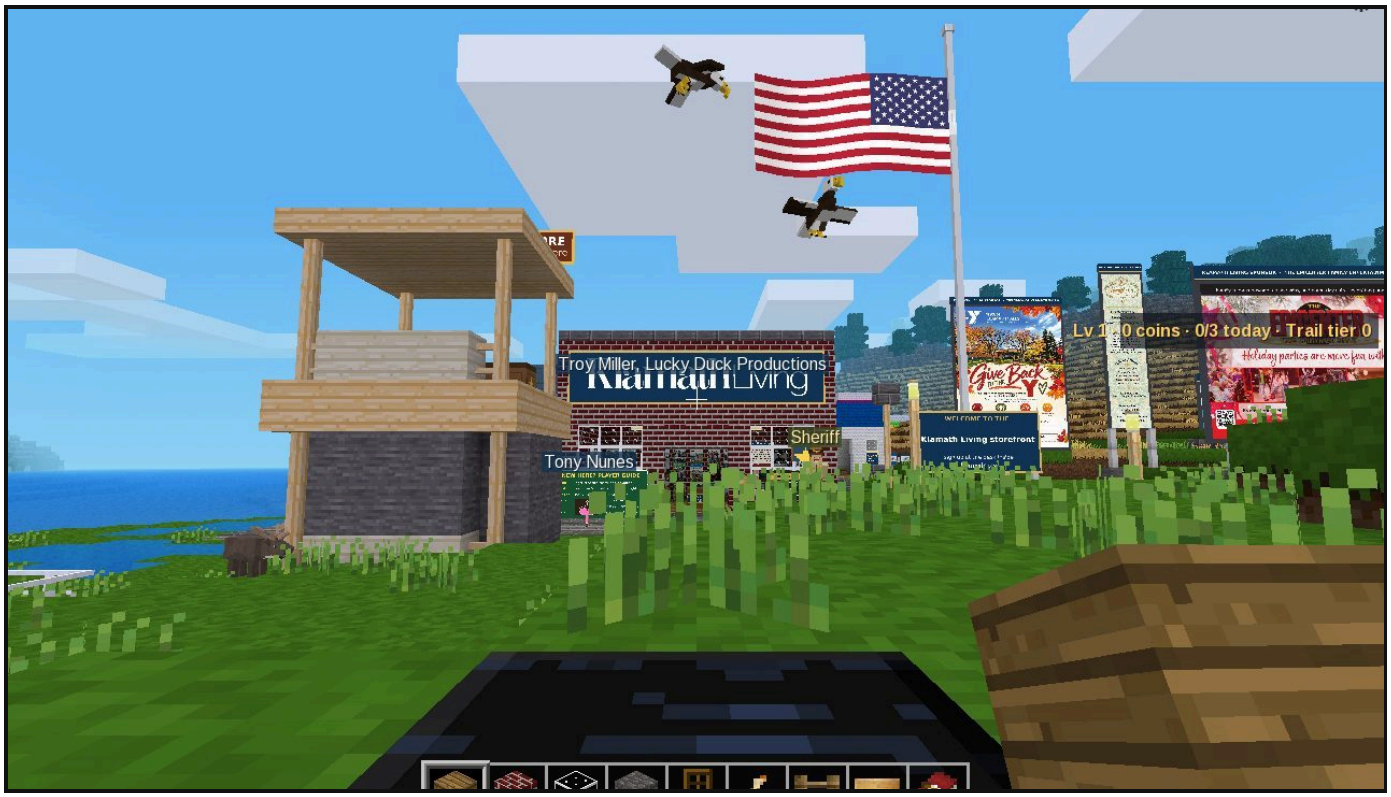
Klamath Living

CRAFT WORLD

Players Handbook



Version 1.7.3 · November 17, 2026

How to play, build, explore and stay safe in the free game set on a real map of the Klamath Basin.

For players 8 and up and the grown-ups who play with them.

Get the newest copy: **play.klamathliving.com/handbook/** · Play: **play.klamathliving.com**

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What's new in this version

Version 1.7.3 · November 17, 2026

- The train: the Basin railroads are in the game. Five lines with stations, a train on each line on a timetable, level crossings, and how to ride. See the new chapter Riding the Train.

Earlier versions and what changed in each: play.klamathliving.com/handbook/

> **Do you have the newest copy?** The version and date are on the cover and at the bottom of every page. The newest handbook is always at **play.klamathliving.com/handbook/**. The game changes often, so check there before you print. Every picture here is from the real game; something different? Type `/feedback` and tell us.

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Welcome to Craft World

Klamath Living Craft World is a free building and exploring game set on a real map of the Klamath Basin. Upper Klamath Lake, Crater Lake, the Lava Beds, Klamath Falls, Chiloquin, Merrill, Malin and many more places are all here, made from real map and height data.

You can build your own place, ride a boat across the lake, fly a little airplane, play games with friends, meet local characters and collect stamps in your Basin Passport.

Craft World is **playing now (pre-release)**: the game is open to everyone while we keep adding to it. Playing now (pre-release). Official launch December 1, 2026. A **PRE-RELEASE** badge shows on your screen until then, and the welcome says "Playing now (pre-release)".

Nobody can get hurt in Craft World, and falling is safe.



Where every player starts: the plaza in front of the Klamath Living building in Klamath Falls.

Signing up

Sign up free at **play.klamathliving.com/beta/**. Nobody has to approve you, and your login arrives by email.

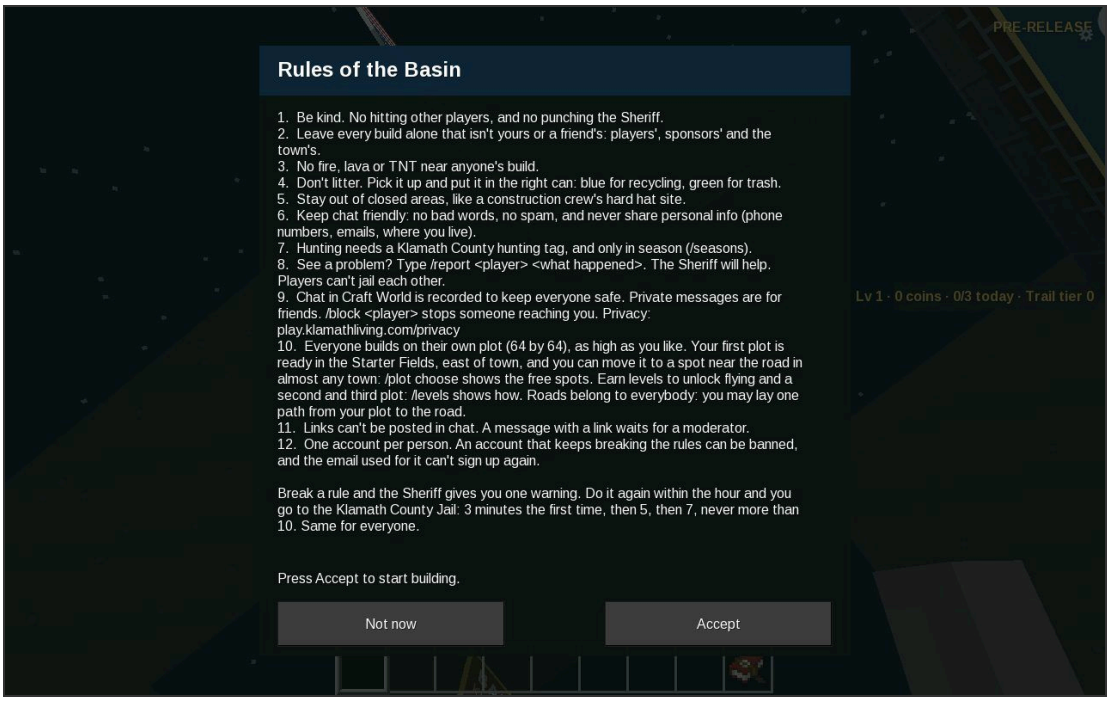
- **12 and under:** a parent or guardian signs up for the child, with the grown-up's own email. Kids play in **kid mode**: they can explore, build and use the Wardrobe, but chat, private messages and `/feedback` are off.
- **13 to 17:** tick the box that says a parent or guardian said OK.
- **18 and up:** straight in.

One account per person. Player names with the word "admin" in them can't be used.

> **Grown-ups:** A parent or guardian signs up any player 12 or under, with the parent's own email, and players 13 to 17 need a parent or guardian's OK. Players 12 and under play in kid mode: they can explore, build and use the Wardrobe, but chat, private messages and `/feedback` are off. If a parent asks, our staff can set up chat with family and friends only. A child's name is never shown on any public board or on the website standings. Chat in Craft World is recorded to keep everyone safe. The privacy policy is at play.klamathliving.com/privacy/ and the terms at play.klamathliving.com/terms/.

The Rules of the Basin

The first time you log in, the **Rules of the Basin** come up. Read them and press **Accept**. Until you accept, you can look around but you cannot build. Type `/rules` any time to read them again.



The Rules of the Basin, the first thing every new player sees.

1. Be kind. No hitting other players, and no punching the Sheriff.
2. Leave every build alone that isn't yours or a friend's: players', sponsors' and the town's.
3. Use fire, lava and water responsibly. It's best not to add lava or water at all. If you do, keep it on your own plot and under control: it must never spill onto a road, town land or anyone else's build. If it does, the Fire Department or the Forest Service will come and warn you, and anything that causes a problem will be removed. No TNT near anyone's build.
4. Don't litter. Pick it up and put it in the right can: blue for recycling, green for trash.

5. Stay out of closed areas, like a construction crew's hard hat site.
6. Keep chat friendly: no bad words, no spam, and never share personal info (phone numbers, emails, where you live).
7. Hunting needs a Klamath County hunting tag, and only in season (`/seasons`).
8. See a problem? Type `/report` and the player's name and what happened. The Sheriff will help. Players can't jail each other.
9. Chat in Craft World is recorded to keep everyone safe. Private messages are for friends. `/block` and a player's name stops someone reaching you.
10. Everyone gets one plot of their own to build on (64 by 64), as high or as low as you like. Your first plot is in the Starter Fields, east of town, or near a town road if the fields are full. You can move it to a spot near the road in almost any town: `/plot` choose shows the free spots. Earn levels to unlock flying and a second and third plot: `/levels` shows how. Roads belong to everybody: you may lay one path from your plot to the road. Keep your plot by logging in at least a couple of times a month. If you don't log in for more than 2 months, we can give your plot to another player, so plots stay with active players.
11. Links can't be posted in chat. A message with a link waits for a moderator.
12. One account per person. An account that keeps breaking the rules can be banned, and the email used for it can't sign up again.

To pick your spot, see **Choose where your plot goes**.

When the rules change, a short window opens the next time you log in. It is called **The Rules of the Basin were updated**, says what is new, and has two buttons: **OK, got it** and **Read all the rules**. `/rules` opens the full list any time.

Playing fair: warnings and the jail

The Sheriff keeps the Basin friendly. Things like punching a player again and again, trying to break someone else's build, fire near a build, or staying in a closed area break the rules.

- **The first time**, the Sheriff gives you **one warning**.
- **Do it again within the hour** and you go to the **Klamath County Jail**: **3 minutes** the first time, then **5**, then **7**, and never more than **10**. It is the same for everyone.
- A big countdown shows on your screen, and the jail clock keeps running even if you log off.
- In jail you can **sweep the dust piles** to take time off, and a friend can **vouch for you** at the bail lever outside the cell.
- Warnings wear off an hour after the last time you broke a rule.

> **Tip:** Holding litter and pressing **Q** is never a warning. The litter stays in your hands and the game tells you to walk up to a can and right-click it: blue for recycling, green for trash.

Chat and staying safe

- Chat is **friendly only**. Bad words and spam are not sent.
- **Never** share your phone number, email, address or school.
- **Private messages** are for friends: type `/msg`, a friend's name and your message. `/messages` lets you choose who can send you one: friends or nobody, and players 18 and up can also pick everyone. `/block` and a player's name stops that player reaching you, and `/unblock` undoes it.
- `/report` and a player's name and what happened tells the Sheriff and the Craft World team. For example: `/report Name kept knocking down my house`.
- If anyone makes you feel bad or unsafe, stop playing and tell a grown-up.

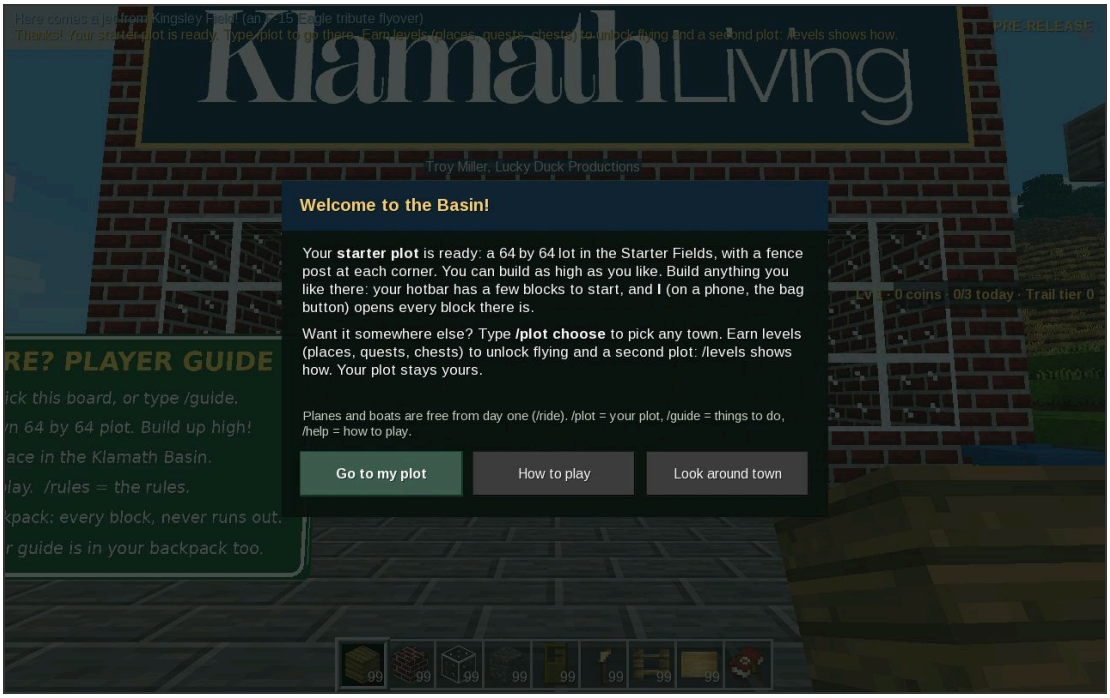
> **Safety:** Nobody in Craft World will ever ask for your password. Never give it to anyone, even a friend.

Getting Started

Three ways to play

Where	How
In a web browser	On any computer, tablet or phone, including iPhone and iPad. Nothing to install: go to **play.klamathliving.com** and tap **Play**.
Luanti on a computer	The free Luanti app for Windows, Mac and Linux (version 5.17 or newer). Add the server **74.208.142.2**, port **30000**. Get it at luanti.org.
Luanti on Android	The free Luanti app for Android phones and tablets, same server and port. iPhone and iPad play in the browser.

Log in with your player name and the password you set when you signed up.



The welcome card after you accept the rules.

Your first few minutes

1. You start on the plaza in front of the **Klamath Living building** in Klamath Falls.
2. Read the Rules of the Basin and press **Accept**.
3. A welcome card pops up with three buttons: **Go to my plot**, **How to play** and **Look around town**.

4. Your **starter plot** is ready: a 64 by 64 lot in the Starter Fields, east of town. If the Starter Fields are full, you get a free spot near a town road instead, and the welcome card tells you where.

Any time: `/plot` takes you to your plot, `/stuck` or `/storefront` takes you back to the plaza in town, `/welcome` shows the welcome card again and `/help` shows How to play.

Your first five minutes

The first time you play, the game shows you what to do next, on your own screen only. Players who already started are not changed.

1. You arrive facing the green **help board** on the plaza. Right-click it any time to open the player guide.
2. A line in the middle of your screen tells you the **next step**: Accept the Rules, then Go to my plot (`/plot`), then Place your first block. When all three are done it says *You're set.* `/guide` *shows what else there is.* and goes away.
3. A **marker** on your screen points to your plot, with the number of blocks to walk, until you get there. Then a card says **This is your plot!** It tells you what the rules say about it (Everyone gets one plot of their own to build on (64 by 64), as high or as low as you like.), how to keep it (Keep your plot by logging in at least a couple of times a month.), which town is nearest and which way the road is. `/path` shows how to reach the road. The card never stops you building.
4. For your first 25 minutes online it stays **daylight** on your screen, even when it is night in the world. Then the light fades back to the world's own light in about a minute. Only new accounts get this; other players, Live View and the world clock are not changed.
5. The game loads faster the first time you open it, and the magazine covers appear the first time you open a magazine.

> **Tip:** Stuck on a step? Press **Help / I'm stuck** in `/guide`, or type `/help`.

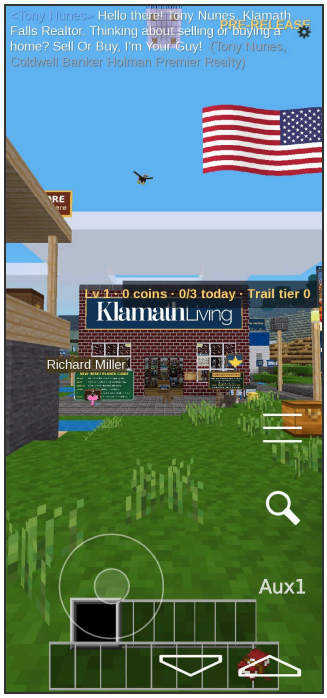
Controls on a computer

Key	What it does
W A S D	Walk forward, left, back, right
Mouse	Look around
Space	Jump
Left click	Dig or hit

Key	What it does
Right click	Place a block, or use a sign, a counter, a board or a character
I	Your backpack: every block, plus the Wardrobe, Places, Passport and Rewards tabs
T	Chat. Type a command like `/plot` and press Enter
K	Fly (once you reach level 10)
Space / Shift on a ladder	Climb up / climb down
F5	See your own character
Esc	Game menu (change your password here, or quit)

Controls on a phone or tablet

- Move with the **joystick** at the bottom left.
- **Drag** anywhere else on the screen to look around.
- Use the **on-screen buttons** to jump, open your backpack (the bag button), chat and open the game menu.
- **Tap** to use a sign, a counter or a character. **Press and hold** to dig.



Craft World in a phone's browser: the joystick at the bottom left, the on-screen buttons on the right.

Playing on a phone

Right after you accept the rules, a **Playing on a phone?** card shows the moves once:

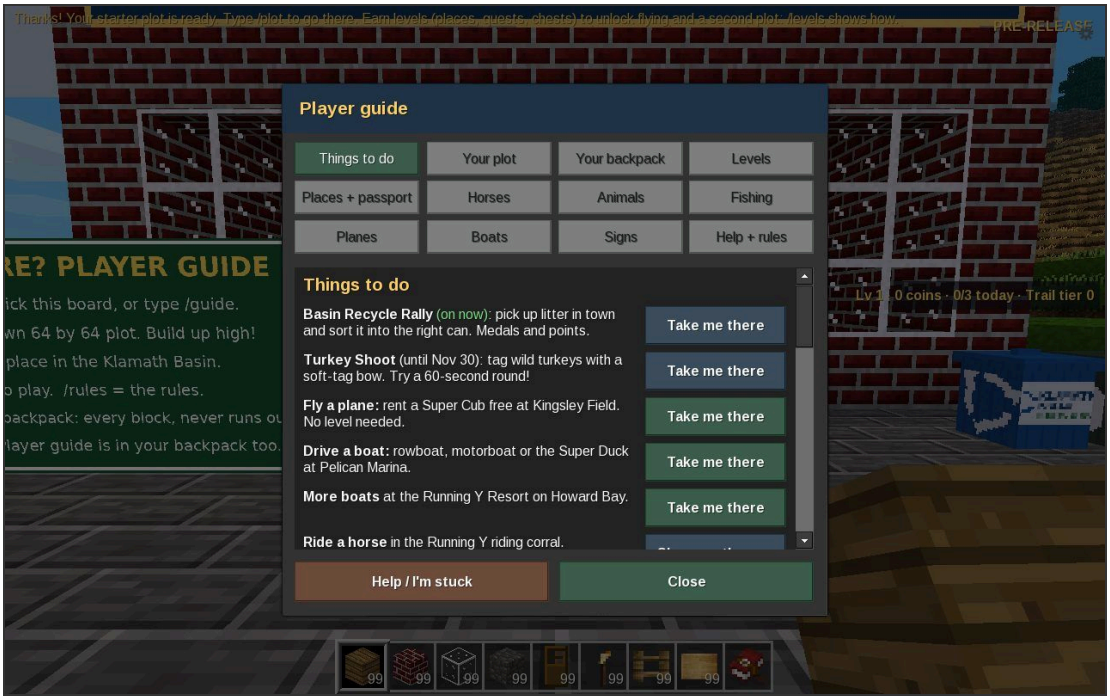
- The **joystick** at the bottom left walks you around.
- **Slide a finger** anywhere else to look around.
- **Tap** to place a block. **Hold your finger on a block** to dig it.
- The buttons on the screen **jump**, open your **bag** and open the **chat**.

Press **Got it** to close it. If the game could not tell you are on a phone, the welcome card has an **On a phone?** button in its title bar that opens the same card. `/welcome` shows the welcome card again.

> **Tip:** If you sit still for 15 minutes the game logs you out (you get a warning at 13 minutes). Just log back in.

The player guide

Type `/guide`, or right-click the green **PLAYER GUIDE** board on the plaza, to open the guide. It opens on **Things to do**: the events that are running now come first, marked **(on now)** (like the Turkey Shoot and the Recycle Rally), then every game, ride and job, each with a button that takes you there or shows you the way. Other tabs explain your plot, your backpack, levels, places, horses, animals, fishing, planes, boats, signs and help. Every page has a **Help / I'm stuck** button. There is a guide book in your backpack too.



The player guide opens on Things to do (/guide).

Your Plot and Building

Your own plot

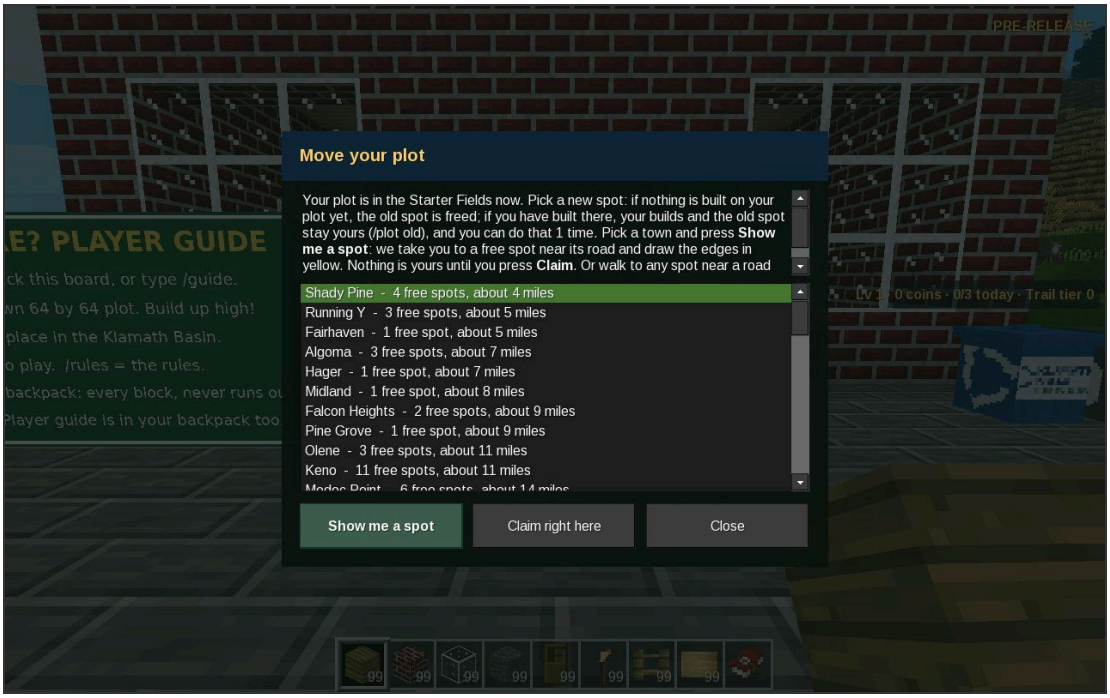
Everyone gets one **64 by 64 plot**, and **you can build as high or as low as you like**, as long as you stay inside your plot. Your first plot is ready for you in the **Starter Fields**, east of town, with a fence post at each corner (if the Starter Fields are full, the game gives you a free spot near a town road instead). You can move it to a town you like (see below).

- `/plot` takes you to your plot, onto open ground. `/plot list` shows your plots.
- Craft World is **creative mode**: press **I** for every block. Blocks never run out.
- Your hotbar starts with wood, brick, glass, cobble, a door, a torch, a fence and a sign.

Choose where your plot goes

Would you rather live in Keno, Rocky Point, Chiloquin, Merrill, Malin, Bonanza, Sprague River or another town? On November 11, 2026 there were **288 free spots**: 283 near the roads of 51 towns, and 5 in the Starter Fields.

1. Type `/plot choose`. A window lists every town with free spots, nearest first.
2. Pick a town and press **Show me a spot**. The game takes you there, and the edges of the plot light up in yellow. Only you can see the lights.
3. Press **Claim this plot** to make it yours, or **Show me another** to see a different spot.



The Move your plot window (/plot choose): pick a town, then press Show me a spot.

Found a place you like? Stand in the middle of it and type `/plot here` (the **Claim right here** button does the same). It claims the 64 by 64 square around you, if the spot follows the rules:

- within **20 blocks of a road**, but not on the road or within 2 blocks of it (so your `/path` can reach the road),
- at least **8 blocks** from anyone else's land,
- **not** inside a town's protected area, downtown Klamath Falls, the spawn plaza, a lake or marsh, Kingsley Field, Tribal lands or the railroad.

If a spot can't be a plot, the game tells you why in plain words and you stay where you are. Press **Show me another** for the town's next free spot, or **Back where I was**.

> **Tip:** You have **one plot** to start (a second at level 12 and a third at level 15, with `/plot new`). An **empty** plot can move as often as you like. A plot you have **built on** can move **once**, and your old plot and builds stay yours: `/plot old` takes you back to them.

Keeping your plot

Your plot stays yours while you play. Keep your plot by logging in at least a couple of times a month. If you don't log in for more than 2 months, we can give your plot to another player, so plots stay with active players.

That is Rule 10 of the Rules of the Basin, word for word. Logging in is all it takes: a plot that is not being used could be a plot another player is building on, so the game keeps plots with the players who are here. `/plot` takes you to yours.

Fire, lava and water (and who comes if it spills)

Rule 3 of the Rules of the Basin says:

> Use fire, lava and water responsibly. It's best not to add lava or water at all. If you do, keep it on your own plot and under control: it must never spill onto a road, town land or anyone else's build. If it does, the Fire Department or the Forest Service will come and warn you, and anything that causes a problem will be removed. No TNT near anyone's build.

In short: it is best to leave lava and water alone. If you use them, keep them **on your own plot** and under control. Fire is the same. A spill that runs onto a road, town land or someone else's build is a problem, and the game will not let it stay.

What the game does. If you try to pour lava or water where it would run off your plot, the game stops it and a message from the **Fire Department** (in a town) or the **Forest Service** (out in the country) shows on your screen. It says what it stopped and reminds you that `/plot` takes you to your plot. Lava and water are fine on your own plot as long as they stay there. The game counts

your warnings for 30 days. At warning number 2 our staff are told and look at what happened. If some lava or water still gets out, for example through the wall of a pool, the game puts it back to nothing.

Who comes. When a spill is stopped, a truck drives out on the real road: a red **fire truck** from the town's Fire Department, or a green **Forest Service** truck when you are out in the country. It stops on the road near the spill and you see "The (town) Fire Department is here." (or "The Forest Service is here.") in the chat and on your screen. Its lights flash for about 25 seconds and then it drives back. If you have already logged off, the same warning shows the next time you log in.

Building with friends

`/trust` and a friend's player name lets that friend build on your plot. `/untrust` and the name takes it back.

A path to the road

Roads belong to everybody, and nobody can build on them or dig them up. You may lay **one path** from your plot to the road:

1. Type `/path`. It shows which way the road is and gives you path blocks.
2. Lay the path blocks end to end from the edge of your plot to the road (up to 24 blocks).

Signs and your own picture

Put a wooden sign on your plot, right-click it, type your words and press **Write**. Signs can't go in town or on someone else's build. With `/mysign` you can put your own picture or logo on your build (two at most, once it is approved).

Levels: fly and get more plots

You earn **points** by collecting Passport stamps, doing the Daily Basin quests, opening treasure chests, earning badges, and playing the games and events. Points raise your **level**. `/levels` shows your level and what each level opens.

Level	What it unlocks
10	**Flying.** Press **K** to fly.
12	A **second plot** (`/plot new`)
15	A **third plot** (`/plot new`)

> **Tip:** You do not need any level to rent a boat or the Super Cub airplane. They are free from your first day.

Your look

Open the **Wardrobe**: press **I** and pick the Wardrobe tab, right-click the Wardrobe sign on the plaza, or type `/wardrobe`. Choose one of 8 characters or build your own look: skin, hair in 12 colours, glowing eyes, tops, shoes, glasses, bows and hats. `/nametag` changes the name over your head. Keep it friendly, and never use your real full name.

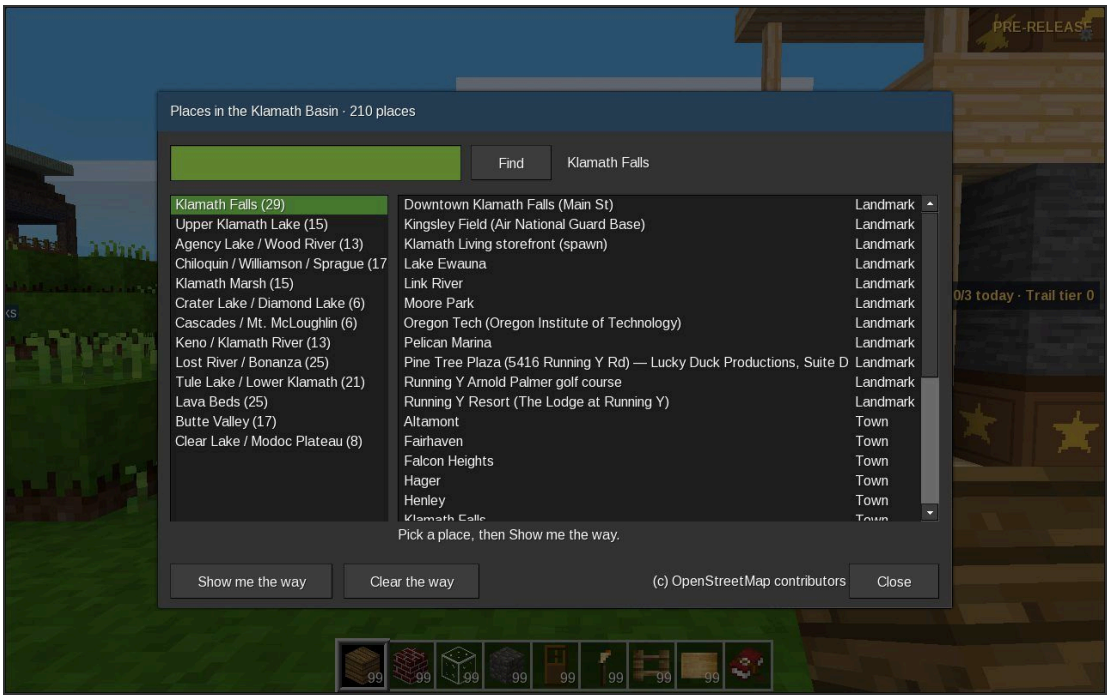
Players 13 and up can also fill in a profile with `/social` (on a younger player's account, `/sharing`, `/bio` and `/friend` explain that profiles and friends are for 13 and up): an About-me line (`/bio`), your home town (`/hometown`), friends (`/friend`) and who can see what (`/sharing`). `/snap` frames your character as a picture; press **F12** to save it.

Exploring the Klamath Basin

Finding your way

There are **210 real places in 13 areas** to visit.

Type this	What it does
`/places`	Every place in the Klamath Basin. The **Places** tab in your backpack has the same list.
`/way` and a place	Puts a marker on your screen that points the way, for example `/way crater lake` or `/way kingsley field`. `/way off` clears it.
`/landmarks`	The places nearest to you.
`/storefront`	Back to the Klamath Living building in Klamath Falls.



The Places list: pick a place and the game points the way.

Roads and signposts: highways and county roads join the towns, and a signpost at the junctions shows the next towns and how many miles away they are. Westside Road along Upper Klamath Lake and Sevenmile Road are on the map too, and many gaps in the town roads were filled in November.

Boards and posts beside the road: Basin Discovery boards and Passport posts never stand in a road now. Any that did were moved to the roadside, with the same words and stamps, so

nothing blocks the trucks and the van.

The road under the jail: the road now runs through a lit tunnel under the **Klamath County Jail**. The jail stands three blocks higher on a stone-brick base, with stairs up to its door. Town houses that stood on a road (39 of them) were moved off it, so the roads run straight through the towns, and the road goes round the Running Y golf course and a construction crew's house on short walkways.

Places to try

- **Klamath Falls:** the plaza where everyone starts, Moore Park, Pelican Marina and the news board on Sponsor Square.
- **Upper Klamath Lake:** Rocky Point and Agency Lake.
- **The Running Y Resort:** horses, golf and a boat dock.
- **Kimball State Park** on the Wood River.
- **Crater Lake** and Wizard Island, with snow on the rim (`/snow`).
- **Lava Beds:** go inside the caves. Skull Cave has ice.
- **Kingsley Field:** the air base south-east of Klamath Falls, with a control tower you can climb. Every 15 minutes a jet flies low overhead. `/jets` tells the story.

The Basin Passport

Walk up to landmarks, headwaters, towns and sponsor doors to collect **stamps**. Stamps earn **badges** and points. Type `/passport` or open the Passport tab in your backpack.



Your Basin Passport.

Wild animals

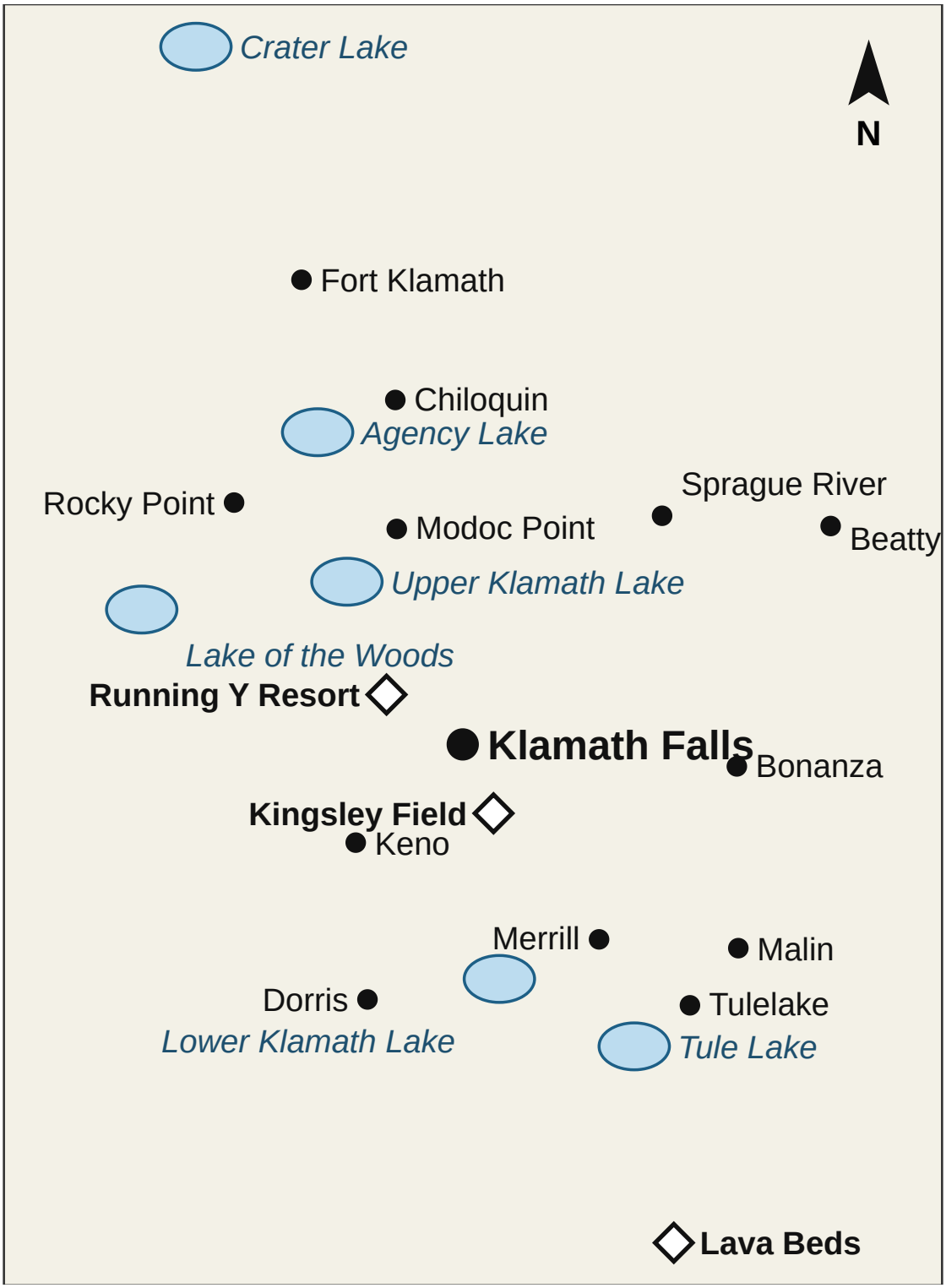
Deer, elk, pelicans, eagles, beavers, otters and fish live where they really live: refuges, marshes and the headwaters. `/animals` tells you where to look. The animals are protected: nobody can hurt them.

More to see

- **The news:** walk to the Oregon Living news board in Klamath Falls and press **Play**, or type `/news`, for today's news, weather and the Daily Basin.
- **Klamath Living magazines** on the racks, and **homes for sale** from our sponsors (`/forsale`).
- **Construction crews** building little houses around Klamath Falls, one stage a day (`/crews`). Stay out of the hard hat zone.
- **The recycling truck** leaves the Klamath Falls depot every 30 minutes on the clock and drives the real roads, keeping to the right-hand lane where the road is wide enough, to 20 towns. It stops at every stop on its list, in order: 10 seconds where there is something in the cans, and a quick 4-second wave where the cans are empty. If something blocks the road to a stop, the truck skips that stop and the cans there are still emptied. `/truck` says where it is and its next stop.
- **The Airsoft Supply & Tactical pop-up van** drives one round every hour on the real road. It is parked at Sponsor Square in Klamath Falls at the start of the hour, then drives to Modoc Point,

Chiloquin and Fort Klamath, parks 4 minutes in each, and stays 20 minutes longer in this week's pop-up town. Type `/popup` for this hour's times and this week's pop-up town.

Map of the Klamath Basin



● town ○ lake ◇ place to visit. North is up. The places sit where they really are; use `/way` and a name to get there.

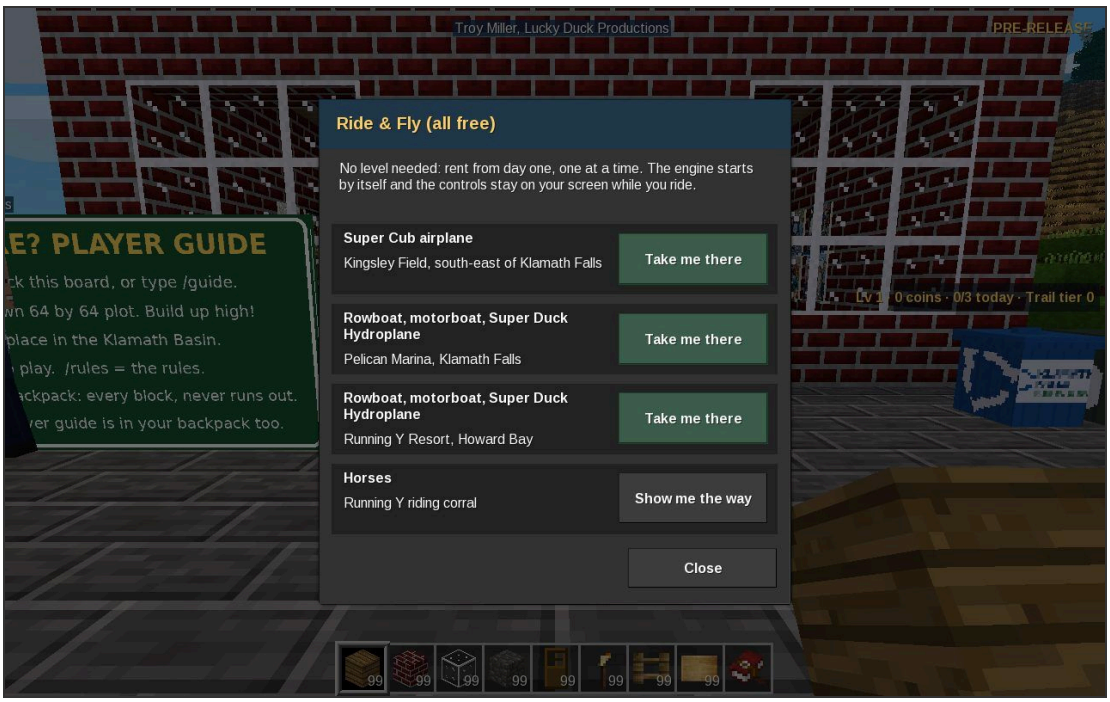
Ride and Fly

All rides are **free**. You can have one rental at a time, for as long as you like.

Getting to the rentals

Type `/ride` (or `/boats` or `/planes`), or right-click the **Ride & Fly (free)** board on the plaza. The **Ride & Fly** window shows the free planes, boats and horses. Press **Take me there** and you hop straight to:

- **Pelican Marina** in Klamath Falls (rowboat, motorboat and the Super Duck Hydroplane),
- **Howard Bay** at the Running Y Resort (more boats),
- **Kingsley Field** (the Super Cub airplane).



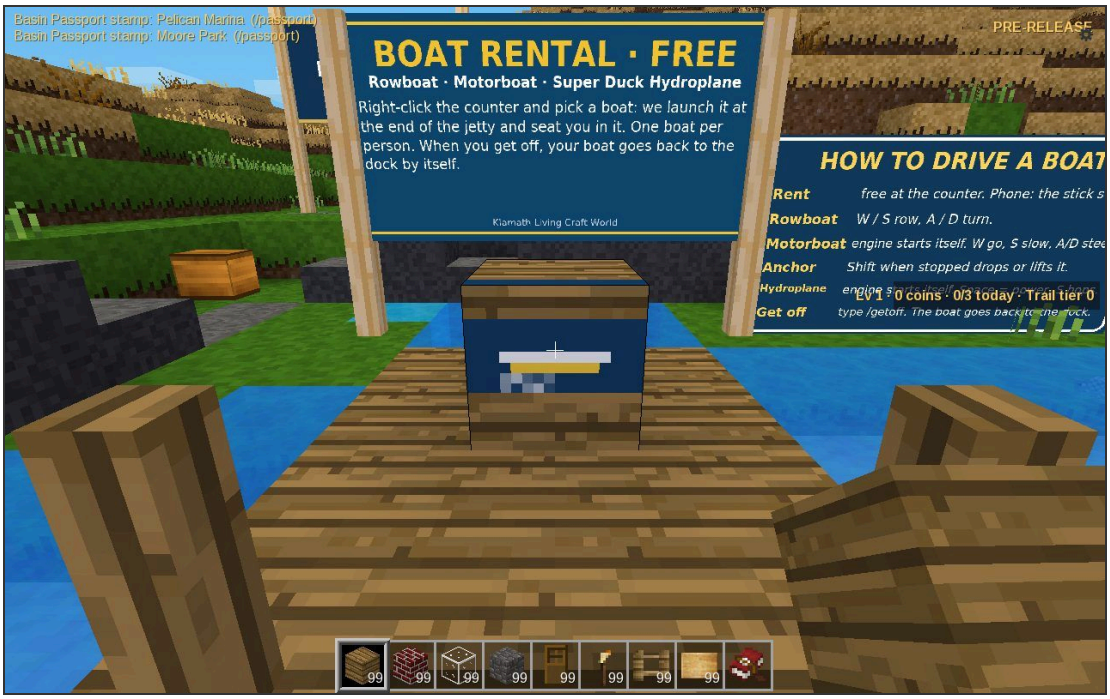
The Ride & Fly window (/ride): press Take me there.

At each counter a Super Cub or a motorboat is parked on display so you can see what you are renting. You can look at it, but you can't ride the display one: rent your own at the counter.

Renting a boat or the plane

1. Walk to the rental counter and **right-click** it.
2. Press **Rent** for the one you want. You start in the seat, on the water or on the runway, and **the engine starts by itself**.

3. A **controls card** shows on your screen while you are seated. It lists the keyboard keys, and on a phone it shows the on-screen buttons too.
4. To get off, type `/getoff`. A boat goes back to the dock when you step off. A plane you leave flies itself back to Kingsley Field after 3 minutes.



The free boat rental at Pelican Marina, with the HOW TO DRIVE A BOAT board.



Riding a rented motorboat: the engine is already on and the controls card is on the screen.

Driving the boats

Boat	How to drive it
Rowboat	**W** rows forward, **S** rows back, **A** and **D** turn.
Motorboat	**W** goes faster, **S** slows down or backs up, **A** and **D** steer. **Shift** when you are stopped drops or lifts the anchor. **E** turns the engine off and on.
Super Duck Hydroplane	**Space** gives more power, **Shift** less. **S** lifts the nose to hop, **A** and **D** turn. It stays low over the lake.

Boat colours unlock as you level up (the rowboat at level 3, the motorboat at 7, the hydroplane at 13). `/boatcolors` shows them.

Flying the Super Cub

1. **Rent:** at Kingsley Field, right-click the counter and press **Rent: Super Cub**. You are in the pilot's seat on the runway with a full tank, and the engine is running.
2. **Take off:** hold **Space** for full power and roll down the runway, then hold **S** to lift the nose.
3. **Fly: S** points the nose up to climb, **W** points it down to dive, **A** and **D** turn. Press **A and D together** to centre the controls.
4. **Land:** line up with a runway, ease the power off with **Shift**, keep the nose a little up and touch down slowly. On the ground, **Shift** is the brake.
5. **Get out:** press **Go Out!** in the plane's menu, or type `/getoff`.



Kingsley Field: a Super Cub parked on display beside the rental counter.

Horses

Ride the horses in the riding corral at the **Running Y Resort**.

1. **Right-click** a horse to get on. No saddle needed.
2. **W** goes forward, **S** goes back, steer by looking, **Space** jumps.
3. **Right-click** again, or type `/getoff`, to get off. Please leave the horse in the corral.

> **Tip:** On a phone, the controls card shows which on-screen buttons to use. Boats and planes are still easiest on a computer with a keyboard.

Riding the Train

The Klamath Basin has real railroads, and now Craft World has them too: **five lines**, **eighteen stations** and about **295 kilometers** of track, laid along the real railways from OpenStreetMap map data. A train runs on every line, on the timetable below. Anyone can ride, and it is free.

Where the stations are

Every line starts at the **Klamath Falls Depot** in Klamath Falls and runs out to the towns the real railway served. Each station has a platform, a sign with its name and, everywhere except the To Bly end of the line, a small station building.

Line	Stations after the depot
Cascade line (north)	Algoma, Modoc Point, Chiloquin and Kirk
Shasta line (south)	Midland, Worden and Dorris
Gateway line (south-east)	Henley, Merrill and Malin
Modoc line (south-east)	Hatfield and Tulelake
OC&E line (east)	Olene, Dairy, Sprague River, Beatty and To Bly

The Cascade, Shasta, Gateway and Modoc lines end at a town inside the game map; the real railways keep going past it. The **OC&E line** ends at a buffer stop and a sign that says **To Bly**: the real line ran on to the town of Bly, which is just past the edge of the map.

The timetable

There is one train on each line. It leaves the Klamath Falls Depot every 30 minutes, stops at every station for 20 seconds, goes to the end of the line and comes back. The five lines leave at different times so two trains are never at the depot at once:

Line	Leaves the Klamath Falls Depot at
Cascade	:00 and :30 past the hour
Shasta	:06 and :36
Gateway	:12 and :42
Modoc	:18 and :48
OC&E	:24 and :54

Type `/train next` at any station to see the next trains there. The name tag over each train says where it is going ("Train to Kirk") and what comes next ("Next stop: Algoma", or "At Algoma, leaves in 14 s"). The OC&E train also stops for a few seconds at the Bly Mountain switchback, where the real railway zigzagged up the hill.

How to get on and off

1. **Walk onto the platform** while the train is standing at the station.
2. **Right-click a car** to sit down. Each car has 8 seats. The locomotive in front has none.
3. **Enjoy the ride.** Everyone in the game sees the same train in the same place.
4. **To get off, right-click again or press Shift.** At a station you step out onto the platform. Between stations you get off at the next stop, so you never land out in the woods.

If you leave the game while you are riding, you come back on the platform of the next stop. The train never pushes or hurts anyone.

> **Tip:** Only board at a station. If the train has already left, wait for the next one: they come round on the timetable above.

Level crossings: look both ways

The track crosses 27 roads in the game, and each crossing has a **crossbuck**, the X-shaped railroad crossing sign (52 of them in all). Stop and look both ways before you cross, just like in real life. The recycling truck and the Airsoft van drive the same roads, so the **train gives way to them**: it waits until the crossing is clear. You may see it stand still for a moment before a crossing.

Rules of the track

You cannot dig up or build on the track, the platforms or the stations, and the game tells you so in a friendly way. The track goes around every player's plot and every sponsor's building. Nobody's build is ever moved or removed to make room for it.

A little history

The lines follow real Klamath Basin railways. Before any train came, **Linkville** was a small river-crossing town on the Link River, founded by George Nurse in 1867. It was renamed **Klamath Falls** in 1893. The first train rolled into town on **20 May 1909**, on the Southern Pacific line from Weed, California, when businesses and schools closed to watch for it. Trains reached Modoc Point and Chiloquin to the north in 1911 and 1912, and in 1926 the Natron Cutoff, through Kirk, Chiloquin and Klamath Falls, put the town on Southern Pacific's main line between Portland and

California. The **OC&E**, the Oregon, California and Eastern, reached the town of Bly in 1927. Today its old roadbed is the OC&E Woods Line State Trail.

> **Tip:** The train lines are drawn from OpenStreetMap map data, © OpenStreetMap contributors (ODbL). The track bends a little in places to keep clear of buildings, so it is close to the real railway but not exact.

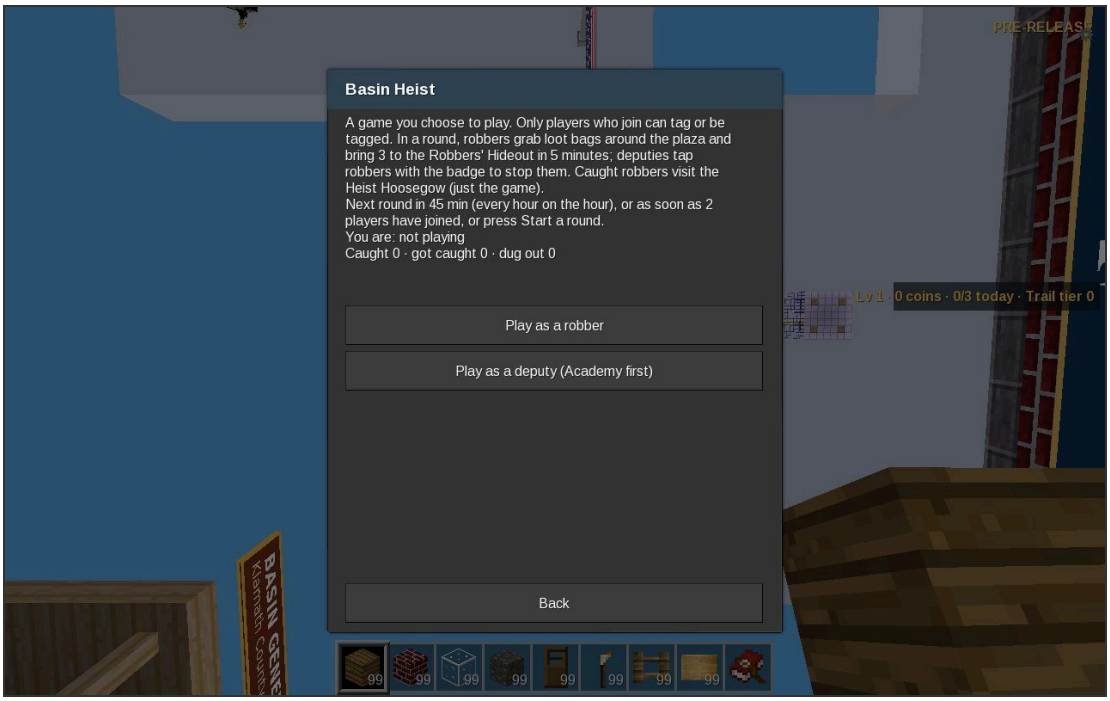
Games

Most games are on the **board on the plaza** (to the right of where you arrive), and every game has a command. `/archery`, `/golf`, `/range` and `/bigfoot` open a window with **Take me there** and **Show me the way**.

When a game pays you, a big **+N** shows in the middle of your screen and a chat line says what it was for (bowling, archery, the foam range, golf and more).

Basin Heist (cops and robbers)

1. **It is opt-in.** Only players who join can tag or be tagged. It is a pretend game, separate from the real Sheriff.
2. **Pick a side** at the plaza board, or type `/heist`. To be a **deputy**, first pass the **Junior Deputy Academy**: three quick questions about playing kindly.
3. **Rounds.** A round starts by itself when 2 players have joined, at the top of every hour, or when someone presses **Start a round now** on the board. It lasts **5 minutes**.
4. **Robbers** grab **loot bags** around the plaza (walk into one) and carry them, one at a time, to the **Robbers' Hideout**, a crate east of the plaza. **3 bags in 5 minutes** and the robbers win.
5. **Deputies** get a badge. Tap toward a robber who is close by to catch them. Catch a robber carrying a bag and the bag goes back to its spot. If the clock runs out first, the deputies win. Deputies can also write **silly tickets** (speeding in a boat, jaywalking with a goose, too much fun), paid off by picking up litter or a 10-second silly salute.
6. **Caught robbers** go to the **Heist Hoosegow**, a glass cell in the sky above the plaza. Pose for a mugshot only you see, then dig out with the spoon, wait 90 seconds, or have a friend ring the **bail bell** by the board. You get a 20-second head start. In the Hoosegow, `/stuck` tells you how to get out, and `/stuck leave` takes you out and ends your heist.
7. **It stays private.** The timer, the messages and who won go only to the players in that round. Nothing is posted anywhere. Press **Stop playing Basin Heist** on the board, or type `/heist leave`, any time.



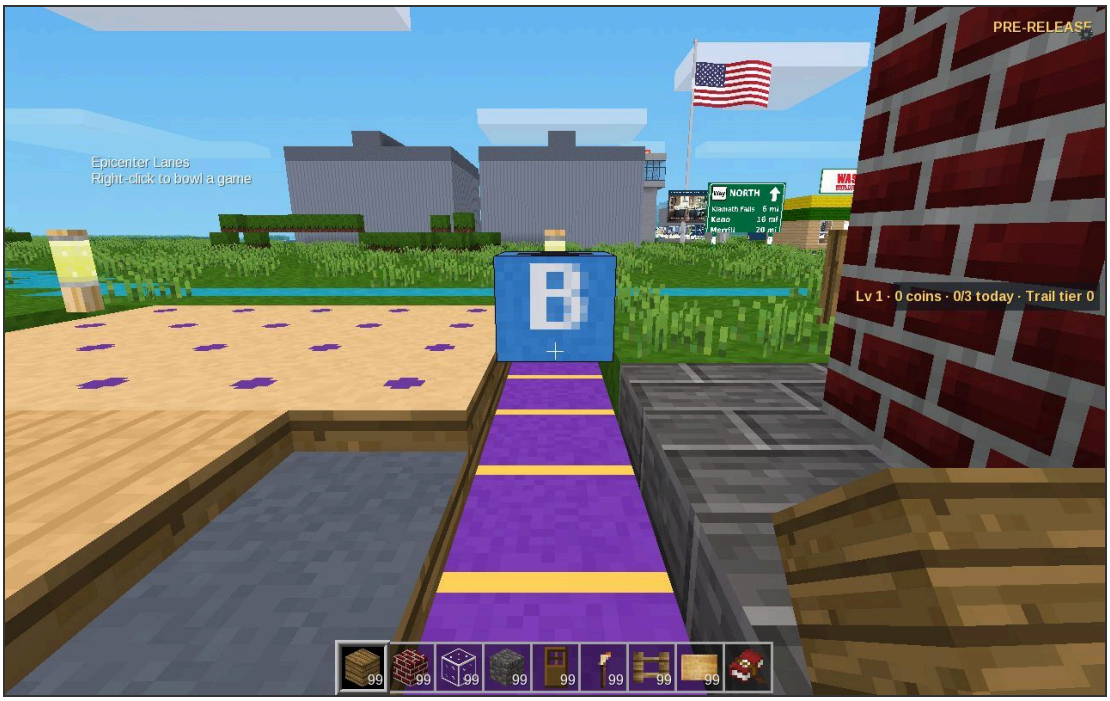
The Basin Heist window (/heist): the round rules and when the next round starts.

Town jobs

Pick a job at the same board, or type `/jobs`: **pizza delivery, mail carrier, junior deputy patrol, fire crew, park ranger** and **garbage crew**. Follow the yellow marker to 3 or 4 stops. Each shift earns 15 points (six paid shifts a day), a uniform, and titles as you go, from Pizza Rookie to Pizza Legend and Fire Cadet to Fire Captain.

Bowling

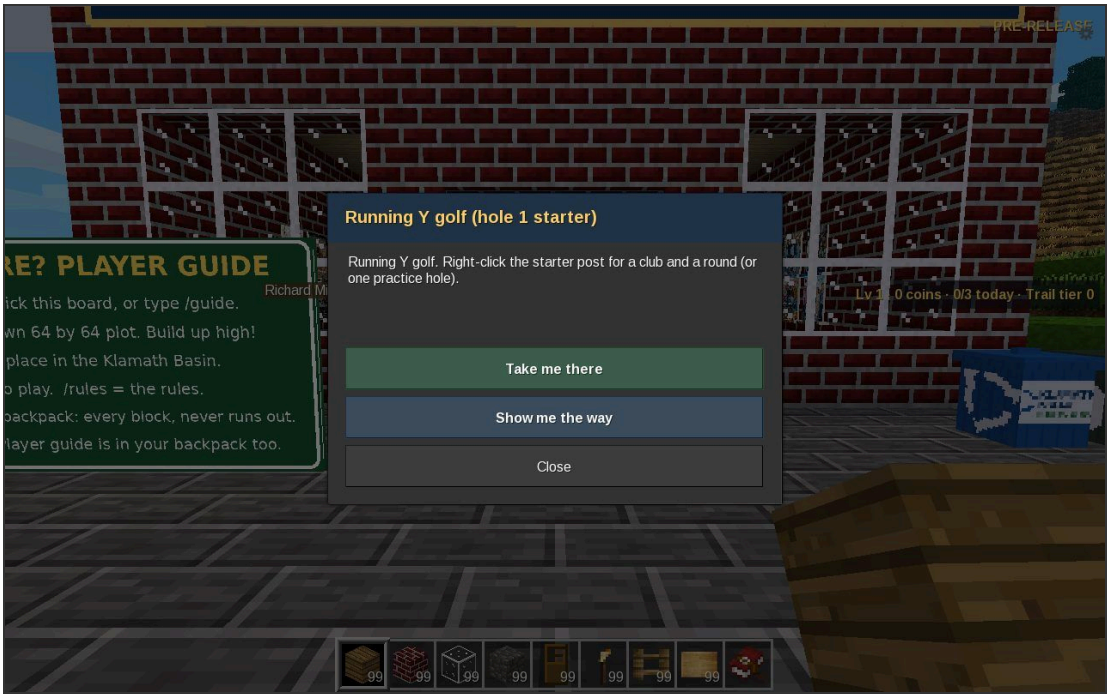
At **Epicenter Lanes**, beside The Epicenter in Klamath Falls. Right-click the ball return, look down the lane and click at the power you want. Ten frames, with strikes and spares. `/bowling`.



Epicenter Lanes: right-click the ball return to bowl a game.

Golf

The Arnold Palmer course at the **Running Y**, with 18 flags. Type `/golf` and press **Take me there** to go to the starter post by hole 1, then right-click it for a club and a round. The fairway, green, bunker and rough all roll differently. Every hole you finish pays points: **2** for par or more, **6** for a birdie (one under par) and **10** for an eagle (two under), for up to **36 holes a day**.



Type /golf: Take me there goes to the starter post at hole 1.

Archery

Ranges in **Klamath Falls** and **Fort Klamath**. Type `/archery` and press **Take me there** to go to the nearest one. Right-click the rack for a bow and a 6-arrow scored round.

Foam target range

Behind the **Airsoft Supply & Tactical** van, wherever it is parked on its hourly round of the towns. Type `/range` and press **Take me there**, then right-click the range stand for 45 seconds of pop-up targets with a toy foam blaster. The range opens once the van has parked; while it is driving, `/popup` says where it is headed.

Family hunt (every age)

Open **every day, for every age**, in open countryside. Type `/hunt`, press **Bow + hunting tag**, then **Take me there** to go to the nearest hunting area. A soft tag arrow makes a deer, elk, goose or jackrabbit go *poof* into a name card with a real Basin fact. Nothing is hurt. Every tag pays **points**: a big **+N** on your screen, and a card with the animal's name, your points and a fun fact. The card also counts **your Basin name cards** (how many of the 12 animals you have). Tag another one within 3 minutes for a **streak bonus** (+2, +4, then +6). Up to 20 tags a day; `/cards` shows your collection. Grown-ups (18 and up) also have the seasonal hunt (`/hunting`, `/seasons`).

Fishing

Fishing is **catch and release**. Your fishing rod is in your backpack. In the guide, open **Fishing** and press **Hold my rod** to put it in your hand, or press **Take me there** (in Things to do) to go to Pelican Marina with the rod in your hand. The boat rental counters also lend a rod free.

1. Go to **Upper Klamath Lake**, **Agency Lake**, **Crater Lake** or the **Wood River**.
2. Look at the water and **right-click** to cast. When a fish bites, right-click again.
3. Choose **Photo, then release** to keep it in your log, or **Release it**.

Each water has its own real fish, like redband trout and kokanee. `/catches` is your fishing log.

Photo safari

`/safari` gives you a camera. Photograph each kind of animal for a stamp and points. Six kinds earns a badge. `/cards` is your collection of animal name cards with real Basin facts.

Bigfoot!

Bigfoot sleeps in a cave in the woods behind **Rocky Point** during the day. Walk in and he sits up and blinks. After dark he pops out near Rocky Point, makes a silly face and runs. **Catch up with**

him three times and he waves goodbye. Watch for the **BEWARE OF BIGFOOT!** signs. `/bigfoot` opens a window with **Take me there** (Rocky Point) and **Show me the way**, and `/bigfoot off` if you would rather he did not surprise you.

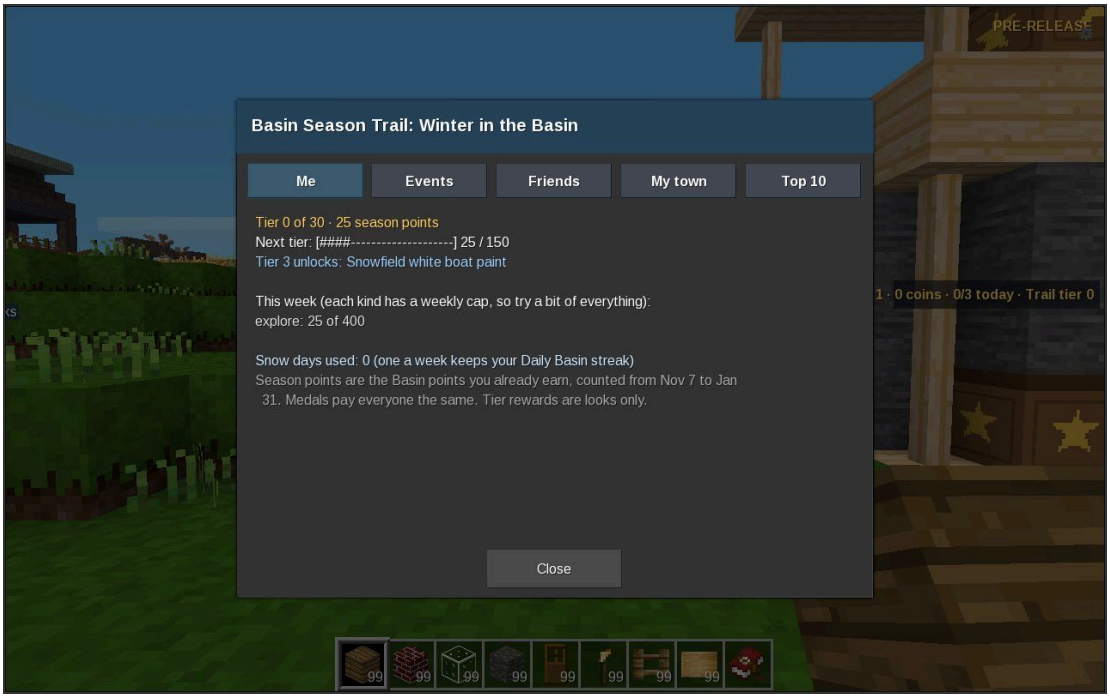
Treasure chests and the Daily Basin

Treasure chests sit all over the map. Open the chest at a place once a day for **Basin coins**. The **Daily Basin** has daily and weekly quests. `/rewards` shows your coins and quests, `/clue` gives this week's secret, and `/leaderboard` shows the top players. Basin coins are for fun: they buy looks in the Wardrobe and are never worth real money.

Events and the Season Trail

Season 1: Winter in the Basin

From **November 7 to January 31**, every point you earn moves you up the free **Season Trail**, 30 tiers of looks-only rewards like boat paint, titles and a winter name-tag frame. `/season` shows you, your friends, your town and the top 10.



Season 1: Winter in the Basin (/season).

The Turkey Shoot (November 7 to 29)

Wild turkeys roam a hillside field west of Klamath Falls. Tag them with a soft-tag bow or photograph them with a camera. Nobody gets hurt: a tagged turkey poofs into feathers and comes back a little later.

1. Type `/turkeyshoot` and press **Start a round**. It takes you to the field and puts the Turkey Shoot bow **in your hand**. You can also right-click the **Turkey Shoot stand** at the field: the bow goes into your hand, and the stand has **Start a round (60 seconds)**, the **Bow** and the **Camera**.
2. Any bow works on the field, the Basin bow from the family hunt too: every arrow can tag a turkey.
3. **Left-click to shoot** (tap on a phone). Aim at the turkey's body. Arrows drop a little over a long distance, so aim a little above a far turkey.

4. The ring in the middle of your screen turns **green** when a turkey is in your sights. Shoot then: the arrow helps a little.
5. A tag is **10 points**. Tags in a row without a miss earn a **streak bonus** (+2, +4, up to +8). Missed? The game says "Close!" and which way to aim.
6. When the 60 seconds are up, the **result card** shows your turkeys, your score and your best round. Press **Play again** to beat it.

Practice first on the two **hay bales with rings** next to the stand: the game tells you if you hit the bullseye. With the **camera**, put a turkey inside the viewfinder box and click: centred and close scores more. Points earn medals (Participation, Bronze at 100, Silver at 250, Gold at 500), the same for every age, and Thanksgiving weekend is the finals. `/turkeyshoot help` shows the rules any time.



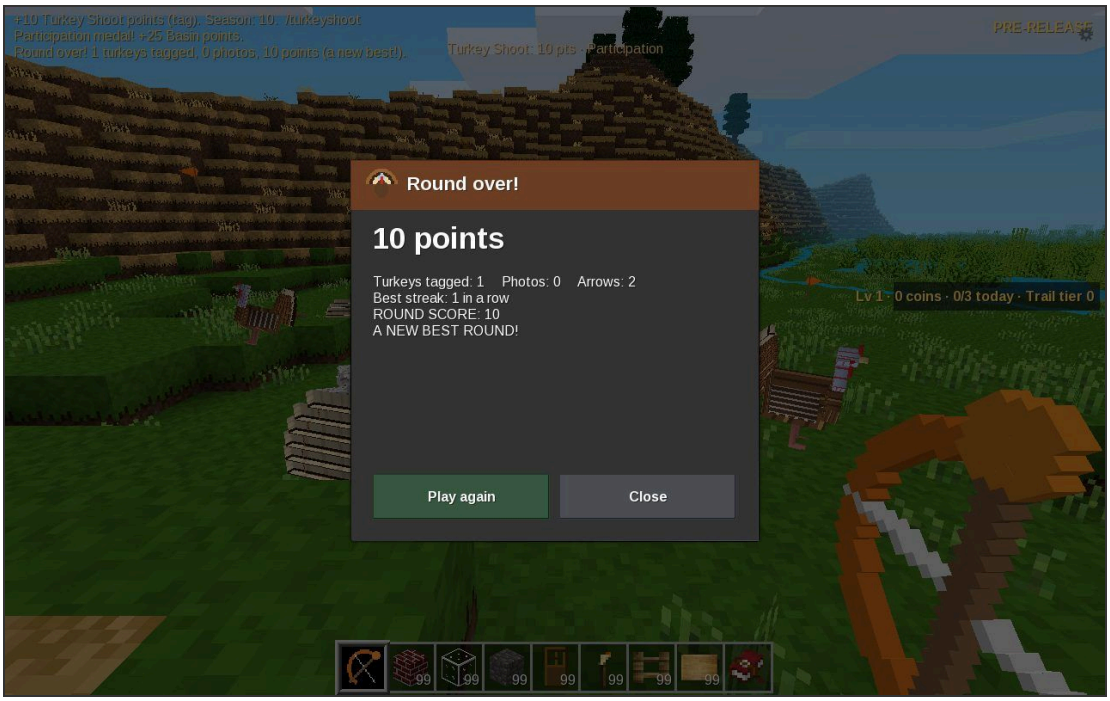
The Turkey Shoot field, with wild turkeys pecking in the grass.



The ring turns green when a turkey is in your sights.



A tag: feathers, a token and the "+10". The round clock is at the top.



The result card at the end of a 60-second round.



Practice on the hay bales: the game tells you how close to the bullseye you got.

Events this season

Event	When	How
Turkey Shoot	Nov 7 to Nov 29 (the game says "until Nov 30": it ends at midnight)	The field west of Klamath Falls: 60-second rounds with a bow, or a camera. `/turkeyshoot`
Basin Recycle Rally	Nov 7 to Jan 31	Pick up litter and put it in the right can: blue for recycling, green for trash. Monthly medals. `/rally`
Santa's Advent Calendar	Dec 1 to Dec 25	A gift outside a different sponsor shop each day, and Santa on the plaza on Dec 24 and 25. Open them all for a Santa hat. `/advent`
Great Eagle Count	Jan 1 to Jan 31	Photograph bald eagles with the safari camera. `/eagles`

Standings and Live View

- **Standings:** Basin-wide totals are on **klamathliving.com/game/standings/**. Nobody under 13 is ever named.
- **Staff play too.** The Craft World team earns points, coins and medals in every game exactly like you, so they can test everything. Staff and test players are never on the public boards and never win prizes.
- **Live View:** watch the world live at **live.klamathliving.com**.

Characters and Sponsor Places

People to meet

Who	Where
Tony Nunes	A Klamath Falls Realtor. He walks from his FOR SALE house on Sunset Beach to Sponsor Row. Right-click him for his card. `/tony`
The Sheriff	Walks his beat downtown and keeps the Basin friendly. `/sheriff`
Richard Miller	A Vietnam-era veteran who sits on his bench by the lake.
LuckyDuck	Greets visitors at Pine Tree Plaza by the Running Y and answers questions about Lucky Duck Productions. `/luckyduck`
The Chicken Shack's chicken	Works the shop floor at The Chicken Shack.

Sponsor places

Local businesses that sponsor Klamath Living have their buildings in the game at their **real addresses** in Klamath Falls, with their logo on the door and this month's ad inside. Many have a Passport stamp at the door. You will also find billboards for local businesses (`/sponsors`) and the Airsoft Supply & Tactical pop-up van on its round of the towns every hour (`/popup`).

Basin Business Row is the lane of local business shops north of Sponsor Square in downtown Klamath Falls. Its eight shops were rebuilt bigger in November, in two rows facing each other across a paved street, so each shop's ad is big enough to read from across the street and from the counter inside.

Please leave sponsor buildings alone: they are protected, just like other players' builds.

Help

I'm stuck!

What happened	What to do
I'm lost.	`/stuck` (or `/storefront`) takes you back to the plaza in town. `/plot` takes you to your plot. `/way` and a place name points the way.
I can't build.	Have you accepted the rules? Type `/rules` and press **Accept**. You can only build on your own plot (or a friend's who trusted you).
I'm stuck in a wall, a hole or up a tower.	Press **Help / I'm stuck** in the guide, or type `/stuck`. It takes you back to the plaza in town (it does not work from a jail cell). `/plot` takes you to your plot.
I'm in jail.	Wait for the countdown, sweep the dust piles to take time off, or ask a friend to vouch for you at the bail lever.
My boat or plane is gone, or I can't find them.	Rentals go back when you step off. Type `/ride` and press **Take me there** to get back to a counter.
Someone is being mean.	`/block` and their name, then `/report` and their name and what happened. Tell a grown-up.
I forgot my password.	Use the **Forgot your password?** link on the sign-up page, play.klamathliving.com/beta/.
I want a new password.	Press **Esc** (on a phone, tap the menu button) and choose **Change Password**. Type your old password, then the new one twice.
I found a bug or have an idea.	`/feedback` and your note, for example `/feedback the boat at Rocky Point got stuck`. It reaches the team with the time and place.

Sending us feedback

Found a bug, or have an idea? Type `/feedback` and your note, for example `/feedback the boat at Rocky Point got stuck`. It goes straight to the Klamath Living Craft World team with the time and place, so we can fix it. We read every note, and we welcome them.

- If `/feedback` asks you to answer the birth month and year question first, type `/age`. Then it works.
- Players 12 and under are in kid mode, where `/feedback` is off, like chat. A grown-up can send us the idea instead.

> **Grown-ups:** if your child is 12 or under, or the game is not working for you, email troymiller@luckyduckproductionsllc.com and we will read it.

Where to get help

- `/help` opens **How to play** (also on the web at play.klamathliving.com/how-to-play/), `/guide` opens the player guide and `/rules` shows the Rules of the Basin.
- The green **help boards** on the plaza and at the Running Y corral. Right-click one.

What's New

New this season: **Basin Discovery boards** at real places, with a wildlife field guide and a **Farm and ranch** section, a new **hospital and college** in Klamath Falls, and **Santa's sleigh** over the towns on Christmas Eve and Christmas Day.

Basin Discovery boards

Twelve Discovery boards stand beside the signs at real places around the Klamath Basin: Crater Lake, Upper Klamath Lake, Rocky Point, Agency Lake, the Wood River Wetland and headwaters, Spring Creek, the Williamson and Sprague rivers at Chiloquin, the Lower Klamath and Tule Lake refuges, Lava Beds, the Link River in Klamath Falls and Fort Klamath. Right-click a board to open it. Each one has **Photos**, **Facts**, **Learn** and **Links** tabs, and some have a **Wildlife here** tab. Every fact says where it comes from. Type `/discovery` to see the places and which ones you have done.

> **Tip:** On a phone the board fits your screen, with the tabs two to a row.

Learn and the quiz

Open the **Learn** tab at a board. Read three short lesson cards, then answer a quiz of three questions. The answers are big buttons. Get all three right to pass and earn that place's **Discovery stamp** in your Basin Passport. Every answer is on one of the cards, so read carefully!

- You earn points once per place: for reading the cards, for passing, and a bonus for passing on your first try.
- Points only count when you walked to the board. If you jumped there, or you are far away, it is practice.
- A missed quiz waits ten minutes before your next scored try. Practice is always free.
- There is a daily limit on learning points. Anything over it is saved for your next day of play.

Learning points count toward your **level**, just like coin points, so learning helps you fly and get more plots (`/levels`).

The wildlife field guide

Type `/fieldguide` to open the **Basin Wildlife field guide**: a page for every animal with a photo, facts and where to look in the Basin. Some animals only live in real life for now; their pages say so.

Right-click an animal in the game (a deer, an elk, a pelican, a beaver...) and its learning card opens. The first time you meet each kind of animal, it is added to your field guide and you earn points. A photo with the safari camera counts too. To open a riding horse's card, hold **Sneak** and right-click, because a plain right-click still gets you on the horse.

Spot animals for wildlife badges. The "every animal" badge counts every animal that lives in the game.

Farm and ranch: the cows, horses and chickens have their own section in the field guide (press **Farm and ranch** at the top). Their cards tell you real facts about ranching in the Klamath Basin. Spot all of them for the **Farm and ranch** badge. Farm animals do not count toward the wildlife badges.

Badges you can't earn yet: some badges need more places or animals than the game has right now (Basin Ranger, Master Basin Ranger and the 25-animal wildlife badge). They say "Coming soon" and open by themselves when the new places and animals arrive. `/discovery` shows every badge and what it needs.

The hospital and the college

Two new buildings stand in Klamath Falls: **Basin Community Hospital**, beside the highway east of downtown, and **Basin College**, south-west of downtown.

- In the hospital lobby, the **First aid for kids** board tells you what to do if someone gets hurt: tell a grown-up, call 911, and care for cuts, scrapes and small burns. Walk into the lobby for the **Hospital visit** stamp in your Basin Passport.
- The college **Library** has three history boards about Linkville (the old name of Klamath Falls), the railroads, the lumber boom, the lake steamers and the Baldwin Hotel.
- Right-click a board to read it. The buildings are protected, so nobody can break them.

> **Tip:** If you have not accepted the rules yet, you can still open any board or animal card: look at it and press the place button.

Fort Klamath

At the old Army fort in **Fort Klamath**, in the Wood River Valley north of Upper Klamath Lake, two new things stand in Fort Klamath County Park, east of the highway:

- A **Basin Discovery board** with the fort's story. Open the **Learn** tab, read the cards and pass the quiz for the **Fort Klamath** stamp in your Basin Passport.
- The **Fort Klamath Guardhouse**, a small copy of the fort's guardhouse, like the real Fort Klamath Museum. In its **Exhibit room**, the history board has five tabs: the Army post, the

Klamath Tribes and the fort, how the fort's storekeeper started Linkville (today's Klamath Falls), the Modoc War, and the park today.

Type `/way fort klamath` to get there, or `/discovery` to see it on your list. The Live View camera visits Fort Klamath too.

Santa's sleigh

On the evenings of **December 24 and 25**, Santa's sleigh flies over the towns at 5, 6, 7 and 8 PM Pacific time. Stand outside in a town and look up! The first time you see it you earn points. Type `/santa` any time to see when it flies.

Coming Soon

These are being built now. They are **not in the game yet**. The next version of this handbook will explain each one when it arrives.

- **Proven phone driving.** The controls card already shows the phone buttons; we are still testing boats and planes on real phones.
- **More for the Basin railroad.** The trains are running (see Riding the Train). Still to come: a history hall and station plaques, sponsor ads on the cars, a train whistle, and later a lake steamer from Pelican Marina to Rocky Point.
- **More local business places.** New local business places around the Klamath Basin, each with something to do, arrive in a game update after December 1, 2026.
- **More places and sponsor features:** a Discovery board at the Klamath Falls Depot, more animals you can meet in the game, an aviation heritage exhibit, sponsor prizes, a second Craft World for the Rogue Valley (in planning) with border crossings between the worlds, and a Craft World app.

Command Card

Press **T** to chat, type a command, press **Enter**. Keep this page beside the computer.

Getting around

`/plot`	Go to your plot
`/stuck`	Stuck? Back to the plaza in town
`/places`	Every place in the Basin
`/way crater lake`	A marker that points the way
`/way off`	Clear the marker
`/landmarks`	Places near you
`/passport`	Your stamps

Building

`/plot list`	Your plots
`/plot new`	A new plot (level 12 and 15)
`/path`	Path blocks to the road
`/trust Name`	Let a friend build with you
`/untrust Name`	Stop it
`/levels`	Your level and unlocks
`/wardrobe`	Change your look
`/nametag`	The name over your head

Rides and games

`/ride`	Ride & Fly: Take me there
`/boats /planes`	The boat and plane counters
`/getoff`	Get off a ride
`/heist`	Basin Heist
`/jobs`	Town jobs
`/bowling /golf /archery`	The games (Take me there)
`/range /popup`	Foam target range, where the van is
`/hunt /safari`	Family hunt, photo safari
`/catches`	Your fishing log
`/bigfoot`	Bigfoot: Take me there
`/season`	The Season Trail
`/rewards /clue`	Coins, quests, this week's secret

Help and safety

`/help`	How to play
`/guide`	The player guide
`/rules`	The Rules of the Basin
`/report Name what happened`	Tell the Sheriff
`/block Name`	Stop someone reaching you
`/feedback your note`	Send an idea or a bug
`/welcome`	The welcome card again

Keys: **W A S D** walk · **Space** jump (climb a ladder) · **Shift** climb down · **I** backpack · **T** chat · **K** fly (level 10) · **Esc** menu. Newest handbook: **play.klamathliving.com/handbook/**