

SEED

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TOWER LAYOUT AND NAVIGATION

Tower layout

The tower consists of several parts. As a player, the most important parts are the *clusters*, consisting of several *spaces*, each with their own characteristics, split into *zones*.

Names for machines, administration bits, etc. contain the name of the cluster, location, and zone where the machine or bit belongs. An example could be an admin bit named “C1-LS1-RLA-Bit02”, meaning that it belongs in Cluster 1, Labspace1, Ringlab A, and it is bit number 02.

Navigation

The top of your screen will display your current location, updated regularly. It also displays your name, and, in the beta version, a “BETA VERSION” tag.

You can create *waypoints* to specific locations in the tower. If you are in Ringlab A and you want to make a waypoint, you click “ctrl-w” to bring up the waypoint window. Here you can type in a name and click “Create” to save the waypoint.

When you want to use your waypoint, you open the Asset window in the launcher panel on the left side of the screen. Click on the waypoint tab and then click on “Goto” for the waypoint you want to go to. Your character now automatically walks (or runs) to that location. Note that the character might choose a different path than the one you originally used!

Switching spaces

There are currently 3 spaces in Seed: RecSpace1, which is where you start, Canyon1, and LabSpace1. Switching spaces take place in Radlocks, which are located around the edges of the spaces with approximately 2 in each space.

To get to a new space, enter a Radlock and wait for your character to disappear from the screen. If the Radlock door is closed wait until it opens, then enter. When your character reappears, he/she should be in the Radlock in the other space. Now wait for the Radlock door to open again. Note that your character might have changed orientation while being transported, so you might be facing the wrong way. The door that opens, whichever end it opens in, will lead you to the new space.

PLAYER INTERACTION

Talking to other players

There are several ways of communicating with other players.

If you want to say something with a specific target, you click on your target and use the text input to make your sentence. Use “/talk” for regular sentences. The person you clicked on will appear in your camera frame in the top right to show you who you are currently talking to. Press “Enter” to send your sentence – it will appear in a speech bubble above your head, and the text will also appear in your chat log. All other players in the vicinity (your zone and neighbour zones) will hear what you say when you use “/talk”.

You can also direct your speech at a specific player with no one else overhearing. Type “/tell <name> [text]” in front of your sentence to keep it confidential. Using “/tell” you can talk to players anywhere in the tower.

A third way of communicating live with other players is to use the Ring Chat, if you are in a Ring with them. Type “/ring” in front of your sentence, and it will be sent to those members of your ring that are online.

Emotes

You can use emotes to express your feelings and interact with others, using your body language. Type “/<emote name>” to make the emote. You can type text after the emote name to make your emote with accompanying speech. Emotes and emote speech are visible to all around you.

Trading

If you want to trade objects with other players, click on the other person and select “Trade” in the pie menu. This opens a window where you can drag items, blueprints, components, etc. for the other player. Click “Confirm” or “Cancel” to go through with the trade or cancel it. You can’t trade access points with other players.

Messages

You can also use the in-game message system to communicate with other players. Open your asset window and click the “Message” tab. Then click “New Message” and type your message in the window. The receiver will get a notification at once if he/she is online, and can read the message in his/her inbox.

The message system also works for bug reporting. Type “bugreport” as recipient and the message will be sent to our support mailbox. You can open this through the

Game Menu as well – it's the bottom button in the launcher on the left side.

Using items on players

Some items can be used on other players to, e.g., draw blood samples for analysis. Target the person by selecting "Target" in the player pie menu, then equip the item and click on the function you want to apply. The resulting component, e.g. blood sample, will appear in your inventory.

ADMINISTRATION

Administrators

An administrator controls one or more *admin bits* in the Seed colony. The admin bits contain one or more *hardpoints*, and it is the administrators' job to make sure that these hardpoints provide machines to meet the ever-changing demands of his/her fellow colonists.

In return for the administrator workload, the administrators have access to configuring and using their own machines, and can give privileged access to the machine to others. It also gives the administrator a percentage of the access points other players pay to use the machine for production. The administrator can adjust how much it should cost to use the machine.

Administrators hold positions of power in the colony, the power growing with each admin bit the administrator gains control over. If the other colonists, however, become unhappy with an administrator, they can always vote against him/her in the ongoing polls and elect a new administrator.

Hardpoints

A *hardpoint* is a machine socket, located somewhere in the Seed tower. Machines can be added or removed, and configured with various functions and shields, so a hardpoint doesn't necessarily look the same from one week to the other.

The hardpoint provides a fixed amount of power, CPU cycles, and waste disposal capacity for the machine built on the hardpoint. Left-click on the hardpoint and select "Examine" in the pie menu to see the stats for the hardpoint.

Adding machines to hardpoints

Selecting the "New Machine" entry in the hardpoint menu opens a task window where the administrator can add a new machine to the hardpoint.

When the machine is ordered, a repair job will appear. This repair job must be fixed by the administrator or by someone else to make the machine. Only one machine can be ordered on the hardpoint. It is currently not possible to cancel machine jobs or remove machines.

Machines

Machines provide functions for producing items for e.g. repair and research. Machines use resources from the hardpoint, so not all machines can be built on all

hardpoints.

The “Use” entry in the factory machine pie menu opens a window with options for creating new items. The machine needs a blueprint and a set of components; these can be found in *sharepoints* in the location.

A blueprint specifies a set of components and some factory functions needed to produce the item. See the Production manual for more details on how you produce with a factory machine.

Working with a machine as administrator

The pie menu for a factory machine has an “Examine” entry, giving access to a status window where the administrator can set misc. factors for the machine. Other players can also open the window to see the status, but they cannot change the configurations.

Adding functions to machines

Administrators can add new functions to the machines they control. To do this, the administrator needs to have the necessary abilities and the admin bit stash needs to have the necessary components. Components can be transferred from the administrator's own inventory to the admin bit stash by dragging them.

Clicking the “Admin” entry in the hardpoint opens a window where the administrator can see the functions that are currently on the machine and the functions that can be ordered. Select a function from the function list to see what is needed before the administrator can order the admin job for that function.

If nothing on the requirements list is shown in red, the function can be ordered by clicking the button in the bottom of the screen. Function jobs can be cancelled, returning the spent components to the admin stash. After ordering a function, a repair job will appear on the machine. When this repair job is fixed, the new function is added.

Note that there is a limit to how many functions a factory machine can hold. There is a limit to the number of actual functions, and there is a limit on the number of factory *bits*, i.e. the physical units that supply the functions. A factory bit is placed in one of the four corners of the machine. One bit can provide several functions, so there can be more than four functions on a machine if the administrator plans carefully when adding new functions.

DEMOCRACY

See also the manual for Administration.

Voting

Voting takes place during a vote cycle of currently 2 days. During the cycle, tower inhabitants can vote for their choice of administrators for the machines and hardpoints. Each player account (not player character!) has a maximum of currently 7 votes for a cycle, and can distribute these votes on candidates as they choose.

Voting takes place at a TAU. These are distributed throughout the tower with one or two TAUs in each space. There is, e.g., one in the RecSpace Garden, and one in each of the LabSpace Ringlabs. To vote, click on TAU and choose the “View Votes” entry. Select the vote in the list to the right and place your vote on the candidate you support.

All votes in the tower are accessible at each TAU.

Running for votes

If you want to be an administrator, you can run for a vote at any time during the vote cycle. Choose the vote from the vote list, and then click the “Run for vote” button. You are now a candidate for that vote. You can vote for yourself as well as others.

If you decide you don’t want to be an administrator after all, click the “Withdraw” button to cancel your candidacy. Any votes placed on you are wasted.

Note that the current administrator always automatically runs for the vote on that admin bit.

Resolving votes

When a vote cycle is up, all votes are resolved automatically. Winners and losers are informed by message, and administrator rights are automatically transferred, as are admin stashes etc.

If the vote is a tie, the admin bit stays with the current admin owner, and the candidates can try again during the next cycle.

If no one runs for a vote, the admin bit goes to TAU.

PRODUCTION

In Seed, you can produce your own items for e.g. research and repair. To produce something, you need a blueprint, some components, and a factory machine with the right functions. You also need skills at the right levels, depending on the blueprint.

You can produce components and materials as well as items, so you can start from the bottom of a production chain and work your way up to the most complex items.

Blueprints and components

To obtain a blueprint for production, you can either get it from another actor, or you can retrieve it from a *share point*.

Click on the Blueprint tab in the right side of the screen, then on the name of the blueprint you want to retrieve. The top left side of the screen will show your selected blueprint with sliders for selecting how many you want and a button for retrieving the blueprint. It also shows how many access points will be deducted.

The “Info” button opens a window with information about the blueprint – which components and how many access points are needed to produce it, what are the required skill levels and factory functions, etc.

When you have retrieved a blueprint, you can also examine it by clicking on the blueprint icon in your inventory and selecting “Examine” in the pie menu.

You can retrieve the necessary components for the blueprint from the sharepoint as well. Remember that more than one of each component might be needed.

Factory machines

Factory machines provide functions for producing components and items. The “Examine” entry in the factory pie menu opens a window showing available functions. Compare with your blueprints to see if the factory can produce what you need.

The “Use” entry in the factory pie menu opens a window with current production jobs. To insert a blueprint in the machine, drag it from your inventory to the left side of the window. Red text will show you what is missing for you to start the production job – functions, skills, or components.

If nothing is red and the “Accept” button is enabled, click it to start the job. You can increase the number of items produced in one batch by clicking the sliders next to the “Accept” button. The required components are automatically removed from your inventory.

When your job is in the queue, it will automatically be started when the queued jobs before it are done. Selecting a job in production shows a progress bar with the time left, and how many units are currently produced. You can cancel a job any time by selecting it and pressing the “Cancel” button in the bottom right of the screen. This will return the required components and access points to your inventory. If you cancel a job that has begun, you will, however, only cancel the units not done yet.

Once your job is done, you will receive a message. You can then go to the machine, select the “Completed” tab on the right side and drag your completed units to your inventory. The units do not time out, so you can keep them there for as long as you need.

REPAIR JOBS

Fixing a repair job

Around the tower you will find a number of repair jobs.

Some repair jobs are attached to service hatches in the walls or floors. These repair jobs are a result of damages occurring over time due to bad maintenance or damage events from other parts of the tower.

On mouse over, the repair job will show how much damage the repair job has currently taken. You can see more information if you click on the repair job and select “Examine”. This will open a Repair job examine window with information about the types of damages.

To find the right item for a repair job, you can examine items in the same way – click and select “Examine” to see the types of damages the item has effect on.

Your newly created character should have a basic repair tool in his inventory (the brain icon in the launcher bar). It can fix a limited number of damage types and is not very efficient, but it can get you started on the repair tasks.

When you have the right item, you can start fixing the repair job. Click on the repair job and select “Target” in the pie menu. This repair job is now your target. It will be untargeted if you move away from it or select “Untarget” in the pie menu.

Next, equip the item you want to use. An equipped item will appear in one of the Equip windows on the right side of the screen.

The labels below the item names represent functions you can apply. Click on a label to apply the function to your target repair job. If the function can be applied, the label will show a progress bar, telling you when you can use that function again.

The vertical bar to the left has a thin and a wide part, visible when you use the item. The thin part represents stress to the item, and increases as you use the item. If it reaches the top, the item will take permanent damage, shown as a wider bar. If permanent damage reaches top, the item is broken and cannot be used until you repair it in a sharepoint.

When you apply an item function to a repair job, one of the damage bars will decrease if the function has effect. Repeat this with various items and functions until all damage bars are gone. Then the repair job should disappear, and the service hatch appears to indicate that the installations below are now in working order.

When you have finished a repair job, you will receive an access point reward. If several people fix the same repair job, all of them will receive the reward if they are still near the repair job.

Other types of repair jobs

Some repair jobs appear on machines or empty hardpoints. These repair jobs represent the work necessary to install new functions or machines. When fixing these repair jobs, you will receive rewards as with damage repair jobs, but the effect of fixing them will be that a factory machine is either installed on an empty hardpoint or that a new function “bit” is installed on an existing factory machine.

See the document about Administration gameplay for more information about building and modifying machines.

RINGS

Rings are the basic social structure in the tower. The tower inhabitants come together in rings sharing their own beliefs on where resources should be spent and what the long term goals should be. You can only be member of one ring at a time.

Making a ring

To make a new ring, open the Assets window and click the Rings tab. Then click “Make New Ring”. A window opens where you can type the name of your new ring. You will automatically become leader of the new ring with rights to change other members’ status by promoting/demoting or kicking them.

Note that if you are member of a ring already, you will leave that ring when you submit the new ring!

Ring membership

When you have made the ring, you can invite other players to be members. To invite another player to a ring, the other player must be online, and you must be at the same location as him/her. Click on the other player and select “Invite to ring”. This opens an invite window at the receiving player, and he/she can accept or reject the invitation. If the invitee is already member of a ring, he/she leaves that automatically when accepting the new invitation.

All members can view the ring membership list. Click the ring name in the Assets window to open the ring window, and click a member to see membership status and other information about the ring.

Only leaders and managers may invite other members. The leader can promote other members to managers by looking up the ring member in the ring window and click “Promote”. Leaders can also demote or kick other members.

Ring chat

You can use Ring Chat to communicate directly with your ring members. Type “/ring” in front of your sentence, and it will be sent to those members of your ring that are online.

SKILLS

Skills and abilities

By training your skills you gain access to more advanced gameplay features. Training a skill gives you new abilities, and with these you gain bonuses on repair, you can use more advanced equipment, you can run for administrative posts, and as administrator, you can improve your machines with new add-ons.

Skill window

To start with, you have a limited set of skills, usable for basic repair and administration. By training these, you will get access to more skills and you also automatically get abilities for the improved skill levels.

To see your skills, open the Skill window from the left side button panel. Skills you already have are shown in the bottom list with their current levels.

Click on a skill in the bottom list to see more details. The details are shown in the top left frame of the skill window. Current train time left for that skill is shown in a tool-tip over the progress bar. The difficulty of the skill is shown above the progress bar – the higher the difficulty, the longer the training takes. Any prerequisite skills are also shown in the top left frame.

The top right frame shows skills and abilities accessible at various levels of the selected skill. If you have selected, e.g., Administration, which you have at level 0 to begin with, the top right frame will show a list item with the number 2, the icon for a skill, and the name “Containment Tech”. This means that if you train Administration to level 2, you will get the skill Containment Tech at level 0. Training Containment Tech will give you access to adding new functions to the factories for which you are administrator, and thus improving the machines.

Note that the top right frame only shows accessible skills at the next few levels. If you have Administration at level 0, e.g., you won't be able to see what skills you can get at level 4, until you have trained to a higher level in Administration.

Examining windows on factories, blueprints, and items show which skills and abilities are required to use or build them.

With the start skill pack, you only get access to other skills, and no abilities at the first few levels. When you get access to abilities, these will be shown in the top right list with an ability icon – a hand holding a tool. You can click on an ability and select “Examine” to see more details about the ability.

Training a skill

To train a skill, select it from the bottom list. You must have it at level 0 to train it, and you cannot train a skill above level 5. Only skills can be trained – abilities are automatically updated as you increase your skill levels, and they have no level.

Click the “Train” button to start training the skill. The train button will disappear, and the progress bar will start increasing. If the train time is very long, it might take a while before the bar shows any visible changes. When a skill is trained to the next level, skill training is stopped. You have to click the “Train” button again to train further.

You can start training another skill anytime by selecting that skill and click the “Train” button. Training of the previous skill will be paused, with the current train time saved. There is no way to stop training a skill midway without starting another one.

Using abilities

Abilities give bonuses on repair, and allow the use of equipment, installation of factory enhancements, etc.

Most abilities are always active, meaning that they work the instant you get them and cannot be de-activated. Other abilities are known as *trade-off* abilities – these might increase the speed of, e.g., fixing a repair job, but at the same time add extra stress damage to your tool, since you use it faster than it's designed for.

Trade-off abilities have to be activated explicitly. If you open the skill window and examine the ability, you can see if it is a trade-off ability by looking at the name label at the top of the window. To activate a trade-off ability, open the Trade-off window from the button panel, and drag the ability name from the top right frame of the skill window to the Trade-off window.

You can have at most 3 trade-offs active at the same time. If you want to de-activate a trade-off, drag the name from the Trade-off window and drop it anywhere on the background.

When a trade-off is active, it will apply its bonuses and deductions to whatever job you are currently performing.

Note that currently you must select the skill that gives access to a trade-off ability to see the trade-off ability in the top right frame. This will be improved in later patches.

Inspiration drops

When you repair damage on a repair job, you sometimes receive an inspiration drop

in your inventory. It has the same icon as a skill, and it carries the same name as one of the skills your current job depended on.

If you, e.g., were repairing using a function that required the use of Basic Repair, you might receive an inspiration drop with the name Basic Repair. This inspiration drop can be dragged to the Basic Repair skill – this will give a one-time bonus on the training of Basic Repair. You can also trade your inspiration drops with other players.