



Richard Garriott's

Tabula Rasa

Quick Start Guide

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A Giddy Gamer Guide
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QUICK START Guide

This quick start guide assumes you're an experienced gamer and just want a quick run through the interface, controls, and a few of the answers you'll be looking for during your first few hours of play. We presume you'll instinctively recognise the minimap, health bars, equipment slots, chat screen, and so on, and won't have to be told what an NPC or vendor does.

We also publish a full-fledged User Guide (for a reasonable price) if you want a fully detailed introduction to the game, interface and game environment.

So, enough gabbing – you want to get out there and “blow stuff up real good”!

1. Get the game installed. Logging in the first time will launch an auto-update that will download all the recent patches, which may take an hour or more.
2. Create all your PlayNC and PlayTR accounts. Tylenol 3 recommended.
3. Roll your first character. Log in as far as the Character Select screen, click on an empty character slot, and click on the [Create] button to start.
 - a. Firstname doesn't matter much, but choose your character's Lastname carefully – all your characters must use the same Lastname.
 - b. Spend as much or as little time as you like assigning body and facial characteristics to your character – you will be wearing armour and a helmet most of the time.
 - c. You may ignore painting your armor if you like – you'll get new stuff almost immediately, and plenty more paint.
 - d. We recommend that you choose some kind of eyewear when you create characters – we did not find any eyewear available within the game. You can take it off or trade it away once you're in the game, if you don't want it.
2. Enter Battle. Using the [Enter Battle] button will launch the game, where you will (eventually) find yourself in the Bootcamp zone, in front of a Non-player Character (NPC) who will give you Missions to demonstrate, step by step, how the main game controls work.
 - a. As you enter the game, we suggest you leave your hand off the mouse (and mouse buttons!) for the first few movements.
 - b. Look for Commander Elvers, the Non-player Character (NPC) with a yellow radio icon over his head, just in front of you. The icon means, “I have a mission for you”.
 - c. Approach him by taking a few steps forward, using the [W] button, until you see a small triangle frame appear around him, and some small text in mid-screen that says “Press [T] to use”. If you mess up, you can back up with [S] and move left or right with [A] and [D]. If you've touched the mouse, you'll have to wiggle your way over to him as best you can, using the mouse and the above keys. Just don't stray too far – moving the mouse left and right, while standing still, will allow you to pan around you to find the NPC again.
 - d. Press T to speak to the NPC, Elvers – a mission dialogue box will open, at which point it is then safe to use the mouse to explore your interface.
 - i. Note that “Mouse Look Mode” (moving the mouse to change the way you and your character are facing) is in effect only when all your windows (such as Character Screen, Control Menu, Backpack) are closed. If you are not a First Person Shooter (FPS) game expert, it may take you some time to get used to this game design.
 - ii. now that you're talking to Elvers, and a mission window is open, the “mouse look mode” is off, and you can poke around your interface all you want
 - iii. just to confuse things, you can still move your character using the [W] (etc) buttons, but you can't change the direction you are looking
3. Read and [Accept] the “**Basic Training 101**” Mission you are offered by Elvers – take the time to learn the buttons and commands you are being shown.

- a. The mission has several steps. As each objective “Completion” is flashed in front of you, check back in your mission [L]og to see the are new objective. Be sure to ‘equip’ the mission reward you are given, by opening the [B]ackpack and right clicking on the item. (you can open your character window with a [P] and watch the change taking place, or, you can actually left-click, hold, and drag the item to the correct slot on your character window – you will see the item change places with the item you were wearing).
4. In the second mission, “**Obstruction Destruction**”, you get to blow up a crashed Dropship which blocks your path into the battlefield.
 - a. Travel southwest until you can’t go any further – you’ll be standing in front of a burning wreck, with a bright red dot, surrounded by the now-familiar triangle and a “Press [T] to use” instruction.
 - b. Press [T], wait for your action to end, and then back up once you hear the detonator timer beeping!
 - c. Once you’ve done that, you’ll find Elvers has moved. You are expected to enter the new area you’ve just opened up.
 - d. As you enter the new area, a group of 3 aliens will land in front of you, along with 2 ships full of friendly AFS troops. You can participate in neutralising the alien Thrax, or you can just stand there and watch – in any case, once all three are dead, you’ll see a familiar yellow radio icon in front of you – it’s Elvers again. Speak to him to collect your next reward.
 - e. If you see a red skull over an enemy’s head, it indicates that he’s dead, but having a bit of trouble accepting the shame and horror of it all. Don’t waste more ammo or energy on him – he’s going to fall down soon enough.
 - f. If you’ve added some lead to any of the Thrax during combat, there is a chance they have some loot on their bodies (a dimly visible glowing when seen from a distance, or the “Press [T] to use” triangle if they are under your reticule crosshairs). To loot, you can approach and press [T] (the hard way), or just run across their bodies (the easy way to pick up everything they have).
 - g. Watch the Updater on the right side of the screen to see what rewards and loot you are getting (or look in your [B]ackpack).
5. Turning in this second mission to Elvers will give you enough experience points to “Level Up” to Experience Level 2.
 - a. You gain experience points for completing missions and killing Bad Guys. Each time you gain a level of experience (you’ll see some flashing icons in the Status Updater at the very far right of the screen), do the following:
 - i. Open the Character Screen [P], and assign your 3 new Attribute Points either to Body, Mind, or Spirit (one point to each is fine at this level). To assign a point, click one of the three [+] signs beside the Primary Attributes, then [Accept], and note how the Derived Attributes (Health, Power, and Regen Rate) are affected.
 1. Body affects Health (mainly) and Power (somewhat);
 2. Mind Affects Power (mainly) and Regeneration rate (somewhat);
 3. Spirit affects Regeneration rate (mainly) and Health (also)
 - ii. Click on the [Skills] tab and assign your 2 new skill points (or more, if you have saved some) to skills. For Bootcamp, we suggest only raising skills to level 1, and saving the rest of your points for the much more powerful skills you will gain later. Assign Nothing to red icons – you’re missing a key ingredient (e.g.: Lightning requires you to complete the mission that gets you the Power Logo). Assign Nothing to the Engineering skills for now – they enable crafting skills which you can’t use in Bootcamp. You will be able to explore crafting once you get to Alia Das, the first camp outside Bootcamp. If you do choose to increase a skill (e.g.: firearms – a good choice) to level 2, it takes 2 skill points! Level 3 takes 3, and so on.
 - iii. Drag any new Abilities from the Skills screen to your Abilities Tray (lower right) – if you increase an ability from skill level 1 to 2, it does not change the icon in the ability tray automatically!
 - iv. Check your backpack for weapons or armour that might just have become available to you since you levelled up.
6. Take the next quest, “**Carpe Diem**”, work your way slowly toward the next objective (visible on the map and minimap). This is a combat quest that will allow you to practice (at your leisure, really) using the

controls, combat, and all your equipment windows. Spend all the time you want getting comfortable with them. Some of the monsters in the combat area will re-spawn every few minutes, and you can practice combat, and re-try failed missions, as often as you like. You're quite hard to kill during Bootcamp training, so don't be shy.

7. You may take time to practice movement and use of menus and combat anywhere in the Bootcamp area –
 - a. If you followed Mission instructions, you have dragged your gun into the Equipment Tray (lower left of the screen). The currently equipped/selected gun will be shown enlarged in the Equipment Tray.
 - b. Fire your currently selected gun with the left mouse button.
 - c. Choose a different gun from your Equipment Tray by:
 - i. Typing the hotkey for the slot it is in (slots [1] to [5])
 - ii. Typing [Q] to cycle through the guns you have equipped
 - iii. Typing [Shift][Q] to cycle backward through the guns you have equipped
 - d. The Equipment Tray also holds a few other types of items, such as Tools.
 - e. If you followed Mission instructions, you dragged one or more Abilities from the Character Skills screen to the Abilities Tray
 - f. Fire the currently selected Ability by clicking the right mouse button. The currently selected Ability will be shown enlarged in the Abilities Tray (lower right).
 - g. You may change the currently active Ability, among all those you have dragged to the ability tray, by:
 - i. Typing the hotkey for the slot it is in (slots [6] to [0])
 - ii. Typing [E] to cycle through the Abilities you have equipped
 - iii. Typing [Shift][E] to cycle backward through the Abilities you have equipped
 - h. The Abilities tray also holds such important items as Med Kits and grenades. It is important to have a good supply of Med Kits (once you find a medical vendor) in an easily accessible slot in the Abilities Tray.
 - i. Dying will return you to the starting point where you first met Elvers, or to the Denzel's Caldera hospital, once you've finished Carpe Diem.
8. To complete the Carpe Diem mission:
 - a. The objective is to capture a "Control Point" in the Denzel's Caldera fortification to the northeast.
 - b. Enemy Dropships will arrive just in front of you (conveniently!) from time to time. You'll get used to the howling noise of a dropship and learn to run for cover
 - c. You'll have some troops along side you during this mission, so it's not too difficult to get to the objective. It turns out you're still pretty much invincible, so enjoy the exploring and combat while learning your controls. (You could just 'make a run for it', and hope to make it all the way without taking a hit, but that would ruin the excitement of the new game, and your critical learning experience)
 - d. Once you've cleared your way to Denzel's Caldera Outpost, you'll notice that the Enemy controls it – the forcefield over the entrance is RED – it would be blue if the AFS (your side) controlled the outpost. Try passing through it, if you like. To destroy the forcefield, go to each of the two glowing dots, one on either side of the forcefield, and blow them up ([T]) as you did with the blockade on the earlier mission.
 - i. note: in future, you'll find that these forcefields are cleared by clearing enemies in the area and then shooting the forcefield itself.
 - e. Once in the Caldera fortification, approach and "Press [T] to use" the large glowing pillar in the middle of the compound. With this action you will capture a control point from the aliens - if you look at the outpost gate – a new, BLUE, forcefield has now been erected. You and the allied AFS forces can pass through freely, while the enemy cannot.
 - f. Elvers has magically moved into the Outpost and will now give you your mission reward.
9. Visit the Vendors once you have captured the Control Point in Denzel's Caldera.
 - a. Use the [Repairs] tab to [Repair All] your equipment – always do this each time you speak to a vendor. Don't EVER compare the damaged equipment you're wearing to the shiny new stuff you

- see at vendors and on enemy corpses – the stats reported by damaged equipment are deflated numbers!
- b. Compare your weapons and ammo to the gear being sold. Check what type of ammo your gun is using and buy more of EXACTLY the same type if you're running low. Don't imagine that buying higher grade ammo will make you shoot better. Higher grades are for better guns. Your gun's ammo type is listed in the gun's popup screen.
 - c. Buy the best Med Kits you can afford and use (not red icons) and drag them to your Abilities Tray.
10. The next quest is "**A Tale of Elements**", from Specialist Vance in Denzel's Caldera. This is the first Logos Mission, and will earn you your first logo – Power – which will give you the ability to use that Lightning ability that has been unusable so far.
- a. Head out the opposite gate, across the bridge, into the cave, and clear away the boss and his two henchmen. Loot the Dissector for his head, one of the Mission objectives.
 - b. Approach the temple, and kill the two additional Thrax aliens in your way.
 - c. Step onto the Logos pedestal and "Press [T] to use". This will "learn" the logo, which will now be visible as the first logo in your Tabula [J].
 - d. Once you have the Power Logo, go to the Character Skills screen and drag Lightning to your Ability Tray, to be accessed quickly in combat. You could spend two more skill points, if you have them, raising Lightning from level 1 to level 2, but we advise against it at this point.
 - e. Once you have Lightning in your abilities tray, use [E] to cycle through the tray until Lightning is highlighted (or just type the number of the slot it is in).
 - f. There is a large, translucent Eloh hologram behind the Logos pedestal – [T]alk to the hologram to complete this part of the elements mission.
 - g. You now have to kill the Collector (and his henchmen) to get out of the cave, and because you also need a second head! This time, you'll notice that your guns are fine against the 2 Thrax, but the Collector keeps getting a red "Immune" message over his head each time you hit him. He is immune to bullets, but, luckily, not to (you guessed it) Lightning. Cast lightning (you still have it highlighted, right?) by using the right mouse button. It will take several shots to bring this boss down.
 - h. Pass over the bodies as you exit, to collect any loot, and make sure you've got the Collector's Head.
 - i. Return to the Outpost to turn in the Head, and collect your reward.
11. The final quest for Bootcamp is, "the Last Stand", from Elvers.
- a. Move out to the area shown by the Mission icon on the maps. Blow away all the incoming Thrax troops, including the level 3 boss. When you get a "complete" message, return to Elvers for another reward.
12. Boot camp is over, and you're ready to get sent out as a meat shield on the front lines.
- a. Send a letter home.
 - b. Accept the mission, "Moving Up to the Big League", and step on to the Dropship pad behind you. Wave.
 - c. When the window opens, choose any copy of Wilderness (doesn't really matter), and wait to be Dropped in to Alia Das, in Concordia Wilderness.
13. Once in Alia Das
- a. Complete the quest and move down into the camp.
 - b. Step immediately into the Alia Das Waypoint (large blue cylinder of light rising skyward) to add it to your map of "known" waypoints – you can use waypoints to teleport at will from camp to camp within the game, but only to waypoints you have previously visited (reach them all by foot the first time). There's nowhere else you can go at the moment, so cancel or just step off the waypoint. To summarise, always look for the waypoint FIRST and walk through it, when entering a new settlement (it's easy to see from a distance).
 - c. Accept all the missions nearby in Alia Das, including:
 - i. the master Mission for the zone, called "Wilderness Targets of Opportunity" (ToO). Each zone hereafter will have a ToO mission – it is very difficult to complete all the Mission requirements, but worth it if you do – a free clone is the reward.

- ii. the Logos mission(s). Logos are an essential element of the game, made all the better if you actually get Mission rewards for finding them (but you can find logos without a mission – see the Giddy Gamer site for a list of Logo locations, and a list of which logos are actually required for the career path you’re following – many of the logos you discover do not yet have a purpose in the game). Logos power your Abilities, and they also open Portals.
 - d. Take note of the 2 trainers – you’ll need to return to one of them to advance to level 5.
 - e. Check out the Crafting Station in one of the tents – see Part II for details (complicated). You don’t need to learn crafting to progress, and crafting level is only improved by adding (precious) Skill points, not by practice, so we suggest ignoring crafting for the first while. Your backpack Crafting slot will eventually start to fill up – this is a good time to stop and consider how much crafting you want to do.
- 14. Get training and a Clone at Level 5. When you reach level 5 (actually, at the top of level 4), you may only advance to level 5 by selecting a “Tier 2” career – either Soldier or Specialist, from a Soldier Trainer or a Specialist Trainer. As you are about to select your career path, the trainer will offer you a chance to Clone yourself. Choose [Yes] – and then take the Level 4.99 clone along the opposite career path at some later time (if you like). Tier advances (and free clones) only happen at levels 5, 15 and 30.
- 15. Explore. Missions should send you further and farther afield, but don’t be afraid to explore on your own. During Beta testing, all zone maps and their features were visible to characters from level 1. We don’t expect this to be true in the Final release, so you’ll need to explore to find new settlements and additional waypoints, vendors, and missions.