

INSTRUCTIONS FOR ENTERING THE SPECIAL BASE DEMO VERSION

(Update 05/23/2009)

Downloading the Special Base DEMO version

The Special "DEMO" Base allows you to visit our 3D base in a lighter version accessible to everybody, and to watch on a large screen what you will discover in the "Premium" version. Here is the address to download it:

<http://www.interneland.com/basespeciale/demo.htm>

Running the game software



Install it by double-clicking on this file:
BaseSpecialeDemo.exe

How to access the Demo Base: Open the directory :
C:\Program Files\BaseSpecialeDemo\bin
and click on the **client.exe** file.

A first window opens up saying: «**Base Speciale Premium Edition - Licensing Agreement**».

Click on "**I agree to these terms**"

*****Tip: You can create a shortcut on your computer desk for the "Client.exe" icon.**

To do so, right-click this icon, and, in the unfolding menu that appears, click "send to / desk (create shortcut)". Then it will be easier for you to access it.

Set the Programme's parameters

A menu with seven blue buttons appears: click on "**Options**". A window opens, allowing you to **specify the graphic and sound parameters**:





For Graphics: if your computer's performances are not very good, we suggest that you click on the "Low" resolution case. A good computer will be able to normally work with "High" resolution. For better visibility in the base, we advise you to push the «visible distance» cursor completely to the right.

In order to visit the virtual base while keeping an eye on your "TeamSpeak" window, we advise you to **untick the «fullscreen video» mode**. Choose the resolution that best fits the size of your computer screen. Try various sizes in order to see what works best for you. To validate your modifications, click on "**Apply changes**".

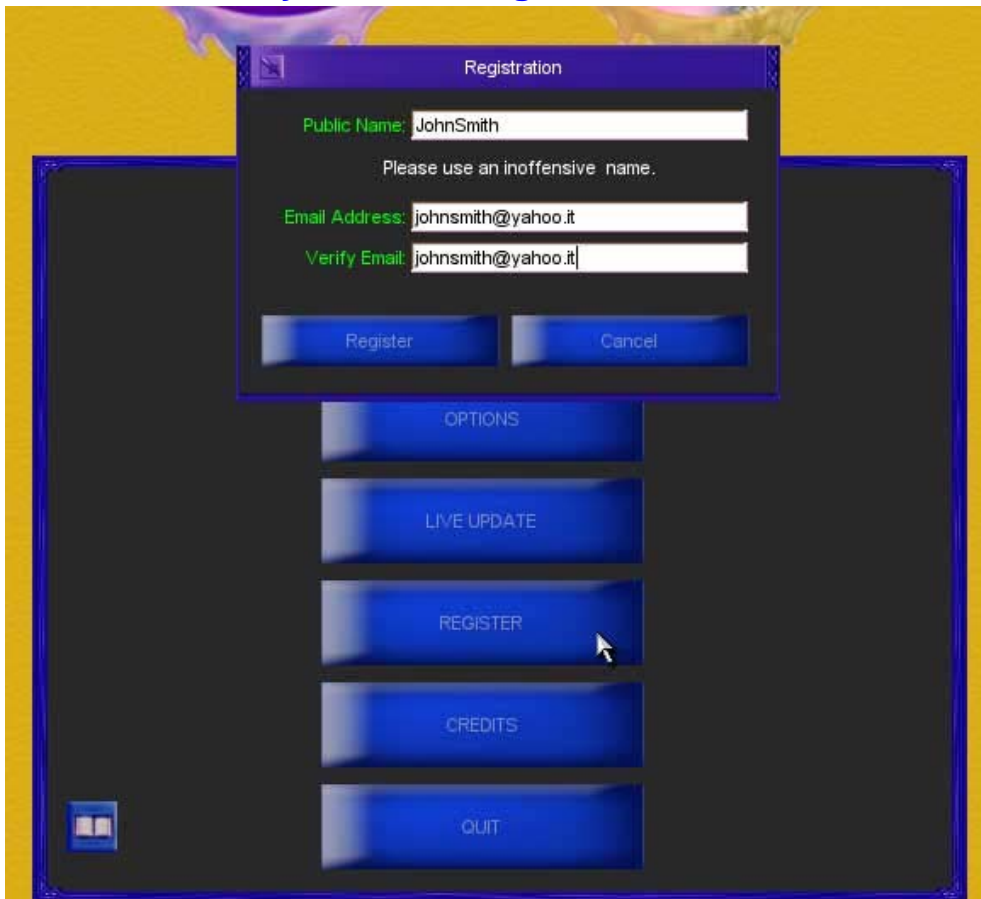
***How can you know if your computer is apt to work with the "High" resolution? Very simple, just try it. If when entering the base the software bugs immediately, exit then enter again, this time choosing the "Low" resolution.

To modify the sound parameters, click on « audio » (in the «options» menu). If you do not want to be bothered by the Base's music and ambient sounds (especially when you are communicating through TeamSpeak) we advise you to **push all cursors to the left** for «master volume», «effects volume» and «music volume». Do not forget to click «Apply changes» to validate your choices.



***You will be able to modify the graphics and sound parameters at any time when you are in the base. To open the «Options» window when in the game, push the CTRL and O (letter) keys in your keyboard. (O is for Options).

Create your own «login»



Click the "Register" button. A «Registration» window opens up:

Type your name in the «public name» box, and your email address in the next box. Repeat your email address in the third box that says «verify email». Click the "register" button in this «Registration» window to validate your data.

A password will be generated by the software

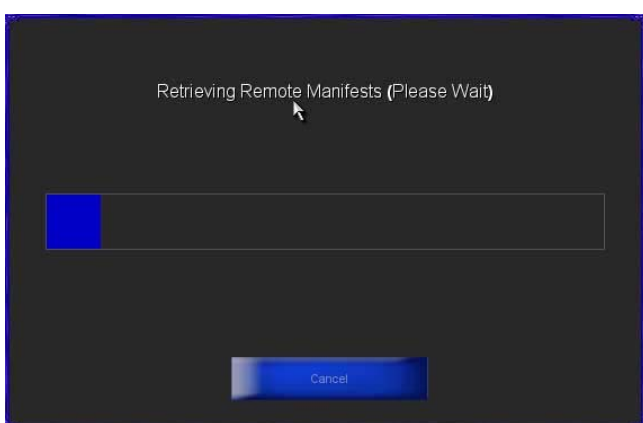
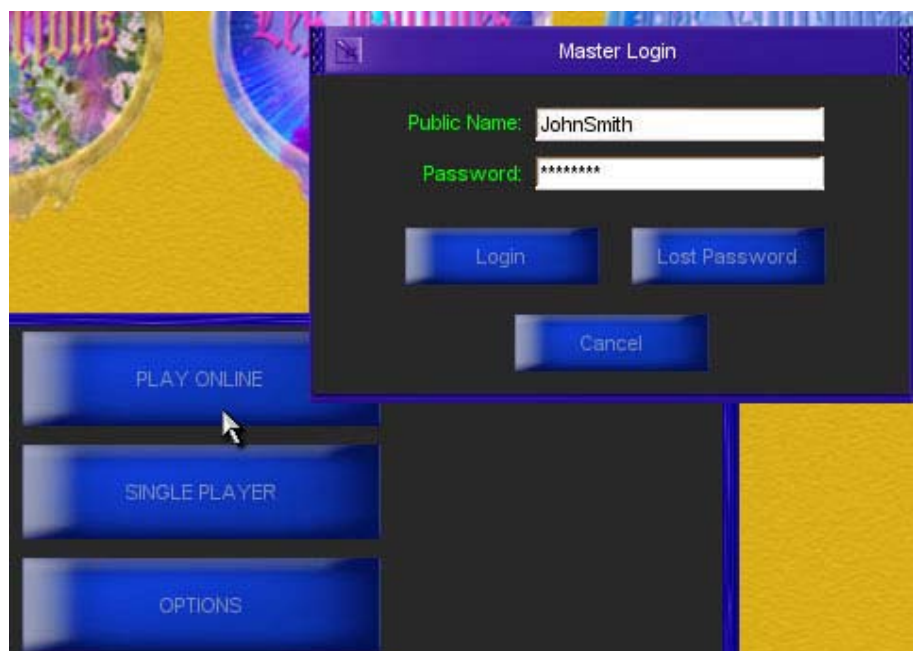
You will receive your password in an e-mail. (There may be a delay with certain e-mail providers, and check your spam box if you don't receive it).

Write down and keep the password you will get.

Downloading the elements of the game from the server

Click on the "Play Online" button.

The «master login» window opens, enter with your name and the password you received. To start downloading the elements of the base from the server, **click on «login» in the «master login» window**. You will see a message that says: «Logging into master server, Please wait».



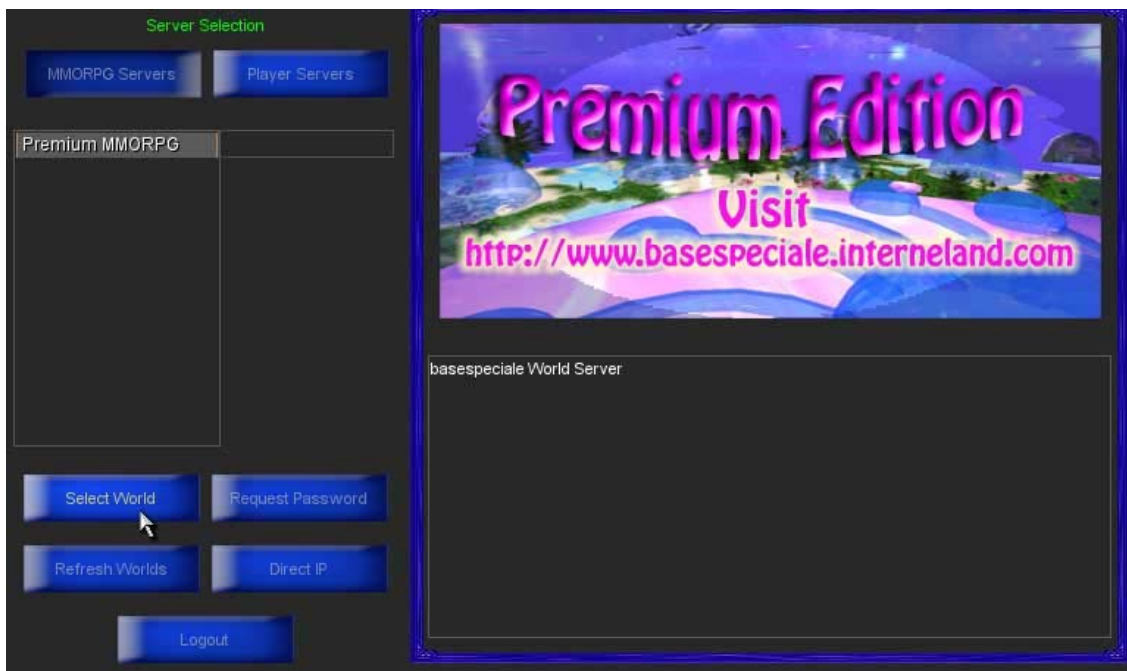
A windows opens and you can watch the downloading of data with to the blue progression bar ("Generating local manifest", "Retrieving remote manifest", etc.).



It may happen that the following message appears: «**Minions of mirth needs to be restarted**» **Click on "Ok"**. This is normal. This phase may take place again 2 or 3 times according to needs in the updating process. Then, the software is completely restarted and you need to again go through all the above-mentioned steps: «I agree to

this tems», «play online», «login» etc. Do not worry if for a few second your screen goes black, you just have to be patient; it then becomes white again, and continues with the downloading of data.

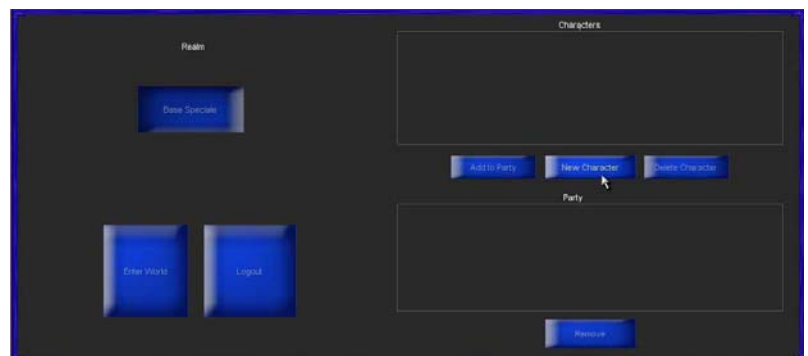
When this stage is over, **another window appears: «Server Selection»**
Click "Select World".



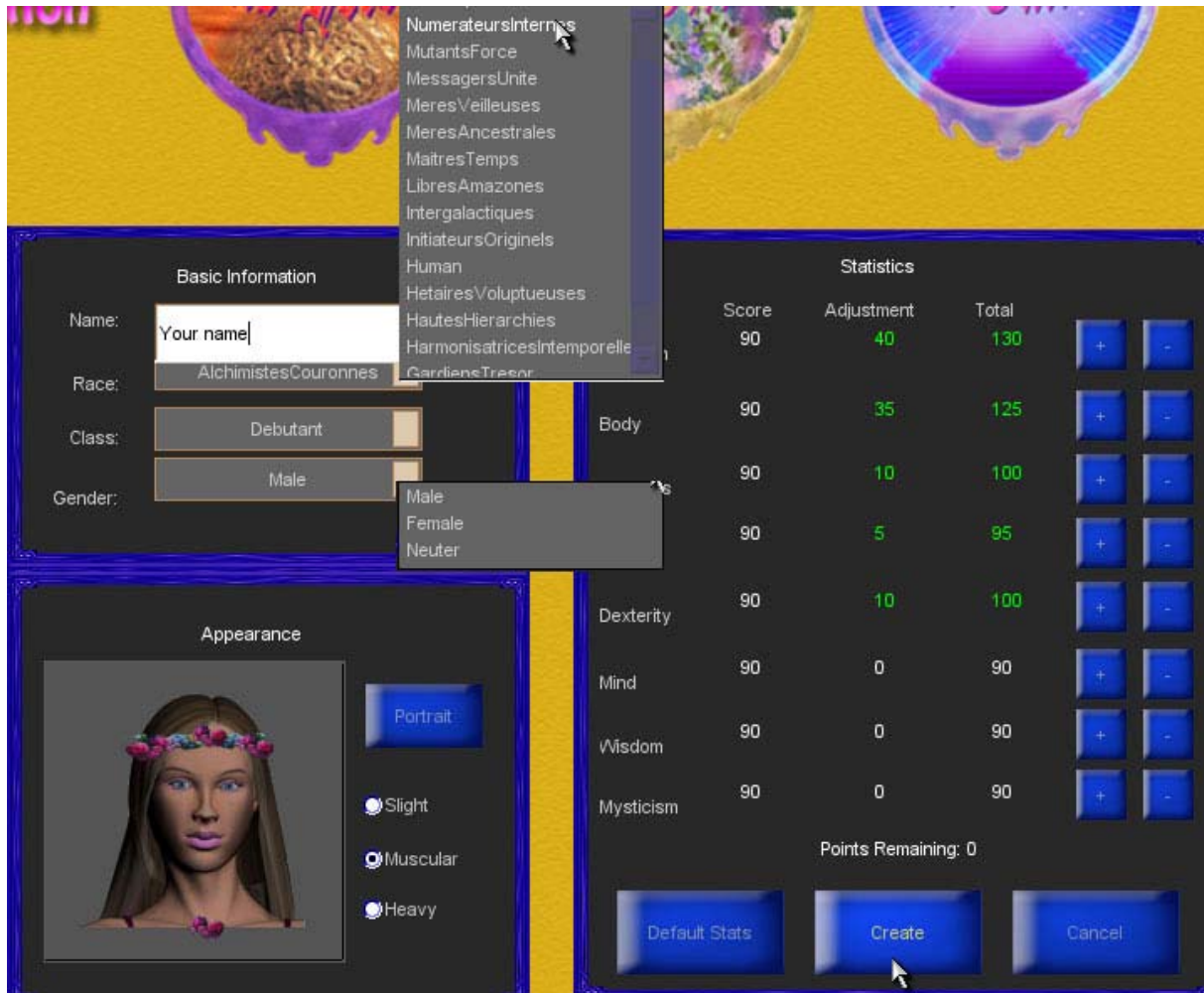
Creating your avatar

A new window appears to allow you to create your avatar.

On the left side, **click on "New Character"**



In a new window you can enter the information requested:



Name: **A name for your avatar.** This is the name that will appear in the game.

(Minimum 4 letters, max 12, no space, no punctuation, no accent)

Race: There is only one race for avatars: humans.

Class: Leave this alone

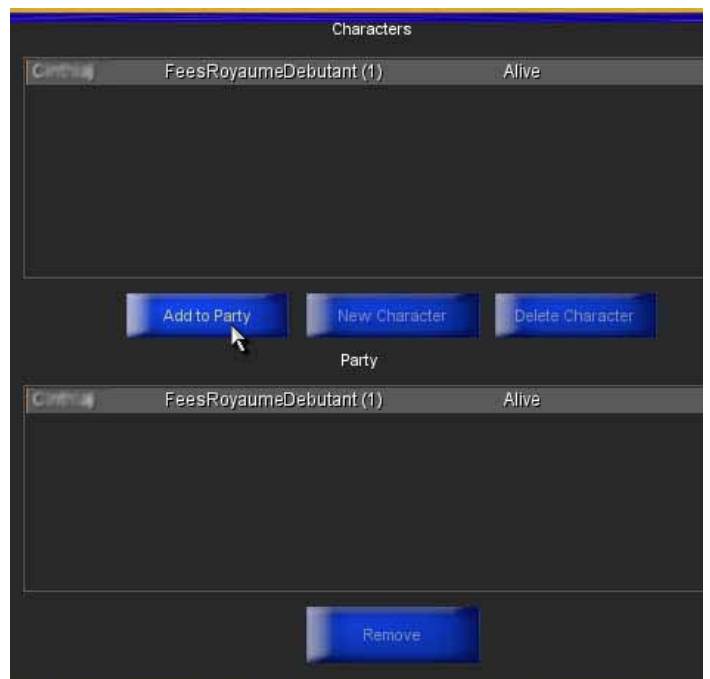
Gender: **Select Male or Female**

When this is done, click on "**Default Stats**" (important)

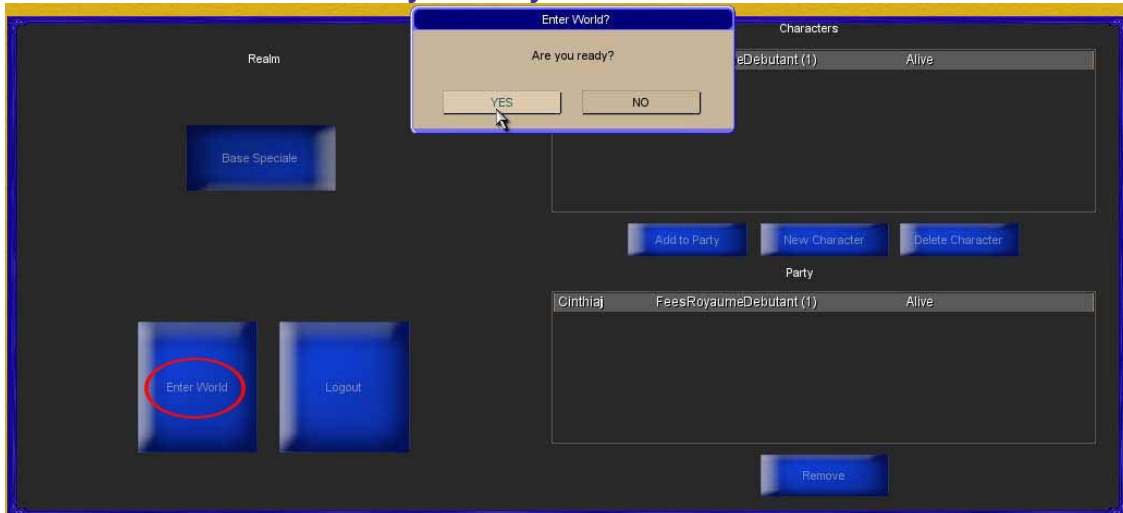
And finally click on "**Create**"

Your first character has been created. You can create several of them if you wish; you will also be able to delete them.

The name and race of your character appear in a box. **Click on your avatar's name** to select it, then **click on «Add to Party»**.



Enter the game... at last!
Click "Enter World"
Click "Yes" when asked "Are you ready?"



Now, the mission starts downloading:
"Loading objects", "Loading Lightning mission"..
Be patient! This is the last step before you can take a walk with your avatar!



Congratulations! You have entered the Special Base DEMO version!



Getting rid of your weapons

Note: Each time you create a new avatar, this character enters the game bearing full war attire (helmet, armour, spade shaped like a magic rod, shield). If you wish, you can take off helmet, spade and shield. Underneath them, you'll discover your beautiful galactic suit. Keep your cape on! Your cape keeps you identified to your own portal.



How to take off items: **type the letter «i»** (i for item): a window appears, in the right part of which you can see the icons of those parts. **Click-slide an icon and make it move until it fits in another square in one of the three bottom rows.**

***To take off weapons, helmet etc., double-click the icon of the item you want to take off of your avatar.

Moving around the Special Crystal Base with your avatar

KEYS TO MAKE YOUR AVATAR MOVE:

Move forward: W

Move backward: S

Move horizontally to the right: D

Move horizontally to the left: A

Jump: space bar

In order to keep running without having to manipulate your keyboard, push the "V" key once.

*****Movements can also be implemented from the mouse.** By keeping your right-click button pushed while you move the mouse on the mousepad, you can turn right or left, look up or down. Add to this the left-click pushed and you move forward in the requested direction.

To move the camera... use the same principle

To turn right: rotate the mouse to the right

To turn left: rotate the mouse to the left

To look up: turn the mouse upwards

To look down: turn the mouse downwards

Chat Window and the Game Controls

To bring the chat window on your screen, in which you will be able to type the game controls, **push the "Enter" key in your keyboard.**

If later on you wish to close it, click on the upper left corner of each small window that appears on your screen.

The following «controls» will allow you to make your avatar move in different ways.

You must type this control (starting with /) in the chat window of the game.

Dance /dance
Salute /bow
Say yes /yes
Say no /no
Sit down /sit
Turn around /turn
Lie down /sleep
Connect yourself /up
Wave /wave
Hold others' hand /cercleh
Take a leap /jump
Half-turn around /turndemi
Show /point
Crouch /crop
Backflip jump /backflip
Somersault /galip
Turn to the left /turnl
Throw /lance
Throw in the air /lancehaut
Jumping effect /jumpspell
Stand up /d



Looking for another avatar? ... The Tracking Function!

To open the window of the tracking function, push the T key in your keyboard.

In this window you will have: on the left side, a list of avatars currently present in the base; on the right side, a "track" button.

Firstly click on the name of the avatar you are looking for, then click "track". You see a dog appear, and an indication of the number of metres separating you from the other avatar. Move your mouse while keeping the right-click pushed in order to make your own avatar move to the right or to the left. You can see that the dog turns when you do this operation.

In order to align on your destination, the dog must turn its back on you (as if you were following it). Its nose points to the person you want to rejoin. Therefore, move forward in this direction until you are with the person you wanted to find.



Exiting the game

Click on the "ECHAP" or "ESC" keys (Escape). A window-menu appear, in which you can **click on « Quit »**.



The End