



Player's Handbook

for the

Illarion

~ Java Client ~

*

Version 1.0

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Introduction

What is Illarion ?

Illarion is an online role playing game in the original sense of roleplaying. In this game, you have to play, or better : *act* your character, who is a person living in a medieval themed fantasy world (read on http://illarion.org/general/de_faq_concept.php for more info).

A roleplaying game is not about winning or loosing battles. The main focus is in fact the purpose of acting, interacting and storytelling. For doing that, you must create a character in the world of Illarion, who will live on the island named Gobiath.

Character generation in a *real* roleplaying game like Illarion does not only mean to set character attributes. You will have to think about a past for your character, too :

- Where in the world was he before coming to the island of Gobiath ?
- How does he think, what are his habits ?
- Who and what are his parents and family ?

Note that you should include such a small description in the first part of the account application.

Of course, reading the world background will also provide you with lots of ideas and hints on how or what to play, especially how to play special races. A dwarf, lizardman or elf, for example, shouldn't sound or act like a human in the game.

Your character will be a normal person, he will not be better than anyone else – in fact you start weak and without any skills and equipment.

Your character might not even know anyone in this new place he just arrived to, with nothing but a few copper coins in his hands, for whatever reason.

Note that playing another race than humans requires a lot of knowledge about its background, and it will be much harder to play than playing humans. Therefor, you should either start playing with a human character, or really read the race descriptions on <http://www.moonsilver.de> first.

Greetings, my nephew.

You are reading these lines, so it is very likely that my life has come to an end. I have been a little ill lately, and people of my age tend to feel it when their time has come, thus i am writing this letter.

I have not gathered many riches, and only a few things and some copper coins will remain after the burial costs have been covered. But i like to tell you about the place i came to like, and where i lived over the last seventeen years.

Troll's Bane is a small town unlike every other i have come across in all my wanderings. Unlike those cities in Albar or Salkamar which you might have seen, and not only humans do live here. You will also find dwarves, elves, halflings and sometimes orcs – and even these strange lizard folk people who seem to mutter prayers all over the time. So you will find a halfling settlement in the west of this island, a few orcs in its east, a dwarven mine is in the mountains just a few miles away from here, and there is even a small elven settlement on a small island nearby.

Troll's Bane is located on the island of Gobiath, so you will indeed have to travel by ship to reach this interesting place. Don't worry about the costs of the trip, you will find a ticket in the small package which should have come with my letter, along with a few copper coins. Those may not be many, but perhaps enough for you to start a new life over here – as far as i heard, your business did not turn out to go far too well anyhow.

Know that this place might be dangerous sometimes. I myself saw the huge club of an ogre from a far lesser distance than i ever wanted, and i must tell you it was a sight one hardly ever forgets. And when searching those old ruins for interesting artifacts, i disturbed the one or other dried-up mummy. Do not expect these undead things to stay asleep when you approach their coffins.

So, you can use the ticket, travel to Gobiath, start a new life, or just leave it be – the choice, dear nephew, is up to you.

Yours sincerely,

your old uncle Todd

1 System requirements

1.1 Hardware

It is highly recommended to use a 3D graphics adapter with at least 32 MB of graphics memory, a reasonably fast CPU (not tested below 500 MHz) and about 200 MB of hard disk space. The client has also been seen to run on older machines with less graphic memory, however you will need to turn off some graphic features.

1.2 Software

This software is based on Java, therefore the Java Runtime Environment (version 1.5-X or above) with installed webstart functionality is mandatory. Furthermore, openGL 1.1 or above plus the additional openGL graphics card drivers have to be installed.

The client should be able to run on any operating system that supports Java in the required version. It was tested for Windows but it should also run on unix-like (linux etc.) systems as well.

Java Runtime Environment (jre) can be obtained from this location:

Windows:

<http://download.illarion.org>

For viewing this Manual, you will also need to have a working version of Acrobat Reader installed.

2 Getting Started

2.1 Requirements to play Illarion

To be able to play Illarion you have to fulfill the following

- System requirements (see above)
- Installed client (see 2.2)
- An activated account (see <http://account.illarion.org>)
- A character with an accepted name and distributed attributes inside that account

In order to activate an account, you need to follow the given link and click on “Create one”. You are then asked for your desired account name (not the name of the character you want to play!), a password (to avoid typing errors, you are asked for it twice!) and a valid e-mail address. If you are finished, press “Create Account”; within some minutes, you will receive an e-mail that contains a link that you have to follow to confirm the creation of your account.

After confirming your account, you can log into it using the above link once again upon entering your data. To be able to use that account, you will have to apply by answering two questions, usually one of them involves a short story that you have to complete. Your answers will be read by a member of the Illarion staff and if they like it, your account will be accepted (within one day, usually). You will receive a notification about that by mail.

When your account has been accepted, you can create a character; however you will not be able to play that character instantly, as the name will be checked by the staff. Once it was accepted, you can distribute the attributes (like strength and so on). These attributes will not change for the lifetime of your character; try to distribute them in such a way that they resemble your imagination of that character, for example if you're about to play an old magician, you would not give him 20 on strength. On the other hand, a strong fighter will probably be very strong and agile, but eventually not among the cleverest of his kind. Try to be reasonable.

2.2 Downloading and installing the client

The client can be downloaded here:

<http://download.illarion.org>

The installation process requires Java web start to be able to download new updates automatically. There are two different ways to install Illarion, depending on preference and/or operating system, which will be described in the following paragraphs.

2.2.1 Online installation

This should work for all operating systems that are capable of running java runtime environment 1.5-X or above and web start and it's the preferred method of installation. Download illarion.jnlp (the file is around 2 KB) and double click to start it. When asked, “Do you want to trust the signed application distributed by 'Thawte Freemail Member?'”, click on “yes”. Note that this is needed to verify the secure (signed) data downloaded from the server.

After the installation is complete, you will see a login screen where you can enter your login

information (see the corresponding chapter). Before you enter the login information, everything is downloaded from the Illarion server (around 30 MB). This also holds for updates once you have installed the client.

If you have a slow connection, you might want to get the offline installer which allows you to make a basic installation with most of the client data on several computers. When the client is started, it will download only the latest updates.

Upon the first launch the client will ask you for a folder to store your characters' data in. This is needed for maps or logfiles. Just select a folder of your choice. If you have played before, you can also select your existing character directory. See 2.2.3

2.2.2 Offline installation

This will only work for Windows. Download the file IllarionSetup.exe (around 30 MB) and double click the icon to start installing Illarion. You will also have to confirm the 'Thawte Freemail Member' message.

Upon the first launch the client will ask you for a folder to store your characters' data in. This is needed for maps or logfiles. Just select a folder of your choice. If you have played before, you can also select your existing character directory. See 2.2.3

2.2.3 Updating an existing client

The new client can import existing characters from the old client. The old client will no longer be able to use the data after import, so a backup of your existing data is recommended! There are two options of importing characters:

1. When asked for a client data folder during installation, just select your existing client folder and all characters will be imported.
2. Copy the folder of a single character from the old client folder into the new client folder. This will allow you to import one character at a time. You can look up the path to the new client folder in the About dialog.

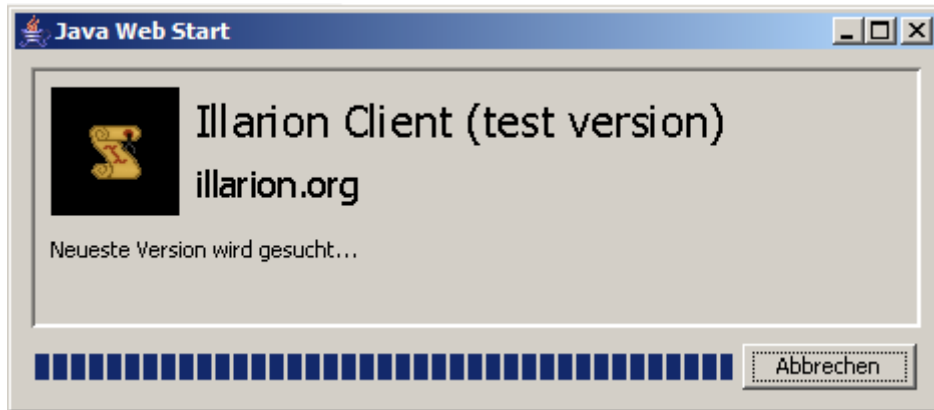
2.3 Starting the client

The best way to start the client is the play button on the download page. Client updates will be detected and installed automatically when the client is started. However, the client can be started by clicking illarion.jnlp or webstart (javaws.exe).

To create a desktop icon, click on "install links" in webstart.

2.3.1 Updates

Updates are downloaded automatically as soon as the development team installs them on the server and you start the client. Usually, updates have between 5 kB and 5 MB, depending on the changes.



The text on this screen may appear in german. The button <Abbrechen> means <Cancel>, this will close the client and cancel the game start as well as the update process.

2.3.2 Login screen

After starting the client, the login screen will become visible. There are fields for your character's name and your account password. Additionally, there are several buttons and drop down menus.



The name box will remember the last ten characters used. You can store your password, it will be stored in encrypted form on your computer. Note that this is not safe! Use this option at your own risk.

2.3.3 Language

Your preferred language (German or English). The login dialogue language will not change immediately, but with the next client start.

2.3.4 Account

This will open a new window/tab in your default browser and bring you to the account page of Illarion's homepage.

On the account page, you can manage your characters and change your account password.

Managing your characters includes :

- apply for a character
- set your character's attributes
- delete your character.

You can have up to five characters. Only one account is allowed per player. Having more than one account OR sharing your account with another person will result in the deletion of these accounts including their characters.

2.3.5 Manual

This will start the Adobe Reader with the illarion manual. Congratulations! Reading these lines proves that you have already found it.

2.3.6 Forum

This will open a new window/tab in your default browser and bring you to the Illarion forum.

Forums are used for roleplay, communication with staff and other players, and whatever else needs to be organized. You should register to the forum using your main character's name.

2.3.7 Options

This will bring up a new window with three tabs:

General

Operation mode: Set your preferred mode of window here (full screen or windowed mode). (can be switched by pressing F11 in the game too)

Log file: If you want to keep and save a log file, containing all the spoken text your character hears (or speaks), enable that option. The logfile will be located in the folder with your character's name.

Rotated map: If you want the mini map to be rotated by 45°, like the main playing field, enable that option.

Play background music: Enable if you want to listen to the Illarion soundtrack. You can also set the volume by entering a number from 0 (silenced) to 100 (full volume).

Play sound effects: The same as for background music, but highly recommended.

Timing

Scrolling speed: The speed for texts to scroll up. The higher this value the faster it will scroll. Set to 0 for no smooth scrolling.

Hide editor after (s): When you stop entering text messages, the editor line will vanish after the given amount of time (in seconds). However, typing something will bring it up again. Entering 0 here will disable hiding.

Show help text after (s): The amount of time that you need to place your mouse cursor over an element to let a tooltip-help about that element appear, given in seconds.

Display descriptions for (s): The amount of time that item descriptions (“examine”, “look at”) appear, given in seconds.

Fade out obstacles (ms): The speed at which items fade out and fade back in that would usually hide your character, given in milliseconds.

Special

Disclaimer : This is for tweaking your system performance when running the client. Do not change these settings if not needed, and only if you know what you are doing.

Frame rate: Desired frame rate, given in frames per second. A low value will speed up the client on slow systems, while a too high value may freeze your client.

Graphics quality: Depending on your system it might be a good idea to reduce the graphics quality. It will make the client faster and reduce memory consumption.

Color depth: Another way to reduce the graphics quality. Set to 16 only if required by your system.

Relative mouse wheel: If you encounter problems with your mouse wheel, try to enable this option.

Disable mouse wrap: If you encounter problems with your mouse cursor when leaving the game window, try enabling this option.

Disable texture updates: Some graphics cards may have problems with texture updates that occur on the mini map. If your client freezes at start, try to enable this option - it will activate an alternative way of drawing the mini map.

2.3.8 About

This will bring up a new window giving some details on the client and showing the path to the client folder.

2.3.9 Play

Click that button to start playing ! It will of course take some time for the client to load and to connect to the server.

2.3.10 Cancel

Cancel the login process and quit the client.

3 Main screen elements

3.1 Main playing field



On the main playing field you can see your character (in the center), surrounding characters, monsters and items (such as structures like buildings, plants, trees and so on). To permanently display characters names (or IDs) over their heads, use the F12 key on your keyboard to toggle between these three modes: No name display, full name display, short name display.

3.2 Inventory

The inventory displays all items in one of the two currently opened containers (backpack, depot, boxes, chests, ...). To open a container you can: right-click it and select "open" from the menu OR: use the middle mouse button to open it. Moving items inside your inventory or to/from your inventory works by dragging and dropping the corresponding item.

The inventory can only display a certain amount of items in a container simultaneously. You can scroll to the left or to the right; this is done by placing your mouse cursor over the corresponding inventory field and use the mouse wheel, or by clicking the arrow buttons and dragging the mouse.

If you want to move stacked items, set the number of the items you want to move with the counter at the lower center under the text window (see : 3.7 Counter)

3.3 Body items

The body items display what items you are wearing on your character, for example armor, clothes or weapons. You can change and move items by drag and drop. There are tooltips explaining the body positions(see 2.3.7 : Timing, show help text after (s)); simply place the mouse cursor above the position and do not move it for some (s) seconds.

The boxes below the character boxes are your belt boxes, these are items you can carry around without using a pouch. Sometimes, items must be located in your belt for being used.

3.4 Text field

The text field displays the text you're about to speak (whatever you type in : the text editor line), the text that your character hears reads and some additional information (for example when examining an item). The color of the text indicates the type of information:

White : spoken language or character information

Red : shouted language

Gray : whispered language

Yellow : actions / emotes

Blue : client messages or edited text

Grey (whispered) text in brackets : OOC text (text that does not belong into the game and could disturb other players when used loud).

You can increase the size of the text field by pressing F10 or right-clicking the text field and selecting "unfold". You can decrease it again by pressing F10 or right-clicking it, selecting "Fold".

To the right, you will find a speech button. Pressing it will change the method of your speech : Talk, shout, whisper, OOC. You can alternatively use text commands for selecting the type of your speech. You must always use the #me command for emotes and actions. The speech button can also be toggled with the Insert key.

3.4.1 Text commands

Simply type in the command, then the text you want to be displayed with it, and then, hit return.

#s – shout

#w – whisper

#me – action / emote

#o – OOC talk

3.4.2 Additional useful commands

#i – this will introduce your character to others. Only type #i and hit enter.

!prefix <text> - this will add the given <text> in front of your character's name as title.

!suffix <text> - this will add the given <text> as name extension after your name.

3.4.3 Text editor commands

Shift-Home : Clear text editor

Insert : Change speech mode

Shift-Insert : Paste clipboard contents into text editor

Ctrl-F2 - F6 : store contents of text editor as quick text.

Note that the content of F2 can also be loaded by the menu option : describe self.

F2 – F6 : load self description (F2) / quick text (F3-F6) into text editor.

Ctrl-Shift-F2 - F6 : store contents of text editor as alternate quick text.

Shift-F2-F6 : load alternate prepared text into text editor.

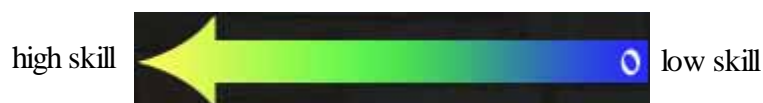
This way, you can store the text which actually is in the text line you are typing in, to the selected slot. *Example : You type : “#me chuckles and grins.”, then, without hitting <enter>, you press Ctrl+F3. Every time you press F3 from now on, you will have the text “#me chuckles and grins.” appearing in your text editor line, ready to use !*

3.5 Skills

You can display your skill levels by pressing the F8 button on your keyboard or by right-clicking the text field. The skills are shown in a certain colour. The arrow on the right side shows which color means a high skill, and which expresses a low one.

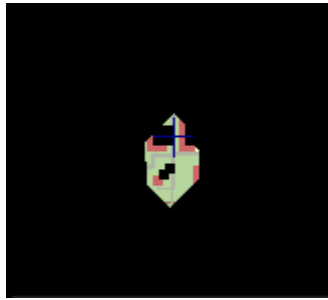
Important note : Do never talk about skill colors or skill values ingame !

These are OOC terms which your character does not use. He *can* say “I am pretty good at tailoring.”, for example – but saying “My tailoring skill is a bright green” or likewise will most likely get you *banned* soon !



Additionally, skill gain is indicated by a small animation over your character.

3.6 Mini map



The mini map shows your surrounding. You can zoom in and out by either use the NumPad+ / Numpad- keys on your keyboard or right-click inside the mini map and select the corresponding option. Another way to zoom in and out is to use your mouse wheel while the cursor is located over the mini map.

Furthermore you can display a map of the whole world as far as you character knows it by right-clicking the mini map and selecting “show world map”. You can close the world map by clicking the seal below. *Note that both maps only show places you already visited.*

Pressing F9 also toggles the world map.

While you see the world map, you will still be able to move !

Note that the world map is unavailable when the “low graphics option” is selected.

3.7 Counter



The counter is a central point of Illarion. It can be increased/decreased in several ways:

- Place the mouse cursor over the counter or your body item field/belt inventory and use your mouse wheel.

- Place the mouse cursor over the counter, click and hold down the left mouse button and drag the mouse cursor. Vertical dragging : +/- 1, horizontal dragging : +/- 10

- Press the PageUp/PageDown keys of your keyboard.

- Home : sets counter to 1

- End : sets counter to 250

- Right-click the counter to get a menu for some pre-set counter values.

There are several uses for the counter in Illarion, for example when moving stacks of items (coins) it determines how many coins you are going to move.

3.8 Status Bar



The red bar shows your character's life energy. If it reaches the top, he is at full health, if it reaches the bottom, he will be unconscious or dead. *THIS bar shows full health.*

The yellow bar shows how hungry your character is. If it is full and at the top, his stomach is also full, and he will not be able to eat anything more. If it reaches the bottom and vanishes completely, he is starving. Note that your character will not die from starvation, but he will not regenerate without food ! *THIS bar shows that you are hungry.*

The blue bar shows your magical energy. It will not be of interest to you usually, unless your character is able to cast spells. This will be uninteresting in the beginning, because magic can only be achieved by good roleplaying and fitting attributes. *THIS Mana bar is half full.*

Clicking your Status Bar will turn it into the *Dragon clock* ! This clock will be used to show ingame date, time and temperature. Clicking the Dragon clock will show your status bars again. You can also toggle it by pressing F7.

3.9 Sound

The Illarion client comes with 3D stereo sound. This means that a noise produced on the left side of your character will lead to a sound that seems to come from your left hand side and so on. This should increase your feeling of the surrounding world.

4 Controls

In general, right-clicking on certain parts of the screen will open a context sensitive menu. Placing the mouse cursor over elements of the game screen will lead to tool tips that give short descriptions of the corresponding element.

For the most actions, there is both a key command and a menu item.

4.1 Character movement

Characters can only be moved by using the cursor keys on your keyboard. You must of course walk around walls and many larger items (trees, chests, etc.), walking by mouseclick as done in the old client is not implemented yet.

You can also push smaller items or characters (see chapter about “Known problems”) by dragging (drag&drop) them with your mouse.

Note that pushing another person is considered to be a rather unfriendly action ingame, so be careful whom you dare to push. Pushing that person with this expensive robe and glowing wand, for example, could definitely cause your character to continue his life from the view of a frog...

Pushing (Drag&Drop) also works for your own character and is called “jumping”.

To rotate your character without leaving the place the character is standing on, use either shift+cursor arrows (keyboard) or place your mouse cursor over the character and use the mouse wheel.

4.2 Item manipulation/examination

Items can be *moved* by dragging and dropping them with the mouse.

You can *use* items by holding down the shift-key of your keyboard and left-clicking the item(s) you want to use (together). (*Example : Hold Shift, click hammer, click anvil, release shift – uses hammer with anvil*)

Alternatively, you can right-click the item and select 1.“use” or 2.“use with”, in case of 1. select the target item afterwards.

To *examine* an item by looking at it, either left-click it or right-click it and select “examine” from the menu.

4.3 Fighting

There are again two ways to attack another character or monster: Either hold Ctrl and left-click your opponent or right-click the opponent and choose “attack” from the appearing menu. The character you are attacking will be marked with a red marker.

To stop fighting, hold down Ctrl and click the target again. You can also rightclick your target and choose “abort attack”.

ATTENTION: attacking another player without a good RP reason is against the server rules and will most likely get you banned, or even your character/account deleted. Be sure to have understood these rules before playing !

4.4 Casting spells

Once your character has the ability to use magic, spells are casted using runes. To display the runes you got, press and hold the Alt-key on your keyboard. If your character has runes, a book will appear and you can choose the runes you want to cast. If your character has no runes, there will be no book. Spells are made from rune combinations, but not all combinations of runes will result in a spell !

4.4.1 Casting a spell

1. Hold down the ALT key.
2. Select the runes you want to combine by clicking them.
3. Select a Target.
4. Release the ALT key to cast the spell ! OR : If you change your mind and don't want to cast the spell, press the X button in your spellbook to cancel the process.

The target of a spell can be another character or monster, an item, or even your own character. If you do NOT choose a target, the spell will always be cast on your own character !

Instead of choosing a target by clicking it, your character can equip a magic wand. These wands will usually not do damage in combat, but lock your combat target as a spell target. When a spell without chosen target is cast, it will not hit your character, but the spell target he has locked.

4.4.2 Storing rune combinations and quickcasting

To store the runes :

1. Hold down the ALT key.
2. Select the runes you want to combine by clicking them.
3. Click on the the feather on the left hand side next to the runes.

The combination is now stored in one of the quickcast slots in your character's magic book. There are 8 quickcast slots in the book.

To delete stored rune combinations ("quickslot"), right-click the corresponding quickslot and select "delete".

Click on a quickslot and the runes stored there will appear at the top of the spellbook, ready to be cast.

Note that becoming a magician requires both good role play and some playing time !

5 Hotkeys

Key	Function
Cursor (Arrow keys)	Move
Shift-Cursor	Turn
NumPad2468	Move
NumPad79	Turn
Shift + Left Mouse(item)	Use Item
Ctrl + Left Mouse (char)	Attack / abort Attack
PageUp/Down	Increase/Decrease counter
Home	Set counter to 1
End	Set counter to 250
NumPad +	Zoom in mini map
NumPad -	Zoom out mini map
F1	Starts Adobe Reader with the Illarion manual.
Ctrl-F2	Store contents of text editor as self description
F2	Load self description into text editor
Ctrl-F3-F6	Store contents of text editor as prepared text
F3-F6	Load prepared text into text editor
Shift-F2-F6	Load alternate prepared text into text editor
F7	Toggle between character status info and calendar
F8	Show skills
F9	Open/close world map
F10	Open/close text log
F11	Toggle full screen mode
F12	Switch show name modes
Shift-Home	Clear text editor
Insert	Change speech mode
Shift-Insert	Paste clipboard contents into text editor

6 Solving problems

(Things about optimizing the client by tweaking the settings, installing new drivers, buying a new computer and so on will appear here as soon as known)

7 Known problems

- Being pushed will produce a damaged map view, can be fixed by walking around.
- On some systems the mouse cursor will behave strangely when moved over the window elements.

8 Support

You can find technical support at the illarion Forum :

<http://illarion.org/community/forums>

There, enter the Forum “[Technical Support / Technische Hilfe](#)”. Browse the topics to find your problem. Please post only if you do not find it.

For feedback on this manual, you can write an email to general@illarion.org.



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