



# Colony Survival

## **To everyone who has bought the game:**

Thank you for choosing to purchase Colony Survival! We sincerely hope you're having a lot of fun with the game and we'd love to hear your feedback.

## **To others:**

It's great that you're interested in Colony Survival and looking for more information! We hope this manual will be of value to you.

## **To pirates:**

The legal version does have some great benefits, and we'd like to be paid for our work. Please consider buying the game after giving it a try!

# Important links and social media

[Colony Survival in the Steam Store](#) / [ColonySurvival.nl](#)  
[Discord Invite](#) / [Subreddit](#) / [Twitter](#) / [Facebook](#)

## Disclaimer

Colony Survival is work-in-progress. This manual will get updated, and will probably also get outdated.

## Quick solutions to common problems

Try step 1 and check if the problem persists. If it does, try step 2, etcetera.

- 1.) Reload the savegame**
- 2.) Restart the entire game**
- 3.) Verify integrity of game files**

Right-click on Colony Survival in your Steam Library, click properties, go to “local files” and click “verify integrity of game files”.

- 4.) Restart Steam**
- 5.) Make sure that Colony Survival has completely shut down when you've closed the game**

Open Task Manager (CTRL+ALT+Delete) and look for “colonyserver.exe”.

- 6.) Uninstall and reinstall the game**

Right-click on Colony Survival in your Steam Library and click “uninstall”.

- 7.) Uninstall the game, and delete remaining files.**

Close to the “verify integrity” option from step 3 is a “browse local files” option. Delete as many files as possible from the folder where Colony Survival was installed. You can backup the “savegames” and “screenshots” folders.

- 8.) Ask for help online!**

# Quickstart

Here's an in-depth explanation on how to get started in Colony Survival! After launching the game, go to **Singleplayer**. Click **New World**. Enter a world name. Leave the other settings at default. Click **Play**.



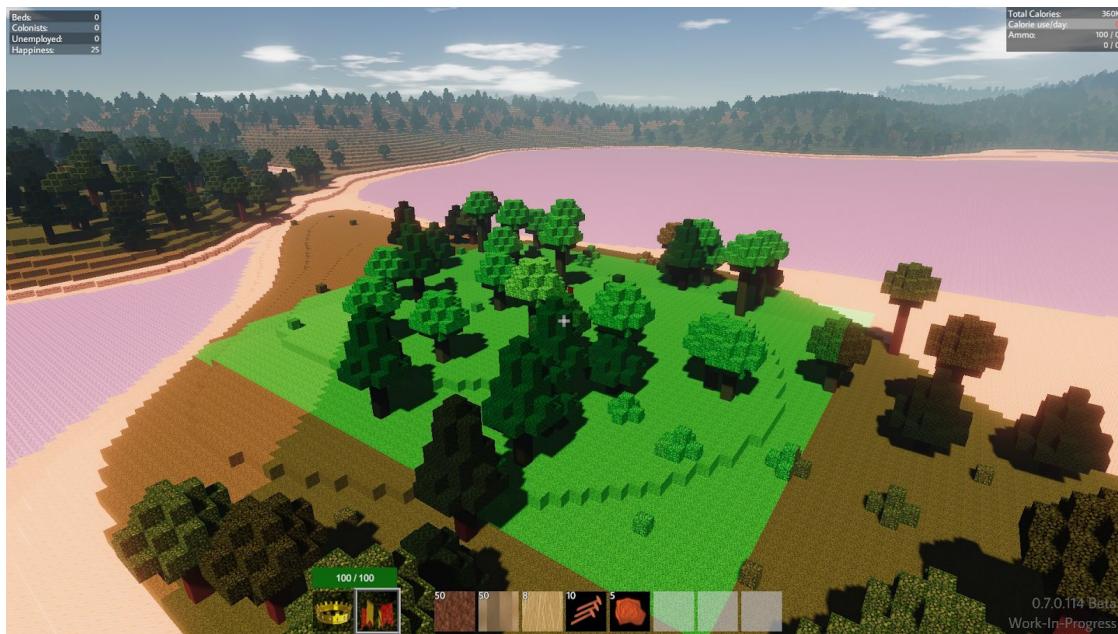
Congratulations! You just spawned in the world of Colony Survival. Use **WASD** to move, **space** to jump, **left-click** to remove blocks and **right-click** to place blocks.

Start by finding a good spot for your colony. The easiest location is a relatively flat space next to water.

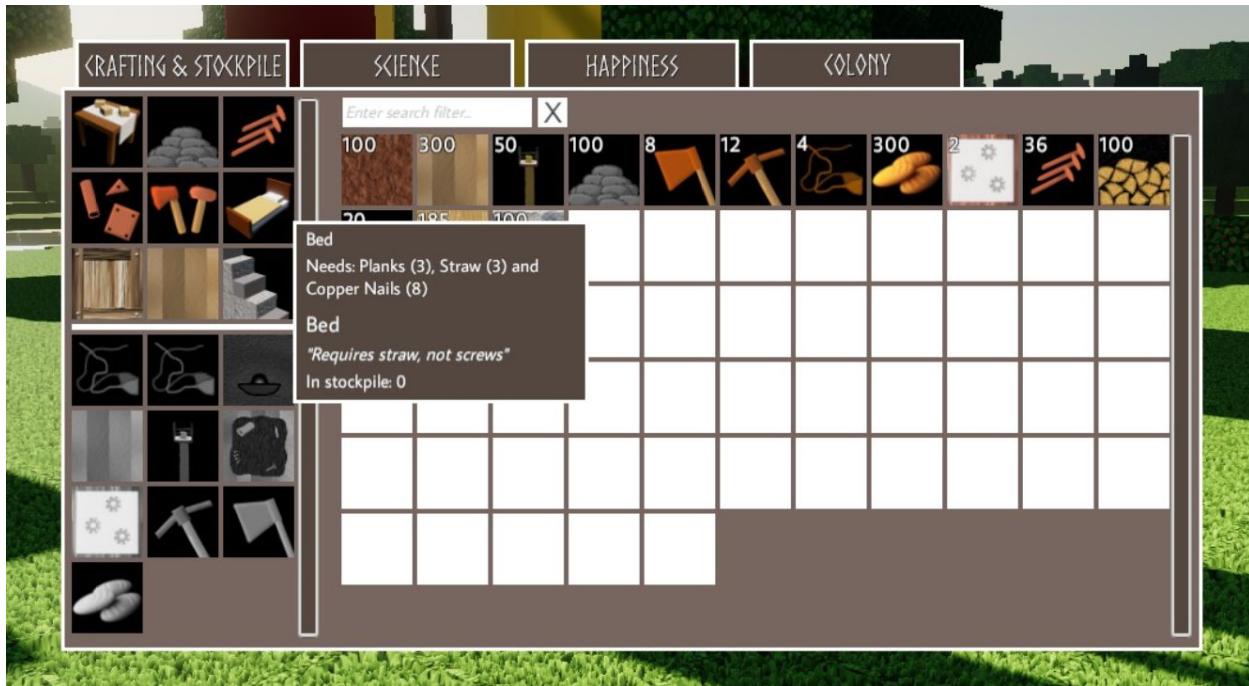
To actually start your colony, you'll have to place the **banner**. The banner is the center of your colony. Press **2** or use the scroll wheel to select the **banner tool**. Press **right-click** on the ground to place the banner.



While the **banner tool** is selected, the world is seen through a red and green filter. The green zone is safe. In the red zone, monsters will spawn during the night. They'll try to attack your banner and colonists.



Before you can recruit colonists, you'll have to craft and place a bed. Press **I** to open the stockpile and the crafting menu. Click on the bed to craft one.



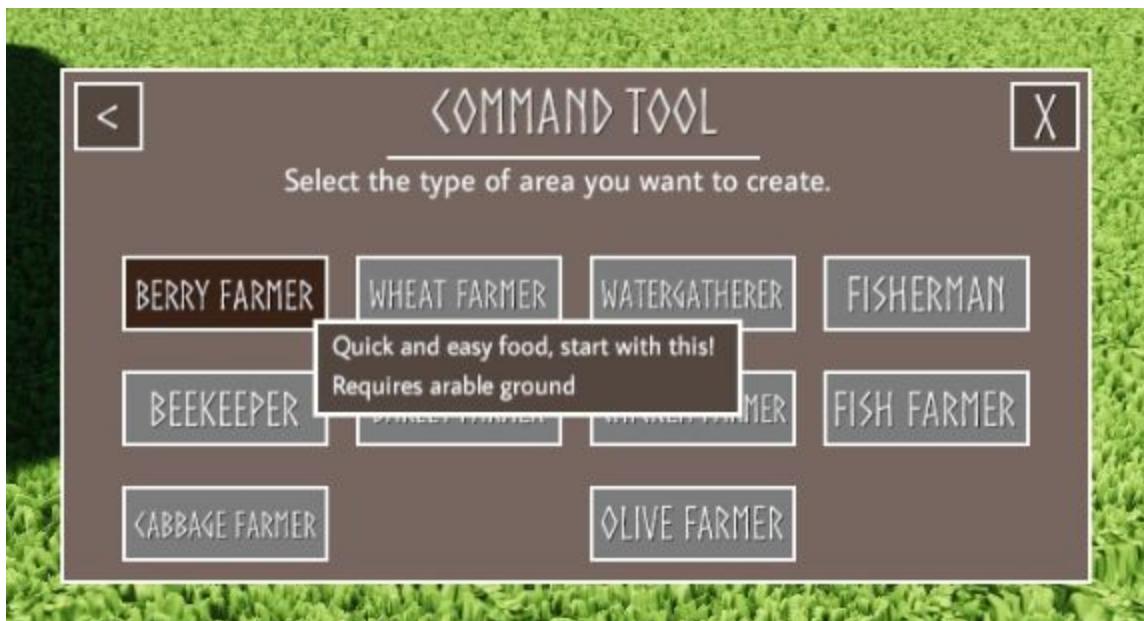
Drag the bed to one of the slots in the bottom of the screen and select it with the scroll wheel or by pressing the right number. When aiming at the ground, a green arrow will appear. It indicates the direction in which the bed will be placed. Press **R** to rotate the arrow and **right-click** to place the bed.



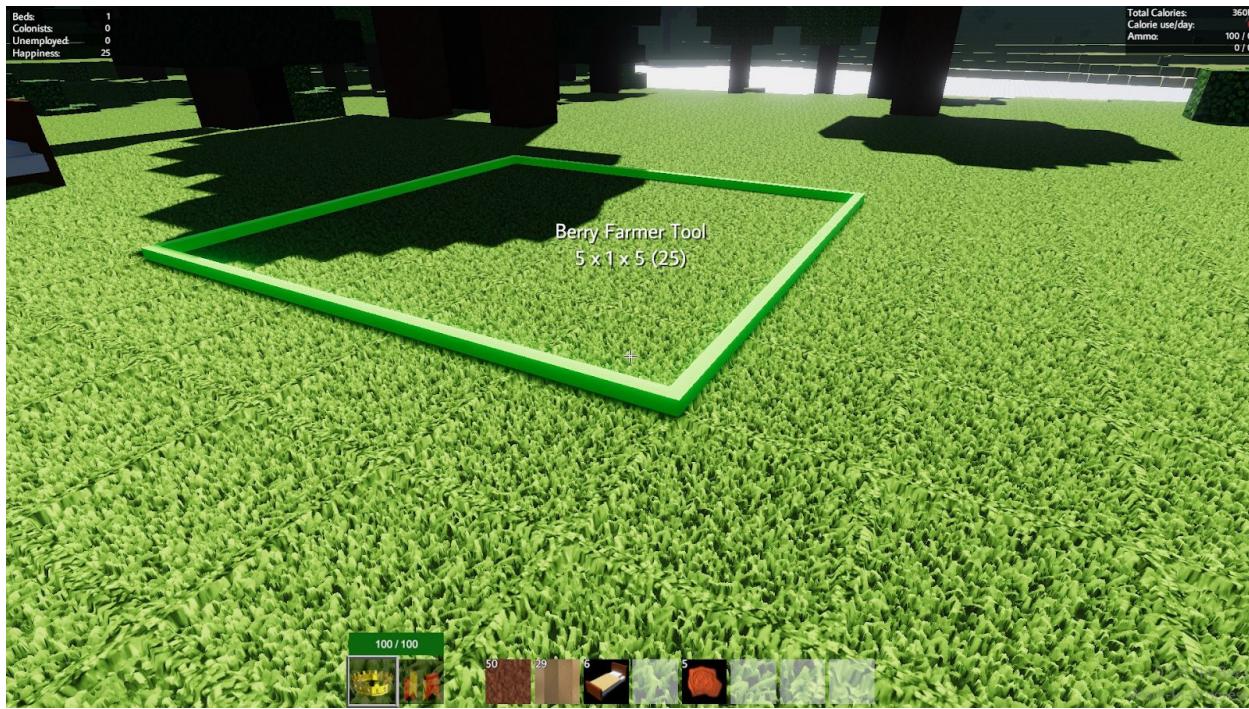
That's half of the job done! We'll also need a job for the colonist. Press **1** to select the **command tool**. Right-click to get its menu.



We're going to start with some food production. Click **food** and select the **berry farmer**.

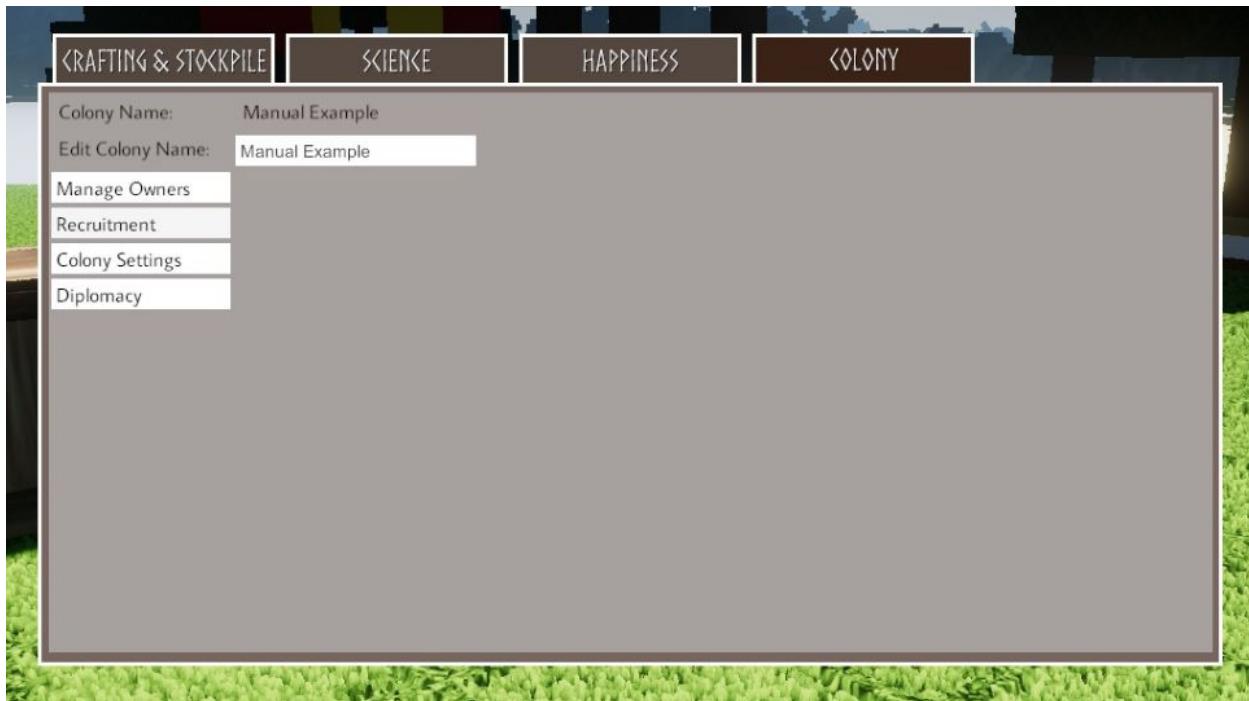


You can now **right-click** the ground to select an area for the berry farmer. It needs to be at least five by five blocks. **Right-click** again to create the area, or use **left-click** to cancel.

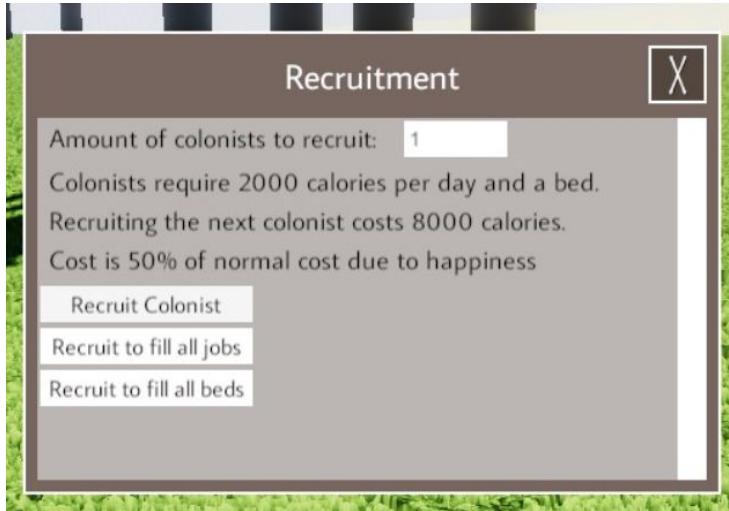


We've got a job and a bed! Time to recruit our first colonists.

**Right-click** while the **banner tool** is selected, or browse to the **colony** tab from the stockpile and crafting menu (press **I**).



Click **Recruitment**.



Click **Recruit Colonist**. The other two buttons should work as well, because you've got both an unfilled bed and an unfilled job. A colonist should appear and start planting berry bushes!



Craft and place a **crate** near the job. This allows your berry farmer to put berries into the stockpile.

The presence of a colonist will attract monsters. Defend your colony by placing guards. To do this, we go back to the **command tool**. Right-clicking will create another berry farmer, so we use **left-click** to go back to the menu. Press **Guard** and choose **Nighttime Slinger**.



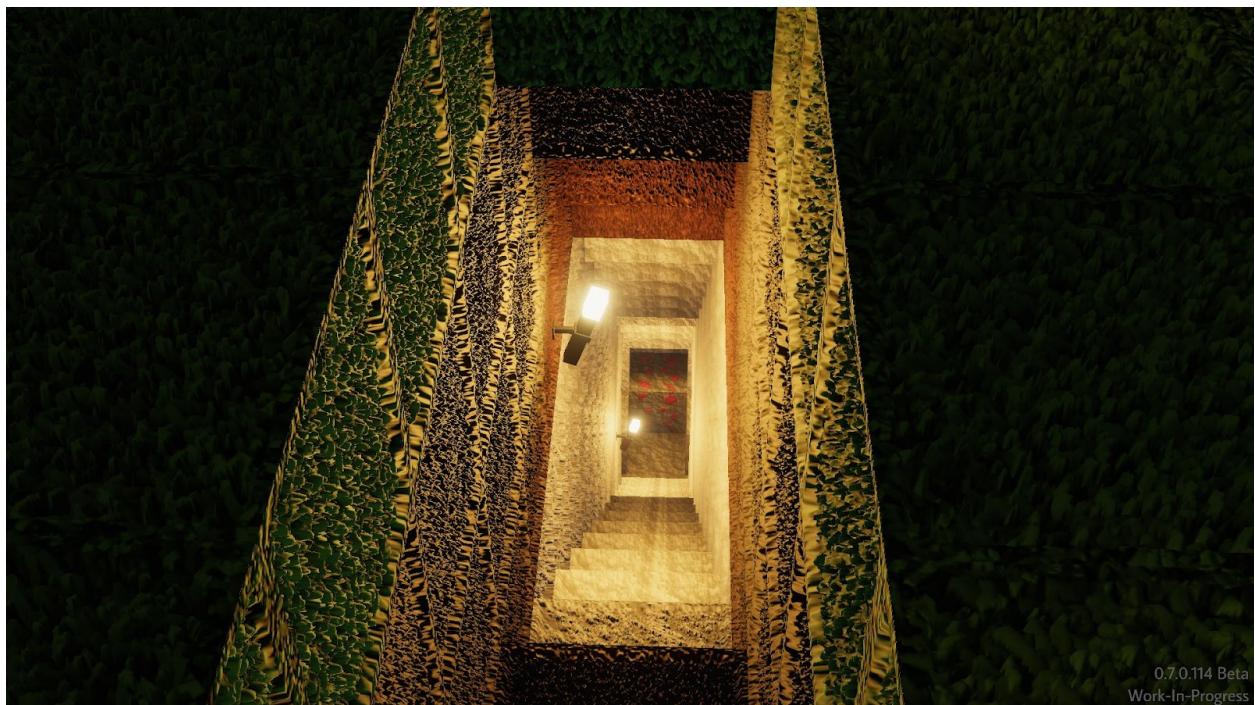
**Right-click** once to place a guard. Place another bed, and recruit your second colonist. This one might go right to sleep! He'll awake during the evening and stand guard during the night.



During the night, monsters will spawn and move towards your colony. Your guards will automatically attack them! If you need light, place **torches** or use **G** to toggle your personal lamp.



To expand your colony, you will need ores and more food. Place some more berry farmers. To find ores, dig down. Once the light stones turns a lot darker, you're in the first layer of ores. The red ones are **copper**, the grey ones **tin**.



To recruit **miners**, use the **command tool** again.

Instead of food or guard, select **miner**.



Miners need to be placed right on top of the ore they're supposed to mine. You can let your colonists mine stone by placing a miner or dark grey stone blocks. Don't forget to place a **crate** in the mine!

If you want to leave your mine quicker, you can use **grey quarter blocks** to build stairs.



To protect your growing colony, you could build walls or moats.

Monsters (and colonists) cannot climb two blocks simultaneously.

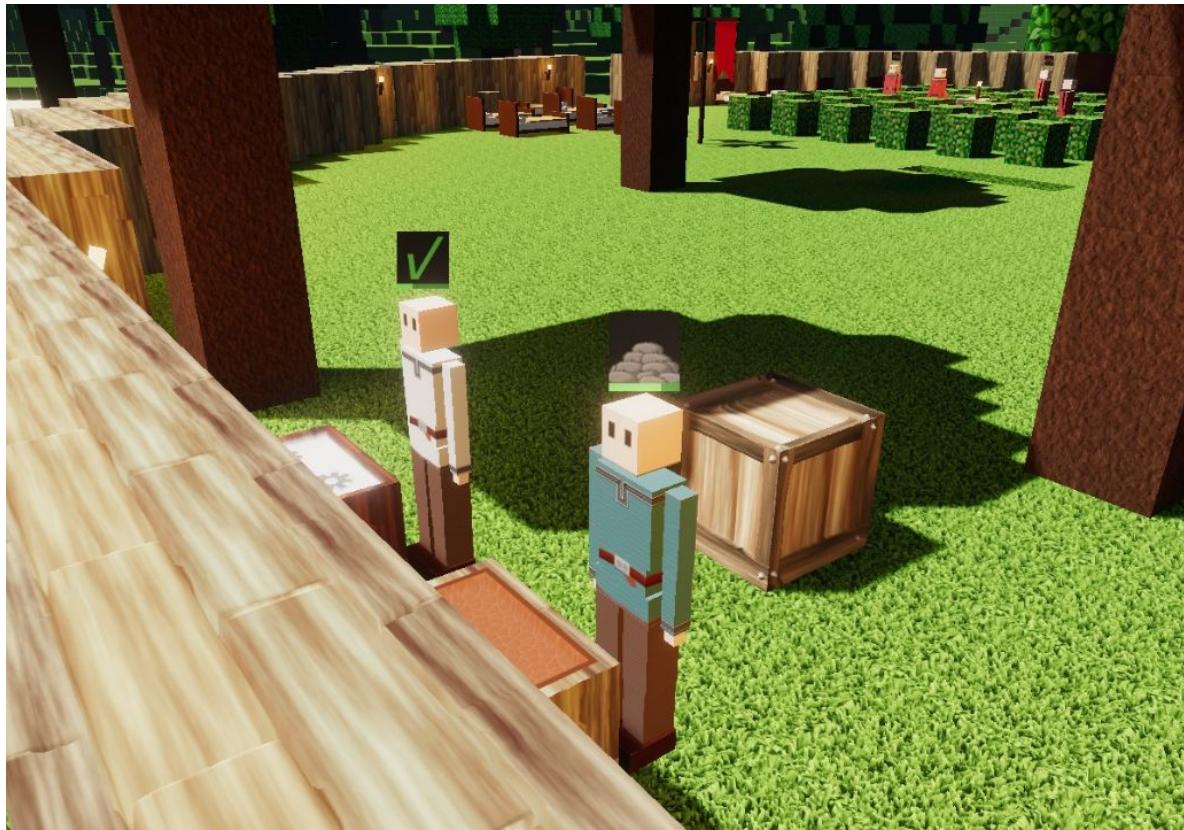


Don't seal off your banner completely! It will activate **Siege Mode**, which will affect your colony negatively.



Until now, we've only used the command tool to create jobs.

There is another and equally important way. Some jobs are created by placing special blocks. Two examples are the **workbench** and **science lab**. Place them somewhere in your colony.



The workbench is used to craft for example sling bullets, which are required by the slingers. To keep track of the statistics like ammunition, watch the information in the top-left and top-right of the corner.

Beds:	11	Total Calories:	299K
Colonists:	11	Calorie use/day:	22,000
Unemployed:	0	Ammo:	128 / 0
Happiness:	34		0 / 0

The **science lab** can be used to unlock new jobs, items, weapons and other improvements for your colony. Each research has specific requirements, and the scientist will work to complete them. Let's start with **water gathering**.



Click **Start Science** to activate it. Once it's done, click **Complete** to unlock the benefits!

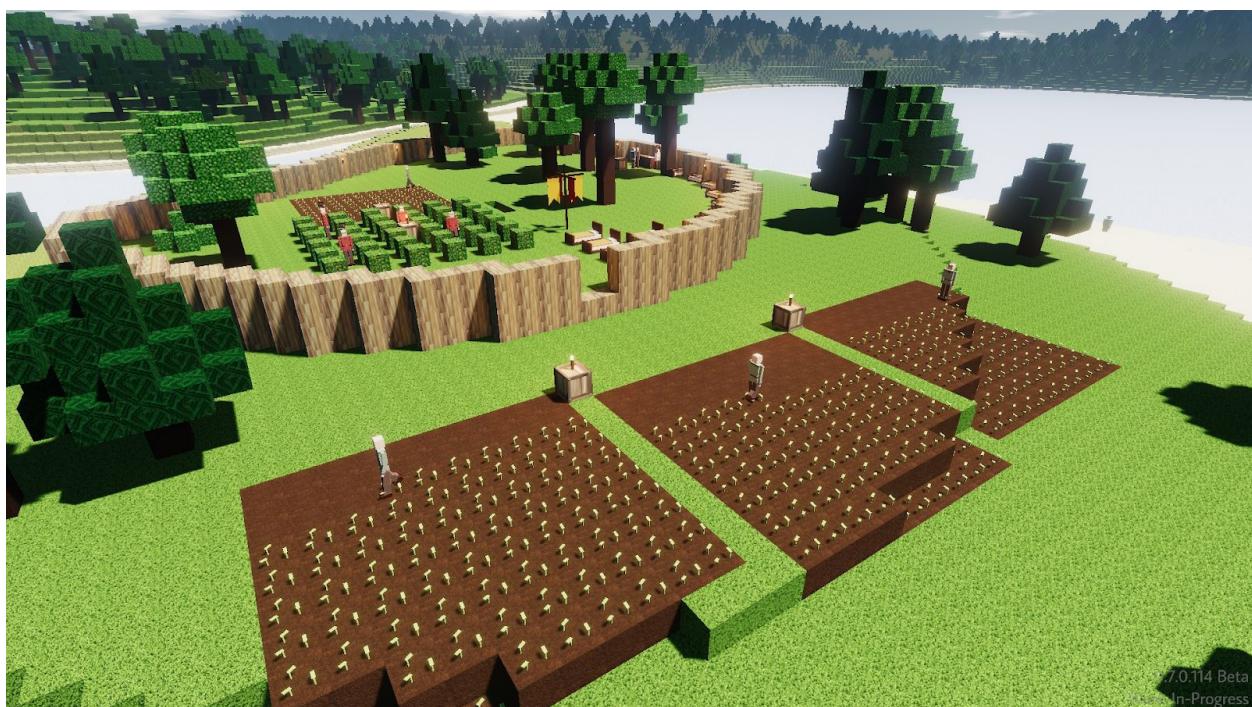
The **water gatherer** can be found by going to the **food** menu in the command tool. It has to be placed right next to water.



Don't forget to place a crate nearby! The water gatherer will need buckets, which are crafted at the workbench. If you lack buckets, increase the priority of buckets by clicking +++ next to the recipe, or place more workbenches.

Once you've unlocked water gathering, **Bread Production** will become available. Research that too. Once you've unlocked it, **wheat farmers** will be available. They're very different from berry farmers. Berry bushes are automatically full-grown and colonists can infinitely harvest berries from them. The size of the field does not matter.

Wheat actually has to grow for two nights. When they're ready, colonists harvest them and replace them with new seeds. The amount of physical plants harvested by the colonists directly correlates with the amount of wheat deposited in the stockpile by them. Thus, make sure wheat fields are as big as possible!



After your first harvest of wheat, the actual bread production can begin. You'll need a **grindstone** to turn the wheat into flour, and an **oven** to bake the flour into bread. This last step also requires a full bucket of water and firewood.



Have you succeeded in baking bread? Congratulations, you understand the fundamentals of Colony Survival! We'll stop holding your hand here. You've got enough skills to further expand your colony and unlock new science. There are two special systems that you'll encounter later that might need some explanation: **happiness** and **exploration**.

Every colonist you recruit adds **unhappiness** to the colony. Why live in a crowded place that attracts lots of monsters when there is so much beautiful, empty nature around? Well, these crowded places also tend to have access to more delicious food and other products that keep colonists happy.

Once a day, colonists grab a package of items. If players have placed **grocery stores**, they'll go to the nearest one. Otherwise, they'll visit the banner.

When happiness decreases, the recruitment cost of new colonists goes up while the science speed goes down.



Click on the grocery store to get access to the happiness menu.

CRAFTING & STOCKPILE   SCIENCE   HAPPINESS   COLONY

Total happiness: 16

Item	Happiness value	In stockpile
Candle	35	6
Berry	100	100
Bread	100	100
Chocolate Bar	100	100
Fish	100	100
Potato	100	100
Wool	100	100

Rationed calories: 2000

Recruitment cost: 80 % of normal  
Science speed: 100 % of normal

Detailed statistics for Candle:

- Happiness value: 35
- In stockpile: 6
- Daily items per colonist: 0.2
- Daily total items: 5.8
- Planned happiness increase: 7
- Happiness per item: 1.207
- Percentage distributed: 0%

Made in: Beehive

Change the amount of items that are distributed to colonists by adjusting the sliders. Hover over an item to get detailed statistics. It takes a while for the happiness values to update, but once a significant amount of colonists have grabbed their daily package you'll see change.

When you change the amount of food items you give to your colonists, you automatically change the amount of calories you give to colonists. This can be seen in the top-right corner of the menu.

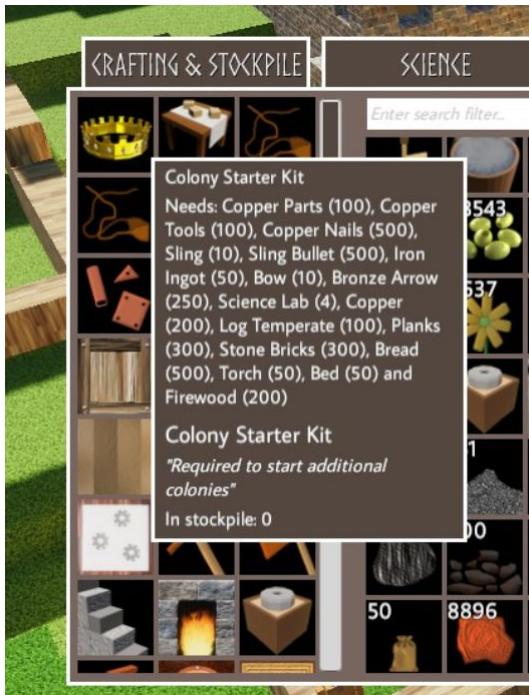


Colonists need more than 1000 calories to stay alive. Below 2000 calories, they'll be hungry, reducing happiness. This also works in reverse when feeding them more than 2000 calories.

The number shown in the menu is the amount of calories that is distributed when the food you intend to distribute is actually available. If you've got shortages, sliders will turn red to reflect this.



There's a limited amount of happiness items available in the central region. You'll have to start colonies in distant biomes to find new happiness items. Unlocking the **glider** helps tremendously with this task.



Unlocking and crafting the **Colony Starter Kit** is essential. Drag it from your colony's stockpile into the personal inventory at the bottom of the screen. Place a glider in the world by **right-clicking** on the ground. Board it by **right-clicking** on the glider itself. You can leave it by doing that again. Hold **space** to go right up into the air. Once you're at a suitable height, release **space**, accelerate with **W** and steer with the mouse!

There are three regions with unique content: to the west, south and east of the central biome (the **Old World**). The east is where the sun rises. While exploring, it might be wise to follow coastlines or leave markers, to make it easier to find your first colony back.

Once you've left the Old World, a message will appear in the chatbox in the bottom-left (**T** to access). You're now in a "transition area" until you've received the message that you're in a new biome. When you're there, find a good spot and start a new colony!



# Cheats and commands

**/cheats on** – activate cheats in singleplayer  
**/setflight true** – enable flying mode. Press F to toggle between flying and walking.  
**/loot <item name> #** - for example, /loot bread 100.  
**/time add #** - for example, /time add 12 to skip half a day. Use a negative number to go back in time.  
**/teleport <x> <y> <z>** - teleport to coordinates. For example, /teleport 3000 50 3000  
**/setgroup <group name> <player name>** - change the status of a player. Can be entered into the server for multiplayer purposes. For example /setgroup king Pipliznl.  
Groups:  
-peasant. Can't use cheats.  
-king. King can loot, fly, teleport and change time.  
-emperor. Can do the above, and whitelist and blacklist players. Can promote people to king.  
-godemperor. Can do the above, and promote people to emperor.  
-god. Has all permissions.  
**/whitelist add <Steam ID>** - adds people to the whitelist. For example /whitelist add 76561198156320300 Varieties: /whitelist remove <Steam ID>, /blacklist add <SteamID>, /blacklist remove <Steam ID>  
**/debug researchall** - unlocks all scientific research  
**/lootall #** - gives the specified number of each item  
**/teleport banner** - teleports to the banner  
**/teleportother <player> here** - for example, /teleportother Zun here

**F4** – toggle interface

**F5** – display coordinates, time, performance data

**F11** – render high resolution screenshot, saves in Colony Survival\gamedata\screenshots

To use the other function keys, go to **ColonySurvival\gamedata\savegames\client.json** and change **EnableAdvancedFunctionKeys** to **true**. If the file is not in the folder, change some settings in the main menu.

**F6** – toggle shader features

**F7** – toggle autofocus

**F8** – ultra smooth mouse

**F9** – rotate around set point

**F10** – dump heap memory