

**Lands of Hope Mobile Edition**

**Manual**

V1 September 2010

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## **New Account Signup**

At the LoHMobile.com home page click on Signup at the bottom of the screen.

Enter the Username, Password and Email address you wish to have associated with your account.

You must accept the TOS and then click Create.

Your new account will be made and you will be logged in and sent to the character listing.

## Interface Basics

The Mobile Interface consists of a menu at the top of the screen.



Then the game interface below it.

Account Panel

1

✓ Tawny Featherheart




✓ GM Tekka



Using buttons on the Menu and in the Interface will update the information displayed on screen.

## New Character Creation

Click the  New Character icon on the Menu after logging in.

You can then choose from the following classes:

[Fighter](#) - **Combat class** with primary focus on melee combat, later evolutions gain humanoid taming and many weapon skills.

[Archer](#) - **Combat class** with primary focus on ranged combat, later evolutions gain tracking and/or beast taming abilities.

[Rogue](#) - **Combat class** with primary focus on combat and access to stealth and

lockpicking, later evolutions gain stealing.

Caster - **Combat class** with primary focus on offensive magic, later evolutions gain abilities such as undead control.

Healer - **Combat class** with primary focus on defensive and healing magic, later evolutions gain buffs and more.

Animator - **Combat class** uses crafting skills to make golems which act as combat pets.

Apprentice - **Non-combat class** designed for crafting only.


## **Only for experienced players**

Click the Name of the class you wish to choose on the New Character screen.

The second step of the New Character screen gives you a list of up to 10 random Male/Female avatar pictures with a pre-defined name. You can replace the name with something you would like to use and then click the Create button under the Sex/Picture that suits your personal taste.

Your character will then be created.

## Loading a Character

To access the list of characters on your account click the  icon in the menu.

All existing characters, including those made in the full version of the game will be displayed and can be accessed.

Click on the name of the Character you wish to play to load that character into the game.



## Game Menu Icons

- Character List Screen
- Character Info/Menus
- Map/Travel
- Access Monsters/Npcs
- Chat
- Logout of the Game


## Character Menu Icons

Character Menu icons are accessed through the 

Character Info button in the top menu.

- Rest to Regen. Health
- Inventory
- Gathering / Craft Queue
- Craft
- Gathering Map
- Messages
- Friends
- Pets
- Skills

## Travel

The  Menu Icon will open the Regional Map screen, this is how you travel around the game world.

The Map screen has 3 distinct ways you can travel.

1. Type coordinates into the X and Y box.
2. Use the Landmark drop down box to select a pre-entered Landmark such as a Town/Important location.
3. Click the North, South, East and West buttons to travel around the map one square at a time.

The Map screen is shown below.

MENU



# Springlade



X: 31

Y: 59


-Current Location-

-Current Location-

Go

North  
West | East  
South

## Interacting with the World

Use the  View Location icon on the Top Menu.

The Location screen will show you the NPCs, Monsters, Pets and Players at the same location as you.

It will also show you the items at the current location such as bags of loot, vaults or anything else that is on the ground.

It will also show you the Buildings (if you are outside) at the current location.

## Interacting with NPCs

Click on the picture of the NPC you wish to interact with.

You will then be given an Info screen for the NPC with a list of choices.

### Miss Sissy Socks



Sell Items  
3 Trophys  
Quests

Level: 5.0

**1**  
**Please pick an action to the right of the NPC picture!**

Common Choices:

- Sell Items – Sell your junk and unused items to the NPC.
- Quests – Access any quests this NPC has to offer.
- X Trophies – Access the Trophy Quests an NPC may have to offer.
- Xxxx Train – Receive Training in a Skill, Combat Technique or Crafting Line.
- Heal – Bring yourself and other dead souls back to life.
- Fight – Attack the Monster.

## **Interacting with Items**

Click on the picture of the Item you wish to interact with using the Location view screen.

*Note: Not all items can be interacted with yet, as there are hundreds of different types of items in the full game.*

Using some items will trigger another screen (such as gathering items).



## **Interacting with Buildings**

Unlike the full game you can not truly explore buildings. This is a limitation due to the fact not all cellphones work the same and to allow us to implement a true building map it would mean restricting the handsets that could access the game.


We wanted as many people as possible to access LoH:ME so this is why you can not go inside buildings.

If you click on a building it will show a list of the NPCs inside the building and allow you to interact with them but you can not go any further than that first room.



**Lands of Hope Mobile Edition**


# **Character Guide**

# Inventory

*Tip: Access the Inventory using the  icon on the Character Menu.*

The Inventory screen is used to interact with your inventory items, to equip items, drop items and transfer items from your bags/Trade Bag.

At the top of the Inventory screen you have a series of buttons that let you switch back and forth between the different bags you might have equipped as well as your  Equipped items and  Trade Bag locations.

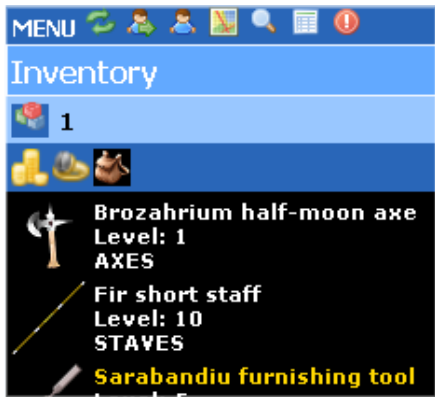
You will also find a  stack icon at the top that lets you combine all of your items into neat stacks for easier storage.

Click on the name of the item in the Inventory listing and it will show a screen with more information on that item, at the bottom of the screen are interaction buttons that let you perform various actions.


- Drop – Drops the item. Permanently!
- Use – Interact with the item to perform a task/action.
- Equip – Equips the item to the default slot for that item.
- Unequip – Unequips the item and returns it to your bag.
- Sellbag – Moves the item to your sell bag.

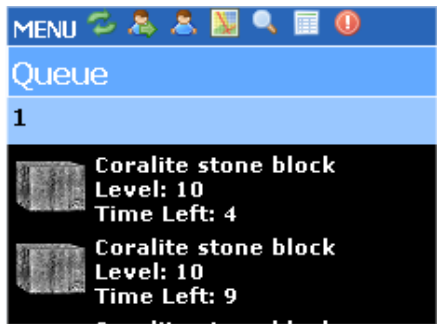
- Backpack – Moves the item to your backpack.

At the top of the Item details screen you can press the ◀ icon to go back to the main inventory.



## Queue

The  Queue screen is used to complete timed actions such as gathering or crafting.




When you open the screen it automatically completes any task outstanding.

## Crafting


The 🟡 Crafting screen is used to access plans that you have learnt. These plans can be used to craft items, ingredients and other useful thingy-ma-watsits.

Visit Plan Trainers to learn more plans, craft items to raise your crafting skills.

## Gathering

The  Gathering Map screen is used to track resources you can gather without having to know the location of the item.

Use the drop down box to select the resource and click Go to travel to its location, the drop down contains lists of all resources you can gather in that realm based on your known skills and current skill values.

Once at a location with a resource click the  icon then click on the resource item in the items on the ground section.

Click on Gather on the right to begin gathering. Use the Queue screen to complete gathering.



## **Messaging**

To be added ...

## **Friends**

To be added ...

## **Pets**

To be added ...

## **Skills**

To be added ...

## Stat Points Per Level (1 - 50)

| <b>CLASS</b> | <b>HP</b> | <b>MP</b> | <b>INT</b> | <b>STR</b> | <b>STA</b> | <b>DEX</b> | <b>SPD</b> |
|--------------|-----------|-----------|------------|------------|------------|------------|------------|
| Fighter      | 1         | 1         | 1          | 1          | 2          | 1          | 1          |
| Archer       | 1         | 1         | 1          | 1          | 1          | 2          | 1          |
| Rogue        | 1         | 1         | 1          | 1          | 1          | 2          | 2          |
| Caster       | 1         | 2         | 1          | 1          | 1          | 1          | 1          |
| Healer       | 1         | 2         | 2          | 1          | 1          | 1          | 1          |
| Anim.        | 1         | 2         | 1          | 1          | 1          | 1          | 1          |
| Appre.       | 1         | 1         | 1          | 1          | 1          | 1          | 1          |