Unzip inside your everquest map folder or drag and drop the content of the zip \*Inside\* your main eq \*maps\* folder(folders in the zip inside your EQ maps folder)

and once in game open the map window.

You will see a scrolling tab labeled default on the top left corner of the map window .

Left click it and scroll down to Good's Maps... Voila!

Mapping Index

(GM) = Grand Master

(Q) = Quest

(T) = Solo Task

(Mi) = Mission

(M) = Merchant

(R) = Raid

(GS) = Ground Spawn

(S) = Spell

(D) = Disc

(P) = Parcel

Colors:

Blue = for non agro NPCs

Dark Blue = NPCs that are involved in a quest but does not start it. Spells/discs vendors also get to be dark!

Dark Turquoise for the GMs in town or instances information inside agressive zones.

Red = Hunter achievement bosses

\* = Roaming NPCs

Dark red = Quests target with medium size(2) and raid bosses with large size(3)

Black = ground spawn and quest updates

Dark Orange = Zones Areas

Pink = Zone lines and portals

Base: The Zone lines

Layer 1: Non agro NPCs: (M)erchants, (T)asks, (Q)uests, (Mi)ssions (R)aid etc.

Layer 2: Quests/Tasks/Missions informations and updates, ground spawn, containers, camp or any usefull zone informations.

Layer 3: Zone Wide Rare often used for achievements or treasures dropper. Will also use layer 3 in towns and non agressive zones to isolate layer 1 from been over crowded. Making them often hard to read. In that case, guild masters and spell/disc vendors will be moved there.