



Game Play | User Guide for ShakerMod

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Welcome to the User Guide for ShakerMod.

This guide takes you through the game play for ShakerMod. It covers the basics of what you'll experience in ShakerMod and the storyline behind the game.

We've included some screenshots of what you might expect to see at different parts of the game to familiarise yourself.

ADVISORY WARNING:

Kids please ask your parent's permission before installing ShakerMod. ShakerMod includes a simulated earthquake experience. This includes how earthquakes feel and sound as you experience them. If you're worried about this, it might help to turn off the sound in the game's settings.

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Story Line

Player Role

“Word has reached ‘Realworld’ that unexplained and numerous earthquakes are leaking through from an odd parallel universe - named for our records as ShakerMod. In this world unexplained earthquakes have been occurring across the landscape. Reports suggest that not all these earthquake have a natural origin.”

“I have gathered a group of intrepid friends to accompany me into this odd parallel land. We intend to uncover more about the causes of these odd earthquakes and learn what steps we can take to reduce their impacts.”

“I personally suspect some kind of experimental test facility, being run by a greedy and unscrupulous corporation, hoping to discover destructive earthquake technology. Our group will follow their trail, uncover their dastardly deeds and report back on what the impacts of this technology could be.”

“However, I fear we may have to undertake our own experiments with these new technologies. As only by understanding what is possible may we be able to find a way to reduce the damage to ‘Realworld’ from these terrible earthquakes.”

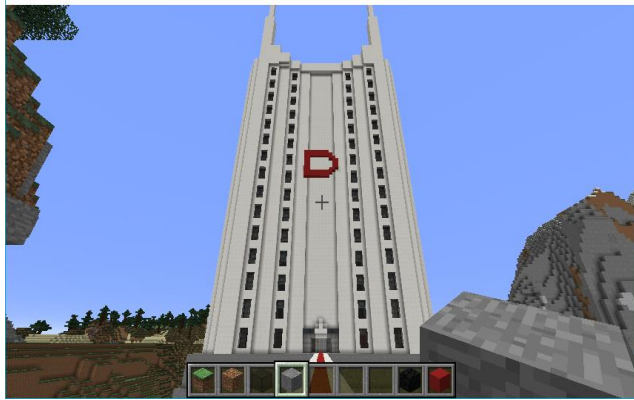
Backstory - Unscrupulous Corporations

Scientists were initially investigating how earthquakes occur so they could find ways for people to protect themselves and their things from the earthquake impacts. The scientists didn’t want to impact ‘Realworld’ so they found a place in that was parallel to ‘Realworld’ where they could build their test facility and conduct experiments safely.

However, the scientist began by creating helpful experimental technologies. Technologies that would have had real benefit for saving household items, and these were successful. But, a group of unscrupulous businessmen found out about what the scientists were doing and bought up the scientific research. The businessmen corrupted the scientists work and began to build powerful earthquakes. They undertook earthquake experiments with sinister intentions and became obsessed with their new God like powers. Realising they could have power over ‘Realworld’ if they designed their earthquakes to destroy lands for their own gains and that they could sell the outcomes to the highest bidder. These large earthquake experiments began to leak across into ‘Realworld’ prompting our intrepid players to investigate and learn what they could... and this is where we begin our journey.

The game

Realworld | Player Experience



An industrial complex of rooms, chambers and secret tunnels where players gain skills & understanding of earthquakes and the Fix and Fasten concepts. 'Ecorp' have been doing experiments here, culminating in a huge engine through the middle of the building leading to the roof.

The complex appears abandoned by the businessmen but it is obvious that this was a test facility composed of odd spaces. The player discovers the content in reverse order (the powerful earthquakes tech first and the helpful tools last) from how the businessmen would have been testing their technologies. It will be like the player is walking back in time though 'Evil Corps' journey.

Our players portal into zone where it appears earthquakes impacts of buildings were tested. This is the height of the 'Evil Corps' powerful technologies.

Arrive by teleporting into a tunnel. On exiting the tunnel players see a pathway that leads across a bridge and into the huge test headquarters of 'Ecorp.'

They follow the path as it leads them past offices, scientific equipment and strange objects.

Finally they enter a lift and are transported to the roof of the building.

Quakehouse



This is a building that is affected by earthquakes that takes damage at higher magnitudes. Damage is visualised via 'Block Destruction' and 'debris particles'.

The Quakehouse area includes a little of everything from all the Realworld-TestBed spaces - Differing levels of earthquakes, objects and items bouncing around, liquefaction plus a cut through of the earthquakes blocks functioning underneath.

Match your earthquake – what was the same Mag as the portal area?

Arrive to see a normal looking house. There appears to be an area on the floor of trigger plates and a notice nearby stating 'earthquakes triggers'. The buttons are labelled with the different magnitudes of the earthquakes they will trigger. There is also a BIG stop earthquake button.

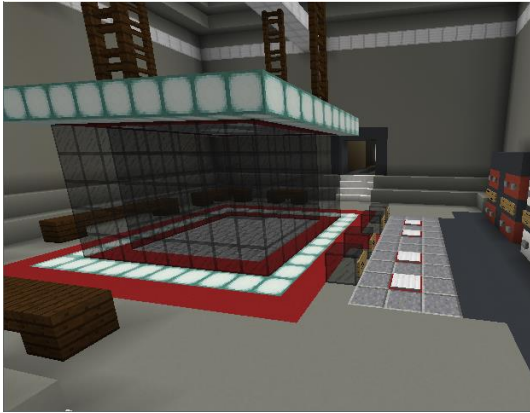
Smash Testing Room



'Ecorp' made this room after they experimented with Fix and Fasten. They were testing how to cause as much destruction to household object as possible.

You arrive in a fully equipped room. A range of different magnitude EQ triggers are presented on the floor in front of you via a series of pressure plates. Each trigger has a sign with the magnitude of its earthquake. To one side of these trigger is a Stop earthquake button and a button on the wall nearby that allows the room to be reset. After a quake has been triggered a sign provides feedback on the number of items that have been smashed. Players are able to walk into the space when an earthquake is active.

Shake Experiment Area



The 'bad guys' didn't want to test the earthquakes on themselves so they captured a range of creatures and dropped them into these earthquakes chambers. They were testing how creatures reacted to different magnitudes of earthquake

How do you release / save animals but not zombies or skeletons? Can you release the animals that spawn? Can you kill off the Zombies and Skeletons so they don't breakout?

Can you find the secret switch that helps you release the caged Animals?

Ruaumoko Quake Zone



'Ecorp' knew that you should not run around during an earthquake. When they moved out of the fix and fasten complex they built quake obstacle course to test how hard and dangerous it was to run across different ground or obstacles.

Can you successfully navigate the Ruaumoko Quake Zone?

Did you see Ruaumoko; the god of earthquakes, volcanoes and seasons?

Fix & Fasten Arena



This is the original starting place that 'Ecorp' built as they tested how to fix and fasten household items during an earthquake.

Save as many items as you can to unlock a secret reward room, but Fix, Fasten and Don't Forget before earthquake starts.

One side (white) is the practise area where you can practise, Fixing and Fasten items in the quake houses using the Fix and Fasten tools that are provided. The other-side of the arena (black) is the competition arena. Here you can compete against the clock to save as many household items as they can before an earthquake hits.

Tools at your fingertips:



Anti Slip Mat - place under things on shelves or surfaces to stop them sliding off

Latch - secure the front of cupboards so that things don't fall out

Screwdriver - secure things to the wall so they don't topple over

Fix & Fasten Experimental area



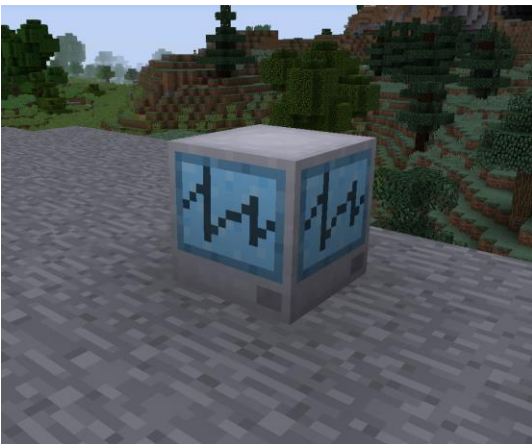
This area is an extension of the fix and fasten rooms where you can collect the items for your inventory. Create your room and use fix and fasten tools to secure them. You can then test out how well you have designed your room to withstand earthquakes by testing what you've created with the different magnitude earthquake triggers. Reset and try again!

Creating your own earthquakes



The Shaker Block

The base earthquake block. All blocks above this block will get shaken when a Shaker Control Block is connected to it. It will network to all shaker blocks connected to one of its horizontal faces.



The Shaker Control Block

Will create an earthquake wave starting from its location when powered with redstone. It networks to all Shaker Blocks connected to its horizontal faces. Right clicking will open a control panel with the following options:

- Magnitude: sets the size of the earthquake (richter scale)
- Liquefaction: Sets the rate at which sand is turned into liquefaction. 0 = off
- Wavelength: Sets the wavelength of the earthquake wave.
- Trigger: Sets whether the control block is triggered by redstone or by the /seteq command
- Upper Bounds: Y coordinate of the upper bounds of the area affected by the earthquake (allows limited area of effect)
- Destroys Blocks: Whether the earthquake will destroy blocks during its duration





Example setup of an earthquake