



Alpha Testers' Manual

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GETTING STARTED

■ Purpose of the Alpha Test

Thank you for participating in the alpha test for FINAL FANTASY XIV: A Realm Reborn (hereafter referred to as "FFXIV: ARR").

During this testing period, we will be evaluating FFXIV: ARR's core systems, with particular attention paid to simulating the stress our servers will undergo once official service begins. These tests will help us determine the adjustments needed to optimize service.

Please note that due to this focus on server stress testing, the Alpha Version will not include the full features planned for the official release. Please also be aware that you may encounter unresolved technical and game-related issues due to the incomplete nature of the game.

[Read on](#) for further details.

Once alpha testing is complete, we will move on to the beta test. Beta testing will focus on areas such as adjusting and implementing various game systems (quests, battle etc.), checking game balance, and submitting bug reports.

* Alpha testing will be limited to the Windows PC platform only.

■ Installation Setup

To launch the installer, double click **ffxivsetup.exe**. The file can be downloaded from the FINAL FANTASY XIV: A Realm Reborn Alpha Tester Forums.



After launching the installer, the region/language selection screen will be displayed. Select your preferred language for the installer and the game. This option will be set to your Windows region/language by default.

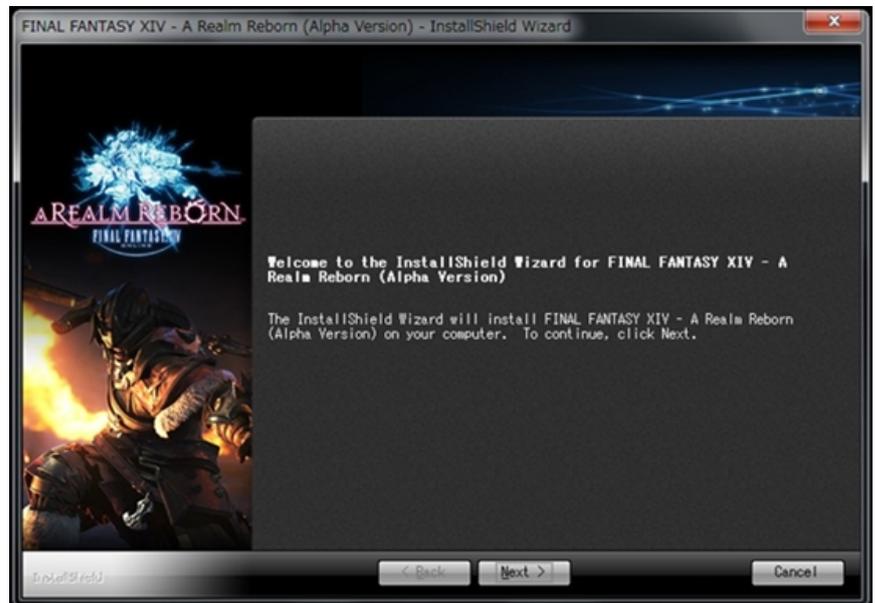


- * A User Account Control prompt may be displayed for Windows Vista® and Windows® 7 users. Select **Yes** to proceed with the installation.
- * Please launch the installer as a user with administrator rights. Windows Vista® and Windows® 7 users may be prompted for an administrator password.
- * Selecting a language different from the one set for your OS may cause the installer to display corrupted text.

■ Installing the Software

1. Setup

After selecting your preferred region/language, the InstallShield Wizard will launch. Click **Next** to begin installation.

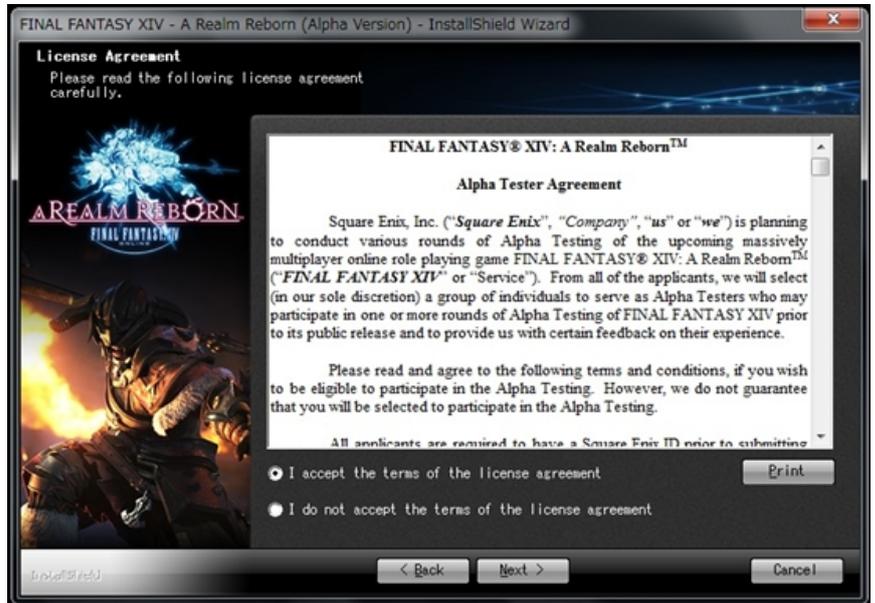


2. Note on Background Applications

Please read and follow the on-screen instructions regarding background applications and anti-virus software. Click **Next** when you are ready to continue.

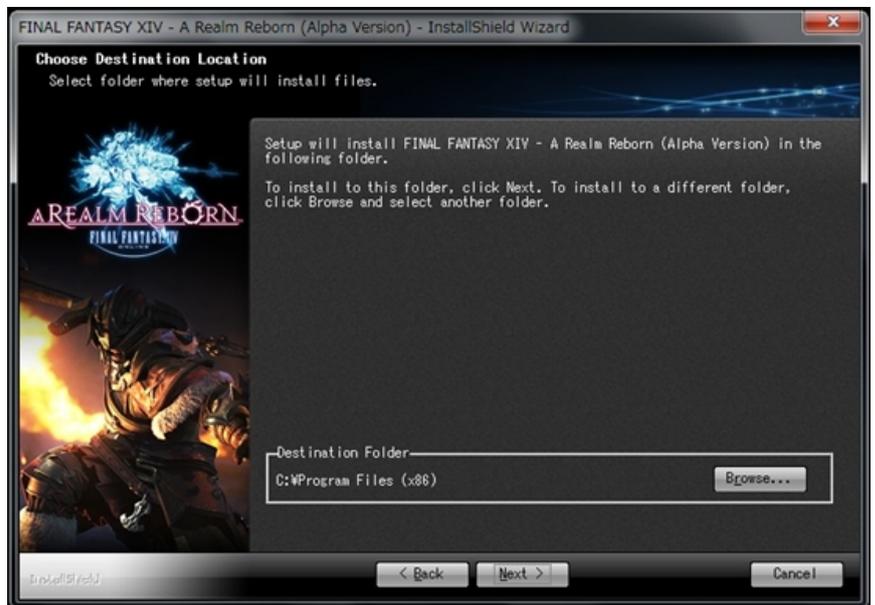
3. License Agreement

The FINAL FANTASY XIV: A Realm Reborn Alpha Tester Agreement will now be displayed. Read the agreement carefully. If you wish to proceed with the installation, check the box for "I accept the terms of the license agreement," then click **Next**.



4. Choose Destination

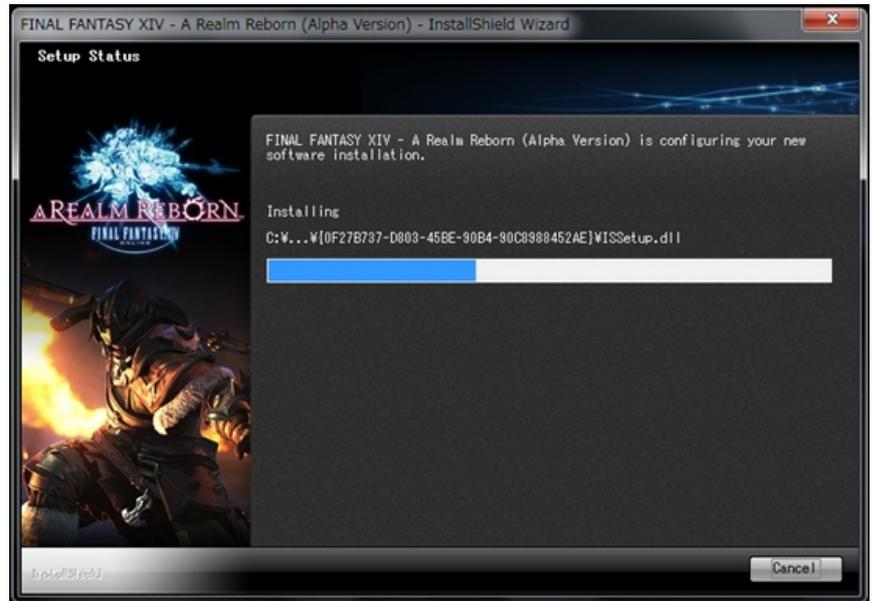
This screen shows the destination folder to which the game data will be installed. To install to a different folder, click **Browse** and designate a new destination folder.



- * The drive selected for installation must have at least 20 GB of free space available.
- * The drive containing the My Documents folder must have at least 2 GB of free space available.
- * The drive in which Windows is installed must have at least 1 GB of free space available.
- * The destination folder name must not contain any double-byte characters.

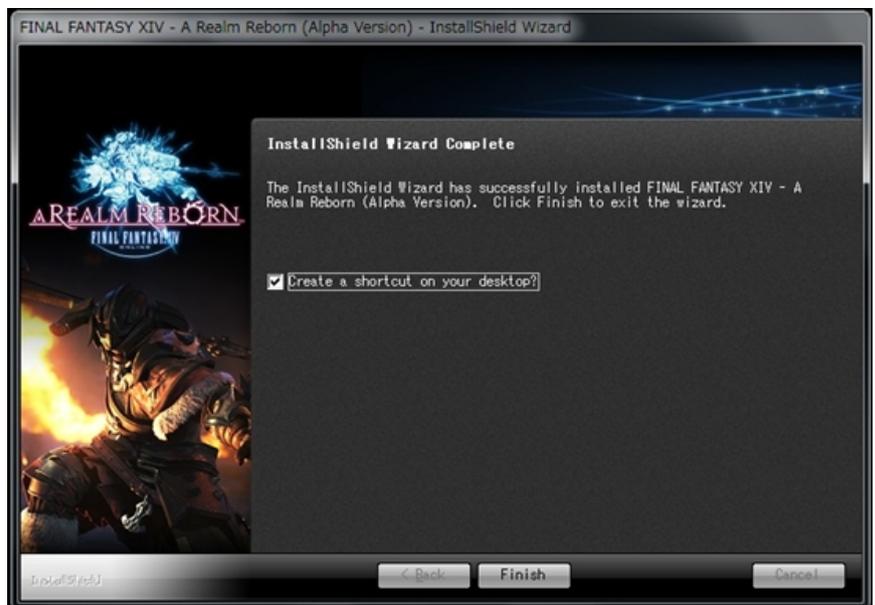
5. Start Copying Files

You now have the chance to review your settings. If you are satisfied with the settings, click **Next** to begin copying files.



6. InstallShield Wizard Complete

Check the box if you wish to create a shortcut on your desktop, then click **Finish** to complete the installation.



Windows® 7 Users

If an error requesting that you install Windows Vista Service Pack 2 occurs during installation, please follow these steps:

1. Right-click **ffxivsetup.exe** and open **Properties**.
2. In the **Compatibility** tab, click **Change settings for all users**.
3. Uncheck the box for "Run this program in compatibility mode for:" and click **Apply**.

■ Uninstalling the Software

Click **Start** and then **Control Panel** from the Windows® menu. Next, select **Add or Remove Programs** for Windows® XP users, or click **Uninstall a program** under **Programs** for Windows Vista® and Windows® 7 users. Lastly, select **FINAL FANTASY XIV: A Realm Reborn (Alpha Version)** from the list of programs and click either **Change/Remove** or **Uninstall**.

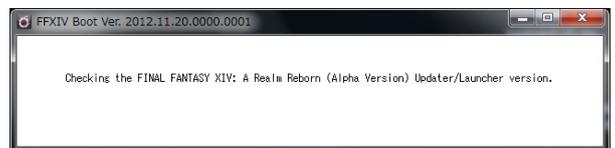
* Uninstalling the software will not remove the FINAL FANTASY XIV: A Realm Reborn (Alpha Version) data located in the My Documents folder. This data must be deleted manually.

■ Launching the Game

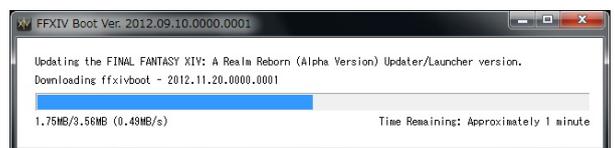
Double-click the FINAL FANTASY XIV - A Realm Reborn (Alpha Version) shortcut to launch the game.



The program will first check to see if the launcher application is up to date.



The necessary data will then be downloaded from the network, and the launcher will be updated to the latest version. This process may take several minutes to complete. Once the most recent version has been downloaded, the launcher will begin automatically.



■ Starting the Launcher Application



The launcher is an application that allows players to log in to the game by entering their Square Enix account ID and password. It also provides access to account and game information, as well as certain game settings.

For the alpha test, we have provided links to the Alpha Tester Forums, the official site for FINAL FANTASY XIV: A Realm Reborn, our official Facebook and Twitter pages, the FINAL FANTASY® XIV CHANNEL on YouTube, and the Square Enix Account Management site.

1. Log in to the Game

Log in using your registered Square Enix ID and password. If you have registered a security token, enter your one-time password and click **Log In**.

* You can log in with the Square Enix account you used for FINAL FANTASY XIV Version 1.0.



2. Game Update

After logging in, the application will check for the latest game data. If necessary, the latest files will be downloaded from the network, and the game will be updated to the most recent version. This process is automatic, and can take anywhere from several minutes to several hours to complete. The estimated time remaining will be displayed under the download progress bar.

3. Starting the Game



Once the game has been updated, the Play button will be displayed. Click this button to start the game.

■ Character Creation and World Selection

As an alpha tester, you likely have your own character in Version 1.0. For the alpha test, however, we require that you create a new character by following the steps below. Furthermore, please be aware that **all Alpha Version characters will be deleted upon the completion of alpha testing.**



Manipulating the Character Creation Screen

Dragging the mouse while holding down either the left or right mouse button will rotate the camera. You can also zoom in and out with the camera by scrolling the mouse wheel up and down.

Character Creation Screen Controls

1. Background

Change background image

2. Attire

Change character gear.

Race: Displays default race gear

Class: Available after selecting a class (* Displays job-specific gear for the alpha version)

Smallclothes: Displays undergarments (i.e., no gear equipped)

3. Pose

Toggle between standing and unique character poses.

4. Quit

Return to character selection screen. Current character creation progress will be lost.

Creating a Character

1. After logging in to the game, click **START**.
2. Click on **New Character** on the Character Selection screen.
** Alpha Version: limit of one character per world.*
3. Select a race, clan, and gender.
** Alpha Version: selections limited to Hyur (Midlander, male) and Miqo'te (Seekers of the Sun, female).*
4. Customize your character's appearance.
** Alpha Version: limited range of categories and sub-categories available.*
5. Select your character's birthday and patron deity.
6. Select your character's starting class and city-state.
** Alpha Version: class selections limited to lancer, archer, and conjurer. City-state selection limited to Gridania only.*
7. Select a World server.
** Alpha Version: selection restricted to alpha-exclusive World only.*
8. Enter a forename and surname for your character, and click **Confirm**.
•In FFXIV: A Realm Reborn, names are restricted to 20 characters or less.
** Characters made in Version 1.0 can be transferred to FFXIV: A Realm Reborn regardless of name length.*
9. If you are satisfied with the character you have created, click **OK** to begin adventuring in the game.

BASIC CONTROLS

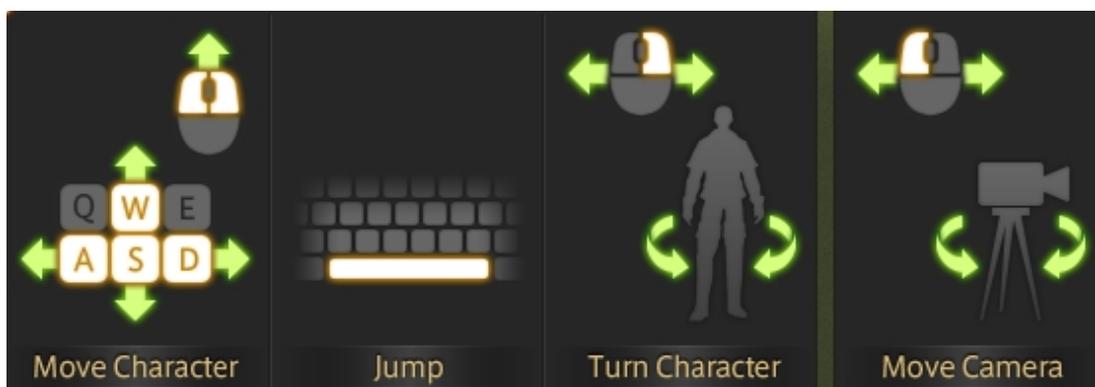
As you progress through the early stages of the game, tutorial screens known as “active help windows” will provide a gradual introduction to the various controls. Please take a moment to look over these instructions as some changes have been made to the control scheme present in Version 1.0. Please note also that this manual only contains information pertinent to the Alpha Version, and does not include explanations of every feature available in the full game.

Gamepad Controls

The Alpha Version is restricted to mouse and keyboard controls only. Gamepad controls will become available in the beta test.

■ Character Movement

In FFXIV: A Realm Reborn, movement and camera control can be performed using just the mouse.



Move your character forward by pressing the left and right mouse buttons at the same time. To change direction while moving, keep both buttons pressed and drag the mouse left or right. To jump, press the space key on the keyboard. This can be used to leap over obstacles like small rocks or low fences. For details on the other keys assigned to character movement, please refer to the Keyboard Controls section found in the final chapter of this manual.

■ Camera Controls

To control the camera, drag the mouse while pressing either the left or right button.

Left button	Only the camera view will rotate, and not your character.
Right button	Your character faces the direction in which you rotate the camera.

* The direction of camera rotation can be changed in the Configuration menu.

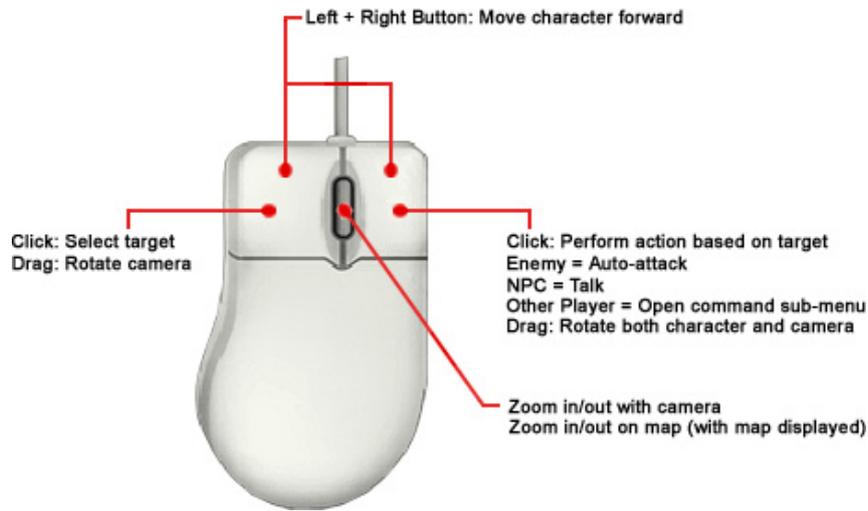
Configuration Options

To change the camera control settings, press the Esc key, or click **System** in the micro menu, and then access the Controls tab under **Configuration** in the System menu.

■ Target Selection

You can target a character, or an object such as a gate or aetheryte, by moving the mouse cursor over the intended target and clicking the left mouse button. With a right-click, you can begin auto-attacking an enemy target, start a conversation with an NPC, or open a command sub-menu when the target is another player.

Mouse Controls



Left Button	Click: Select target
	Drag: Rotate camera
Right Button	Click: Perform action based on target Enemy = Auto-attack NPC = Talk Other Player = Open command sub-menu
	Drag: Rotate both character and camera
Left + Right Button	Move character forward
Scroll Mouse Wheel	Zoom in/out with camera
	Zoom in/out on map (with map displayed)

NAVIGATING THE GAME SCREEN

The following is a comprehensive listing of the main user interface components found on your screen.

■ Heads Up Display (HUD)



1. Party List

This list displays the vital stats of all current party members, your character's information always coming at the top. Individual party members can be targeted by clicking on their names. Information on forming a party can be found on page 22.

2. Log Window

Quest dialogue, system messages, conversations with other players, and more are displayed in the log window. You begin the game with three fully customizable main logs—General, Battle, and Event—but can create more as you see fit.

General	Includes the chat log, and most non-battle player actions. FINAL FANTASY XIV can be played using this tab alone.
Battle	Includes all battle-related messages. On-screen cues known as “flying text” remove the need to rely on the Battle log while in combat. However, the log is helpful when conducting a post-battle analysis of your party's strategies.

Event	Includes all NPC dialogue, including quest cutscenes.
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3. Action Bars

Player actions, emotes, items, macros, and target markers can be set to these slots so that they can be accessed by simply clicking on the icon. The number indicated in the bottom left corner of the icon is the amount of TP (Tactical Points), MP (Magic Points), CP (Crafting Points), or GP (Gathering Points) required to execute the command.

CP is used by Disciples of the Hand during synthesis.

GP is used by Disciples of the Land during gathering.

Lock Bar 	New commands can be added to an Action Bar at any time by dragging and dropping them into the desired slot. Clicking on the padlock locks the actions to the bar, preventing the accidental movement or discarding of an icon. Action Bar icon position is saved for each class, regardless of whether or not the Lock Bar feature is activated.
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4. Parameter Bar

In addition to displaying current HP, MP/CP/GP, TP, and level progress, it also displays any status effects that your character may be experiencing.

Rested Bonus 	Upon entering a "sanctuary," such as an inn room or aetheryte camp, this icon will appear to the right of your experience bar, indicating that you are currently accruing a rested bonus.
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Experience Bar Color

Yellow: Normal

Blue: Rested bonus accrued

Red: Rested bonus accrued beyond current level

5. Minimap

Displays the current location of your character, as well as the location of nearby landmarks such as shops, aetherytes, and quest destinations. It also displays the location of enemies (red dots) and allies (blue dots). While during the alpha version, Eorzea time is locked to 11:00 a.m., in the future, the sun icon bordering the minimap will move to represent the time of day.

6. Duty List

Displays active quest titles and objectives. Clicking on the quest title opens the journal, while clicking on the objectives displays the location of those objectives on your map.

7. Gear and Inventory Grid

The set of dots on the left represent your character's gear slots. The set of dots on the right, your inventory. Clicking on the sets opens the respective menus.

Dot Color

Black: Empty

Green: Gear

Red: Damaged Gear

Blue: Perishable Item

Orange: Perishable Item (Full Stack)

8. Micro Menu

The game's main commands can all be accessed via these icons. For more information on the micro menu, turn to page 17.



9. Notices

All pending friend requests, party invites, etc., are displayed here. Clicking on the notice will bring up the confirmation prompt.

10. Target Bar

Displays information on the object, character, or enemy currently targeted. The bar directly to the left of the target bar indicates the character with which the target is interacting. In the case of the screenshot above, the Level 1 ground squirrel is attacking the PC, Alpha One.

11. Enmity List

Indicates the enmity levels of the target with which you are currently engaged.

12. Progress Bar

Indicates the progress of any actions (spell casting, item usage, etc.) that are not instant.

13. Focus Target Bar

Displays the name, HP, and level of your current focus target.

In addition to your current target, you can also keep an eye on other enemies or allies by making them focus targets. This is a good way to keep track of one target's HP while dealing with another. A focus target can be designated by clicking on the target and pressing Shift+F. You can switch your main target to the focus target by clicking on the focus target bar.

14. Flying Text

Real-time messages and information indicating your character's actions (scrolls up), as well as actions conducted on your character (scrolls down).

Text	Description
I234	Damage dealt
I234	Damage received
I234	HP recovered
I234	MP recovered
I234	TP recovered
DODGE	Attack partially or fully evaded

MISS	Attack missed
INVULNERABLE	Target is impervious to that type of attack
I234 EXP (+49%)	Experience earned The number in parenthesis indicates what percentage of the experience point total was a bonus added to the base reward.
Item found!	Item found The name, quantity, and quality of the item is displayed in your General log.
	Benefiting from enhancing effect
	Suffering detrimental effect
I234	Synthesis progress
I234	Synthesis quality

■ Micro Menu



* Some features cannot be accessed until they are unlocked, and therefore may not be available at the game's onset.

(Upper Row, from Left to Right)

Character	Displays detailed information on your character, including attributes, gear, class levels, background data, and more. Gear is equipped by dragging and dropping icons from your inventory into the slots situated around the paper doll. Once you have unlocked the Armoury system, gear sets will also become available, allowing you to save multiple gear combinations. (See page 24)
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Journal	Upon accepting them, all quests (including levequests) are added to your journal, where progress and objectives can be confirmed at any time. Completed quests are also listed under a separate tab.
Personal Logs	Opens the Crafting and Gathering Logs. * Additional logs are to be added in the Beta Version
Social Lists	Contains the party member list, Friend List, Blacklist, and PC Search feature.
Maps	Displays your collection of maps.
Return	Return to your current home point. * This command can only be used once every 15 minutes.
Signs	Select and register signs to targets.

(Lower Row, from Left to Right)

Stance	Change your battle stance from Active (weapon drawn) to Passive (weapon sheathed).
Actions & Traits	Opens the Actions & Traits interface.
Timers	Displays time remaining until various content becomes available, such as leve allowances and instanced raids.
Inventory	Displays your current inventory. You begin the game with four bags, each holding a maximum of 25 items. Items can be categorized into four different types—gear, perishable items, crystals, and key items. The first two are stored in your regular inventory, whereas key items and crystals do not take up slots in your bags. These auxiliary items can be seen by clicking on the crystal and bag icons respectively. Key items cannot be traded, sold, or discarded. Left-clicking an item allows you to drag and drop it into another slot, a trade window, or your Action Bar. Right-clicking an icon brings up a sub-menu which displays options such as use, split, or discard.
Linkshells	* Not available in the Alpha Version.
Teleport	Expend spiritual energy known as anima to teleport to locations previously visited. Six points of anima are restored every four hours. * Rules for teleportation are scheduled to change after the Alpha Version.

Emotes	Displays a list of emotes which can be executed directly from the list or dragged onto the Action Bar.
System	Various system-related tools can be accessed via this interface, including Configuration, Keybind, Macros, and HUD Layout. Logging out is also carried out from the System menu. * The Help feature is not available in the Alpha Version.

GAME PROGRESSION

■ Battle

Display Name Color



Yellow	Unclaimed (EXP and Items awarded if defeated before being claimed by another party)
Red	Claimed by You or Your Party (EXP and items awarded upon defeat)
Orange	Unclaimed, yet Attacking You or Your Party (EXP and items awarded if defeated before being claimed by another party)
Purple	Claimed by Another Party or Individual (No EXP or items awarded upon defeat)

Display Name Icons

	Aggressive Indicates that the enemy will attack if you draw too near. Enemies without this icon are deemed 'passive' and will only attack if provoked.
	Quest Target Indicates that the target is one of your current quest objectives.

Action Bar

To use an action, you must first set it to an Action Bar by dragging and dropping it from the Action & Traits menu found in the micro menu (or by pressing P). The action can then be accessed by clicking the icon, or by pressing the shortcut key designated in the upper left-hand corner of the slot. When first logging in, several default actions such as Auto-attack and Sprint will already be assigned to Action Bar 1. These can be deleted at any time by right-clicking the icon and selecting Remove.



As you progress in level, you will acquire new actions. These will automatically be set to the next available slot in your Action Bar. The position of an icon can be changed by simply dragging it to a new slot.

The amount of MP (red), CP (purple), GP (blue), or TP (yellow) required to execute an action is indicated by the number in the lower-left corner of the icon. For example, in the screenshot above, the conjurer spell Stone set to Action Bar 1, slot 2, requires 13 MP to cast.

Auto-attack

Auto-attack is initiated by either right-clicking an enemy, or clicking the Auto-attack icon after designating a target.

Actions & Traits Menu



Additional	Actions learned by one class that can be used in conjunction with another. The higher the level of your current class, the more of these actions you can choose to set to your Action Bar. The number (0/3) indicates how many additional actions you are allowed.
Traits	Latent effects applied automatically once they are acquired.
General	Basic actions shared across multiple classes.

Using Actions

Once an action is set to your Action Bar, it can be executed by either clicking the icon or pressing the shortcut key assigned to the icon's slot. Most actions have recast timers, preventing immediate reuse. Once an action has been executed, its icon will dim. Before you can access the icon again, you must first wait for its icon to brighten. In addition to recast timers, spells have casting times, which are indicated by a casting bar. If an enemy hits you while casting, or you move, the spell may be interrupted.

Combos

Some actions can be linked to deal extra damage or additional status effects. A yellow glow around an action's icon indicates that it is the next step in a combo.



Recovering HP/MP/TP

HP, MP (CP/GP), and TP are all gradually restored over time. The speed of recovery, however, is significantly faster when you are not engaged in battle.

* The Limit Break system is not accessible in the Alpha Version.

■ Interacting with Other Players

Right-clicking another player will bring up the following sub menu:



Send Tell

Open a personal chat with the player.

Trade

Hand over an item to, or trade an item with the player.



To offer an item, either right-click it in your inventory and select Trade from the sub menu, or simply drag it onto the Trade interface. After specifying the quantity of each item you wish trade, click on the Trade button to agree with the terms of the transaction. Once the other player has done the same, a final prompt will be displayed, and once both parties have selected Yes, the trade will be complete.



Invite

Invite a player to your party.

Accepting an Invite

When a player invites you to a party, a message will appear in your Notices. Click on the notice before the timer runs down to bring up a prompt asking if you wish to accept the invite.

Leaving a Party

To leave a party, first open your Social Lists from the micro menu. Then, click the Leave button found at the bottom of the Party Members tab.

Send Friend Request

Send a request to add a player to your Friend List.

Accepting a Friend Request

When a player sends you a friend request, a message will appear in your Notices. Click on the notice to open the Friend List tab within your Social Lists. The name of the player who sent you the request will be displayed in yellow. Click on the name and select Accept Friend Request from the sub menu to complete the action.

Check

View a player's name, level, class, and currently equipped gear.

Follow

Lock on to a player and physically trail behind them until either you move in a different direction, or the player leaves the immediate area.

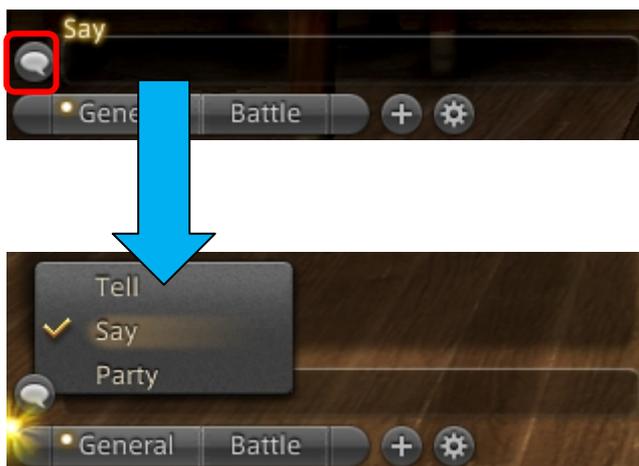
PC Search

World-wide searches for other players can be conducted using the PC search function found within your Social Lists. You can update your own search info (comment, spoken languages, etc.) by clicking on your character's name on the Party Members tab and selecting Edit Search Info from the sub menu.

* Search filters are not available in the Alpha Version.

■Communication

You can switch between chat modes by clicking on the speech bubble to the right of the input box.



Chat Modes

Tell	Sends a message that can only be seen by the specified recipient. (Press Alt+R to reply to the last tell received)
Say	Sends a message that can be seen by all nearby players. (Press Alt+S to change your chat mode to [Say])
Party	Sends a message that can only be seen by current party members. (Press Alt+P to change your chat mode to [Party])

■ Upon Reaching Level 10

Completing the level 10 class quest for any Disciple of War or Magic will unlock the Armoury system, allowing you to undertake the initiation quests for guilds of other disciplines. Once you have spoken to a guild receptionist and completed the initiation quest, you will be able to change to the corresponding class by equipping the proper weapon or tool.

■ Gear Sets

Unlocking the Armoury system also grants you access to gear sets. Gear sets allow you to instantly switch between multiple pieces of gear, saving time, effort, and space, as equipment saved to gear sets does not take up slots in your inventory. The name of gear sets can be customized by clicking on the pencil icon.



* In the Beta Version, the current paper doll silhouette is scheduled to be replaced with a 3-D model of your character.

Guildleves

Guildleves only become available after completing a special quest, in turn available upon attaining level 10. Guildleves are distributed by NPCs known as "levemetes." Levemetes can be found in cities and at outposts across Eorzea and deal in all varieties of levequests, including battlecraft (Disciples of War or Magic), fieldcraft (Disciples of the Land), and tradecraft (Disciples of the Hand) leves.

Levemetete	Levequest Objective
 <p>Tierney <Levemetete></p>	 <p>LV 10 Zombie Pikeman</p>

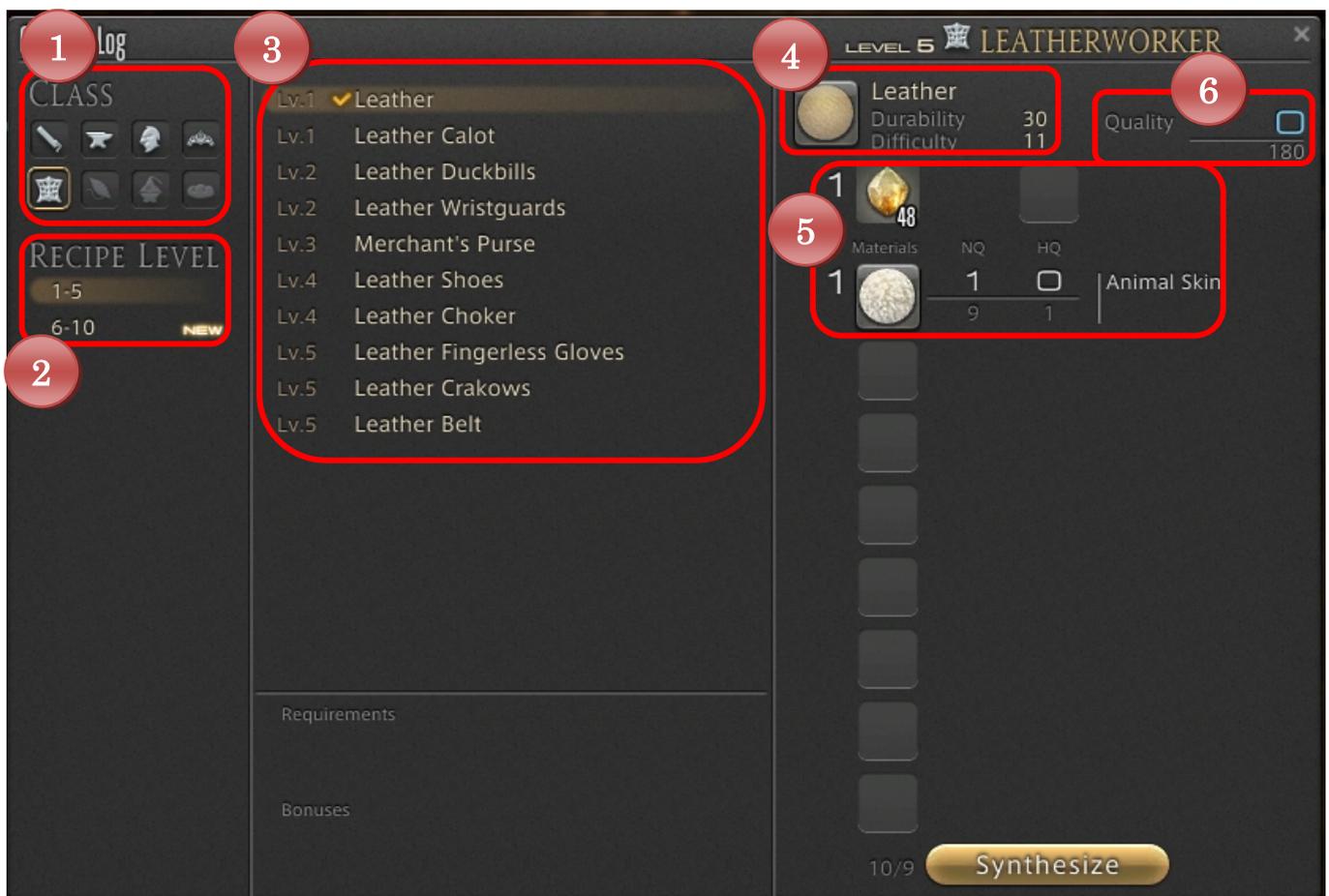
■Crafting and Gathering

As is the case with the Disciplines of War and Magic, classes under the Disciplines of the Land (gathering) and the Hand (crafting) can be accessed upon completing their respective guilds' initiation quests and equipping the proper tools.

Crafting

The crafting interface can be opened by selecting the Crafting Log from the Personal Logs icon in the micro menu, or by simply pressing the N key. After indicating the recipe level and selecting the item you wish to craft, confirm if you possess the required materials and then click the Synthesize button to commence the crafting process. Crafting is conducted by using class-specific actions from your Action Bar to increase synthesis progress before material durability reaches zero.

Crafting Log



1. Crafting Class

2. Recipe Level

3. Available Recipes

Items successfully crafted at least once are indicated with a check mark.

4. Recipe Name, Material Durability, and Synthesis Difficulty

5. Required Materials/Materials in Possession

The number to the left of the icon represents the quantity required for the recipe.

(1 earth shard, 1 animal skin)

The number to the right of the icon represents the quantity in your possession.

(79 earth shards, 18 animal skins)

If you have HQ (high quality) versions of the materials required, they can be used by hovering the mouse cursor over the number and clicking on the triangle icon that appears.

6. Starting Quality

Using HQ materials will increase this number. The closer the item quality is to the maximum value (in this case 180) when the synthesis is completed, the higher chance the resulting item will be HQ itself.

Crafting Interface



Gathering

In the case of botanists, before you can begin gathering, you must first equip the proper tool (a hatchet) and then activate the action Triangulate. Triangulate allows you to discern gathering points (mature trees) from regular foliage, and display those locations on your minimap. To begin logging, approach a mature tree and right click the display name to bring up the gathering interface. Next, select the item you wish to attempt to gather. The chances to successfully gather an item will vary depending on its difficulty and your current level. After a set amount of attempts, the point will become exhausted and will yield no more items.



■Exiting the Game

To exit the game, press the Esc key, or click **System** in the micro menu, and then select Log Out to return to the title screen, or select Exit Game to close the application.

To ensure that game progress is saved, both options will take 20 seconds to complete.

■Getting Unstuck from Geometry

Use the following command if your character gets stuck in world geometry and cannot move:

Command	Description
/stuck	Return to home point.

* This command is only available during the alpha and beta tests.

REFERENCE

■Test Feedback

Please post all comments and suggestions on the [Feedback](#) sub-forum of the official ARR Test Forums.

■Bug Reporting

If you encounter any bugs, please post a detailed description on the [Bug Reports](#) sub-forum of the official ARR Alpha Tester Forums.

All bug reports will be reviewed by the development and operations teams. Please note that, in order to determine the cause of a bug, we may request additional information regarding your computer's specifications. Use the following command to retrieve this information if necessary:

Command	Description
/systeminfo (/si)	Generates a log file containing system information. *Save Path: My Documents/My Games/FINAL FANTASY XIV – A Realm Reborn (Alpha Version)/GameInfo

Camera

Command	Default Key
Point Camera Up	↑
Point Camera Down	↓
Point Camera Left	→
Point Camera Right	←
Zoom Camera In	Page Up
Zoom Camera Out	Page Down
Toggle between 1st/3rd Person Mode	Home
Return Camera to Default Position	End
Save Current Camera Position	Ctrl+End
Return Camera to Saved Position	Ctrl+Shift+End
Flip Camera	V

Targeting

Command	Default Key
Cycle Through Enemies (Nearest to Farthest)	Tab
Cycle Through Enemies (Farthest to Nearest)	Shift+Tab
Face Target	F
Target Self	F1
Target Current Focus Target	F10
Target Nearest Enemy	F11
Target Nearest NPC or Object	F12
Set/Clear Focus Target	Shift+F

Chat

Command	Default Key
Ready Chat Window	Enter
Temporarily Switch Chat Mode to Say	Alt+S

Temporarily Switch Chat Mode to Shout	Alt+H
Temporarily Switch Chat Mode to Party	Alt+P
Reply (Repeat to Cycle through PCs)	Alt+R

Action Bar and Micro Menu

Command	Default Key
Cycle Through Action Bars (Up)	Shift+ ↑
Cycle Through Action Bars (Down)	Shift+ ↓
Switch to Action Bar 1	Shift+1
Switch to Action Bar 2	Shift+2
Switch to Action Bar 3	Shift+3
Draw/Sheathe Weapon	Z
Character	C
Inventory	I
Map	M
Actions and Traits	P
Social Lists	O
Timers	U
Journal	J
Crafting Log	N
Gathering Log	B
Config	K

■ Glossary of Text Commands

The following list includes all text commands available in the Alpha Version. New text commands will be added in the Beta Version.

Command	Description
/say(/s) [message]	<p>Sends a message to all PCs within a small radius.</p> <p>The message will not be displayed if a PC has deselected [Say] in the chat filter.</p> <p>Typing /say or /s without a message switches the default chat mode to [Say].</p>
/shout (/sh) [message]	<p>Sends a message to all PCs within a large radius.</p> <p>The message will not be displayed if a PC has deselected [Shout] in the chat filter.</p>
/party (/p) [message]	<p>Sends a message to all members of your current party, regardless of their location.</p> <p>Typing /party or /p without a message switches the default chat mode to [Party].</p>
/echo (/e) [message]	<p>Displays a message that only you can see.</p>
/partycmd (/pcmd) [subcommand]	<p>Executes various party commands. Opens your party members display when no subcommand is specified.</p> <p>>>Subcommands:</p> <p>add "PC name" – Invite a PC to your party.</p> <p>leave – Leave your current party.</p> <p>leader "PC name" – Pass leadership to a PC in your party.</p> <p>kick "PC name" – Remove a PC from your party.</p> <p>breakup – Dissolve your current party.</p>
/join	<p>Accepts a party invite.</p>
/decline	<p>Declines a party invite.</p>
/friendlist (/flist) [subcommand]	<p>Executes various Friend List commands. Opens your friend list when no subcommand is specified.</p>

	<p>>>Subcommands: add "PC name" – Send a PC a friend request. accept "PC name" – Accept a friend request from a PC. deny "PC name" – Deny a friend request from a PC. remove "PC name" – Remove a PC from your friend list.</p>
/blacklist (/blist) [subcommand]	<p>Executes various blacklist commands. Opens your blacklist when no subcommand is specified.</p> <p>>>Subcommands: add "PC name" – Add a PC to your blacklist. remove "PC name" – Remove a PC from your blacklist.</p>
/? [command_name]	<p>Gives a detailed explanation of specified command. Abbreviations can be used.</p> <p>* All command names must be one word or in quotation marks.</p>
/wait [wait time]	<p>A macro command for adjusting the pause between commands. A wait time amount of 1 equals one second. The maximum wait time allowed is 60. If the wait time amount is over 60, it will be counted as 0.</p>
/shutdown	Log out and close the game.
/map	Opens the current area map.
/check (/c) "PC name"	Examines the targeted PC. Examines current target when not specified.
/trade	Initiates a trade with your current target.
/return	Return to your current home point.
/action (/ac) "action name" "target"	<p>Uses an action on a specified target. Uses current target when not specified.</p> <p>This cannot be used with actions you have not yet learned, or when restricted by other factors.</p>
/battlemode (/bm) [subcommand]	<p>Toggle between active and passive mode. Switches to opposite mode when no subcommand is specified.</p> <p>>>Subcommands: On – Draw weapon. Off – Sheathe weapon.</p>
/marking (/mk)	Set an enemy sign on the specified target. Sets sign on current target when

<p>/enemysign (/marking) [target type] "target name"</p>	<p>not specified. >>Target types: attack1-5 bind1-3 ignore1-2 circle cross square triangle off – Turns off enemy sign. >>Example: /enemysign attack2 <t> –(Sets sign "Target to Attack 2" on target.)</p>
<p>/target (/ta) "PC name"</p>	<p>Targets the specified PC. The PC must be within a certain radius for this command to function.</p>
<p>/targetnpc (/tnpc)</p>	<p>Targets the closest NPC within a certain radius.</p>
<p>/targetenemy (/tenemy)</p>	<p>Targets the closest enemy within a certain radius.</p>
<p>/battletarget (/bt)</p>	<p>Targets the closest enemy within a certain radius that is attacking you.</p>
<p>/assist (/as) "target name"</p>	<p>Targets the target of another PC or NPC. (A target must be specified.) Assists current target when not specified.</p>
<p>/facetarget (/ft)</p>	<p>Immediately turns your PC in the direction of your current target.</p>
<p>/automove</p>	<p>Turn on/off auto-run.</p>
<p>/recast "action name"</p>	<p>Displays time remaining until the specified action can be used again.</p>
<p>/loot</p>	<p>Opens the loot list.</p>

Placeholders

Placeholder	Description
<t>	Displays current target name.
<tt>	Displays target of current target's name.
<me>	Displays your character's name.
<0>	Displays your character's name.
<attack1>-<attack5>	Displays Target to Attack 1-5's name.
<bind1>-<bind3>	Displays Target to Bind 1-3's name.
<ignore1>-<ignore2>	Displays Target to Ignore 1-2's name.
<square>	Displays target marked with a square's name.
<circle>	Displays target marked with a circle's name.
<cross>	Displays target marked with a cross's name.
<triangle>	Displays target marked with a triangle's name.