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Creating a Forgotten World account.

How do I sign up for a Forgotten World account?

Can I make more than one account?

Is my account character going to be the same name I use in the game?

Can I have more than one in game character from the same account?

Is there going to be a monthly fee? Any fee?

If I want to change my password, how can I do it?

What's the difference between the account name and the game name?

System requirements.

[Link to System requirements or list here.](#)

Presently we have no minimum hardware requirements other than what is listed on the downloads page.

I have Windows 95 will the game run on my PC?

FW cannot guarantee it will run on Win 95.

I have Windows 98 will the game run on my PC?

Many players are still running Win 98 and have little or no problems. The main items we can suggest are to;

Make sure you have all the latest MS updates for 98.

Have the latest drivers for your video card.

Has Windows 2000 or Millennium had problems running Forgotten World?

There have been reported problems with some of these OS's, but there are some players using these OS's.

Windows 2000 was a poor OS for gaming of all kinds, so we suggest following the downloads FAQ and if you have problems contact us.

Downloading the game.

How do I set up a Forgotten World Account?

Go to the "New Accounts" page to set up your new account. Just follow the steps and you have an account.

<http://www.forgottenworld.com/boards/create.asp>

What do I need to download in order to play the game?

Before beginning the download of the game files, please make sure you meet the following requirements:

Direct 3D capable video card

32-bit graphics enabled

DirectX 9.0 or higher installed

Microsoft .Net Framework 1.1 installed, which can be found at the Microsoft

website or downloaded from the FW download page.

Then what do I do?

Once you have met all of the system requirements, you can download and install the game files. The first step is to create a free account.

- 1. Visit the [new account page](#) to create an account and create the character name you wish to use to play.*
- 2. You can create multiple characters on one account. We highly recommend using only one account for all characters.*

The next step is to download and install the game lounge. The game lounge will allow you to chat with other players and enter each version of the game.

- 1. Create a folder such as c:\FWFiles and unzip the files there. Do not unzip the files directly to your desktop; it will cause errors in running the game.*
- 2. After unzipping the files, open the c:\FWFiles directory and right click on LoungeClient.exe. (advanced users may put this to any hard drive they wish)*
- 3. Scroll down to the "Send To" menu and choose the "desktop" option. This will create a shortcut icon and enable you to start the game from your desktop.*
- 4. To enter the game, click on the Lounge Client shortcut on your desktop.*

To start the lounge, double-click on your desktop icon. You'll use the lounge to play the game from here on out.

- 1. On the Forgotten World Lounge login screen, enter your account name and password.*
- 2. Click "Login".*
- 3. Select one of your characters from the list of available names.*
- 4. Select which server you'd prefer to use.*
 - a. Live Server: This is the production game and data. This is the main play server.*
 - b. Test Server: Before we put changes on the live server, we will put them here to test. Feel free to play on the test server to help us test fixes and new features. Due to the nature of testing, all test server characters and data are subject to changes or deletion.*
- 5. Click "Enter".*
- 6. You'll enter the lounge at this point.*

7. *Click on "Update Game".*
8. *The Auto-updater will check to make sure you have the most recent game files. This can take some time, depending on your connection.*
9. *Once the files are updated, the Log-in Screen will pop up. Your account name, password, and character name should already be typed in.*
10. *Click "Login".*
11. *If the information you entered is correct, the End User License Agreement will pop up. PLEASE READ THE LICENSE AGREEMENT BEFORE CLICKING "YES"!*
12. *Once you accept the License Agreement, the "Notices" screen will appear. These are important messages from Kevin and Rod and should be read each time you enter the game. Please make sure to take a moment to read them completely.*
13. *Once you click the accept button on the Notices, the option to play the game is available.*

Do I have to use the same name in the game as my account name?

No, you may make any name you wish for your in game character up to 10 letters. (inc. spaces)

There is a space when you signed up for your main characters name, but you may choose to make a different name for the game if you wish.

This may change at a later date.

Connection FAQ's.

**I have a dial up connection. Could this effect playing the game?
How?**

Yes! Some dial up lines have what is know as "line noise" which will cause the dial up connection to drop lower than your modem will allow, thus hanging up and causing the game to "crash". This can range from crashing the game to what's called "lag".

If you lose your dial up connection often, you can call your local phone company and request a “line noise check”, which is free from most phone providers.

Lag can be caused by several different things, so it may not be your connection. Lag can be caused by line noise, one of the nodes you are going through, even our servers, so don’t panic if lag occurs occasionally.

Periodically our servers do go down, and must be reset, so if you can’t enter the game, try the web sit or try back later..

I go through a local internet service provider, will this be a problem?

Usually local providers pose no problems. However if your provider had a “timer” which will shut you down if your inactive for a certain period of time, you must leave the “Do not ping” option unchecked in the game options window. You will see this once you start the game in the game settings.

I have a firewall do I need to set preferences or rules for it?

Yes you need to allow the mc222.exe and the lounge.exe to access the internet. These two files allow you to enter the Forgotten World lounge which begins any updates for the game and the other file is the game it’s self.

I can’t get in the game can it be my firewall?

It is possible your firewall has rejected one or both executables. Sometimes you may find that you can enter the lounge, but not the game, this may be due to your firewall and you’ll have to set permissions to allow both executables to access the internet.

My firewall is asking to set two permissions or rules. Is this necessary?

Yes. This is due to the fact that the lounge and the game are two separate executables and both must be allowed as they function together.

Installing the game.

I’m ready to install the game, now what? What installs first?

Where does it install?

How do I get the game to run from my desktop?

Lounge FAQ's

I logged onto the Lounge and there is no start button, just an update button, now what?

The update button must be clicked on and the game updated, before the same button will change to the play game button.

Why do I have to update the game, it was running fine?

Sometimes updates are needed in areas of security, improvement or other parts of the main game. You may not notice any difference but the update is necessary and will not allow you to proceed until the update is complete.

I see an update before I entered the lounge, right after clicking on the game's icon, then another update before I can start the game, why?

The first update is to check and make sure you have the latest lounge updates (this does not always update, but checks for the proper lounge version) The second update in the lounge is for any updates for the game it's self.

What are all the lounge settings for?

How to I navigate through the many buttons and fields in the lounge?

Screen size/ Window size:

Some setting work better on older machines. If the game runs poorly in one mode try changing to a smaller window size. Also if the game runs out of the borders of a smaller monitor, changing to a smaller setting will correct this problem.

Do not ping:

This setting may be left on or off. Off (unchecked) is suggested if the game is running ok for you. Pinging may also help if you are going online through a local internet provider that has a "timer" that will shut you off within a certain time if it doesn't detect any key strokes.

I accidentally erased the information in the top fields and can't get in the game, now what?

Or I need to re-enter my information in some fields.

If you are referring to the first lounge screen, just enter _____ in the top field.

*The name you created when you signed up to Forgotten World in the second field. And your password into the bottom field. *** NOTE: No one will ever ask you for your password, DO NOT GIVE IT OUT!*

The next window will let you select the character(s) you created when you entered the game. You can select any of your characters by clicking on the drop down list (the

down button)

The lounge is where you can chat with anyone you see in under the players field (unless their name is in *Italics*, this means they are aw from the key board.

To chat just type your message in the bottom field and hit enter or click on the send button.

Tavern/ lounges are chat rooms.

Boards button: will open your browser and take you to the FW boards/ forums.

Update/ Start game button: This will say update if there is a critical update to download (clicking on this will automatically download & install the latest update) If there are no updates the button will say Start Game.

AFK: Means Away From Keyboard. Players use this usually if they are downloading updates and have a dial up modem.

Also you may wish to use this if you are chatting with several players and wish to leave your PC for a short time, so they won't type messages to you when you aren't there to see them. (Text does scroll off the bottom of the screen and may be scrolled up to read any thing you missed)

Shut Down: Use this to close the lounge when done chatting.

**** NOTE: The lounge closes automatically when you click on the Start Game button)*

The next screen you see after hitting the Start Game is the login screen:

The top three fields are as described, the server is 24.199.130.22

No memory Rls: Use this only if you are having trouble with the game. Leave unchecked if you do not have game problems.

The other options are described above.

EULA: Like all software this is the information as to your rights and the rights of Forgotten World, claims, warrantees, etc.

Notices: This area is provided to list any important changed when there is an update. Most minor updates will not be listed here as they are usually unnoticeable.

CANCEL: If you wish to quit at this point click this button.

LOGIN: Press to enter the game. The button will change to "Play" if all the info is correct. Just press to play the game.

The first time you start up the game.

Ok everything is installed, now what?

Double click the FW game icon and it will load the game.

Creating/ rolling a character.

I'm confused, what is this roller and why am I doing this?

What do the buttons do?

What are stats?

Stats are what determine how your character will inter-react within the game's environment.

What characters need what stats and why?

Stats range from really low to their max (depending on race) The higher the better and each stat does have some obvious effect on the game as well as some not so obvious effects. These are a few of the obvious effects.

Might = Allows you to carry more, hit harder.

Intelligence = Mage casting.

Insight = Priest casting.

Agility = Allows you to avoid some of the blows, better DL.

Fortitude = Allows you to with stand harder blows.

Personality = You want to have a nice demeanor don't you?

NOTE: All stats will affect your total "Hit Points" as well as the many other factors in the game.

What character race should I roll?

That is entirely up to you. Everyone has their favorite race, alignment and class(es) You might try asking around before you get too far in leveling/ gaining experience. Example: If you like to PVP you might make a mage/ priest dual class character or select a triple classes character that also has fighter skills. But triple classes do have “racial” limits which allow them to only advance so far within some of their classes. Players can give good advice in this respect.

**Is there any benefit to rolling a male over a female stat wise?
Are there inherent differences between male and female characters?**

No, all sexes are equal in FW.

Classes are confusing, why are there so many?

This is to provide some variation within the game and to give players a chance to play their favorite race.

Can I be more than one class?

*Yes. You may “Dual” Advance in one level then choose the “change class” option in the trainer to another class.(no racial bonus for dual class)
Or you may select a “Multiclass” character from the list of multiclasss.(racial bonus’s for multiclasss)*

What is multi-class?

Multi-class characters are a combination of classes that have the ability to use skills and items from both classes that a single class character would not.

For instance a fighter cannot cast spells, but a multi-class fighter/mage can cast and has the benefits of using some fighter armor (NOTE: a fighter/ mage cannot cast using armor, but may still use a shield and sword, which a plain mage could not.

There are some races that are triple classed and have the ability to use abilities for all three classes.

A word of caution though some of the classes that are more than single class may have racial limits (cannot max beyond a certain level within one or more of their classes)

Are there racial level limits in FW?

Yes for multiclass characters.

Are there any charts to help me decide what type of character to roll?

FW at the present does not provide any charts for any statistics like racial limits, spells, maps, etc.

Can I make my icon different?

Yes, once you are finished with your character you will be given that option. (alter icon) You may do this in the roller or also have the option within the “camp” menu during the game. Here you will find the options to change the look and colors of your new character.

What is the max level my character can get?

How much experience do I need to get to that level? Is there a list somewhere?

Do races have modifiers?

Are classes/races limited to what armor they can wear?

Are classes/races limited to what weapons they can use?

Are classes/races limited to what items they can use?

Are all items used by all classes/races?

Does my character age? If so, does it affect my character?

What is alignment, does this play a big part in the game?

How many races are there? What are they?

The main menu & menu functions.

What and where is the games main menu and what does it do?

The main game menu allows you to see “hot keys” that allow you to do certain functions.

You can access the main menu once in the game by pressing your “ F1” key.

If you’re new to the game, it may be helpful to copy them down or use the “print screen” function for easier access.

Here is the main game menu and its functions in to copy and paste so you may keep it handy.



I see the menu, but still am not sure exactly what all the functions are.

Any time you’re in the game press F1 to bring up this menu for reference.

F2 = Shows all players within the area of the game you are in.

Shift/F2 = Shows all the players in the online game.

F3 = Moves the chat field 12 lines up to 1 or 2 lines if you have expanded it for easier reading.

Shift/F3 = Moves the chat field or chat area up 1 line to allow you to adjust the chat field to where you prefer it.

F4 = Moves the chat field down 12 lines so messages can be read easier (you may also “scroll” up and down this field

To see anything you have missed.

F5 = Scrolls through players in the game you esp (EPS is explained below)

F6 = Shows the last player to esp you, so you do not have to type in their name every time.

F9/F10 = Allows you to change the color of your chat text. Just hit either F keys until you find the color you prefer,

Then type your message. This will be your default color, unless you change it again.

Enter = Will execute whatever option you have highlighted or send your chat/esp.

Arrows = Use arrow keys to move in the game, toggle through options by highlighting them.

Page up/page down = Used for scrolling in shops and other item lists in the game.

Letters & Numbers = Used for chatting.

ESP = You can send a private message to another player. To esp type in the player's name followed by a colon, then your

Message. Example = Johndoe: how are you to night? Then hit “enter”, your message/esp will be sent to Johndoe

only, no one else will see it.

Backspace = Removes type in chat field 1 letter at a time.

Shift/Backspace = Clears the entire chat field.

How do I quit the game?

You may quit the game by selecting “camp” from the lower menu, then select “quit” this will save your game where

Left off. If in the window mode you may close your game by using the “X” in the upper right corner of the window in

an emergency, but be warned this may not save your game properly.

What is the area option?

This allows you to view the area you are in, in an over head display this allows you to change from the 1st person view

Back to area, then back again to help you navigate if you get turned around.

NOTE: This function is not in all areas/

Maps.

Cast ?

Allows you to get to the casting spells menu to select which spells are memorized to cast in battles, to add spells as you Level, etc.

View?

Lets you view your character menu to change items you are carrying. Also you may "view" another character by highlighting their name and clicking on view.

Encamp?

Here you may select to quit the game, alter your surname, change your icon and many other options that effect your character.

Search?

Selecting this option while moving through the game will allow you to find "secret/hidden" doors and passage ways.

The "search will appear on your main screen to show it is turned on. To stop searching, click on search again, then stop,

Search will no longer show on the main screen.

One word of warning, using this option also makes the creatures in FW attack more often.

Look?

This option is like a mini search. If you suspect there might be a hidden door within 1 square of you, use this option. You may to select any of the four options to reveal the hidden door. If a door is found it will usually pull up an option like "You see a door to the west, do you wish to enter" "Yes/No" or "There is a door to the east".

Secondary Menu Functions.

There are a lot of menus in the game, what do they all do?

The many menu's in the game give you the options to do various thing like, equip items, buy things, cast spells, camp, etc. It may seem confusing at first, but in no time you will find the menu(s) are easy to use and make the game much easier to play.

Character menus:

Move..... When highlighted you may move your character using your arrow keys.

Area.... Toggles between the 1st person view and the over head map (only available in certain areas of the game).

Cast.... Brings up the spell book to cast spells you have memorized.

View...Brings up the View menu.

Items..... Goes to the items menu.

Spells..... Goes to the spell menu.

Trade..... This allows you to select money or items you are carrying to “trade to another character.

You do this by highlighting the characters name you want to trade to, then selecting the cash/ item you want to trade.

Cash trades you will be given the option to choose how much you want to trade.

Drop..... Lets you remove a “carried” item or cash to be dropped and in doing so will be gone forever.

HL Heal, some characters have the ability to cast Heal.

Cure.... Some characters have the ability to cure.

E Exit the menu.

Encamp.... Brings up the Camp menu.

Quit..... Quit the game (the game will be saved where you quit at)

View.... Brings up the inventory menu.

Magic.... Brings up the magic/ spell menu.

Cast.... Cast spells.

Memorize.... allows you to memorize new spells, or change what you have memorized.

Scribe..... To scribe a scroll you have into your spell book.

Display..... Shows all spells (good or bad) you have cast on your character.

NOTE: If you think you’ve been diseased, poisoned

This is the place to look.

Rest..... Once you’ve memorized the spells you want to be ready to cast, you have to rest to make them active

Exit...Exit menu.

Rest.....Again, this allows you to take a nap and in doing so your spells you cast will return and you recover HP’s at a slow rate.

Alter.... Brings up the menu where you may alter your icon.

Retire..... Completely deletes your character and all the items you have in your vault.

Icon..... This allows you to change your icon, weapons, colors, etc.

Surname... When viewed it’s the blue text under your name (usually used for guild members to identify each other, or ranking.

Exit..... Exit the menu.

Fix..... This is a rapid way to heal and memorize some of your spells. (Note:

*Fixing or Resting in unsafe areas may cause NPC's to attack
you while you're sleeping.
Exit.... Exit the menu.*

Can I Camp "Rest/ Fix" anywhere?

*There are areas in the game that you cannot camp and if you try, the game will say so.
Other areas where you rest, you may be attacked in your sleep by NPC's. The best
place to camp is in the Inns in cities. These "Pay to camp" inns are cheap and
completely safe to camp.*

What is Retire?

*This is the option to permanently delete your character. Once this is done your
character is destroyed for ever and cannot be recovered.*

Are there other menus in the game?

Yes, Shops, & Temples all have menus which are discussed in other FAQ's

Moving.

How do I move/ navigate through the game?

*You move in the game by using the "Arrow" keys. When any of the maps/
areas you use only the "up, down, left & right"
arrow keys or the 8,2,4,6 number keys.*

*In the fight screen you also may use the other numbered keys to move at
angles (these count as 2 moves)*

My mouse does not work.

*At present FW does not use mouse functions in keeping with the spirit of the
way older games were played. It is
Possible that this function may be incorporated in the future.*

Spells, Casting, Potions & Magic.

How do I cast spells?

How do I memorize spells?

How do I select spells when casting in a fight?

Why don't my spells show up in a fight?

Are you wearing armor? A mage can wear armor, but cannot cast spells. To cast you must un-equip your armor to be able to cast.

It is advisable to wear only spell casters armor like bracers, cloaks, rings, shields, etc.

What are scrolls and how do I use scrolls?

How do I cast scrolls that are in my inventory?

I can't seem to cast or memorize some scrolls I found, why?

Some scrolls are "class" specific and cannot be memorized into your spell book.

You cannot "use" scrolls that are not available to your class(s)

NOTE: Some spells can be cast by both mages and priests, thus if you have a scroll that is available to both classes, you can use it if you are one or the other class.

Can I buy scrolls to memorize?

There are a lot of spells and scrolls; is there a list of them and what they do?

Where do I get spells?

Where do I get scrolls?

Is there a list of spells somewhere?

Is there a way to find out what each spell does?

What classes get spells?

Does alignment play a part with spells?

Do items have spells?

How can I tell what spell effects are on me?

What are ‘spell effects’?

How do I get rid of spell effects?

Are there magic items?

Are there potions in FW?

How do I use a potion?

Ack, where did my spells go?

Are you wearing armor (spell castors cannot wear fighter class armor and cast, you must wear caster class armor)

Did someone cast a “Feeblemind” spell on you? If so going to a temple and having the priest remove the feeblemind will restore your spell in memory.

If you were a casting class character and have dualled to a non-casting class, you will lose your spells until you reach your maximum levels.

I’m having trouble with spells, what do I do?

Are there magic items? Is there a list?

Do Deities play a part with spells?

Are there 'safe' areas where I can memorize and rest for my spells?

I got feeb'ed, how do I get rid of it?

I got stoned and sent to town, what do I do now?

Why do I trigger fights when I encamp to heal or memorize spells?

Do spells have a casting time? Area of effect? How can I find more information on this?

Using the map.

How do I navigate the game?

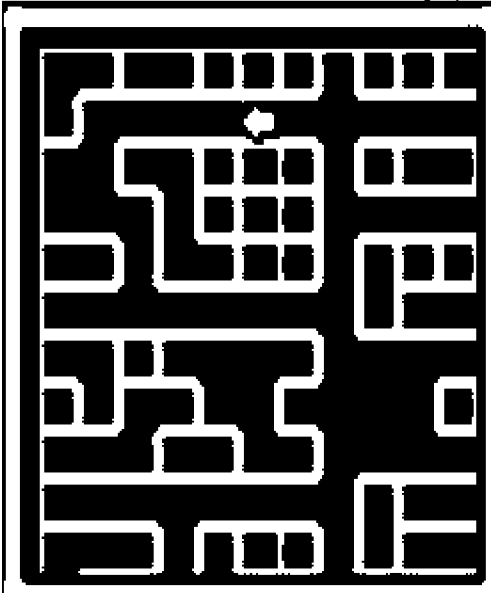
Using the arrow or number keys you may move North, South, East, and West using the compass on the screen.

(Compass is not available in all areas/maps)

You may use the 1st person view:



Or choose to use the “area” map (area map is only available in certain areas)



*. This allows you to see an over head view.
You may toggle these map views by using the area option.*

I got lost in an area and my compass was gone, what happened?

To make the game more challenging some areas have no compass.

How come there are no co-ordinates in some areas?

To make the game more challenging some areas have no coordinates.

Are there maps I can use to find my way around?

At present there are no “official” FW maps, but some guilds or players may have made their own.

I see an area in the area map I can’t get to, why?

There are some areas where you may have to use the “Search” or “Look” function to find a secret door. Also remember that areas of water also show up on the overhead map (water areas are not accessible).

I tried to use the overhead map when I got lost and it said I can’t use it, Why?

The “area” or overhead map was created to assist players in orienting themselves to the game. You will find that maps in every direction from Bastille eventually will not have the area option. This is to make the game more challenging.

Leveling your character.

What is leveling my character?

Leveling you character is the basis of the game. The higher the level the better your character becomes. The game has many hidden factors call rolling, dice or rolls. Each time you do something like a fight the game makes various rolls to factor in odds. The higher your character the better the rolls you get (the same goes for higher the NPC) As you level you will see your HP’s grow as well, the amount is greater for some classes (fighter classes need more HP’s then Mages) and the amount of HPs achieved per level is with in a +/- range so not all characters identical classes will receive the same amount of HP’s for any given level.

To be able to level you must achieve EXP (experience) by fighting NPC’s. Once you get enough EXP you may go to a Trainer (a building where you can go to the level) (there are several in the game)

In the trainer you have the option to train to the next level for a certain amount of gold.

Depending on which class you are playing, you may get to memorize additional spells to use as you advance each level (spells explained in another FAQ)

Can I level in more then one class?

Yes this is called “dualing” To dual you must choose a primary class to begin with when you first enter the roller Example: Priest. You then play the game and level your Priest up to one level below the maximum level for that class.(Priest is level 11) So when you enter the trainer with your level 10 priest you may select to “dual” to a Mage for example.

You now must begin again at level 1 and level you priest up to his/her max level (11 for a mage)

As you level a spell class character you will get new spells to select from to memorize (you may add more spells at a later date by “memorizing” scrolls you may find in the game after fights (see memorizing scrolls FAQ)

I just dualed from my Priest and all his spells are gone!

Until you max your character you will only be allowed to use the spells/ weapons/ armor the class you dualed to can use. Each class has items/spells they can or cannot use.... You will be able to use all the items you could use before dualing once you max.

I can't use my sword now I've dualed.

This happens if you dualed to a character that cannot use a sword, just like a mage cannot use a mace, or a priest cannot use a knife. Once you max you will have the option to use any of the items/ weapons/ spells, etc that either of your classes is permitted to use.

I've leveled, but my experience is now where others I've seen, why?

Once you've leveled, this doesn't end the fun, go out and play the game. Your experience does not stop growing. There are areas that are a bit easier now you've maxed that you were not suited for prior, go find them, enjoy the game.

Using your Personal Vault/ Carrying items.

My character is full and I want to save some of these items.

*Each character has a “Personal Vault” or “Banking Center” in the city of Bastille (other vaults may be added at a later date in different cities)
In your vault you may store up to 16 additional items other than the 16 you may carry on your character.*

How do I find the vault?

Search around the city of Bastille when you are in front of the door, you'll see the

message “Banking Center”.

How do I use the vault?

Face the door and move forward, you will be asked to if you wish to enter (use yes option) Here you see a new menu “View” is as always to view your character.

“Deposit” = Allows you to drop items in your vault.

“Withdraw” = Allows you to retrieve items from the vault.

Either of the above will bring up the next menu where you have the option of depositing or withdrawing items or jewels.

If you choose items it will show your items and allow you to deposit them.

If you choose jewels, it will ask you how many you wish to deposit/ withdraw, just type in the number and hit enter.

I can’t deposit platinum what’s wrong?

Once you’ve played FW for a while you’ll find platinum is easier to carry when converted to gems or jewels and gems are converted to jewels. Jewels are the main standard of currency for the advanced players.

Conversion to jewels is explained in another FAQ.

What if my vault gets corrupted, will I lose everything?

Are there other ways to save more items, my vault is full?

Can I make my vault accessible to my other characters?

Equipping your character.

I found items and want to use them myself, how?

When you find an item that is better then the items you are using, go to the main lower menu and select “view”, then “items”.

Scroll up and down your items using the arrow keys until the item you want to use is highlighted. Select “ready” this will let you “equip” the item.

If you try to use a better item (sword for example) and you are already using a sword, you will be told you are already using a sword (even if the new one is better) You must highlight the sword you’re using and select ready(this will un-equip the old sword), now you can “ready the better sword.

This works with all items in your inventory. You may find some items “stack” but you will gain no additional advantage.

*Some items may be “merged” or “split” these are expendable items like arrows.
Example: If you find 20 arrows in one fight and then 10 arrows in another you can highlight one of the sets of arrows and click “merge” and now instead of the 30 arrows taking up two slots in you inventory there will be only one set of arrow, but it will read 30 arrows.*

NOTE: Scrolls are covered in another FAQ

I’ve added some higher armor, but my DL has dropped instead of getting higher, why?

Some items do not equip while you are wearing others, some appear to drop your DL. Just experiment and see what works best for your character.

I have 10 fingers; can more than 1 ring be equipped?

Some rings are common in FW and if you were allowed to use every finger along with armor, everyone would be gods.

There are some exceptions. You may wear an “armored” ring (a ring that increases your DL) along with non armored rings like a “Ring of Wizardry”

Some items don’t seem to work with others, why?

Some armor items are just another form of the same armor and game wise FW has decided to not allow some items to be used with items that serve the same basic purpose. Trial and error will usually bring up the best results for your characters class.

I tried to pick up something, but it says I’m over loaded, why?

How much your character can carry depends on several things, mainly “Might” a character with 18 might can carry more then one with 11 might. Once you reach that limit you become “Overloaded”

You can find items in the game or crystal items that will increase your characters might once you equip them. You will be able to carry more then up to that items limit.

My money is overloading me.

The money in the game can be converted to “Gems” or “Jewels” at any “Jewelry shop” that are in most cities in FW.

What weapon can I use?

NPC's

I see the word NPC, what is that?

NPC(s) = Non Participating Characters. In other words these characters are in the game and do not talk to you, nor can you control them in any way using your key board. They are there usually to fight or attack your character.

NOTE: PC = Participating Character, that is you and any other players in the game.

Are there different NPC's?

Yes in FW there are many NPC's as you adventure out from the city of Bastille (where you start the game) you will start to encounter NPC's that will attack you. This is how you gain experience to advance your characters levels. As you move into areas farther away from Bastille you will find harder and more difficult NPC's (and better experience fights)

There are areas near Bastille that have really mean NPC's, but they are entered only with passes or some needed item, so a new player cannot accidentally stumble into these areas.

Are NPC's hard to kill?

This will depend on your weapons, armor, experience, etc. NPC's have more hit points, the meaner they are and are harder to kill. All NPC's have armor, cause damage and have a fixed number of HP's (hit points) You must knock their HP's down to zero, before they get your HP's down to zero. If they win.... you go back to the gate.

Do I get anything for killing NPC's other than experience?

If you win.... they vanish and the fight ends, sending you to the treasure screen so you may "loot" what ever items/ coins you find there.

Is there a list of NPC's in the game I can reference?

Presently, no. There may be eventually.

Are all NPC's going to attack me?

Any NPC you encounter in any fight/battle screen will be an enemy. The exception is one quest does have a Dragon that will come to your aid if you complete that part of the quest.

You may find a graphic/ picture or text that will pop up to give you a clue or start a quest, but you cannot interact with it other than typing in words or numbers.

Are there any NPC's that give clues, or quests?

No.

PVP and PVP areas.

What is PVP?

Pvp is "player-vs-player" What this means is, in certain maps/ areas of Forgotten World there one player can attack another player in any fight. If you lost you will be "gated" or sent back to either the nearest gate or the last one you passed through when you entered the map you were on.

How do I know when I'm in a PVP area?

In the right panel of your main screen you will see "non-pvp" or "pvp" or just blank (like Bastille, the city you start the game in which is non-pvp).

How does PVP work?

There are various ways to PVP.

One player of evil alignment may see another player in a fight and enter the fight and attack the player of the opposite alignment... this is usually referred to as "jumping" or being "jumped".

Another is what is known as "ladder pvp'ing" this is done through a set of rules and challenges are made and accepted. A roster of players is kept and as a player wins or loses, they move up and down the ladder.

There is also mass pvp when several players from different alignments all enter fights and pvp.

Some practice pvp with an agreed set of rules (usually agree not to cast certain spells) to hone their pvp skills.

I tried to PVP, but couldn't hit the other player with my weapon.

Hitting another player with a held weapon is called "Melee". At present the game does not support melee, just spell casting pvp.

Are there PVP rules?

Actually no there are no rules unless players agree to make some before PVP'ing. If you are "jumped" anything goes.

Also remember players of opposite alignments may not stick to any rules either as this may be part of their "role playing" and treachery is part of that, so use your judgment.

Do I have to PVP?

In a word..... YES. If you get jumped, then you might try to escape (flee the fight screen)

If you're are in ladder list and are challenged.... YES or you'll forfeit the fight.

If you are sitting in an inn in a PVP area and someone dares or challenges you.....That's up to you, you do not have to accept.

Is there team PVP?

Yes. Team PVP is usually set by guilds or perhaps just a group of players of different alignments decide to go to a PVP area to fight good against evil.

Is there etiquette for PVP?

In reality no! In truth, yes.

For instance if you are jumped (or do the jumping), it's a no holds barred fight and you try to win any way you can.

If players agree to PVP and agree on a set of rules (like no dispelling, or no feeblemind) then you are suppose to stick to those rules.

There are no penalties at the present for not doing so, basically PVP is PVP(with the exception of PVP ladders which have fixed rules and must be adhered to or you forfeit)

I keep getting jumped and I just want to play, not PVP.

PVP has always been an intricate part of this type of game. Just be wary of the areas that are listed as PVP on you game screen in the right window, if it says PVP, you might get jumped.

PVP in and around booths/ events.

Booths/events must be held in PVP areas and there is no PVP'ing within the area of a booth/event or "jumping" of players waiting to enter a booth. Doing so will bring a warning from any FW in the game and if continued being booted from the game.

If you or others wish to PVP you must be a least 3 squares from the square the booth/event is being held on. This will allow free "unimpeded" movement for those wishing to participate in the booth.

If there are no FW's in the game at the time of the time of the violation, the holder of

the booth may report the violator to the FW staff for further action.

Is player killing (pk) / player vs player (pvp) allowed?

Can a player challenge another player in PVP?

What will happen if I attack someone in a non-PVP area?

What happens if I accidentally hit another player with the area effect of a spell in a non PVP area? Is this considered PVP?

Accidents happen, but repeated “accidents” may cause a player to think you are targeting him/her and report you for trying to PVP in a non-PVP area. As stated above PVP’ing in a non-PVP area without the consent of all participants is forbidden.

The arena.

What is the arena?

The Arena is an area of the game where players go to hold PVP fights.

*****Warning***** *If you enter the room in the east areas of the arena you’ll get a warning “IMPORTANT, The location to the East at 15.14 is for DEATH MATCHES ONLY” (it will continue, so read carefully) You will have to agree and type it in, in order to proceed.*

DO NOT enter this fight with another player unless you are willing to lose your character.

If you lose your character will be lost for good and you must make another one. This area is for the experienced only!!!

Using Shops.

How many kinds of shops are in the game?

Armorer, where you can buy armor.

Weapon shop to buy weapons.

Utility shop has misc. items.

Jewelers where you can convert your coins over to jewels (which are lighter and do not burden your character as much as coins do)

Can I buy magic items in shops?

Yes, you can buy magical items. However those shops are farther on in the game and you are limited to the lower magical items.

Are there shops for spells or scrolls?

What is the Jeweler shop?

The Jewelers are places to convert coins for jewels which are lighter and do not burden your character as much as coin.

I found a shop that sells Holy Water and silver items, but nothing to use them on?

What does the mirror I bought do?

If you equip it in your hand instead of a shield, it will give you “slight” protection from NPC’s that use “gazing” attacks. Later in the game you will find “Mirrored Shields” that will give you much better protection if you choose to use them. (You cannot buy Mirrored Shields in shops)

I’ve heard you can buy “Crystal items” but I can’t find any stores that sell these things?

Crystal items are bought from the FW Staff. You may find some crystal items in the game as after fight treasure, but the better items can be obtained by purchasing them with crystals.

What is ID?

ID... For a fee the item you have selected will be revealed whether or not it is magic. Spell casters that can cast “Detect magic”, can look into their inventory and any magical items will have a “” in front of any item that has magical properties.*

How do I sell items?”

Enter a shop, view, items, then highlight what you want to sell.

Temples & Healing.

What are temples?

Temples are scattered through out FW and are used to heal or cure (For a fee) various things that you may be affected with by spells cast on you by other players or by NPC's.

Do I have to belong to that temple to use its healing?

No, you may use any temple in FW.

How do I use a temple?

*Some of the menu options are like other shops where you can appraise gems or jewels to pay for your cures, view your character, etc.
The "Heal" will bring up a list of various options as to what you'd like to have cured (don't worry if you select the wrong cure, the priest will tell you "You are not xxxx" and you will not be charged)*

I was hit with a "feeble mind" spell, but I see no cure for it.

Try Remove curse. Players that have Remove memorized can also remove "Feeb", but remember you'll have to camp and re memorize your spells.

What are the fees?

Fees vary. Once you select a cure you will be given a cost to cure and the option to do so.

I was Poisoned or Stoned and sent to this temple, now all my gold is gone, what happened?

If you die and are sent to a temple, the temple will heal you regardless how much gold you have. So if the fee is 5000 gold and you only have 2500, the 2500 will be taken and you will be cured (you do not OWE anything more), the temple "settles" for what you have up to the full fee.

Quests, Clues & Quest Items.

Are there fixed quests I can go on?

Yes.

I think I found a quest, now what?

There are many quests in FW. Some are short, some long. Most quests will give you a clue as to do something, some may give you an item, a password, or some other thing to do or find. Just follow the clues or ask someone. Most players have been on them many times.

When I finish a quest, will I be able to do it again?

Most quests will repeat over as many times as you want. Some have to reset (once you drop the quest item or turn it in for a reward)

I see text at the docks that look like a quest, but am stumped as to what I have to do.

The docks lead to the “Isles” This is a quest for only the most experienced players and encompasses several “sub-quests”. You need a password, a ticket, and 1000 plat. The first two are quest items and you must do these before you may proceed.

I tried to enter the “Sewers/Bastille Caverns” but the game keeps asking me for a medallion?

Look in the isles.

My quest doesn't seem to go beyond a certain point.

Make sure you've done all the steps that are needed, there may be a fight you need yet to do, or find one more item.

Who gives quests?

You may find a graphic/ picture or text that will pop up to give you a clue or start a quest, but you cannot interact with it other then typing in words or numbers.

How do I end quests?

There are several ways to end quests. Some require you do fight a NPC to “find” a certain item.

Some you must take a “found” item to someone like Father Bart in Bastille for your reward.

Some quests wind up where you find an item you can use like a ticket to the Isles or Medallion to the Caverns under Bastille.

If you aren’t sure, ask, most players have done the quests before you.

Booths & Events.

What are booths?

Booths are areas of the FW realm where a guild or game developer may have a kind of contest going on at a fixed time and date.

There are many kinds of booths and prizes range from winning crystals to “special items”.

Are Booths different from events?

Not really, but booths usually are used to describe the contest(s) at a fixed location, where an event may be started at one location and end in another. Some events are held to introduce new players to the game and last a weekend, others might be like a treasure hunt. As with booths, prizes vary.

I was told I was “Too late” to enter a booth, why? (Others kept getting called to enter)

Booths & events are posted on the boards along with times and dates. You must be in the game and tell the booth/ event coordinator you wish to participate and they will put your name on their roster. If you arrive late and ask to join, it is their prerogative as to allow you to enter (usually it will depend on the number of players already there. The “others that got in, were already on the event roster.

I earned a “Crystal” what is it used for?

Crystals are used to “buy” exceptional items (see the “Crystal List”) and the total is kept out of the game You may check to see how many crystals you have on the “Forum/ Board” page along the left side towards the top where it says “total crystals”.

If you click on that it will show you all the events/ booths you won crystals at so you may keep track.

It's been several weeks now since I won a crystal and it hasn't been posted, now what?

Contact FW Dragon or FW Chloe.

Can I/ anyone hold a booth?

Only guilds may hold events or booths.

Guilds.

What is a Guild?

A guild is a group of players that get together, create a set of by-laws and form an alliance. They usually all adopt a guild name and have a guild folder on the boards. Guilds will have a hierarchy usually consisting of a G.M. (Guild Master), D.M. (Dungeon Master) who have the rights to the guild and are responsible for it's members. Guilds usually have other officials as well, but this varies from guild to guild.

Guilds can be "Apprentice" or "public" guilds depending on certain requirements like holding booths or events every so often among other things.

Guilds are allotted a certain amount of crystals each month to hold events/ booths with.

How do I join a guild?

You may ask and most will give you instructions how to do so (some require and application, some have alignment requirements, etc.)

You may be asked if you would like to join if you impress a guildsman.

Can I start my own guild? What do I need to do?

There are some requirements that have changed occasionally and are changing. The

best thing to do is ask one of the FW's in the game for help or the address of the person in charge of allowing guilds to form.

Is there a limit to the number of players in a guild?

This changed in the past, so it is best to ask at the time you intend to form a guild. It's good to have at least 5 or more (but not required at the moment)

Are there any benefits to having a guild?

In the future guilds may be able to have their own "building". You can hold events/booths. Other "perks" may be added later.

I was told I couldn't join a guild because I didn't "qualify"?

Some guilds require your character be of a certain alignment or some other game specific option, some may even require you reroll your character and include the guild initials in the new characters name.

All these requirements (and others) vary, so ask a guild member what if any are their guilds requirements.

Do I have to belong to a guild?

No, many players prefer to remain "unguilded" and never join a guild.

Test Server.

What is the test server?

The test server is where we test new things that are being considered for the next version of the game.

Do I have to make a new character?

Yes, most of the time rolling a new character is going to happen as there are frequent "Wipes"(where all characters are deleted as new "behind the scenes" code is added to the game engine.

Wipes do not always happen every update, but they do happen often.

With so many wipes, why play in the test game?

To help find any bugs, also there are many machines out there with different video

cards, sound cards, etc. It is helpful to know if any players have problems with playing the test game.

But it takes so long to max a character.

FW understands this and does try to assist you to assist us. Most of the time you can roll your test game character and go to the “trainer” (training hall) and find that you may max your character immediately and “free” of charge (no gold required)

You will still have to “win” items, armor, etc. but these fights are necessary to determine if there are any bugs.

I see players with the same names in both the main AND test games?

You may use the same name in both games or not. If you do make a new character for the test game using the same name as your “main” game character, the test character IS COMPLETELY DIFFERENT from the main game and ONE WILL NOT EFFECT THE OTHER. Neither character is connected in any way to the character in the other game.

Can I win Crystals in the test game?

Occasionally FW (or one of the guilds with FW’s permission) will hold an event in the test game. Any crystals won will be added to your character’s total(s) in the main game.

Are there new things to find in the test?

It’s possible, or new areas, new items and even now and then one of the developers might drop in and “bestow” a special weapon, or item upon your character (you cannot transfer these over to the main game character.

I can’t keep anything when the next version is introduced?

This is an on going process and isn’t written in stone. Once the game becomes really stable and the majority of code is bug free, characters may be moved from one version to the next.

Some items that are won in “Special events” may be transferred over if stated during that event.

Can the test game hurt my computer?

This is highly unlikely as much of the game is actually kept on our servers. Occasionally you might experience a “CTD”(Crash To Desktop), but any actual problems/ damage to your system.... no.

All files can become corrupt and the same goes for FW both main and test, but like

any other program where a file may get corrupted, just reinstall the file and pick up from there.

If this happens, will I lose everything?

No.... characters, vaults, etc. are kept on our game server and usually are there once you log back in. In the event your character is damaged or something not right, the character can be restored from the server.

Misc. Problems you may encounter.

What happens if I accidentally “retire” my character?

What do I do if something is wrong with my character like can’t equip items when I have space?

What do I do if I find a bug in the game?

How do I get technical help if I encounter something not covered in the FAQ’s?

How do I get assistance with problems with the FW web site?

Is there a telephone number I can call for help?

How do I get Hit Points back?

I keep punting while trying to play, what’s wrong?

Where do I report Quest problems?

Where can I find drivers to update my computer?

I'm having trouble updating, what do I do?

Words, abbreviations, etc.

What is FAQ?

What is RPG?

What is DL?

What is HP's?

What is PVP?

What is TOS?

Questions about Staff.

Where can I get Tech help?

What can't Staff max me?

Why won't staff give me items?

Why won't staff tell me how to finish a quest?

Why won't staff tell me where to get an item?

Why won't staff tell me more?

Staff said they will not PVP me, why?

Why won't the Staff help me get my item?

Can I kill Staffers?

What will happen if I attack a Staffer?

**I have a complaint about a Staffer, what do I do? *If you have a complaint about a particular FW staffer, please email [ADD an E-mail address here]
In your email, please include your in game name, the complaint in full detail, and the name of the Staff you are reporting, the area this occurred, and the date and time of day this happened. Please be sure to give as much detail as possible.***

The FW management will investigate and act accordingly regarding your report.
