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STARSHIP RUBICON  
=====  
v2.11 - JUL 2015  
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----- Default Controls -----

Thrust : Left Mouse  
Shoot : Right Mouse  
Ability : Spacebar  
Afterburner : Left Shift (Z for Mac)

Each key can be rebound in-game to either a mouse, keyboard, or joystick button. This ain't no twin-stick shooter, so aiming is done with either just the mouse or a joystick stick. The game should be able to automatically detect most joysticks, and the options to bind keys to them should become available when it does.

Macs seem to have a love/hate relationship with the Shift key, so I've disabled the ability to bind Shift for Macs. If you absolutely *have* to have it on shift, you can set the control manually by setting "afterburn" to 160 in rubicon.options.

Since Macs don't have a printscreen key (and it's ambiguous for Linux boxes), I've set \ (backslash, above enter) as an additional 'take screenshot' key.

TOUCHPADS ARE NOT RECOMMENDED. But do what you gotta do.

----- Modding -----

Hopefully by the time you read this, I'll have things integrated into the Steam Workshop.

If you're interested in making your *own* mods, you can use the ingame editors in conjunction with editing .lua scripts in various code/ folders. It's really not too hard! I got into coding by modding Star Wars Battlefront, so even if you've never learnt to program, I recommend at least poking around with a text editor.

Just, ah, remember to make backups!

(check rubimod.txt for more detailed information on modding + using the ingame editor)

----- Troubleshooting -----

OPTIONS:

You can open "rubicon.options" in a text editor. There, you can manually set graphics options (change "resolution\_override" to 1 and "resolution" to whatever resolution you think might work. You can also change whether or not it's fullscreen here).

If something gets messed up option-wise, you can just delete rubicon.options and the game will generate a new default file next time you run the game.

LOG:

If the game crashes (or you run into some other bug), it would be great if you could save "log.txt" and send it my way (if you run the game again, log.txt will be overwritten!) along with a description of what you think may have triggered the crash.

#### WINDOWS FIREWALL EXCEPTION:

The reason Windows asks to allow a firewall exception is that the game is actually multiplayer under the hood, but I didn't have the technical chops to get it running smoothly enough in time to include it in the final release. Maybe someday, if it looks like people respond well enough to the game (ie, buy enough copies that I can justify spending another large chunk of time getting it working). You can see that it technically works by twiddling "prototype\_multiplayer" in the options file.

#### LINUX SOUND:

Linux has some problems with sound effects not playing and/or being at wonky volumes. Go figure. It uses OpenAL by default (I have not been able to get FreeAudio to work) but apparently needs the 32-bit drivers. On 64-bit Ubuntu, you should be able to get them with:

```
sudo apt-get install libopenal1:i386 libopenal-dev:i386
```

Other linux distros need to modify that command accordingly (<https://www.codeweavers.com/support/wiki/diag/missinglibopenal> has a good reference sheet). You may need to reboot following the install.

(In general for linux problems, try installing the 32-bit versions of any libraries it complains about not having.)

If you run into any other issues (or just want to let me know what you think!), feel free to shoot an email to wickbox ~at~ gmail.com or go to [starshiprubicon.com](http://starshiprubicon.com) and find some kind of message box.

#### ----- Development Information -----

STARSHIP RUBICON was designed, programmed drawn, sfx'd, and arted over a total of about a year of actual work by Joseph "Wick" Perry (that's me!). It was first released at the end of a Kickstarter-funded development period as open source (<https://github.com/wickworks/Rubicon>) under the name RUBICON.

Because the world totally needed another shooting-stuff-in-space game. I combat my existential doubt by pursuing quality (hella smooth gameplay) and ethics (doesn't selfishly demand a lot of your limited time for being alive). More "for the good of humanity" games are coming, I swear.

Distributed by:  
Cheerful Ghost - [cheerfulghost.com](http://cheerfulghost.com)

Development blog:  
[wickworks.tumblr.com](http://wickworks.tumblr.com)

Ye Olde Kickstarter campaign:  
[www.kickstarter.com/projects/wickworks/rubicon-0](http://www.kickstarter.com/projects/wickworks/rubicon-0)

Music by:  
Beatscribe - [soundcloud.com/beatscribe](http://soundcloud.com/beatscribe)  
Rich Douglas - [richdouglas.wix.com/rdhome](http://richdouglas.wix.com/rdhome)

Character portraits by:  
Jackson Lango - jacksonlango.com

Character design and dialogue by:  
Enyo Sherman - reactionglyph.tumblr.com

ACTUAL PICTURES OF SPACE by:  
NASA

Tools:  
Blitzmax, SciTE, Notepad2, Scrivener, Paint.Net, GIMP, Total Commander, www.bfxr.net,  
Audacity

----- Influences -----

Spaceship shooting:

This whole thing started as an attempt to come up with a better control scheme for flying a spaceship around than in Asteroids; I liked its core economy of choice between moving and shooting, but it felt unwieldy. Rubicon is my response -- I tried to preserve that core mostly-mutually-exclusive decision to steer versus aim, but make it easier to switch between the two.

I also looked at Geometry Wars and a couple of the other twin-stick shooters that it spawned. I didn't learn a lot though, since it allows you to do both simultaneously.

Luftrausers showed me the Form of juicy 2D flying + shooting.

I copied a lot of the weapon/ability/enemy designs from Bastion+Transistor. They do an \*amazing\* job making equipment "swingly" (no +5% incremental improvements) and allowing different loadouts to generate novel gameplay.

Ship modification:

I initially tried copying Mechwarrior/Gratuitous Space Battles with slots and whatnot, but it never felt right. The final version was cribbed almost directly from Megaman Battle Network, with my own addition of "addon" components and the bonus for symmetry (there are other shape bonuses too but they're pretty trivial).

Mission design:

Space Pirates and Zombies did a pretty good job of filling the design space of "what sorts of objectives can you have in a fly-around-and-shoot-things-game". I didn't end up using most of it (base defense, hunt, assassinations...) but it was a good starting point. Also, progress past escort missions not depending on the survival of your escort was a good call (you just don't get their bonuses).

I mostly ended up with two core mission types (and enemy types, for that matter): shooting challenges and movement challenges (cryopod rescue).

PCG mission nodes:

FTL, obviously. Though I don't like the lack of information in FTL, most of the time you're just randomly choosing where to go. I pared it down and made things a little more straightforward. The creators of Spelunky put up a cool walkthrough of how their PCG engine works, which I based a lot off of.

I actually played around with making it a roguelike (contact enemies to zoom into battle mode) for a full month before scrapping it (KILL YOUR DARLINGS) as an uncontrollable too-complicated metastructure.

Character dialogue:

Randomly-triggered banter? Sounds like Bioware.

Badly translated English? Sounds like Zero Wing.

Unlockables:

Unlockable stuff from the main menu showing up playable ingame? Sounds like FTL and Crypt of the Necrodancer.

Philisophy:

Ever since I read Kidd Radd (a semi-animated online webcomic epic from 2002 - 2004), I've been concious of games about violence for the sake of violence... whiiich is basically what I just made. The muddled morality that pops up in the game stems from this.