

Quick Start Guide

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Hail adventurer!

This guide is meant to help ye embark on thy early journeys into the treacherous lands of Aêthoril, and in due time the greater world of Eth-ur, which lies beyond.

Ahem... though let us not get ahead of ourselves. For now, ye are but an innocent whelp, ignorant to the magnificent sights that lie in wait beyond the confusion, suffering, fear, and loss that shall mark thy first days of adventuring.

But, on a more chipper note, dear adventurer, please don thy gnomish spectacles if you must and read carefully below. It may mean the difference between memories of glorious victories or a spiraling descent into madness.

Whilst it may be daunting, do take care to enjoy thyself, for soon these trying times will be but a quaint memory, and it will be you mentoring some tearful wretch through the darkness.

Tech Considerations

- We've got limited info on min specs at the moment, since we're still optimizing
- 16gb of RAM is recommended; a modern-ish CPU;
- Any GPU or integrated GPU that supports DX11

- Use /fps [number] to limit framerate in game; /fps -1 = uncapped FPS
- If you're experiencing graphic lag, try using /hidecorpse pc in order to hide all player corpses but your own

Setting up an Account

You can register for an account at <https://account.monstersandmemories.com>

Downloading and Installing the Client

Once you have set up an account and have logged in and accepted all of the EULAs, you can download the Launcher.

Note: When running the Launcher, it will automatically install the game to a sub directory of the launcher folder. i.e. "C:\mnmlauncher\mnm"

If you are having troubles with downloading via the Launcher, ask for a direct client link in our Discord.

Creating a Character

Race and Class

Different races have different classes and traits available to them.

- [Click here to learn more about our Races](#)
- [Click here to learn more about our Classes](#)

Customization

Use the sliders to adjust the look of your character.

Choose a Name

Pick a name (this is unique to your character on the server you're on so it may already be taken).

Be respectful, we will monitor player names and significant violations during testing will carry over to future accounts.

Attribute Points

When creating a character, you need to allocate your stat points.

Note: Stats can only be raised to a maximum of 20 during Character Creation.

Selecting Traits

Pick your desired traits. You can scroll through and click on each to find out more, and add it, if desired.

You can select two Major and two Minor traits. Two must be a Major and Minor Combat trait, and the other two must be a Major and Minor Non-Combat trait, for a total of 4.

User Interface Overview



1. Player's Health, Mana, and Pet's Health
2. Target's Health & Mana
3. Pet Window with Health & Mana, Buffs & Debuffs and Commands
4. Player Buffs & Debuffs (ie. *beneficial and detrimental effects*)
5. Abilities/Spell Bar
6. Chat & Combat Log
7. Hotkey Bar (*for spells, skills, macros, etc..*)
8. Additional Commands:
 - a. Invite people to a group, accept an invitation, and disband from a group
 - b. The MUD Action '/look' can be triggered here and it provides a visual clue for the MUD Actions' cooldown
 - c. The '/corpse' command (to drag your corpse) is located here
 - d. The Macro button will open the macro editor, so you can make your own hotkeys (for example to '/sit' or '/attack')
9. Game statistics (FPS indicator & Network meter)
10. Inventory window, with Stats, Equipment and Experience Bar
11. Loot window

Note: Group/groupmates not shown; they'll show under (1)



- 12. The Abilities/Spellbook (open tab indicated here)
- 13. Tabs to select between:
 - a. Skills (ex. Fishing)
 - b. Abilities (ex. Kick)
 - c. Spell Books
- 14. Page Selection Arrows
- 15. Empty Slot (drag ability/spell scroll in inventory to “scribe them”)
- 16. Ability/Spell Icon with details
- 17. Main Menu

The UI has basic customization options:

You can unlock/move/resize windows by right clicking on the window's edge. You can also create new chat boxes and modify them via a variety of filtering options.

Feel free to experiment with the UI's layout and filtering, as you can always reset the UI via the options menu.

Basic Inputs and Keybinds

Be aware that these describe the default values, most keybinds can be changed directly from within the game (open the Main Menu with the 'Escape' key, select Keybinds).

- ALT + ENTER swaps between windowed fullscreen and windowed modes
- F10 toggles your user interface off and on (great for screenshots!)
- Movement keys are on WASD (forward, left, back, right)
- Hit the SPACEBAR to jump
- The 'E' key toggles Auto Run
- Holding the Left Mouse Button (LMB) rotates the camera
- Holding the Right Mouse Button (RMB) rotates your character
- Holding RMB while using the 'A' / 'D' keys allows you to strafe
- You can also remap strafe keys to 'A' / 'D' if you prefer that
- Holding RMB over an item or spell, let's you have a detailed look at it
- 'B' key opens your book, which includes abilities, skills, and spells
- 'Tab' key targets and cycles targeting of NPCs
- 'C' key "Considers" the targeted NPC, assessing their relative level and disposition towards you
- 'Q' key toggles Auto Attack
- 'H' key "Hails" the targeted NPC, triggering any initial dialogue they may have
- 'I' key opens your Inventory
- 'J' key opens your Journal
- 'Alt'+ 'G' key opens the Guild window
- 'P' key opens your Skills list
- 'O' key opens your Bags
- 'X' key causes your character to sit
- 'Esc' key closes temporary windows (ex. merchant); with all windows closed it opens the Options Menu
- 1-0 keys triggers abilities placed on your ability bar
- 'Shift' + 1-0 keys trigger hot buttons placed on your hotbar
- F1-F6 keys target you and your party members, in that order

Combat & Questing

- Your spell book must be equipped in a Belt Slot in order for you to use it
- When you first enter the world, you'll likely have spells or abilities in your inventory
- Use the 'B' key, then add spells and abilities to your book from your inventory
- Spells, Innate (abilities), and Skills each have their own tab in the book
- Drag Spell & Ability Scrolls from your inventory into the appropriately tabbed book page
- Clicking on a spell that's been "scribed" into your book, lets you then add it to your ability bar by:

- *Left-clicking on an Ability Slot on the Ability Bar*
 - *Or pressing the 1-0 keys to add it to the corresponding slot*
- To attack an enemy, you target them and hit the 'Q' key
- When you kill an enemy, right-click its corpse with your mouse to loot its items
- Grouping is a powerful tool in our game and you'll benefit from it even at the lowest levels
- Experience points, coin, and access to your enemy's corpse is shared within the group
- When you die your items stay on your corpse and you respawn at your "bind point"
- Your bind point can be changed via spells and other mechanisms
- Prior to dying, make note of any features in the environment, as you'll need them to find your corpse
- Other players can also help you find your corpse through the use of magic
- Players may also "resurrect" a player corpse through the use of magic
- More powerful resurrection spells may also return experience points lost during death
- They can also drag your corpse to you if you give them your /consent
- Take care to only /consent people you trust, lest they hide your corpse
- Right-clicking Merchant and Trainer NPCs will open an interaction UI
- Most merchants will only buy items similar to what they sell
- Quest item descriptions will often provide clues regarding their use
- Quest bags are typically designed to hold 1 item per slot, if you forget the quest requirements
- Quest bags will often require you to hit the Combine button at the bottom once full
- Hit the 'J' key to bring up a Journal of NPC conversations
- Most guards will help with directions to a number of locations if asked
- Holding an item and clicking on the NPC will hand them the item
- NPCs will give back items they do not want
- When in doubt, you can use the /OOC (out of character) channel in chat to ask for help

Chatting with Players and NPCs

Much of our non-combat interaction takes place in the chat box. This includes talking to both players and non-player characters (NPCs), as well as interacting with the world via our "MUD Action" system (more details on that below).

You can speak with NPCs by targeting them and chatting via the chat box. Most NPC interactions start with a simple: "Hail" from your end; use the 'H' key and try it out!

Please keep in mind that you can always create new chat boxes and modify them via a variety of filtering options. Feel free to experiment with the UI's layout and filtering, as you can always reset the UI via the options menu.

Here's an overview of some of the chat functionality and channels to get you started:

- You can speak with NPCs by targeting them and chatting via the chat box
- Most NPC interactions start with a simple: "Hail" from your end; use the 'H' key and try it out

- Take care not to hit the 'Q' key while speaking with an NPC
- /tell <playername> - "Tells" are direct messages to other players; span the entire game world
- /r - Replies to the last direct message or "/tell" that you received from another player
- /say - Local, limited radius public message
- /group; /g - Chat to your group only; spans the entire game world
- /shout - Zonewide chat within your current zone; typically for more formal notifications to other players
- /ooc - General zonewide chat in your current zone; often used "out of character," as opposed to /shout
 - Note each server sets its own standards for the distinction between /shout and /ooc in terms of how much speaking in or out of character matters
- /auction - Zonewide chat for buying, selling, and trading goods and services
- /gu - Guild Chat
- /of - Officer Chat
- /chatfontsize 1-20 - increases/decreases the chat font size
- /random <dice count + dice size> or <value - value> (ex. 3d6 or 1-18)
- /note - brings up a window that serves as a notepad

Helpful Commands

There are a variety of commands that can be activated from within your chat box via what will commonly be referred to as '/' (slash) commands.

Here's an overview of a few of the commands that you might find most helpful during testing:

- /help - lists all commands available to you
- /bug - brings up the bug reporting interface
- /reload - forces a reload of assets & data on your client to help with certain glitches
- /rewind - returns your character to last unstuck position (5m cooldown)
- /camp - forces your character to sit for 30 seconds, and then “camp” (out of the game)
- /hidecorpse all - hides player corpses, current NPC corpses, but shows your corpses
 - This can be used to help improve framerate

Note: Additional video optimization, mouse/input, and other options will be added as we go.

Also: If you find yourself stuck during a playtest and all of your options are on cooldown, feel free to ping one of us (NWC Team Members) via /tell and we'll summon you.

MUD Actions

You can interact with the world via a system we call *MUD Actions* (in a nod to text-based *Multi-user Dungeons*). This allows you to *look* for descriptions or clues, *inspect* things you find, *take* or *place* an object, and even *pry* something open (if you have the right item equipped).

MUD Actions share a global cooldown, so keep that in mind when attempting to use them back to back. Some actions may require you to be in possession of a specific item or items, but the content should make that clear.

Note: some actions may consume items from your inventory and/or add new items when successful.

Here's a list of the all verbs for you to try (which can always be found again in game via the /help command):

• /break <thing> • /insert <thing> (while holding item) • /inspect <thing> • /look • /open <thing> • /place <thing> (while holding item) • /pour <thing> (while holding item) • /pry <thing> (while holding item)	• /pull <thing> • /push <thing> • /rub <thing> • /smell <thing> • /take <thing> • /taste <thing> • /throw <thing> (while holding item)
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States

States are a new work in progress system in Monsters & Memories.

Currently, with States, you can receive a Rested Buff (+25% Experience) by spending time in the vicinity of a Campfire or inside an Inn or Tavern. This only includes Player Made Campfires for now, but pre-placed Campfires will be included in the future.

If you are not Rested, you will receive a “You feel tired” message every two minutes, at the same timing as with Hunger and Thirst messages.

In the radius of a Campfire, you will receive the Warmth of a Campfire buff. This will accumulate Rest until you have 20 minutes of Rest, unless it's Raining and you are not in Shelter, then it will not have any effect. You can leave the duration of the Campfire before you are fully rested, but you may not be fully rested.

In Inns and Taverns you will receive the Warmth of the Hearth buff. This accumulates Rest slower than a campfire but will give you a maximum of 1 hour of Rest. Also, while having the buff, you will not consume food or water.

You will receive a message to let you know you are “Well Rested” (campfire maximum) and then “Fully Rested” (inn maximum) and you will no longer receive any messages about being tired until the Rested state expires.

You can use "Make Campfire" from the Skills tab of your Ability Book by putting 1 point into Survival at your Survival Trainer and having 8 Wood. Wood can be harvested from the many nodes found near trees in Night Harbor and Sungreet Strand.

Additionally, you will eventually be able to hand craft Survival items from your character without a special container, so the temporary Survival Kit on the Survival Merchant has been made 1 copper so you can easily obtain it. You only need the Survival Kit for creating Torches, not Campfires, as the latter is created via the Skill. Make sure to put one point into Survival so you can make a Campfire.