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Guide to Playing Omens Realm Expansion

by Swoosh

Chapter 1: The Basics

Movement Commands:

Up Arrow: Moves up.

Down Arrow: Moves down.

Left Arrow: Moves left.

Right Arrow: Moves right.

Shift + Direction key: Runs in the direction of the arrow key.

Chatting Commands:

<Text Message> + Enter: Says text message to everyone on the current screen of player.

/yell <Text Message> + Enter: Yells text message to everyone within a one screen radius of player.

/emote <Action Message> + Enter: Emotes an action to everyone on the current screen of player.

/broadcast <Text Message> + Enter: Broadcasts text message to everyone on the server.

/tell <Player Name> <Text Message> + Enter: Tells text message to only the player you named.

Action Commands:

Ctrl: Attacks monster or player in the direction you are facing.

Enter: Picks up the items when your character is standing over them.

Double Click Object in Inventory: Equips the object you double clicked.

Left Click Object in Inventory: Views the object name and amount you clicked.

Right Click Object in Inventory: Drops the object you clicked.

Left Click Player or Monster: Views the name of the monster or player and player's guild if player has one.

Trade Command:

/trade: Displays a trading menu only if player is on a map with an NPC enabled. ie Shops, and sometimes quests

Chapter 2: The Monsters

Movement:

The monsters moves randomly until a target is set, then monster moves in the shortest possible movement to target.

Target:

The monsters will target anything that moves into their field of vision. Only way to change targets is if another target attack the monster.

Vision:

The monsters only see a set number of tiles within a radius. Some has small ranges while others can see the entire screen.

Guard:

Some monsters are set to guard. They will only go after targets with flashing (PKer) names.

Items:

The monsters has a 1/3 chance of dropping an item when they are killed. This can be changed from not dropping an item when killed to dropping an item everytime it is killed.

Experience:

When the player kills a monster the player gains experience based on how difficult the monster was.

Walls and Warps:

Monsters like players have to follow the rules of the map. A monster can not walk onto a warp or a wall.

Maps:

Monsters on the current map can only stay on the current map. They can not move from map to map.

Chapter 3: The Map

Size and location:

A map is comprised of 11x11 tiles. Each tile represent a location on a grid and works on a X Y grid system. Lets say your at the top left of the map. You location would be (0,0).

Tile properties:

Login

Nickname

Password

Don't have an account yet? You can [create one](#). As a registered user you have some advantages like theme manager, comments configuration and post comments with your name.

Survey

Should Theives be able to pick Guild Hall locks?

- Never
- Yes, but very low chances of success
- Yes, but chances depend on the level of Theif

Results Polls

Votes: **469**
Comments: **6**

Each tile can have different properties. Wall is one such property. A player or monster can not walk onto a wall tile. Warp tile is another property. When walked on the player is instantly warped to another map and location. Monsters can not walk on warps.

Name and Color:

Each map has a general name of the map and color. The color represents the following:
LightBlue - Non - PK Zones. These are areas where players can only attack monsters.
White - Guild - PK Zones. These are areas where players can attack monsters and other guild members only if the player is in a guild himself/herself
Red - PK Zones. These are areas where players can attack monsters and any other player.

Respawn:

Items on the map, unless having a Keep tile or Object tile will disappear during a map respawn. It takes about 2 minutes for a map to respawn. If a player is on the map, then only the items will respawn and not the objects. When respawned all the items not on a Keep tile will disappear. Keep tiles are only used for guild hall or special quests.

Chapter 4: The Guild

The Commands:

/guilds: lists all the guilds currently active on the server.
/guilds + Double Click on a guild: brings up the guild information. If player is not in guild, it displays the guild information. If player is in guild and rank is Lord or higher, then player can promote players, demote players, disband guild and add Declarations.
/guild invite <Player Name>: Invites the player you named to your guild. [Must be Lord or higher for this Command]
/guild who: lists all the players in your guild that are currently playing
/guild chat <Text Message>: Displays text message to all the players in your guild that are currently playing
/guild deposit <Amount>: Deposits the amount of gold into your Guild Bank, You can not withdraw from your Guild Bank
/guild balance: Displays the current balance of your Guild Bank, You can not withdraw from your Guild Bank

The Name Color:

LightBlue: The guild you are currently in and members in the guild.
White: Other guild members with no standing with your guild.
BrightGreen: Other guild members with at alliance with your guild.
BrightRed: Other guild members with at war with your guild.

Guild Hall:

Price: How much you have to pay for the guild hall
Upkeep: How much you have to pay everyday to keep the guild hall. If your Guild Bank falls below the upkeep, you lose your guild hall.
/guild hallinfo + Inside a guild hall: Displays the current owner, price and upkeep for a guild hall
/guild hallbuy + Inside guild hall: Buys the guild hall if your Guild Bank has enough money. [Must be Lord or higher for this Command]
/guild hallsell + Inside your guild hall: Sells the guild hall. You do not get money from the sell. You just lose the guild hall. [Must be Lord or higher for this Command]

Vaults:

Only guild members with rank Member and above can go inside the vaults. Initiates can not.

Chapter 5: Misc. Commands

The Commands:

/who: Displays all the players currently on the server.
/where: Displays your map number and X Y location.
/stats: Displays your character information.
/train: Displays a train menu. You gain 2 points by each level.
/options: Displays the options menu. You can turn Midis, Wav and Broadcasts on or off, change text font etc...

Chapter 6: Level Up

Experience:

As you kill monsters and gain experience, you will level. As you increase levels it will take more and more experience to level up again.

Stats:

When you level you gain two stats points. Type in /train and use the points on the following:
Strength: Increasing this will increase your player's damage.
Endurance: Increasing this will increase your player health regen.
Agility: Increasing this will increase the chance of monsters missing you in battle.
Intelligence: Increasing this will increase your player mana regen.
While some effects are immediate, some might take 4 or 5 points to see results.

Chapter 7: Quest

Intro:

There are quests to get items or information in the game. Quests can be hidden or in plain view.

Party:

If you enter a quest with a party keep in mind some quests reward all players while some quests reward only the first player in the treasure room.

Treasure:
Can be anything from gold, items to information.

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