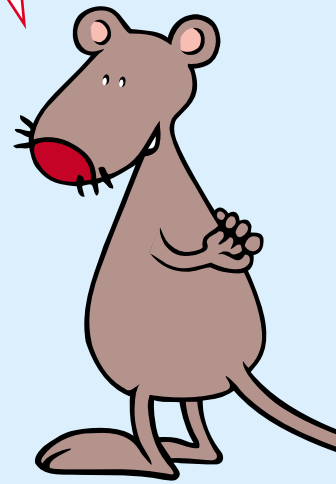


# MULTI-USER DIMENSION 2

Now you've got to grips with the basics of your first MUD - TerraFirma - it's time to start playing, and interacting with other players, for real. Stay alert and think carefully.

New TerraFirma players start in a safe Newbie zone where your character is unlikely to die.



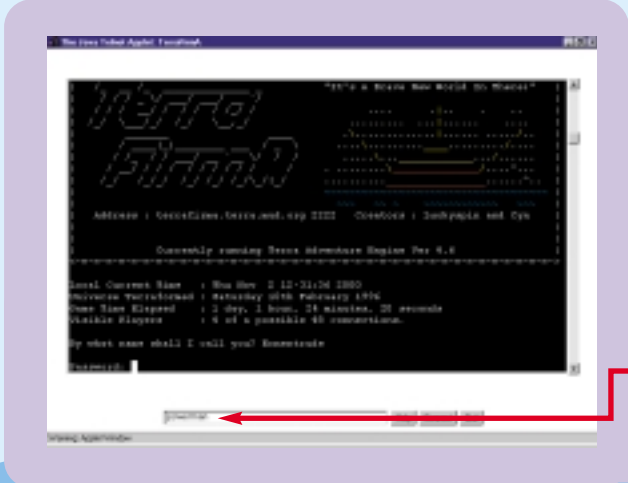
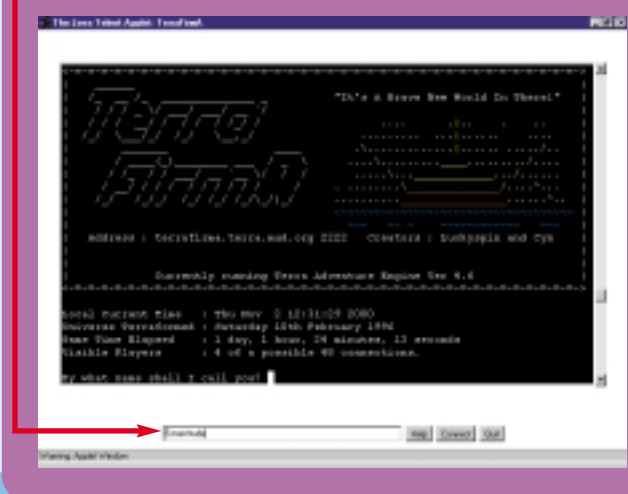
**1** Log on to the internet and head back to <http://terrafirma.terra.mud.org/>. Click on **Play Now!**



**2** Click on the **JAVA TELNET:** **Connect To TerraFirma!** button.

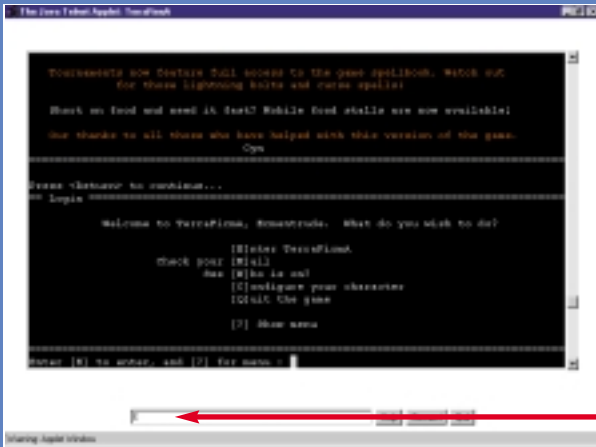


**3** The Java Telnet Applet: TerraFirma window opens. Maximize it. You're asked: **By what name shall I call you?** Type your previously chosen character name and hit **Enter**.



**4** Type in your password and hit **Enter**.

5 Read the **Welcome** screen, then press **Return** to continue.



6 To enter the world of **TerraFirmA** type **E** and hit **Enter**. You'll begin in the **Newbie** zone.

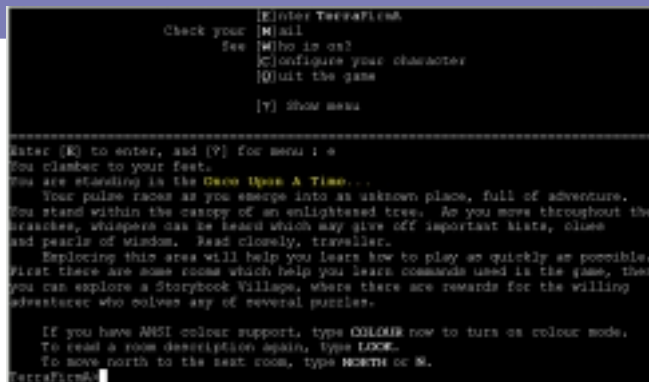
## Game Tutorial

## Tip

### HANDLING OBJECTS

To pick up objects and credits, type **get** or **take** before your command. To get all the objects in a room, type **t all**. To put an object into another object, type **put** at the beginning of the command.

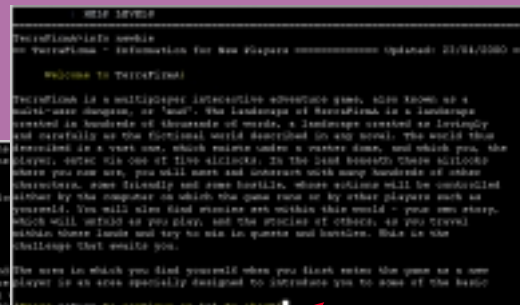
1 The first time you enter the game you start in **Once Upon A Time**. You're unlikely to be killed here – it's a safe area that serves as a tutorial for the game by taking you through storybook-themed puzzles. Read the introduction. If you haven't already activated colour, type **colour** and hit **Enter**. The coloured text may provide hints.



2 To move north to the next room, type **N**. (You can use lower case type if you wish.) You are now standing in the **Tree of Knowledge - 1**. Explore all the options given to get the quickest understanding of the game strategy.



3 Type **info newbie** to obtain information for new players. Press **Return** when you've read it through.





```
You are standing in the Bar of the Turfe Taverne.
The bar is the largest room in the tavern, where adventurers gather
for drinking and carousing after their journeyings in TerraFirma. Drink
is available from behind a long oak bar and the air is usually thick with
talk and shouting and sometimes sings the atmosphere one of fellowship -
for now - and a kind of peace, although you see that the staff seem wary as
if that could change at any moment. The people in here usually seem to
gather in groups in the main part of the bar, where you are now, or sit in
the dark nook to the north or by the fireplace to the south, where a fire
burns. A sign on the bar tells you what drinks are sold here.
You see :
A carved oak stool.
An earthenware beer jug sitting on a shelf above the bar.
The Barman standing here.
The Wench standing here.
Obvious exits are :
North : Back Nook
East : Foot of the Chairs
South : Fireplace
West : Passageway
The Wench adjusts her stockings.
The Wench says 'I could do with a day off.'
The Wench has gone south.
The Barman polishes the bar.
TerraFirma>
```

2 You might stop off at the **Turfe Taverne**. Here, you'll find mobiles interacting. It is a meeting place for all the players. You can order food and drink from the **barman** (pretend you're an adult – after all, they're cyber drinks!), read messages on the **bulletin board**, and buy **quest hints** from the **bard**. But watch out for fights!

3 Use a hint from an enchanted object to fight a mobile. This is the **Majick** bit in action. The word to type in your command line is **chill**, and the **Gelf** becomes engulfed in a freezing cold blizzard. But let's not give too much away – you must get your brain in gear to do well here!

```
TerraFirma>er ball
You examine the ball closely.
You rub your hand over the ball and gaze deeply into the crystal.
The mist clears and you see a message...
The Gelf moves far too quick
But you can beat him with a trick
An icy blast will chill his soul
And you can move towards your goal
TerraFirma>chill gelf
You concentrate on the Majick and focus...
As your mind majickally chills, The gelf becomes engulfed in a freezing cold
blizzard.
You ready yourself for battle.
The gelf hit your body very lightly.
The gelf's blow to your body was completely absorbed.
The Majick drains your strength.
You force The gelf back.
The Gelf hit your body lightly.
The gelf's blow to your body was completely absorbed.
You club The gelf with a mighty blow from your pen.
Your last hit slaughtered The gelf.
You feel more experienced.
The Gelf has died.
The Gelf drops his collection of 2 credits.
TerraFirma>
```

4 To check out your current score statistics, type **sc** and hit **Return**. Ermentrude is still in excellent health so far, but **credit** (money in pocket) is poor – will have to do better! Ermentrude takes a plate, but the **Spider** takes offense – a battle begins. Players gain experience and credits from fights, and even more from a fight with several mobiles at once.

```
Obvious exits are :
East : Taverna Cellare
South : Taverna Cellare
TerraFirma>sc
-----
Name      : Ermentrude
Sex      : The Boy  | 09:44:14 2800 | Loyals   : 1
Race     : Charmer  | Level     : 4
Health   : Excellent | Strength  : 79/82
Quests   : Elementary | Experience : 1017
Credit   : Poor     | Credits   : 18
Wispy    : Cautious  | Flee Below : 10
Auto Eat : 0         | Page Length : 20
-----
TerraFirma>plate
The Spider takes offense at your actions.
You ready yourself for battle.
The Spider hit your arm very lightly.
You club The Spider with a mighty blow from your pen.
Your last hit slaughtered The Spider.
You feel more experienced.
The Spider has died.
The Spider drops his collection of 6 credits.
You feel fully healed.
TerraFirma>
```

5 To complete the Majick quest, continue interacting with mobiles. Other quests include Angels – here Ermentrude blows a

trumpet and is summoned by **Gabriel**, who offers a parchment in return for finding the trumpet. Good luck!

```
TerraFirma>give sword to michael
You give Michael your sword.
Michael gasps in astonishment and thanks you for his sword.
Michael gives you his trumpet.
TerraFirma>
You shimmer north.
You are dead in the Place of light
Swirling, iridescent colours dance through the air, captivating your
attention and nearly mesmerising you. The light here is so dazzlingly bright
that it makes your eyes start to water and you must shut them to relieve the
strain. Something softly brushes your leg and you look down to find that you
stand in a extensive field of pure-white lilies.
Obvious exits are :
North : Blessed Souls
South : Shining Cathedral
TerraFirma>blow trumpet
You place your lips against the trumpet and blow hard.
You are summoned by Gabriel.
Gabriel exclaims 'Oh! You've found my trumpet!'
TerraFirma>give trumpet to gabriel
You give Gabriel your trumpet.
Gabriel says 'Thank you for finding my trumpet Ermentrude. Take this parchment
in return.'
Gabriel gives you her parchment.
TerraFirma>
```

# WATCH OUT!

## DEATH

You can die in several ways. A common way is dying while fighting a tough mobile. Other ways include the dreaded death rooms, traps, or what are best categorized as fatal mistakes.