Open Beta Start Guide

Welcome to the Infinite Realms Beta!

This is an early build so the artwork, balancing, and content may be temporary. We're stress testing the shards and the game's performance so you may expect bugs and hitches.

How to Access Beta

Meta Quest and Rift users can playtest the Infinite Realms Beta for free without previously purchasing a copy of The Last City. Steam users can access the Beta too but must own a copy of Zenith: The Last City.

1. Meta Free to Play Access:
   a. **If you *DO NOT* own The Last City, follow these instructions to gain access to Infinite Realms. If you already own TLC, skip ahead to Step 2.**
      i. Quest: Gain access by visiting **https://www.meta.com/s/gPyn9qZdW**
      ii. Rift/Link (Meta Desktop): Gain access by visiting **https://www.meta.com/s/1JITT6HbG**
      iii. You will be brought to a page that you need to accept, following that the game will show up in your headset to download.
   b. *Note: The beta build only has the Infinite Realms game mode*
2. Downloading the Build
   a. Follow the instructions on how to access the Beta build here:
      i. https://zenithmmo.com/blogs/news/public-test-realms
   b. Meta Users: Be sure to select the build named **"IR Beta"**.
   c. Steam Users: Be sure to select the build named **"IR_Beta"**
      i. This can be selected at the top in the dropdown. If it does not show up please restart Steam.
3. Game Launch:
   a. Make sure to use your Skywave username and password to log in
      i. If you find yourself stuck in a loop, it could mean that you've either entered the wrong password or you're using your email instead of your username.

Feedback & Support

Please try to keep chat contained to these channels so we can easily track and help out if you get stuck:

- Keep an eye on the Beta [Announcements channel](#) for updates from us!
- [Beta General Chat](#)
- [Suggestions & Feedback](#)
    - **General Feedback: We're sourcing feedback through a survey that will be sent in Discord during the beta. Surveys take only a few minutes to complete and your feedback is valuable!**
- [Bug Reports](#)
    - **Quest Users:** We encourage you to use the new integrated Meta [Playtest Feedback](#) feature for bugs or feedback (please specify if Bug or Feedback). It would be very helpful for you to record footage or take a photo per this feature.

Progress will not be saved following this test, it will be reset for when the game goes live.

Beta Known Issues

- Male Hair
    - You may start as bald by default. To change your hair and appearance, find Trimm in the city.
- Music
    - Music may suddenly cut out occasionally during sessions.
- Enemies
    - Sometimes the enemies slide and teleport this is something we are working on.
    - Some pre-spawned enemies may not aggro until they are attacked.
- Party chat issue after relogging
    - If you're in a party chat and you relog, the voice chat may not work properly. To prevent this, wait a moment before rejoining party chat after relogging. Leaving and rejoining the party may also help restore the voice chat.
- "Mini Boss Rampage" Session Modifier does not correctly guarantee mini boss spawns. We suggest holding onto these until the issue is patched during Beta.

Patch 1

- You can now join other City instances across shards through the in-game menu in the plaza
- Updates to agent rank dailies/weeklies
- Updated Avatar of Telos animations and spawn speed
- Rails have been added to the city
- Fixed an issue with the pandowl interaction and location
- Added a sign to Trimms
- AI improvements for the Gnashers
- Updated grind rail jump points
- Fixed floating hair for male avatar
- Updated stores GUI and flow
- Some visual armor updates
- Mini boss now can spawn on islands
- Fix for Telos chest sfx
- Update to boss rush and chest VFX
- Item power now properly takes item level into account
- General stability and performance improvements
- Fix for the Daily chest spawning out of bounds
- Added a new possible boss to pandowl daily runs
- IR character list no longer shows locations/classes from TLC
- Removed placeholder text on leaderboards
- Balancing changes to the way item stats are calculated. Previously, items could receive stats in a min / max range that was strictly tied to an item's rarity, instead of its equip level. This allowed for lower level items to potentially have higher stats than high level items. Item stats now take an item's equip level and rarity into account when calculating stats. This will decrease the stats of some items received before Patch 1