Lightning Guide to Ganareth

PART 2

Transportation

Pets

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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

This is a draft. Please send corrections to Fjordlyn in game, to Bjorlyn in the Forums, or via email to bjorlyn@comcast.net
The draft may be downloaded at www.lightningclan.com.

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.

Use Bookmarks to Navigate the PDF

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.

Movement and Transportation

/walkRun = toggles between walking and running

[w] = moves you forward on foot or on a mount on the ground, and lowers your altitude on airborne mounts

[a] = moves you forward and to the left

[s] = moves you backward on foot or on a mount on the ground, and raises your altitude on airborne mounts

[spacebar] = jump

[numloc] = autorun forward, toggles on and off, you must hit it again to stop

You have several choices to move your character around on foot.

You can move forward (W), back (S), and turn to the left (A) and the right (D) using the keyboard. These keys may be altered using the Settings and Control panels to change the relevant Key Commands. If you use the keyboard to move, you will find it more difficult to use Shortcut Key Commands from the keyboard, and will be more likely to become reliant on clicking the Shortcut Bar to act. This is a matter of personal preference, but most serious players use their mouse to move themselves around, freeing up your left hand for other Key Commands.

The mouse method requires that you hold down the right mouse button, then hold down the left mouse button, moving the mouse right or left to turn in those directions, or up and down to alter your perspective, pulling your mouse toward you to look down, away from you to look up, while still moving. If you use the NUM LOC Key to cause your character to run without the left button, you may also use the scroll wheel to zoom in and out while moving.

Remember that 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, and that moving the mouse while you hold down the left mouse button will move you, the player's point of view, without moving your character as well.

Moving with the mouse is particularly important while fighting in order to stay in front of your opponent, free up a hand to use Shortcut Key Commands, and can be used in combination with the movement keys while in a fight.

Sometimes the /walkrun toggle gets kicked in accidentally. If you are moving very slowly, try typing in /walkrun and then hitting enter. If you move faster, you will have corrected the problem.

If you find yourself moving slowly, or unable to move at all, also keep in mind that obstacles may cause you to stop, and that some uphill climbs are impassable on foot. Jumping while moving forward may move you along. Try a Rancho or Dodo mount to get over a cliff.

Movement is therefore related to terrain. Paths are faster than forest or swamp, flat is faster than climbing. Race will also have an effect, such as short characters finding it more difficult to move in the snow.

Use the spacebar to jump. This is useful when trying to get over obstacles or up slippery slopes. If you are moving backwards when you jump (have to use the keyboard movement keys to move backwards) then you do a backflip.)

Transportation Generally

/useTransport = boards a transport when you are next to one

/leaveTransport = exits a transport

Gating

/bind = sets your bind point

/gate = teleports you to your bind point

/gateToBirthPlace = teleports you to your birthplace (starter town)

When you locate a place you'd like to use as a bind point, often a favorite hunting spot or the site of an event, type the command: /bind. At any point later, from anyplace in the world, you can type the command /gate which will teleport you exactly to where you were when you typed /bind. (You can only have one bind point stored.)

/Bind is useful for retrieving the Goth left behind when you die. See the Inventory and Equipment section of this document for more information.

You may only have one bind point at a time in the game, although the command /gatetobirthplace will always return you to your starter town.

Crossroads System

Once you have explored a set of roads, you may walk ride from crossroad to crossroad on autopilot.

On either your Compass Map or your Main Map, right click the map and be sure you have checked the box for Roads on the menu. Move to a road that you have previously explored in game. Get on your mount if you want to ride.

Find a Crossroads Icon where you want to go (white squares at the intersection of two roadways). You will need to have explored the road fully between your location and your desired destination in order for the remainder of these instructions to work. Hover your mouse over the Crossroads Icon until the icon turns to the yellow running man. Once he has appeared, left click him once. A dialog will be presented showing Path #: <distance in meters>.

Select Go and you will move automatically toward your destination. A red beam will erupt from your destination, and at it's base it will show you the remaining distance to your destination crossroad in meters and the estimated time in hours:minutes:seconds until your arrival given your current mode of transportation.

Note that around cities and towns you can still run into obstacles. You may also still be attacked by aggressive creatures (orange names on your map).

Using the crossroads system isn't the fastest way to get somewhere, necessarily. Riding cross-country is often faster since the roads loop and backtrack. But with crossroads you can go do something useful while you run… like…write a guide? He he.

Deltaplanes (Gliders)

You may purchase a Deltaplane from Charles, a Trader in Cidd. Deltaplanes can actually serve as very functional transportation. Starting at the edge of a cliff or hill, press the 0 key on your number pad. While in flight you can control your speed of descent by using the S key to rise in altitude. The W key to make you fall faster. You can also turn left (A) and right (D).   To land hold down the 0 key once more, as you get close to the ground. A red bar will appear, which you want to see turn green. Once it is green, you can land safely. Start out practicing over water, so when you crash you do less damage. Crashing can destroy the glider as well as killing you.

Snowboards

Characters come equipped with a snowboard. When it wears out, you can purchase a new one from Charles, a Trader in Cidd. You will need to be on a hill or mountain with snow or sand. To use the snowboard, double click the icon in your Inventory Window, face a slope, then run forward and jump using your Spacebar. You can use your movement keys and the spacebar to do tricks while in motion.

Parachutes

Characters come equipped with a parachute. When it wears out, you can purchase a new one from Charles, a Trader in Cidd.

You are given a parachute when you begin the game. It appears in the sports section on the upper right of your Inventory Screen. You may deploy your parachute by pressing the 0 key on your number pad once you have jumped off a flying mount (dismount by doubleclicking the mount icon). If you are high enough while flying, it is possible to enter free fall. You can pack and unpack the parachute in flight as often as you like using the 0 key on your number pad.

While in flight you can control your speed of descent by using the W key to make you fall faster and the S key to make you fall slower. You can also turn left (A) and right (D). While in freefall, you can also perform stunts like flips and rolls by holding down the spacebar while hitting any of the directional keys WASD and jump [spacebar] on your keyboard.

what charles isn't telling you is that he never gets up because he broke both legs deltaplaning...

Balloons
/usetransport

/leavetransport

Travel by balloon is relatively fast, but they have set destinations, and it is difficult to know where a specific balloon will touch down. They are organized by color, but several balloons of a single color may service the same location.

Balloons and their landing sites do not show up on the Compass Map, but the landing sites do show up on the main map [M]. By studying the landing site layouts and testing, you can determine which balloons go where, if colors are duplicated.

There is a map available at http://dndgamer.gbrain.co.uk/dnl_transport.php?trans=balloon but I can't testify as to the accuracy of the routes, as the game developers have been making many route changes.

a balloon base
as seen in your
main map [M]
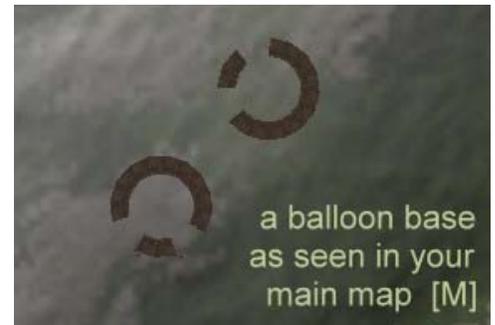
To get onto the balloon, move underneath it, and type /usetransport, before the Departure Timer elapses. If you change your mind, use the slash command /leave transport. If you do this in the air you will fall! If you don't want to type it all out in a hurry, type / [TAB] Enter, and choose /usetransport from the menu.

Departure :53sec

Departure :34sec

Departure :53sec

Departure :01min30secDeparture
Use ? (/UseTransport)

Departure :44sec

Mana Towers

An official tutorial about Mana Towers is available at http://www.darkandlight.net/docs/mana_en.pdf .

It has been suggested that when the full Dark and Light game is released, each political region in Ganareth will have a Mana Tower: Barony Towers, County Towers, Duchy Towers and Kingdom Towers.

In the Main Map, left clicking the tower symbol will zoom you out and show you some relationship between your location and others, but does not provide information specifically about where that Tower may transport you. In player vs. player areas (outside the Kingdom of Al Drifa) clicking the tower also provides you with a window of information about the political region. For more information on this function, see the section on Ganareth Geography at the end of this document.

Towers often do not appear on screen until you are quite close to them. Their beams, when visible, are much more visible. Tower icons do not appear on your map unless you have explored them.

When properly fueled by light or dark crystals and/or wood, Mana Towers also provide instantaneous transport along set routes, and may affect the regeneration of mana based on alignment.

In the areas surrounding the birthplace starter towns, where the political region is of neither dark or light alignment, mana towers work without reloading, and most beginning players do not concern themselves much with the tower phases. As you move away from Cidd however, outside of those areas that are of neutral alignment, player characters become responsible for assuring that the towers are in working condition.

The official tutorial states that "in a neutral place such as Al-Drifa, everyone can use the Al-Drifa network, even if the towers are not powered. On the contrary, the towers located in Dark and Light kingdoms can only be used by Dark or Light characters."

It is uncertain whether towers of differing regional importance (for example a kingdom tower being more important than a duchy tower, and so on down the line) have different phase timing or resource requirements. The information below relates to Barony level towers.

Mana Tower Phases

According to a Dark and Light Tutorial "Mana towers are spots that emit energy on the land of Ganareth. There are three different states available. Towers change from one to another in the following sequence:

Diffusion: The tower emits energy and nothing else happens.

Calling: The tower emits a light grey signal.

Reloading: The tower emits a dark orange signal."

A Barony Level Mana Tower cycles through the three phases every 25 minutes. 15 minutes are in a Diffusion phase, where you may use the tower for teleport if it is fueled and therefore active. 5 minutes are then spent in a Calling phase, where a blue-white beam erupts from the top of the tower. Finally, there is a 5 minute Reloading phase, where, a golden beam erupts from the tower and reloading may occur.

The system provides messages regarding tower phases in light blue type in your chat window. These messages are controlled by the dark blue chat window button (the button labeled "Conquest") so you can turn them on or off or limit them to a single window.

You may see messages regarding several towers simultaneously, all keyed to a different time, so the messages can be quite confusing. The tower beams are a more reliable source of information about what phase a tower is in, but they are not always visible, depending on the phase.

Diffusion Phase

As stated before, when properly fueled by light or dark crystals and/or wood, Mana Towers provide instantaneous transport along set routes, and may affect the regeneration of mana based on alignment. These features are detailed below.

In the Diffusion phase, a tower may be of either dark or light alignment, based on the type of crystals which have been loaded into it. It is uncertain as of this revision whether a tower may also work for both alignments, if fully loaded by both alignments. Tower alignment may be keyed to the percentage of dark crystals vs. light crystals which have been loaded into it. If anyone can clarify this, please send me a message on the forums.

A fully loaded Barony Mana Tower lasts for 10 hours, requiring 100 crystals and 100 wood. During a resting phase, a tower will burn 5 wood and 5 crystals each resting phase. Therefore, loading 5 wood units and 5 crystal units will activate the tower for the next 15 to 25 minutes.

Calling Phase

The tower calling phase is really just a warning that the reloading phase will soon commence. The system provides the message "Mana Tower reloading in some minutes." in your chat window. A blue-white beam of light erupts from the tower location. If you want to fuel a tower, you may use this 5 minute period to travel to the tower site and prepare your resources.

Reloading Phase (Placing Resources)

Dark and Light Crystals may be purchased for 10 goth each at Ael'mas, a Trader in Cidd. Wood can be purchased for 10 goth at Charles, another Trader in Cidd. To reload a tower, get within its range (within the large black target

circle when the tower is targeted).   Right click the tower and select the button "Put Resource." This button will only appear during the reloading phase.

A window will appear having 12 slots. One wood or crystals icon can be dragged from your bags to each slot. When you have completed loading the window with wood or crystals, click the button "Deposit All". A process will begin of reloading, which takes time, similar to what you experience during looting or extraction. When the process is complete, you can right-click the tower again in order to get the Put Resource button again, and continue the loading process. A player can put approximately 6 windows worth of resources, 72 Items, into a tower during a standard Reloading Phase. You can be attacked while loading a tower.

The percentage of wood, followed by the percentage of dark and light crystals already loaded in the tower is given on the window. A Radius is also shown, presumably the radius within which the tower will function for mana regeneration.

If the tower is not visible but there is a light beam erupting from its location on the ground, target the light beam instead and drop the resources on the beam.

If the tower is not visible and there is no light beam, right click the tower location while standing on it.

resources. Once you have put in some resources and it goes through it's charging period again, I think it uses some of the resources that you have previously deposited, if it hasn't been completely filled.

Once constructed by depositing all the resources, you need to go and construct the other sister mana towers in order to open teleport portals. once these are constructed then the alignment that matches the crystals that have been deposited may use the tower to teleport.

World Info had the Light bar full. It may have classified the barony as a light barony for that time period as well, but I'm not positive as this was a good while ago.

Mana Regeneration

According to the official tutorial: "Nobody can really control a mana tower. But for instance, if one tower uses a majority of Dark crystals, Dark characters that stand nearby will get some positive influence from it. Their mana regeneration speed can be doubled based on the quantity of mana the tower emits (which is based on what it is powered with). However, if the mana tower is powered with crystals from both origins, Dark and Light characters are all influenced by the tower. The farther you are from the tower, the lower the bonus. The effect range depends on the quantity of wood available inside the tower. If the quantity is high, the range is quite high, but the effect itself doesn't get stronger. In order to create a strong effect, you need to add more crystals.

Tower Teleportation

Mana Towers allow instant teleportation to related loaded towers of the same alignment and the same or lower geographic level.

According to the official tutorial: "There are several kinds of teleport towers. Some allow you to warp to a barony in the same county. Some allow you to warp to a county located in the same duchy. Some allow you to warp to a duchy located in the same kingdom. The higher the teleport level, the higher the cost. In order to warp from one place to another, you must have visited your destination location at least once. Moreover, the tower you want to warp to has to belong to your own alignment, unless the tower is located in an area of strong magic influence."

"Right click on the tower to know about the travel costs.   The current price is 100 Goths for a barony teleport, 1000 Goths for a county, 10000 Goths for a duchy and 100000 Goths for a kingdom tower."

In Settlers of Ganareth, Pioneers do not pay for Tower Teleportation, while non-pioneers do pay.

Mana Tower Chart

	Diffusion Phase	Calling Phase	Reloading Phase
Map Icon			
Screen View When Fueled.			
Screen View When Empty.			
System Message, Chat Window	**Mana Tower reloading is finished.**	**Mana Tower reloading open in some minutes.**	**Mana Tower reloading start now.**
Actions Enabled When Fueled	Get Remote Teleport	Get Remote Teleport	Put Resource Get Remote Teleport
Time Period	15 minutes	5 minutes	5 minutes
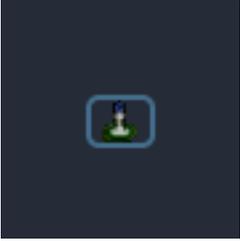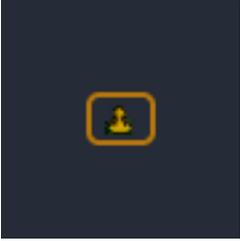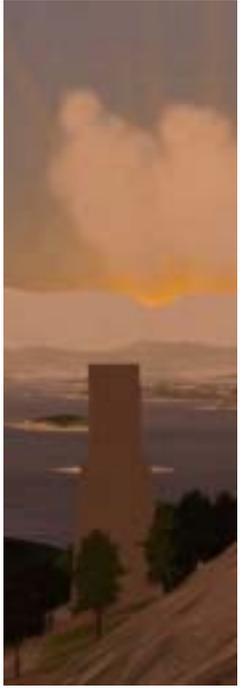
Pets

/showPets = shows pets window

/petHire = hires the selected mob as a pet

/petMount = mounts the selected pet

/petNick = gives selected pet a nickname with /petnick <name>

/petRegen = recalls pets

Different Types of Pets

Pioneer-Dragons

Pioneer dragons were given to the first paid subscribers to Settlers of Ganareth, as part of their package of special benefits.

Before you can use your Pioneer Dragon, you must first attribute 1 skill point into Mounts, under your Citizen Skills.

Spell Summon Pioneer Dragon
Active Spell (non-interruptible)
Spell Type: Pet (Magic)
Target Type: Myself

Next Level (1):
Mana cost : 10
Reload time : 900 sec
Cast time : 2 sec
Maximum spell's range : 30m

Pet
1 Pioneer Dragon - Lvl 1

Settler's Griffons

Griffons were given to Settlers who have pre-subscribed to the Dark and Light Game, but who were not pioneers. Before you can use your Settler's Griffon, you must first attribute 1 skill point into Mounts, under your Citizen Skills.

Spell Summon Pioneer Griffon
Active Spell (non-interruptible)
Spell Type: Pet (Magic)
Target Type: Myself

Current Level (1):
Mana cost : 10
Reload time : 900 sec
Cast time : 2 sec
Maximum spell's range : 30m

Pet
1 Settler's Griffon - Lvl 6

Next Level (2):
Mana cost : 10
Reload time : 900 sec
Cast time : 2 sec
Maximum spell's range : 30m

Pet
1 Settler's Griffon - Lvl 6

Settler's Griffon

Mounts Skills Summoned Pets

Any character may, depending on the level of skill in Mounts (one of the FighterExp/Citizen level skills) summon a dodo, a rancho, a griffon and/or a dragon. The summoning skills in Mounts are all on a 900 second (15 minute) timer from the moment of your last summoning. The timer starts at each summoning, so if your pet has lived for 15 minutes, then you may resummon again. You will see a red bar on the summoning spell icon on your shortcut bar giving you an approximate guide to when you may resummon. If you right click the icon while the red bar is still there, a message will appear in yellow (Fight Channel) on your chat window, providing the number of seconds remaining before you may resummon. When the time is complete, a message will appear in yellow (Fight Channel) on your chat window, indicating that "Spell Summon <PetType> reloading done. You may summon more than one of the same type of pet."

3 Mounts Skills Points	6 Mounts Skills Points	15 Mounts Skills Points.	20 Mounts Skills Points
Level 1 FXP Reguired		Level 30 FXP Required	Level 35 FXP Required

Spell Summon Dodo
Active Spell (non-interruptible)
Spell Type: Pet (Magic)
Target Type: Myself
 	
Next Level (1):
Mana cost : 86
Reload time : 900 sec
Cast time : 5 sec
Maximum spell's range : 30m
 	
Pet
   1 Tamed Dodo - Lvl 1
	Spell Summon Rancho
	Active Spell (non-interruptible)
	Spell Type: Pet (Magic)
	Target Type: Myself
	
	Next Level (1):
	Mana cost : 10
	Reload time : 900 sec
	Cast time : 2 sec
	Maximum spell's range : 30m
	
	Pet
	   1 Tamed Rancho - Lvl 1
		Spell Summon Griffon
		Active Spell (non-interruptible)
		Spell Type: Pet (Magic)
		Target Type: Myself
		
		Next Level (1):
		Mana cost : 536
		Reload time : 900 sec
		Cast time : 15 sec
		Maximum spell's range : 30m
		
		Pet
		   1 Griffon - Lvl 1
			Spell Summon Dragon
			Active Spell (non-interruptible)
			Spell Type: Pet (Magic)
			Target Type: Myself
			
			Next Level (1):
			Mana cost : 10
			Reload time : 900 sec
			Cast time : 2 sec
			Maximum spell's range : 30m
			
			Pet
			   1 Tamed small dragon - Lvl 1

Class Skill Pets

Certain classes have the ability to summon pets, sometimes for a limited period of time, sometimes until the death of the pet or their character. For example, Druids may use spells to summon bears. The number and level of summoned pets increases as your number of points in the skill increases. Reload times on Class Skill Summoned Pets vary markedly.

Caster	Spell Summon Protectors			
	Active Spell (interruptible) Spell Type: Summon (Magic) Target Type: Myself Next Level (1): Mana cost : 163 Reload time : 60 sec Cast time : 10 sec Summon during 30 sec 3 Grey Wolfhound - Lvl 2			

Druid

Spell Bears Invocation
Active Spell (interruptible)

Spell Type: Summon

Target Type: Myself

Next Level (1):

Mana cost : 49
Stamina cost : 9
Reload time : 60 sec
Cast time : 5 sec

Summon during 60 sec
3 Young Brown Bear - Lvl 6

Spell Friendly Bear
Active Spell (interruptible)

Spell Type: Pet

Target Type: Myself

Next Level (1):

Mana cost : 49
Stamina cost : 18
Reload time : 300 sec
Cast time : 3 sec

Pet
1 Brown Bear - Lvl 6

Enchanter

Spell Raise Protectors
Active Spell (interruptible)

Spell Type: Summon

Target Type: Myself

Next Level (1):

Mana cost : 49
Stamina cost : 9
Reload time : 60 sec
Cast time : 10 sec

Summon during 60 sec
1 Griffon - Lvl 6

Illusionist

Spell Elemental of Earth
Active Spell (interruptible)

Spell Type: Pet

Target Type: Myself

Next Level (1):

Mana cost : 163
Stamina cost : 92
Reload time : 120 sec
Cast time : 3 sec

Pet
1 Zlub - Lvl 6

Spell Genius of Elementals
Active Spell (interruptible)

Spell Type: Pet

Target Type: Myself

Next Level (1):

Mana cost : 327
Stamina cost : 183
Reload time : 120 sec
Cast time : 3 sec

Pet
1 Half Rock Golem - Lvl 10

Spell Elemental of Water
Active Spell (interruptible)

Spell Type: Pet

Target Type: Myself

Next Level (1):

Mana cost : 163
Stamina cost : 92
Reload time : 120 sec
Cast time : 3 sec

Pet
1 Nicktha - Lvl 6

Necromancer

Spell Raise Corpses
Active Spell (interruptible)

Spell Type: Summon (Magic)

Target Type: Ground (Enemy)

Next Level (1):

Mana cost : 65
Stamina cost : 4
Reload time : 10 sec
Cast time : 7 sec
Maximum spell's range : 15m
Effect's range : 15m

Summon during 60 sec
4 Skeleton - Lvl 5

Spell Shadow of Spiders
Active Spell (interruptible)

Spell Type: Summon

Target Type: Myself

Next Level (1):

Mana cost : 65
Stamina cost : 9
Reload time : 300 sec
Cast time : 3 sec

Summon during 300 sec
3 Nervous Spider - Lvl 6

Spell Skeleton Party
Active Spell (interruptible)

Spell Type: Summon

Target Type: Myself

Next Level (1):

Mana cost : 33
Stamina cost : 9
Reload time : 300 sec
Cast time : 3 sec

Summon during 300 sec
1 Summoned Skeleton - Lvl 6

Spell Skeleton Minion
Active Spell (interruptible)

Spell Type: Pet

Target Type: Myself

Next Level (1):

Mana cost : 65
Stamina cost : 9
Reload time : 300 sec
Cast time : 3 sec

Pet
1 Great Skeleton - Lvl 6

Wizard	Spell Polar Pet			
	Active Spell (interruptible)			
	Spell Type: Pet			
	Target Type: Myself			
	Next Level (1):			
	Mana cost : 229			
	Stamina cost : 37			
	Reload time : 1800 sec			
	Cast time : 3 sec			
	Pet			
	1 Polar Bear - Lvl 5			
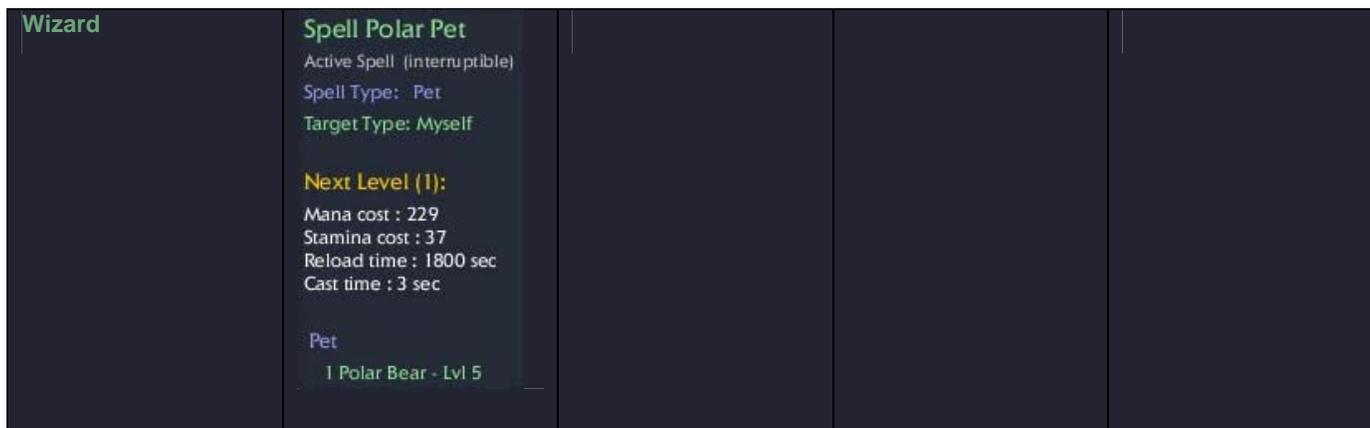
Hired Pets

You may hire most creatures you find on Ganareth as a pet using the command /petHire. The selected creature must generally be below your level. For dodos, ranchos, griffons and dragons, it may also be required that the creature be of the "Tamed" variety, as indicated by the creature's name. Many creatures that act in packs or herds may not be immediately available for hire.

If you receive a message such as "This pet is owned by someone else." you may need to kill the herd or pack leader before hiring the creature you have selected.

When you hire the pet, a certain amount of Goth will be automatically deleted from your Novice Default Bag. Some information on the forums has indicated a cost of about 100 goth per level of the pet you are trying to hire, but I have not confirmed this. You will receive no notice of the removal of the Goth from your bag, and no choice about the amount before it is deleted. Only some pets are mountable, so please don't try to ride your fairy.

Pets under hire are released from service when you die, and you must locate them, or a new pet, and spend more goth to hire. Pets under hire may not be summoned once they have died, regardless of whether your character lives. Again, you must locate a new pet, and spend more goth to hire.

One of the best methods for obtaining a dragon or griffon is to /pethire a pioneer dragon or settlers griffon that has been freed because of a character's death. To do this, go to a popular hunting area of the right level, and look for pets that have been freed. They will show as yellow on your maps, as opposed to the green of a pet currently owned by a player. /Pethire the freed pet using the protocol given above.

There are limits on the number of pets you may have under your command, so this may limit your ability to /pethire.

Summoning Your Pet

The pets available to you through skills may be summoned by dragging the Skill Icon from your Skills Window to your Shortcut Bar. Then, to summon the pet, double click the icon on your shortcut bar or use key commands to access that slot.

Sometimes pets are difficult to see once you have summoned them. Try jumping, and then looking around again for the pet. The pets do this because they like seeing humanoids look silly.

If you try to summon your pet and receive the message "<Pet Type> is already your pet." Then you may need to "recall" the pet, as you have left it behind, or put it away. To recall pets, click the white X in the top portion of your pet manager window (see details about the Pet Manager Window below).

There are limits on the number of pets you may have summoned at the same time.

Nicknaming Your Pet

/petNick <nameofpet>

Use the slash command /petNick <nameofpet> to give your pet a nickname. You will need to reset the nickname each time you summon the pet.

Pet Manager Window

/showPets

[P+LALT]

You can open the Pet Manager from the Broken Moon Icon in the bottom-left corner of the screen.

The top portion of the Pet Manager controls all your currently summoned and unstored pets at once. The window extensions control single pets.

The dash symbol at the right side of the Pet Manager Window will extend the window down one step. Clicking on the down points below your pet's picture will extend the window even further down. Clicking on the left points alongside your pet's picture will extend a set of checkboxes to the left which allow you to select a set of actions to control your pet.
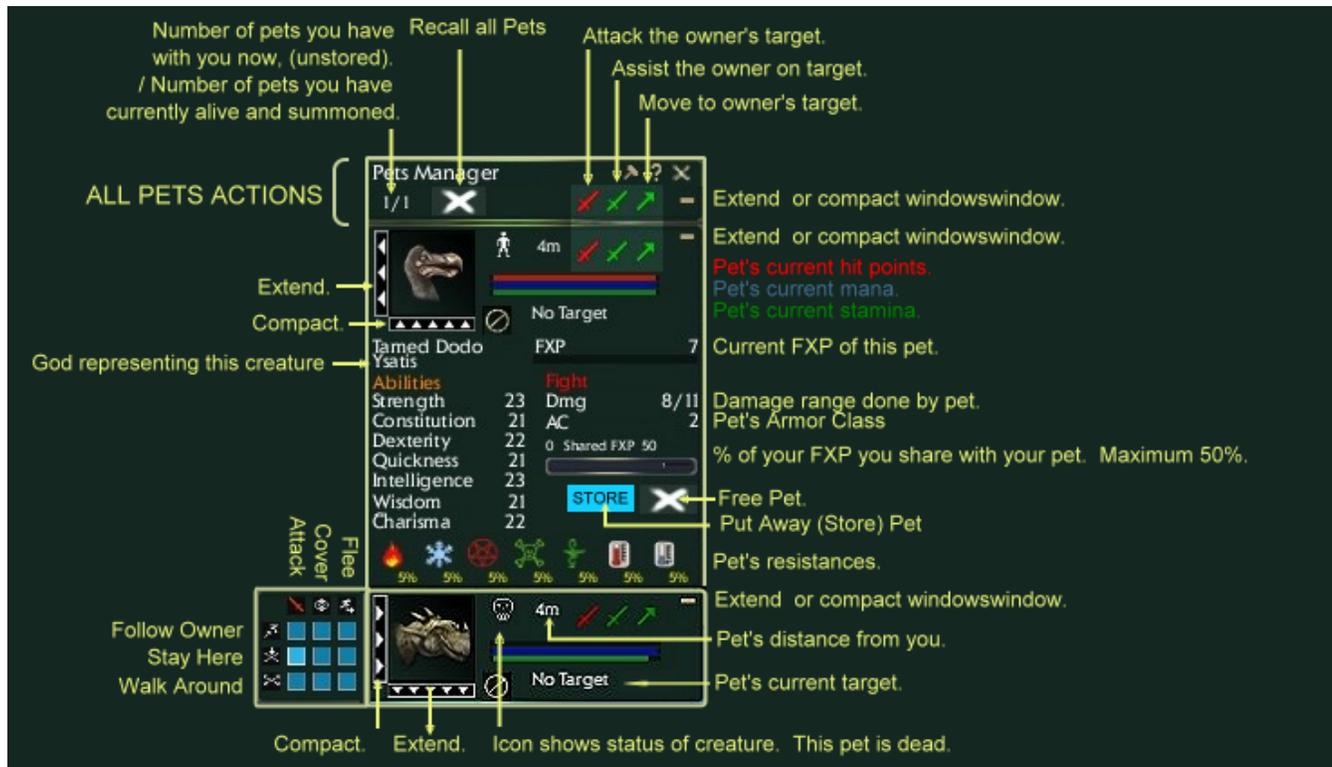
Ground Mounts

Summon and find your pet, then when the "Dodo" Icon appears as your cursor, double click. This should mount you onto your pet. Alternatively, you can click the window that appears labeled "Monter" which I am guessing means "Mount" in French.

Use your normal method of moving your character to move your pet on the ground while you are mounted. To see how fast you are moving, select the World Info Window on your Broken Moon Icon and see your "Speed" vary in kilometers per hour. Pioneer Dragons and Settler Griffons are notoriously slow on the ground. Dodos and Ranchos are much faster ground mounts, and give you the added advantage of being able climb cliffs and negotiate obstacles better than you can on foot.

Flying Mounts

To learn to use a flying mount such as a griffon or a dragon, find a flat area clear of trees and other obstacles. Mount your pet in the normal way. Locate the zero key on your numbers pad (not the one across the top of the keyboard).

Using your movement keys, not the mouse, run backwards (key S) on your mount and press 0 until airborne. Let go of the 0 key once you are off the ground. The reason you start out running backwards is because the S key raises your altitude. The W key, forward on the ground, lowers your altitude. (inverted flight control, Forward is down, Back is up). Once airborne, you do not need to push any key to continue to fly forward. The A and D keys turn you left and right.

The page down key, pressed once, will cause you to hover in the air without moving forward. The page up key, pressed once, will resume your forward flight.

To land, simply hold down the W key (forward) and thus reduce your altitude. It is difficult to crash most flying mounts. They will land on some strange things though.

Once airborne on a flying mount, your character may not be attacked. However, once a pet has begun to attack, it is difficult to mount them and fly away.

Two-Seater Dragons

Dragons seat two. The second person may mount the dragon after the first person has mounted. The pet's owner has no control over this, other than getting off himself, so keep your eyes open for hitchhikers.

Pet Experience

Fully extend your Pet Manager Window. You will see a bar labeled "0 Shared FXP 50". The default setting is 50% (slider all the way to the right). This means that your pet shares 50% of the FXP <u>he</u> gains from fighting, with you, his owner. If you want your pet to level faster, set the slider all the way to the left. If <u>you</u> want to level faster, set the slider all the way to the right. Note that you must set the slider for each pet, each time it is summoned.

There is an excellent discussion of shared pet experience in the Forums at http://www.dnl.net/forums/showthread.php?t=48562. Here is the opening post, thanks to Nytetyger:

📄 01-05-2006, 03:05 AM

nytetyger 📑
Initiate

Join Date: Dec 2005
Posts: 181

Pet XP, Sharing, and You

I've heard many ppl complain about pets stealing XP from their owners, and that to avoid this, you tell your pet to share 0% xp instead of 50%.

However, after testing this, there's a problem with this action. It's backwards.

Setting XP share on your pets to 0 instead of 50 means your pet keeps all the XP it earns for itself, and doesn't share any with you. Setting it to 50 actually means the pet Shares 50% of THE PET'S XP with you, not you sharing with it.

I tested this on my main (currently DNLGed out of the game), an Illusionist. Obviously, Illusionist is a pet dependant class, so this was important for me to know.

Now, by default, you all know the pets XP is set to 50. When you kill a monster, you see XP amounts float up. You'll see one for you and one for each of your pets that did damage. This is the XP you've received from that battle. one number for the XP you earned yourself, and one number each for the XP your pets gained and shared with you.

Now, if you set your pets share rate to 0, you'll notice you only see one number - yours. However, if you check your pets XP, you'll see that it has indeed gone up.

The difference? He's not giving you any. He gets it all to himself. Great if you're leveling a pet, bad if you're trying to level yourself.

Also, for illusionists - Fight things that aren't your level, but match up more to your pets level. You'll get more XP, because they'll earn more. Pets gain XP like we do - based on level.

So, tell your pets to share that XP! Don't let them rob you because of a misconception! 'Share' on your pets means what they share with you, not what you share with them!

Pet Levels

Placing skill points in Mounts both increases the variety of pets available to you, and also increases the skill level of all pets you summon using Mounts Skills. The initial level of any pet you summon is related to your Mount Skills. With 6 points in Mount Skills for example, so that I can summon a Rancho, all of my pets are level 12 when summoned. That particular pet may gain FXP and additional levels from there, given that I do not die, or free the pet, and given that they do not die. If your character dies, your pet will live, and be freed, at its same experience level.

3 Mounts Skills Points	6 Mounts Skills Points	15 Mounts Skills Points.	20 Mounts Skills Points
Level 1 FXP Reguired	?	Level 30 FXP Required	Level 35 FXP Required
Summoned Dodo will be Level 1	Summoned Dodo and/or Rancho will be Level 12	Summoned Dodo and/or Rancho and/or Griffon will be Level 28	Summoned Dodo and/or Rancho and/or Griffon will be Level ?

Spell Summon Dodo	Spell Summon Rancho	Spell Summon Griffon	Spell Summon Dragon
Active Spell (non-interruptible)	Active Spell (non-interruptible)	Active Spell (non-interruptible)	Active Spell (non-interruptible)
Spell Type: Pet (Magic)	Spell Type: Pet (Magic)	Spell Type: Pet (Magic)	Spell Type: Pet (Magic)
Target Type: Myself	Target Type: Myself	Target Type: Myself	Target Type: Myself
Next Level (1):	**Next Level (1):**	**Next Level (1):**	**Next Level (1):**
Mana cost : 86	Mana cost : 10	Mana cost : 536	Mana cost : 10
Reload time : 900 sec	Reload time : 900 sec	Reload time : 900 sec	Reload time : 900 sec
Cast time : 5 sec	Cast time : 2 sec	Cast time : 15 sec	Cast time : 2 sec
Maximum spell's range : 30m	Maximum spell's range : 30m	Maximum spell's range : 30m	Maximum spell's range : 30m
Pet	Pet	Pet	Pet
1 Tamed Dodo - Lvl 1	1 Tamed Rancho - Lvl 1	1 Griffon - Lvl 1	1 Tamed small dragon - Lvl 1

Pets and Death

When a character dies, his pet is freed, and will begin to wander the area like any other creature.

When a pet dies, his body will remain around for a period of time, both on screen and on your Pet Manager Window. If the pet was killed by an enemy player, it may be looted by the killer. During this period, if you attempt to cast the Mounts spell to summon that same kind of pet, you will receive the message that "<Pet Kind> is already your pet."

Healing Pets

Spell Pets Healing
Active Spell (interruptible)
Spell Type: Heal
Target Type: Pets
Next Level (1):
Mana cost : 33
Stamina cost : 5
Reload time : 30 sec
Cast time : 3 sec
Effect's range : 50m
Heal
HP + 54

The spell to the left is a Ranger spell specifically for healing pets.

Storing, Recalling and Freeing Your Pet

There are now some simple choices for storing and freeing your pet.

In the fully extended pet manager window, click the box to the left of the white X to "Store" your pet.

You may click the X at the top of the non-extended window to "Recall" your pet immediately from storage.

On the fully extended window, clicking the white X will "Free" your pet. It will begin to wander the area, but is no longer related to you.

Evacuate Spell

Sometimes people and their pets "disappear" while in a fight. Often they are accused of logging their characters to avoid interaction. Often however, this disappearance is due to the use of the Evacuate Skill, pictured to the right, which is a perfectly legitimate skill and no sign of cowardice.

Check Back for Part 3!

Hunting and Fighting

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