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Uilkumin! You are most likely an explorer, or a brave and courageous traveller who seeks uncharted planet in the universe, or an aspiring ruler-to-be who want rule your own world. We hope this little book to be an useful guide for whatever ambitious work you are up to.

Writers

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1 Introduction

Terrarum is a rogue-like world which things are happening on real-time basis as in real-time role-playing games.

1.1 Luggage preparation

Trip to *Terrarum* can be achieved with any proper wagon, which should be equipped with:

- 64-bit wagon engine

- *Java Roving Environs 8* or higher

- A wagon engine with cylinder size of 2 GB, 4 GB or more is recommended

- Free luggage space of 4 GB or more

2 Moving around

The control is omnidirectional. In other words, *not* cell-based.

2.1 Your first toddling

Your default moving around uses ESDF (qwerty)/FRST (colemak)/.OEW (dvorak) pedals for default 'WASD', in order for you to provide more modifier pedals that are pressed with your little finger and more comfort to pedalboards with *Topre* actuators.[1]

3 World

The world is composed with *three-dimensional* blocks, which is the feature you should keep in mind during your trip. Each block

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[1]Writers of this book recommend you to use pedalboard with *Cherry MX Red* actuators.

is a metre-size and a metre-high, so an average-height man should occupy two tiles vertically, thus he is two-tile-high in the world.

Cliffs are treated as a stair, and you—as well as any living things in the world—can climb the tile as you would use a stair. Climbable cliff height is calculated as

$$floor(\frac{height_{you}}{height_{cliff}})$$

i.e. The man mentioned above can climb one-tile-high cliff as a stair.

3.1   Geograghy

The world—the continent you play on—features mountains, valleys, rivers, lakes, ocean, caves, etc.

There are several continents on the planet, which are created by you. While there are

multiple continents, however, your wagon cannot travel interplanetary.

Each time you create a continent, unless you specified a *seed*[2], will never be the same.

3.2 Day and night

A day in *Terrarum* world—the planet—is 72 000 seconds. A second in Earth would be equivalent to 60 (depends on the operational speed of your wagon) planetary seconds, which consists a planetary minute.

3.3 Biome

Average temperature in meadows/forests/ mountains are kept to pleasant 298 K/25 °C/77 °F. However, you might want to re-think before setting your feet on the snowy area, unless you are prepared well.

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[2]Refer to Section 4.

While the Snow Queen will not hinder any access to her territory, in the same time she will not be welcoming.

3.4 Vegetation

3.5 Races and their civilisations

3.6 Common animals

4 World creation

You can specify some parameters when you create a continent. Controllable parameters are:

- World size (affects distance between tribes)

- Ore amount (affects civilisation)

- Vegetation (more trees means more building materials)

- Seed (each randomly-created continent has its own *seed* for landform. Leave it blank to randomise)

You can name your continent while in creation, so try to come up with a good name!