

# CAIGAN'S MOUSE COMPANY

A more vanilla focused modpack for

## LETHAL COMPANY

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# INTRODUCTION

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Mouse Company is a Lethal Company modpack focusing on more Vanilla gameplay with some Quality of Life mods and tweaks. This is to make it enjoyable by new players trying to learn the game along with a bigger crew.

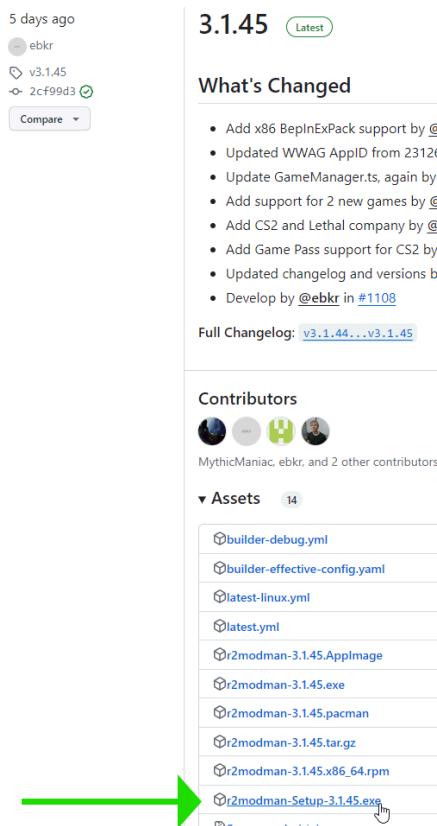
The following sections are to explain the game for new players. It will list the default, vanilla behavior of mechanics, and if they are changed in this modpack

## 0: INSTALLING

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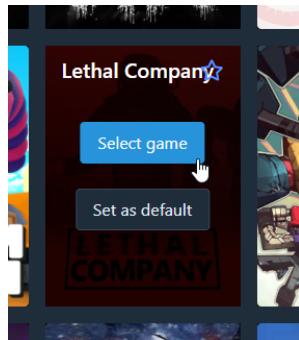
Installing the modpack is fairly simple, and utilizes a very common and helpful mod manager called r2modman, which is used for a lot of games such as Risk of Rain 2, Valheim, etc. It also enables you to keep your install clean and unmodded, and have multiple modded profiles for a game. **Make sure you have Lethal Company downloaded and have run it at least once.**

Go to <https://github.com/ebkr/r2modmanPlus/releases> and download the latest release. This is usually at the bottom of the top 'post' on this release page, which looks like this :



Download and run the Setup exe, and install r2modman. Then run it.

When you launch r2modman, you'll be presented with a (big) list of games. Scroll down to Lethal Company and select it. (You may need to tell it where to find Lethal Company)

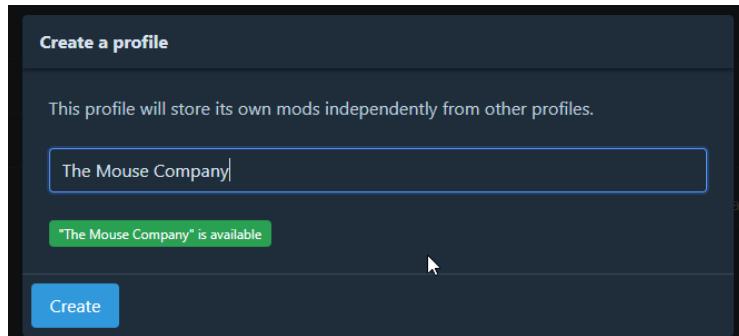


(You can hit the Star in the upper right to move it to the top of your game list)

You'll be presented with the 'profile' screen here, with only Default listed. You can create multiple profiles here, to keep different sets of mods separated.

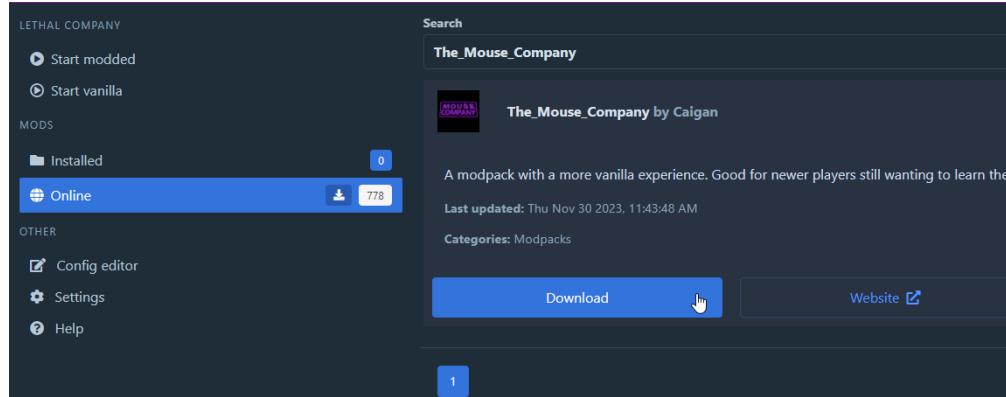


To download the modpack, press Create New on the profile select screen



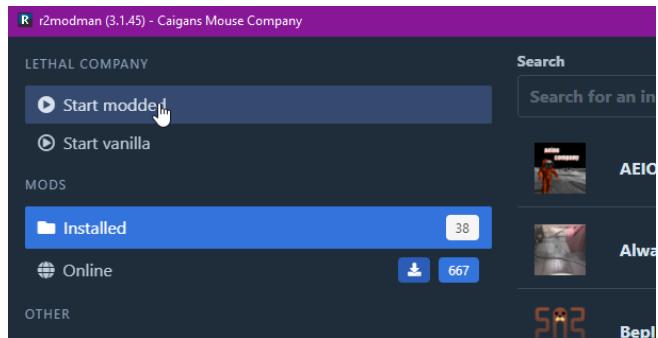
Type in a name. I suggest The Mouse Company since that is the pack's name.

Select the newly created profile and hit Select Profile



To install the pack, select Online in the left hand side, then search for The Mouse Company.

Select it on the right side and click the Download button. This will download the mods and configs for the Mouse Company modpack!

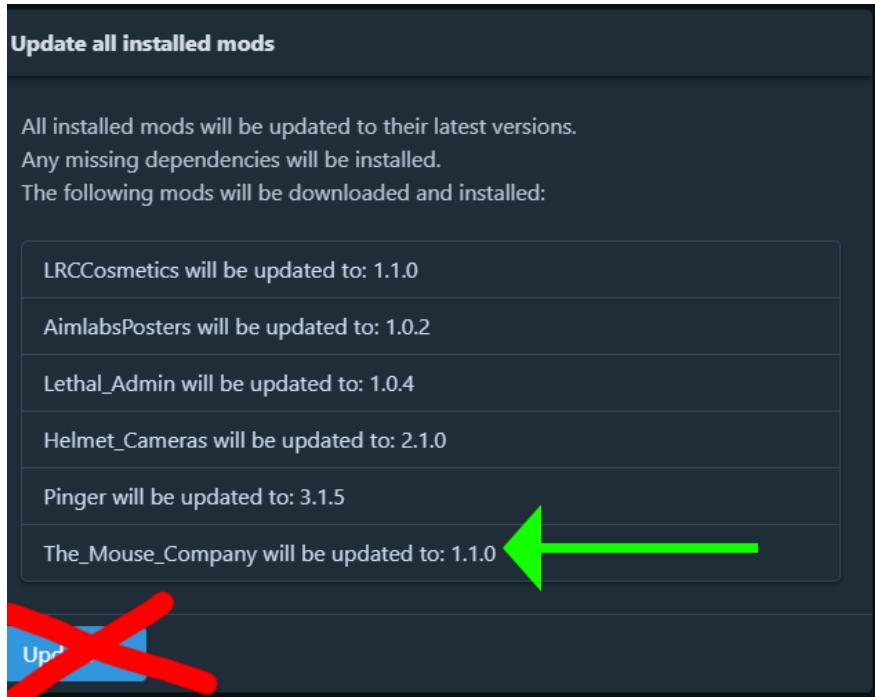


To run Mouse Company, hit Start Modded in the upper left. To start the game vanilla (unmodded), you can press Start Vanilla instead, OR just run the game from Steam itself.

## UPDATING THE PACK

You have 6 available mod updates. Would you like to update all?

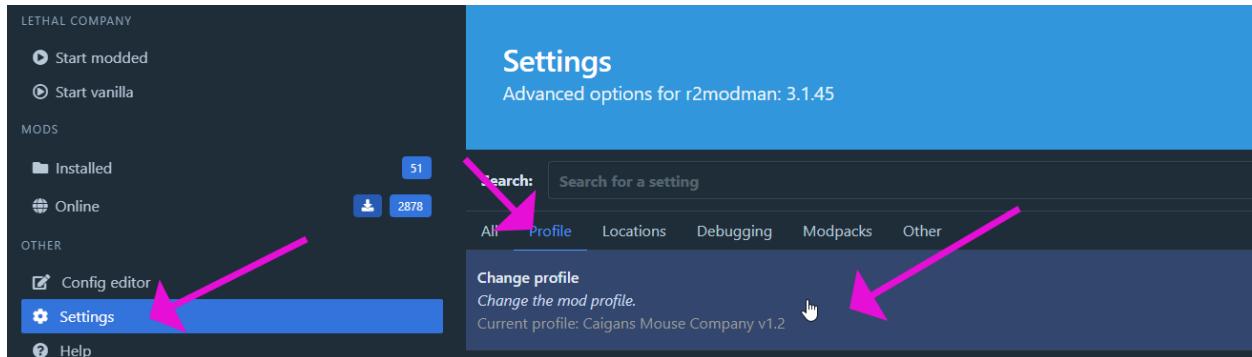
When you load the profile, you might see the above line. To see if there is an update to The Mouse Company modpack, click update all IN THIS YELLOW BOX ONLY.



## DO NOT PRESS UPDATE ALL ON THIS WINDOW!

If you see The Mouse Company on this window, the modpack has an update. Click outside the window to close it.

You'll want to make a NEW Profile for the new update, as R2Modman does not automatically remove mods the pack itself has removed. To get back to the profile list without restarting R2Modman :



On the left side click Settings, then click the Profile tab. Then click Change Profile.

Make a new profile, and follow the earlier instructions on how to install the pack (search Mouse Company and hit Download)

We do this method as some mods update multiple times a day, and this ensures everyone playing is using the same mods, on the same versions.

# 1: THE BASIC PRIMER

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## WELCOME TO THE COMPANY

As a new (re)hire, your job is very simple :

1. Land on a moon
2. Enter the abandoned facility
3. Retrieve scrap
4. Return it to the ship
5. Sell the scrap to meet Quota
6. Repeat!

Be careful of the local wildlife, as well as defensive measures left behind by the previous occupants.

## CONTROLS

### **VANILLA**

WASD - Move

Space - Jump

Shift (hold) - Run

Ctrl (toggle) - Crouch

E - Pick Up Object, Interact (World)

G - Drop Object

Left Click - Interact (held item)

Right Click - Scan

Scroll - Cycle through inventory

1 - Dance

2 - Point

V - Push to Talk

### **MODDED** (Additional Controls)

F - Toggle flashlight in inventory

R (hold) - Transmit via Walkie Talkie in inventory (If turned on)

Q - Ping object or location

E (while dead) - Change to creature view

This is the basic primer on how to play. More in depth instructions follow, but many players prefer to play via trial and error or being taught in game. Continue reading if you would like more information, or hop right in! Either way : Have fun!

## 2: EQUIPMENT AND YOU

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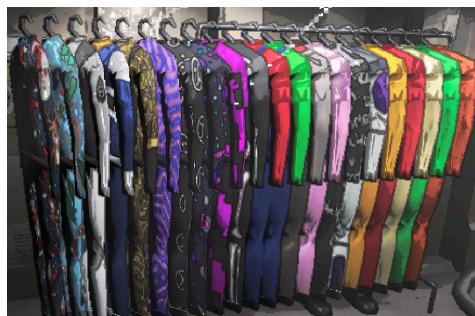
### SUIT

All new crew are issued a standard orange company suit. More suits are available to help differentiate crew positions or duties :

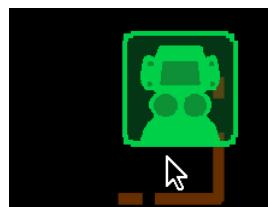
**VANILLA** : New suits can be rented from the Company Store (See Compay Ship > Terminal section)

**MODDED** :

- A variety of suits are included in every Company Ship, and more can be rented from the Company Store. There are multiple racks! Switch racks with N or B!



- Before entering a Company Ship, you can press the helmet icon in the lower right of the Multiplayer Menu to choose extra accessories, to aid in recognition in larger crews.



*Note : In the event of crew casualties, surviving employees must retrieve the suit or a penalty will be charged to your available funds (This penalty will not affect your Quota)*

## SCANNER



This is the most important function for all crew members, built into every company suit.

By Right Clicking, you can scan the area in front of you. You can locate Landmarks, Scrap (and its estimated value), creatures, and threats with the Scanner.

The distance of the scan can vary due to varying factors, but Landmarks (such as the Ship or the Main Entrance) can be scanned from much further away than scrap and creatures.

**VANILLA** : As explained above.

**MODDED** :

- Scanning while inside The Ship will show a (mostly) accurate value of all scrap on board.



- You can place Scanner Pings by pressing Q while looking at what you want to ping. These will show up to any crew member who uses their Scanner when looking towards the Ping.



## INVENTORY



Every crew member has space for four items, including the one being held.

Small sized objects can fit into your suits' storage. You can scroll wheel between all small carried items, unless you are carrying a Large object, which must be held by both hands.

You can drop items by pressing G. If you are carrying a Large Item, you cannot pick up or swap to a Small Item unless you drop the Large Item first.

### **VANILLA :**

- Objects and equipment must be selected to interact with, usually with Left Click.
- Walkie-Talkies must be turned on with Q before you can receive and transmit voice. Hold Left Click to talk into the Walkie-Talkie
  - Only crewmembers with Walkie-Talkies in their inventory can hear transmitted voices

### **MODDED :**

- Flashlights in your inventory may be toggled with F.
- Walkie Talkies in your inventory will transmit your voice if you hold R(as long as they are turned on).
  - Walkie-Talkies that are turned on will be audible to all crewmembers near them, whether they are in an inventory or on the ground.
- All other equipment must be selected first before interacting with it.

## 3: COMPANY SHIP

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The Company Ship is your home while you are under contract from The Company. It contains many vital systems and is a storage area for scrap.

## TERMINAL



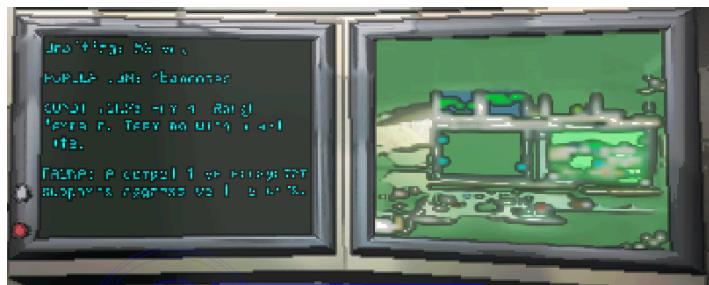
The Terminal is your access point for information, equipment, and more.

**VANILLA** : Type Help to get a list of commands

**MODDED** :

- The Terminal shows the current local (moon) time in the upper right corner
- If you have the Teleporter (Purchased in the Company Store) and are using View Monitor in the Terminal, you can teleport the currently viewed player by entering the TP command.

## MAIN SCREENS



The Main Screens show important information.

**VANILLA** :

- When in orbit, the Left Screen will show information about the current moon, including any Weather Warnings.
- When landed on a moon, the Left Screen will track crewmembers and their immediate surroundings.
  - The white button on the left will switch which crewmember is being tracked
  - The red button on the left will turn the Left Screen off
- The Right Screen shows a camera from inside the ship.

**MODDED** : The Right Screen will show a helmet cam view of the currently tracked crewmember.

## QUOTA SCREENS



Above the Main Screens are the Quota Screens. These show the current Profit Quota the crew must sell to the Company, as well as how many days left.

## BRAKE LEVER



The Brake Lever is used to land and take off in the Company Ship.

Please note in newly contracted crews, only the Ship Host may pull the lever for the first landing.

## TELEPORTER AND INVERSE TELEPORTER



The Teleporter and Inverse Teleporter are two additional pieces of ship equipment you can purchase from the Company Shop.

### **VANILLA :**

- The Teleporter will teleport the current crewmember being viewed on the Main Monitor back to the ship, when the covered RED button is pressed.

- The Inverse Teleporter will teleport all crewmembers standing close to the pad marked with caution stripes into the abandoned facility, when the covered YELLOW button is pressed.
  - Each crewmember is teleported to a random location
- Any items carried by crewmembers will be dropped when teleported with either Teleporter, leaving it behind.

**MODDED :**

- Your currently held item will be Teleported with you, enabling you to carry back a single Scrap or Equipment, or teleport in with a Flashlight or Key

## FURNITURE AND DECORATIONS



Included in every Company Ship is a variety of Furniture and Decorative objects to make crewmembers more comfortable and productive.

**VANILLA :**

- Equipment and Scrap may be stored in the included red Cupboard
- More furniture and decorations may be purchased from the Company Store
- Most furniture can be picked up and moved around, and also stored in the Ship Storage system (which can be accessed via the Terminal). Controls are as follows :
  - B - Pick up furniture/decoration
  - B (holding furniture) - Confirm placement
  - R (holding furniture) - Rotate furniture/decoration
  - X (holding furniture) - Place furniture inside ship Storage

**MODDED :**

- Posters inside the Company Ship change randomly every time the Ship lands on a moon.