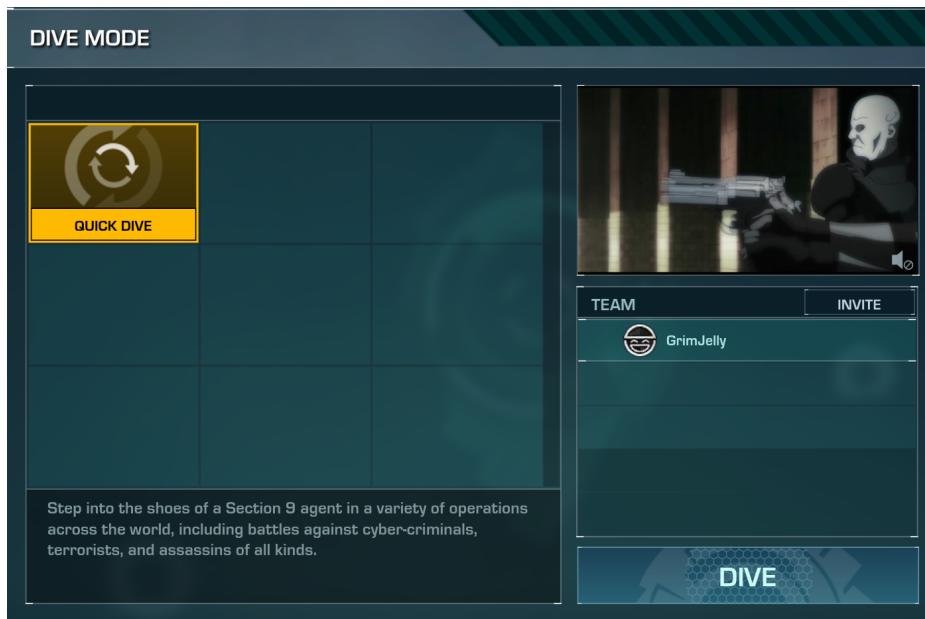
If you are reading this, you're very diligent. Go have a cookie.

Starting a Match

Click on Quick Match Dive.



Then click on DIVE



This will put you into a Lobby

Auto-balance/skill balancing does not work! The server balances to try and get even teams!



Vote for a particular map by clicking on one on the left. Each map has a name and which gamemode will be played on it (Team Deathmatch or Demolition). Majority votes decides. If it's a draw, a random one is chosen.

If you're the first ones in a lobby, you control where the server is created. For example, if two European players join then a European server is created. If two American players join, then an American server is created. Where it's created affects the ping for the other players. If an Asian region server is created and a European player joins, they're going to have higher ping than others.

When a map has been voted, a countdown will show letting you know that the match is about to start.

Every map has fixed spawns at the moment!!

You will have a UI similar to this.



The top left has your mini map. This shows your location and the location of team mates. It also shows where enemies are if they shoot.



This is the current score of the match. This example is for Team Deathmatch. In TDM, a team wins if they reach 10,000 points or if the timer runs out.



This shows which chipsets are active. Some are only active when under certain conditions. The inactive ones are transparent



This is your Health Bar. All players have 100 points.



This is your currently equipped gun. The numbers show the amount of ammo you have remaining in your clip.



This is the state of your character's ability. In this state the ability is ready to use and can be activated by pressing Q.



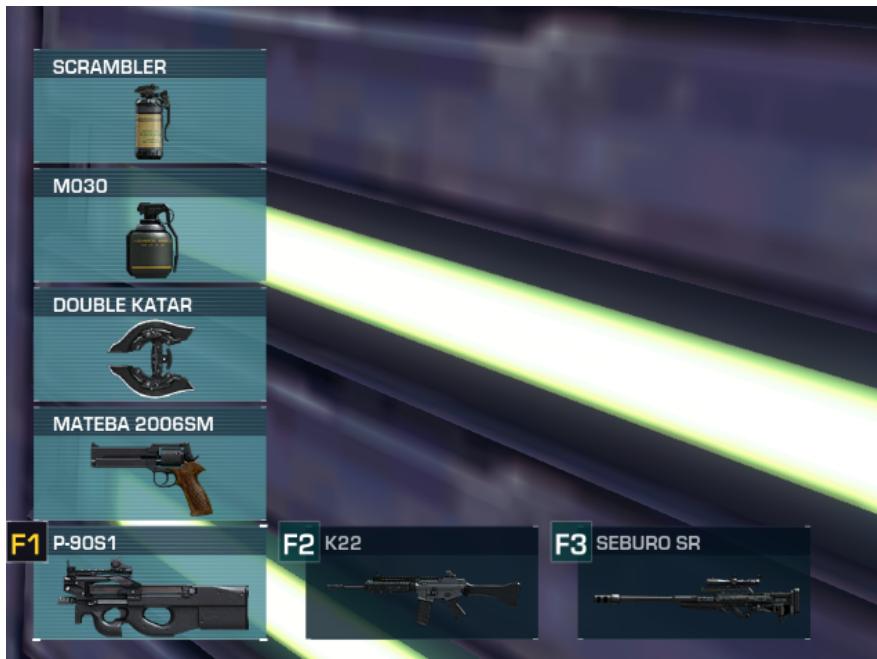
After or during use, it will look like this. The red meter will eventually disappear and it can be used again.



When you die, and you will, you will be presented with this screen. It shows who killed you and how many times they've killed you this match.



Whilst dead, you can switch weapon loadouts for when you respawn. You can switch between your loadouts by pressing F1, F2 or F3.



At the end of a match, you will see a leaderboard of everyone's kills for that round. Press ESC and you'll be taken back to the map voting menu.

PORT TEAM DEATHMATCH						
		PLAY TIME 10:35				
GHOST B		DESTROYER				
DEFEAT		XenShiro				
4100		RANK	NICKNAME	SCORE	KILLS	ASSISTS
			Remi	1600	16	0
			GrimJelly	1300	13	0
			Vincento	1200	12	0
5000			XenShiro	4300	43	0
			Arietta	700	7	0

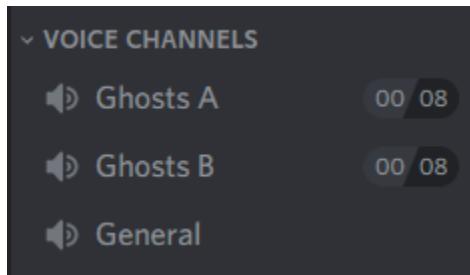
Chat Window

You can open the in-game chat box by pressing ENTER. Cycle through the various channels by pressing TAB.

The current working channels are

- ALL : Everyone in the lobby can see what you type
- TEAM : Only those on your team can see you type

As in-game voice chat doesn't work, you can use the voice channels on the Discord server. There are separate ones for teams and a general one for when you don't care.



FAQ/Common Errors

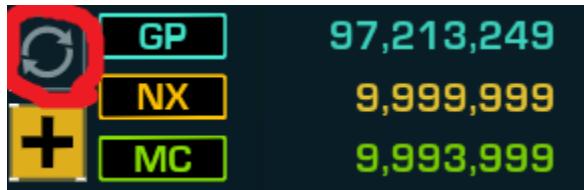
This section provides answers to common issues and questions people have? You can still ask in the Discord and someone will probably answer, it's just answering the same questions is rather tiring.

Q: Why isn't feature/map X implemented? I thought it would be easy!

A: This game does a lot of things in a non-standard way so it takes time to reverse engineer them, and implement them. Be grateful for what you have! It's a working server that you can play with other people on.

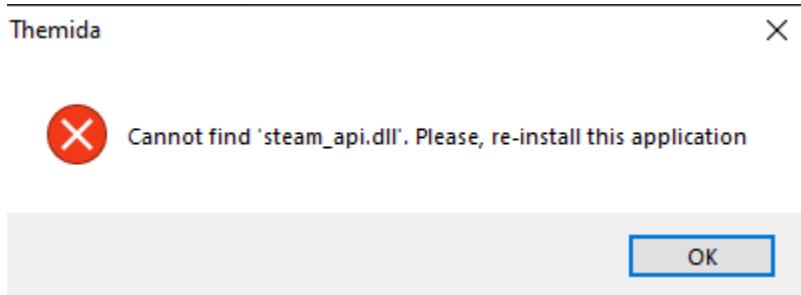
Q: I've run out of money! REEEEEEEEEEEEEE

A: First, try clicking on the Refresh symbol next to your currency. Sometimes the server doesn't sync properly and forgets. This tends to bring back your actual balance.



If you've actually run out of money, contact an admin and some more GP will be given to you.

Q: Missing steam_api.dll!

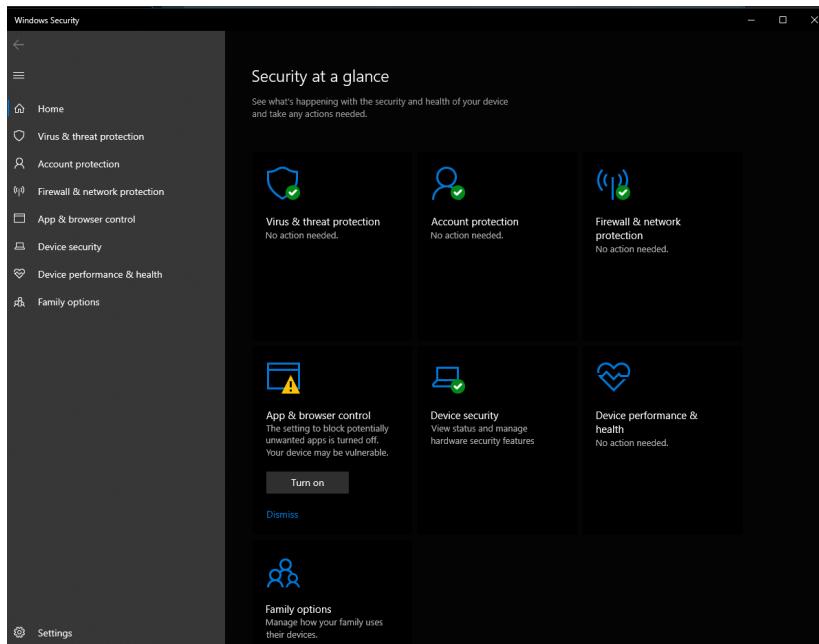


A: This means your antivirus has eaten/quarantined the steam_api.dll. This is because it thinks it is a Trojan virus and has quarantined it to protect your system. This is a FALSE POSITIVE and the file can be safely restored.

First add an Exception to your anti-virus so it leaves it alone next time the game tries to access it. The process varies between anti-virus providers but they should be in similarly named locations. I'll list the procedures for Windows Defender and Kaspersky Total Security

Adding Exception for Windows Defender

- Open Windows Security by either going through setting or searching for it in the Windows search bar
- Click on Virus & Threat Protection



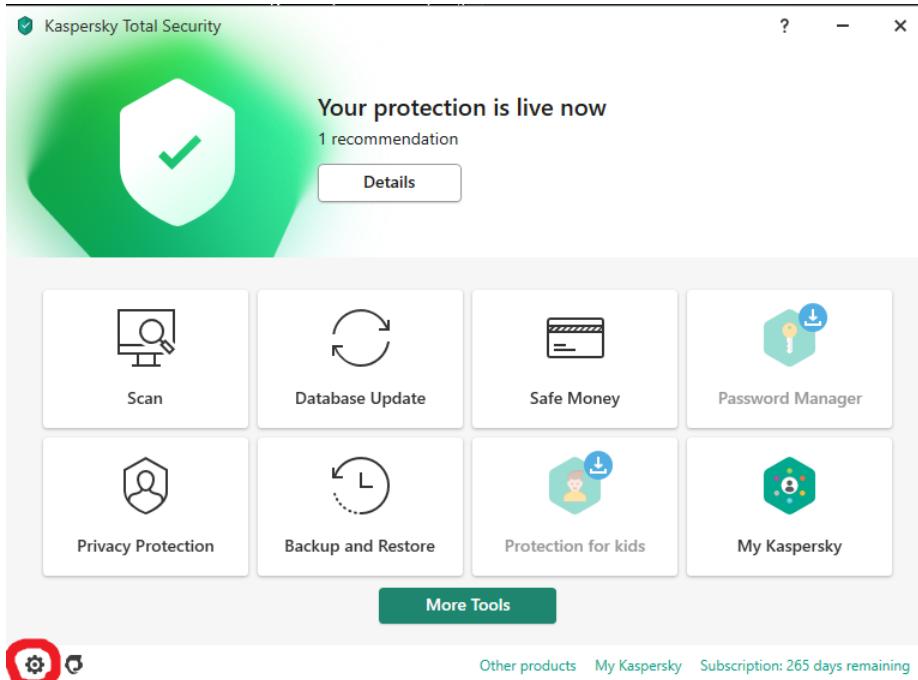
- Click Manage Settings
- Under Exclusions select Add/Remove Exclusions

- Select Add an Exclusion and direct it towards where the file is located. It should be in the Shipping folder of the game binaries folder.

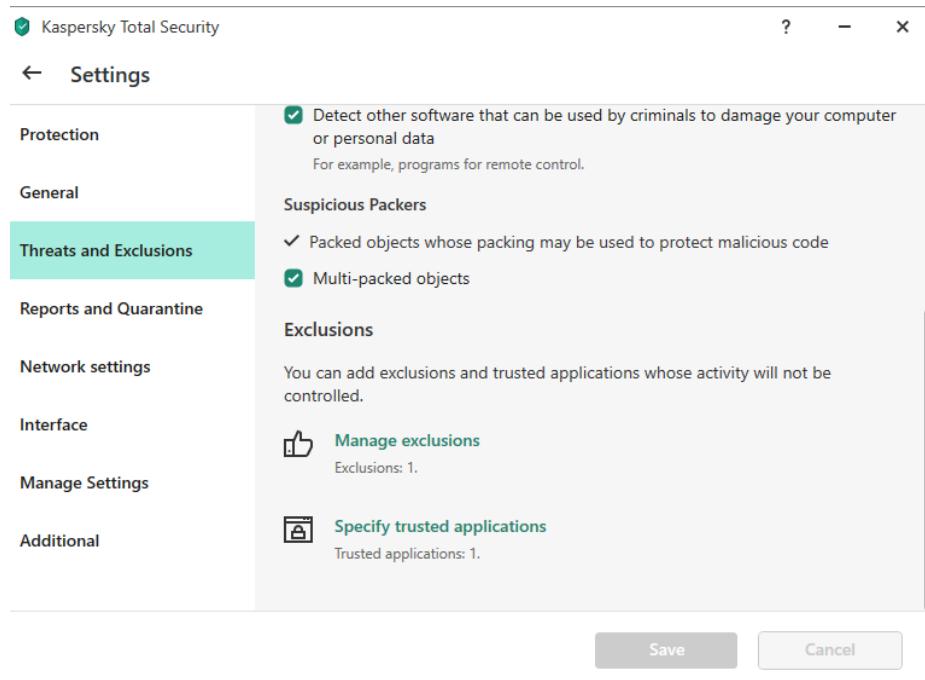


Adding Exception for Kaspersky Total Security

- Open Kaspersky Total Security by searching for it in the Windows search bar or double clicking on the shortcut.
- Click on the gear symbol in the bottom left of the window



- Go to Thread and Exclusions and scroll down to the bottom of the window so you can see Manage Exclusions.
- Click on Manage Exclusions



- Click Add and supply the path to the file. In this screenshot, I have excluded the entire folder where I have the launcher and game binaries stored. Try expanding the exclusion to be for the entire folder if excluding only the steam api.dll doesn't work!

A file or folder will not be scanned if the following conditions are met:

File or folder

Name or name mask of file or folder.

Object

Object name or name mask according to the Virus Encyclopedia (for example, EICAR-Test-File).

File hash code

If the file hash is specified, the edited file is not added to exclusions.

Protection components
 All components
 Selected only
 Scan
 File Anti-Virus
 Mail Anti-Virus
 Web Anti-Virus

Once setup, you can go ahead and restore the file. Again I will list the steps for Windows Defender and Kaspersky Total Security. For other anti-virus providers, look up the process yourself.

Restoring steam_api.dll for Windows Defender

- **Open Windows Security by either going through setting or searching for it in the Windows search bar**
- **Click on Virus & Threat Protection**
- **Click on Protection History**
- **Filter the results to Quarantined items using the small drop down box.**
- **Find the entry for steam_api.dll**
- **Click on the box named Actions and select Restore file.**
- **Confirm the file has been restored by searching for it in Windows Explorer.**

Restoring steam_api.dll for Kaspersky Total Security

- **Open Kaspersky Total Security by searching for it in the Windows search bar or double clicking on the shortcut.**
- **Click on More Tools**
- **Click on Security**
- **Click on Quarantine**
- **Click on the entry for steam_api.dll**
- **Click on Restore**

Now try relaunching the game via the launcher.exe

Q: My game won't start properly!

A: Before complaining, get screenshots or note down what it's actually telling you. People can't help unless we know what the program is telling you.

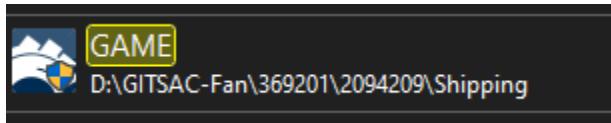
Q: My game still won't start properly! REEEEEEEEEE

A: See previous answer.

Q: When I start the launcher, it appears and then disappears. I have tried several times but it isn't working.

A: There are several causes for this so I'm going to list some steps to try.

1. Has your AV quarantined steam_api.dll? Check that you've added the exception so it ignores it next time. See the answer for Missing steam_api.dll
2. When you first launched it and gave it your token, did you then point it towards the correct GAME.exe? You should have pointed it towards the GAME.exe in the Shipping folder of the binaries you downloaded after faithfully following the getting-started instructions.



You can change the path by opening the config.ini file in Notepad found in the same folder as the launcher.

config	21/02/2022 21:54	Configuration sett...	1 KB
discord_game_sdk.dll	28/11/2019 02:42	Application exten...	3,081 KB
launcher	01/11/2021 10:09	Application	426 KB

And changing the path following game_path. There must be no spaces after the the equals symbol.

```
[Launcher]

; GAME.exe path
game_path=D:\GITSAC-Fan\369201\2094209\Shipping\GAME.exe

; Your Discord account token
m_token=REDACTED

; Enables Discord rich presence. Disable it if you don't have Discord.
m_enableDiscordPresence=0

; Enables game exclusive fullscreen, may give performance improvements.
m_enableExclusiveFullscreen=0

; Defines in-game language. EN=English, JP=Japanese, ES=Spanish, etc.
m_lang=EN

; Shows in-game FPS counter. 1 = Yes, 0 = No.
m_showFpsCounter=1

m_serverIp=137.184.201.52
```

3. Add the server IP to the config.ini as shown above. This IP may change, so pay attention to the Discord.

4. Are your game files in a user-friendly location such as My Document? Windows can have permission issues if the folders are in a system critical location such as Downloads. It's best to move it to a newly created folder in My Documents or on a separate drive (e.g. D:)
5. Does the path have any symbols (e.g. Cyrillic, б, ⌚, ⌂)? If so, rename the path so that it's plain text.

Q: I can't connect to the server

A: The server may have crashed. This happens sometimes. Ask POLITELY to see if this is the case and try again when told to do so.

Also try:

- Checking your internet connection in case it just dropped out.
- Checking if you can access the analytics server <https://analytics.fa-emu.com/>. This runs on the game server, so if you can't access it your connection might be being blocked

You can check if your connection is being blocked by going into your Anti-Virus' Event Log and seeing if it blocked the attempt. Adding an exception for the game usually allows it through.

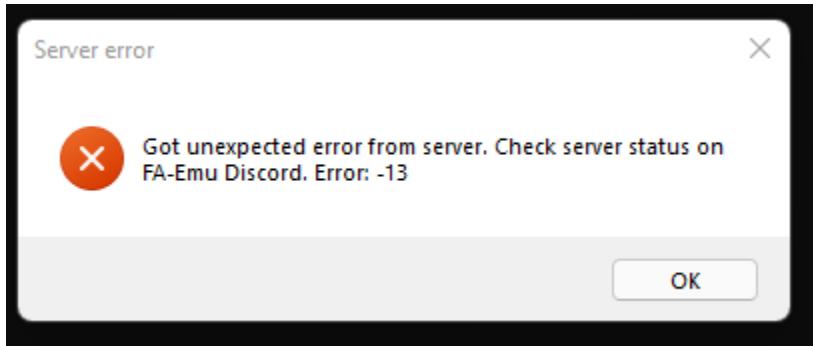
Vodafone and Fritz Box

If your internet service provider is Vodafone and/or you have a Fritz Box router; you need to get a VPN. For some reason, they don't like you connecting to the game. There are several good ones available and some anti-virus' come with one.

Q: The match is taking a long time to start

A: When joining the game, it has to wait for all players to connect. If some players have terrible internet, bad ping or just bad luck, it can take a while for them to connect. Be patient. You can tell which ones you're waiting for if they -2 as their ping.

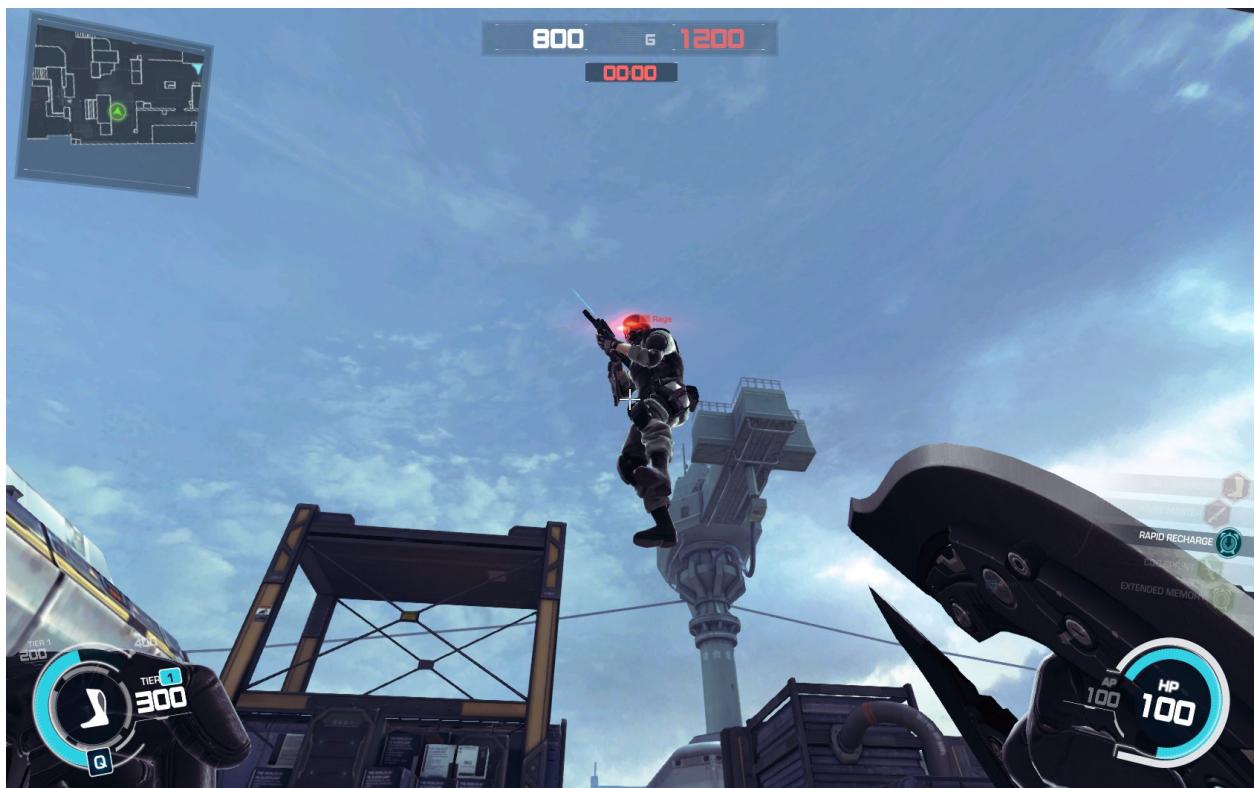
Q: Error -13 Unexpected Error from server



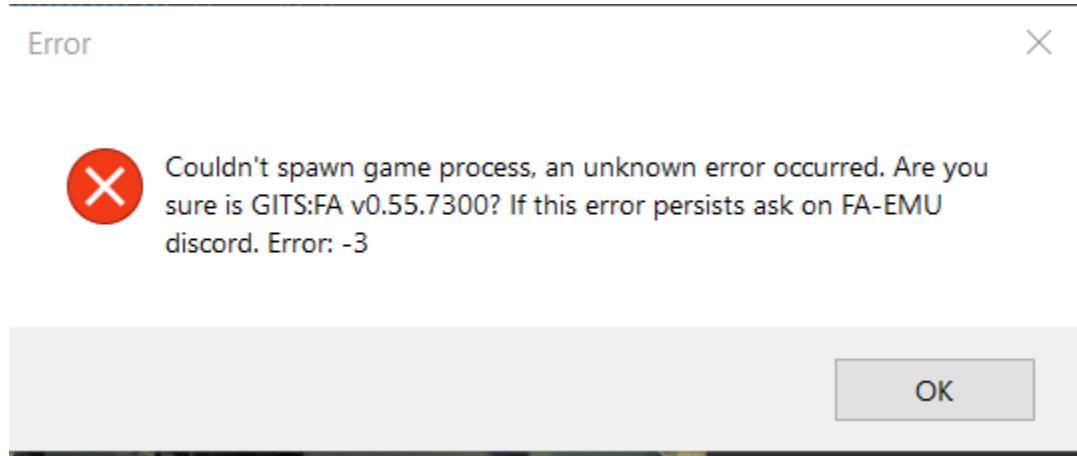
A: Server probably crashed. Wait for others to reconnect to the server and then join.

Q: A Player is walking off into the sky/ground/through a wall

A: This can mean they've abruptly disconnected from the server and the server hasn't cleared their character yet or they have very high ping. If it is happening consistently, check your own ping as well as the target player's ping to see who's at fault. If it's you, could just be a ping spike or the current droplet region is very far from you.



Q: Error -3 Couldn't spawn the game process



A: You are not using the most recent version of the game. Look in patch-notes on the Discord server and download the latest version of the files

Known Bugs/Missing Features

- Player stats and Ghost Screen stats don't work
- If you try and claim your "Daily Mission" reward from the main menu, it crashes
- Chipsets don't load in when you join during an already started match
- After the countdown to start the match has finished, a yellow 1 remains in the middle of the screen.



- Nothing can really be done about this from your side.
- Players teleporting when their ping is high
 - This is due to how the game handles high ping and player updates
- Not being able to vote for a map
 - This sometimes happens. Just grit your teeth and hope they don't select Urban City.
- There are two players with the same name in the lobby
 - This is due to the server not properly clearing the player if they abruptly disconnect from the server.
 - If there is one on the server, inform an admin as a running Droplet/server costs Ivy money.

- The sound still plays when planting a bomb even if I stop
 - This can be viewed as a bug or as a way to bait enemies into attacking you.



- The demolition match ended abruptly or with an incorrect result
 - This happens sometimes
 - Don't know the cause
- KDR (Kill Death Ratio) options don't work, even if enabled in settings.
- Chat doesn't work when in the lobby waiting for a new match to start.
- Duplicate guns in Armory



General Notes

- Everyone wants this project to succeed so being an asshole and complaining about certain features not being implemented doesn't achieve anything. This kind of work takes time.
- Don't spam ping people from other regions. Different time zones means it might be evening where you are, you just got home from work and want a few matches to relax, but it could be 3am for others. Be considerate.
- Don't rush people's spawns and shoot people just as they spawn. It's not nice. No one likes it. Stop being an asshole.
 - The Spawn Protection doesn't last very long so when you join, be prepared!
- When posting screenshots of your config.ini file, make sure to hide/blur your Discord token
 - This is meant to be a secret!! It's your personal token to access the game and is tied to your account.
 - Don't want people stealing it and doing... evil things with it



- No buffs or nerfs, and none planned. Nobody cares if you think *weapon_x* is OP
- Motoko's camouflage isn't full invisibility. You can spot her with a keen eye