

Character Creation:

First, you are asked for your gender. Input either male or female. There's no difference yet, but there will be later. Next, choose what your class is. Choose carefully, because you won't be able to change your class until a later version comes out. Warriors are physically strong and magically weak. Wizards are magically strong while physically weak. Scouts sit right in-between and have some interesting skills.

Choose whatever fighting method you prefer, and receive a weapon for that style. Note that if you choose unarmed, you won't get any weapon. If you want to practice unarmed you might as well get another weapon and simply not equip it. To equip a weapon or armor, type "equip <name>" where <name> is the name of the item that you want to equip. Note that, for example, if you decide to train with an axe, you cannot say "equip axe" because that is not the name of the item given to you. You need to say "equip dull hatchet". Same for unequipping (for the moment anyways). You can't just say unequip.

Move Around!

You don't want to stay in that mysterious starting room forever, do you? Type "view". This will show you where you are and where you can go from here. North, east, south or west. To go in the direction you want to go, just type "north", "east", "south", or "west". Or if you want to move fast (like, that was walking, this is running ;) type "n", "e", "s", "w".

Get some money!

Before you can train in new skills or get new weapons or armor, you need to get some money! Although the people here appreciate you coming to their world, they don't give out too many freebies with the exception of Martha Clark and Jonathan Clark. Martha will let you rest in her house and Jonathan, sitting in the Apple's Eye Tavern, will give you some meat and gold so that you can have the cook make you some jerky.

So, we need money. Go into the town hall and meet with Mayor Jones. Simply say "work" and he'll give you something to do. If you need more money, you can gather rocks, berries, salt, pepper and spring water in likely locations. Simply type in "gather" to gather something. Then take it to any shopkeeper and say "sell <item>". You can currently only sell or buy one item at a time, but this will be changed.

After you finish a job, (and you can check by typing "view jobs") you can either work on more jobs (you can have up to three at one time) or you can hurry back and report. When you're back with Mayor Jones, type "report" to tell him that you finished one or more jobs. He'll pay you and you can get more work if you need more money.

That Might Have Hurt!

So you need to heal up. You slowly regenerate health as time goes on. However, you might not have the time for that. You can eat berries to restore health, and you can gather those wherever you see a berry bush of any type. Also, you can go to the cook in the tavern and buy some jerky from him. That heals you much more than berries can! Tastes pretty good too. . .

Use that money!

Good, you have some money and you know where to get more. If you're concerned that he didn't pay you very much, just remember that he is only a basic quest giver and more advanced quest givers will give you better work that pays better. You're not going to have to go look for lost diaries all the time!

There are a few things that you can spend your money on at this time. Food, weapons, armor, skills, and abilities. If you're ready to get trained in a skill, (i.e. your skill is lower than your level and when you type "view skills" that skill is at 100%) you might as well get it trained. Note that better weapons require a certain skill before you can use them. All of the first skills are 25gc, and you can learn any skill out there at the present time. However, a wizard will learn more quickly about how to use fire magic than a scout or a warrior, and a scout will pick up scouting faster than anyone else. It is also of note that each class learns weapon skills at different paces. Scouts favor knives and ranged weapons, while wizards favor staves.

Learning various skills is not only fun, in later versions there will be cross-skill abilities, so you'll be setting yourself up to learn new skills right as soon as you download the next version.

Talk to people!

Don't forget to talk (just type "talk") to people, they are usually at least a little helpful, and some of them even have things for you to do. Keep in touch with people, because some people may be more willing to give you a job if you're at a higher level.

One fun thing to do is to play with Sammy. Once you find her she will want you play hide and seek with you. There is no special prize at this time, but it will build you up towards getting a badge, which will be added later.

Other:

Not sure how to do something? Check the Darkened Dreams Manual for commands in the Commands section.

Something is difficult to use or doesn't make sense? Fill it out in the tester's report.

Want to know details about a specific item? Type in "view <item name>".