

Clockwork Empires Alpha Quickstart Starvation Avoidance Guide

Welcome to The Colonies, bureaucrat! *The Empire* salutes your dedication to Progress. If you are experiencing *errors* please get in touch with **Gaslamp Games** through our support form at portal.clockworkempires.com or drop us a line on [the forums](#). Now let's start a new game!

Spacebar will pause the game.

Escape will exit various modes, close windows, or otherwise abort actions.

W, A, S, and D will move the camera up, left, right, and down respectively.

R will re-center the camera on your starting location

Mousewheel forward and backward or use the + and - keys to zoom in and out.

Click the Mousewheel to rotate the camera 90 degrees.

Right-click on the map to re-center to that spot,

Left-click on things to get more information or interact with them.

Left-click and drag a selection square to give harvest orders to large areas.

Now let us discuss ***How To Not Starve On The Frontier***. This can be avoided in a few easy steps!



First you should start farming. This will provide a crop of raw food within a couple days of game time. Raw food isn't as nutritious to your colonists as boiled food, but it'll keep them from starving. Find the farm button in the **Zones category** in the bottom-left of the screen (it's the button with the image to the left). Click on the farm icon (the image to the right). This activates the building grid and shows that you are in **zone placement mode**. Left click and drag out a square farm plot on a flat piece of ground. You will see a new patch of dirt. This is your farm! To start farming you must select a crop. Click on the farm plot and *choose*. (Pumpkin or Cabbage are your best bets.) A work crew will automatically start farming once you select a crop.



You can also forage berries, mushrooms, and other tasty foods. Simply find them on the map then left-click and drag a selection square over them, release the mousebutton, then select "**Forage**". You can also activate a hunting by opening the **Work Crews** panel (at the top of the screen) then toggling the hunting button (shown to the left).



Once you have raw food you'll want to cook it in **Kitchen**, a type of **Workshop**. To build a workshop, select the **Buildings category** icon in the bottom-left of the screen (icon to the left) then choose the **Kitchen** (icon to the right). You will enter building designation mode and the grid will appear over the ground, much like zone placement. **Left-click and drag** to create a blueprint area for your new kitchen. You can drag out multiple adjacent or overlapping squares to create interesting shapes (hit **ESCAPE** to abort if you mess up). A 5x5 tile area will be sufficient. When you're happy, press the Done button to proceed to module placement. Click on the icons under "Required Modules" and place a **Door**, a **Small Oven**, and a **Workbench**. That's all you need to start. Press "done" and your colonists will construct the Kitchen. Once the building and interior modules are complete, click anywhere on the Kitchen to open up the Workshop Menu; there are icons for various cooked foods. Choose something nice based on what you've farmed, foraged, or hunted and mash it a few times. Your colonists will start cooking food and hopefully avoid starvation.



Now that your colonists won't starve, you can start building and exploring on your own!