

# TABLE OF CONTENTS

## 1 - QUICK START

System Requirements . . . . .	2
Installing the Game. . . . .	2
Starting the Game . . . . .	3
Arriving in Norrath . . . . .	4
Moving Around. . . . .	5
Looking Around . . . . .	5
Communicating . . . . .	5
Attacking With Weapons . . . . .	5
Using Magic . . . . .	6
Quick Cash . . . . .	7
Skills . . . . .	7
Experience . . . . .	8
Acquiring, Selling and Buying Items . . . . .	8
Programming Hot Buttons . . . . .	9
Exiting the Game . . . . .	9

## 2 - THE HISTORY OF NORRATH

A Weary Traveler's Journal . . . . .	10
Letters and Transcripts . . . . .	18

## 3 - BASIC INTERFACE

Getting Started. . . . .	28
Creating an Account . . . . .	29
Logging into <i>EverQuest</i> . . . . .	31
Using the Tutorial . . . . .	32
Exiting the Game . . . . .	32
Creating a Character . . . . .	33
Quick Interface Overview . . . . .	42
Moving Around. . . . .	45
Communicating . . . . .	48
Manipulating Items . . . . .	53
Eating and Drinking. . . . .	59
Money Matters. . . . .	60

## 4 - SKILLS AND COMBAT

Skills . . . . .	61
Improving Skills and Training . . . . .	62
Putting Skills on Macro Buttons. . . . .	62
Skill Types . . . . .	63
Trade Skills . . . . .	65
Experience Levels . . . . .	66
Using Weapons . . . . .	67
Using Magic . . . . .	71

Other Combat Notes . . . . .	76
Looting a Vanquished Foe . . . . .	76
Taunting. . . . .	76
Dueling . . . . .	76
Combat Damage . . . . .	77
Using Pets . . . . .	78
PvP: Fighting Other Players. . . . .	79
Health, Damage and Dying. . . . .	81

## 5 - ADVANCED INTERFACE

Camera Views . . . . .	82
Hot Buttons. . . . .	83
Game Options . . . . .	84
Advanced Chat Commands . . . . .	87

## 6 - QUESTS AND GROUPS

Finding Quests. . . . .	88
Participating in Parties. . . . .	88
Participating in Guilds . . . . .	90

## 7 - THE WORLD AROUND YOU

Traveling. . . . .	94
Atlas of Norrathian Cities . . . . .	95
Ak'anon. . . . .	95
Erudin . . . . .	96
Felwithe. . . . .	97
Freeport. . . . .	98
Grobbs . . . . .	99
Halas. . . . .	99
Kaladim . . . . .	100
Kelethin . . . . .	101
Neriak . . . . .	102
Oggok . . . . .	102
Qeynos . . . . .	103
Rivervale . . . . .	104
Cabilis . . . . .	105
Thurgadin . . . . .	106

## 8 - SUPPORT AND CREDITS

Need Help? . . . . .	108
Game Credits . . . . .	110

# QUICK START

These six pages are designed to get you into *EverQuest* as quickly as possible. Page numbers in parentheses tell you where to find more detailed information in this manual.

## *System Requirements*

---

Before you install the game, make sure that your system meets the following requirements:

### *Minimum Configuration*

- ◆ *Windows* 95/98/2000
- ◆ 200 MHz or faster Intel® Pentium® processor
- ◆ 64MB RAM
- ◆ 2X or faster CD-ROM drive with *Windows*-compatible 32-bit driver
- ◆ Direct3D™ or Glide-compliant video card with 8MB RAM
- ◆ 600MB free hard drive space (includes space for *Windows* swap file)
- ◆ Internet connection with 28.8 Kbps or faster connection speed
- ◆ DirectX 7.0a or higher with compliant video and sound
- ◆ Microsoft-compatible mouse

### *Recommended Configuration*

- ◆ 350 MHz or faster Intel® Pentium II® processor
- ◆ 128MB RAM

## *Installing the Game*

Insert the first **EverQuest Trilogy** CD into your CD-ROM drive. The installation should begin on its own within a minute. If it does not, you can start the installation by opening **My Computer**, double-clicking on your CD-ROM drive, then finally double-clicking the **EverQuest Trilogy** icon. Follow the instructions within the setup program to complete the installation. After the game is fully installed, an EverQuest shortcut will be added to your desktop and Start menu.

## Starting the Game

In order to play, you must first set up an EverQuest account.

To do this, do the following:

- ◆ Connect to the Internet
- ◆ Double left click on EverQuest.exe, or double left click on an EverQuest shortcut on your desktop or taskbar (If you have one). This connects to the EverQuest login server and downloads any additional files that have been either changed or added. When you do this for the first time, it is normal to get many files added to what was installed from the EverQuest CD.
- ◆ Click **Play Online** on the patcher program, after it is done downloading any files.
- ◆ Left Click on **Account**, then click on **New Account**, to register and set up a name and password for your new account. You will need your CD Key here to set up the account.
- ◆ Choose a password that NO ONE will know. Account security is the responsibility of the account holder. Please note EverQuest accounts are not to be shared. Each family member is to have their own account. The exception to this is for parents to purchase an account for a child. Please refer to the End User License Agreement which you click **I Accept** to, every-time you play EverQuest, for a detailed description of policies regarding account sharing. Please be sure to let us know if your email address changes in the future by changing your account information from [www.station.sony.com](http://www.station.sony.com) if it happens to change due to switching ISPs, etc.
- ◆ Click on **Change Account** to set up a billing option. You will need a credit card to do this.
- ◆ Click on **Connect** to start the game.
- ◆ Select a server, then click **Play EverQuest**. Please refer to the EQManual\_Supplement.doc or .txt in your EverQuest folder for a description of our different server types.
- ◆ Click on **Create new character**. At this point, you will be required to choose a race, class and deity. You will also need to invest your ability points into your attributes. The recommended attributes to add to are colored green. It is suggested that players do some research before creating their first character.
- ◆ Before your character is done, you need to choose a name. It is strongly suggest you read the EverQuest naming policy before choosing a name. In order to protect our role playing environment, the naming policy is necessary. Please refer to the naming policy at [www.EverQuest.com](http://www.EverQuest.com) before

selecting a name for your character. Also, you can choose to click on **Get Name** for our random name generator to suggest some names you might like. Be aware that some of these names have been taken by other players. So you may not get a random name approved every time.

- ◆ Once you have chosen a name, you may or may not be able to change your starting city. After a deity and starting city has been determined, click "Enter World" to start the game.

## *A living in Norrath*

You begin the game in your starting city with these items. (Press **I**, then click Inventory to view them).

5 Bread cakes and 5 skins of milk

Spells (for some classes)

Standard weapon (dagger, sword, or club)

Scroll with instructions (a tattered note: right click on the scroll to read it)

Tome of Order and Discord

The Tome of Order and Discord is for those players who choose the way of chaos. Once the Tome of Order and Discord has been turned into the Priest of Discord, that character is now player vs. player flagged and can attack other players that have also chosen the ways of chaos. It is suggested that only well experienced and seasoned players choose this path, as it is very limiting in that you can not receive beneficial spells from those that have not chosen the same path. For those players that are interested in player vs. player battles, there are servers specifically with that in mind. Please refer to EQManual\_Supplement.doc or .txt in your EverQuest folder on your hard drive.

Next, carry your message scroll to your Guild Master. He or she will then give you a basic item of clothing and more information about what to do next. Press "I" and click on the clothing item to pick it up, then click on the picture of your character in the upper right part of your Inventory screen in order to wear it. The pictured area of your inventory screen is an auto equip area. Dropping an item into the auto equip area will equip the item. This is provided there is nothing in the slot the item goes in, and your class, race, and deity can wear or use it. If the item can not be worn, it will automatically go to one of the main inventory slots. If those are full, the item will go into the first container in the upper left most spot. If all main inventory slots and containers are full, the item will drop to the ground. Be aware that some merchants

are greedy and might pick up items they see lying on the ground. This also can be said about other players as well.

## *Moving A round*

To move around, use the arrow keys:

- ↑, ↓, ←, → Move forward/backward and turn left/right  
[Num Lock] Press to run, or click **Run** on the interface

Some other useful movement keys are:

- [Ctrl] + ←, → Step sideways  
[Spacebar] Jump  
[D] Duck down

## *Looking A round*

Use the mouse or Numpad keys to change your current point of view:

- ☐ Right-click-and-drag mouse (use [F12] to toggle mouse panning)  
Or, press [Alt] + ↓, ↑, ←, →

Numpad [9], [3] Pan view up, down

Numpad [5] Re-center view

Numpad [7], [1] Zoom view in, out

## *Communicating*

To send messages to characters around you:

- ♦ Press [Enter], type your message, then press [Enter] again to send it.

To talk to a non-player character (such as a shopkeeper NPC):

- ♦ “Hail” the NPC by left-clicking and typing [H].

## *A ttacking with Weapons*

Combat in towns is not suggested. Merchants most likely will be much stronger than your character starts out being. Getting away from the cities, one will find creatures of appropriate difficulty. Make sure you loot the corpses or your kills to sell the items for some well needed currency.

### Hot Button



Before making an attack:

- ◆ (If applicable) Program any combat skills onto Hot buttons .
- ◆ Open your inventory (press **I**) and click on your weapon.
- ◆ Click on the picture of your character to put it in hand. (Do this again only when want to change the weapon you're holding.)
- ◆ Press **I** again or click **Done**.

To make an attack:

- ◆ Move near your intended target and click on it.
- ◆ Press the auto-attack key (**A** is the default). (Or if you possess combat skills, click **Combat**, then any attack button.)

Once you've killed something, you can loot its corpse:

- ◆ Right-click on the corpse, then click on an item in the corpse's inventory. It "floats" on your cursor.
- ◆ Click on a free slot in your inventory.

If you die, you can loot your own corpse — if you can locate your old body.

## Using Magic

Some occupations start out with one or more spells. To learn (scribe and memorize) a spell:

- ◆ Click **Spells**.
- ◆ Click on a spell scroll in your inventory. (Right-click on a scroll first to view its contents.)
- ◆ Click on a free slot in your spell book to scribe (write) the spell. Scribed spells are permanently recorded in your spell book.

### Spell Gem



- ◆ Once it's scribed, click on the spell icon in your spell book.
- ◆ A rock-colored spell gem appears on your cursor. Click on an oval slot to the left of the book to memorize the spell. (You can store up to 8 spells at one time in gem slots.)

To cast a spell:

- ◆ Click on a target. (Spells that affect only you don't require a target.)
- ◆ Click on a spell gem (oval slot).
- ◆ Wait for your blue mana bar to return to normal, then cast again.

## Quick Cash

When you start, you've got enough food and drink to last for about 5 game days (about 30 real-time hours).

Quick  
Start

To buy more, you need money. Here are some suggestions:

**Beg.** Add the **Beg** ability to a Macro button and practice that skill by targeting non-player characters and clicking **Beg**. Be aware that begging is a risky venture. Merchants may get tired of your begging and attack your character.

**Kill small game.** Go into the wilderness (but not too far) and practice attacking rats, snakes, bats and other small game. Loot their corpses and sell any items you find to merchants.

**Cast spells.** If you start out with a useful spell (for instance, Minor Healing for clerics), stand near the city gates and offer to cast it for donations from fellow players. (Some spells are known naturally. For others, you must scribe a spell scroll from your inventory.)

1 platinum = 10 gold = 100 silver = 1000 copper

## Skills

Your character possesses a few basic skills at the start of the game. Everyone can Beg, Fish, use Sense Heading and Bind Wounds. Some skills (like Elvish or Pick Lock) are only originally known to those of a specific race or occupation, while others that you don't originally know can be learned (such as swimming).

Macro  
Button

Program a skill onto a Macro button as follows:

- ◆ Click **Abilities**, then right-click on a Macro button.
- ◆ Click on a skill to assign it to that slot.
- ◆ Click that Macro button to use the skill.

Click **Persona** and click **Skills** (if not already selected) to see how proficient you are in any given skill. The more you use a skill, the better you become at it. When you do improve, messages appear in your text display.

## *Experience*

You start out at Experience Level 1 in whatever occupation you choose. As you gain experience through combat, you progress to the next level.

Click **Persona** and click **Stats** (if not already selected) to view your current level and how much experience you need to advance to the next level. To gain experience, find your guild, kill creatures and complete quests.

## *Acquiring, Selling and Buying Items*

To loot the corpse of a monster or player you've killed:

- ◆ Right-click on the corpse. You can only loot a corpse if the damage you and/or your group did was greater than anyone else. Players can only loot the corpses of other players if they play on a PvP server (player vs. player) and if they get the killing blow. Or, when a player who has turned in their tome to the Priest of Discord kills a player that has also turned in their tome on a regular server, they can loot the player's corpse. Please refer to the EQManual\_Supplement.doc or .txt in your EverQuest folder you installed EverQuest to for a complete listing of looting rules on the differing PvP servers, as some servers have item loot and others only coin loot.
- ◆ Click on an item in the corpse's inventory (it "floats" on your cursor).
- ◆ Click on a free slot in your inventory.

To buy/sell an item:

- ◆ Right-click on a merchant NPC.
- ◆ Click on an item in your inventory to offer to sell it.
- ◆ Click **Purchase** or **Sell** (use the arrows to adjust the quantity if you're buying or selling multiple items). To give away/drop/destroy an item:
- ◆ Open your inventory (**I**).
- ◆ Click on the item (it "floats" on the cursor).
- ◆ To drop it, click anywhere in your front view.
- ◆ To give it to someone, click on that person and click **Give**.
- ◆ To destroy something you can't give away or drop, click **Destroy**.

If you accidentally drop an item, you can pick it up:

- ◆ Double-click on the item (it appears as a small bag on the ground).
- ◆ Click in an open inventory slot.



## *Programming Hot Buttons*

To copy any Macro button or interface button onto a Hot button slot:

- ◆ Click-and-hold on any button. A copy appears on your cursor.
- ◆ Click on the blank Hot button.



Quick  
Start

## *Exiting the Game*

To exit the game, sit down and set up camp in a safe area. Click **SIT** on the Main button set, then **CAMP**. (This takes approximately 30 seconds.) Then, click **Exit**.

- ◆ If you die, try not to quit the game before you find your corpse and recover any valuable items.