

The Teach You How to Not Suck Page!

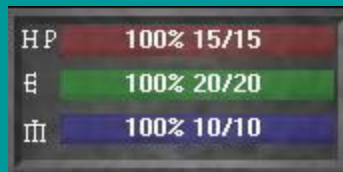
In-Depth General Playing

Not that difficult actually, unless you encounter problems. Just go to the 'Need Help?' section if you find something's amiss, or go to Contact Us and e-mail someone if you still can't figure anything out.

PLEASE NOTE THAT ALL THESE REFER TO THE BASIC SERVER DESIGN-- IT DOES NOT ACCOUNT FOR CHANGES MADE BY SCRIPTS BY THE SPECIFIC SERVER!

Varying Statuses:

All status, besides experience, have a max of 255. Nothing will ever go above it, and if someone says theirs is above it, then they are either lying or the server was designed especially for it. The few statuses that are most often displayed to you are your health, the red bar, your energy, the green bar, and your mana, the blue bar.



If your health gets to zero, you *normally* die. If your energy gets to zero, you won't be able to **run** or do energy consuming things like **attack**. If your mana gets to zero, you won't be able to use any concentration for things.

Built in the game, mana has little to no use, energy has a slightly more significant role, and health is just the only thing people really care to increase. This is just built in, scripts can change the need for any status.

However, it does take 10 mana to broadcast and I think it is either 2 or 5 mana to send a private tell.

Server Owners:

The percent and number of the starting classes effect how each of these bars increase. Class number 1, gets twice as much mana, class number 5 gets twice as health, and class number 15 gets twice as much energy. This doesn't mean you should lower class 1/5/15's percent to increase to 50%, because then they'd rarely increase at all. A good increasing rate is more around **80-90** by experience, anything else just annoys the players-- *even for these special three classes that get double*.

Quick TIP: Make use/take advantage of the classes with the extra gain, especially the extra HP gain. This can cause a severe advantage later in the game.

Good luck, this is mainly for server owners, but it's nice to know when picking classes which ones have a .. slight advantage over the others.

Defined Statuses:

After every level up, you get 2 status points, and the chances role for your class to increase your energy, health, and mana. The chances are purely the server owners decision, but the 2 status points are almost always in the game. They can be spent on Strength, Endurance, Agility, or Intelligence using /train or the train button.

```
It is now day time...
***** Character Statistics *****
Name: Tijer Class: Thief Gender: Male
Strength: 4 Agility: 8 Endurance: 5 Intelligence: 3
Level: 1 Experience: 96 / 1000
```

For Every 5 Strength points, you do 1 more damage.

For Ever 5 Endurance points, you heal 1 faster (healing occurs ever 2 seconds)

For Ever 5 Intelligence points, you gain 1 mana faster (mana regenerating occurs ever 2 seconds)

For Ever 1 Agility Points, chances you hit monsters/people raises, and chances they miss you raises. -- Equation is

Random(100+(YourAgility/4)) > Opponents Agility Then Hit

Just letting you know, Energy natural regenerates by 4 every 2 seconds.

To see how far you are from leveling up, or to see your status, type /stat, or click on the button on the interface.

Quick TIP: If you run out of energy, your chances of surviving in a dangerous area decrease rapidly! So, conserve energy!

Combat System:

Every blue named-map you've seen is a safe haven.

Every white named-map you've seen is guild warring.

Every red named-map you've seen is chaos.

If you're fighting a monster, you can hold down control and it will automatically attack for you. If you're fighting a player and you try this, chances are it won't work too well.

Players tend to move around a lot. If you try holding ctrl, then you'll attack a lot of the times when a player is not in front of you. This is because Control has a one second timer. The game will only read that you've pressed the ctrl button after a second has passed from its last press. Due to this, in order to fight players with any hope of winning at all, you will need to press ctrl instead of hold it.

Death:

When your HP reaches 0, you will most likely die. You will drop random objects and respawn in most likely an area you've been previously. You will lose 1/3 of your experience, and depending on what killed you, a message could be sent to the world saying which other player murdered you. If you are killed by a monster, then the message will Not likely not be global.

After you've died and drop your items, you better hurry back to get them. *Any other player* can pick up your items. And if that does not happen, within (standard) 3 minutes your items will disappear on their own (unless they are on a Keep Tile)

Time:

There is a daytime nighttime going on. Every minute, the hour changes. The hour is in military time from 0-24, and until fixed can be viewed by anyone with the command /hour. Morning begins at 7, Night at 22. Mainly used for Darkness by hour and time based things in game.

Small Things to Look Out For:

Bad Mapping. Alert Owner Immediately and throw dust in there face that they didn't find it earlier.

Walls. Don't walk through them.

Directional walls. Gets you a little mixed up depending on the direction you want to head.

Warps. Never really know where you'll go do you?

TileScripts/Mapscripts. Anything could happen, just by stepping on it.

NP Tiles; A tile YOU cannot walk through... but monsters can!

NM Tiles; A tile YOU can walk through.. but monsters can't!

Also, the interface is editable. I won't go into this because it could seriously mess some things up for you and I don't wish to be held responsible. Instead I'll take the lazier approach and wait till someone else does small help section on that.

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