BASIC INTERFACE

Getting Started

This section takes you through installing the game, creating an account, running the tutorial and starting and stopping *EverQuest*.

Installation Steps

Before installing any software, you should run ScanDisk and Disk Defragmenter to ensure that your hard drive is working properly and is problem-free. (To do so, click **Start > Run**, then type **scandisk** or **defrag** and click **OK**.)

The next step in installing the game is to make sure your system meets or exceeds the **System Requirements** listed on p. 2.

To install the game:

1. Make sure that your PC specifications meet or exceed the requirements listed above.
2. Start the *Windows 95/98/2000* operating system.
3. Insert the *EverQuest* game CD into your CD-ROM drive.
   ✦ If your CD-ROM drive has AutoPlay enabled, the installation program will automatically run. If it doesn't, double-click **My Computer**, then double-click on the CD-ROM icon. Double-click on the file named **setup.exe**. Installation will begin.
4. Choose an installation size.

   FULL (600MB) Installs all required game files, plus the introductory movie.

   TYPICAL (500MB) Installs only the required game files. To view the movie, place the *EverQuest* game CD into the CD-ROM drive.

5. Select an installation directory (default is **C:/Program Files/EverQuest**).
   ✦ To install to a different directory, type in a different path and click **Next**. If the directory does not exist, it will automatically be created.
6. (Optional) Install the *DirectX* 7.0 drivers.
   ✦ The *DirectX* 7.0 files included on the game CD contain drivers for most video cards and sound cards. For brand-new or lesser-known hardware, you may need to contact your manufacturer to obtain the latest *DirectX* drivers.

- ❖ If you already have *DirectX* 7.0 installed, click **No** when prompted. If you are not sure, check by running **dxsetup.exe** (located in the **Program Files/DirectX** directory).
- ❖ To install *DirectX* 7.0 drivers, click **Yes** to proceed, then follow the on-screen instructions.
- **7.** When setup is complete, click **Yes** to reboot your computer.
- **8.** Congratulations! You're now ready to play *EverQuest* …
- ❖ To start the tutorial, double-click the *EverQuest* Tutorial desktop icon.
- ❖ To connect and begin playing, double-click the *EverQuest* desktop icon.

Creating an Account

This section shows you how to create an account. Once you've done that, you can log into a game server (see next page).

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Before you can log into *EverQuest*, you must have an active Internet connection through an Internet Service Provider (ISP) and a valid player account. You'll also need a valid credit card, registration code (printed on the jewel case) and your e-mail address.

To create an account:

- **1.** Double-click the *EverQuest* icon on your desktop.
- ❖ Each time you start the game, it automatically downloads the latest patches and game news. Once this finishes, click **Play Online**.
- **2.** Click **Account**, then **New Account** to display the account registration screen.
- **3.** Enter your name, address, e-mail address, and date of birth.
- ❖ Left-click in a field, then type in the information. You can use [Tab] to move the cursor to the next field.
- **4.** Click **Next** to proceed.
- **5.** (Optional) Enter your PC specifications and answer other general interest questions, then click **Next** to proceed.

6. Type in a login name and your *EverQuest* account key.

   ◆ The login name displays whenever you connect to the *EverQuest* servers, and can also be seen whenever you are in the *EverQuest* chat rooms.

   ◆ When entering your account key, carefully check to make sure you correctly enter zeroes and ones. Remember, a zero (0) is skinnier than the letter "O."

7. Type in a Sony Station login name and password.

   ◆ If you don't have a current Sony Station account, create one by entering a login name and password.

8. Click **Finish**. Your registration information will be sent to the server and processed.

9. Once you receive your confirmation e-mail, repeat Steps 1 and 2.

10. Click **Change Account**.

11. Type in your Sony Station name and password (from Step 7), then left-click **Connect**.

12. A subscription window appears. Click **Now** to start a subscription.

13. Select a payment method and fill in all required billing information, then left-click **Finish**.

   ◆ Your billing information will be processed (this may take a few minutes). Once it's accepted, you can click **Exit** to return to the front-end screen.

   ◆ If you encounter any problems with the billing process, please contact our Customer Service department immediately.

14. Click **Connect** to begin playing *EverQuest.*

Logging into EverQuest

Once your subscription is set up, you simply need to connect to a game server:

1. Double-click the *EverQuest* icon on the desktop.
2. Type in your Sony Station password and then click **Connect**. The screen that displays lists all of the available game servers. The number to the right of each server name shows how many players are currently connected.

Choose a server

Click to begin playing

EXIT   CHAT   NEWS

3. Click on a server name, then click the large **Play EverQuest** button in the lower right-hand corner of the screen.

IMPORTANT! Your character only exists on the server on which it's created. In other words, if you create "Gazimbu" on one server, you can't connect to another server and use that character. Make sure you record the server name for each of your characters.

Your next step is to create a character. You can store up to eight characters on each game server.

Using the Tutorial

EverQuest includes a tutorial you can play without being connected to the Internet. To access the tutorial, double-click the *EverQuest* tutorial icon on the desktop.

The tutorial familiarizes you with some basics of the game — moving around, talking to people, using your inventory and fighting. Read the stone marker in front of you, then approach Prumpy Irontoe on the bridge. Press (Esc) to exit the tutorial at any time.

Exiting the Game

Before you can exit *EverQuest,* you must set up camp using the Macro buttons. This process takes a few moments, so make sure you're in a relatively safe place first.

Your character does not require food, drink or rest whenever you're not playing. The next time you start the game, your character's previous condition is restored. (For example, if you were tired and hungry, you'll still be tired and hungry when you resume playing.)

To camp and exit:

1. Display the Main Macro buttons by clicking **Main**.
2. Click **Sit**. Then, click **Camp** and wait about 30 seconds.
3. When the Login screen displays, click **Exit**.

IMPORTANT! If your character dies with valuable items in inventory, don't exit the game until you've recovered everything from your corpse. Your body only survives for so long, so if you wait, the body may disappear before you find it. The time varies, depending on your character's level and whether you're logged into the game or not.

If you're account is still logged on …

    Level 1-5 = 30 minutes   Level 6+ = 24 hours

If you're not logged into the game …

    Level 1-5 = 30 minutes   Level 6+ = 7 days

If you don't have any items (regardless of whether you're in the game or not) …
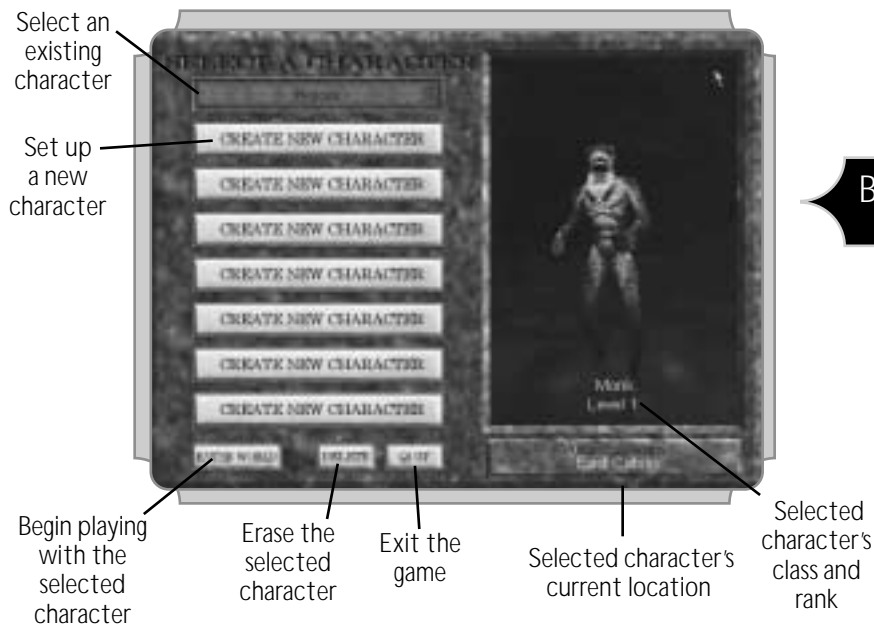
    Level 1-29 = 3 minutes   Level 30+ = 3 hours   *Please note that time offline and time online does compound (Ex. 12 hours online means you have 3.5 days offline left)

Creating a Character

Once you log in and select a game server, the Character Select screen appears. It lets you create, manage and delete characters. Each of the eight Create New Character slots can store a single character that you create. This section shows you how to create a character, step-by-step.
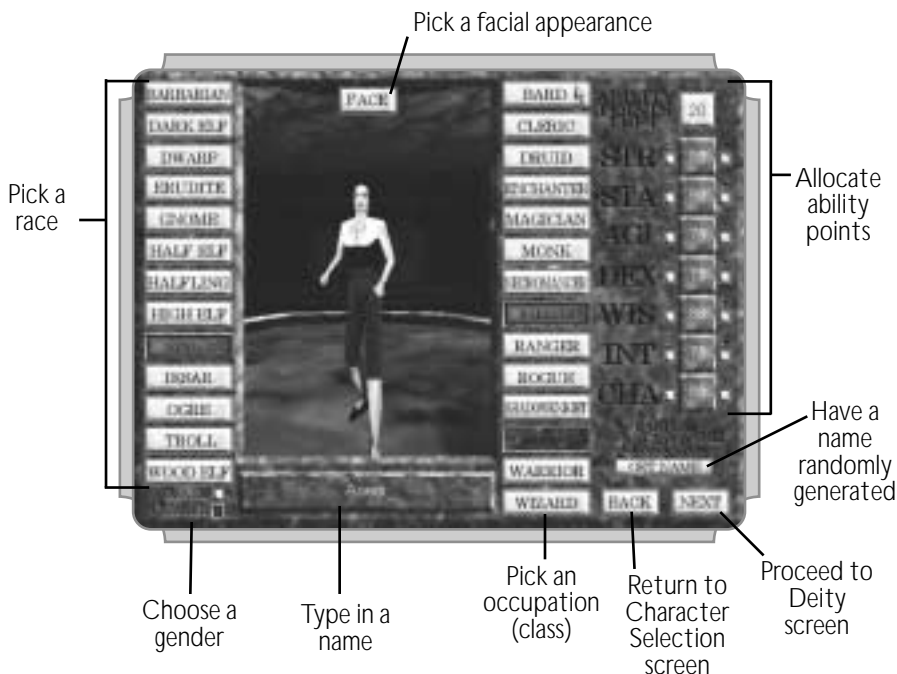

Select an existing character

Set up a new character

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Begin playing with the selected character

Erase the selected character

Exit the game

Selected character's current location

Selected character's class and rank

- ◆ Click any **Create New Character** slot to begin. This displays the Character Creation screen, shown on the next page.
- ◆ Follow the steps in the rest of this section to create a character. When you finish, you will return to this screen, and your character's name will appear in the slot you just chose. (In the future, you must select a server each time you log in, then click on a character slot to activate it.)
- ◆ Then, click **Enter World** to start playing.

Character Creation Screen

This screen lets you build your character through a series of steps:

1. Pick a race (below)
2. Pick an occupation (class)
3. Allocate ability points
4. Pick a facial appearance
5. Pick a name
6. Choose a deity (religion)
7. Pick a starting city

Pick a facial appearance

Pick a race

Allocate ability points

Have a name randomly generated

Choose a gender

Type in a name

Pick an occupation (class)

Return to Character Selection screen

Proceed to Deity screen

Step 1 — Pick a Race

Norrath has 13 known races, each of which was established in a specific region of Norrath. All have unique talents and professions, some more than others — for example, Humans are relatively smart and can pursue nearly all professions, while Ogres have fewer options, but excel in physical strength.

✦ Click a race to select it. (Notice that the starting statistics and the list of available occupations change for each race.)

Barbarian. Warriors at heart, most of the Barbarians' history revolves around one war or another.

Starting city	Halas
Occupations	Rogue, Shaman, Warrior
Racial tensions	Dark Elves, Iksar, Ogres, Trolls

Dark Elf. Dark Elves share the heritage and features of other elves in Norrath, but they are more evilly aligned. Home is almost always underground; darkness poses no obstacle for Dark Elves.

Starting city	Neriak
Occupations	Cleric, Enchanter, Magician, Necromancer, Rogue, Shadow Knight, Warrior, Wizard
Racial tensions	Barbarians, Erudites, Half Elves, High Elves, Humans, Iksar, Wood Elves

Dwarf. Short but strong, Dwarves outperform Humans in nearly all physical tasks. Their prominent facial hair is their trademark, seconded by their dexterity.

Starting city	Kaladim
Occupations	Cleric, Paladin, Rogue, Warrior
Racial tensions	Iksar

Erudite. Self-pride and intellect persuade most Erudites to forego physical activity in favor of mental challenges. Social grace is their forté, and they believe themselves to be the pinnacle of evolution.

Starting city	Erudin
Occupations	Cleric, Enchanter, Magician, Necromancer, Paladin, Wizard, Shadow Knight
Racial tensions	Dark Elves, Iksar

Gnome. Distant cousins to Dwarves, Gnomes tend to burrow in the hillsides in underground communities. A lack of surface light lends a tan hue to their skin tone, and they rarely emerge to mingle with other races.

Starting city	Ak'anon
Occupations	Cleric, Enchanter, Magician, Necromancer, Rogue, Warrior, Wizard
Racial tensions	Iksar

Half Elf. As Human-Elf hybrids, Half Elves share the prominent physical features of both races. Their intellect is a notch above most other races, though they suffer a lack of strength as compared to the other Norrathian races.

Starting city	Qeynos, Freeport, Kelethin
Occupations	Bard, Druid, Paladin, Ranger, Rogue, Warrior
Racial tensions	Dark Elves, Iksar, Ogres, Trolls

Halfling. Short and Human-like, Halflings are by far the most nimble and mobile race in the world. Outstanding dexterity and agility come naturally, and they're natural travelers. Because of this, Halflings have developed peaceful relations with all other races.

Starting city	Rivervale
Occupations	Cleric, Druid, Rogue, Warrior
Racial tensions	Iksar

High Elf. Though they have physical traits in common with Woodland Elves, High Elves are far more developed in the ways of the mind. Pale and thin, they prefer to bide their time exercising the confines of the mind, and not the body.

Starting city	Felwithe
Occupations	Cleric, Enchanter, Magician, Paladin, Wizard
Racial tensions	Iksar, Ogres, Trolls, Dark Elves

Human. Humans epitomize the norm in Norrath.

Starting city	Qeynos, Freeport
Occupations	All but Shaman
Racial tensions	Dark Elves, Iksar, Ogres, Trolls

Iksar. A tribal race, these lizard-like warriors carry on a rich heritage of conquest, enslavement and destruction. Iksar are quite intelligent (despite their gargantuan size and warrior-like ways) and prefer to socialize within their own circles.

Starting city	New Sebilis (also known as Cabilis)
Occupations	Shaman, Necromancer, Shadow Knight, Monk, Warrior
Racial Tensions	All other races.

Ogre. Ogres spend as much time on the battlefield as Erudites and High Elves do exploring their intellect. With their gargantuan size and strength, they pass most of their days munching on available game and rarely give any thought to pursuing other interests.

Starting city	Oggok
Occupations	Shadow Knight, Shaman, Warrior
Racial tensions	Barbarians, Erudites, Half Elves, High Elves, Humans, Iksar, Wood Elves

Troll. Despite a two-foot height difference, Trolls get along famously with Ogres, sharing similar likes, dislikes and pastimes. Outdoorsy and not quite bright, they're easily recognizable due to their skin's natural green tinge.

Starting city	Grobb
Occupations	Shadow Knight, Shaman, Warrior
Racial tensions	Barbarians, Erudites, Half Elves, High Elves, Humans, Iksar, Wood Elves

Wood Elf. Yet another variation on the Elven-Human theme, Wood Elves are slightly weaker than Humans, but highly dextrous and agile. Their innate ability to act in the interest of fairness and justice often leads them to dedicate their lives to the good of society.

Starting city	Kelethin
Occupations	Bard, Druid, Ranger, Rogue, Warrior
Racial tensions	Dark Elves, Iksar, Ogres, Trolls

Step 2 — Pick an Occupation (Class)

Your occupation (or class) describes your career goal in the game. You can pursue any life you choose in *EverQuest*, so long as your race permits it.

✦ Click an occupation to select it. (Note that each occupation gives you specific attributes that are marked with green numbers. When allocating ability points, concentrate on these characteristics.)

Bard. The Bard has the unusual ability to play magical songs, whose supernatural effects last as long as the Bard continues to sing. He has some passing knowledge of the Warrior ways (self-defense), but his main focus is always his art.

Modifiers   +5 Strength, +10 Dexterity, +10 Charisma

Cleric. A Cleric is a holy woman born with the power to heal, and, to a lesser extent, call upon the wrath of her deity to smite her foes. Prayer is how the Cleric gains her ability.

Modifiers   +5 Strength, +5 Stamina, +10 Wisdom

Druid. A Druid is the master of the outdoors and befriends all flora and fauna. Creatures rarely ever attack him unless he attacks first. He is a clerical spellcaster who focuses on all things natural, allowing him to call upon Nature for aid and defense.

Modifiers   +10 Stamina, +10 Wisdom

Enchanter. The primary focus of this art can be summed up by the name of the arcane order to which it belongs — enchantment. Spells are crafted to enchant people, places and things. An Enchanter can charm beings and make them fight for a new master, or magically enhance the capabilities of a sword-welding warrior. She even has some proficiency in offensive spells.

Modifiers   +10 Intelligence, +10 Charisma

Magician. The Magician is the summoner of the arcane arts, and can conjure up everything from a loaf of bread to a huge Fire Elemental to fight on his behalf. While not as offensively adept as a Wizard, a Magician still possesses considerable spell power.

Modifiers   +10 Stamina, +10 Intelligence

Monk. The Monk is dedicated to honing her body into a pure weapon, shunning most weapons and forms of armor. She's very religious as well, and the gods are known to bless Monks by magically enhancing their attacks.

Modifiers   +5 Strength, +5 Stamina, +10 Agility, +10 Dexterity

Necromancer. The Necromancer belongs to the dark brotherhood of the arcane arts, dabbling in death. Through evil spells, he can animate dead bodies and skeletons to do his bidding, as well as cast spells to leach life from his victims.

Modifiers   +10 Dexterity, +10 Intelligence

Paladin. A Paladin is a holy knight, fighting for the cause of good in all aspects of life. She shares some Clerical powers and fights nearly as well as a Warrior, and also possesses the innate ability to *Lay Hands*.

Modifiers   +10 Strength, +5 Stamina, +5 Wisdom, +10 Charisma

Ranger. The Ranger is a hybrid mix between a Warrior and a Druid, sharing the skills of both. He's most at home in the great outdoors.

Modifiers   +5 Strength, +10 Stamina, +10 Agility, +5 Wisdom

Rogue. Falling somewhere between an assassin and a thief, the Rogue belongs to the secretive class of Norrath. She's quite skilled in weaponry, but prefers to make sudden attacks from behind. Shadier skills include Pick Lock and Pick Pockets.

Modifiers   +10 Agility, +10 Dexterity

Shadow Knight. The antithesis of a Paladin, a Shadow Knight derives power from the evil gods he serves. He's part Warrior, part Necromancer and has the innate ability to *Harm Touch*.

Modifiers   +10 Strength, +5 Stamina, +10 Intelligence, +5 Charisma

Shaman. Similar to a Cleric, but closer to a tribal witch doctor, the Shaman can be found amongst the more primitive races. Her primary focus is healing, but she can employ many augmentation and offensive spells as well.

Modifiers   +5 Stamina, +10 Wisdom, +5 Charisma

Warrior. A Warrior is a master of armed combat, in all of its forms. He's at home on the battlefield, and is trained to take as much punishment as he doles out. By nature, Warriors have more health points than any other class.

Modifiers   +10 Strength, +10 Stamina, +5 Agility

Wizard. The Wizard is a seeker of knowledge, and her life is spent focusing on this goal. She uses powerful spells to see things from afar and transport them between places. A thirst for arcane knowledge has made her a master of magical translocation, as well as an offensive force of destruction.

Modifiers   +10 Stamina, +10 Intelligence

Step 3 — Allocate Ability Points

Your character has *primary* and *secondary* statistics. Primary ones are bright green, and represent abilities most beneficial to your chosen occupation. The others are secondary, which means they still affect you, but aren't quite as important.

The box in the top right corner of the screen shows your bonus ability points. The amount differs by race and/or occupation. You can add these points to any ability — but you should probably add most of them to your green "primary" abilities.

◆ Click "+" to add a bonus point to an ability.
◆ Click "-" to remove a bonus point from an ability. (You can't decrease any ability below its starting value, however.)

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Agility. Physical ability; affects your probability of being hit in combat, how much damage you take per hit, and how fast you learn some skills.

Charisma. How various factions react to you; affects prices for some merchants. Also affects spell effects for Enchanters and Bards, and helps Bards successfully play more notes.

Dexterity. Coordination; affects how much damage you deliver with a bow/thrown weapon, time between attacks, how fast you learn certain skills, and how often certain spells and weapons hit their mark. Also affects some skills and Bard songs.

Wisdom. Affects how fast you learn specific skills. For a Ranger, Paladin, Cleric, Shaman or Druid, it also affects maximum mana at each level.

Intelligence. Affects how fast you learn many skills. For a Necromancer, Wizard, Magician, Enchanter, Shadow Knight or Bard, it also affects maximum mana at each level.

Stamina. Health and constitution; affects your maximum number of hit points at each level.

Strength. Physical strength; affects how much you can carry, how much melee damage you deliver to a target, and how fast you learn some skills.

Step 4 — Pick a Facial Appearance

To change your character's face, click **Face** just above the picture of your character. Click the arrows to cycle through different facial appearances. To return to the full view of your character, click **Body**.

Step 5 — Pick a Name

Either type in a name, or click **Get Name** to let the computer pick a name for you. You can't use spaces, dashes or special characters (#, ?, etc.).

✦ Click in the name field and type. Use (Bksp) to erase characters.

✦ Click **Next** to proceed.

Step 6 — Pick a Deity

The Deity Selection screen displays once you click **Next** from the Character Creation screen. Depending on your occupation and race, you can either choose from several of 18 specific deities, or remain agnostic (not a believer in either the existence or non-existence of deities).

✦ Click a deity to select it. The name of the god appears in the text to the right.

Bertoxxulous. Lovers of death and disease; dedicated to spreading both.

Brell Serilis. Chosen inhabitants of the underground; slightly antagonistic.

Bristlebane Fizzlethorpe. True believers of fun and mischief; doctrine disregards trust and honesty.

Cazic-Thule. Followers are ruled by fear; hate, cruelty and torture abound.

Erollisi Marr. Defend justice and innocence; love always overcomes hate.

Innoruuk. Fervid proponents of hate; no loyalty exists between followers, and all that is Good is weak.

Karana. Disciples of rain; respectful of the power of weather in the woodlands.

Mithaniel Marr. Seek courage, honor and good; leave frivolousness to others.

Prexus. Watchguards of the water; doctrine upholds that this deity will one day wash away all of Norrath.

Quellious. Masters of inner peace and enlightenment; knowing one's true self will help bring peace to Norrath.

Rallos Zek. Warriors to the end; emphasizes survival of the strong and the true value of conflict.

Rodcet Nife. Selfless servants to the weak and diseased; preaches healing and cleansing as one's life work.

Solusek Ro. Devoted followers of all things aflame; aggressive and purposeful in all that they do.

The Tribunal. Bringers of justice; the world is black-and-white, and all wrongs deserve an even revenge.

Tunare. Trustees of Nature; the land Norrath is to be protected at all costs.

Veeshan. Worshippers and servants of all Dragonkind; doctrine calls for sacrifice and dedication.

Factions: Consider your deity choice carefully — you can't change it later, and it affects your faction standings with other groups. Your standing is simply how you're perceived by other groups, or factions. (Innoruuk believers of hate aren't welcome at the Paladin's temple in Qeynos, for example.)

Certain actions you perform in the game can improve or harm your standing with a particular group. Any time this happens, you are given a message on your text display. You'll probably want to pay close attention to any faction messages you receive — the more advanced your character, the more important your faction rating becomes.

Step 7 — Pick a Starting City

The world of Norrath is populated with many cities, but not all are friendly to all races, occupations and beliefs. Race is the primary factor that determines your starting city — you'll always be able to start in at least one of the cities listed in **Race**. However, choosing a certain deity or occupation may affect your starting city.

You can start from any city with a light blue or yellow name. (You may be able to choose between two or more cities, or you might only have a single option.) The currently selected city's name is yellow; cities you cannot start from are red.

◆ Click a city to select it. (You may or may not have more than one choice.)
◆ Click **Next** twice to return to the Character Selection screen.

See **Safe vs. Dangerous Locations**, for some details about safe places in the world of Norrath.

Tip: If you're planning on playing with your friends in a new city, make sure everyone has a compatible race, occupation and deity.

Quick Interface Overview

The *EverQuest* interface consists of a single screen that shows information, as well as buttons that let you access many different functions. This section introduces you to the interface and tells you where to find more specific information related to each part of the interface.

Text Interface

The text display is your communication window to Norrath — through it, you can listen to conversations and talk to other characters in the game. By using special commands, you can speak privately with a single person or group, show your emotions or ask for help from an *EverQuest* Game Master.

To talk to someone:
- ✦ Target someone (click on a character).
- ✦ Press H to hail the character.
- ✦ Press Enter to display the chat bar.
- ✦ Type in your message, then press Enter to send your message.

For more details on communicating, see **Communicating**, and **Advanced Chat Commands**.

Interface Functions

EverQuest has one General screen that lets you access all of the interface functions. Because functions are tied to a particular task, information on using each function is covered under the appropriate section. For example, the Inventory screen is covered under **Manipulating Items**, because you use the Inventory page to manage your possessions.

Here are the elements of the interface, along with a description of which buttons activate what functions. To learn how to use a particular part of the interface, see the pages in parentheses.

A. **Vital Statistics.** Monitor health (red), mana (blue) and fatigue level (yellow).

B. **Text Display.** Send and receive messages. Right-click to view chat options.

C. **Persona.** Click to access your Inventory, character photo, skill rankings and statistics.

D. **Spells.** Access your spellbook (also opens your Inventory page).

E. **Macro Buttons.** Select/define/use buttons in different categories.

F. **Hot Buttons.** Store Macro

buttons (6 sets of 10).

G. **View.** Cycle through views of your character.

H. **Viewing Area.** See the world around you.

I. **Effects.** See results of spells and other special effects on your character (toggle).

J. **Party.** View names/health bars for players who have joined your party.

K. **Help/Game Options.** View abbreviated, online manual and access Game Options.

Macro Buttons

The *Ability*, *Skill* and *Social* buttons on the right side of the screen display Macro buttons. You can program them with certain skills or actions. (The Social buttons already have functionality, but you can change them.) Then, you can simply click a button to use that skill or social action.

To program an Ability or Combat button:

Ability/Combat Macro Buttons

◆ Click **Ability** or **Combat**, then right-click on any Macro button.

◆ For Abilities and Combat, a list of skills appears. Click on a skill to assign it to the selected slot. You can overwrite a slot that's already filled.

To program a Social button:

Social Macro Buttons

◆ Click **Social**, then right-click on any Macro button.

◆ A screen appears that lists five rows. The top row contains the current "/" command, while the other rows are empty. You can put a different text command in each row, but only one can be active at a time.

◆ Click in a slot and type in a new command (like "/shout"). You can use any slash command.

◆ If you desire, change the name that appears on the Macro button.

◆ If you've programmed multiple slots, click on the slot you want to activate. (The button name does not change, however.)

*Note: You may have noticed that the Ability Macro buttons only appear if you click **Ability**, the Combat ones only if you click **Combat**, and the Social buttons only if you click **Social**. Switching categories can get cumbersome after you've played for a while. You can create a copy of any interface button and add it to a Hot button on the left side of the interface. See **Hot Buttons**, for details.*

M oving A round

The keyboard is your main control for movement in *EverQuest*, while the mouse controls the cursor and your current point of view.

Running and Walking

To walk forward and backward, press the arrow keys on the keyboard or the Numpad keys. You can toggle running instead click **Run** (Main Macro button screen).

⟨↑⟩/⟨↓⟩   Walk forward / backward
Numpad ⟨8⟩/⟨2⟩

⟨←⟩/⟨→⟩   Turn left / right
Numpad ⟨4⟩/⟨6⟩

⟨Ctrl⟩ + ⟨←⟩/⟨→⟩   Step sideways

🖱   Toggle running (click **Run** button on interface)

⟨Num Lock⟩   Toggles AutoRun feature.

Jumping and Crouching

You may occasionally need to duck down or jump to evade obstacles:

⟨Spacebar⟩   Jump (while running, walking or standing)

⟨D⟩   Crouch down

Looking A round

To look around, right-click-and-hold (🖱) while you move the mouse (make sure mouse panning is active). Alternatively, press the Numpad keys, or hold down ⟨Alt⟩ and press the arrow keys:

⟨F12⟩   Toggle mouse panning on/off

⟨Alt⟩+⟨↓⟩⟨↑⟩⟨←⟩⟨→⟩   Pan view

Numpad ⟨9⟩   Look up

Numpad ⟨3⟩   Look down

Numpad ⟨5⟩   Look straight ahead

Numpad ⟨7⟩   Zoom view in

Numpad ⟨1⟩   Zoom view out

Sitting and Camping

The **SIT** and **CAMP** buttons are located in the Main set of Macro buttons.

Whenever you're resting, you should sit down. This consumes less energy than standing or walking.

🖱 Click **SIT** button on interface (in Main buttons)

Camp when you're ready to exit the game. This process takes about 30 seconds.

🖱 Click **CAMP** button on interface (in Main buttons)

Jargon Note: If you hear other players talking about "camping", they may not be referring to leaving the game. Advanced players often linger ("camp") around an NPC's regeneration point (where they return after dying) in order to attack the newly returned monster.

Sense Heading Skill

It's easy to get lost in *EverQuest*. Luckily, all characters have a basic skill called Sense Heading that helps determine your current compass direction. The downside is that this takes a while to learn and perfect.

To use this skill, map the Sense Heading skill to a Macro button. Practice this skill as often as you can — it will help you improve. Whenever you successfully use this skill, a message appears in your text display — something like "You think you are traveling Northwest."

🖱 Click **Sense Heading** on interface (Main page)

Maps

You'll find city maps that help you identify landmarks within each city. The game also contains a cloth map that shows the entire world. Part of *EverQuest's* appeal is to explore your way through all of Norrath's cities. So, while the maps don't show each and every building, they have enough information to send you on your way.

You can travel between cities by following the roads at the entrance point for each city, or traveling by boat. However, traveling alone isn't always safe — try associating with a party beforehand.

Safe vs. Dangerous Locations

As a new player, stick to the cities — they're relatively free of monsters, and other players can't kill you. (On most servers you have to become a player-killer, or PK, to give other players permission to attack you. You do this by giving a Priest of Discord the Tome of Order and Discord in your inventory. The exceptions are the PvP servers.) If someone attacks you in the city, regardless of your PK status, numerous guards immediately come to the rescue, providing that they are fond of you. Beware though, if the guards are fond of your attacker, and are not fond of you, they may choose to assist your enemy.

Once you venture into the wilderness, you're fair game for any non-player predators out there. Gnoll pups are notorious for ganging up on solo travelers, as are Kobolds.

Swimming

Most cities in Norrath are conveniently located near ponds or large bodies of water, and some even have fountains and underwater aqueduct systems. You can swim in water for a short period of time. The better you are at swimming, the longer you can hold your breath.

To swim:

Air Gauge

- ✦ Walk into the water.
- ✦ Pan your view down.
- ✦ Watch your air gauge. When it gets low, emerge for air.
- ✦ Pan your view up to take a breath.

Note: You can swim with your head above water by panning the view up slightly.

Modes of Transportation

In *EverQuest*, you can travel via several methods. You've already learned how to walk, run and swim (short distances). From most cities, you can also take a boat or use teleport spells.

To take a boat:

- ✦ Find a pier and stand or sit on the edge.
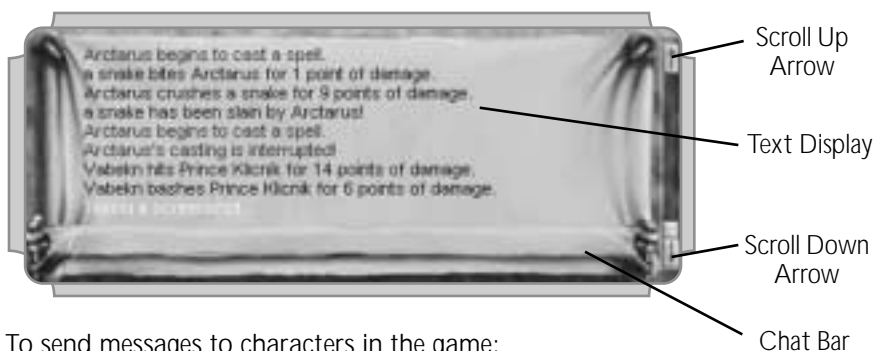- ✦ When a boat arrives, walk onto it.

To be teleported, you must either know a teleporting spell, or find a magical player to cast one on you. Some teleport spells affect only the user or target, while others can teleport entire groups of characters.

Communicating

EverQuest provides an ongoing source of social interaction. You can chat with fellow players on chat boards, or talk to NPCs and other players within the game.

In general, whenever you send a message, all players in the immediate vicinity "hear" you, and whatever you typed appears in the scrolling text portion of their screens (their Text Displays). However, you can also target certain players or groups to send private messages.

You send messages using the Chat Bar, and all communications from all characters show up as text in the Text Display.

Arctarus begins to cast a spell.
a snake bites Arctarus for 1 point of damage.
Arctarus crushes a snake for 9 points of damage.
a snake has been slain by Arctarus!
Arctarus begins to cast a spell.
Arctarus's casting is interrupted!
Vabekn hits Prince Klicnik for 14 points of damage.
Vabekn bashes Prince Klicnik for 6 points of damage.

Scroll Up Arrow

Text Display

Scroll Down Arrow

Chat Bar

To send messages to characters in the game:
◆ Press [Enter] to display the Chat Bar.
◆ Type your message.
◆ Press [Enter] to send the message.

To talk to a non-player character (such as a shopkeeper NPC), "hail" him or her:
◆ Click on the character, then press [H].
◆ They'll usually say something to you. Words in [brackets] indicate keywords — when you see these, try asking an NPC additional questions. You may get some useful information, or even a quest.

*IMPORTANT! Make sure you press [Enter] firmly — otherwise, typing a message may actually trigger actions assigned to the keys you type. For example, typing [A] without first pressing [Enter] toggles Auto-Attack on, even if your only intention is to talk. We **strongly** suggest that you remap this key, just for this reason.*

*Note: However you choose to communicate, please refrain from using inappropriate language. The job of the **Game Masters** is to maintain this fantasy world and ensure that everyone has a pleasurable playing experience.*

Talking to Merchants

Merchants usually greet you when you first walk into their store or selling booth, but they don't often like to talk about anything outside of their immediate realm of existence. (In other words, don't ask a merchant for directions or favors ....)

Before talking to a merchant, you must target him or her. To do so, move the cursor over the merchant and click. To speak to the merchant, press H. To see what the merchant has for sale, right-click on the merchant.

🖰, H   Target, then hail a merchant

🖰   View a merchant's goods

Talking to Players/Other NPCs

You can target and hail other NPCs and fellow players just as you do merchants. (You don't *have* to hail player characters, but it will alert them to the fact that you're trying to communicate.)

🖰, H   Hail a player or NPC

To send messages to other players, press [Enter] to start a message. A small text window appears at the bottom of your screen. Type your message (up to 55 characters in length) and press [Enter] again to send it. (This is referred to as "chatting," but isn't the same as using chat boards.)

[Enter]   Toggle chat bar (press to start message; again to send)

Editing/Viewing Chat Text

You can move the cursor or edit a line of text before sending a message:

[Shift][Del]   Delete current chat line

[Shift][Ins]   Replace current chat line

[Del]/[Bksp]   Delete character to right / left of cursor

[Shift][←]/[→]   Move cursor left / right

[Shift][Home]   Move cursor to start of chat line

[Shift][End]   Move cursor to end of chat line

All messages you've received since you logged into the game are stored in the Text Display. Scroll through them by clicking the scroll arrows or by using keys:

[Shift][↑]/[↓]   Scroll chat history up / down

[Shift][Pg Up]/[Pg Dn]   Scroll up / down through chat text

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Sending Messages to Certain Targets

Normally, your messages appear in black text, and only players within earshot can view them. *EverQuest* has special chat modes that let you send messages to a specific target — for example, to a single player, all players in the city — or "out-of-character" messages.

🖱 To select a special chat mode, right-click inside the text window and highlight a mode.

If you select a mode checkbox from within the text window, that mode remains "sticky," or active until you change it. Remember to change the mode back to "say" when you're through, or you won't be able to communicate with all players.

Chat Modes

Say. (Default) Send all messages to all nearby characters.

Shout. Send all messages to all characters in your playing zone. All messages you type appear in bold, red text. Use this if you need to tell everyone trouble is coming, or need to locate your party quickly. Don't overuse shout, however — it can be annoying to other players.

Tell. Send all messages to a single player. No matter how far away you are, that character receives your messages.

Group. Send all messages to a single group of players. This helps keep your group organized and informed, and no one outside of your group receives your messages. All party members hear you, no matter where they are.

Out of Character. Speak out of the context of the game and your character. Use this if you're having a problem or have a question that doesn't pertain directly to the game. These messages display as bright green text to anyone within your playing zone. Again, don't overuse this.

Auction. Send a buy/sell message out to all players in the playing zone. Use this if you've just acquired an impressive item, especially if you're out in the wilderness and don't want to return to town. Remember that auction messages are used for selling goods and materials, not for chatting.

Changing Chat Modes on the Fly

You can also apply a chat mode to a single message without changing the mode that is selected in the Chat Box. Type ⌷ followed by the mode name, a space and then your message — for instance, "/shout Nixx Darkpaw is heading this way!" You must press [Enter] to send the message.

⌷	Start a special chat message (type a chat mode, then your message, followed by [Enter])
/tell	Speak to a specific player
/shout	Shout to all characters
/yell	Shout a plea for help to players within 30-foot radius
/ooc	Speak out of character
/gsay, /g	Speak only to your group
/gu	guild chat
/auction	Shout a buy or sell message

You can use ⌷ to send dozens of different special message types and to receive valuable pieces of information. See **Advanced Chat Commands**, for a list of advanced commands. (That list is constantly being updated by the patch server. To view the most current commands, use *Wordpad* to open eqmanual_supplement.doc, located in the EverQuest directory on you hard drive.)

To make any chat command instantly accessible, program it onto a Social macro button.

Sending Action Messages (Emoticons)

You can appear to bow, be bored, point, or convey other visible gestures by using other special commands. *EverQuest* has a lengthy list of built-in emotes, and some even trigger animations. (For the list, see eqmanual_supplement.doc, located in the EverQuest directory on your hard drive.)

If you don't want to use pre-defined "emoticons," you can type in virtually anything. (You won't *really* perform a visible action, but other players can see text that indicates your action.) Simply press [Enter], then type ⍿ followed by the "action" you want to show other players. You can also type "/em" and a message.

Using Different Languages

All characters in the world communicate using a Common Tongue by default, no matter who or what they are. However, most races also possess the ability to speak in a native language.

To switch languages:

✦ Right-click on the Text Display window.

✦ Click on your current language to cycle through available tongues.

Once you switch languages, only characters that also speak that language will be able to understand what you say. To others, your words will appear as gibberish.

Communicating with Pets

In some occupations, you can use spells to tame or enchant creatures and claim them as pets. Pets protect you and can follow a number of commands that you type in. See **Using Pets**, p. 66, for details.

"Feeling Out" Strangers

All *EverQuest* inhabitants can detect hostility from a stranger. This ability, called *consideration*, lets you know (through a text message) how a targeted NPC/player/monster feels about you. In general, this helps you assess your target's perception of you. It also comes in handy when you're considering whether or not to attack a monster or other player.

You can Consider any NPC, player or monster in the game. When Considering merchants, however, you have to do so from a distance (or type in /consider with the merchant targeted) – right-clicking on one while standing too close simply displays his shop goods.

⦿ © or 🖱 Consider a player, NPC or creature

Posting to Chat Boards

EverQuest's chat boards are not accessible from within the game. Instead, click **Chat** from the *Login* screen (which appears when you activate the *EverQuest* desktop icon). You can use chat boards to speak to other players about the game and ask questions. Other players are often a great source for answers.

Manipulating Items

The world of Norrath is an abundant world full of items you can pick up, buy, sell, use or transform. When your character is "born," you already have several items — a basic weapon, some food and water, a book, and a scroll or two. (Items vary slightly, depending on your occupation.)

Before long, you'll acquire some valuables. Eventually, you'll want to buy containers to store your items, or put items in a bank deposit box for safekeeping.

Some items on your person can't be dropped, sold or traded (such as your milk flask and starting weapon). To remove these items from inventory, you must either store them in a bank or destroy them.

Viewing Your Inventory

Inventory management is an indispensable skill. If you're a pack rat, you'll constantly need to reassess what you're carrying and figure out what to do with the items you've accumulated.

To see what's in your inventory, follow these steps:

◆ Click **Persona** to see your general inventory slots.
◆ Click **Inventory**, or click the picture of your character. This toggles a second inventory window that shows weapons and coins you're carrying. You can click this button again to hide the second window.

*Tip: You can access your Persona and Inventory windows by programming them onto a button. See **Hot Buttons**.*

The detailed view of your inventory is divided into several sections. You can place specific items on different parts of your body — hands, fingers, feet, etc.
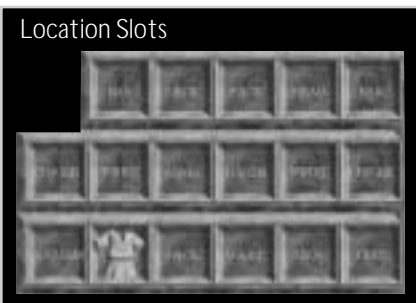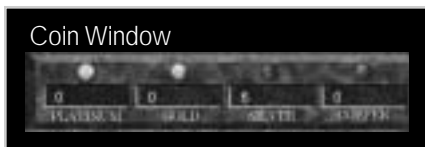
General
Inventory Slots

Eight *general inventory slots* show all items in your possession that aren't coins or weapons you're holding. (Stored weapons do show up, however.) These slots are not location-specific. Use these slots to store items that you aren't wearing, as well as coins and weapons that aren't in use.

For certain items, you can stack more than one of that item in a single slot. The small number in the corner of the slot indicates how many items of that type are stacked.

The *coin window* shows how many platinum, gold, silver and copper coins you have. (See **Money Matters** for details.) Coins can be stacked, and there's no limit to how many you can

Coin Window

carry. If you're trading with another player or depositing/withdrawing funds at a bank, click on a coin slot to display a slider. Use the slider to control how many coins you're fishing out of your coin purse.

Location Slots

Location slots show what items you're currently wearing on specific parts of your body, as well as weapons you're holding. The slots are named for easy reference. Some slots are listed twice, with a faint "1" and "2" behind the label. These special slots accommodate similar items on both the left and right sides of the body. When something is in a slot, you'll see a small picture of it in the slot.

Holding and Wearing Items

Just because you've stored something in a general inventory slot doesn't mean it's in use. If you want to hold a weapon or wear a new item of armor or clothing, you've got to move it to the right location slot:

❖ Click on an item in a general inventory slot.

❖ Once the item is floating on your cursor, click on an appropriate location slot.

Use this same click-and-drop method to take off a wearable item or store a weapon.

Picking Up/Dropping/Destroying Items

You can pick up items you find, and by the same token, you can drop items you don't want (especially if the item might be useful to someone else). Some items can't be dropped, traded or sold — if you *really* don't want it, you may opt to destroy the item. Occasionally, you may even run across items on the ground in the form of a small, brown bag.

To drop an item to the ground:

❖ Click on the item you don't want in your general inventory slot.

❖ Once it floats on your cursor, click anywhere in your front view. Dropped items turn into brown bags.

To permanently destroy an item:

◆ Click on the item you wish to destroy.

◆ Once it floats on your cursor, click **Destroy**.

◆ Click **Yes** to confirm.

To pick up an item from the ground:

◆ Double-click on the bag.

◆ Once its contents "stick" to your cursor, click on one of your general inventory slots.

Buying/Selling Items (NPC Merchants)

Whether you're new to *EverQuest* or a battle-tested veteran, you'll find that you need to buy and sell items on a regular basis. At the very least, you'll need to buy food and drink.

Merchant Window

Selling to merchants is different from selling to players. The following steps work with non-player shopkeepers; to sell to another player, see **Giving/Trading Items**, next page.

To buy/sell an item with a merchant:

◆ Right-click on the merchant. This opens inventory windows for both you and the merchant.

◆ To buy an item, click on something in the merchant's inventory window.

◆ To sell an item, click on something in your inventory window. The shopkeeper provides an instant bid.

◆ Click **Purchase** or **Sell**. Coins automatically change hands.

If you're selling multiple items of the same type, click the arrows on the slider window to control the number you're selling. You can sell or purchase single items from a stack by holding down the Control key while clicking the **Sell** or **Purchase** button. To buy or sell an entire stack of items, hold down the Shift key while clicking the **Sell** or **Purchase** button.

Giving/Trading Items (Player Characters)

You sometimes find that you desperately need (or don't want) a particular item. Or, you might be miles away from the nearest merchant. In these cases, you can turn to other players for support. All player characters can buy, sell and trade items among themselves through the Trade window. In this screen, you can give away items that you own, or offer items and/or coins to other player characters. No transaction is final until both players agree to it.

Trade Window

To give away/trade an item to another player:

◆ Open your Inventory screen and select the item.

◆ Click on the recipient to "drop" the item into that person's inventory.

◆ When the trade window opens, click **Trade**.

Both players must click **Trade** to complete the action. If either player puts another item into the trade bin after one player clicks **Trade**, he/she will have to click the button again.

If you're taking more items than your inventory can hold, extra items fall to the ground. You'll need to drop other items to pick them up, or obtain a container (such as a backpack). Beware, items dropped to the ground may be picked up by greedy NPCs or other Player Characters. Don't consider the ground a safe place to store any items, and try to keep inventory slots available when trading items or completing quests that give items as rewards.

Inspecting Another Player's Inventory
To see if other players have something you might want to trade for, click on their characters. This targets them and, if you're standing close enough to them, opens their Inventory window. See **Giving/Trading Items** (above) to learn how to trade.

Inspecting an Item
You can view properties for most items by right-click-and-holding. You can do this in your inventory, a merchant's inventory, the trade window, bank window, and more. What information you can see depends on the item, but usually includes weight, occupations and races that can use it, weapon damage and speed, etc.

Auctioning Items

As you advance in the game, you'll find that you sometimes need to get rid of valuable items. You may only need an item for a little while, perhaps to accomplish a quest. You might have just upgraded your armor and weapons, or maybe you've grown tired of your jewelry-making kit. Or, you could desperately need a spell ingredient yourself — the old adage "one man's trash is another man's treasure" holds true in *EverQuest* as well.

Auctioning allows you to send out an area-wide message that all players in your playing zone can hear. Unlike "/shout" (which is reserved for critical situations), "/auction" is only used for buying and selling items. The preferred usage is "WTB" (want to buy) or "WTS" (want to sell), followed by a description of the item.

Auction is better than trading because all players can see what you have or what you're looking for. In trading, you can only talk to people in your immediate vicinity or go around inspecting other players' inventories.

To auction an item:
- ✦ Type "/auction" followed by "WTB" or "WTS", then a short item description.
- ✦ When someone responds, set up a place to meet.
- ✦ Meet the buyer and initiate a trade.

Containers and Banks

You've only got eight general inventory slots, several of which are nearly always occupied by food and drink. Some items can be stacked on top of one another in a single slot, such as fish, bread and arrows. Other items take up an entire slot. All add weight to your character (see your Stats window for limits). If you don't want to continually sacrifice one item for another, try purchasing a container or finding a bank.

Containers

Purchase backpacks, bags and other containers to increase your carrying capacity. By placing items inside a container, you can fit multiple possessions into a single slot. To open a container, double-click on it.

Certain containers also serve as catalysts for creating items — for instance, you need a bowl to make bread, and a medicine bag to mix potions.

Banks

Banks will gladly store coins for you, and they're also a great way to store inventory items. They're similar to containers in that you can store items in safe deposit boxes. Banks in Norrath are well-connected — even if you travel abroad, any banker can instantly conjure up your items. You've got eight bank inventory slots at your disposal. If you go to another bank, you don't get additional slots.

Bank Vault

To put an item in the bank:

◆ Find a bank and right-click on the banker. Eight bank inventory slots appear for you to use.

◆ Click on an item in your inventory (it "floats" on your cursor).

◆ Click on a bank inventory slot.

To withdraw an item from a bank, reverse the steps above.

What if You Die?

If you've worked long and hard, don't worry. Dying won't strip you of your possessions or coins — as long as your body is recoverable. (For example, don't drown at the bottom of an aqueduct — it may be a difficult task to find that exact spot and resurface without dying again.)

To reclaim what's rightfully yours, locate your body, right-click on it, and put the items into your new inventory (see **Picking Up/Dropping Items**).

Note: If you're a new player (under Level 5) and you don't have much experience or many possessions yet, dying is sometimes the easiest way to replenish your foodstuffs. When resurrected, you'll have 5 milk and 5 bread, enough for several days' traveling. And since your corpse probably doesn't have anything really valuable, you don't necessarily have to go reclaim your possessions.

Giving Permission to Drag Corpses

You can give someone permission to drag your corpse. Type in "/consent <player name>". This is useful if you die while adventuring in a group. One of your party can pick up your corpse and drag it to a safer and/or closer spot in the same zone.

Eating and Drinking

Bread, milk and water are staple goods for all citizens of Norrath. Many merchants sell these items, along with rat steaks, bear meat and fancier food items. You start the game with 5 milk units (in a milk pouch) and 5 pieces of bread. Generally, you'll consume these at the rate of 1 per game day (about 6 hours playing time).

When you're running low on either item, your text display shows "You are low on food and drink." If you don't eat or drink soon, you'll become very thirsty or hungry. Eventually, your health and stamina suffer.

Visit a city merchant to stock up on baked goods, water flasks, milk and other items. (See **Buying/Selling Items**). Many merchants also sell alcohol; however, ale, beer, wine and other similar drinks do nothing to quench your thirst. In quantity, they temporarily hinder your ability to speak (type) and affect your movement skills and agility.

To eat/drink an item:
- ◆ View your inventory.
- ◆ Right-click on the item you wish to consume.

Bread and milk items in your general inventory slots are automatically used as needed. Other items (like a short beer) require that you physically consume them. If right-clicking on an item doesn't do anything, then that item will automatically be eaten or drunk as you need it.

Foraging. If you're an Iksar or you chose a nature-based occupation, you may possess a skill called Foraging. This enables you to find food in the wilderness, but it must be practiced just like any other skill.

Dying. If you're under Experience Level 5, letting yourself die is the easiest way to restock your food supplies. You'll lose a little bit of experience, and it may take longer to progress to the next level, but you'll at least have 5 milk and 5 bread.
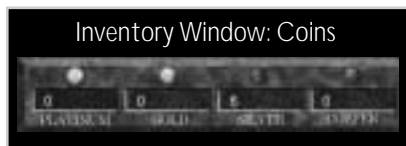
Money Matters

As a new character, you don't have any money. You'll spend most of your early playing sessions earning money to buy food, drink and items for your chosen occupation. You can earn money either through looting the corpses of small animals you've killed and selling those items. Occasionally, you may find a more experienced player who is willing to donate a few coins to your cause.

There are four denominations of coins in Norrath — platinum, gold, silver and copper. The exchange rate is 10 coins for each higher-value coin:

> 1 platinum = 10 gold

Inventory Window: Coins

> 1 gold = 10 silver

> 1 silver = 10 copper

Once you do have some money you may want to deposit it in a bank for safekeeping. All cities have banks in which you can store coins and general inventory items.

To deposit coins in a bank:
◆ Find a bank and right-click on the banker.
◆ Click on the coin type you want to deposit.
◆ A coin window pops up. Click the arrows to change the number of coins.
◆ Click **Done**. Coins are now "floating" on your cursor.
◆ Click on the same coin type in the bank inventory window.

Reverse these steps to withdraw money — click on coins in the bank's inventory window, and place them in yours. You can withdraw money and items from any bank, no matter which city you're in.

Merchant Prices

When you buy something, coins automatically transfer from your inventory into the seller's window. If you sell an item, coins are placed in your inventory.

*Tip: If you're in good standing with a merchant (see **Factions**), that merchant may offer you lower prices on items.*