

HOT LAVA FAQ

Some of the information in this document is outdated!

Disclaimer: This FAQ is community-made and our answers might vary from the actual game and the game can change in the course of development. This document will be updated as new information about the game is discovered.

1. What is Hot Lava?

- Hot Lava is a movement-based game that is being developed by Klei Entertainment (known for games like Don't Starve and Mark of the Ninja)

2. Is the beta going to be open or closed?

- Closed.

3. When are beta keys handed out?

- The original goal for the first beta key wave was January 2017. Current start for the beta is unknown

4. How many keys are going to be handed out?

- The first wave is going to be a few hundred keys (possibly around 500 or so, with more being handed out at a later date. Roughly 100.000 beta keys have been printed, but the overall amount that will be used might be lower than that

5. How do I apply for the beta?

- Go to <http://playhotlava.com/> and register for the beta at the bottom of the page using your e-mail address and birthday.

6. When will the game be released?

- No release date is announced yet.

7. What are the system requirements for the game?

- System requirements haven't been released yet. All we know so far is SM3/dx9/32bit

8. What engine will the game be built in?

- The Unity Engine

9. **Will there be multiplayer?**

- Multiplayer is going to be an integral part of the game. Players can create lobbies of 6-8 people and play together, with access to voice communication as well

10. **Can other players grief you?**

-No. Even though you can see other players in the same level, they can't collide with you. And props are individual to a player as well, so if someone reaches a rope before you do, their rope shows up as a ghost rope and yours will still be there for you to use. You can activate player collision on certain community servers.

11. **Will there be leaderboards in the game?**

- Yes.

12. **Will there be mods/community maps for the game?**

- Yes, the developers think that these features are an integral aspect for the longevity of a game and will do their best to support it. Steam Workshop will most likely be supported.

13. **Will there be community servers?**

- Yes, the game will support community servers.

14. **What is the movement system like?**

- The game will feature a variety of mechanics, from wall jumps and swinging on ropes to more advanced tech like bunny hops, strafing and surfing, known from games like Quake or Counter Strike. Bunny hopping won't have a cap on speed, but you will experience diminishing returns at higher speeds.

15. **Are there any gameplay videos available?**

- Plenty of gameplay is already out there. Here is a link to the [gameplay trailer](#) and a playthrough of the [school level](#). You can find even more on Youtube.

16. **What game modes will be in the game?**

- After completing a level, you can choose from different modifiers that you can enable and run the level again. These include a lava monster that chases

you, rising lava, and a rocket jump mode for example. The game will of course include more modifiers and the option to use multiple ones at the same time.

17. **How many levels are going to be in the game?**

- Currently we know of at least three different levels: the house, school, and wholesale level. The tutorial level is going to take place in the school gym. There are also going to be challenge levels that teach advanced gameplay concepts.

18. **How will the game be structured?**

- The game's structure will be very similar to Super Mario 64. Meaning that you can go back into a level after completing the main obstacle course (shown in the videos) to unlock more characters/badges through different challenges. While you are playing, other players (randoms or friends) are in the level with you. They are all doing their own challenges but you can challenge them or just laugh at them as they fail.

19. **How do the characters in the game differ from each other?**

- The characters in the game are purely cosmetic. It is possible that you could create your own character at some point, but this is not confirmed yet.

20. **Will the game have controller support?**

- Yes. The game will have full controller support

21. **What operating systems will the game support?**

- The goal is to support all major PC operating systems

22. **I have more questions, where can I ask them?**

- You can head over to the [official forum](#) or ask us (Fateless and Sinwave) on the [community discord](#).