**Welcome to MGS Stream Games and thank you for your purchase, here you will find information on how the games works and how to set up redemptions.**

**These games are designed for interacting and having fun with Twitch viewers. Whilst this game can be played offline it is certainly better with your Twitch chat. There is NO multiplayer support apart from viewer interaction.**

In each game there is a players joined board. This will show the current players in the game ready to go.

Some games have abilities that can be activated in chat, please see the **Ability** section for details

******IMPORTANT PLEASE READ BELOW*******

**Channel Point entry and Bits entry is currently in Alpha and we advise using with caution, this feature is in development and will be fully functional in an upcoming update. Whilst in testing they worked as intented more testing is needed**.

## The Game

All player characters are AI driven, there is no set out come meaning anyone can win, hit an obstacle and so on. This makes it far more fun never knowing what happens. You as the stream controls the camera where you can move around viewing players zooming into them and also jumping between them. The jumping between them is currently only in Office Dash due to the other games mechanics.

## How to log in to Twitch

On the main menu you will see text that says log into Twitch, click this where it will open a webpage so you can authorise the game in Twitch. This is done through the Twitch website and not in the game, no personal details are taken. When you login  click back into the game and you will have a sound and the login text will change to "logged into Twitch ", you are now logged in and ready to go.

## Settings

In the settings you will find what may look like confusing options under gameplay, let me explain on how to set these.

You can set the way you want players to enter by the following.

Use bits - To enter games players have to use bits, you can set the amount at the end of the column.

Use channel Points - To enter games players will have to use channel points, you can set the amount needed to enter at the end of the column.

Command to join, as default the command in chat to join is !join you can set this to whatever you like and the auto message in chat will update to tell players what is needed to join.

You can also set Graphics options and master sound settings in here too.

You MUST select one upon opening the game for the first time.

## Office Dash Controls

Use Q or E to move between players, doing so will move behing the player. You can use the mouse wheel to scroll in and out.

Number 1-8 will provide you live feeds from cameras along the track

F moves back into free look, where you use the mouse and W,S,A,D to move around using the mouse for direction.

When winners are announced the game will revert back to Main Menu after 8 Seconds.

When All players have joined or you want to start the race hit ENTER key and a 3 second countdown will begin.

The Aim of the game is for the player to make it to the finish line first and without hitting any obstacles.

When you press enter the players will spawn ad be ready to run.

This is a game for 38 player maximum

There are redeems players can use in chat,

Make it rain on a player, a player can use channel points and place in the text box which player to make it rain on, this will slow the player for 3 seconds and place a cloud above them with rain. Please see setting up channel points section for how to configure this.

Make a player dance, a player can use channel points to make a player stop and dance for 2 seconds, this comes with a music clip and effects on the player. Please see setting up

channel points section for how to configure this.

Only players in the game will be able to use channel points in the game, to keep it fair.

## Splinko Controls

Splinko is controlled by the W,S,A,D and the mouse for direction. Once all players have joined press the ENTER key and after a 3 second countdown the game will start. The game is completely random and not everygame will yield a winner.

When you press enter all the player balls will spawn and activate. After all balls have reached the bottom the game will finish

and go back to main menu after 8 seconds.

This is a game for 50 Players maximum

## Jumper COMING SOON

In Jumper the Streamer and Viewers spawns a vehicle, they then have 20 seconds to choose boost amount. At this point the cars drive and jump at speeds dependant on boost amount selected. There are multiple different endings ranging from a score board on the ground to a moving hole to try and boost into. This is for up yo 30 players

## Zed defence COMING SOON

Zed defence is AI driven, up to 10 players (soon after release to be 20). Upon joining players are entered in to the game where their name will appear on the players joined board.

ENTER brings up a stating in 3 seconds message and then the game starts.

Zombies come in to attack and the players will shoot them. The game ends when all the players have been killed by the zeds or the players make it to the last wave and destroy the boss.

When either the game is won or the players are killed there will be an 8 seconds pause and the game will go back to main menu.

## How to use Channel Points for events.

Channel points are a little more tricky to setup but no complicated. After you have logged the game in on the main menu in the bottom left you will see setup channl points. Before clicking on this make sure to have your streaming platform open i.e. streamlabs (you do not need to be actively streaming) make sure the chat box is open.

**IMPORTANT : The channel redemption MUST be setup using a text input. This is so a viewer can put the players name to redeem against in game.**

Go to twitch and set up channel poijnt redemptions as usual, you need to set one up for Rain on player and Make a player dance. Set the amount and confirm they have been added to your channel point redemptions.

Focus back on the game and click the setup redemptions on the main menu in the bottom left.

On the next screen you will see a the rain on player and player dance with boxes after them, with this page open redeem them in you stream chat and it will post a long code in chat like xxxxxx-xxxxxx-xxxxxx-xxxxxx copy these in to the corresponding boxes, for example if you redeem rain on player and it posts a code be sure to put that in the rain on player box.

Once all are done click the button apply to exit and save these, you will not have to do this again unless the save gets deleted.

## Bugs & Known Issues.

As MGS Stream Games is in early access please expect some bugs. This can range from plaers not being entered to games not starting. Whilst we are confident the game is fully playable and working well we have noticed on occasion a few bugs which we aim to resolve.

Sometimes if a viewer joins a second time the game will say in chat they have been entered when it should say they are already int he game. It does NOT enter them a second time and is merely a message bug.

Zed Attack is currently being improved upon as on the rare occasion a player may stop firing or zeds may get stuck. As updates roll out this will be addressed.

## Future updates

Future updates will include 3 more games and possibly more and any hot fixes, please be sure to have auto update on in steam. also please be aware that some updates may overwrite saved game files and reset them, whilst we will try to make sure this will not happen we cannot guarantee this.

We also aim to add more redeems for players which will mean adding futher channel points if you want to use them

## Unathorised copying or distribution

By purchasing and playing this game you agree to not copy or distribute this game in any form, You are permitted to broadcast on Stream and play offline.

You also agree to not reverse engineer any of the games files either for educational use or other.

Anyone found to be copying or distributing the game without prior permission will be reported to any corresponding authority.