



In the beginning...

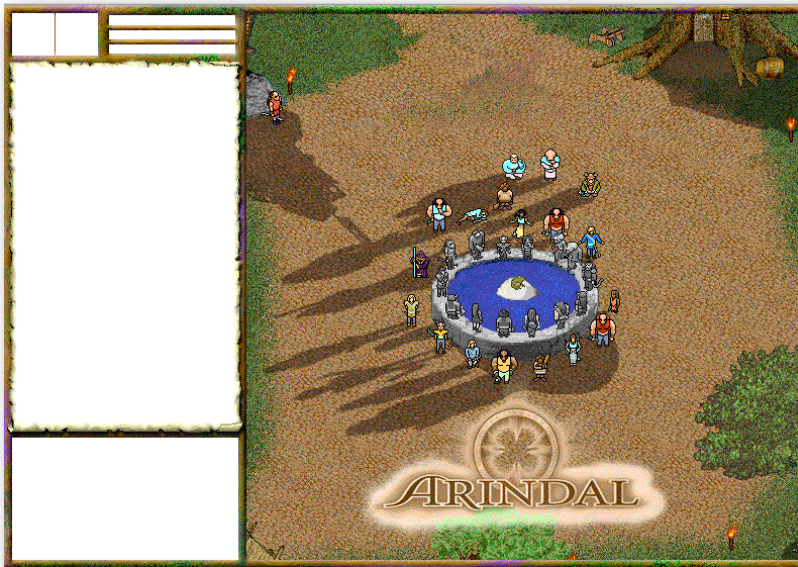
A basic explanation of the Arindal client, and the newbie-walk.

Version 0.4

This document is intended to quickly help you understand what you see on your screen, and how to respond to certain events. Note that the screen-shots can be different than what you see on your screen; we have Arindal versions for Macintosh, and Windows. We also support a Java-version. Although the clients all look slightly different, the main principle is the same. In this document, screen-shots of the Macintosh version are used. More information can be found at our website!

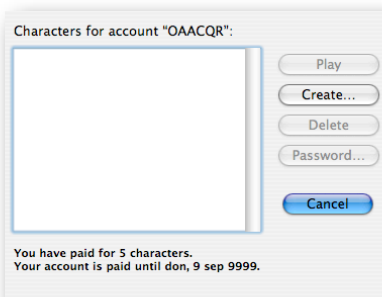
Creating a character

When you start up the program, you will be presented with a screen similar to the one you see here.



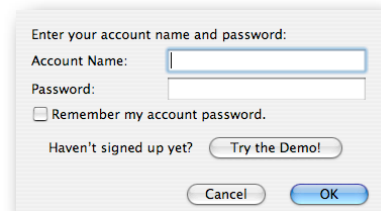
The right part of the screen shows you the play field. Here the action takes place. The left part of the screen, with all the empty places, will show you your status, game messages and it is also the place where you will be entering your input.

We will begin with creating a character. Keep your account-data ready. Select from the 'File' menu the first choice 'Character Manager'. A window appears, asking you to enter your account-data. Enter it and choose whether you want the program to remember your password.

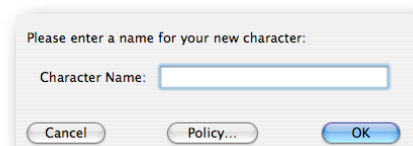


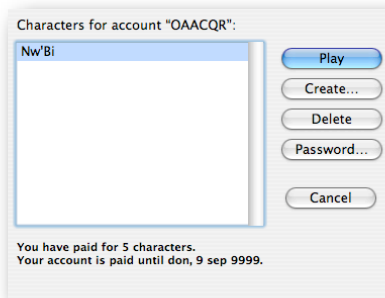
Now you're looking at the character's window. Here you can find all the characters that are registered under your account. Currently there are no characters registered.

Click on 'Create...'



You are now asked to enter a name for your new character. Names should be chosen wisely. There are some rules for choosing names. They can be found if you click 'Policy...'. Please click that button and read the five lines about choosing a name. After that, enter the name of your character and click 'OK'.





Now you can click 'Play' to start playing with this character. The next time you want to play with this character, you can choose 'Select character' from the file menu and enter your characters name and password, or choose 'Join game' to join the game with the last character you used.

For now, choose 'Password' to change the password for this character. After you have done this, choose 'Play' to enter the game and continue this walkthrough!

The Newbie Walk

You are now in the first room of the so-called newbie-walk. That is why the character in these examples is called Nw'Bi. Obviously, for a serious player-character it would be a good example of a bad name...

In these areas you will select a gender and a race for your character. Further you will have to choose some characteristics as skin and hair colour to individualise your character.

During this tutorial, and the rest of the game, you need to be aware that the server will disconnect you if you have been idle for more than five minutes. If you are reading this tutorial while being connected, be sure to move your character around every now and then. In case you are disconnected, just choose 'Join game' from the file menu to re-join.



The first step you have to take is choosing your game language. In this room you see four Non Player Characters (NPCs). These NPCs are controlled by our server. You can recognise them by their blue name-tags. You can listen to what an NPC has to say by bumping into it. To move, click anywhere in the play-field. Your character will start to move in the direction of the cursor. Now, walk into the language-NPC of your choice and listen to what it has to say.



The NPC has given you instructions on how to set your preferred language. Enter the command now. Hit the return or enter key after every command.

The NPC Stance Assis will now talk to you in the language you selected. Listen to what he has to say.

Now walk north into the door to exit this room



You are now in the room with several NPCs. Locate Ad Servio, bump into him and listen to what he has to say.

As seen on the image to the left, there are some other object of interest here as well. In Arindal you can often walk into objects to see what they are or do. To the right of Ad Servio, you see a parchment on the floor. Bump into it, and read the information.

Now walk to the books on the table on the left side of Ad Servio, and bump into them. Continue with the little sign next to the fire just north of you now, and after that check out the parchment north of the sign. This one gives some essential information.

In Arindal you do not 'save' your game. You can disconnect whenever you want by choosing 'Leave game' from the file menu. But this is not the best way to leave the game, since you will not 'learn' anything while you are away from the game. **The most preferable way to leave the game is to go to the meditation-tower in town, and enter the '/sleep' command.** This way you will continue to gain knowledge, even if you are off-line!

Now, walk to the right side of the room, and read the little sign next to the ladder that goes down. The sign explains that the ladder will lead you to the areas which will explain in much more detail how Arindal works. Movement, game-commands, menus, how to train, how to fight, and much more vital information is given here. First time users are strongly advised to visit those areas, since it will make a lot of things clearer. You can choose to visit these areas later, since they are accessible after you have created your character as well, so do not worry that you have to remember everything instantly.

If you are done there, climb the ladder to go back to the room where you went down, Ben Ignus.

This will be the first time that you meet interactive NPCs.

Listen carefully to what they have to say, and reply to them at the right time. If you change your mind, just visit the other NPC. But remember; **when you leave this room, your choice is final. You cannot change your gender later in the game.**

Ben explains that it is now time to choose your gender. Do you want to be a male or a female? For the game, it does not matter; males and females of any race are completely equal in capabilities. They only look different.

Your character is now ready to begin playing.

Your race, and various colour settings can be done later, whenever you decide what race you like to become. Until you make that choice you will keep wearing your cloak. If you want to select your race, visit the special area in the Townhall-building.

Remember, Arindal is a game of role-playing and fantasy. In time, you might want to think about a little background for your character. Where do you come from? Do you have any family? Look at the other players you meet, and play along! Ask questions! Explain that you are new to the village of Arindal, and ask for some help. And most important, enjoy yourself!

You are ready to go, but the next two pages will give you a quick overview of the key element of Arindal. It will only take a few minutes to read them, and you will understand the basic principles much better!

What's next?

Once you pass the door you find yourself in Arilon, the main city of Arindal.

Keep on moving around a bit until you arrive at the fountain. Usually some players sit near its north-side, awaiting adventure, their friends or just babble a bit. Notice the hollow tree house just north-east of the fountain. This is a 'safe-place'. Monsters **usually** do not enter this tree, so in case of trouble, it is a good place to hide. Often you can find a player there named 'Reizende'. She is the town healer, and responds to commands. If you meet her, try saying 'Reizende help'.

Sharing.

Now you're in town, it is time to 'share' with people. It is good practice to start sharing some healers. It does not matter if you do not know them. Look into your player-list and find some people with a blue healing crystal behind their names. Reizende, for example. Then enter in the client "\share reizende". In your player-list you will see that Reizende's name is now underlined, indicating that you are sharing her.

Remember; if you are sharing your experiences with someone, they get a message in case you fall (die), and they will come looking for you. So if you are fallen, make yourself heard! While a normal speech-bubble is visible only on the present screen-area, you can yell as well. A yell can be heard much further. If you are fallen, you can for example enter in the client "\yell Help! I need a healer!". For more commands type "\help".

Fighting.

In town, it is possible that you will be attacked by a monster! The most common ones are mice and small vermin.

Being a new arrival in town, this will be your main prey. They usually hang around in huts in and around town. Be careful though, a large group of them will finish you off quite quickly. Be sure to have your weapon equipped first! Find your weapon in the inventory list and make sure it is equipped by double clicking it. It is equipped when it is underlined. You will also see it in your hand, in the upper left corner of the main window.

Now try to enter some of the huts around the fountain and find yourself some mice! There are some trainers in the first area as well. Listen to them carefully before you start to train. You can choose to switch trainers at any time, but once your experience has been used for the training, you cannot un-train it. When in doubt what to train, do not hesitate to ask another player for advice.

Remember; if you swing at a monster, you lose some balance. The lower your balance is, the easier they can hit you. So swing, and wait a bit, swing, and wait a bit...

Being fallen.

Unfortunately, there will come a point where monsters will get the best of you. You are cornered, have low balance, are unlucky and suddenly you are fallen, and unable to move!

As you see on the screen-shot at the right, the name-tag of a fallen becomes black, and the bodies lies in the fallen-pose.

Fear not, because not all is lost. All you need is a healer. The healer that you shared has now been notified that you are fallen. Because he gains experience-points by your hunts while you share him, it is also in his interest that you keep hunting! So unless he is very far away, he will come looking for you.

You can occasionally give a yell to draw attention to your situation, of course. But be aware that everything you do drains the energy of your body. There will be a point when your spirit can no longer keep itself attached to your body, and you will become a ghost.

Ghosts.

While you are fallen, your body will deteriorate. Performing actions, like yelling, sharing and others will speed up this process. Consequently, it will become increasingly harder to heal you. So, save your strength for when you need it. Constant yelling will wear you out pretty quickly, and you won't be able to yell if you have become a ghost... But also if you perform no action at all you will become a ghost at some point.





Notice the body of our example Teddy is still on the floor. But his spirit has left his body, and is now wandering. Fear not, because not all is lost. All you need is a healer. Although you are now more fallen then before, a healer still can heal you. The only problem is that you can no longer yell. And others player cannot see you. But luckily, healers can! But unless they received special training for it, they can no longer understand you. You now speak the language of the ghosts.... Which is nice when meeting others who have been fallen and are ghosting around, hoping to be rescued. At least you can complain about your misfortune together! If a player touches your body, your spirit instantly zaps back into your body, but unless are healed, you will turn into a ghost soon again.

Departing.

If you are a ghost, and feel no longer like waiting for a healer, there is an escape option. It is called 'departing'. If you give the command "\depart" your body and spirit will be drawn into the Arindal, and you will be resurrected. But it comes at a cost... You will lose a part of your accumulated experience-points; the higher level you are, the more. Plus, you will suffer the 'malus', the penalty. The Arindal does restore you, but it takes your body and mind quite a while to get back to your old level. During the malus, you are considerably weaker, slower and easier to hit. You will have to kill a lot of little monsters to regain your original strength again. So depart only if all hope for a rescue is lost.

Quick reminders:

- ★ **Use the '\share' command to share your experiences with others;** especially healers, who can heal you much better if you share them. It is a good habit to immediately start sharing some healers when you enter the game, even if you don't know them. Hey, you might even find a new friend!
- ★ **Keep your balance;** if your balance-bar is low, monsters will hit you easily. Don't attack every monster with blind rage. Be careful.
- ★ **Don't fight on red;** if your health is low, and you are 'red', back off and find a healer. You can help no one if you're dead.