

Lightning Guide to Ganareth



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PREFACE

People play games for different reasons.
People are worthwhile in all their magnificent diversity.
Keep this in mind and the Gods will reward you.

DOCUMENT NOTES

- Please send corrections to Bjorlyn, Fjordlyn, or Fjellyn in game, to Bjorlyn in the Forums, or via email to guide@lightningclan.com
- The draft may be viewed or downloaded at: www.lightningclan.com
- Links to internet documents from the Settlers of Ganareth period are listed in [blue](#).
- Links to internet documents from Dark and Light are listed in [red](#).
- Internal hyperlinks within this document are listed in [green](#).
- Slash commands are listed in [green](#) immediately following various headings for quick reference.
- Similarly, keyboard shortcuts are listed in [red](#) within square parentheses.
- This guide assumes a QWERTY keyboard.
- XXX means there is a feature or content missing from the draft.
- Some of the links aren't working, and I'm not sure why. I will try to correct this when I next add more to the guide.

USE PDF BOOKMARKS

When reading this document as a PDF, select the Bookmarks Tab to the left of the document.
You may navigate the Lightning Guide more easily by selecting the relevant bookmark.

ACKNOWLEDGMENTS

In Dark and Light, thank you to Luthie and Moonshine for helping me with testing. Thank you Reyla for the first publication of Race and Class impacts on Character abilities! Thanks to Kib and Aiseiri for new information on Gods. Thank you to Mystical Awakening's Dealin, Kroyz and Marlen for providing all kinds of information about all kinds of stuff, LOL. Thanks to Search and Destroy Agency's Koldun for the Calculator, Eemish for all the Crafting information, and SDA generally for taking me in and putting up with my endless babble.

In Settlers of Ganareth, thank you, Dracis, for patiently answering 1000 dumb questions, and getting me a pretty barony with dragons so I could learn about forts. Thank you to Runiat for help with the Fighter Experience section... he got me over Fighter's Writer's Block. Thanks to TCK for assistance with computer issues. Thank you so much to Lightfiend for providing all the screenprints of Stats Windows for each Race, and prints of all the skills descriptions.

Thanks to Ansyen, Luthie and Avefenix for general levity and major encouragement.

Most of all, thank you to Moonshine for soloing patiently as I wrote, when I could have been healing him. I love you, Moonshine.

Dark and Light

The official game website is at <http://www.darkandlight.com/>. In addition, the site <http://www.darkandlight.net/> provides broader data, but is less up to date.

The official Quickstart Guide to Dark and Light is to be found in your computer's Start Menu when you download Dark and Light, or as Quickstart_en.pdf in the DnL Folder of the Dark and Light game, wherever it is installed on your computer. Much, if not all of the information available therein is also available in this document.

General features of the game are give at http://www.darkandlight.com/en_features.html. To learn more about the philosophy of the game you may go to http://www.darkandlight.com/en_philosophy.html.

Dark and Light is published by Farlan Entertainment, <http://www.farlan.com>, produced by NPCube, <http://www.npcube.com/html/home.htm>, and has content provided by Alchemic Dream, <http://www.alchemicdream.net/>.

IKShadow provides an excellent website detailing real time server status. It may be accessed at <http://dnl.qawhaq.com/>.

Settlers of Ganareth

Launched on December 12th, 2005, Settlers of Ganareth (SOG) was the pre-release version of the Dark and Light game.

8,881 Pioneer accounts were made available to paid subscribers, an additional 10,000 accounts were free, but without Pioneer benefits. Another 1,000 free accounts were made available by lottery in late February, and an additional 1,000 free accounts were made available in March. People purchasing advance access to the full Dark and Light Game were given "Settlers" benefits, including a griffon as a mount, also in late February through April. Settlers of Ganareth ended on May 15, 2006.

Beta and Stress Tests

Prior to Settlers of Ganareth, a closed Beta was in test by many players who continue to play the game today. It was closed prior to the onset of Settlers of Ganareth. On May 21, 2006, a limited stress-test was made available to certain players, continuing through May 30, 2006.

Account Types

If you are new to the game, you will probably be confused by some of the terms used to describe various account types. In addition to the two special types of accounts (Pioneer and Settler) which are no longer available, every player in Dark and Light chooses now to play under either a full subscription, or under a credit system, information about which is detailed on the Dark and Light website.



Pioneers

Pioneers of Ganareth were among the first few thousand characters to explore this new world in Settlers of Ganareth. You can recognize them by their unique pioneer dragon mounts, and the steles they leave behind to commemorate their actions.

http://www.darkandlight.net/article.php3?id_article=1439&Valider=Show+article&lang=fr.

Pioneers' steles (a gravestone or monument signifying the feats of the Pioneer in Settlers of Ganareth) enabled Pioneers to "leave their name and, if they want to, sign the stele with their accomplishments or their memories, for their descendants in Dark and Light." You will see these steles in the full game of Dark and Light. To read a pioneer stele, left click the monument.

Pioneers gained other benefits, detailed in the two boxes below. Chief among these was an inheritance of Goth and levels when they created a character in the full game of Dark

and Light.

ORIGINAL PIONEER OFFER

"Dark and Light Offers Exclusive Advantages To Players Until December 4th Through Limited Edition "Pioneer" Program

NEWS: Limited edition "Pioneer" designation gives Dark and Light MMORPG players a wide range of skills and privileges, both during Settlers of Ganareth (opening for free December 8th, 2005) and after Dark and Light releases in April, 2006

WHO: Maximum 8,881 registrants for 8,881 numbered accounts

WHEN: Pioneer registrations taken ONLY from November 24th, 2005 (6:00 PM GMT) through December 4th, 2005 (11:00 PM GMT)

HOW: To register, go to www.darkandlight.com

COST: \$59.99 USD

DETAILS: Leave your mark on Ganareth for generations to come! Pioneers will receive unique rights, powers and commemoratives starting immediately with the free debut of Dark and Light's Settlers of Ganareth period.

Benefits during Settlers of Ganareth: .

- Special skill that allows Pioneers to invoke young Drakes and use them as an exclusive dragon mount.
- Privileged access to teleport system using the Mana fountains found in pacified territories.
- The knowledge of Ganareth maps which helps Pioneers stay one step ahead of their enemies.

Benefits during Dark and Light: .

- 48 hours of access to Dark and Light prior to its official release.
- One free month of Dark and Light.
- A permanent Pioneer title for one of your avatars.
- Dragon mount from Settlers of Ganareth period becomes one of your pets, regardless of your character class or race.
- An exclusive map of major battles from Settlers of Ganareth period.

Special privileges for one descendant during Dark and Light. He/she will:

- Display your nobility title.
- Inherit your family's wealth.
- Discover an artifact (tree, book, etc.) left by you which will forever commemorate your history and deeds.

The following was the official archived information for Pioneer Benefits http://www.darkandlight.net/article.php3?id_article=2330:

SETTLERS OF GANARETH WILL CONTINUE UNTIL MAY 15TH by Laellyra

The time has come for Pioneers to place their commemorative stele in the world of Ganareth and to reach the highest level available on their character for those who still haven't done it... the countdown for the end of SoG has begun.

Many questions appeared as the closure draws nearer. Here is how Pioneers will find their inheritance at the beginning of Dark and Light.

- The SoG character who will be used for the inheritance will be the highest leveled character. If multiple characters reached the same level, only one of them will be kept. The best way to choose the character that you want as your ancestor is to keep only one character in each account, and to delete the others before SoG ends. However, if some people fail to keep only one of them, the character chosen as the ancestor will be the oldest character (the one that was created first).

- The commemorative stele that will be kept on Dark and Light's lands will be the stele associated with the character from which Pioneers will gain their inheritance. Warning, steles placed on gaming zones (roads, villages, departure and arrival points of transports and the al-drifa barony) will be deleted.

- Goths' repartition for the heir will be made according to the following (these amounts are totally independent of the amount the Pioneer had in SoG):

250,000 Goths if your character has reached level 35

200,000 Goths if your character has reached level 30 or higher

150,000 Goths if your character has reached level 20 or higher

100,000 Goths if your character has reached level 10 or higher

50,000 Goths if your character has reached a lower level than 10

- A specific command will allow Pioneers, whenever they wish to use it and on whichever character they want to use it for, to activate their inheritance. This command will be sent by e-mail to every Pioneer.

- Additionally the final level of the Pioneers' ancestor will be transferred to the character that receives the inheritance.

Irzigandar will send the ultimate information to Pioneers by e-mail before Dark and Light begins.

See you very soon!

Settlers



Settlers of Ganareth were the second wave of characters in Ganareth. You can recognize them by their unique Settlers' Griffon mounts. This benefit, and their entry into Ganareth two days before the opening to non-settlers in Dark and Light, were among the benefits afforded to this account type.

Performance

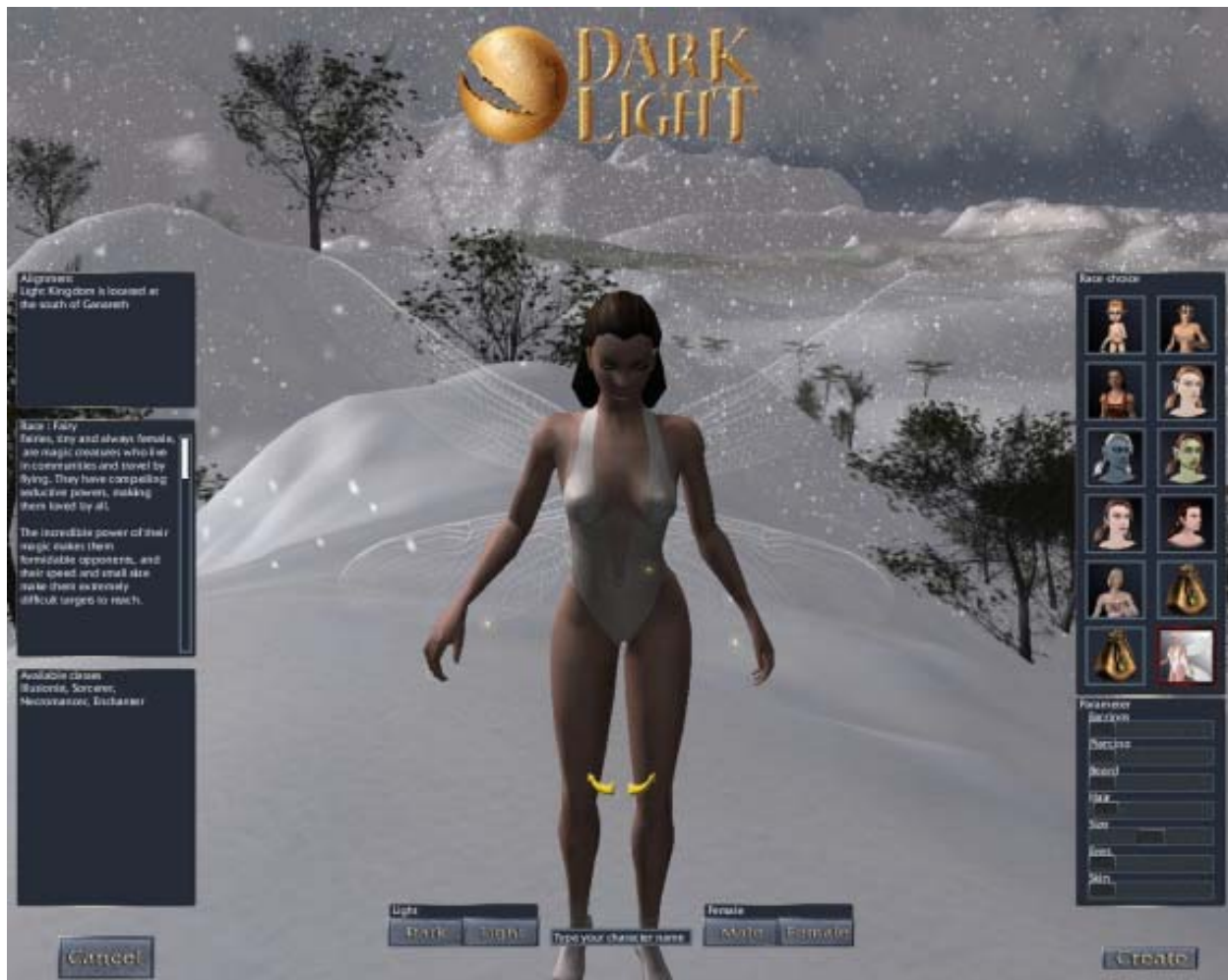
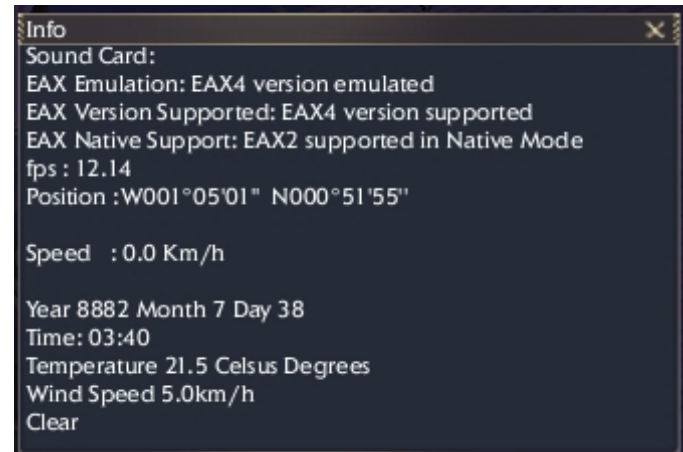
Performance in this game varies more widely based on your system and your graphics card than many casual gamers are accustomed to. To boost your performance, particularly with regard to the quality of graphics and frame rates per second (FPS) you also have more options available to you than in other games. For just about everyone, this means a little testing, and a lot of patience. Start by making certain you meet system requirements. Determine where you are deficient according to recommended configuration. Be absolutely certain you have the most up-to-date drivers. Then experiment with settings using the launcher, in-game, and other changes suggested in the forums, as well as characteristics of your general system, such as monitor brightness and contrast.

The official forums are a good resource for many hardware, software, and game system issues. The forums are found at <http://darkandlight.net/forums/index.php?>

Your in-game FPS can be viewed by choosing the DeBug Icon from the Broken Moon Icon pop-up in the lower left corner of your screen. FPS will be slowest in areas where many players are congregated and many actions are occurring. Getting out of town or away from a pitched battle will often resolve slow game play.

According to the GameZone interview http://pc.gamezone.com/news/03_27_06_01_14PM.htm with Stephan Quilichini: "on the client side, we use a procedural method to generate the terrain, which is streamed while the player moves. On the server side, there is a replica of this terrain, but all the calculations are shared between many "cells." The more gamers are connected in an area, the more cells are taking care of this area. So, the power of the server farm is adjusted geographically according to the number of players. It's a kind of "geographical load balancing."

"Servers are configured to welcome around 50,000 simultaneous players at the release of Dark and Light, including, among others, more than 200,000 monsters. We will adapt the server capacity to the evolution of players in-game. As Dark and Light offers a unique world, we won't have to manage timezone servers such as other games. The server is configured to be regularly and quickly enhanced by new cells as needed anytime."



Character Creation

The launch icon will take you to your character selection screen, where the character slots available to you appear at the lower right. You may create three characters for Dark and Light. If you are dissatisfied with a character, it may be deleted, and replaced with a new character. If you create a new character immediately, you may use the prior name (otherwise, someone else may take it first). Left click the word CREATE.

To begin, type in your character name. Some names were "reserved" for Dark and Light during an early process which is now closed. Others have already been taken. Numbers and symbols are forbidden. The capitalization of your name matters in-game, choose a name that is short and easy to type and remember.

Use the available buttons and sliders to choose your Alignment, your Gender, and your Race, as well as some features of your appearance. Note that appearance factors do not appear to have an impact on skills or abilities with one exception. The Official Quickstart Guide indicates that "The taller your character is, the stronger he is but he will be slower in combat. Whereas, if you are smaller, you won't be as strong but your swiftness in combat is enhanced."

Dark or Light Alignment

Alignment is perhaps the most critical choice you will make in the game. Dark and Light Alignments are not nearly as simple as "Evil and Good" although since many players never read about the differences, this distinction is reflected somewhat among player attitudes.

Each character in Settlers of Ganareth must choose to be of either the Dark or the Light alignment. Players may have characters of different alignments on the same account. You are not able to change your alignment once your character has been created. Mitra has stated that "There will also be a time lock so that players with both Dark and Light characters must wait a certain amount of time before playing a character of the opposite faction, in order to prevent the passing of critical information, as there will be limited communication between Dark and Light." As far as we know, this delay feature is not yet implemented. Keep in mind also that many major guilds do not allow players to maintain alts of the opposite alignment.

Check the information on Races in this document and in the forums to make sure that the Class you hope to achieve through skill and experience will be available for the race and alignment you choose.

Stratics has a good article on Character Creation at <http://www.stratics.com/content/portals/dnl/content/guides/basics/charactercreation.php>

ALIGNMENTS AND FACTIONS by Elhavius

"To understand better the war between the Dark and the Light, it is necessary to know what opposes them. In 8881, the beginning of Settlers of Ganareth, the Light (people doing magic thanks to light crystals), Dark (people doing magic thanks to dark crystals) and neutral (people not doing any magic) terminology doesn't exist yet, even if tendencies start to appear and numerous people are already aligned since they are using exclusively one type of moon crystal (dark or light).

In 10.000, beginning of Dark and Light, two distinct societies are erected: the Light realm, ruled by its monarch, is a rigid society that is not inclined towards evolution, change or difference. Everyone has his place there. The Dark realm, led by its ruler, defends the right of the strongest and the most intelligent. Weak people, whatever their social origin, are not given any consideration.

Braves and High-Elves are exclusively Light while Half-Orcs and Dark-Elves are exclusively Dark. They all represent their alignment's extremes. All other races can be Light or Dark, this depending on the choice their ancestors made in 8888. All classes are available to both dark and light people, even if light crystals have a stronger affinity with constructive magic and dark crystals have a stronger affinity with destructive magic. This is only an affinity and not a limitation."

http://www.darkandlight.net/article.php3?id_article=1521

Restrictions on Gods

Which God you are focused upon will have real effects in the game, so in addition to deciding your Archetype, Class and Race as described below, you will also want to be certain that the God you desire will be available to your class and race.

Elhavius provided charts showing which gods are available for each class and race http://www.darkandlight.net/article.php3?id_article=1530. This information however, did not match the actual availability of Gods in Dark and Light precisely, so you may find the charts in the [Religion](#) section of this guide to be of greater value. The section of this guide for [Races](#) provides the same information, organized a little differently. Much additional information about Gods is available in the Ganaptheron, a historical document of Ganareth, which may be read in its entirety at:

http://www.darkandlight.net/chapitre.php3?id_rubrique=45&lang=en For detailed information on the individual Gods, see the links below or in the Religion section of this guide. You select a God at level 20, when you choose your final class.



[Gothar](#)

[Ysatis](#)

[Agnar](#)

[Zephyr](#)

[Hydra](#)

[Neutra](#)

[Malecta](#)

[Hel](#)

[Calder](#)

[Aesir](#)

Archetype, Class and Race Charts

Elhavius has given us a set of charts that make it easier to pick an Archetype, Class and Race :http://www.darkandlight.net/article.php3?id_article=1521
 "When the game launches, the player first picks a RACE for his character. Then, at level 10, the player can choose the main ARCHETYPE of his character (among the ones that are available to his race). At level 20, the player picks his character's CLASS, which follows his Archetype. The races only have access to some Archetypes, and then only to a few classes that depend on the Archetype. Only Humans and Half-Elves have access to all Archetypes and classes in the game." Below is the complete table of possible ARCHETYPES (Fighter, Hunter, Healer, Spellcaster) and CLASSES for each RACE: More detailed information is available in the Class and Race sections of this guide. A YES indicates that the class is available for that race. (The Charts below were adjusted according to what classes were available in-game on May 30, 2006. At that time the classes shown on the "Available Class" Windows on the Character Creation Screens did not match the ingame options, so those classes available in-game but not shown as "Available Class" on the Character Creation screens are marked with the notation "inGame". Note that some of these are fairly interesting, such as a Dwarf Shadow Knight or Paladin.

	Hunter	Ranger	Bard		Rogue
Half-Troll male only	YES	YES	YES inGame	YES	
Half-Orc dark only	YES	YES	YES inGame	YES	
Brave light only	YES	YES	YES inGame	YES	
Human	YES	YES	YES	YES	YES
Half-Elf	YES	YES	YES	YES	YES
High Elf light only			YES inGame	YES inGame	
Wood Elf	YES	YES	YES	YES	YES
Dark Elf dark only	YES		YES inGame	YES	YES
Dwarf	YES		YES		YES
Gnome	YES	YES inGame	YES		YES
Lutin	YES	YES	YES		YES
Fairy					

	Fighter	Warrior	Shadow Knight	Paladin
Half-Troll male only	YES	YES		
Half-Orc dark only	YES	YES	YES	
Brave light only	YES	YES		YES
Human	YES	YES	YES	YES
Half-Elf	YES	YES	YES	YES
High Elf light only	YES	YES inGame		YES
Wood Elf	YES	YES		
Dark Elf dark only	YES	YES inGame	YES	
Dwarf	YES	YES	YES inGame	YES inGame
Gnome				
Lutin				
Fairy				

	Healer	Cleric	Druid	Monk	Enchanter
Half-Troll male only	YES	YES inGame	YES		
Half-Orc dark only					
Brave light only					
Human	YES	YES	YES	YES	YES
Half-Elf	YES	YES	YES	YES	YES
High Elf light only	YES	YES	YES	YES	YES
Wood Elf	YES	YES	YES	YES	
Dark Elf dark only	YES	YES inGame		YES	
Dwarf	YES	YES	YES inGame		
Gnome	YES	YES	YES		
Lutin	YES		YES		YES inGame
Fairy	YES				YES

	Spell-caster (Mage)	Sorcerer (Wizard)	Illusionist	Necromancer
Half-Troll male only				
Half-Orc dark only				
Brave light only				
Human	YES	YES	YES	YES
Half-Elf	YES	YES	YES	YES
High Elf	YES	YES	YES	
Wood Elf	YES	YES	YES	
Dark Elf dark only	YES	YES	YES	YES
Dwarf				
Gnome	YES	YES inGame	YES inGame	
Lutin	YES	YES inGame	YES inGame	
Fairy	YES	YES	YES	YES

Entering a New World



In *Dark and Light*, released on May 30, 2006, Dark aligned players start in Dark Kingdom and Light aligned players start in Light Kingdom. In addition to these two starter kingdoms, the major City of Al Drifta will be a neutral site, and all of these three zones will be safe from player vs. player conflict. The remainder of the world of Ganareth will be a place of danger for its inhabitants, as conflict recurs between those aligned to the Dark and Light.

The Official Quickstart Guide tells a bit about the importance of your "starter town" or "birthplace" to your character: "Your character will appear in a town that corresponds to the alignment and race of your character. In this starting zone you can meet people, start quests, trade, and find monsters lurking nearby. During your journey, if you wish to come back to this place, use the `/gatobirthplace` command. This is also where you will appear after you die."

The Quickstart Guide also gives a good brief introduction to game controls, shown below. For more controls, or to alter the default controls, see the Key Commands and Slash Commands section of this guide.

TO MOVE	AZERTY	QWERTY	Mouse
Forward	Z	W	Right click + Left click
Backward	S	S	
Left	Q	A	
Right	D	D	
Jump	Space	Space	
Strafe	Right click + strafe	Right click + strafe	

Auto Fight Commands	AZERTY	QWERTY	Mouse
Select the closest target	Tab	Tab	
Distance attack	E	E	
Melee attack	A	Q	Double click
Leave auto fight	Escape	Escape	

CAMERA	Mouse
Zoom	Mouse wheel
Avatar orientation	Right click
Rotation	Left click
Panoramic view	<code>/view</code> in the chat bar

Saving your Character

/saveCharacter = saves your character

[Leftshift C] saves your character

Although there is a system save which occurs at regular game intervals, it is best to save your character whenever you have achieved a result you wish to keep, since the system save is unreliable in the case of a server crash or other unforeseen events.

Screen Capture

To obtain Screenprints of your character's adventures in Ganareth, either use the PrintScreen button on your keyboard, or place a Screen Capture shortcut on your Shortcut Bar. Either method should place, once you have exited the game, a print of your screen in the "Shots" Folder (usually C:\Program Files\Dark and Light\DnL\Shots). There is also a screen capture Game Key which may be placed on your Shortcut Bar, about which more information appears later in this guide.

Create a separate folder in your normal computer documents system and move your Shots to it often, particularly prior to major updates and patches, to avoid losing your screenshots.

Some people have had great difficulty taking screenshots. There is a forum article about this issue, and some possible fixes, but I have been unable to find it, if someone can give me the link, please do so and I will post it here.

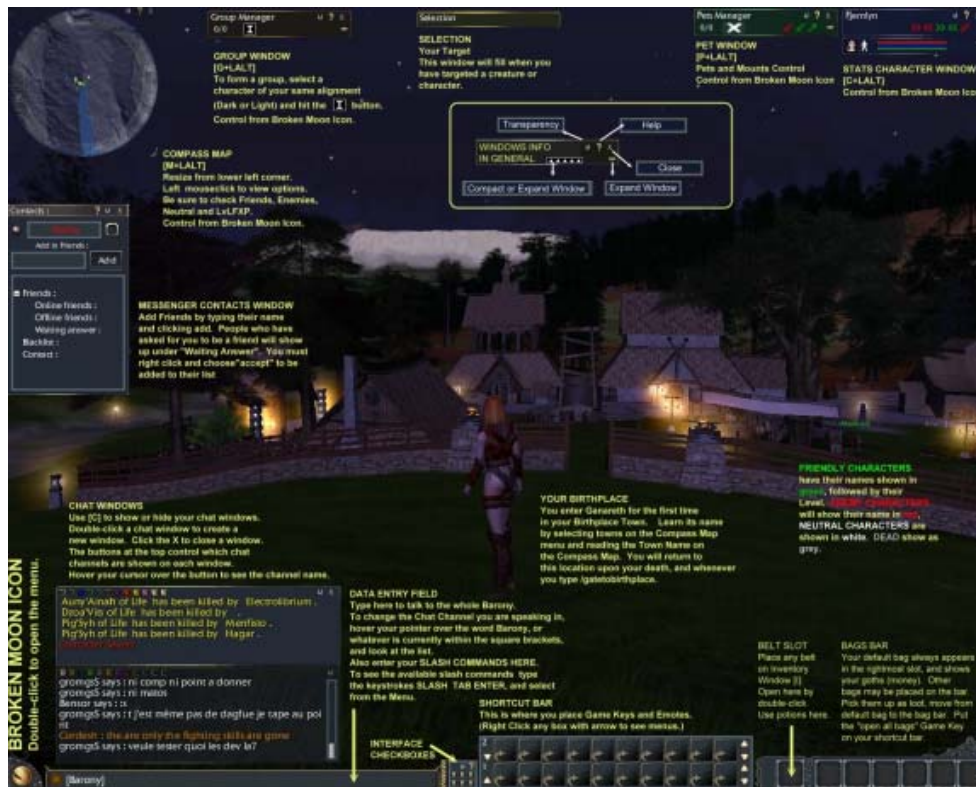
Exit Game

/quit exits the game

[NOKEY] toggles exit

You may also select exit from the Broken Moon Icon to exit the game. The Exit World choice brings you back to the character selection screen. Exit Game shuts the client down and brings you back to Windows. Continue returns you to the game. Note that you must be standing to Exit the game.

Game Play Interface



A Look at Your Game Screen

Click the link below to view a larger version of the screen introduction at the right, in your browser.

<http://bjorlyn.tripod.com/welcome.pdf>

Window Transparency (Passover Alpha)

The little button (⌘) hereafter called the alpha symbol, in the upper right corner of many interface windows, allows you to set the transparency of your window, both in general and when you move your mouse over the window (Passover Alpha). The same alpha symbol located in the Interface Checkboxes allows you to set default transparency for all windows on your screen. This was a small hammer rather than the alpha symbol in earlier versions, and many of the screenshots in this guide show the hammer rather than the alpha symbol... they did the same thing. See the old hammer symbol at right. (Sorry bout that! I didn't want to change EVERY screenprint in this guide!)



Quick Hide Windows



You may hide some open windows by pressing the "T" key, and then repressing the T key when you want all of the windows to reappear.

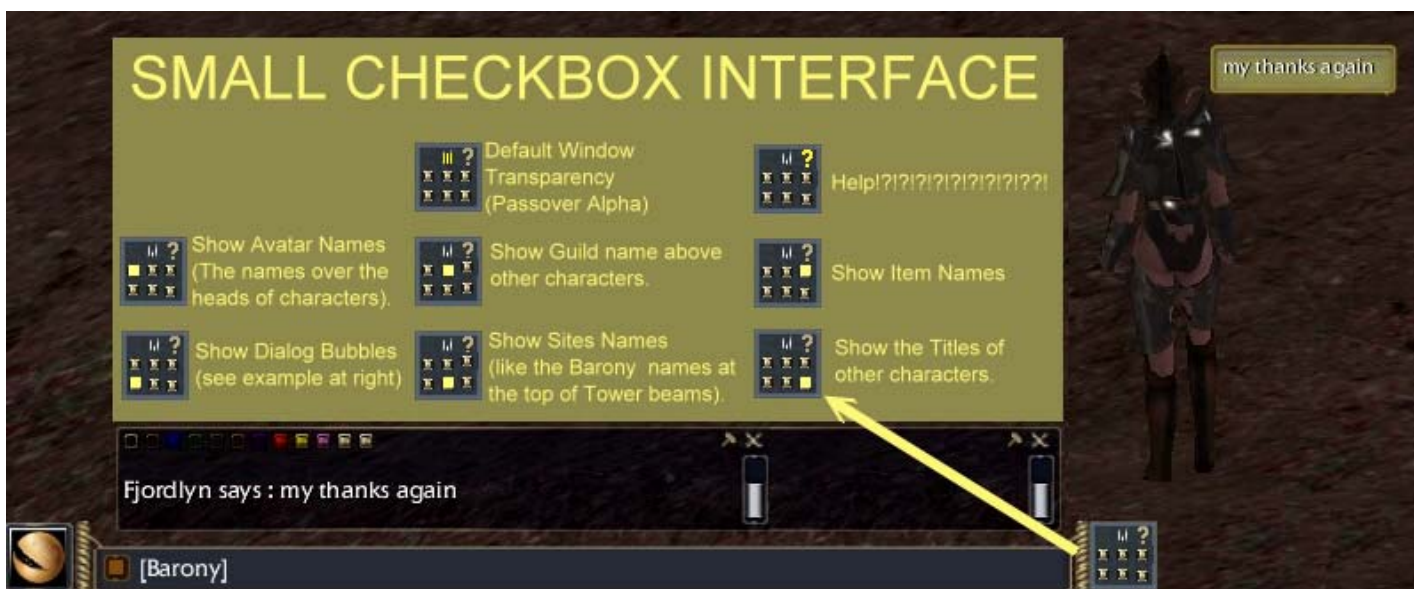
Save Interface

To save your user interface once you have placed all of the moveable windows where you would like them, exit the game and then log back. Some settings tend to revert to defaults.

Interface Checkboxes

A tiny set of checkboxes residing at the bottom of your screen between your chat data entry area and your shortcut bar give you speedy access to a few screen related choices, detailed in the chart below. These include:

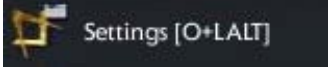

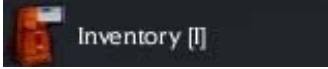

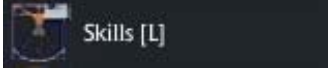

- (1) whether or not avatar names show above the heads of creatures and characters,
- (2) whether spoken statements appear in dialog bubbles on your screen or only on the chat windows,
- (3) the default transparency of your windows generally and on mouseover,
- (4) whether or not you can see other characters' guild names above their avatars,
- (5) whether or not you see the names of towns, cities and other sites in the sky above their locations,
- (6)access to help,
- (7) whether item names show above the item on screen, and
- (8) whether Titles show above the avatars of other characters.
























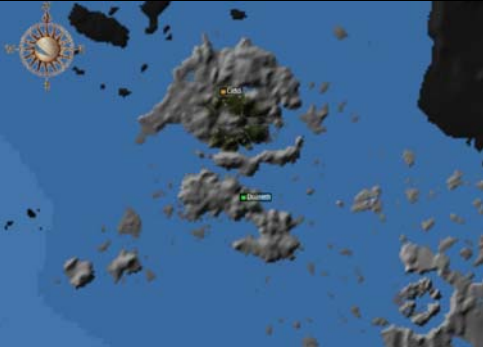



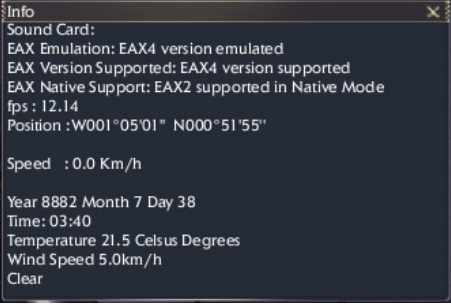

Broken Moon Icon: Main Windows in the Interface

Clicking this icon, which is in the lower left hand corner of your screen, allows access to many of the game windows and settings.

Menu Choice in Broken Moon Menu Description	Thumbnail of Resulting Window	Related Slash Commands Related Key Commands [NOKEY] means no default key is assigned by system
 <p>Allows access to Graphics, Sound, Keyboard, Mouse and Language Settings</p>		[O+LALT] show settings
 <p>Allows access to your character's currently EQUIPPED inventory.</p> <p>As a separate function, you may have items in bags and belts, accessible through your bag and belt bar, and the key commands at left.</p>		/showInventory [I] show inventory [B] show inventory default bag [B+SHIFTL] show all inventory bags
 <p>Allows access to the Fighting Experience Points you have gained through skill, and provides the opportunity to use these points to acquire new Skills, and to reattribute up to 5 points per level.</p>		/showSkills [L] show skills

 <p>Quest [Q+LALT]</p> <p>Shows current and completed quests.</p>		<p>[Q+LALT] show quests</p>
 <p>Stats [C+LALT]</p> <p>Shows your Hit Points (HPS) Red Bar, Mana Points (MPS) Blue Bar and Stamina Points (SPS) Green Bar. When extended once, provides your current level Experience Bar for both Fighting and Social Experience. When fully extended, the window provides access to your character's Abilities Points, with the option to increase them as you level.</p>		<p>/showCharacter</p> <p>[C + LALT] show character stats window</p>
 <p>Receipt</p> <p>(RECIPE)</p> <p>Holds the recipes you have purchased for crafting. Right click and "Use" any recipe in your bag to place it in the Receipt Window. Double left click any receipt in the Receipt Window to open a Crafting Window.</p>		
 <p>Group [G+LALT]</p> <p>Shows group members' Hit Points, Mana Points, Stamina Points, and distance in meters from your character. When extended, allows you to quickly select a group member by clicking on their picture, and shows whether they have a target.</p>		<p>/showGroup</p> <p>[G+LALT] show group</p>
 <p>Pets [P+LALT]</p> <p>Allows access to your pets' information.</p>		<p>/showPets</p> <p>[P+LALT] show pets</p>

 <p>Guild [G+SHIFTL]</p> <p>Provides access to Guild information, if you have joined a guild in-game. XXX</p>		<p>/showWinGuild</p> <p>[G+SHIFTL] show guild window</p>
 <p>Fortress [F+SHIFTL]</p> <p>Shows the current status of your Fortress. Does nothing if you are not either the owner or a member of a Fortress.</p>		<p>/showWinFortress</p> <p>[F+SHIFTL] show Fortress window</p>
 <p>Exploitation</p> <p>Shows the current status of your Exploitation. Does nothing if you are not either the owner or a member of an Exploitation.</p>		
 <p>Messenger [M+LALT]</p> <p>(Contacts, Friends Lists)Shows you who among your listed friends are in-game, and allows easy private messaging. Also allows you to set your status that others will see: Online, Away, Busy, Invisible.</p>		<p>/showMessenger</p> <p>[M+LALT] show messenger</p>
 <p>World Info [T+LALT]</p> <p>Shows Ganareth date, time, temperature, and the amount of dark and light mana.</p>		<p>/showWorldInfos</p> <p>[T+LALT] show world information</p>

 <p>Map [M]</p> <p>This shows the large map. Use the menu which appears on right-click to select options. Press [M] again to return to main interface. Your character is still active and vulnerable while in Map Mode.</p>		<p>[M] toggle main map</p> <p>[MOUSELEFT+LCONTROL] map show distance</p> <p>[MOUSELEFT] map set single target</p> <p>[MOUSELEFT+SHIFT] map set multiple target</p>
 <p>Compass [M+LALT]</p> <p>This is the small map which can stay on your screen while you play.</p>		<p>/showCompass</p> <p>[M+LALT] show compass</p>
 <p>Debug</p> <p>Provides information on your graphics and sound cards, your in-game position. Current date, time and conditions.</p>		<p>[NOKEY] show debug</p>
 <p>Exit</p> <p>Provides choices to leave the game. Exit World allows you to return to the character screen and change characters, Exit Game allows you to leave the game entirely, Continue keeps your current character in game without exit.</p>		<p>/showExit</p> <p>[NOKEY] toggle exit</p>

Events Window

/showWinEvents = displays events window



This window provides information about current special events in the game available to your character.

Often no information shows up in the window until the event has begun, sometimes no information shows up in the window at all. Some events are planned to be unannounced.

Hovering your cursor over the event name will show a drop-down menu giving greater detail about the event. The slider at the bottom of the window can be moved to the right to provide even more information.

"My Kingdom" refers to the Kingdom you are in at the time.

When the event has appeared in the window, you can sometimes find a green arrow just to the left of the event name. Clicking this arrow will instantly teleport your character to the location of the event. Sometimes this arrow appears only if you are in the Kingdom where the event is occurring.

Many events either do not have an event listing within the window, or do not support a teleport function, so you may not want to rely solely on teleportation for your access to the activity.

Event information may show up in your chat window under the Event category. Be sure that the pink button is checked.

Find more information in the [Events](#) Section of this Guide.

(In Dark and Light, it is unknown whether the following links to event information will still be the same.)

These are generally announced in the

Calendar

<http://www.darkandlight.net/event.php3>

Ganareth Gazette (not currently available)

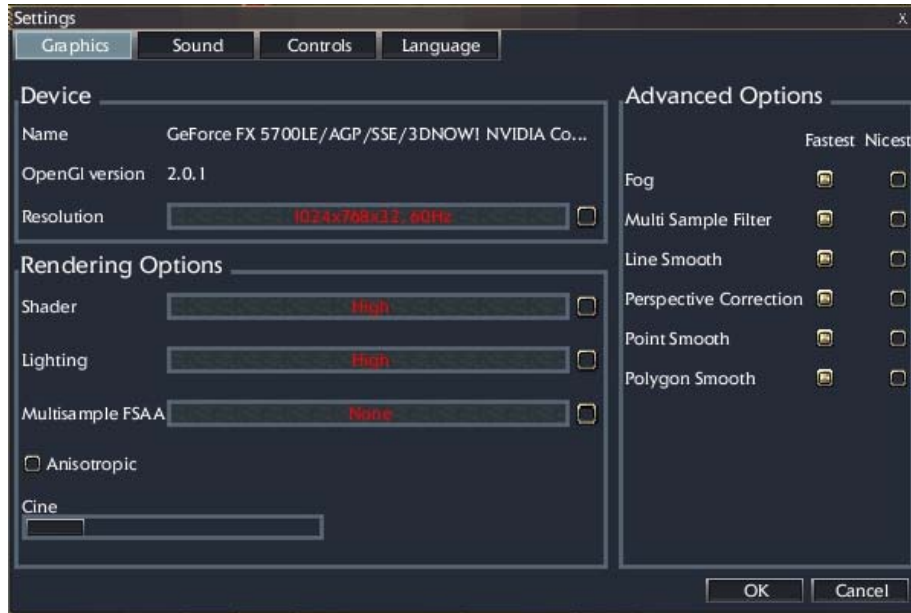
and/or in the Ganareth Gazette Section of the Forums

<http://www.darkandlight.net/forums/forumdisplay.php?f=401>

Settings

[O+LALT] Show settings

The settings selection opens up a tabbed window allowing you to make in-game graphics, sound, mouse, keyboard and language choices. These choices are reflected offline in the DnL.ini configuration file in your DnL Folder. DnL.ini is a configuration file containing some player settings including your current keyboard list. You may check your settings here even when the server is down.

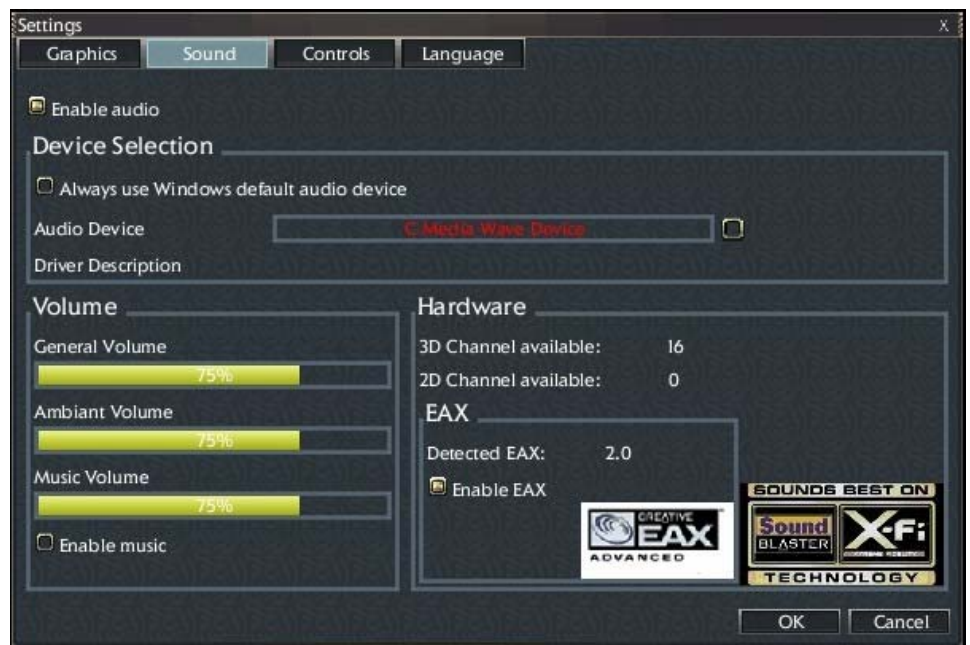


Graphics

Test your frame rates per second in game by choosing World Info from the Broken Moon Icon menu. High end graphics cards – your card information is given after "Name" on the Settings Graphics Window -- will take a load of the memory it requires to play the game. Therefore, simply setting the Engine Mode to the lowest setting in your launch window does not assure that you will get better performance. If you have a good graphics card, try 4, 5 or even 6. Setting the Engine Mode to 1 will only be useful if you have a very poor graphics card. Try getting new graphics drivers if you find that this is the only setting that will let you play.

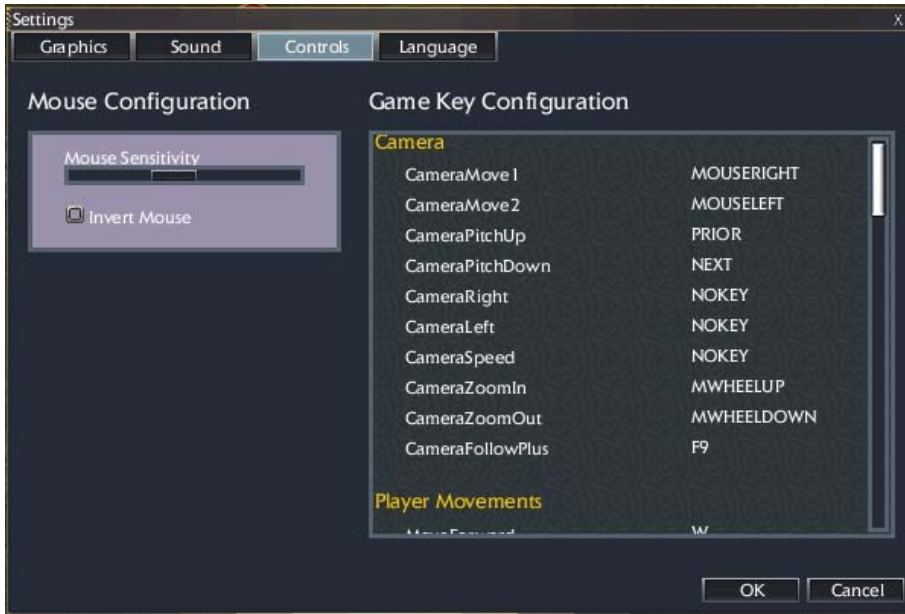
The Shader may be set to High, Medium, or Low in the Settings Graphics Panel in-game. I find that the Shader setting has the most impact on my FPS. Setting the Shader to Low while keeping the Engine Level to 4, 5, or 6 provides the best performance for me, but you really miss out on some good graphics.

Cine enables you to make the actual view of the world on your screen smaller. Your screen is cropped equally from the top and bottom, to a greater degree as you move the bar to the right.



Sound

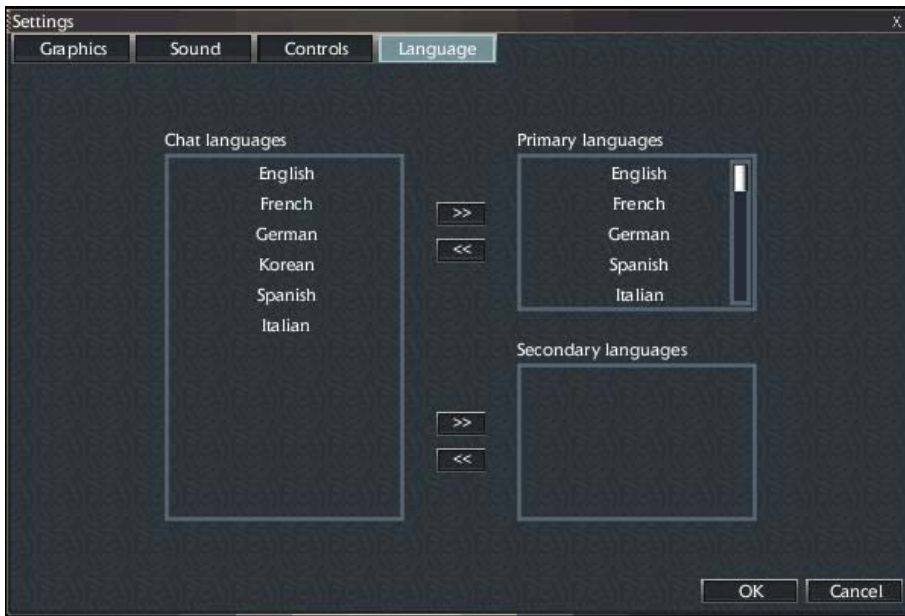
This window allows you to set your preferences for in-game sound. General Volume includes action sounds such as the sounds associated with combat, spells, crafting and pets. Ambient Volume refers to the background sound associated with a place, such as wind, crickets, and animal noises. Music volume is obvious.



Controls

Mouse Sensitivity is a personal matter. Test various settings to determine what works for you. The "Invert Mouse" button tends to revert to the default, and is unreliable. The inversion primarily affects game play in terms of adjusting your character's point of view.

Game Key Configuration is covered under the [Key Commands](#) section of this document.



Language

Allows you to select your preferred languages for the game. This choice may influence which groups you may work with in some planned game events. You will not be able to see chat from others whose primary languages are not listed on your primary languages.

Network Statistics Window

/showNetworkStat = shows network stats window

[N+LALT] show network stats

The network statistics window is useful in determining the performance of the game on your system. Use in conjunction with the Frames Per Second (FPS) available from the Debug window on the Broken Moon Icon.



Chat Console and other Data Entry



/tell = sends a personal message that no-one other than the named recipient can see using /tell <name> <message>

/whisper = is heard by all characters within a very small distance of your character's current location

/say = message is heard by all characters within a 65 meter distance of your character's current location

/shout = message is heard by all characters within a larger distance of your character's current location

/Barony = sets chat distance to Barony (default)

/kingdom = sets chat distance to kingdom (this does not currently seem to work)

/county = sets chat distance to county (this does not currently seem to work)

/duchy = sets chat distance to duchy (this does not currently seem to work)

/group = allows you to speak solely with members of your current group

/guild = allows you to speak solely with members of your guild who are in-game

/commerce = sets chat to traders channel (this does not currently seem to work)

KEY COMMANDS

[ENTER] places cursor on chat console input line

[C] toggle chat console window

[N] chat console tell shortcut

[WEBSEARCH] chat console reply shortcut

[NOKEY] chat console group shortcut

[SLASH] chat console command shortcut

All of your data entry to the chat windows takes place on the data entry bar. See the slash commands listed above to know how you may reset your default, or to whom you may communicate. The /tell command is one to one private communication without regard to where sender and recipient are located geographically in the game. The commands /whisper, /say and /shout allow you to speak to all characters within a certain real radius of your character's specific geographical location. "Say", the normal locational chat channel, reaches a distance of 65 meters.

The commands /Barony, /County, /Duchy and /Kingdom are similar, but are based on where your character is located geographically relative to the game's political boundaries, rather than simple distance to another character. (For example, you can /shout over a Barony line). Currently only the /Barony command seems to work among these.

The commands /guild, /group, and /commerce are not geographical, but based on membership regardless of your character's current geographical location.

The type of chat which is currently your "default" is given to the left of the bar within square parentheses. If it says [Barony] then anything you type without a slash in front of it, when your cursor is blinking in the bar, will be broadcast to everyone in the entire Barony your character is currently within. If you want to type to another level, to your guild for example, you may either type /guild <what you want to say> or you may type /guild and then hit the enter key, resetting the default to [Guild], and then type what you want to say without a slash in front.

You may also place your cursor over the current default channel name, which is contained in square brackets in the data entry field. This will bring up a pop-up window and allow you to select which chat channel you desire as the default. (See right.)

Validate and send your entry with the enter key.



Private Conversation

If you want to default to a private chat with someone, you may type `/tell <their name>` Enter. This will set the default to consistently send a private message to that person without having to retype `/tell` or the character's name.

You may double left click a character name where it appears in the chat window and it will set your default to `[Tell] <that character>` and also open up a new chat window that you can set to private chat if you like.

If you are sending private messages to several characters at once, you can right click on the `<Name>` in the data entry bar and it will let you select from a list of people you have recently conversed with.



Data Entry Commands

The data entry bar is also where you may type all of the various slash-commands that are unrelated to chat. To access some of these quickly without typing so much, place your cursor in the data entry bar, type `/` [Tab] and then select a command from the list. Once the slash command appears on the data entry bar, hit Enter to activate the command.

To quickly place your cursor in the data entry bar, simply hit the Enter Key. Hit enter again when finished. It does not appear to be possible to move the data entry bar.

Console Log

The file `console.log` in your Dark and Light Program File provides a dump of your recent game messages. Since the scroll bars on the chat windows are very touchy and don't provide an "up" or "down" button, viewing the log can provide you with information you might normally review in-game.

Chat Windows and Filters

/clear: clears contents of chat windows

[C] toggles chat windows on and off

Your chat windows (press C to toggle on and off) have buttons along the top of the chat window that allow you to add or subtract different types of chat and system messages from view.

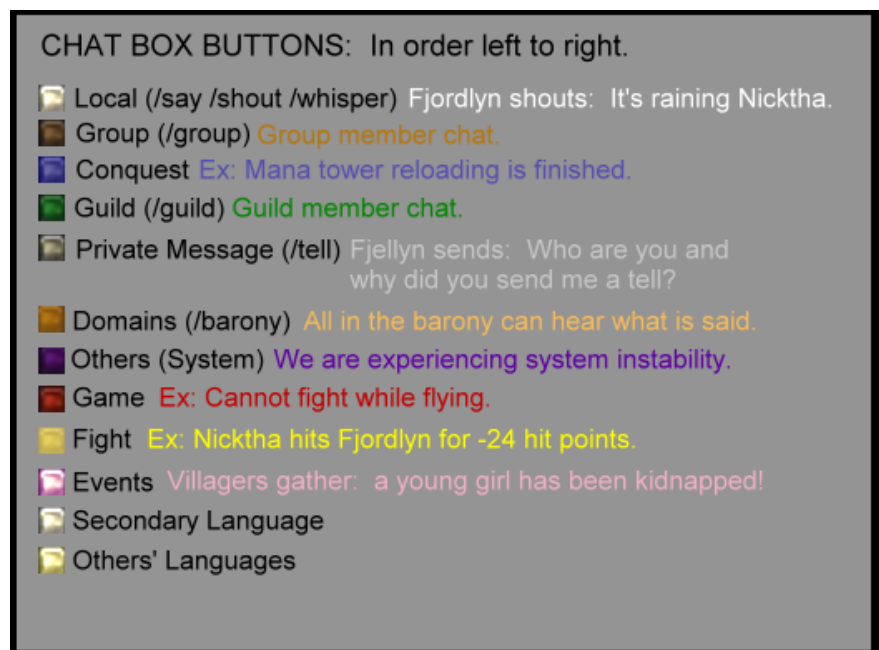
You may double-click on an open chat window to open an additional window and then you may change the filters for that window as well.

For example, you may want one window for guild, group and private chat, another for system, game and fighting messages, and a third for everything else. Moving your pointer over the small colored buttons will show you what they refer to.

You may resize and move the chat windows. The slash command `/clear` will clear all the information and give you a blank chat screen.

You may place your pointer on the chat window itself and use your mouse scrollwheel to move up and down in the window.

You can also hold your cursor down over the window and drag the window contents up and down, which provides better scrolling control than the scroll bar on the right.



Messenger (Contacts)

/messenger = opens up the messenger window

/mesAddFriend = adds a friend to your messenger list

/mesAddInBlacklist = adds a person to your ignore list

/mesDeleteFriend = removes a friend from your messenger list

/mesDeleteInBlacklist = removes a person from your ignore list

/mesWholsOnline = displays who, of the people on your messenger list, is online

[M+LALT] show messenger

This window allows you to set up a list of friends, and to blacklist others with whom you do not wish to have contact. You may open the window from the broken moon icon, with [M+LALT] or with the /messenger command.

Once a character is on your list of friends, you can simply double-click their name to quickly enter the /tell <friend's name> in your data entry bar. This saves you typing out their name repeatedly.

Before a friend will show up as "online" to you, they must accept your adding them as a friend. For you to accept, right click their name and choose accept. If you have added people and they have not replied, they will show up under the listing "Waiting Answer".

Messenger also allows you to set your status that others will see: Online, Away, Busy, Invisible. To set your status, click the button at the top right of the screen and select among the options.



Mail

/mail = sends a mail with /mail <name of receiver> <message>

/mailCleanLast = deletes mail from your mailbox

/mailLast = lets you see the last mail you read

/mailNew = opens mail composition window, and retrieves mail that you have received from others

This function enables you to send mail to others in the game, and acts as in-game email, so that you may contact those who are not online at the time. They will receive your message just as soon as the character enters the game.

Key Commands

You can get a complete list of the Key Commands available by selecting the Broken Moon Icon, Settings, Controls, and scrolling through Game Key Configuration.

Default Key Commands

Keep in mind that if you have made changes to the Key Commands as illustrated on the following page, that these default commands may no longer work for you. Elsewhere throughout this document, default key commands are given in this text format:

[W] Forward

Movement

Forward=W
 Backward=S
 Turn left=A
 Turn right=D
 Strafe left=A+SHIFTL
 Strafe right=D+SHIFTL
 Up=NOKEY
 Down=NOKEY
 Walk=R
 Parade=Y
 Action=N
 Sit=X
 Jump=SPACE
 Auto run=NUMLOCK
 Goto target=G+LCONTROL

Combat

Attack=NOKEY
 Attack melee=Q
 Attack range=E
 Switch Fight Mode= Z+SHIFTL
 Toggle show weapons=Z+LALT
 Assist=F
 Stop incantation=END
 Cancel incantation=NOKEY
 Enable fight stick=E+LALT

Mouse and Camera

Right mouse button=MOUSERIGHT
 Left mouse button=MOUSELEFT
 Move camera up=PRIOR
 Move camera down=NEXT
 Move camera right=NOKEY
 Move camera left=NOKEY
 Camera speed=NOKEY
 Camera follow plus=F9
 Camera zoom in=MWHEELUP
 Camera zoom out=MWHEELDOWN
 Capture screen=SYSRQ
 Camera switch in transportation=C+LCONTROL
 Toggle huds=T

Select and Target

Display object information=NOKEY
 Select yourself=F1

Select previous friend=F3
 Select next friend=F4
 Select previous ennemy=TAB+SHIFTL
 Select next enemy=TAB
 Select nearest friend=F2
 Select nearest enemy=TAB+LCONTROL

Map and Location

Toggle compass display=M+LALT
 Compass zoom in=ADD
 Compass zoom out=SUBTRACT
 Toggle map display=M
 Map show distance=MOUSELEFT+LCONTROL
 Map set single target=MOUSELEFT
 Map set multiple target=MOUSELEFT+SHIFTL
 Map debug teleport=SPACE
 Map select point=NOKEY
 Map debug undo=NOKEY
 Map debug save=NOKEY
 Map debug edit path point=NOKEY
 Map debug edit path=NOKEY
 Show enemies=NOKEY
 Location=NOKEY

Chat and Data Entry

Console Enter Inputs= Enter
 Command Tell= N
 Command Reply= Websearch
 Command Party Tell= NOKEY
 Command Input= Slash
 Console Toggle Window=C

Inventory

Show inventory default bag=B
 Show all inventory bags=B+SHIFTL
 Use potion 1=1+LALT
 Use potion 2=2+LALT
 Use potion 3=3+LALT
 Use potion 4=4+LALT

Show Interface Windows

Show Fortress=F+SHIFTL
 Show help=NOKEY
 Show debug=NOKEY

Show settings=O+LALT
 Show inventory=I
 Show skills=L
 Show pets=P+LALT
 Show group=G+LALT
 Show guild=G+SHIFTL
 Show character=C+LALT
 Show network stats=N+LALT
 Show quests=Q+LALT
 Show messenger=M+LALT
 Show world info=T+LALT

Shortcuts Bar

Show shortcuts=NOKEY
 Launch shortcut 1=1
 Launch shortcut 2=2
 Launch shortcut 3=3
 Launch shortcut 4=4
 Launch shortcut 5=5
 Launch shortcut 6=6
 Launch shortcut 7=7
 Launch shortcut 8=8
 Launch shortcut 9=9
 Launch shortcut 10=0
 Set shortcut tab 1=1+LCONTROL
 Set shortcut tab 2=2+LCONTROL
 Set shortcut tab 3=3+LCONTROL
 Set shortcut tab 4=4+LCONTROL
 Set shortcut tab 5=5+LCONTROL
 Set shortcut tab 6=6+LCONTROL
 Set shortcut tab 7=7+LCONTROL
 Set shortcut tab 8=8+LCONTROL
 Set shortcut tab 9=9+LCONTROL
 Set shortcut tab 10=0+LCONTROL
 Set next shortcut tab=ADD+LCONTROL
 Set previous shortcut tab=SUBTRACT+LCONTROL

System

Wireframe=GRAVE
Compile shaders=C+SHIFTL
Debug flush zones=NOKEY
Debug memory=NOKEY
Debug saved scene=NOKEY

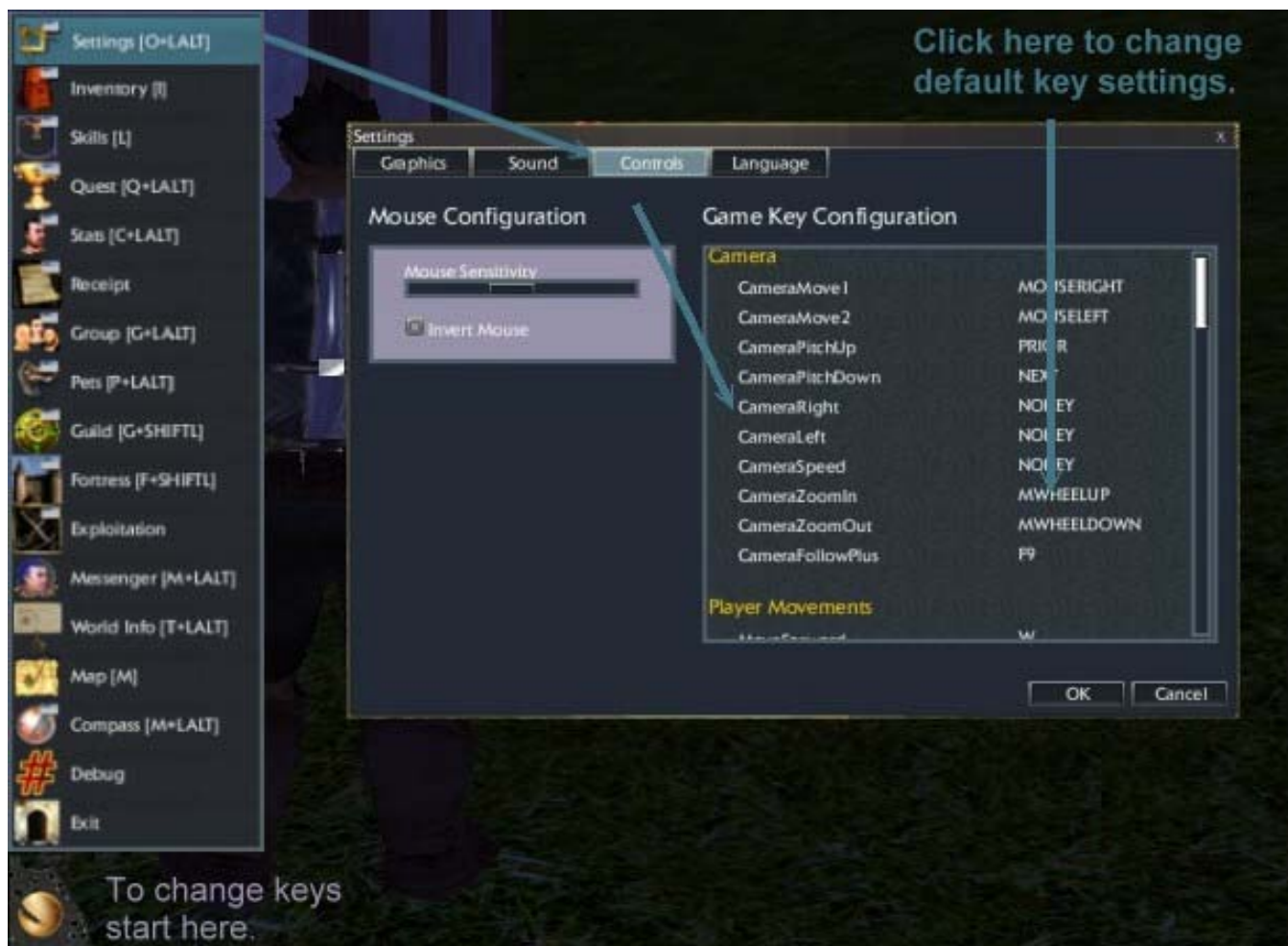
Debug view 1=NOKEY
Debug view 2=NOKEY
Debug draw objs box=NOKEY
Past second=G
Next second=H
Past minute=J
Next minute=K
Previous day=L

Next day=P
Debug test function=NOKEY
Translate HUD=Z
Toggle exit=NOKEY
Toggle music=S+LALT

Changing Key Commands

To change the default keys, click the key setting on the Game Key Configuration window, and it will change to "Press Key". Press a key on your keyboard, or a combination, such as 4+LALT (at the same time) and the setting will change.

Keep in mind that if you make changes to Key Commands in this way, you may inadvertently be erasing the setting that was previously assigned to that key or combination. When no key is set, the Configuration List will read NO KEY.



Slash Commands

You can get a complete list of the slash (/) commands available by typing: /Tab Enter. A list of these commands and their possible meanings is provided in the appendix to this document. If you are looking for a command that you know begins with a certain letter, but don't remember the whole command, you can type /<Letter> Tab, you will see a list of all the commands that start with that letter. For example, typing /M Tab Enter will bring up all of the slash commands that begin with the letter M. Note that the given spelling errors are part of the game at present, and must be duplicated in order for the commands to work. Note also that when giving a character's name following a slash command, that such names are case-sensitive. Throughout this document, slash commands are given in the following format, where entries within <> brackets are variables determined by the player.

A-G

/alias	
/attack	Begin melee attack.
/Barony	Sets chat distance to the Barony in which your character currently stands.
/bind	Sets a bind point location to which you may return with the /gate command.
/camp	
/clear	Clears the contents of your chat windows.
/commerce	Sets chat to merchants or traders.
/consider	Examines character or creature, sometimes bringing up related windows.
/county	Sets chat distance to the County in which your character currently stands. (This does not currently seem to work.)
/ctrlKeyMap	
/ctrlKeyReloadBindings	Resets Key Commands to the default.
/ctrlKeyShowAll	
/duchy	Sets chat distance to the Duchy in which your character currently stands. (This does not currently seem to work.)
/echo	
/emotes	Brings up an emotes channel in the chat window, but does not currently seem to work.
/en	English Language
/engineSetQuality	Sets lighting and overall graphics quality using /enginesetquality <High/Low>.
/event	
/flushShortCuts	Empties shortcut bar of all icons.
/Fort	Opens Fortress window.
/fr	French Language
/gVoice	Provides options for statements in General and Fighting modes.
/gate	Returns your character to your bind point.
/gateToBirthPlace	Returns your character to your birthplace.
/gcEject	Ejects someone from your guild.
/gcInvite	Invites someone to your guild.
/gcMakeGuild	Creates a guild in-game with /gcMakeGuild <guild name>.
/gcQuit	Removes your character from its current guild.
/gmhelp	A specific help channel to contact GMs (Game Masters) directly.
/gr	German Language
/group	Allows you to speak solely with members of your current group.
/guild	Allows you to speak solely with members of your current guild.
/guildNovice	Set chat to guild's novices chat.
/guildOfficer	Sets chat to guild's officers chat.
/guildSubOfficer	Sets chat to guilds subofficers chat.

H-R

/help	Opens the help window.
/it	Italian Language
/kingdom	Sets chat distance to the Kingdom in which your character currently stands. (This does not currently seem to work.)
/ko	Korean Language
/launch	
/leaveTransport	Removes your character from a transport.
/listCommands	
/loc	Allows your character to give his or her location to any other character, with your Character name appearing on the Compass Map and with a blue beam coming up from your Character on screen. Send to another character using /loc <Name>.
/mail	Sends an in-game mail with /mail <name of receiver> <message>. Works if they are not online or in-game.
/mailCleanLast	Deletes in-game mail from your mailbox.
/mailLast	Lets you see the last in-game mail you received and read.
/mailNew	Retrieves new mail that you have received from others
/mercenaryDeRegistering	Removes you from the list of mercenaries available to attack or defend forts and fortresses of your alignment.
/mercenaryRegistering	Registers you on the list of mercenaries available to attack or defend forts and fortresses of your alignment.
/mesAddFriend	Adds a friend to your messenger list.
/mesAddInBlacklist	Adds a person to your ignore list.
/mesDeleteFriend	Removes a friend from your messenger list.
/mesDeleteInBlacklist	Removes a person from your ignore list.
/mesWholsOnline	Displays who, of the people on your messenger list, is in-game.
/messenger	Opens up the Messenger window.
/partyDisband	Disbands the party (group).
/partyEject	Ejects someone from your party (group).
/partyGiveLead	Allows current party (group) leader to turn over leadership with /partyGiveLead <name>.
/partyInvite	Invites someone to your party (group).
/partyLFGDeregister	Removes your LFG (looking for group) status.
/partyLFGRegister	Gives you LFG (Looking for Group) status and lists you in a window that other characters can see in-game.
/partyLFGSearch	Searches for LFG characters (Looking for Group) and lists them in a window.
/petHire	Hires (given a set amount of Goth) the selected creature (must be a level or more lower than your character) as a pet.
/petMount	Mounts the targeted pet in order to ride.
/petNick	Gives the targeted pet a nickname with /petNick <name>.
/petRegen	Recalls living pets to your character's current location.
/quit	Your character will sit and then automatically Exit the Game.

S-Z

/saveCharacter	Saves your character.
/say	Message is heard by all characters within a normal distance of your character's current location.
/selectNearestEnemy	Targets the nearest Enemy creature or character. Toggles through other near enemies within range, by distance. (Note spelling is game error).
/selectNearestFriend	Targets the nearest Friend creature or character. Toggles through other near friends within range by distance.
/selectNextEnemy	Targets the next nearest Enemy creature or character. Toggles through other near enemies within range, by distance. (Note spelling is game error).
/selectNextFriend	Targets the next nearest Friend creature or character. Toggles through other near friends within range by distance.
/selectPreviousEnemy	Targets the Enemy previously selected, if within range. (Note spelling is game error).
/selectPreviousFriend	Targets the Friend previously selected, if within range.
/selectSelf	Targets your character.
/shout	Message is heard by all characters within a normal shouting distance of your character's current location.
/showCharacter	Shows Stats window for your character.
/showCompass	Shows Compass Map.
/showExit	Brings up a dialog box to exit the World (returning you to the Character Selection Screen), the Game entirely, or to Continue.
/showGroup	Shows Group (party) window.
/showInventory	Shows Inventory window.
/showMessenger	Shows Messenger window.
/showNetworkStat	Shows Network Stats window.
/showPets	Shows Pets window.
/showPlacesNames	Toggles showing place names on your screen in-game, such as the names above the Mana Towers.
/showSkills	Shows skills window for your Character.
/showSports	Shows Sports window.
/showWinEvents	Shows Events window, events are listed by the game creators, and may appear first in Forums or Gazette.
/showWinFortress	Shows Fortress window.
/showWinGuild	Shows Guild window.
/showWinXP	Shows XP meter XXX
/showWorldInfos	Shows World Info window.
/siege	Causes you to siege an existing Fortress, given requirements to do so.
/sit	Your characters sits down, and regenerates hit points, stamina and mana points more rapidly.
/sp	Spanish Language
/stick	Allows your character to stick within melee range of an enemy while fighting normally, unless the enemy flees.
/sysToggleMusic	Toggles music on or off.
/tell	Sends a personal message that no-one other than the named recipient can see using /tell <name> <message>.
/trade	Opens a trade window with the selected character.
/usePotion	uses a potion with the command /usePotion <#> where # = the slot on your belt where the potion is stored. It is generally faster to use mapped Key Commands or your shortcut bar.
/useTransport	Boards a transport when you are next to one.
/view	Zooms out widely, allowing you to get your bearings and see at a great distance, use mouse to move your point of view.
/walkRun	Toggles between walking and running. If you are moving very slowly try changing this.
/whisper	Heard by all characters within a very small distance of your character's current location.

Action Shortcuts Bar

/flushShortCuts = empties shortcut bars



These bars enable you to quickly access spells, special attacks or class abilities, emotes, and game keys. The bar is also referred to as a quickbar and button bar. In the Official Quickstart Manual it is referred to as the Action Bar. Pressing a button on a bar will launch the ability, spell, emote or other action which is attached to it.

Organize Shortcut Bar

You have access to ten total Shortcut Bars, 1 through 9 and "P", each having space for ten shortcuts. The "P" bar is set up for your pet's spells.

The up arrow on the left side of the bar adds new bars to your view. The onscreen limit is four. The down arrow on the left side of the bar subtracts bars from your view. Up and down arrows to the right of each bar select which shortcut bar is represented on that line, so that you can change the order in which the bars appear. The bottom bar is always the default.

You can switch to view other shortcut bars by maneuvering through the bars by using the up and down arrows to the right or by pressing CTRL+# (where # is the bar number you desire).

Action on Shortcut Bars

You can activate the shortcuts on each bar by clicking on them, or by using the number keys at the top of your keyboard, for example the number 1 will activate the first shortcut on the default bar (the bar at the bottom of your display). If you wanted to access Shortcut Bar 2, Shortcut Number 3, you would type CTRL+2, and then 3.

Filling the Bars

You can move actions from your skills page by dragging them to the bar. You may add Emotes or Game Key commands to the bars by selecting them from the menus that appear when you right click any square on the bar. You may move actions from one spot to another by dragging and dropping, which will then switch the contents of the drag from and drop to slots on the shortcut bar. You may move usable items such as potions from your backpack to your shortcut bar. Clicking on the item will then activate it, often depleting the item for any further use.

Hovering your mouse over the shortcut button will tell you what the button will do. If it is an ability or spell, the entire ability entry will show. These entries will also appear when you launch the button.



Timers and Stacking

When you click certain actions on the Shortcut Bar, particularly spells, a timer bar will appear above the Shortcut Bars, just below the icon of the action being accomplished. This is the cast timer for that action, and will fill for however long the action takes.

Left clicking the X at the far right of the timer bar will cancel that spell or action.



You can stack spells and actions above the shortcut bar, and so long as none are interrupted or fail for reasons such as spell reload not complete, inaccurate range or wrong targets, the stack will play out with one action right after the other. If you right click a stacked spell (other than the first, which has already started) it will remove that action from the stack without changing or removing the other spells in the stack.

After completing certain Skills or Actions on your shortcut bar, you will see the icon covered in transparent red, which will slowly drain away until the icon is clear again. These represent the period of Reload Time which must expire before you may re-use that Skill or Action. If you attempt to use the Skill or Action in the meantime, a message will appear in yellow in your chat window, giving the amount of time required before the action can be resumed. Be aware that some of these messages do not precisely match the timers on the bars.

Emotes

emoteGoodBye
 emoteHello
 emoteHappy
 emoteAngry
 emoteThanks
 emoteFollow
 emoteYes
 emoteNo
 emoteDance

Emotes allow your character to communicate non-verbally, by actions such as waving, dancing, sitting standing, etc. Some emotes are automatically loaded on your shortcut bar.

You may place emotes on your shortcut bar by right-clicking any spot on the shortcut bar and selecting emotes, then choosing from the given list. At this time, most emotes show up on your shortcut bar as question marks or blank shortcut spaces. Hovering your mouse over the question mark will tell you what the emote will do. Right clicking the emote will cause your character to exhibit the emote on screen for all to see.

Game Keys

You may place certain game key commands on your shortcut bar by right-clicking any spot on the shortcut bar, then choosing from the given list.

Location
 GotoTarget
 AutoRun
 ShowMessenger
 ShowQuest
 ShowCharacter
 ShowGroup
 ShowPets
 ShowSkills
 ShowInventory
 ShowSettings
 UsePotion4
 UsePotion3
 UsePotion2
 UsePotion1
 ShowAllBags
 ShowDefaultBag
 CaptureScreen
 SaveCharacter
 MusicToggle
 Exit
 ConsoleToggleWindow
 MapToggle
 SelectNearestEnemy
 SelectNearestFriend
 SelectNextEnemy
 SelectNextFriend
 SelectSelf
 EnableStickFight
 CancelIncantation
 StopIncantation
 Assist
 AttackRange
 AttackMelee
 Sit
 Action

Maps and Point of View



You may see up to 50 km away in the 40,000 km² Dark and Light world, on a land surface of 24,000 km².

You have two maps as part of your viewing system. By right clicking on either map, you can choose which features you would like to see on the map at any given time. Only those areas that are near to you may provide access to certain features, such as creatures, friends and enemies. Similarly, only those areas of the map which you have "explored" will be available to you filled in with features such as roads, rivers, towns, and Fortresses.

The map tends to revert to its initial blank state quite often, causing you to use what progress you have made in this regard, and disrupting your ability to navigate places where you have explored before. To get around this problem, save a copy of your Profile File to your desktop each time you exit Dark and Light. If you enter the game and your map has disappeared, you may replace the SOIC and Terrain Files with your saved copy, thus retaining your maps.

Green names indicate characters and their pets of your own alignment (dark or light). Red names are characters or pets of the opposite alignment. Orange (aggressive) and Yellow (non-aggressive) indicate creatures, animals, and monsters. NPC's (non-player characters) are shown with their names in white. White boxes are part of the Crossroads travel system, detailed below under transportation, as is the yellow "Running Man".

Extractors (little treasure chests, crystals, crafting components or Goth you may pick up) appear as small white boxes.

Compass Map

`/showCompass`

[M+LALT] toggle compass display

[ADD] compass zoom in

[SUBTRACT] compass zoom out

The compass map swivels so that the direction at the top is whatever direction you are facing. You can see the cardinal direction points adjust to your perspective as you move around. Your character is always situated exactly in the middle of the map.

You may right click anywhere on the Compass Map to bring up the Map Checkbox List shown at the left of this text. What appears on your Compass Map is based on which boxes you have checked. You may check different sets of boxes on the Compass Map and the Main Map.

By right clicking on one of the names on the Compass Map, you may be able to select it, having its description appear in your "Target Window" and thus knowing, for example, some information about that friend, enemy or animal, including its level. This acts as a sort of radar, and the map is sometimes referred to as "your radar". When a creature or object is thus selected, you may use the "Go To Target" action to run, ride or fly to the creature or object.



You can choose the size and location of the Compass Map, and can zoom in and out by clicking on the map and using the scroll wheel on your mouse, or the + and - keys on your keyboard.

The Compass Map also enables you to move via the road system. Please refer to the section on Crossroads under Transportation, below.

A small checkbox in the upper left corner of the Compass Map will reveal your current God Faction influences. Clicking the checkbox again will bring back your Compass Map.

Main Map

[M] toggle main map view

[MOUSELEFT+LCONTROL] map show distance

[MOUSELEFT] map set single target

[MOUSELEFT+SHIFTL] map set multiple target

[NOKEY] map select point

You can toggle your full screen to a map of the entire region by pressing M, and close it by pressing M again. As in the Compass Map, you may choose which features you want to have included by right clicking on the map.

On this map, North is generally straight up. However, you can turn the map by holding down your MouseScroll button and turning your mouse. To get it back to North you must reset it yourself using the MouseScroll button. You can zoom in and out by clicking on the map and using the scroll wheel on your mouse, or the + and - keys on your keyboard. You can right click the map, holding the right mouse button down, and drag the map around to see more at

any zoom level. You can double left click on a spot on the map far away from your character's location, and then scroll in to see that spot.

You can continue to move using your movement keys while in the Main Map Mode. This can be especially useful when in a place with a lot of obstacles, like a town, when you have a specific destination. Remember too, that you are just as vulnerable when in Main Map mode as ever. Personal dragon and griffon flight seems to be stopped while you are in Main Map, so don't set yourself on a course and then leave yourself in Map, as you will not move much at all.

Note that the names of Kingdoms, Duchies, Counties and Baronies provided at the base of the Main Map screen will change depending upon your zoom level. This takes a good long while to get accustomed to. The color of Kingdoms, Duchies, Counties and Baronies on the map is coded to the current alignment of the political region.

The color of Baronies on the map is coded to the current alignment of the Barony. If you check "Alignment" on your map checkboxes, you will see Baronies of the opposite alignment in red, and Baronies of your alignment in green. Neutral Baronies will be greyish.

View

/view

Although the slash command /view is not a map, it does provide features and information which may make your use of in-game maps more reliable and efficient. View increases the altitude of your visual perspective so that you can see a much broader area than you can from the ground. View zooms out widely, allowing you to get your bearings and see at a great distance. You may use your mouse within the /view mode to move your point of view. Use the /view command again to toggle you back to your normal point of view.

Camera

- [PRIOR] move camera up**
- [NEXT] move camera down**
- [NOKEY] move camera right**
- [NOKEY] move camera left**
- [NOKEY] camera speed**
- [F9] camera follow plus**

Moving the mouse while you hold down the right mouse button will move your character to face along with his or her point of view. Moving the mouse while you hold down the left mouse button will move your screen view, the player's point of view, without moving your character as well.

Hold down the right mouse button, moving the mouse right or left, to turn in those directions. Pull your mouse toward you to look up, away from you to look down. The Invert Mouse button on the Settings Controls Tab will allow you to reverse the up and down default settings, along with changing the Key Commands listed under Camera in the Game Key Configuration window of the Controls Tab.

Zooming

- [MWHEELUP] camera zoom in**
- [MWHEELDOWN] camera zoom out**

The mouse scroll wheel will allow you to zoom in and out of your character on screen. You may also use this feature to zoom in and out of the Compass Map, and the Main Map. If you do not have a scroll wheel, reset the CameraZoomIn and CameraZoomOut Keys using the change Key Commands instructions in this guide.



Beacons

If you click a town on the compass map, like Tuks Grong to the right, a beacon will pop up showing the name of the town, allowing you to see the location on your screen. Many other beacons enhance ability to find specific characters and locations in game.



Pointer

Once a creature or character name is targeted, even from quite a distance, and their name has come up in your Target Selection Window, you may follow the resulting pointer that erupts from your character to more easily navigate a city or landscape toward your target, passing obstacles that would otherwise obscure your path.

Partial Key to the Maps

Avatar

- Position Your Position, Compass Map Aggressive Creature Friend
- Your Position, Main Map Non-aggressive Creature Enemy
- Quest
- Enemies Enemy Aggressive Creature Non-aggressive Creature
- Friends Friend
- Neutral Non-Player Character (NPC) and Traders
- Wanted Wanted
- Lvl FXP Less Than Your Level + 2 to 3 +4 to 5 + 6 or >

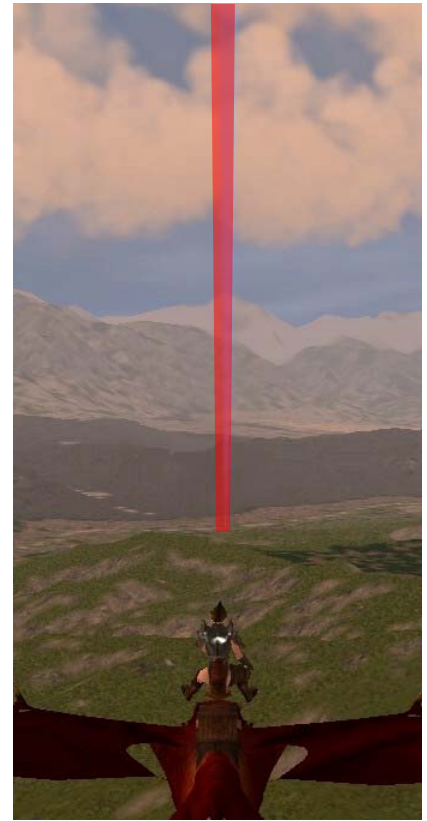
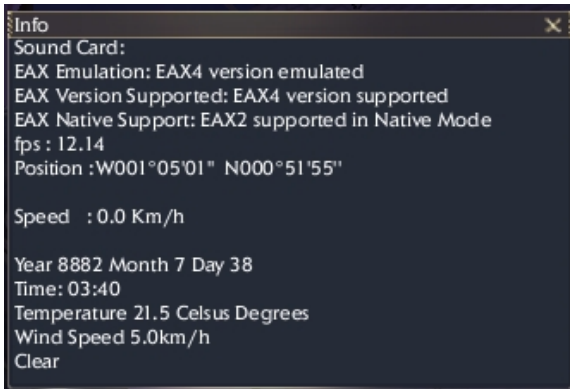
Location

/loc <name of character who you want to see the beam>

The /loc command allows your character to give his or her location to any other character, with your character name appearing on the Compass Map and with a beam coming up from your character on screen. Send your location thusly to another character using /loc <Name>. If you are in a guild, or in a group, the simple command /loc will send a similar beacon to all the others in the guild or group.

Coordinates

The Debug Icon selection on the Broken Moon menu gives the position of your character in the game. The position is derived from a fixed point at the Southeast corner of the entire Ganareth World. Ganareth is 200 Kilometers by 200 Kilometers. Cartographers are working on providing maps relative to the position system, check the forums for status of their efforts. During Settlers of Ganareth this window provided your ground and airspeed. In Dark and Light, this feature appears to have been removed.



External Maps

I have developed several maps just to help my friends and I navigate Ganareth and to understand the relationships among Kingdoms. Thumbnails of these maps are provided below, and links to the larger maps in PDF format are available from www.lightningclan.com. The particular value of these maps is that they are printable and have a grid so that you can specify a coordinate to meet someone. They also have the Kingdom, Duchy, County and Barony names right on the map so that you don't have to click 'em to see 'em.

The map at <http://dnl.houseofkenja.com/map/> is much better than mine for many purposes. Thank you TiranKenja.

Gbrain is also working on an interactive online map, which may be viewed at http://www.dnd-gamer.com/index.php?page=dnl_mapping_system. Thank you gbrain!

Ekre has provided a basic worldwide map with coordinates at <http://img228.imageshack.us/img228/5118/dnlmap0hg.jpg>.

Be sure to visit the mapping threads in the forums for updates, including this thread at <http://www.darkandlight.net/forums/showthread.php?t=57955>, which explains some of the thinking of the active cartographers, with links to their websites.

Access the full pdf version of the Kingdom Map below at <http://bjorlyn.tripod.com/mapofthekingdoms.pdf>



This map of Light Kingdom is simply intended to provide people with a simple way of meeting up. Cities and other features will be added as time goes on. Access the full pdf at <http://bjorlyn.tripod.com/mapoflight.pdf>



The Lightning Map of Kingdom Al-Drifa provides Mana Tower locations and relationships as of March 10, 2006. Names have not been changed to reflect the new names in Dark and Light. Access the full pdf version of the map below at <http://bjorlyn.tripod.com/mapofaldrifa.pdf>



Alignment

Each character in Settlers of Ganareth must choose to be of either the Dark or the Light alignment. Players may have characters of different alignments on the same account. You are not able to change your alignment once your character has been created. Mitra has stated that "There will also be a time lock so that players with both Dark and Light characters must wait a certain amount of time before playing a character of the opposite faction, in order to prevent the passing of critical information, as there will be limited communication between Dark and Light." In Dark and Light there may also be skills or items which allow a character to mask or disguise his alignment.

ALIGNMENTS AND FACTIONS by Elhavius

"To understand better the war between the Dark and the Light, it is necessary to know what opposes them. In 8881, the beginning of Settlers of Ganareth, the Light (people doing magic thanks to light crystals), Dark (people doing magic thanks to dark crystals) and neutral (people not doing any magic) terminology doesn't exist yet, even if tendencies start to appear and numerous people are already aligned since they are using exclusively one type of moon crystal (dark or light).

In 10.000, beginning of Dark and Light, two distinct societies are erected: the Light realm, ruled by its monarch, is a rigid society that is not inclined towards evolution, change or difference. Everyone has his place there. The Dark realm, led by its ruler, defends the right of the strongest and the most intelligent. Weak people, whatever their social origin, are not given any consideration.

Braves and High-Elves are exclusively Light while Half-Orcs and Dark-Elves are exclusively Dark. They all represent their alignment's extremes. All other races can be Light or Dark, this depending on the choice their ancestors made in 8888. All classes are available to both dark and light people, even if light crystals have a stronger affinity with constructive magic and dark crystals have a stronger affinity with destructive magic. This is only an affinity and not a limitation."

http://www.darkandlight.net/article.php3?id_article=1521

Crystals

In Settlers of Ganareth, Dark and Light Crystals are found scattered on the landscape as extraction devices and are available for purchase from Trader Aelmas in Cidd. The crystals are useful for feeding mana towers in those kingdoms which are out of the neutral zone of Al-Drifa, and which therefore require player reloading in order to function. They have other significance as part of the prehistory of Ganareth as explained within the Ganaptheron (see the History section of this Guide).



At this time, we still do not know whether crystals will serve other functions in Dark and Light, or whether or how they may be mined, purchased, or manipulated.

According to developers for the full version of Dark and Light: "The hydrapteron is a very valuable tool for crystal hunters. This is the only way to tell the difference between dark and light crystals. There are public mines, related to Al-Drifa and regarded as neutral, and private mines, created by players. In the latter, both types of crystals can be found, and the method used to extract them will influence the chances to find one type of crystal or the other. Moreover, you will be able to find crystals in treasure chests and in nature. "

DARK AND LIGHT KINGDOMS *par Satange*

IN the beginning, the moon was one. Gothar had made this sphere to host Dragoon, the creature made of pure magic he had ordered Neutra to create. A new primary essence radiated from the heart of the night star : magical ether. The nine races created by the gods of Ganareth were able to get their magical powers from this mana, and live in harmony according to Gothar's will.

But Dragoon's powerful breath consumed the moon from the inside, a bit more every day, and its inner core was covered in fine crystals. When the great dragon was set free from his stone prison to set the beginning of the dark ages, these crystals spread in the sky and on the earth.

On the day when the moon cracked open, magic vanished from Ganareth, and the nine divine peoples had to face the dragons' oppression. Much later, the Council of Elders launched some research leading to the discovery of the major role moon crystals played, and the difference between dark and light crystals.

The former were often found in the north of Ganareth, and allowed necromancers to reach powers they could not even dream of. The latter were mostly found in the south of the continent, and gave their best results to those who followed the way of enchantments. Magic recovery would give a decisive edge to peoples of Ganareth against dragons. Although Dragoon was defeated, the difference between Dark and Light crystals remained.

Therefore, when the Humans asked Gothar for religious independence, the god of gods stated what follows :

The use of magic would be forbidden in the nine kingdoms belonging to the gods of Ganareth from then on.

But those who wished to live by magic would be able to do so in two dedicated kingdoms. In the north, a mana fountain would allow Dark magic to exist, and people to use it. In the south, an identical giant fountain would be created for Light magic. Every other kingdom was to remain neutral.

However, things did not last for long. When Helyazarad discovered the first documents on what would be called the Ganheptameron, he gave the peoples of Ganareth a way to wake up the gods Gothar had banned, and to spread the influence of Dark and Light crystals upon neutral kingdoms once again.

Since then, dreams of power in both kingdoms made them fight one another for the supremacy of their way of life. In addition to a thousand years of isolation in their kingdoms, those who had followed the way of magic had created an ideology on their own.

If both kingdoms advocate a new order that would benefit everyone, their views on this new order is completely different.

The people who follow the dark crystals believe you have to be strong to survive, and that troublesome elements have to be swept away from the system, or used in a productive manner. Among them is a high number of necromancers, able to change the laziest of henchmen into an active and useful minion.

But those who chose the Light magic are not commendable either. The "order" on the Light side is at the same time the freest and most oppressive system ever. For if destruction does not fall into their scope, and creation is the main base of their doctrine, it is impossible to consider that some people may think differently. Light illuminates things so much it sometimes ignores the form, and the Light kingdom does not accept any shadow and proves very harsh towards deviants.

The existence of Dark and Light kingdoms is a strange and complex thing. It goes beyond the notions of good and evil, it even goes beyond people and gods, since it affects the members of a same cult, profession and race alike, sometimes leading them to civil wars.

Some say that Dark crystals are born from Dragoon's inspirations, and that Light crystals bear the mark of his breath. Here is maybe the answer to why Dark and Light kingdoms exist : both are divided parts of what was originally the creation of one single being, Dragoon, the source of all magic.

Skills and Experience

Skill (Progression) Axes

As of April 22, 2006, http://darkandlight.com/en_progression-axes-in-dark-and-light.html the developers stated: "The balancing tests performed on Dark and Light led us to refine the player's progression rules. Thus, evolution will follow three axis in DnL : Craft Axis, Combat Axis, Social Axis. This decision was made to give a full dimension to the social axis, and to avoid any further confusion between social and craft... While putting some effort into Ganareth's collective life, the player will become a Craftsman if he/she favors his/her crafting abilities, or a conqueror if he/she favors his/her combat abilities."

The progression system will have three axis:

- Craft Axis (CXP)
- (Fight) Combat Axis (FXP)
- Social Axis (SXP)

Crafting Experience: The official Quickstart Guide states: "Each time you succeed, while training or crafting, you win craft points (XP). You won't win any point by using trivial recipes (Green ones). Craft XP are gained by doing recipes. Each time you will change of level, you will have to master a certain number of recipes. You can find them in your Craft window. Once you did all the recipes of your level, you automatically reach the higher level and you will be able to do more powerful recipes... The maximum level of craft is 100." To clarify a bit, they mean that each time you succeed in Crafting, you may receive Craft Experience Points (CXP). Note that you will not receive CXP for doing Extraction activities such as Quartering, Vegetative Extraction or Picking.

Fight Experience: The official Quickstart Guide states: "When you create your character, he will start as a basic citizen. From the beginning he can perform ranged combat or melee combat. As your character evolves, he will be able to use various spells and common combat attacks. These skills will allow you to test the different classes before choosing your archetype. When you reach the 10th level, you will have to choose your (Fighter Experience) Archetype : Fighter, Hunter, Healer and (Spellcaster) Mage." You will choose your final Fighter Class as soon as you reach the 20th level... The highest Fighter Level you can reach is 100.

Social Experience: The official Quickstart Guide does not provide much information about the Social Experience axis. In-game experience tells us that SXP may be gained by being a member in a guild which manages its SXP well, by accomplishing Quests, and by grouping with others to accomplish certain goals. Currently, there are no Skills upon which you may spend SXP points listed on the Skills Window [L]. However, at least 20 SXP is required to own a Fort or a Holding, and so progression in this axis will have a major impact on Ganareth's political growth.

Experience Meters

/showWinXP = shows XP meter

/showStats = shows character statistics window

/showSkills = shows skills window

[L] shows skills window

[G+SHIFTL] opens guild window



An experience meter showing all three axis: Craft Axis, Fight Axis, Social Axis is available by using the /showWinXP command in your data entry bar. This, however, only shows your progress toward the next level. **To see your actual experience level:**

- **Craft Experience:** you may check the Receipts Window, upper right. You may also go to your Guild Window, choose Members, move to your name, and check the CXP column for your character.
- **Fight Experience:** you may check your Stats (Character) window and hover your mouse over your picture, or check your Inventory Window, under the food bar. You may also go to your Guild Window, choose Members, move to your name, and check the FXP column for your character.
- **Social Experience:** You may check your Inventory Window, under the food bar. You may also go to your Guild Window, choose Members, move to your name, and check the SXP column for your character.

In addition, your Character Window (Stats on the Broken Moon Menu) when extended by clicking the minus sign at the right of the window, provides your current level Experience Bars for Fighting and Social Experience. Although difficult to see, the Social Bar is below the Fighting Bar. Both fill with yellow as experience is received, until the bar is full, at which point you will receive a new level and the opportunity to spend and redistribute points toward new skills, as well as spending points on your basic character abilities, such as Strength and Dexterity.

Should you see purple in the Experience Bar, this is related to Experience Debt, which is explained in further detail below.



By hovering your pointer over the Experience Bar, you will be able to see the exact percentage of experience you have gained toward your next character level, expressed as something like "FXP: 14.17%, Debt 43.33%." Ouch!





On your guild roster, you can see your Level of FXP, SXP and CXP. Hover your cursor over your name to see the boxed summary.

Your FXP and SXP Levels also show on your Inventory Screen, just below your Food Bar (which has absolutely nothing to do with your Experience). See below.



For the full text of the developer's discussion of skill axes, visit http://darkandlight.com/en_progression-axes-in-dark-and-light.html



Achieving Skills

/showSkills = shows skills window

[L] shows skills window

Characters start out the game as Citizens, with 1 Fighter Experience Point (FXP) and 1 Craft Experience Point (CXP) that can be converted to skills immediately. The points appear in your Skills Window [L] to the right of "Points to Distribute".

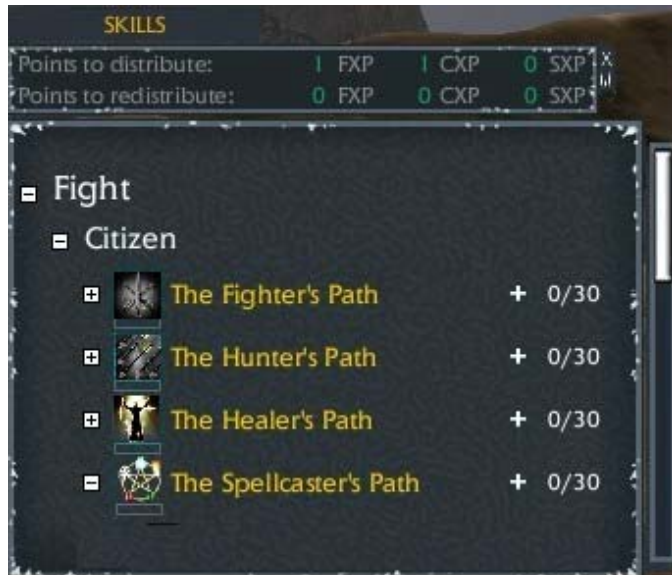
The official Quickstart Guide states: "When you create your character, he will start as a basic citizen. From the beginning he can perform ranged combat or melee combat. As your character evolves, he will be able to use various spells and common combat attacks. These skills will allow you to test the different classes before choosing your archetype.

When you reach the 10th level, you will have to choose your **Archetype** : **Fighter, Hunter, Healer and (Spellcaster) Mage**.

You will choose your final **Class** as soon as you reach the 20th level."

There are four possible Fighter Experience Skill Sets available for as long as a character is a Citizen, one for each Archetype: Fighter, Hunter, Healer and Spellcaster: Open your skills window by choosing Skills from the Broken Moon Icon or using the [L] Key Command. Use the + button to the left of each skillset to expand the list of skills for that set. Hover your mouse over the icon to the Left of each skill to see a Skill Description.

Note the small empty box below each Skill Set Icon. Mouse hover over this box to see the percentage that you have trained this Skill Set. Currently this reads "Entrainment: 00.00%." It is uncertain whether or how this is relevant.



As soon as you log on your new character, expand the list of Citizen Fight Skills fully by clicking the plus signs to the LEFT of each Skill Set. Then right click the + sign to the RIGHT of "The Fighter's Path" which will place one FXP point into that skillset, and give you the melee fighting skill "Improved Strike". The icon for this skill should appear on your shortcut bar. Use this melee fighting skill by clicking on it whenever it has reloaded, to enhance the damage that you do during melee combat.

Check your Skills window [L] each time you receive a new level. When you receive a level, a LvL Up Icon will float down from the top of your screen and rest just above the Broken Moon Icon until you open the Skills Window.



The Skills Window shows each set of skills that you can increase, given your class and race, and there will be a "+" next to that skillset if you have points to devote to new skills. You may not always have enough points to gain the next skill in a set. Keep in mind, however, that adding points to a skill area increases the effectiveness of other skills in that set, even though you may not receive a new skill at the time. For example, while you place more points into your basic Fighter's Path Abilities under Citizen Skills, you may not receive the ability to do a Buckler Strike or Vampiric Weapon, but the direct damage you do with your Improved Strike skill will increase.

When you do place enough points to gain a new skill, the icon for that skill will appear in a vacant spot in your shortcut bar. You may move these icons around on the shortcut bar and replace them by dropping and dragging them from the Skills Window when necessary. The grey skill name in the Skill Window will now appear in color.

- **Offensive Fighting skills are listed in Red.**
- **Defensive Fighting skills are listed in Green.**
- **Buff skills are listed in Blue.**
- **Summon skills are listed in Yellow.**

The numbers following each skill represent the number of points you have placed in that Skill Set, a slash, and the number of points required in the Skill Set in order to achieve that skill.



Redistribution of Skill Points

In the upper right corner of your Skills Window you will see the number of skill points available to you for redistribution, or, in other words, those points you may remove from current skillsets and move to other skillsets. These points follow the "Points to redistribute" label.

You can use the "-" symbol to the RIGHT of the Skill Set to subtract points from that set and use the points in other Skill Sets.

While it is possible to remove all points from a Skill Set and assign the points to other skills repeatedly, you may not use this method to change your Archetype or your Class once you have reached level 10 and 20, respectively. Once you choose an Archetype at level 10, all points you have placed in other paths will be removed and placed back into the Points to Distribute area. You must then use these points only in the available Paths for your new Archetype. The transition is similar at Level 20 when you choose a Class.

Characters receive the opportunity to reattribute 5 skill points with each level. The Official Quickstart Guide states that "In order to test different distribution mix, you can replace 1 skill point every 10 minutes, with a maximum of 5 points, and choose to distribute again the way you want.

However, these reattribution opportunities are not cumulative: if you did not use the opportunities from the previous level, you will still only have 5 points to reattribute when you reach your next experience level. Once you have subtracted a point from a Skill Set using the minus sign to the right of the skill set name, you will see the number in "Points to redistribute" decrease by one, and the number in "Points to distribute" increase by one. You may then place that point in a different skill set.

Fighter (Combat) Experience (FXP)

Skills Tree

The official Fighter Experience Skills tree for Dark and Light is located at http://darkandlight.com/en_skills.html.

The links for each basic archetype are as follows:

Fighter: http://www.darkandlight.net/skills/en_fighter.html

Hunter: http://www.darkandlight.net/skills/en_hunter.html

Healer: http://www.darkandlight.net/skills/en_healer.html

Caster: http://www.darkandlight.net/skills/en_caster.html

Note that for each final Class, there are two Skill Branches to choose from. You will also have access to your Archetype Skills, and your basic Class Skills, so four skillsets at Level 20.

For example, a Druid will have Healer Archtype Skills, basic Druid Skills, and a choice of two paths: Kind Nature and Hostile Nature.

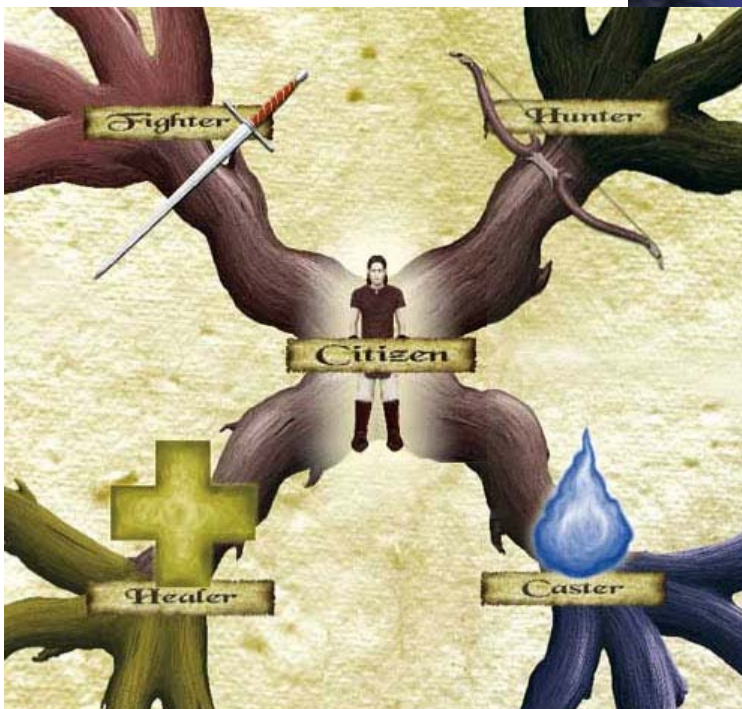
You may increase your skills in either path, or both.

There will be additional skill paths opened further into the Class Progression, described by the developers as a specialization.

Finally, there may be additional Class choices open, based on epic quests for high level players. These may include the Shaman and Barbarian Class Specializations.

Keep in mind that, as a Citizen, you may use skills from any or all of the four skillsets. Applying points to a skillset as a Citizen will not affect your ability to concentrate all of your points in a specific Class later on, so use whatever skills you require in order to optimize your early progress in Ganareth.

THE INFORMATION
BELOW IS FROM SoG
PLEASE PROVIDE ME
THE INFO FOR DnL
WHEN AVAILABLE



Fighter Experience Calculation



You gain Fighting Experience Points (FXP) from fighting and killing enemy creatures, characters, forts or possessions.

The Patch Notes for 1.0.07 indicate a major shift in FXP calculation : "Update of the FXP formula, it now depends of the mob's level, of the target's colors and of its danger coefficient."

You will see the points you receive float up from above your character in yellow at the end of the fight, sometimes in several segments, one representing the FXP you receive from your own activity, others for the FXP you receive from any pets you may have used in the fight, and still others for the FXP you share with characters who are grouped with you. The bubbles of experience are difficult to see. You may want to take notes from your Experience Bar and make comparisons at first.

You will see red, green and blue numbers float up above your character as you fight. Red represents cost in Hit Points, Blue represents the amount of mana you used, and Green the amount of Stamina you used.

Experience Debt



At this time, it seems that Experience Debt does not occur until a character has reached Level 20.

Purple in the Experience Bar represents Experience Debt, which hampers, even prohibits, your character's ability to achieve greater experience. You can see the percentage via mouseover.

Debt is the result of losing too many fights (i.e. dying too much) relative to the fights you win. Debt, even if it accrues over 100%, will not make you lose a level.

In Settlers of Ganareth, once you had accrued Experience Debt, 51% of any new FXP points went toward your experience, but the other 49% were applied to your debt, and could never be recovered. This condition continued until all of your debt was gone.

In Dark and Light, we know that making a sacrifice to your God will reduce your Experience Debt. (Patch Notes 1.0.07 : "The percentage of the FXP debt in the temple wasn't right.") When you have Experience Debt, you will see lower (or no) numbers contributing to your FXP in the yellow FXP bubbles at the end of every fight. Once you have accrued debt, every death will increase the percentage of debt showing on your experience bar.

According to some sources, debt currently may ONLY be removed by making a sacrifice at a Godplace. However, these sources state that you will not make any additional Fighter Experience at all until you remove the debt, even though you may see some on-screen evidence of achieving additional experience.

You need not make this sacrifice to any particular God, or at any particular Godplace. Because all birthplaces have a Godplace, and because you return to your birthplace when you die, you should immediately visit the local temple to remove your Experience Debt. This can be a costly matter... for a new Level 35, the 1% Experience Debt accrued for one death since inheriting cost 3,068 Goth.

LEVEL	FXP Earned	Skill Points Earned
1	15	
2	18	
3	21	
4	25	
5	30	
6	36	
7	42	
8	50	
9	118	
10	85	
11	101	
12	120	
13	141	
14	333	
15	233	
16	279	
17	330	
18	394	
19	866	
20	634	
21	760	
22	895	
23	1060	
24	2250	
25	1695	
26	2000	
27	2375	
28	2825	
29	5666	
30	4348	
31	10000	
32	7000	
33	12666	
34	10000	
35	12500	
36		
37		
38		
39		
40		
41		
42		
43		
44		
45		
46		
47		
48		
49		
50		

Best Experience Methods

The best Fighter Experience over time is gained by fighting enemies with FXP 2 Levels above that of your character. Any creature of FXP Level less than half that of your character likely will give no experience at all. Thus, a Level 3 character may receive no experience for killing a Level 1 enemy. According to the developers, "Remember, a weak mob gives nothing for a strong player."

There is also a cap on the amount of FXP a character may receive in a fight, relative to the character's level, in order to prevent players from gaining huge experience for enemies who they should not be able to kill in solo combat. This reduces the effectiveness of "power-lelling" and reduces the advantages which might be gained from "exploits". For example, a level 3 player that manages to solo kill a level 20 enemy will not receive as much experience as a level 20 player might, killing the same enemy. These "rules of thumb" may not be true for all levels of play.

From the Forums, June 2, 2006:

Xelphneigh, DnL Staff

FXP gained is not strictly by the mob level.

Just as if you kill a mob 2 levels below your current FXP level you will begin to gain less and less fxp based on the distance from your current level.

A level 30 killing a level 30 mob should get 100% of the experience it could offer at that specific level.

A level 30 killing a level 32 mob should only get a % (I don't have the #'s currently) of the total level.

A level 30 killing a level 60 mob should get close to nothing because the span is too great.

This is a design implementation and nothing apparently wrong at this time. During the beginning days of SoG this was not the case and a L35 could kill a L1 mob and get 100% fxp for that mob. It was found many players were using this small level spawns and using AoE attacks to massively kill many mobs at a time thus equalling the FXP gained instead of attacking 1, of level, mob. Many at the time were frustrated by these players `hording` all the lower level mobs because they could kill 10+ in 1-2 AoE attacks and new players couldn't get any FXP. It was then, based on community reaction, that these limits were implemented.

Full thread: <http://darkandlight.net/forums/showthread.php?t=61516>

Targeting

/selectNearestEnemy= Targets the nearest Enemy creature or character. Toggles through other near enemies within range, by distance. (Note spelling is game error).

/selectNearestFriend= Targets the nearest Friend creature or character. Toggles through other near friends within range by distance.

/selectNextEnemy= Targets the next nearest Enemy creature or character. Toggles through other near enemies within range, by distance. (Note spelling is game error).

/selectNextFriend= Targets the next nearest Friend creature or character. Toggles through other near friends within range by distance.

/selectPreviousEnemy= Targets the Enemy previously selected, if within range. (Note spelling is game error).

/selectPreviousFriend= Targets the Friend previously selected, if within range.

/selectSelf= Targets your character.

[G+LCONTROL] ground target

[F1] targets yourself

[F3] targets previous friend

[F4] targets next friend

[TAB+SHIFTL] targets previous enemy

[TAB] targets next enemy

[F2] targets nearest friend

[TAB+LCONTROL] targets nearest enemy

[ESC]

Your ground target is lavender, and may be placed a great distance away from your character.

You may use the Go To Target Key Command [G+LCONTROL] to autorun to your ground target, or to any targeted creature, item, or place. If you double-left click a spot on the ground, you will both target the spot and autorun to it.

To target a creature or character, simply hover your pointer (a red sword at that point) over their avatar or their name and left click once. (If you left click twice, this will trigger your attack). A round target will appear around the creature's feet, in the color of its level related to your character.



The creature's name will be yellow if it is non-aggressive, orange if it is aggressive, red if it is an enemy character or pet of an enemy character, and green if it is a friendly character or pet of a friendly character. The creature's level appears to the right of its name.

The creature's name will appear in your Selection Window. The window shows the creature's current level of hit points (red) and stamina (green), and the creature's distance from your character in meters. You must be within 5 meters of your target in order to engage in most forms of melee attack, and within a specified range for ranged attacks such as archery, dependent upon either the range of the weapon itself (listed on the item description) or the range of the skill (listed on the skill description). You can extend the Selection Window to see the God to which the creature is aligned.

When you target, a pointer will erupt from your character, showing the direction of the creature relative to your character.



Melee Attack

/attack= Begin melee attack

/stick= sticks you to your target within the 5 meter melee range

[A+SHIFTL] Attack

[Q] Attack Melee

[E] Attack Range

[Z+SHIFTL] Toggle Fight Mode

[A+SHIFTL] Strafe Left

[D+SHIFTL] Strafe Right

[E+LALT] Enable Stick Fight

[SPACE] Jump

[Z+LALT] Toggle Show Weapons

[F] Assist

To start a melee attack, simply hover your pointer (a red sword at that point) over a creature or character name left double-click, or, target the creature and hit "Q". These actions can be a little touchy... if you do not attack keep trying. You may also target and right click the creature and select Attack melee. Of course you will first wish to be certain you are properly equipped, with a melee weapon in hand, and you must be positioned within at least 5 meters of your target.

It is best to practice attack on non-aggressive (yellow name) creatures at or below your level, just to get the technique down. Hunting creatures your level or a little above will obtain the best chance in terms of gaining fighting experience (FXP) for the risk you take of dying. Low level kills will not produce loot.

Combat Shortcuts

Target Self	Target Nearest Friend	Target Nearest Enemy	Assist	Go To Target	Enable Stick Fight	SKILL Improved Strike	Toggle Melee	Toggle Range	SKILL Improved Range Strike
F1	F2	TAB	F	G + Left Control	E + Left ALT		Q	E	
/selectself	/select nearest friend	/select nearest enemy			/stick		/attack		

On your shortcut bar, you should install the keys for Enable Stick Fight, Go To Target, Toggle Melee Attack, Toggle Ranged Attack, and once achieved, the Improved Strike and Improved Range Strike or Flare skills. You may want to install the targetting keys, but since these have simple associated key commands you may want to leave those slots available for additional skills.

In order for melee to be effective, you will want to be within the requisite 5 meters, and facing your opponent. You will be very reliant upon the "Enable Stick Fight" command. The command causes your character to autofollow and face the Melee opponent. The command maintains the 5 meter melee distance while fighting.

Basic Melee Skills



Target an enemy creature, use your shortcut bar or associated keys to Go To Target, Enable Stick Fight, and Toggle Melee Attack. You will see that melee without special skills is slow and ineffective.

Keep in mind that, as a Citizen, you may use skills from any or all of the four skillsets. Applying points to a skillset as a Citizen will not affect your ability to concentrate all of your points in a specific Class later on, so use whatever skills you require in order to optimize your progress.

Now try the Improved Strike Skill. You should have placed the one FXP point that you received when you entered the game into this Skill, a part of the Fighter's Path Skill Set. The damage you are doing to your opponent should increase for that attack as shown in your chat window in yellow, and on the red HP loss number that floats up above your opponent's head. You may use the Improved Strike Skill again once the red filter has disappeared from the skill icon. You will also notice that your stamina bar (green bar on character stats window) will reduce when you use this skill. Once you have some additional FXP points to assign, you will want to acquire either the Improved Range Strike or Flare skills in order to have a better ranged attack. If you are part of a group where you can keep range, you may want to try stacking and varying the Improved Range Strike Skill with the Flare Skill which uses mana (blue bar on character stats window) rather than stamina. As you gain in levels, you may want to read the Class related combat data at http://www.darkandlight.net/article.php?id_article=2305&lang=fr

The range of each skill, as well as the damage they do, will increase as you place additional points into their respective skillsets. Some skills may be interrupted when you are attacked, hover your mouse over the skill icon to see the range, damage, and whether or not the skill is interruptible.

Remember that the use of some skills cancel your basic melee attack mode, and you may need to toggle the Melee Attack mode in order to fight normally.

Attacks may not be directed to a specific area on your opponent's body. Placement is determined randomly and damage is calculated according to a value determined upon impact.

Damage to you will be greater if you are sitting, or when you are hit from behind (you will see the word Backstab! when this occurs). When being attacked by a group or pack of creatures, back up through any that are attacking you from behind, they will turn and face you, and you will take less damage as you kill them one by one.

It is important to loot the corpses of creatures you have killed, even if you rarely receive any actual loot, because looting will speed up the spawn of new creatures.



Skill Stacking



alternative is cast. This way you need not wait for the timer to complete, as you would if you were casting the same skill over and over. If you are unable to complete a skill, say because you are outside the attack range for that skill, or because you are out of mana, you may lose the remainder of the stack, and need to recast the skill series.

You can stack up a series of spells to use on the top of your shortcut window. Try stacking alternate Skills, one of which uses Stamina, one of which uses Mana so that neither is depleted so rapidly. If you know that you will stay far enough away from your target that you can use ranged weapons (your target is rooted, held by pets or other group members) stacking alternate Improved Range Strike and Flare Skills is very effective.

If you are stacking heals, special melee skills, or traps, you can alternate skills of different powers so that the reload is completed on one while the

Don't Panic!

Given that there is no sprint function in the game, running is seldom an effective method of saving yourself from a bad situation. Moreover, the Backstab! causes more damage than a normal attack, and if you you are very likely to get backstabbed if you run and show your opponent your back. Most non-player creatures and characters can run just as fast as you can, and range broadly, not giving up come Hel or high water. (Oh yeah, swimming away doesn't work either.)

When you get into trouble, first consider sitting to regenerate, if an opponent is alone and of a level close to your own. A second possibility is to toggle off your attack, jump on a mount, ground or flying, and take off. This is a very effective way of saving yourself. However, this also means that you must keep your primary mount close at hand and out of combat, as you cannot jump on while you, or the pet, is in combat mode. Gliders work also, if you are on a high spot.

Strafe

[A+SHIFTL] Strafe Left
[D+SHIFTL] Strafe Right

To strafe, use your right mouse button and the direction keys.

Ranged Attack

Your crossbow will be useful for pulling creatures out of a group and to an area where you are comfortable fighting. Few opponents you will encounter early on are capable of ranged attacks, so using your bow will also allow you to inflict some damage before you take a hit. Once targeted, the creature's information will be available in your target window. Included in this information is your distance in meters from your target. Now check the range of your cross-bow or bow, generally between 20 and 40 meters. Move to a spot just inside that range and hit E to begin your ranged attack.

Improved Range Attack, one of your Citizen Fight Hunter Skills, provides a ranged attack which is much more effective than the basic crossbow shot.

Opponents that use bows have a much longer range than do low level player characters, and do very effective damage, so take care in engaging them.

Currently you may used Ranged Skills (not necessarily normal ranged attack) while running, even running backwards, enabling your character to keep ranged distance from your opponent for a longer period of time. For creatures who cannot run as fast forward as you can run backwards, you can keep range throughout an entire combat.

Assist

[F] Assist

The assist command is used to quickly target the same target as another character. The command has been intermittently functional, when it functions at all. You may attempt to assist another character by using the F key or loading and pressing the Assist button on your shortcut bar.



Damage Messaging

Watch the damage in yellow type in your chat window. In addition, watch the messages that float up over your character's head, and the head of the enemy, as outlined in the table below. If you see a number in red float up, it means that you successfully hit the enemy and did that amount of damage in hit points.

If you see the word "Backstab!" in red it means that your opponent has stabbed you in the back. Likely this also means that you do not have "Enable Stick Fight" engaged, since this action helps to keep you facing your opponent. Backstabs do more damage to you than a normal attack.

If you are being Backstabbed repeatedly by a pack, back up through the pack until all are in front of you and continue to fight.

	MESSAGE OVER YOUR CHARACTER	MESSAGE OVER ENEMY CHARACTER
Absr	Your armor has absorbed the enemy attack.	Enemy armor has absorbed the blow.
Interrupt	You interrupted the enemy.	Enemy has interrupted your attack.
Parry (Parade)	You parried the enemy blow.	Enemy parried your attack.
Missed	The enemy missed.	You missed.
# in Red	# hit points you have lost on that blow.	# hit points enemy lost on that blow.
# in Blue	# mana points you spent on that blow.	# damage points enemy spent on that blow.
# in Green	# stamina points you spent on that blow.	# damage points enemy spent on that blow.
Backstab!	Enemy backstabbed you.	You backstabbed your enemy.





Spells and Magic Attacks

All Citizens who invest points in Spellcaster Skills are able to use a basic ranged Flare Attack which they will find useful through Level 10. This is a direct target skill which will only affect the opponent you have targeted. The range of the Flare Attack, as well as the damage it does, will increase as you place additional points into Spellcaster Skills.

You may not cast most skills while walking or running, but some do work. Certain magic skills may be cast without toggling out of melee or ranged combat. Test these features with each of your skills.

For Area of Effect (AOE) skills, only enemy creatures and characters are affected. Use of AOE skills is discouraged when Dark and Light characters are working together to achieve a goal, such as occurs in many events.

Magic Skill Types include:

Direct Target – Skill affects only the targeted enemy creature or character.

Direct Target Area of Effect (DTAOE) – Spell affects the targeted enemy creature or character and any enemy creature or character within the range of the spell from your target.

Ground Target Area of Effect (GTAOE) - Spell affects any enemy creature or character within the range of the spell from your ground target.

Point Blank Area of Effect (PBAOE) – Spell affects any enemy creature or character within the range of the spell from your character's location.

According to the official website (http://darkandlight.com/en_the-system-of-magic-and-the.html#nb1) in addition to being subject to the resistances or "saves" of the victim, "the use of spells and other special abilities are submitted to a set of various conditions such as:

- Environment (clearing, forest, desert, water, volcano, ice...)
- Altitude (mini maxi)
- Day or night
- State of the target or the assailant (wounded, dead, cursed, physically or magically exhausted...)
- Factions (Hel, Ysatis, Aesir, Hydra, Neutra, Zephyr, Malecta, Agnar, Calder)
- Equipped weapons (swords, sticks, knives, bows...) or the types of weapons (slashing, blunt, left or right hand, two hands...)
- Type of armor worn (tissue, leather, chain mail, plate)
- Ownership of some ingredients (ashes, scrolls, seeds...)



Therefore, in order to perform successfully an incantation or a special hit, some conditions are required while some others add bonus to the action. Hence, some spells can be only used in some particular situations in the form of a hit combo."

Many actions and spells have cool-down timers (or re-use timers). You will notice, for example, that after you summon a pet, the button for that action changes color. The button will gradually drain of color as the timer wears off. You may need to pay attention to this in battle to determine which actions are available to you at any given moment.



Traps

Traps can be a highly effective method of combat in Dark and Light. Rangers, in particular, can lay down multiple traps that are part of their skill repertoire, lure a creature or character into the traps, and cause considerable damage before ever drawing a weapon. Traps do disappear after a period of time.

Traps are visible as a bright star on the ground, or a circle of blue light. As a ranger lays down multiple traps, the circle will get brighter and brighter until the first trap disappears. By alternating trap skills, the ranger can stack them continuously. The ranger can continue to lay down traps as combat progresses.



Non-skill based traps are not as effective, since only one may be laid down per character until the first trap has been triggered. To arm a non-skill based trap, double click on the icon in inventory, or right click the icon in inventory and select "Use Item". Traps may be placed in potion bags.



Mercenary

/mercenaryDeRegistering = unregisters you as a protector of the selected Fort or Barony

/mercenaryRegistering = registers you as a protector of selected Fort or Barony

According to Shaan (http://www.darkandlight.net/article.php3?id_article=1684): "This emergency group function is linked to Fortress attacks, and allows each leader, defender or attacker to quickly recruit mercenaries and boost their side's numbers. If you wish to participate in some quick action, we invite you to register as a mercenary. You may soon be called to fight! Only registered members will be called as mercenaries. And, this is a great way to discover new places..."

If you wish to work as a mercenary, use the commands /MercenaryRegistering and /MercenaryDeRegistering. You are now a mercenary and can be called when somebody needs you to attack or defend a Fort, although you will never know which side you'll fight for in advance...

As a Fort leader, you may need to recruit mercenaries to defend against an attack: call for mercenaries from your Fort HUD. As an attack leader, call for mercenaries using your siege HUD.

Tips:

- If you wish to leave the mercenary list, add the game key "UnregisterMercenary" to your hotkey bar, and click on it.
- When you are summoned to help during a siege, a HUD shows up on your screen: you can click on it to be directly teleported on the spot.
- There are no level requirements to enlist as a mercenary. However, mercenaries will be called upon based on their current level."

Target Window and Animal Behavior



Non-Player creatures and characters in Ganareth are more differentiated and realistic in their behavior than in many games. To be successful in all geographical regions, players must get to know the behavior of potential opponents.

Once you have targeted a creature or character, click the minus sign to the left of their name in the target window to extend the window.

You will see the percentage of hit points represented on the red bar. You may see the number of hit points remaining/total hit points for the creature by hovering your pointer over the red bar.

The green bar represents the percentage of stamina points the creature has remaining. You may see the number of stamina points remaining/total hit points for the creature by hovering your pointer over the green bar.

The religious faction of the creature or character appears below and to the right of the green bar.

The symbol to the lower right of the target picture represents the status of the target, in the example shown here, the target is in combat. To understand the meaning of the status symbol, hover your pointer over the symbol to obtain a description, in this example "Avatar is Fighting".

Just to the right of the status is the distance of your character to the target in meters.

The simplest clue to a creature's behavior is its color. Generally, aggressive creatures have names in orange, and non-aggressive creatures have their names in yellow. Creatures can be orange to one person and yellow to another. In the example here, the color is yellow and the Grey Wolfhound will not attack unless provoked.

You may provoke a creature by attacking it, or by having such a negative faction to the creature's God that it becomes aggressive to you. Creatures that are aggressive because of God faction will not change to an orange name.

Just to the right of the target name is the numeric target level. Both the target level and the visual target circle beneath the target will show the level color of the target, in this example, grey, well below the level of the attacker.

Creatures migrate in Ganareth, and therefore may or may not be predictable as occurring at a particular locale. Instead of using specific spawn locations, creatures in Dark and Light spread in their defined habitat: wide zones in which they will appear, but not always at the same place, since they will remember the place they appeared in before. In addition, some creatures will migrate because it is in their nature to do so, or because the area is dangerous for them and they die a lot from hunting. Environment matters as well: if food gets scarce, the animals will migrate to a new area where they can find more food and more prey.

As Izotop mentions in the Forums: "Mobs have difference not only in levels, but also in a fighting style. Some hit slowly but hard, some deliver a flurry of weak blows. Some run very fast, some are slow. So the difficulty of certain mobs will vary depending on your class. As a caster i have less trouble killing mobs that hit rarely, because they don't interrupt my casting completely. I also have an advantage over slow moving mobs because i can keep them at distance. Fighters and hunters may find it a bit different. You just have to learn the world around you and find best things to hunt on yourself." According to their level of intelligence, each monster makes decisions in order to make the best use of spells and special attacks they have at their disposal. Creatures may know how to set and disarm traps.

In some cases, creatures follow a leader. In some of these situations, by killing and looting the leader, you may afterwards hunt the pack individually, rather than as an aggressive group. Pack leaders may be identified by watching them, and noticing that the other creatures generally follow the leader. The leader is not necessarily the highest level creature in the pack, nor is the leader necessarily aggressive or non-aggressive.

There is an interesting debate at present regarding whether creatures in Dark and Light actually level off of you! To follow the controversy, visit these two links:

<http://www.darkandlight.net/forums/showthread.php?t=64572&page=1&pp=20> and <http://www.darkandlight.net/forums/showthread.php?t=64585&highlight=social>

Healing

Clerics, Druids, Monks and Enchanters are able to use effective healing skills on themselves and on characters and pets of their same alignment. Rangers have pet healing skills.

Healing takes time, sometimes significant time. If you are expecting to be healed while engaged in combat, be sure that you are grouped with a healer class, that your character stays within range of healing, and that you notify the healer via group chat if you expect a sudden loss of hit points, by saying HEAL within group chat. Do NOT expect healers to heal or resurrect your pets before healing or resurrecting other characters, even outside the group, no matter how dear they are to you.

Upon leaving combat, immediately sit to regenerate, even if you are within a group with a healer. Over the long run, this provides the healer with greater mana.

Stealth, Invisibility and Disguise

Stealth, invisibility and disguise are effective relative to the number of points the character has invested in the related skill sets. Thus, the percentage of transparency varies based on the points invested in the skill. At the highest level of skill, characters will be almost invisible to other characters, though not entirely.

Similarly, detection of each of these skills is based on the number of points invested. A character with high skill will be able to detect characters with lower skill. Detection skills allow characters to detect an invisible character near them, on screen, visually, and on the compass and main maps. To everyone else, the character will remain invisible.

Various forms of disguise are possible in Dark and Light, whether by disguising one's alignment or by taking on the form of a character, creature, or object. An assassin may be able to disguise his character in order to carry out his duties.

Player vs. Player

Because this is a basic guide to game play, it will not deal with the intricacies of effective player vs. player combat. The following information is intended to be an introduction to more detailed resources available for this purpose.

Outside of Dark and Light Kingdoms, and the Kingdom of Al-Drifa, where player vs. player combat is prohibited, all of the kingdoms are open to Light vs. Dark player combat.

You cannot attack players who have the same alignment as yours. Theoretically, your character cannot harm a character of your alignment, Dark or Light. Of course, there are some exceptions to this rule. You may harm a character of your same alignment by placing the character in a situation where he is endangered, such as parachuting off a double flying dragon and leaving your passenger in free-fall, or by buffing a character engaged in an activity where such buffs will disrupt his ability to attack or defend. In a few cases, offensive skills have been known to affect friendly players in the area.

When a high-level player kills a much lower-level player outside the context of a declared war, he may receive a social experience penalty and his religious faction may be affected. The effective level gap is not currently known. When such behavior is continued over a period of time, the character may become a wanted criminal, subject to the attacks of characters from either alignment, and sometimes hunted for reward.

Flying mounts are useful for tracking and placing your character within an appropriate distance of enemies. In Settlers of Ganareth, characters and their mounts were not attackable while in midair, but air combat is expected to be implemented in Dark and Light. You may hover over an enemy and converse, or use the GoToTarget command from an enemy targeted on the compass map, and, once the enemy is reached, descend directly atop your opponent. You can also use your mount or dellaplane to escape a combat gone bad, although this is considered dishonorable by some guilds and characters.

Killing the mount of an opponent before engaging in combat with the character may be effective in limiting the opponent's avenues of escape.

The following article by Kib, from the Stratics website, details some of the more significant factors in player vs. player combat in Dark and Light:

THE PVP LOOP

Welcome younglings, to PvP of Ganareth. I am your instructor, Kib. Here we will learn about: The PvP loop, each main class against each other, and some other random facts. The PvP loop is a circle of who is stronger against what. Warriors beat Bow Users, Bow Users beat Spell Casters, and Spell Casters beat Warriors. This is true for most games out there and it does influence Settlers of Ganareth a bit. So if you are faced with the class that you are weak against, you are in for a fight. A couple of facts: Warriors will need to be close, Spell Casters will need to be semi-close, and Archers will need to be far off. Stealth is key to the game. Use it correctly and you will get the element of surprise, the most important PvP tactic.

Spell Caster vs. Bow Users

A) Being the Caster: If you are over 60m from him, you're going to have some trouble. To have a chance of surviving you need to be within 20m, and root him. All Bow users do are run away from you and fire specials until you are within 20m. Then they will run up and melee you. Once he is rooted you will have to stay between 8-10m. Under 8m he can melee and over 10m they can fire normal arrows. They are completely useless then. Nuke 'em. If someone is sitting down, go invisible and sneak up behind them. Cast Armageddon, if you are lucky they will not look on the radar and you'll hit double the amount of damage on them.

B) Being the Bow User: Just keep on backing up and stunning them. Use as many specials as possible. You need to carry stamina pots at all times. If they start getting close bring out non-magic pets that will hit damage on them in melee. Send them to attack. This will stop the Spell Caster from using root, it will interrupt. Run up and Stun hit him and then melee away until he dies. If you see someone sitting down, use assassination shot, or the most powerful attack you have. It will do twice the damage and instantly kill most people.

Warrior vs. Spell Caster

A) Being the Caster: This should be pretty easy. Just keep the Warrior rooted and stay the maximum distance possible within casting distance. Just nuke until he's dead. If it is a Shadow Knight, (they do the blue sparkle attack, that can drain life faster then the caster can attack) then run up between 10-15m and nuke. Tricky part is keeping them rooted from that distance. You'll just need some luck with that one. If they heal a lot, you'll need some mana pots because it could take a while to finally kill them

B) Being the Warrior: Get as close as possible. If they get you rooted, keep healing (or in Shadow Knight's case heal/drain life). While you are rooted bring out your bow/crossbow. Use basic attack-which hits them every couple of seconds: that way you can prevent them from using root. Or you can use melee damage pets once you get within range. Stun as much as possible and stay on him. Element of surprise is very useful. If you cast invisibility on yourself, or fly over on a dragon, they will not have much of a chance. Just get as close as possible.

Bow User vs. Warrior

A) Being the Bow User: Shoot them from far off. Chain stun until they are dead. If they somehow manage to get close to you, you're in for a fight. If they get close it's basically whoever gets the first stun and who has more pots. Some Bow Users can use an "evacuation spell" which moves them far off. If you have it, use it when they get close. Traps are very annoying to the Warrior. If you are feeling daring stack as many traps as you can. then once they hit the traps back off and start stunning or run up and stun.

B) Being the Warrior: You need to be close or you're dead. You'll almost always need the element of surprise. If they are far off, back off or fly over. Run on a dodo to them, chain stuns don't effect you while you're on it. If they are moderately close (less then 40m) use your bow to stop their specials some of the time, while running. Once you get to them, stun, hit, then switch off between stun and normal attacks. Eventually they will die.

Random Tips

#1 Main Tip: Don't be mean to others; it's just a game for fun. If you die accept it and move on.

- If you see someone who might flee, shoot their pet and it will run over and attack you. Kill it then move onto them.
- Open up your pets command square and click the square in the upper right hand corner. Click it and your pet will not automatically run to the person shooting at it.
- Never set up traps in a big battle they mess up everyone's targeting. (On your side)
- Interrupt Area of Effect spells with a quick shot of your bow.
- In a PvP battle bind on the closest cliff. If they manage to kill you all and camp your bind spot, you can just take off on your glider.
- Never sit.
- Use invisibility as much as possible.
- Have fun

Groups

/partyDisband = disbands the party

/partyEject = ejects someone from your party

/partyGiveLead = gives someone in your party leader abilities

/partyInvite = invites someone to your party

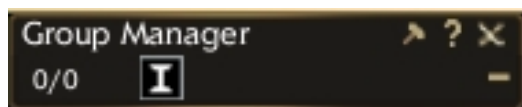
/partyLFGDeregister = removes your LFG (looking for group) status

/partyLFGRegister = gives you LFG (Looking for Group) status

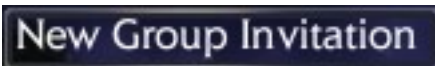
/partyLFGSearch = searches for LFG (Looking for Group) people nearby

/showGroup = shows group window

[G+LALT] show group



To start a group, open your Group Manager Window by keying G + LALT or selecting the Group Window from the Broken Moon Icon menu. Target the character you wish to invite and left click the "I" symbol on the Group Manager Window. Groups may contain 2 to 6 members.



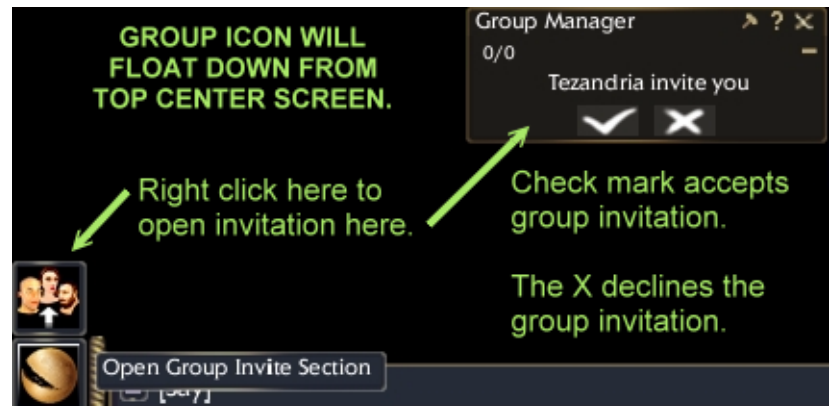
The invitee will receive a message at the top of their screen, that will float down and rest above the Broken Moon Icon at the lower left of their screen.

Since group invitations are easy to miss, inform the invitee to:

- open the Group Manager via G+LALT
- locate the Invitation Icon above the Broken Moon
- left click the invitation icon
- click the check mark in his Group Manager

Once you enter the group, the picture icons of fellow group members float down to rest momentarily above the Broken Moon Icon. Similarly, a picture icon floats down whenever a new member joins the group.

To the left side of the Group Window you will see the number of people currently in the group, out of a total of 6. Just to the right of this total, should a character desire to leave the group they may select the Q icon to quit the group.



Whoever makes the original invitation to the group is by default the group leader, whose icon and status are within a yellow square among the other characters represented just below the main Group Manager window. Unfortunately, names are not provided without additional effort. You may see a group member's name and level by hovering your pointer over the character's picture icon in the Group Manager.





Group level chat appears in brown in your chat window. Check the brown button if you have not already done so. To make group chat your default chat channel, type /GROUP <ENTER> or select group from the popup menu off the data entry line.

You may notice that other group members will have a circle around them on your compass map. Group members can also use the /loc command to mark their character's location for all other group members, both on the compass map and by virtue of a blue beam visual on your screen.

When you group, you will see a message in brown (group channel) on your chat screen: Welcome in <Group Leader's Name> party. Your LvIA have been updated to <#>. LvIA represents the level at which all group members will gain experience in the group. LvIA is an adjusted average, the formula not precisely known. All group members will share the same LvIA, regardless of their own character level. You will see the LvIA change when members join or leave the group. A member must also be within approximately 60 meters of the group leader in order to be considered a current member of the group, and LvIA adjusts with regard to members who move outside this range. In the example to the left, Dali has experience higher than the character in his group, providing a LvIA of 20 to group members within his range. When he moved outside the group's 60 meter range to pull a creature, the remaining group's LvIA changed to 16. When Dali returned to bring the creature to the group, the LvIA was reset to 20 for all group members. For Dali the LvIA would have been 20 all along.

For each enemy killed, LvIA only applies to those members of a group who attack, although the resulting FXP experience is still shared equally among group members. Therefore, ALL members of the group will gain MORE experience if the lower level members do not attack, as long as the enemy level is equal to or higher than the LvIA. This is because the LvIA will be higher relative to the level of the enemy killed and therefore more experience will be gained. Remember that in Dark and Light you receive more FXP when enemies killed are close to your level. Theoretically, if the enemy is more than 5 levels above you, you will receive more FXP if you do not attack. Neither heals nor buffs are considered to be "attacks" in this regard.

For each enemy killed by a group, you will see FXP bubbles coming to you from each group member and for yourself. These are in addition to your pet's contributions. Therefore, for a single creature killed, you could see as many as 6 FXP bubbles for the group, one for yourself, and up to 3 for your pets.

Group members do not receive FXP from pets used by other characters within a group, and therefore pet use within a group is sometimes considered to be impolite.

Regeneration and Recovery

/sit = your character sits and begins to regenerate hit points, mana, and stamina faster than when in attack mode or standing

[X] Sit

Remember to rest after battles to regenerate. The official Quickstart Guide states: "Sit down to faster regenerate after fighting by typing X. You can also restore by eating the food you bought or you found on the monsters you killed. To eat, open your bag and click on the food." The character ability related to regeneration is Wisdom, which assists characters in regenerating Hit Points and Mana Points more rapidly.

If you are suffering excessive damage relative to your non-player opponent, toggle your melee attack to "off" and sit. Oddly, you can regenerate hit, mana and stamina points more rapidly than the damage inflicted by some non-player opponents. In order to sit, you must leave combat mode by pressing Q if you are in melee combat, or E if you are in ranged combat.

Food and Regeneration



- For so long as you are below Level 10 and cannot incur FXP Debt, it is simpler to die, which completely regenerates your Food Bar, than to purchase food.

The addition of food requirements to Dark and Light has added a whole new problem to recovery following combat. To see if you are regenerating Hit Points, Mana Points and Stamina Points efficiently, open your Inventory window by hitting I. The red, green and yellow bar at the top of the window is your Food Bar, you

can see your Current Food Level/Capacity by hovering your pointer over the bar.

If you are in the red, you will regenerate Hit Points, Mana Points, and Stamina Points much more slowly. If you have no food level, you will not regenerate at all.

Some food items, like Dodo Beer, left, have qualities in addition to their food value. Take these values into account when buying food.

Food is sold by the merchants whose name includes the word "Market". Food items may be distinguished from ingredients for Crafting by selecting the word "Food" from the drop down menu below the item list and at center right. Click the button to the right of the word "All" to open the menu.

Food varies wildly in price from location to location. The very best place to purchase food is at your birthplace, where prices will be lower even than other race's starter towns. So stock up! Food items do not stack.

The amount of Food Value you receive for food items is given on the chart below. This too may vary according to the price charged at various Markets.

	Base Cost in Goth	Base Food Value	Food Value per Goth
Fruits	25	2500	100 (Best Value)
Hulled Grain	70	6000	86
Troll Beer	15	1000	67
Beer	10	500	50
Dodo Beer	10	500	50
Survival Ration	40	1500	38
Bread	100	3500	35
Wine	15	500	33
Dry Bread	80	2500	31

Death

When you die, you will have an option to "Return to your Bind Point". Before you select this option, you are in a "coma" state, where you cannot move or engage in any actions, but you can be resurrected by another character such as a healer or paladin that has resurrection skills.

If you don't have an available resurrection and select the option to "Return to your Bind Point" you will appear in your birthplace town.

When you are reborn, whether via resurrection or via returning to your birthplace, you will have partial health, mana and stamina, and (oddly) a full Food Bar on your Inventory Window. When you die, you leave behind 10% of your goth at the place you died. If you did a /bind at the place where you were fighting, you can return to that place using the /gate command to retrieve your goth, as long as someone else has not picked it up in the meantime.

You do not lose levels or experience when you die, but if your are over level 10, you will receive Experience Debt, which currently may ONLY be removed by making a sacrifice at a Godplace. It is unclear precisely which God you need to appease: yours, or the one you offended, or just any old God. However, you will not make any additional Fighter Experience at all until you remove the debt.

Craft Experience

"This axis is totally independent of the fighting axis."

It has often been said that one of the main features of the full Dark and Light game will be character's reliance on crafters to create items of great value. Few of such items, relative to other worlds and gaming universes, will be found as loot or available for sale from NPC traders.

For an illustrated step-by-step guide to beginning crafting, visit the excellent tutorial at http://www.dnd-gamer.com/index.php?page=dnl_crafting. The same site provides an online crafting database http://www.dnd-gamer.com/index.php?page=dnl_crafting_database, which includes Ingredients (Seller and NPC), Refined (resources), Receipts, and Product Class/Stat Requirements.

List of Crafts and Trades

These crafting houses represent the following initial crafts (http://darkandlight.com/en_crafting-in-dark-and-light.html#32):

The **tanner**, who fabricates leather armor.

The **tailor**, who fabricates cloth armor.

The **coppersmith**, who fabricates the chain mail and plate armor.

The **blacksmith**, who fabricates hand-to-hand and distance weapons.

The **jeweler**, who fabricates jewels and jewelry and bracelets.

"The crafter can be specialized in one or more of these jobs. The only thing that limits him/her is the number of points that he/she has to allocate. Therefore, he/she will have to choose between being specialized in a job or being versatile, but inevitably less effective."

A character may choose more than one trade, however, as stated above, characters who choose more than one trade or more than one specialization within a trade will be limited by the total skill points available. Some crafters may choose to work on a variety of items in order to offer a wide range of goods and services. Others may specialize in a single type of item, seeking grand mastery.

Some estimates for the number of possible crafts and trades that might eventually appear in Dark and Light have run as high as 42. According to the developers, these may include "armorsmithing, weaponsmithing, tailoring, tanning, cooking, brewing, spice trading, butchering, glassworking, pottery, paper-making, weaving, jewelcraft, engineering, alchemy, fletching/bowcraft..."

Levels of Mastery

"The qualitative level of the crafter is given by his/her rank, which is a reflection of his/her abilities for the job, and of the finish quality of his/her work. The levels are (http://darkandlight.com/en_crafting-in-dark-and-light.html#32):

- Novice
- Apprentice
- Companion
- Master
- Grand Master of the 3rd Circle
- Grand Master of the 2nd Circle
- Grand Master of the 1st Circle

Each of these Levels of Mastery allows a character to craft items only up to specific FXP levels. In other words, to Craft Armor with an FXP Level Requirement of greater than 37, the Coppersmith must have

To gain a new rank, the crafter must master a given number of recipes. To master a recipe, the crafter must have enough training points (TN) in it, so that it is leveled as easy (green, as represented by the name at the top of the receipt or recipe description) for him/her."

It takes 80 Training Points to master a Recipe – to bring the Recipe from Purple to Green

Mitra, <http://www.darkandlight.net/forums/showthread.php?t=21210> September 2005: "Grandmasters will be able to stamp their trademark on their finished product."

Lines of Specialization

Distinguish first between the choice of a Craft, and Specialization within that Class: For example, a Master in Tailoring will be able to create all types of clothing, but a Grandmaster will be Specialized in Shoes, or Jackets.

In anticipation of this levelling up, and to save time and resources, Luthie of Search and Destroy Agency suggests that you not only choose a Specialization within a Craft, but focus on only three Recipes within that Specialization. For instance.. the Blacksmith Craft has Specializations in Ranged, Melee, and Magic Weapons, and there are several Recipes within each of these Specializations:

"If you want to be a Blacksmith (Craft) I'd choose either Ranged, Melee, or Magic (Specializations). then further break it down to only 3 different Recipes within that Specialization. Say I choose the Ranged Specialization within the Blacksmith Craft, I level up Long Bow, Crossbow, and Throwing Knives (Recipes) only. This way all my skill points only go into the Ranged Specialization To get from Novice to Apprentice you need 80 (TN) in three different Recipes, which is a LOT of crafting!"

CRAFT	SPECIALIZATION	NOVICE RECIPES	APPRENTICE RECIPES	
Jewelry	Ring			
	Bracelet			
	Amulet			
	Earring			
Coppersmith	Plate Armor			
	Plate Belt			
Blacksmith	Ranged			
	Melee			
	Magic			
Tailor	Fiber Armor			
	Fiber Belt			
Tanner	Leather Armor			
	Leather Belt			
	Bag			

Mitra, <http://www.darkandlight.net/forums/showthread.php?t=21210> September 2005: "As an example, an armour manufacturer will be confronted with as many lines of specialization as there are different parts composing armour. Due to a lack of available skill points, characters will not be able to become Grandmaster in all trades, but must choose instead a few to specialize in. Each type of objects thus will be the product from a line of specialization able to the crafter and which will have to be developed. Thus, to become Grandmaster armour manufacturer of "Breast Plate", the player will have had to devote 20 points of specialization in "Breast Plate" for each level. In certain craft industries, to reach the highest levels will include a rising of the points required. The higher the number the specialty is, like the case the clothing industry (armours) the more difficult the task will be. Conversely, it will undoubtedly be easier to make progress as a cook at high levels, because they have fewer lines of specialities."

Craft Experience Points (CXP)

Once an item is created, earned CXP points will be applied to additional Craft Skills (CXP) in the Skills Window [L]. This works just like the application of points to Fighter Skills, in that 30 CXP points are required to complete a Skillset, the first skill in each Skillset costing one point, the second 2 points, and on up.

Within each Crafting Skillset there are several Branches, each allowing the Crafter to choose to increase his Precision, Quality and/or Training Reduction. The latest crafting news (http://darkandlight.com/en_crafting-in-dark-and-light.html#32) indicates that "Every job has a given number of competencies which are specific to a category of recipes. They improve the chances of succeeding, the speed of production, the quantity of raw material needed and the quality of the result of these recipes."

More specifically: "The jobs' skills improve the success ratio, increase the item's quality and decrease the time needed to create the object."

Precision

Increasing your Craft Skills in a Specialization through Precision increases your percentage chance to succeed in actually creating any training or craft item.

Quality

Increasing your Craft Skills in a Specialization through Quality increases your percentage chance to obtain a higher quality item for any training or crafting attempt.

Training Reduction

Increasing your Craft Skills in a Specialization through Training Reduction reduces the number of training items required to combine for a craft item.

According to the GameZone interview http://pc.gamezone.com/news/03_27_06_01_14PM.htm with Stephan Quilichini: "Any player can develop his craft experience, thanks to the craft evolution axis. To reach the following craft level, the player must have created enough objects. To do so, he must have enough experience and training to craft these specific objects. An additional skill system exists as well: if the players decided to give points to this or not, this skill system allows to optimize the speed of objects creation or training. This allows to spend less time to craft objects of equivalent quality."

Since Apprentice Recipes are not yet workable in Dark and Light, it is currently unknown whether the following information from Mitra is in fact correct for the transition from Apprentice to Companion. For the transition from Novice to Apprentice, however, it seems that you need only to complete 3 Recipes within a Specialization, not the entire set of Recipes within the Specialization, as Mitra implies.

Mitra, <http://www.darkandlight.net/forums/showthread.php?t=21210> September 2005: "To gain a higher level in the craft industry (apprentice to companion, for example), the craftsman will have to be able to manufacture each part of his category. Here, an apprentice armour manufacturer will have to be able to make a suit of armour in his entirety before being able to claim 'companion' armour manufacturer." In order to increase crafting skills, you have to succeed in completing each recipe before you can get to the next level. You have to train using different components of a better quality for the same recipe. Trying the same recipe with components of the same quality will not increase your skill.

"Other skills are also linked to CXP. They are more generic but just as important, and are used for the research and extraction of raw natural resources, as well as the recovery of the ingredients found on mobs." As the Craft Skills do not contribute to Craft Experience Points (CXP) they are covered in this guide under Extraction, below.



Recipe Training Number (TN)

The latest crafting news (http://darkandlight.com/en_crafting-in-dark-and-light.html#32) indicates that the "crafter's training for the recipe...greatly affect the result. The jobs' skills improve the success ratio, increase the item's quality and decrease the time needed to create the object."

"The progression is made on 2 different indicators [CXP and RECIPE], both linked and dependent on the other. When a crafter succeeds in using a recipe by creating a training item, the crafter has a chance to get training points for Recipe (TN) and Craft (CXP) points. However, the gain isn't guaranteed. The odds of getting points depends upon the general level of the crafter and upon the global quality of the elements used for the recipe."

Luthie says: "Each time you complete an item you have a chance to increase your Training Number. From what we understand right now, you need to get 3 different recipes to at least TN 80 to advance from Novice to Apprentice. Which is why I say to pick only 3. This takes a LOT of materials so choosing more recipes than needed to level up will drive you mad and break the bank."

The background color of the recipe in your Receipt Window changes as your TN increases for that Recipe. All begin as purple and progress through the following stages (Thanks to Luthie and JackNCoke):

- TN 0-19 **Purple**
- TN 20-39 **Red**
- TN 40-59 **Orange**
- TN 60-79 **Blue**
- TN 80-99 **Green**
- TN 100+ **Light Green**

Recipes (Receipts)

Recipes, also called Receipts, can be purchased from NPCs in towns and cities. Receipt, by the way, is an old way of saying Recipe, my grandmother used the word in English. Recipes are defined by their crafting level, and a character of the required level can learn a recipe by adding it to their Recipe Book.

The main feature article on Crafting in Dark and Light (http://darkandlight.com/en_crafting-in-dark-and-light.html#32) states that: "Once the recipe is learned, the more the crafter practices it, the more training points he/she gets for this recipe, and therefore the easier it will be for him/her to create the item. This variable is represented by the recipe's color:

- **Purple** means very difficult (very little training has been done).
- **Red** means difficult.
- **Orange** means medium difficulty.
- **Blue** means normal difficulty.
- **Green** means easy.
- **Light Green** means trivial."

These correspond to the background of the Recipe in your Receipt Window as your TN increases, and the descriptions above are a little misleading, since you start out doing the Purple Recipes, and progress through Green, and because it becomes MORE difficult to attain additional Training Points (TN) as you progress from Purple to Green, it is not "easier". What they mean by this is that once you have achieved Green, you are ready to move on to the next level of mastery for that Recipe.

Gbrain notes that "Crafting is made up of two parts, Resources and Ingredients. Each part can alter the outcome of the final item as explained below. You can purchase these parts from the vendors or loot them from the creatures you kill. The harvested items will give you better stats and bonuses."

The official feature article (http://darkandlight.com/en_crafting-in-dark-and-light.html#32) explains this further: "Each recipe requires 1 ingredient and 3 refined resources. The recipe permits the creation of an item with some basic attributes. The inclusion of an ingredient gives a bonus to a specific feature or a magical save, while resources make it possible to improve inherent qualities, such as durability, resistance, weapon damage or armor class."

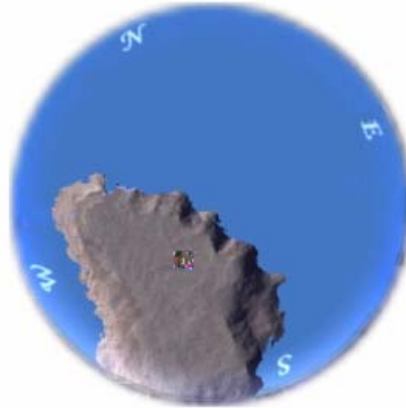
"The ingredients and resources used to make the recipe will determine quality of the final result. For example, an armorer can learn the recipe for a "plate helmet", but only the ingredients the character uses will determine how good it will be in the end."

The crafter chooses the recipe, and adds the proper ingredients and resources. "Of course, the quality of the ingredients and resources plays a major role, because the result might be more efficient by giving higher bonuses, but its creation is more difficult. A recipe with a more advanced finish (with a higher crafting level) will also be more difficult to make."



Ingredients

"The value of a crafting ingredient is dependent upon the its condition (http://darkandlight.com/en_crafting-in-dark-and-light.html#32):



- bad
- normal
- good
- excellent

and by the **specific bonuses** provided by the ingredient.

Ingredients can be found on creatures and characters killed in combat, each type of creature intermittantly providing some ingredients of variable quality. However, it is very difficult to find ingredients in excellent condition.

A very low creature or character gives no loot for a strong player. This means that to get basic ingredients, a high leveled player will have to buy them from low-leveled players who can get these ingredients when hunting. The stronger the mob is compared to you, the more chances you have of finding good quality ingredients.

To collect ingredients from a mob, you will have to develop quartering abilities. They will increase your chances of finding the ingredients as well as their quality, while decreasing the time needed to collect the ingredients."

Refined Resources

Refined resources used for crafting will be sold solely by merchants. Just like for ingredients, resources can be in bad, normal, good, or excellent condition. The price will, of course, be variable.

Crafting Houses

Gbrain notes that "Before you start crafting you now have to be next to the Crafting Stand for the type of item you want to create." The compass map below shows the icon for a crafting house.

Whether or not you are close enough to a crafting house to craft is indicated by the color of the "Stretched Hide" Icon on your Crafting Window. Green indicates you may craft, Red indicates you must get closer to a Crafting House of the type required.

Tanner: Watermill or Tannery.

Tailor: Weaver's Workshop.

Coppersmith: Anvil or Forge.

Blacksmith: Anvil or Forge.

Jeweler: Jeweler's Workshop.

All craft houses may be found in the city of Al-Drifa. Few craft houses are to be found in the starter towns, although the Light Faery town has three.

Production Process

For an illustrated step-by-step guide to beginning crafting, visit gbrain's excellent tutorial at http://www.dnd-gamer.com/index.php?page=dnl_crafting. Nailo of Slack, Inc. will also be publishing a step-by-step crafting guide in the very near future...check the Guides section of the Forum for his posts on the subject.

The developers indicated on 04/28/06 (http://darkandlight.com/en_crafting-in-dark-and-light.html#32)

"The first step is to create a rough version of the item, called a training item, with the ingredients and resources he/she wants. This is the basic step of a recipe.

The "training item" can't be used right away. It has to be either taken to increase the training level of a recipe without costly ingredients, or used as a fabrication part of the final item.

According to the crafter's level, he/she will then be able to access the other steps of the recipe, which can range from 3 steps to 5. Only epic items will need 5 steps. When gaining a level, the crafter unlocks the corresponding steps on his/her recipes. An example, a companion crafter can create companion-leveled items by improving an apprentice-leveled item (apprentice being the previous level).

At each step, the crafter uses the final item of the previous level, and improves it by combining it with the ingredients, resources and some training items of the current level, in order to add the desired bonuses and characteristics. The global quality of the elements used provides a quality mark, while the final quality of the item is the sum of each step's marks.

As an example, let's take a companion blacksmith who, since the beginning, worked and trained with the "two-handed sword" recipe. The blacksmith can access the 3 first steps of this recipe (novice, apprentice and companion). Now, he/she actually wants to create a beautiful companion-leveled sword.

Step 1 : The blacksmith starts by creating some "novice training items" by using only ingredients and resources from the recipe. Then, the blacksmith combines these "novice training items" (the number of items needed depends upon the difficulty and skills) with the better resources and ingredients. This will result in a "novice two-handed sword" which will have the desired bonuses and characteristics.

Step 2 : The blacksmith now goes to the "Apprentice" step of the recipe, and must start by creating "apprentice training items" by using only ingredients and resources from the recipe. Then, the blacksmith combines the "novice two-handed sword" with the training items, the ingredients and the resources of this step, which turns the sword into an "apprentice two-handed sword" with new bonuses.

Step 3 : By applying the same procedures as step 2, the blacksmith creates a "companion two-handed sword", improved by this step's bonuses and characteristics.

Note that at every step, the blacksmith can change the resources and ingredient, adapting the result to the meet the needs of the blacksmith.

Of course, every step represents a risk of failure. By using only good quality ingredients and resources, the end result will have a better quality, but the risk of failing is greater. If the crafter fails a step, the resources and ingredients used are lost, but the item remains useable. However, the item will forever remain stuck at the previous step, it will be impossible to improve it again. An example, if the blacksmith fails at the companion step, the item remains locked at the apprentice level."

I would also recommend the Forum Thread begun by Kreen at: <http://www.darkandlight.net/forums/showthread.php?t=62898>

Production Quality

Mitra, <http://www.darkandlight.net/forums/showthread.php?t=21210> September 2005: "Craftsmen by default will have a 15% chance of producing a successful object."

"The level obtained in each speciality will determine the degree of control of the craftsman and consequently the quality of product made. Craftsmen cannot fail an attempt completely. An object will always be obtained, however the quality of the object will be related to his talents, according to the number of points of speciality. In addition, the quality of materials used will also influence the quality of the finished product, as well as many other factors, like the stars or the geographical place."

In Dark and Light, each craftsman works the objects of his level. A beginner (first rank of craftsman) will be able to make objects of low level. But when on his level, he proves to be qualified; his beginner's objects could be of great quality.

"To obtain an item that is perfect (or even simply a rare object) will require infinite patience and an unquestionable perseverance. Not only it will be advisable to join together the adapted ingredients in sufficient quality and quantity, to find the craftsmen having know-how necessary, but also to await the best conditions possible such as the atmospheric variations, the distance from the moons, the eclipses, certain area specific goods, etc, as they will all be able to increase or decrease the chances of successes. One hardly dares to imagine the years of research in the oldest tomes to more or less precisely determine the areas and materials most adapted to make the so much coveted rare object... And the diversity thus created of the arsenal of Dark and Light is left to the imagination. It will be consequently almost impossible to have two objects exactly the same."

"Objects of very high level (legendary objects) requiring the intervention of Grandmaster craftsman integrates an additional constraint. They are composed of perishable ingredients and will be advisable to treat within a limited time (materially, the grandmaster does not have time to work these various perishable materials). Therefore, to make a legendary object, the grandmaster craftsman will have to bring together his pupils of various levels so that all work on their respective level at the same time in order to leave time for the grandmaster to work their collective creation."

"Each item is associated with a divine faction, and to be created in a barony that's dedicated to this god or to be under its constellation are factors that help creating a good quality item." (http://darkandlight.com/en_crafting-in-dark-and-light.html#32)

Enhancement

Enhancement of existing items will be possible given a crafter at the level of skill required. This aspect of crafting will allow characters to keep equipment as they gain levels, enhancing an item's qualities by bringing it to a qualified crafter.

Mitra, <http://www.darkandlight.net/forums/showthread.php?t=21210> September 2005: "Any crafted item can be improved by a character ranking higher than its creator."

"This first object of a beginner could then be improved by more senior craftsmen (apprentices, companions, accomplished craftsmen or even near master craftsman) in order to progress the power of the object. With each one of these stages, the object is improved but its quality can vary. So that the beginner's object preserves his great quality, the apprentice will have to show himself as qualified as his predecessor. The same applies to the accomplished companions, craftsmen or master craftsmen: with each stage, the craftsman has some tests to improve the object without deteriorating his original quality."

"A character will be able to preserve the same object throughout his career, by making it progress at the same rate/rhythm as him. At the time of his first adventures, the character will be able to buy a weapon with a simple apprentice. When it is no longer sufficiently powerful enough, the character will be able to simply make improvements to his weapon with a companion, and next an accomplished companion and eventually, to the ultimate objects improved by a Grandmaster."

"Such a system makes it possible for the craftsmen of all levels to be made useful to the community of the players. For example, a character of level 70 wishing to acquire a sword will be able to provide work for a whole chain of craftsman, not only one Grandmaster."

"A Grandmaster alone could obviously begin a sword worthy of an apprentice, then to improve it according to the techniques of the companions, etc until bringing his final key of Grandmaster but the large majority of this task would be unworthy of their skill and will not bring back anything to him. The purchaser may find it very beneficial to resort to the services of a chain of less experienced craftsmen, who then will be thus able to progress and devote themselves more fully to this task, allowing them to improve at the same time. The system becomes complicated when the quality of the object intervenes, as to its level. To obtain an object from a Grandmaster of perfect quality, the design will have to be perfect since its origin. The apprentice will have had to carry out a perfect attempt on his level, just like the companion, and so on all the way through the level of design to the Grandmaster."

Production Factors

According to the latest crafting information from the development team (http://darkandlight.com/en_crafting-in-dark-and-light.html#32):

"Many factors will affect the item's creation. First of all, you will have to be in an appropriate place. Each job will have its regular place, such as the anvil for the blacksmith and the armorer, the water-mill for the tanner..."

"But the tools aren't the only factor. Each item is associated with a divine faction, and to be created in a barony that's dedicated to this god or to be under its constellation are factors that help creating a good quality item."

"The crafter then chooses the recipes he/she wants to use, then adds the proper ingredients and resources. Of course, the quality of the ingredients and resources plays a major role, because the result might be more efficient by giving higher bonuses, but its creation is more difficult. A recipe with a more advanced finish (with a higher crafting level) will also be more difficult to make."

"The crafter's training for the recipe and his/her skills also greatly affect the result. The jobs' skills improve the success ratio, increase the item's quality and decrease the time needed to create the object."

According to the GameZone interview http://pc.gamezone.com/news/03_27_06_01_14PM.htm with Stephan Quilichini: "Gods and constellations affects the craft for more complex objects (quality, speed of creation) and bring a more efficient access to craft. Each environment is linked to a God (desert, swamp etc.). Depending on the constellation of the period, if the players craft in a specific environment linked to a God, under the constellation of the God (which is cyclic), he will be granted a success bonus. This bonus can become very useful for complex objects. The weather does not directly interact into play in the game, but it deeply contributes to immersion and atmospheres enhancement."

Mitra, <http://www.darkandlight.net/forums/showthread.php?t=21210> September 2005: "Regarding the craft industry, according to Zedux, the realization of objects depends on very many factors (wind, night-work, altitude, the precise place or environment). If these various factors are part of the "recipe" of manufacture, the object more or less will be successful."

"In addition to materials used and the skill of the player factors such as time, amount of heat used, weather conditions, geological placement, and astronomical alignment will all play a part in the quality of the final outcome. The base chance for producing a full quality item is 15%. This chance can be greatly increased by the player taking into account the other factors in the creation process. So while you may have a 15% chance of creating a full quality Frost Hammer anywhere you stand a much better chance of getting a better quality if you craft it during the winter as a snow storm rages. "

"Each character is under the influence of one of ten constellations. Characters will receive their god's attention when their constellation is visible in the sky, affecting crafting (and combat). Another system that affects the way items are crafted is the weather. On a rainy day you might not have the same outcome on an item as if you crafted it on a sunny mild day. Some races will have a bonus in certain fields of craft, like the dwarves and smithing."

"The player will be able to decide to benefit from it or not (all the craftsmen will not have perhaps patience to await a moon eclipse the next storm having to cross a field of dolmens located at an altitude superior to 1 000 meters). But according to Zedux, it is often advisable to respect the gains involved. Craftsmen by default will have a 15% chance of producing a successful object of his choice, if he takes all the other factors into account he will increase that chance considerably."

Runes

Mitra, <http://www.darkandlight.net/forums/showthread.php?t=21210> September 2005: "It is possible to add runes to weapons or armours. 'Enchanted items' will probably rest on runes added to the weapons and armours." There is no evidence of this factor in Dark and Light currently, other than the various bonuses applied to Crafted items by virtue of their inclusion on ingredients and refined resources.

Repair

Mitra, <http://www.darkandlight.net/forums/showthread.php?t=21210> September 2005: "All items in Ganareth degrade with time and use, so you must often pay a craftsman to repair them." Player craftsmen currently are unable to make repairs, so characters must use the repair function available from various traders.

Sales

Mitra, <http://www.darkandlight.net/forums/showthread.php?t=21210> September 2005: "However, top level items shall only be crafted by players. Masters and Grandmasters can have NPC's that will be able to travel all over the world to sell goods. Npc merchants will sell all equipment, but buying from them will be more expensive than buying directly from the player crafters. Players will also be able to set their character to "npc merchant" mode in the marketplace; so that they can sell their wares while offline. Prices will be influenced by the reputation and the charisma of the player."

Currently, The_Baptist has organized a Sunday Market for sales and exchange of goods, in the Kotimar marketplace at 7 pm UTC. For more information on this opportunity please visit this thread on the forums: <http://www.darkandlight.net/forums/showthread.php?t=63584>

Holdings

The impact of Holdings on Crafting and Social Experience is just beginning to be understood, as the first few player holdings have been placed in the first week of Dark and Light. Until we know more, we just have the published information from (http://darkandlight.com/en_progression-axes-in-dark-and-light.html) according to the official website:

"Holdings lead... to an in-game global strategy: the group of players that manage a holding will have to supply forts and mana fountains."

"However the holding manager will have to transport its merchandise using carts, and he/she will have to protect it until it reaches its final destination, to earn its content. On one hand, the fort will pay to have these resources. On the other hand, mana fountain maintenance will bring no income - however the merchandise needed may still be intercepted and stolen."

"Thus, the holding manager will have to estimate the pros and cons of maintaining a mana fountain. It is highly probable that a holding will get exhausted by itself in a short time if the nearby forts fall. Indeed, without any close fort, the holding manager will have a hard time selling his/her resources and will become unable to maintain his/her holding. On the other hand, the mana fountains are a great asset to combat that takes place within the tower's range as it regenerates mana and stamina over time."

Holdings Brotherhoods

According to the official website (http://darkandlight.com/en_progression-axes-in-dark-and-light.html): "Only a player committed to the social axis will be able to gain access to the management of both holdings and forts. The SXP gain is directly linked to the time invested by the player within the holdings brotherhoods. It's also linked to the rank of the player, and to the number of players that are members of the brotherhood. Each building has a member list, and each of them is committed to specific tasks. The creator of the building is instantly appointed as its leader."

"Each brotherhood is organized according to several ranks. Each rank has a specific amount of points, defined by rank level, each of them going from 0 to 20. Thus, each brotherhood has an amount of points specific to the holding. Each new member of the brotherhood brings a number of rank points that can be allocated among the brotherhood's members, and ranks. If a player decides to leave a brotherhood, the building loses the rank points he/she brought when he/she joined. If the number of remaining points for this building is below zero, the brotherhood stops gaining SXP."

"One can see the importance of the leader role within the brotherhood, as he/she is the one who distributes points among members and who chooses the rank of each member, and how they will progress. Members of the brotherhood who get involved the most, those who become a real social asset to their leader, are able to benefit from potential advantages he/she may grant them. Strategy and negotiation to convince the leader to promote a player to gain SXP is definitely in order."

"The general progress of a player's CXP and FXP axes is totally intertwined with the progress of their commitment to the social axis. Therefore, as a community (holdings brotherhoods, player guilds, and fortress communities) reaches higher XP levels, it will be able to recruit new players as members for the community. Thus, when a community increases its member potential, it will progress on the Social Axis faster."

Mining

According to the developers, "Mining is a skill that allows you to gather wood, metal or gas. Note that there is another skill related to it, called exploitation, which will raise the amount of resources you can gather from your mines at once. Dark and Light characters can meet in public, neutral mines, provided they do not carry any weapons. If they do, the guards attack. Mining will require special tools. Once you have extracted the resource, you have two choices: Either you sell it on the spot, or you rent a cart (attackable) in order to carry it to the closest city or mana fountain, which will give you more SXP. Prices fluctuate according to the region. The cart follows a pre-determined route, and can be attacked on its way. You can also discover new veins of ore. They yield more ore, but their lifespan is short. You can either dig the ore by yourself, or sell the mine."

Social Experience (SXP)

Social Experience is intended to allow characters to gain skills in the social world, by interacting with other players in groups and events, and by taking leadership and support roles when cooperation is required.

In the Quickstart Guide, they state that "The player will be able to progress on the social axis as soon as he/she initiates a collective action within DnL. Such as: joining a guild and getting involved with its matters, or doing several quests for instance. Dark and Light intends to provide a genuine social game where involvement within the community (guilds, holdings brotherhoods, fort communities) is quantified and rewarded with SXP, which gives access to fortresses and holdings."



Note: some players have indicated that you must be online when your SXP reaches 100% or you do not level, and the bar reverts to 0%.

In-game experience tells us that SXP may be gained by being a member in a Guild or Holding which manages its SXP well, by accomplishing Quests, and by Grouping with others to accomplish certain goals. Currently, there are no Skills upon which you may spend SXP points listed on the Skills Window [L]. However, at least 20 SXP is required to own a Fort or a Holding, and so progression in this axis will have a major impact on Ganareth's political growth.

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In previous examples, social skills allowed characters to influence the building and management of cities and towns, and they also gained social experience by engaging in that work. In another example, marriage may provide access to certain social skills.

According to the official website (http://darkandlight.com/en_progression-axes-in-dark-and-light.html): "The player will be able to progress on the social axis as soon as he/she initiates a collective action within DnL...Social participation in Ganareth will be almost unavoidable. When you join a guild, engage in a social quest, group with other characters to craft or to gain combat experience, all will affect your social standing."

"Only a player committed to the social axis will be able to gain access to the management of both holdings and forts. The SXP gain is directly linked to the time invested by the player within the holdings brotherhoods. It's also linked to the rank of the player, and to the number of players that are members of the brotherhood. Each building has a member list, and each of them is committed to specific tasks. The creator of the building is instantly appointed as its leader. Each brotherhood is organized according to several ranks. Each rank has a specific amount of points, defined by rank level, each of them going from 0 to 20. Thus, each brotherhood has an amount of points specific to the holding. Each new member of the brotherhood brings a number of rank points that can be allocated among the brotherhood's members, and ranks. If a player decides to leave a brotherhood, the building loses the rank points he/she brought when he/she joined. If the number of remaining points for this building is below zero, the brotherhood stops gaining SXP. One can see the importance of the leader role within the brotherhood, as he/she is the one who distributes points among members and who chooses the rank of each member, and how they will progress. Members of the brotherhood who get involved the most, those who become a real social asset to their leader, are able to benefit from potential advantages he/she may grant them. Strategy and negotiation to convince the leader to promote a player to gain SXP is definitely in order."

Outlaws, Banditry and Wanted Status

ALIGNMENTS AND FACTIONS by Elhavius

Now, let's try to define with more precision the following words: outlaw, neutral, wanted and bandit.

And off we go with the most simple of them all: neutral. Here we are talking about neutral folk, those who have decided to live in the 9 realms without mana nor magic after Gothar's edict of 8888.

The words outlaw and bandit both designate the same thing: anyone, dark or light, can become an outlaw and lose his alignment. These people become able to kill anyone they want to, whenever they want to, and everywhere except in « safe » zones like Al-Drifa. They have a bad reputation and cannot compete for a political position. Their social progression (SxP) is blocked. An outlaw will be able to regain his alignment through different means, but he will never be able to become Light if he was Dark, and vice versa.

Finally, the wanted are people who have committed numerous crimes, killing other players outside battles. The risk of becoming wanted depends on the level discrepancy between the player and his victims. Wanted people are still Dark or Light but are declared persona non grata (most unwelcome) in certain areas.

http://www.darkandlight.net/article.php?id_article=1521

"Vuuar announced that it will be possible for a character to lose its alignment, Dark or Light, in order to become neutral. This involves many consequences, for instance you will have the possibility to play a true criminal, with no faction restrictions, you will be able to attack anyone, but of course you will have to face the consequences and become wanted in both Dark and Light factions. And this is just one of the many possibilities this option creates."

Ghede offered some additional information in August 2005:

<http://www.darkandlight.net/faq.php3>

"How do you become "wanted"?"

If you act against the code of honor repeatedly, your faction in a Barony may decrease. When you have lost enough faction, you become wanted, and the other players may hunt you down for a reward. Guards from the opposite faction will attack you on sight. In some cases, you can even have a wanted status outside your own Barony.

The most wanted players can have this status at the scale of a county, duchy, kingdom, or even the whole game.

Can players become "wanted" if they are part of an attack, or if they defend themselves?

The code of honor says that a player who defends himself does not have to fear to switch to "wanted" status.

Likewise, when a Fortress is assaulted, the global level of attackers and defenders is calculated by the game, and then the Fortress gets its own level according to this calculation. If you attack a Fortress whose value is close to your group's value, you have nothing to fear, even if there are a few low level players among the defenders.

Once you are wanted, can you mend your ways?

Some quests allow you to retrieve your divine faction in order to be forgiven. These quests are mostly actions towards your god, like donating to temples, or killing creatures that are opposed to him."

There was one known Wanted character in Settlers of Ganareth, Driskel.

Assassination

What are the risks for being an assassin?

The person at risk in case of failure is the one who paid the assassin.

How are assassins paid?

A global fund depot is set. This system is part of a more global warrant system that is used when someone is sent on a mission. The fund depot will be available once the task is done within the requested period. If the mission is done too late, the funds come back to the person who originally offered the mission.



Guilds

/gcEject = ejects someone from your guild

/gcInvite = invites someone to your guild *currently doesn't work*

/gcMakeGuild = makes a guild with /gcmakeguild <guild name>

/gcQuit = makes you quit your guild

/group = sets chat to group

/guild = sets chat to guild

/guildNovice = set chat to guild's novices chat

/guildOfficer = sets chat to guild's officers chat

/guildSubOfficer = sets chat to guilds subofficers chat

/showWinGuild = shows guild window

Making a Guild

It only takes one person to create a guild with the /gcCreateGuild <guildname> command. The guild name is restricted to 24 characters.

Enrolling in a Guild

Once a guild is created, other players who wish to join need to bring up their Guild Window (find it listed by clicking on the moon symbol in the lower-left corner of your screen), type in the Guild Name as you have seen it above other character's avatars, and then click on "Ask Infos". Review the information that appears below the Guild Name you have typed to be certain that you are considering the correct guild. If the information does not come up, you may need to play with the spelling and punctuation... for example Search and Destroy Agency is simply SDA in-game. Once you are sure that you have typed in the correct Guild Name, click on "Ask Enroll".

You should receive a message that your enrollment request is being considered, in red on your chat screen. Note that the action of Requesting Enrollment means that the Guild Name will show above your character name, even though you have not yet been formally accepted into the guild.



Once someone with the Recruit ability in the guild accepts your application, you will be assigned a rank within the guild. That rank may be relatively low, since ranks affect the Social Experience that all guild members receive, and the guild leaders must adjust ranks carefully in order to optimize SXP gain for the guild.

You can see the attributes of your Guild's various ranks by selecting the Ranks Tab on your Guild Window. This information is only available once you have been accepted by the guild.

Accepting New Members

If you are of a rank in the guild which allows you to accept or deny applications for enrollment, you will receive a message on the (green) Guild chat channel stating "New enrollment request". Open your Guild Window, go to the Members tab, and click Refresh at the bottom of the page. New applicants are listed as Candidates. To accept the new member, highlight the row with his name, and then select Guild Invite.

SXP in Guilds (translation of the [german forum post](#) by Maclane)

First some fundamentals: In the guild-window there is a factor-counter, directly above the refresh button. The value can be positive or negative. If it is positive, each member gets time related SXP (increase always for each industrial union day = 84 RL-minutes) - the quantity of the SXP depends on the current SXP-factor-level and on the individual rank within the guild.

To the counter: each guild starts with -25, each new member brings +5. From this amount the sum off of all member's ranks are subtracted.

A simple arithmetical example: a guild has 15 members, leader has rank 20 by default, remainder has rank 5:

$$-25 + (15*5) - (1*20) - (14*5) = -40 \text{ ---> NO SXP for all !}$$

In order to get the counter into the positives lower the ranks, e.g. all except Leader on rank 2:

$$-25 + (15*5) - (1*20) - (14*2) = +2 \text{ ---> SXP for all by factor +2}$$

You even get the SXP, when you aren't logged.



<http://darkandlight.net/forums/showthread.php?t=63652>

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