

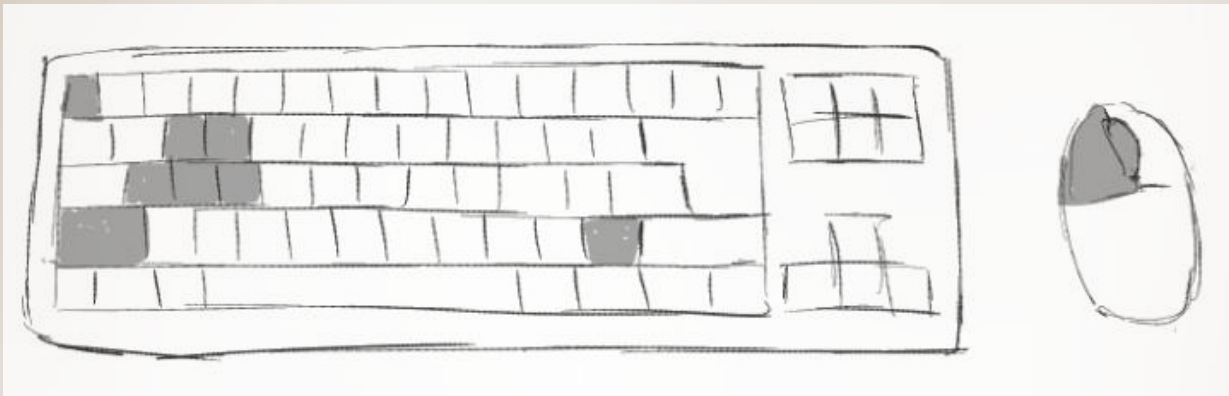
Steam Carriers

How to not die



A basic guide for your survival

The Controls



Use [**WASD**] to move and [**Shift**] to sprint

Swap Tool with mouse wheel and click to use it

Use [**E**] to interact with the car

Use [-] if you get stuck

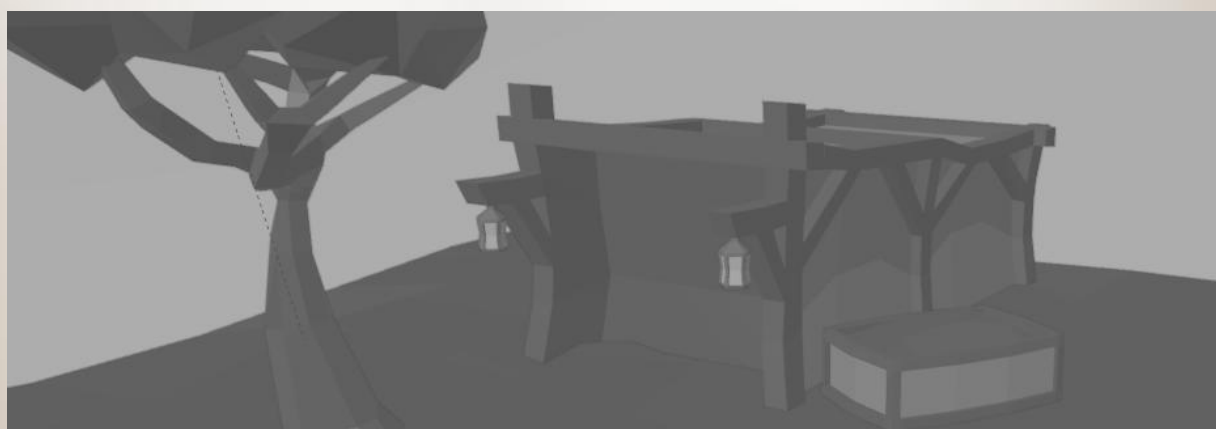
(this key can be different depending on your keyboard)

Use [**Esc**] for the pause menu

The goal

Make the car reach the end of the trail.

All deep into the forest you will find the
entry of a safe mine.



Your Tools

The Axe



Needed to obtain wood.
Can only cut small trees.
Can also hit the Octopus

The Water Pump



Needed to obtain water.
Use it on small lakes.
100% is 25% for the car.

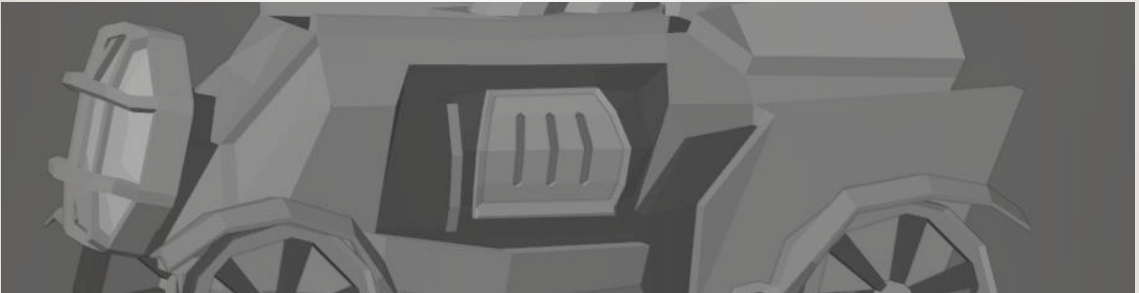
The Radio Measure Tool



Helps finding the car.
Reaching zero summons
the stalker.

The car

The boiler



Press E with wood in your hand to feed it.
Interact with the stockpile on the left to store and pick up wood when need it.
When the boiler is hot enough the car will start moving!

The water tank



Press E with the water pump selected.
Each bar is equal to a full water pump.
Is a steam machine so also needs water, if the tank is empty the boiler won't burn!

The entities

The octopus



Drags your car back!

Hit it with the axe!

Appears when players have left the car alone.

The eyes



Don't make eye contact!

If you make eye contact accidentally move away until your head calms!

The Mantis



Sometimes target a player or group of players.

Keep your distance from it until it loses interest in you.

The Stalker



Being close to the car keeps you safe.

Check your Radio Measure Tool and make sure you have at least one bar.