HOW TO PLAY

- Navigation & movement controls
- How to use your inventory & hotbar

Move

W A S D

Look

Mouse

Camera

In / Out

alt + Mouse

Jump

space

Sprint

shift

Crouch

ctrl

Inventory

Hotbar

1 2 3 4 5 6 7 8 9 0

Hold and Drag

Mouse
HOW TO PLAY

- How to place, rotate and remove parts
- Scale base materials and change scaling direction

1. Adjust position
   - Hold
   - Release

2. Place Parts
   - Hold
   - Release

Remove Parts
   - Hold
   - Release

Rotate Parts
   - Q
   - shift + Q

Rotate Direction
   - Q & shift + Q

Hold and Drag

Hold

Hold and Drag

Release
HOW TO PLAY

- Learn about Scrap Mechanic’s materials and parts.

**Blocks**
The most common building components, these material blocks can be made out of stone, wood, plastic or metal and can be scaled with a simple drag and release action. Ideal for building large structures with speed and comfort. Able to be deleted by holding the right mouse button and dragging. Blocks are marked with a blue line in your inventory.

**Parts**
Building parts with a unique shape and look, perfect for personalizing your creations. Parts can be anything from industrial steel support frames to a friendly little duck figurine, and are marked with a green line in your inventory.

**Interactive Parts**
All interactive parts have a special function that will bring your creations to life by making them move, spin, drive, fly and more. It can be anything from a gas engine to a fully functioning radio, and are marked with an orange line in your inventory.

**Consumables**
Coming soon…
How to Play

- All about Scrap Mechanic’s tools

Connect Tool
Every mechanic’s best friend! Use to hook interactive parts together, for example: a gas engine to bearings or a thruster to a driver’s seat. There are lots of things you can connect together by using the connect tool.

Lift
Building on the lift will create freely movable constructions that won’t be fixed to the ground, as well as preventing bearings from moving. You can place any unanchored creations back on the lift at any time.

Sledgehammer
This mighty sledgehammer will let you push loose items around by hitting them. You can also block incoming attacks with the right mouse button.

???
Coming soon…

???
Coming soon…
HOW TO BUILD A VEHICLE

1. Place the lift on the ground.
2. Build a base from blocks on the lift as shown.
3. Place the required bearings, wheels, driver’s seat and gas engine.
4. Connect it all together using the connect tool.

5. Arrow Keys

6. 4x 4x

7. Hold and Drag

8. Hold and Drag

9.
HOW TO BUILD A VEHICLE

- Make sure all connections are exactly as shown.
- Set all bearings to the correct rotation and start the engine.

Endless vehicle variations can be built by following these basic steps, so keep experimenting!

10. 
11. 
12. 

13. Hold 
14. Hold and Drag 
15. 
16. WASD
Bearing

- Anything you attach to a bearing will rotate.
- Can be powered by an engine or when linked to a controller using the connect tool.
- When connected to a driver's seat, bearings can be controlled with the keyboard.

1. 

2.
LIFT

- Build on the lift to prevent your creation from being anchored to the ground.
- Will lock bearings in place during construction for your ease of building.
- Removing the lift will release your creation, but you can re-place loose constructions onto the lift at any time.

Adjusting the height

1. Arrow Keys
2. Up
3. Down
4. Left
5. Right

Picking up loose objects

1. Click on object
2. Click on ground

Steps:
1. Build on the lift.
2. Use Arrow Keys to adjust the height.
3. Click on object to lock it in place.
4. Use mouse to pick up object.
5. Release object from the lift.
CONNECT TOOL

- Allows you to connect interactive parts by dragging from one connect point to another as shown.
- If you connect an engine to a bearing, you can right click to change its rotation.
**DRIVER’S SEAT**

- If you hook up the driver’s seat to a bearing using the connect tool, you’ll be in direct control of the bearing whilst seated. The same applies to engines.
- Connected buttons or switches can also be activated from the seat.
**GAS ENGINE**

- Makes up to 5 bearings rotate when connected.
- Ignition and speed controls are accessed by pressing E.
- Can be connected to the driver’s seat as shown.
THRUSTER

Thrusters send your creations flying!

- Activated by connecting any type of trigger or the driver’s seat.
- Make sure that the object you want to send flying is not stuck to the ground.

1. 
2. 
3. 
4. 

E

W
TRIGGERS

- Used to activate other interactive parts like engines, thrusters or the controller and more.
- There are 3 types of triggers that work in different ways.

**Switch**
Toggles connected creations on and off.

**Button**
Activates connected parts for as long as the button is held down.

**Sensor**
Activates connected creations when something moves within its range.
CONTROLLER

- Enables the creation of transforming, moving machines.
- Program your bearings to rotate at set degrees in a set sequence and activate it by using a trigger.

Let’s learn the basics by building a automatic door.
**CONTROLLER**

- Hold the left mouse button and drag left or right to set the degrees on the dials as shown.
- Activate the door with the trigger that you connected to the controller.

The controller is an indispensable interactive part with endless possibilities.

9. **Hold and Drag**

10. **Hold and Drag**

11.  

12.  

13.  

- Adjusts the speed of the Controller
- Adjust the starting position
- Fine-tune the angle by holding down **shift**
- Toggles the sequence to repeat indefinitely
- Toggles the sequence to play back and forth