VOID INTERACTIVE READY OR NOT F.A.Q FOR SOCIAL MEDIA AND WEBSITE

Alpha/Supporter Edition FAQ

Q: I have a problem. How can I contact VOID about it?
A: Through our email address which we have exclusively set up for Supporters and special guests to Alpha: AlphaSupporter@voidinteractive.net

Q: Am I getting the Limited Print Supporter Edition mousepad?
A: The offer was designed for the first 1000 purchasers of the supporter edition. This offer was exhausted within 48 hours. If you are certain you ordered before the offer exhausted and you haven't received a mousepad, please email info@voidinteractive.net from the email account you used for your purchase and provdie your full name, oder ID and mailing address.

Q: I haven't received any Supporter Edition emails.
A: Check your junk/spam emails, sometimes email protocols send them there. If you had your email on file with us changed, be sure to check your old email as well.

Q: If I received the mousepad, where is it going?
A: The mousepad has been sent to the mailing address that you provided at the time of purchase or a corrected address that you may have provided prior to the shipment going out.

Q: I missed getting a mousepad, where can I get another one?

A: Unfortunately the Limited Edition Ready Or Not mousepad was also Limited Print and will never be made again, but fear not, VOID Interactive has plans to set up a merchandise store that may include mousepads similar to (but not the same as) the limited and rare supporter edition mousepad.

Q: When does Alpha Start and when does it end?
A: It starts on August 19th at midnight (GMT) and ends approximately one week prior to the start of the beta in June 2020. There will also be periodic black out periods for updates and patches.

Q: If I purchase the Supporter Edition after the closed Alpha starts, do I still get access to it?
A: Yes. Alpha participation will be available to all who become Supporters prior to Beta launch in June 2020.

Q: How can I upgrade from a Standard Edition to a Supporter Edition?
A: Go to our website at voidinteractive.net and right underneath the Supporter pack purchase option there is a button that is titled "UPGRADE TO THIS EDITION".

Q: Why can't I but the Supporter on Steam?
A: At the launch of Alpha, players will be able to become Supporters directly on Steam by following the "Buy Directly on Steam" button on our web page.

Q: What is the difference between buying the game on your web page vs on Steam?
A: If you buy on our web page, more of the funds go towards the development of Ready Or Not. If you buy on Steam, you will have all the same perks as you do from buying on our page.

Q: What part of the closed Alpha can I show publicly?
A: Absolutely nothing from the alpha may be shown publicly unless given direct explicit permission from VOID INTERACTIVE (signed

document). This includes streaming, tailored videos, screenshots, etc.

Q: What part of closed Alpha can I talk about publicly?
A: We have created forums for Supporters where you can discuss the Alpha with other participants. Only public information that has been released by VOID Interactive or authorized by VOID Interactive directly can be discussed publicly.

Q: If I break the NDA/don't follow these instructions, what will happen?
A: You will lose access to the alpha, and expose yourself to legal action.

Q: Does the NDA prohibit one from disclosing the fact that they are participating in the alpha version of the game?
A: No, you can let others know that you are participating in the Alpha.

Q: Someone is breaking the NDA. What do I do?
A: Contact us at AlphaSupporter@voidinteractive.net with verifiable proof of a violation and we will investigate. We have embedded technology to assist us with identifying violators.

Q: Why are you this closed lipped on Alpha?
A: VOID INTERACTIVE wishes to share the development of the game with it's paying Supporters but at the same time wishes to keep this earlier stage of the game private due to the changing nature of game development and final product representation. VOID INTERACTIVE views the alpha as a way to communicate to supporters the amount of work going into READY OR NOT while maintaining privacy.

Q: Can I translate the NDA into another language for our community to understand?
A: Contact us at info@voidinteractive.net

Q: What modes of play will we be able to test in the alpha?
A: A sampling of CO-OP, singleplayer, and PVP multiplayer.

Q: Can I show the mousepad in public?
A: Yes, the mousepad is not under NDA. Just clean your desk first before taking a photo.

Q: Can I show the emails I have received in public?
A: Yes, the emails are not under NDA.

Q: How do I get into the Supporter Edition Discord?
A: Invites are being sent out through email in batches, so please be patient if you haven't got yours. Or follow this link - https://discord.gg/nwTC3r4

Q: In the Supporter Edition, it says that we are going to have our name in the credits. What name are you going to use?
A: When Ready Or Not gets closer to its final (full) release, we will send a form to our supporters which will allow them to enter their name or preferred handle (or nothing at all) for the credits.

Q: If I record video now, and don't upload it until after the game is released, does that violate my NDA?
A: Yes, the Alpha is private. You may only show Alpha footage if authorized by VOID INTERACTIVE on an Official Social media platform or with direct express written permission from VOID Interactive.

Q: Will Ready Or Not be on consoles?
A: Ready Or Not is a PC game, however, VOID Interactive may seek to port the game to consoles or other platforms after release depending on the reception of the final game.

Q: I accidentally input the wrong address/billing information for my order, what do I do?
A: Provide proof of purchase to us via email: info@voidinteractive.net

Q: I just purchased the Supporter Edition, where is my Steam/Alpha key?
A: If you purchase on our website, these will be emailed to you by Xsolla on Alpha go-live.

Generic Questions (Reddit FAQ)

Q: What is Ready Or Not?
A: Ready Or Not is an intense, tactical, first person shooter that depicts a modern day world in which Special Weapons and Tactical police units are called to diffuse hostile and confronting situations.

Q: Will Ready Or Not be more like SWAT 4 or Rainbow Six: Siege?
A: This will be for the player to judge, but the description we are most comfortable with is a spiritual successor to the SWAT series.

Q: Who are VOID Interactive?
A: VOID Interactive is a New Zealand based global Game Development Company formally established in 2016 that has a clear commitment to deliver high quality, impactful content that other mainstream software developers may shy away from due to cultural conventions and norms.

Q: When will Ready Or Not release?
A: Projected dates:
Closed Alpha — August 19th 2019
Beta — June 2020
Full Game — Q4 2020

Q: Will there be a Kickstarter or Early Access? How can I support Ready Or Not?
A: Our pre-sale campaign is designed to give fans an opportunity to support the development of Ready Or Not.
Our beta, that is projected to go live in June 2020 will effectively run as an Early Access title.

Q: What is Ready Or Not's development status? Can I be an alpha or beta tester?

A: Ready Or Not has been in pre-alpha and is officially transitioning to Alpha in August 19th 2019. You can become an Alpha tester by purchasing a Supporter Edition of Ready Or Not.

Q: When is Ready Or Not's next devblog?

A: When it's announced directly from our social media channels.

Q: Which platforms will Ready Or Not be available on?

A: Ready Or Not will be a PC title on release. However, and depending on its success as a PC title, we are interested in releasing it on multiple platforms such as console, mobile and cloud.

Q: What are the system requirements?

A:

SYSTEM REQUIREMENTS

	MINIMUM	RECOMMENDED
OS	64-BIT WINDOWS 7, 8.1, 10	64-BIT WINDOWS 10
PROCESSOR	INTEL CORE I5-4430 / AMD FX-6300	AMD RYZEN 5-1600 / INTEL CORE I5-7600K
MEMORY	8 GB RAM	8 GB RAM
GRAPHICS	NVIDIA GEFORCE GTX 960 2GB / AMD RADEON R7 370 2GB	NVIDIA GTX 1060 6GB OR BETTER
DIRECTX	VERSION 11	VERSION 11
STORAGE	30 GB AVAILABLE SPACE	30 GB AVAILABLE SPACE

Q: How many editions will be available for purchase?

A: We currently only have a Standard Edition and a Supporter Edition available.

Q: Will there be physical copies?

A: We have been approached by publishing houses with an offer to produce physical copies for sale through traditional brick and mortar outlets, but we have not made that decision as of yet.

Q: Will Ready Or Not feature controller support?
A: Alpha will not feature controller support out of the gate, but we will look to incorporate this later in the alpha life cycle. We do plan on having controller support in the Beta

Q: What is VOID's plan when it comes to Downloadable Content (DLC), loot crates, etc?
A: VOID Interactive developers are gamers themselves and DO NOT believe in only allowing its players to progress if they spend more money on the game. There will be some items that can be earned through game play progression, the better you are the more city hall is willing to invest in your team.
We will have opportunities for customization DLC at reasonable cost, but these will only be for cosmetics and will not give a player an advantage.

Q: Will there be a merch store?
A: VOID Interactive plans on launching a merchandise store with Beta in 2020. But if time allows, we may make a few select items available on our website during the alpha.

Q: What content is expected in expansion packs?
A: The original Ready Or Not release is based in the USA and reflects events from the USA, future expansions will move to other geographies across the globe and reflect special police units and events from those locations.

Q: Will Ready Or Not feature weapon skins?
A: Yes, but we do want to be tasteful in what we allow. So don't expect to see extremely wild and out of place items.

Q: What about officer skins?
A: Yes, but we do want to be tasteful in what we allow. So don't expect to see extremely wild and out of place items.

Q: Will Ready Or Not be always-online?

A: No. You will be able to play the full game offline upon release. For alpha, however, Ready Or Not will require an online connection.

Q: What storefronts is Ready Or Not available on?
A: Ready Or Not can be bought directly through our website at www.voidinteractive.net and is also soon to be available on Steam and other online game stores.

Q: What engine does Ready Or Not use?
A: Unreal Engine 4

Q: I've seen other games say that they will be a Steam game, but decide at the last minute to become an Epic Games Store exclusive. Will the same occur with Ready Or Not?
A: We would like for Ready Or Not to be available to as many players as possible, thus selling in a non-exclusive way through as many channels as possible, but cannot comment about future possibilities.

Q: How well is Ready Or Not optimized?
A: We are putting in effort to ensure the game runs at its best within the confines of the users GPU and CPU capability. During the Alpha you may experience variable performance.

Q: Dedicated servers, or peer-to-peer?
A: We will have a few dedicated servers across the world but will also support peer to peer hosting and local servers.

Q: Will Ready Or Not feature a level editor and/or support mods?
A: Yes, we believe a game with this capability provides great opportunity for community engagement and for capable programmers to express their creativity.

Q: Will Ready Or Not feature Steam Community items, such as backgrounds and trading cards?
A: We will monitor our Alpha community for demand for this type of item.

Q: What inspirations did the artists have in creating Ready Or Not?
A: Ready Or Not developers draw their inspiration from numerous sources including real life events, film and other games….and of course our community.

Q: What is the soundtrack like in Ready Or Not?
A: Ready Or Not will feature original soundtracks that fit the theme of each of our levels. In a general sense it will be an ecclectic mix of orchestra, classic, instrumental, etc.

Q: What languages will Ready Or Not be available in?
A: Original launch will be in English, but we are currently investigating localization in the languages of all our major markets.

Q: Does the game feature a campaign?
A: Yes, but it won't be available in the alpha.

Q: Can I play Ready Or Not in Virtual Reality?
A: Ready Or Not is not designed for VR at this stage.

Q: What anticheat does Ready Or Not use?
A: We will be utilizing a well respected and high quality anti-cheat system, but cannot name them yet as we are still in negotiation.

Q: Is Ready Or Not developed with e-Sports in mind?
A: No, the game is not developed for e-Sport, but we would support e-Sport if our player base weighs in heavily in favor.

Q: Will weapons accept accessories and attachments?
A: Yes. Weapons currently have four attachment slots: Underbarrel, Overbarrel, Scope/Sights, and Muzzle. In addition, they have the option of having skins.

Q: Will there be less lethal offerings?

A: Yes, there are a variety of less lethal items, including (but not limited to) stingball grenades, pepper spray, tasers, and beanbag shotguns.

Q: Do tasers *always* work?
A: At the moment they always work, but this will change going forward in order to reflect a more real life experience.

Q: What other kind of gear can we expect?
A: Shields to protect your team, C2 to blow open doors, a mirrorgun to look under doors or around corners, ladders to traverse to new heights, and much more.

Q: Does equipment affect movement speed?
A: Yes. There is a weight system in-game. By taking heavier gear, you limit your maximum speed.

Q: Are there different levels of armor?
A: Yes. You can pick which type of plate carrier, what kinds of plates go into the carrier, and where those plates will go.

Q: Is there armor degradation?
A: Yes. Ceramic plates may break and become less effective.

Q: Can players become suppressed if under heavy fire? / Why do some screenshots seem washed out?
A: Yes. Suppression occurs when many shots from enemies pass by the player. You will know if you're suppressed if your screen has a strong chromatic blur effect.

Q: What methods can be used to breach a door?
A: Normal door open function, pick locks, kick in, battering ram and explosive charge.

Q: Are there melee weapons?
A: Ready Or Not does not currently feature melee weapons but this is being considered.

Q: Are there canine units?
A: There are no canine units in the game currently.

Q: Can I customize my AI teammates' gear?
A: Yes, to the same extent that a player can be.

Q: Will there be usable snipers or playable sniper roles?
A: There will be usable snipers.

Q: Is there a training mode?
A: Yes, there will be a police station "Kill House" where you get to practice your skills and also one of the game levels is designed as a training level.

Q: Are there traps?
A: Yes, traps may randomly appear in a level.

Q: How does the health and damage model work?
A: There will be a small silhouette of your player in the bottom of your screen alerting you to damage and injury you may have suffered. Damage will impact your speed, vision and aim.

Q: Are headshots fatal?
A: Most of the time yes. But glancing shots will not always kill instantly with a single shot, but suspects will likely bleed to death. Especially if it is a drugged up suspect.

Q: How do less lethal weapons affect the player?
A: As you would expect them to affect a player in real life. But the effects of less than lethal wears off. Although excessive use of less than lethal can lead to a fatal event.

Q: Can lethal weapons incapacitate, as opposed to killing? What about less lethal weapons?
A: Lethal weapons can both incapacitate and kill. Excessive use of less lethal weapons can also lead to a fatality.

Q: Is there health recovery?
A: No, not in the mission being played. But a players health will be restored when moving to the next mission.

Q: Are the weapons hit-scan or projectile based?
A: They are projectile-based weapons.

Q: Is overpenetration a factor?
A: Yes, certain round types such as FMJ can overpenetrate and kill unintended targets.

Q: Is there falling damage?
A: Yes, dependent on the height of the fall you will suffer some damage, even death. An injured officer will experience impacts to their speed, vision and aim, dependent on the severity of the injury.

Q: Is there blind firing?
A: No.

Q: What about blood and gore?
A: Blood and gore will be key elements of our game, however, our complete gore system will not be in the alpha.

Q: How does reloading work?
A: By single-tapping the reload key, you will perform a normal reload. By double-tapping the reload key, you will drop the magazine and reload faster. The magazine can be retrieved by you (or by a teammate who is using a compatible weapon) later.

Q: Can I customize my officer's appearance?
A: Yes, you will be able to customize your officer in the planning phase.

Q: Can I yell at people to drop their weapon?
A: Yes

Q: Will Ready Or Not feature speech recognition?
A: Yes, this is in the works. It will not be present in the alpha, however.

Q: Is there VoIP?
A: Yes, this is in the works.

Q: Are there any controllable vehicles?
A: While there will be a police drone, we are not planning for controllable vehicles to be part of the first release.

Q: Vaulting?
A: Yes

Q: Rappelling?
A: No, this is not a feature we are planning to include in the first release.

Q: Can I go prone?
A: No, prone is not a typical position for SWAT and is more akin to war games. Prone is also a favourite position for campers. If we were to introduce a battle royale mode for fun, we would consider incorporating prone.

Q: Are there HUD crosshairs?
A: Only when aiming at specific objects, to improve the usability of certain features.

Q: Is there mouse acceleration?
A: No, there is no mouse acceleration in the game; raw mouse input is used. (Though, you can change the speed of your character by using the mouse wheel, so...kind of?)

Q: Can I hide the compass?
A: Yes. Most elements of the HUD are hideable.

Q: Is Field of View (FOV) adjustable?

A: Yes, with a slider.

Q: Is there freelook?
A: Yes.

Q: Is every key rebindable?
A: Yes, the keys and mouse buttons are fully customizable.

Q: Will there be a left-handed mode?
A: No, the engine does not currently allow for animation mirroring.

Q: Do bodies, shell casings, arrested suspects, etc disappear over time?
A: Shell casings do. In CO-OP, bodies and arrested suspects do not disappear, but they do in competitive modes.

Q: Besides kneeling with hands up, what other kinds of arresting positions are there?
A: Given arresting is a central feature of Ready Or Not, we will be working on several arresting motions which will feature in the full release. But arresting motion will be limited in Alpha.

Q: Can suspects fake surrendering?
A: Yes, so be careful.

Q: Can I see my own character's legs?
A: Yes, you will be able to see your own body, movements and shadows.

Q: Can I see my own character's shadow?
A: Yes, unless you are a ghost :)

Q: Is there a lockpicking minigame?
A: No.

Q: Are there bomb defusals?
A: Yes there will be a bomb defusal mode in the full game.

Q: Is there a replay viewer?
A: Yes, however it will not be available in the alpha, pending some

Q: Will there be mission briefings and planning?
A: Yes, there will be a detailed planning phase. The planning phase is where as a team leader, you can use departmental funds to purchase additional deployables and personnel needed to complete your mission. You can review mission information such as briefings here as well.

Q: Does the planning mode function like Raven Shield, where you issue orders to the team and they execute it?
A: No. Orders are given in real-time only.

Q: What do negotiators do?
A: They reduce the number of hostages that you need to rescue.

Q: Will you be required to report events to TOC?
A: Yes- not doing so may cost you performance points.

Q: Is there a story to the campaign?
A: Yes, but this will not be included in the alpha.

Q: How many maps will Ready Or Not have on release?
A: Alpha will include between 3 to 4 maps. The full version of RON will have between 10-14.

Q: What sort of map sizes can one expect in Ready Or Not?
A: Ready Or Not is designed for tactical scenarios with close quarter combat. So our maps will vary from city block to entire buildings.

Q: How long will it take to complete the story? How high is the replayability factor?
A: This is impossible to say, given that it is dependent on player skill level. But we are anticipating that story mode will take between

6 to 12 hours to complete with straight play-through at normal pace and 2–3 replays per mission to achieve level objectives.

Q: How many voice actors have worked on the game?
A: We have used over a dozen professional voice actors and plan on using more as other characters are integrated into the game. These will be listed in the game credits.

Q: Will there be more than one singleplayer mode?
A: Yes, there will be co-op and PVP as well as single player.

Q: Will the game force the mission to end if the players fail an objective?
A: No, the mission will continue but your score will be impacted and you may not progress through the singleplayer campaign.

Q: Is it possible to use only less-lethal weapons to complete the game?
A: Yes, this is possible. But may be incredibly difficult given suspects react differently to lethal vs non-lethal weapons.

Q: Is there a permadeath mode?
A: This is being considered.

Q: Is there randomization in the levels?
A: Designing each level involves countless hours of testing and fine-tuning, as such there is no layout randomization. However, the game will randomize locked doors, spawn points, and some props where appropriate.

Q: What kinds of suspects can I encounter, in terms of equipment?
A: Suspects will range from low-end store boosters and gang members, all the way up to high-end, military-spec tactical units.

Q: How can I command my AI squadmates in singleplayer?
A: Ready Or Not features a command interface which allows players to easily relay orders to their AI squad. This can be done in

one of three ways: Classic (using keys F1–F8), Mouse (using middle mouse button to select from a contextual command list), or Voice (using your voice to command AI).

Q: Do suspects interact with hostages?

A: Yes. Suspects can take civilians as human shields or hold them at gunpoint in stand-offs with players.

Q: Will there be leaderboards in the game?

A: Yes. There is a leaderboard for each level in cooperative, and a leaderboard for PVP.

Q: How does arresting work in singleplayer? In multiplayer?

A: Arresting will be accomplished in a couple of ways by using designated keys. Once the suspect has submitted, a player will either be able to arrest the suspect themselves or order his AI team to perform the arrest. In multiplayer mode, stunned players can be arrested.