

# Renaissance Quest - Players' Manual

Welcome to Renaissance Quest!

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# The Game Display

The Renaissance Quest Game Display is your main window into the Game. It contains all of the information you will need to play. You can type messages to other players (chat), monitor your strength, money, and hunger, and see who else is playing. This panel is updated continuously in real time. You can watch yourself and other players move about and see their public conversations.


If you are using a device with a small screen, Renaissance Quest will attempt to resize the Game Display to fit. You can also select a size in SETTINGS.

In the layout below, click on any part to find out details about how the game functions:

FileSettingsCommunityAvatarsTravelCommerceQuests/EventsReport-AbuseHelp




 100

 100

 100

 50

 0

 1

Your Backpack  
You Have  
No Equipment

Players Online  
Guest1

Welcome to Renaissance Quest!  
  
Visit our website at: [www.renquest.com](http://www.renquest.com)  
to get further information about the game.  
  
Please stand by, attempting server connection to  
renquest.com on port 6102...  
Server Connection Open!!!  
Waiting for Logon Response from server...  
Logon Accepted!  
This account is not validated in effect.  
There are Important New Announcements  
Player pictures.  
Please click COMMUNITY - MESSAGE BOARD



Island Of The Lost



# The Top Menu

The Top Menu contains tabs which are used to select options and inquire on various game aspects. Note that some items are available only to registered players, or require special authorization:

File	Allows the user to Logon, Logoff, or Create a Player Identity.
Settings	Allows the user to change their Public Information, Username, Password, Security Question, or E-Mail, and set Playing Preferences. You can also turn on a Function Key Panel in case your device does not have convenient functions keys, or you are unable to use them.
Community	Allows the user to access social aspects of the game. You can visit or post on message boards, vote in the opinion polls, make reservations in one or the public venues for a special party or event, or use other features.
Avatars	Allows you to select the Avatar (player visual representation) you want to use. The clothes or appearance color of many Avatars can be changed. Note that the selection of Avatars available to you may be limited based on your Player Level or which Quests you have successfully completed.
File	Allows the user to Travel immediately to various places in the Renaissance Quest world. The list of places includes popular and useful destinations, where you can buy food and drink, and be safe from enemies. You can also Bookmark locations you have visited, so you can easily return.
Commerce	Allows the user to Buy and Sell goods to shops, and seek out property or goods which are for sale.
Quests/Events	Here you can see which Quests are available, and get advice on how to complete them. You can also check on scheduled game-wide events, both past and future, and see which quests you yourself have completed.
Report Abuse	Use this tab if you observe illegal, threatening, or harassing behavior on the part of any player. A report and screen shot will be sent to the moderators. Other players in the game will not be aware that a report was sent.
Help	The Help Menu has links to a wealth of useful information about the game. You should consult this reference if you have any questions (or just ask other players!).

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## The Play Scene

The Play Scene is your view into the virtual world. You will see Avatars (always your own, and other people's Avatars, if any others are present). The Play Scene displays only a tiny portion of the world. The entire world consists of about 10,000 scenes!

If you move, using arrow keys or your mouse, you will see your Avatar move within the scene. You may also see other players moving about. If you move towards the edge of the scene, assuming





your way is not blocked by trees, rocks, or buildings, then the next scene in that direction will immediately be displayed.

Try clicking your mouse on various people, buildings, and objects in the scene. Most will bring up an information or option menu!

When you chat in the public chat area, only the players who are in your scene can hear you.

ICONS may appear at the bottom of the Game Panel in some world locations:

	Peace Zone - Indicates that attacks are not allowed in this location
	Build Zone - Indicates that World Building may be in progress in this location

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## Your Life, Hunger, and Thirst

This area of the game panel allows you to monitor your Life, Hunger, and Thirst. These values will flash to attract your attention if they get too low.

If these values reach zero, you will:

Drop all equipment that is in your backpack into the scene  
Immediately DIE, and be sent to Purgatory

Obviously, you should not allow this to happen! You can replenish these attributes:

Hunger	Consume some food
Thirst	Consume some drink
Life	Consume some medicine

Food, drink, and medicine are available in various shops.

There is also raw food and drink available (apples, fish, lemons, etc.)

for free. Just look around the world to find these things. Note, however, that raw foods do not have nearly the hunger and thirst quenching value as foods prepared in shops.

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## Your Ducats, Strength, and the Player Count

This area of the Game Panel displays:

The count of Ducats (game money) in your Player Account.  
This count does not include Ducats which you have dropped in your properties.

Your Strength.

The count of Players currently in the game.  
This does not include game-controlled players such as Mad Cats or Sheep.

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## Your Backpack

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## Players Online

This area of the Game Panel displays the names of other players who are online.  
In front of each name may appear a Clan Badge, if the player is a member of a Clan.  
After each name may appear a Mood Badge, if the player had chosen to set a Mood.

Click on any name to bring up a menu of options for interacting with that player.

This size of this list is limited- if there are many players logged on, you may not see them all. You also have the option (in Settings - Preferences) to display only your Friends in this list.

A Mood of **X** is automatically set for guests and other non-registered players.

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## The Chat Area

This scrollable window displays the chat conversation curenly taking place. In front of each line of chat is the name of the player speaking. Names of players are painted in gender-based color, if the player has chosen a gender in Settings - Public Info. Otherwise, the name displays



in green.

Other text can display in this area, for example: system announcements, the results of attacks, or other useful information. These displays will generally be in Red (serious) or Yellow (not so serious), or green (information only).

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## **The Map**

Most areas of the game will have a map displayed in the Map Area. There may be more than one map, drawn in various zoom resolutions. Click the map to switch between the zoom resolutions (if they are present).

Not all areas will have detailed maps - it would be too easy to complete a quest if there were detailed maps of the Quests!

On many of the maps, you will see the locations of other players. Your own location will be shown with a red X. The locations of other players will be shown with blue X's.

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## **The Chat Text Entry Area**

This is where you type when you want to "speak" to other players in the scene. Your chat text will not be sent until you hit the Return key. Then, this chat text area will be cleared, and your chat text will appear, prefixed with your name, in the Scrollable Chat Area.

Bedside chatting with other players in the scene, there are various commands (prefixed by /cmd) which you can use. These are documented elsewhere in the Chatting With Other Players section.

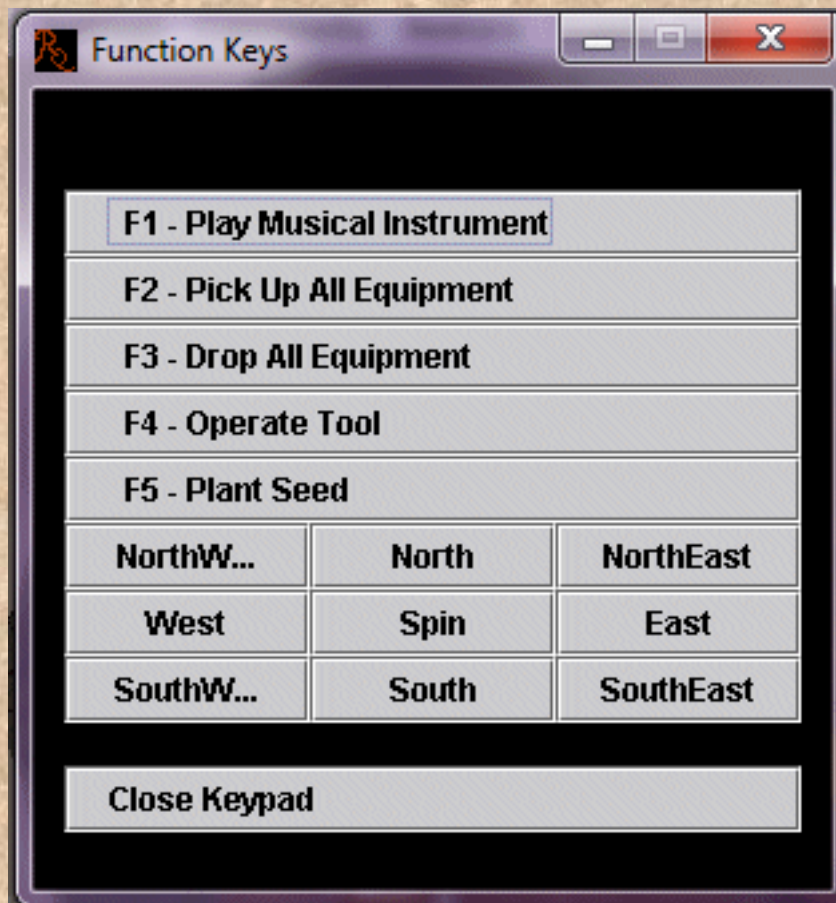
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# Avatar Movement



Avatar movement is pretty straightforward. You can either move your avatar by using the arrow keys on your keyboard, or by dragging it using your mouse. If you don't have a keyboard with arrows or function keys you can click on settings at the top of the screen and click on Function Key Panel option. A popup window will appear like the one show below. But hopefully you have a fully functional keyboard as that is much easier to use!





If you want to move across water there is an extra step (or two). First you must acquire a raft. Next you click on the raft icon in your backpack and click use. The next time you come to water the raft will deploy and you will be able to move across it. But keep an eye on how much of the raft usage is left. If it gets to zero while on the water you will start drowning!! To save yourself you can jump to a location under the travel drop down (at the top of the screen) or deploy a spare raft if you have one in your backpack.



These are the methods of moving your avatar that are easily available to every registered player. There is a lot to explore and fun to be had in RQ.

Good Luck!!!

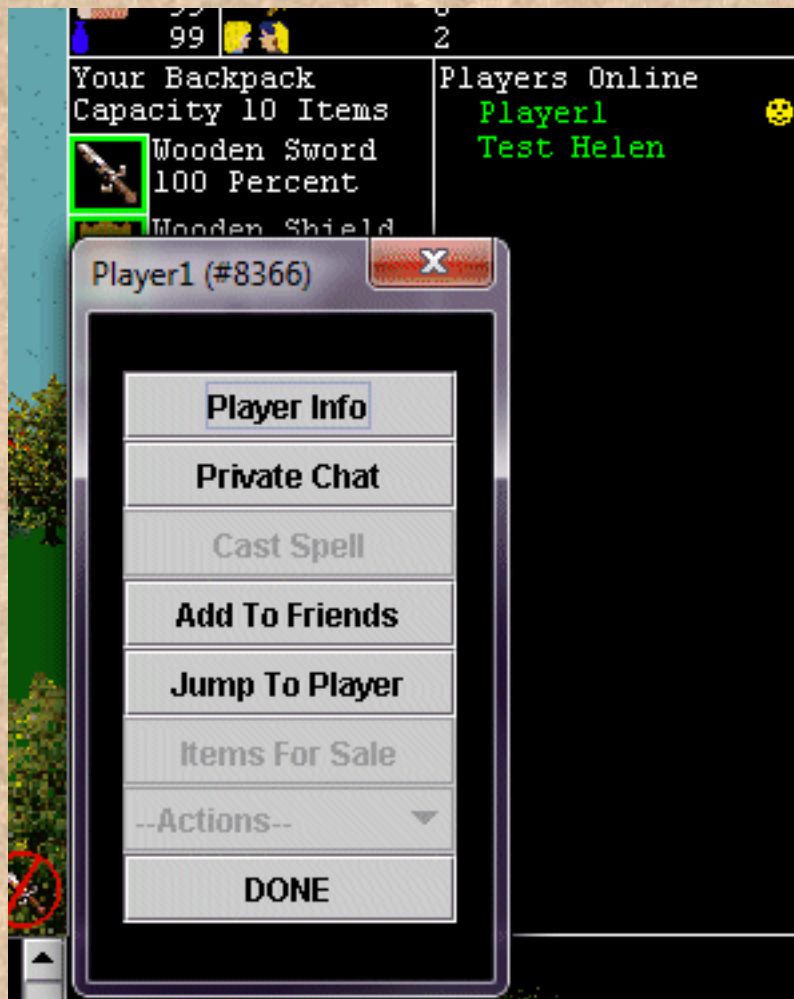


# Travel

Avatar travel allows you to go long distances without moving your avatar scene by scene. This saves a lot of time! In order to do this you click travel (located at the top of the screen) then click on one of the choices presented. The number of destinations that you can choose from will increase as you acquire more property.



You can also jump to another player if they allow it and if the area they are located in allows it.



You can bookmark up to 5 locations that you would want to transport to. This can be done by clicking travel (at the top of the screen) then click Bookmark Current Location. That will bring up A window allowing you to name the bookmark comes up. If you want you can delete a book mark to make room for a new, more desirable one. After the bookmark is created you can travel to the specified location quite easily by clicking travel, bookmarked locations, then selecting the saved location you want to go to.

These are the methods of travel that are easily available to every player. There are also magical items that allow you to travel to places that are usually difficult if not impossible to get to. These artifacts can be purchased in some cases but in others have to be earned by finishing a quest.

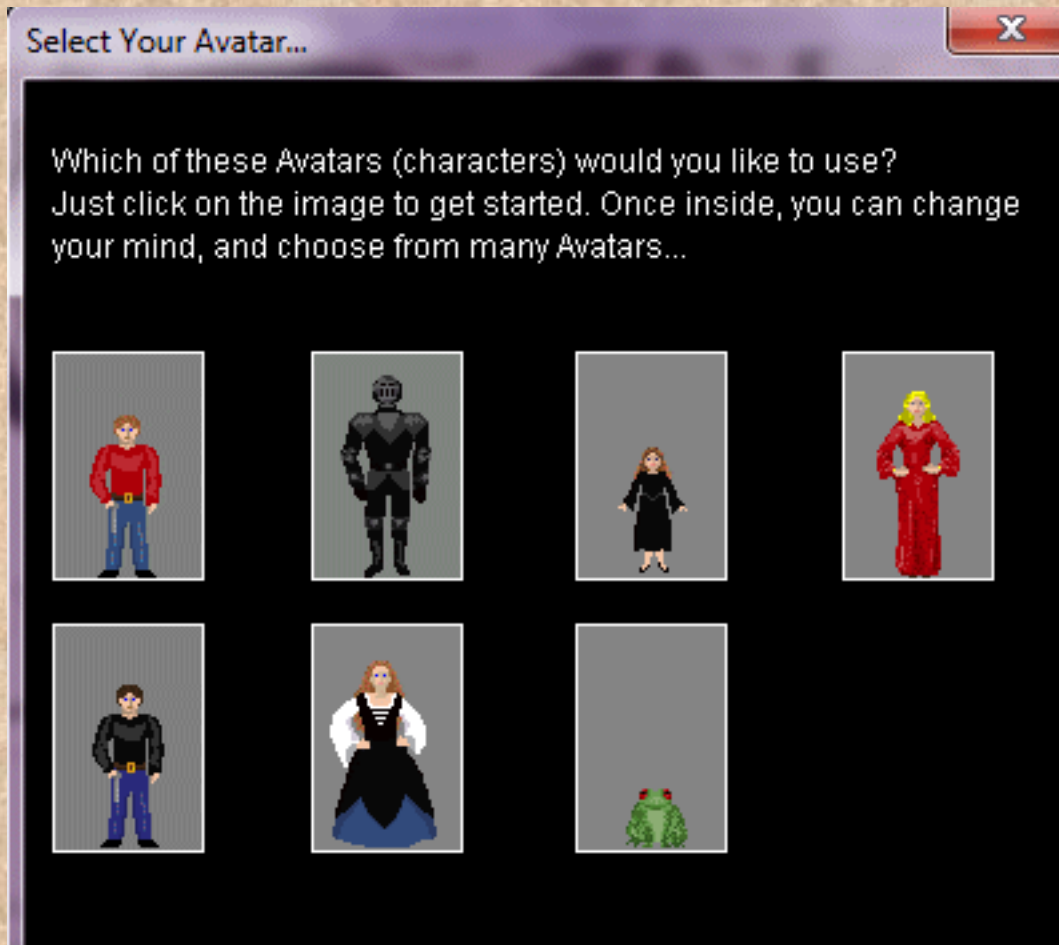
Good Luck!!!



# Avatar Selection



When you first logon as a guest a popup window comes up allowing you to pick from seven different avatars to get you started.

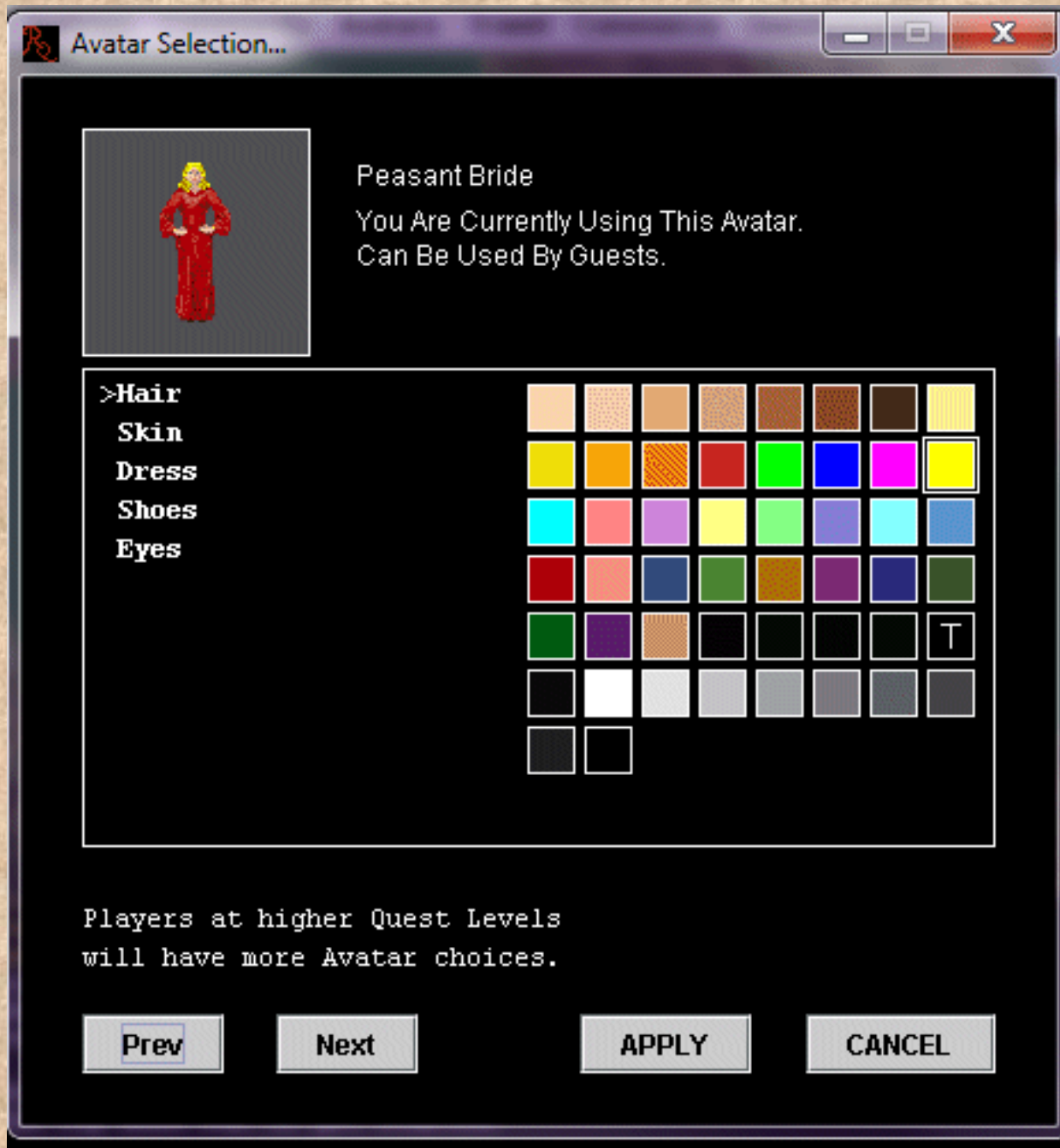


Once you are logged on you can click on Avatars at the top of the screen to change your avatar.





After you have clicked on your avatar selection a popup like this will come up allowing you to customize your avatar (if it is customizable that is.)



Note: the avatar selection allowed to guests is limited. But once you register you will have numerous additional avatar options!

We hope you will have fun with this!



# Keyboard and Mouse

You can use your keyboard arrow keys to move avatars around or drag them with your mouse. In addition you can use your Function Keys to do the following:

F1 - play a musical instrument

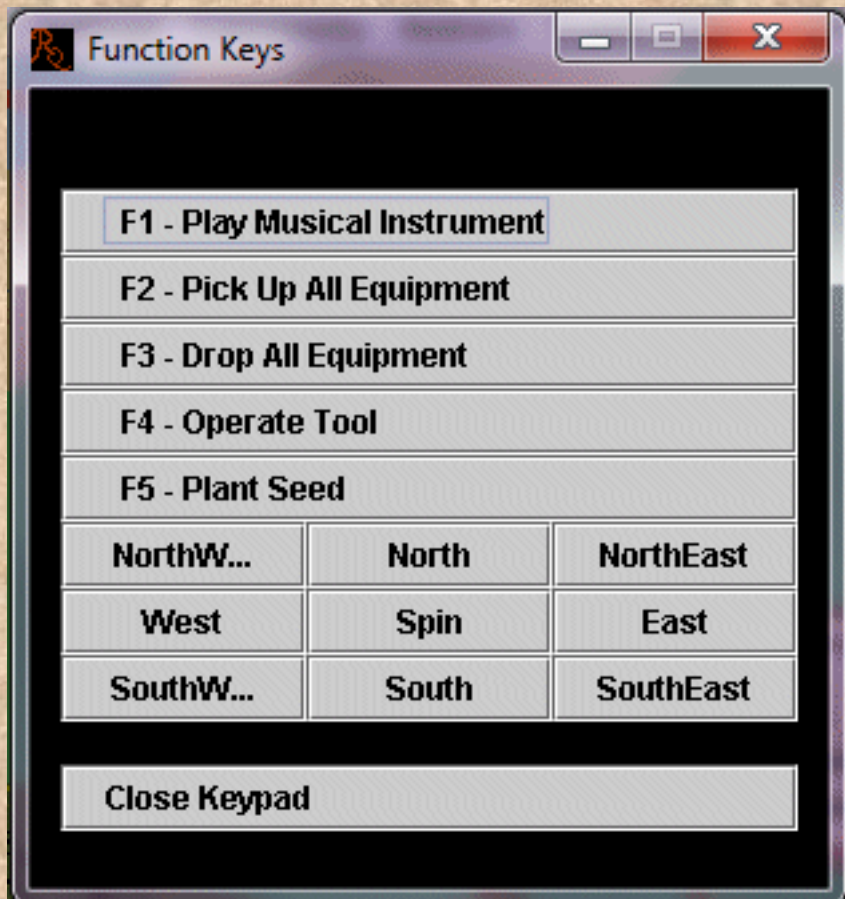
F2 - pick up all close equipment

F3 - empty your backpack on the ground,

F4- operate a tool

F5 - Plant a seed.

If you don't have these keys available on your keyboard (or just chose to do so) you can click settings then select function keypad to bring up a virtual function keypad.



Happy exploring!!!

# Clicking

There are many secrets in the Renaissance Quest World. Clicking can help you uncover some of them. Clicking on items can bring up information about them. Clicking on avatars can bring up information about the players in the game. If you click on a sign, it will show a popup window telling you what that sign says.



Happy exploring!!!



# Picking Up Items

You can pick up certain objects in the game by getting close to them then clicking on them and choosing the pickup option on the popup window. Note that this will only work if you are not on private property, and if you have room in your backpack for another item.



Numerous items in RQ can be picked up. Try clicking on items in a scene. If the item can be picked up a popup window will appear.

Happy exploring!!!

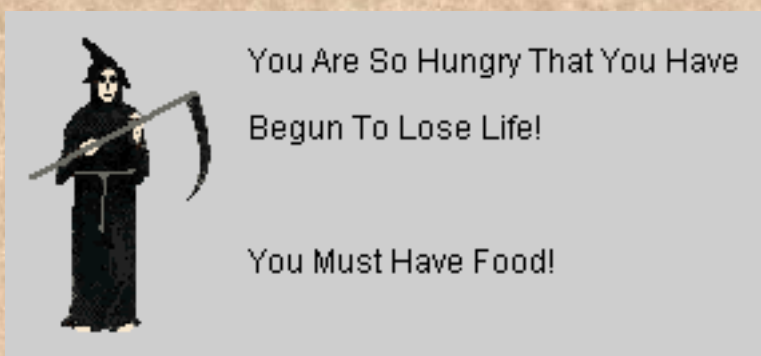
# Food and Drink

In order to function in the RQ world you will need to eat and drink every once in a while. If you neglect this long enough you could die!

You can keep track of your hunger and thirst status by looking at the food and drink percentages at the upper left part of your screen. In the example below the avatar's hunger is 91% satisfied and the thirst is 96% satisfied.



When you need to eat or drink you can find food and drink in numerous shops. Once you have purchased the item you click on it (in your backpack). A popup window appears and you can click consume. The number in the hunger or thirst status should immediately be increased (meaning you are less hungry or thirsty). If you let either of these numbers get down to zero you will start to lose life points (depicted by the heart icon). Hopefully you will never allow yourself to get that hungry or thirsty--but if you do then a warning popup window like the one below will come up.











# Avatar Life Container

The avatar life container holds the number of life points you have left. If you let it get down to zero you die and drop everything in your backpack! And you get sent to purgatory. And it is a pain to get out of purgatory. Having an empty life container is something to definitely be avoided!

Several things can deplete your life container. The most common ways to lose life points are: 1) Allowing your hunger or thirst to go to zero (get something to eat or drink quickly!) 2) Having an enemy attack you and 3) Being in a body of water without a raft (hint: hit travel then Ambrosia to get out that trouble). You can gain back the life points that you lost by consuming medicine. Medicine can be purchase in a few shops. In the example below the avatar's life container is depicted by the heart.

	100		30694
	91		4
	96		1
Your Backpack		Players Online	
Capacity 10 Items		Player1 	
	Woodsman's Axe, 128 Uses Left		
	Strong Medicine 1 Use Left		
	Small Raft 28 Percent		

Everyone starts out with a maximum life total of 100. But as you complete quests you can increase that amount. The quests are fun, challenging and rewarding!

# Your Ducats



Ducat's are the Renaissance Quest "Coin Of The Realm", the money of the game. Every registered player is automatically credited with 200 Ducats each day they log on. Guests are credited with 50 Ducats. The number of Ducats you have is displayed at the top of the Game Screen:

 100	 50	 <b>Your Ducats</b>
 99	 0	
 99	 2	
Your Backpack		Players Online
You Have		Jeiku z <sup>z</sup>
No Equipment		Guest1 X

Ducats are used to:

- |   |
|---|
| Buy weapons, food, and drink in shops         |
| Buy Houses or Castles.                        |
| Buy various items directly from individuals.  |
| Play Ye Olde Ambrosia Lottery or other games. |

Besides the logon allowance, you can earn Ducats by operating a shop, selling items to other players' shops, or selling items directly to other players. By buying low and selling at a profit, you can become rich and afford nice things in the game.

Some enemies are carrying Ducats, and if you manage to vanquish them, they will drop their Ducats on the ground where you can pick them up.

When you pick up a Ducat coin, rather than take up room in your backpack, the value of the coin will be credited to your account and show at the top of the Game Screen, and the coin itself will disappear. If you want to recreate the coin, you can use the top menu item Commerce, then Drop



Ducats.

Be careful to drop only the amount you want. And be aware that nearby players could snatch the coins off the ground!

If you want to give Ducats to a specific player, use the Donate Ducats option instead. This is a secure way of transferring the Ducats.

Ducat coins come in denominations of 10, 100, 1000, 10000, or 100000. You may also see "Mystery Ducat" coins, which contain an unknown value.

# Chatting with other Players

Chatting with other players is easy and can be fun. In order to do this you simply click in the white box at the bottom of the screen and type. After you hit enter your message will appear in the black area above the white box. You have to be in the same scene to chat with the other player and anyone in that same scene can see what you have typed. This method of communication is usually fine and you can talk to more than one person at a time with it. (This is great for social occasions such as parties or picnics.) An example of how this looks is below.

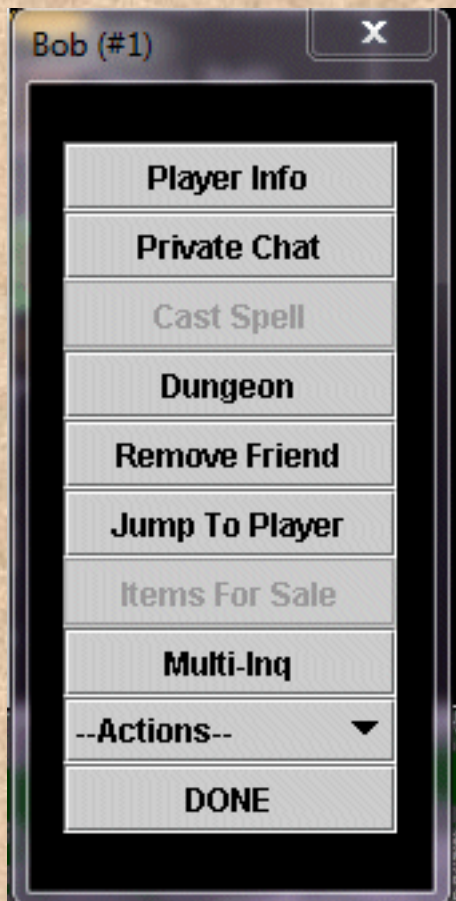
```
Bob> I'll call in a couple minutes. updating the doc and will send  
you a copy.  
Helen> ok 😊  
Helen> This is a test chat message.  
Helen> I'm going to snap a shot of this.
```

If you want to keep what you have to say secret you could use private chat which is covered in another section.

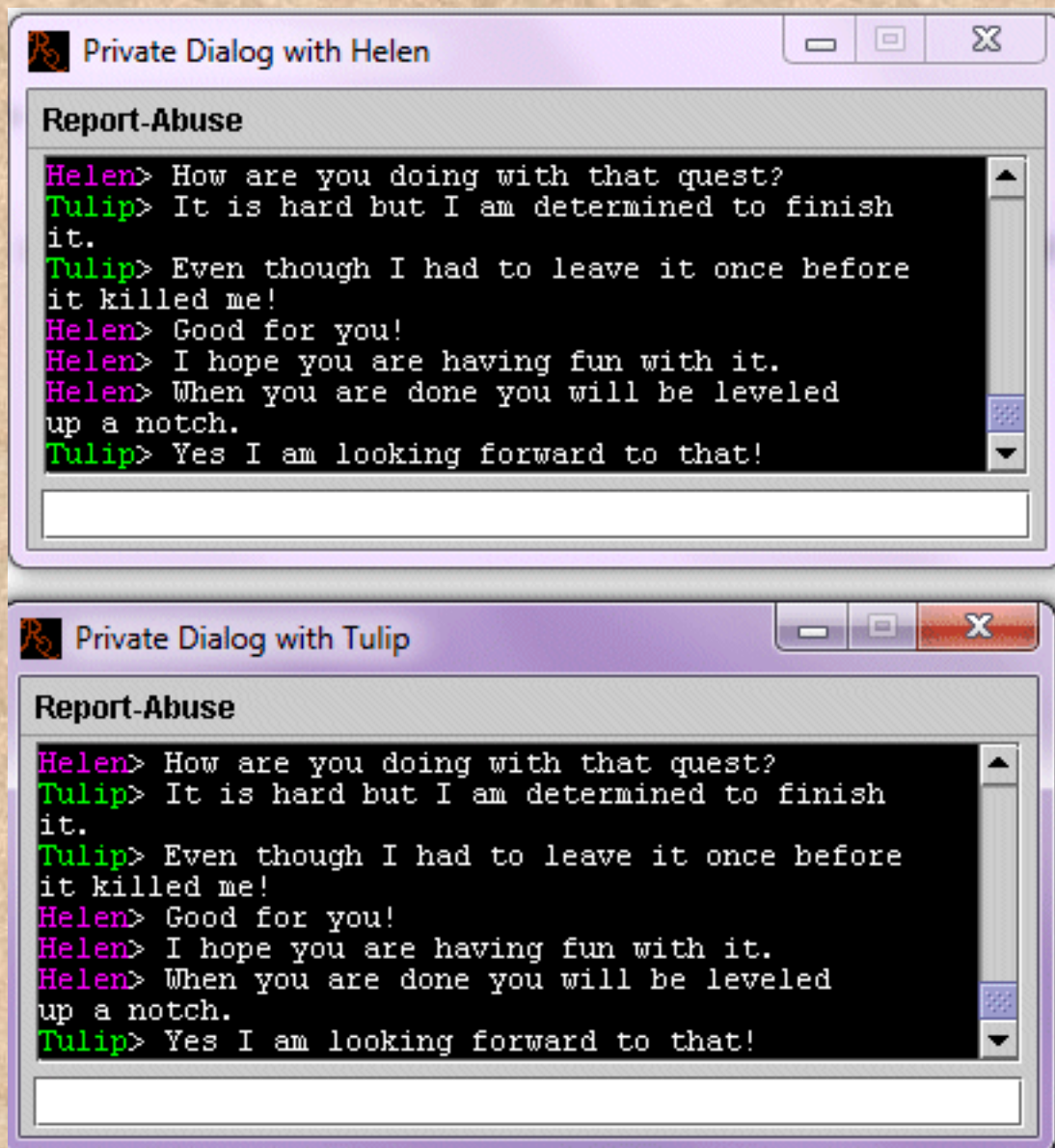


# Leaving Private Messages

In order to communicate another player privately, you simply click on the player's name under the Players Online heading to the right of the screen. This brings up a popup window (As shown below).



Then you click on the Private Chat option. This brings up a window for you to type in your message. After you hit enter it brings up dialog window for the player that you are attempting to communicate with.



If you want to be selective about who can private chat with you, you can accomplish this by clicking settings, then Account Preferences. Near the bottom of the list of preferences is Private Dialog. Click on the dropdown to see the choices you can make. The default is to accept messages from any player.



- Logon Details: ☐ *Check This Box To Receive A Message In The Chat Text Area Whenever A Player Logs On Or Off The Game.*
- Logon Beep: ☐ *Check This Box To Have Your Computer BEEP Whenever A Player Logs On.*
- Attack Beep: ☐ *Check This Box To Have Your Computer Beep When You Are Attacked.*
- Display Friends: ☐ *Check This Box To Display Only Your Friends In Players Panel.*
- Announcements: ☒ *Check This Box To Enable a Dialog When Announcements Are Broadcast*
- Property Sharing: ☐ *Check This Box If You Are Willing To Consider Sharing Property*
- Email List: ☐ *Check This Box If You Want To Get E-Mail About Important Game News*
- Trades: ☐ *Check This Box If You Are Willing To Consider Trading Equipment*
- Your Picture: ☐ *Check This Box To Send Your Picture Along With Other Player Info.*
- Allow Jumps: **Allow Any Player To Jump To You** ▼
- Private Dialog: **Accept From Any Player** ▼
- Backpack Accept: **Accept From Any Player**
- Sound Control: **Accept Only From Your Friends**
- Map Control: **DO NOT Accept Private Dialog From Anyone**
- Accept From Anyone Except Your Foes**

Update Info

Cancel Updates

# Renting A House



One of the most enjoyable and rewarding activities on Renaissance Quest is to accumulate possessions, other than Ducats. There are a great many kinds of possessions:

Basic Necessities		Foods: Grapes, Apples, Pies Drinks: Bottles of Juice, Water, or Wine
Tools		Weaving Looms or Spinning Wheels
Weapons and Shields		Wooden Swords, Iron Swords, Wooden Shields, Golden Shields
Magic And Spells		Bottles Of Magic, Spell Jewels
Prizes		Easter Hunt Eggs, Chalices, Rare Paintings, Rare Weapons

Of course, you can use your backpack to carry around various items. But your backpack can only



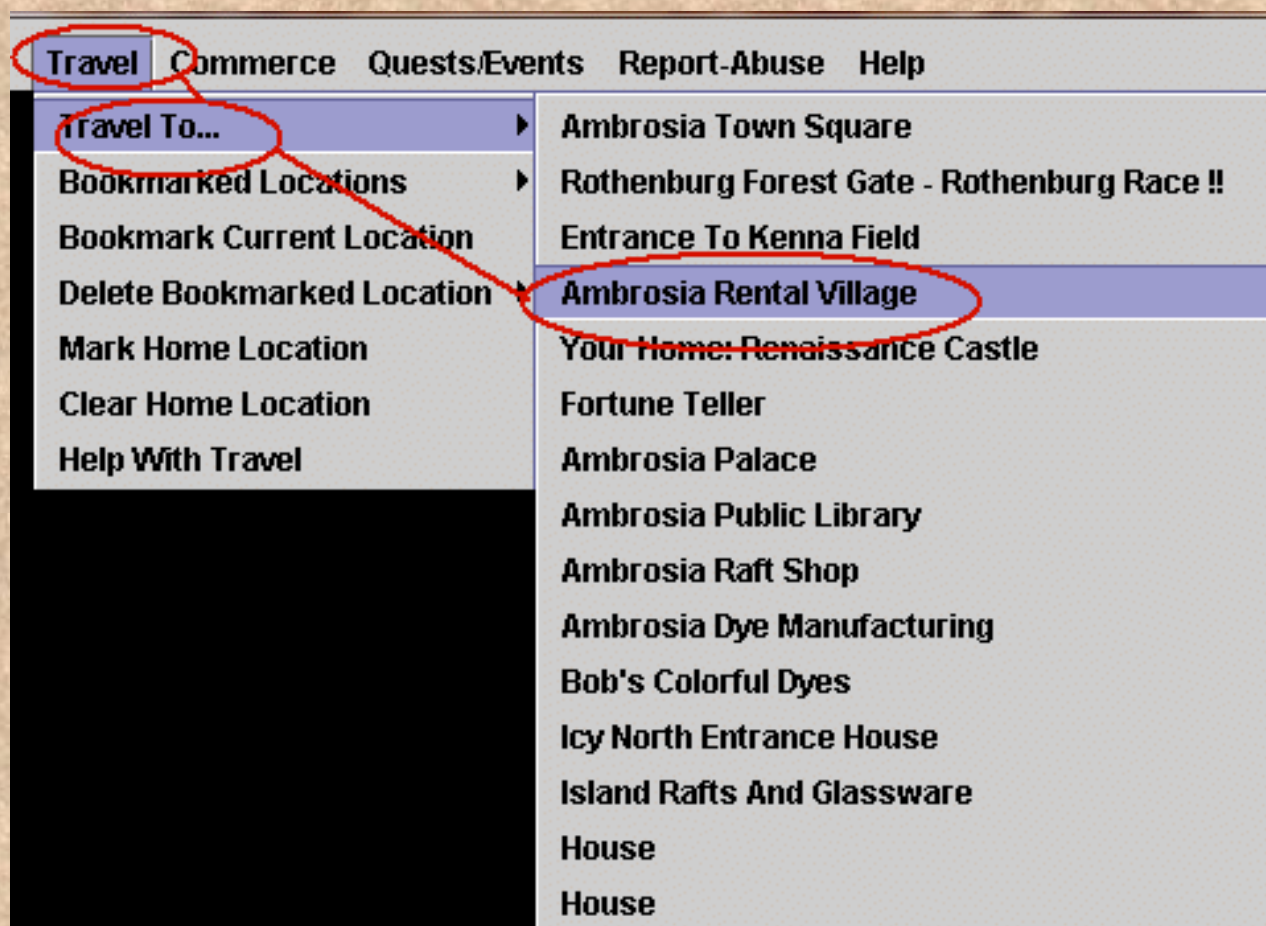
carry ten possessions, and if you are killed, you will drop the contents of your backpack on the ground. Then other players will be able to take those possessions!

It is recommended to only carry in your backpack those supplies you really need when 'Out On The Road'.

## How To Safely Store Your Possessions

Throughout Renaissance quest, you will see Houses and Castles. These Houses and Castles are mostly owned by players, and they can store many possessions safely. Houses and Castles are often put up for sale by their owners, but the prices can be quite high. It may take a new player quite some time to earn enough Ducats to buy a House or Castle. In the meantime consider the idea of renting.

If you click on the Travel Menu, you will see a location called the Ambrosia Rental Village:



This section of Ambrosia has Houses which are for rent to players on a day-to-day basis. If you click on one of these houses, you will get the normal property menu:



## Ambrosia Rental House 2

Classification: Small House  
Owner: Unknown  
Zone(s): Residences  
Any Class-1 Shop  
Sale Status: Not For Sale

Buy Property

Share

Rename

Convert

DONE

Resign

Drops

Reserve

Drags

If you then click the Reserve button, you will get the Rental Reservations Window, which shows the Rent which will be charged, and the Availability Dates:



Location: Ambrosia Rental House 2  
Booking Fee: 10  
Weekend Fee: 10  
Holiday Fee: 10  
Location Type: House

Rental Date Availability

-----  
2023-08-13 Available  
2023-08-14 Booked By Im Really Bob [#8373]  
2023-08-15 Available

Players - Click Any Available Date To Book A Reservation At This Location.  
You Will Be Immediately Charged The Non-Refundable Booking Fee.

DONE

If you click on a Rental Date which is listed as Available, you will immediately be charged the rental fee, and the house will be yours for that day. The availability list will be updated.

You are allowed to rent the same house for several consecutive days.

## Your Rented House

Once you have rented a house, the house will be treated like you own it, except that you will not be allowed to share, rename, or convert it to a shop. You will be able to drop and pickup possessions in the house, and move them around to decorate your house. Like most other homes in Renaissance Quest, any player will be able to enter your home and look around or visit with you. However, other players will not be able to pick up and take your possessions. If you are visiting with friends and want to give them food or drink or other items, you can pick up the item yourself and give it to another player.

Use Caution - When your rental period is over, any possessions you have left in the house will be fair game for other players to pick up and take! Be sure to pay your rental fee in advance for the days you expect to require the house.

If you require a rental with more possibilities, consider renting a Venue. A Venue can have a restricted invitee list and helper list, and many more scenes, some very fancy. Venues are suitable for holding

large meetings, parties, events, or weddings. Look in the Travel Menu for Kenna Field. Details about renting a Venue are explained in another section of the manual.



# Reserving A Venue

(See Also [Renting A House](#) for small events)



Renaissance Quest has locations which are suitable for meetings, events, parties, and weddings. These venues range in size from single-room meeting halls to large Castles surrounded by picnic grounds and recreation areas. Any validated player can rent a Venue for any purpose.

Besides their larger size and fancy aesthetics, Venues have other capabilities to enable better support for party groups:

Your event can be named in the reservations list, so other players can easily locate it. (Example: "Starbar's Yearly Business Meeting And Employee Bash")
---

Your event can be associated with an Invitee list, so only the specified players can enter the Venue. Or the event can be set to Public and anyone can enter.
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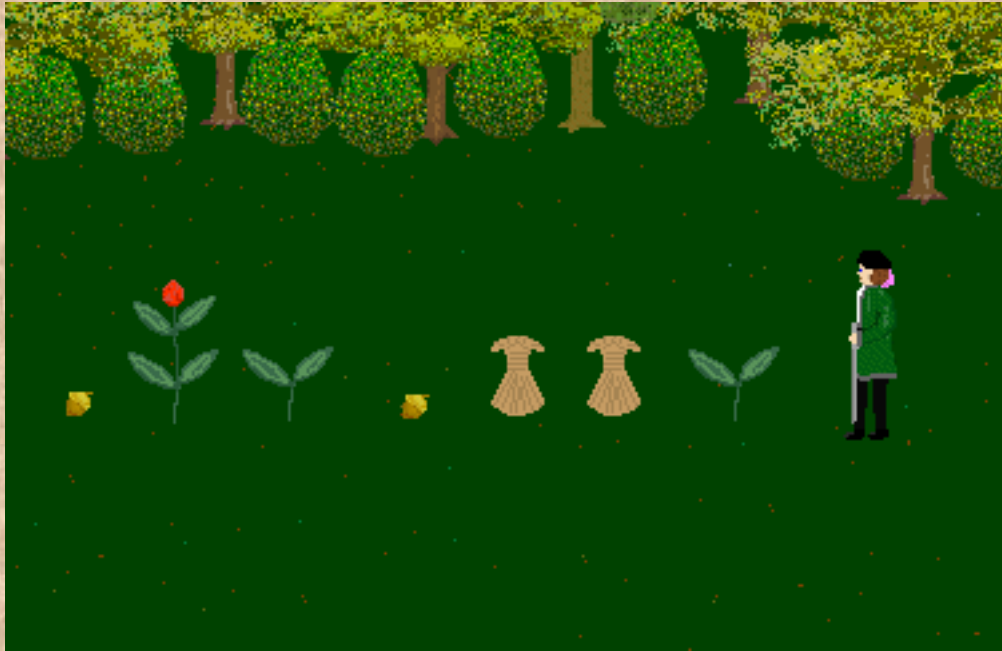
Invitees can pick up and consume food, drink, and gifts left at the Venue for guests. Use caution: if the event is set to allow public entry, then anyone can pick up and take items!
---

Your event can be associated with a Helpers list. In addition to Invitee permissions, these Helpers can move items around to help decorate or clean up the Venue.
---

Have fun with your Renaissance Quest Party or Event!



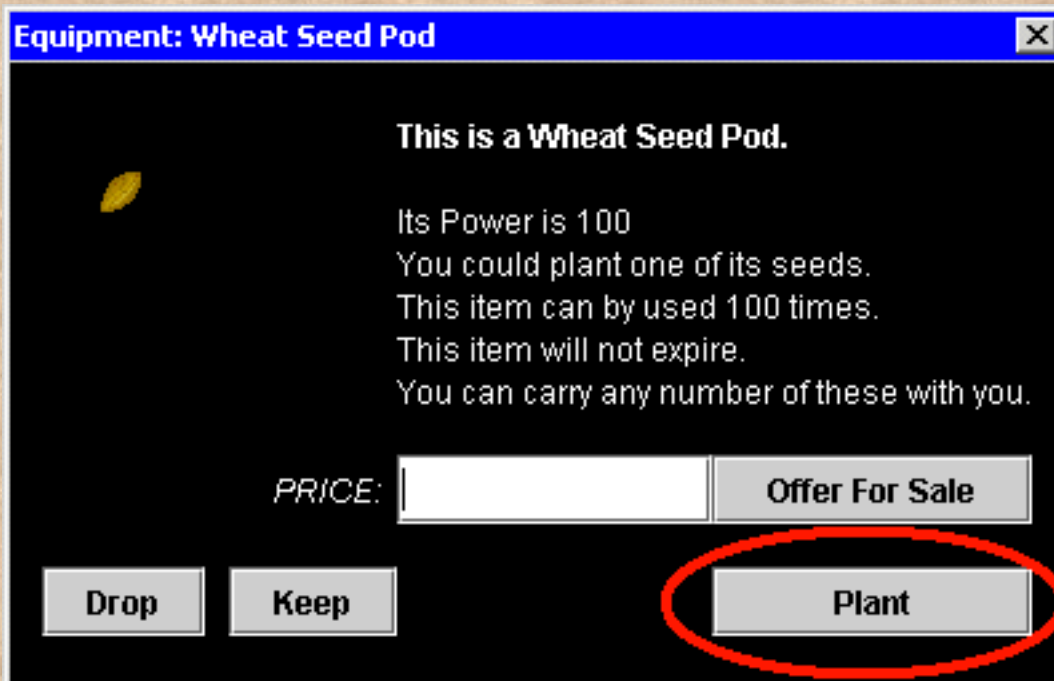
# Farming



Of all the professions in Renaissance Quest, Farming is one of the most basic and also the most essential. By Farming, you can produce raw foods for yourself or to sell to shops.

Farming is simple - all you really need are Seeds.

To Farm securely, it would be best to own some outside Land. But this is not essential. You can find far-away or hidden areas, and plant your seeds there!

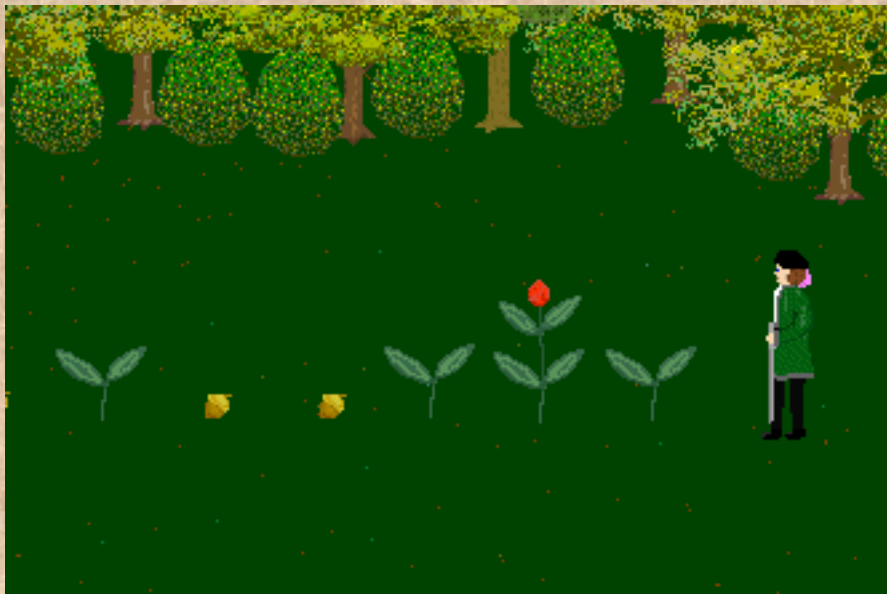


Seeds are contained in Seed Pods. Once you have your Seeds, and have decided on a place to grow your crop, you must Plant. The Equipment Panel for a Seed Pod will have a Plant Button. This button will be disabled indoors, in caves, and in other places where Seeds will not grow.





Plant your Seeds neatly, so you can easily tell later which is growing! Here we see a Renaissance Quest Farmer planting Wheat. You don't need to do anything else. No watering or tending is needed. Just let them sit.



The young plants will spout! This will take a varying amount of time, depending on the type of Seed. Most Seeds take at least 6 hours to grow into the final product.



Eventually, you will be rewarded with a crop of Food. You can harvest safely as soon as the final product appears. Don't disturb the plants which are still growing!

Things you should know about Farming:

If you plant on your owned land, your crop will be secure and only you will be able to harvest it. If you don't own land, you will have to plant in hidden or far-away places. If found, your crops could be stolen by other players. So hide them carefully or stay and defend them! Turn off JUMP so people will not find you planting!

Planted seeds and growing plants are very fragile. If you pick them up or attempt to move them after they are planted, you run the risk of killing them!

In every Seed Pod, there may be a few dud Seeds, which will either fail to grow, or die later without producing food. Such is the life of a Farmer!

A few of the Seeds you plant may produce new Seed Pods instead of the intended crop. This is a good thing, since it will allow you to plant more crops later.

Good Luck!!!



# Woodcutting

Wood cutting is an essential profession in Renaissance Quest.

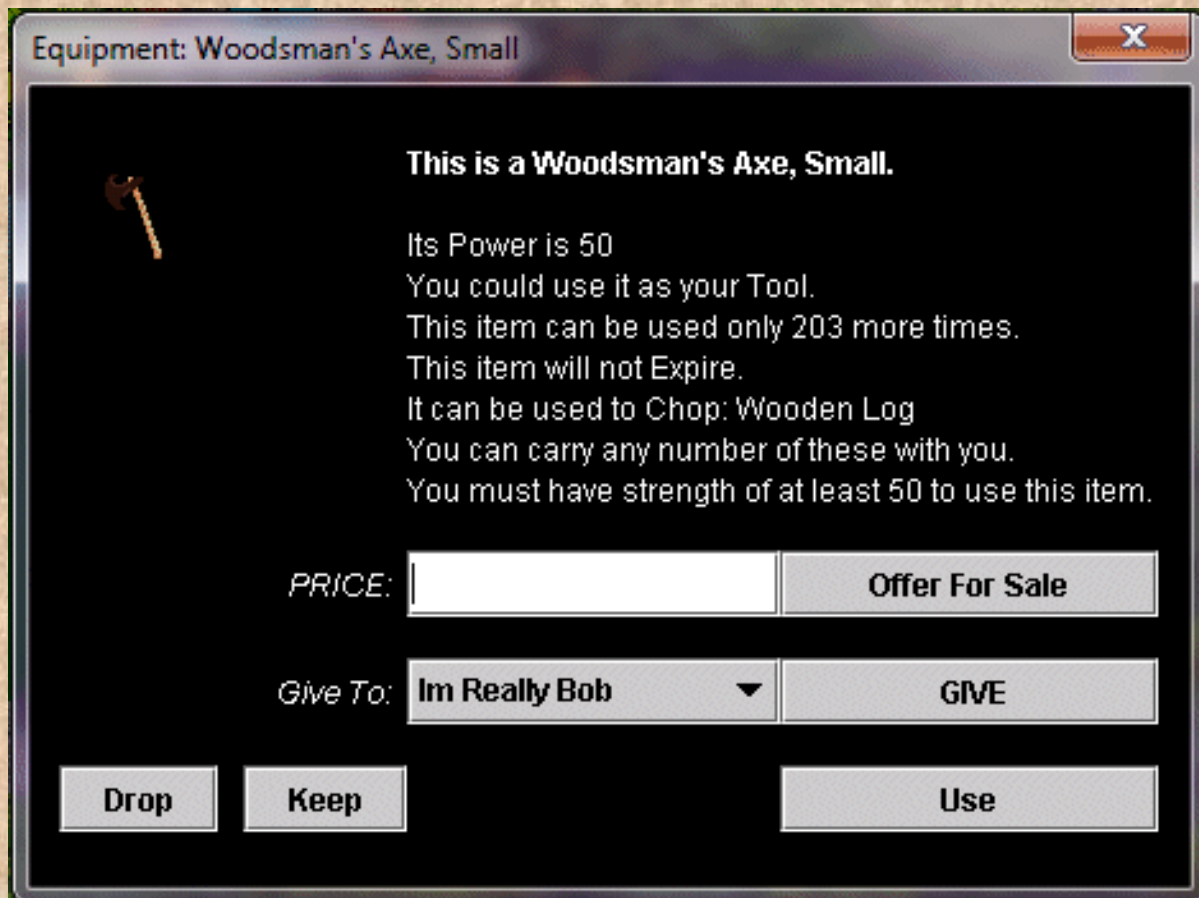


To start you will need to purchase a Woodman's Axe at a shop that sells them. (To find one click on commerce at the top of the screen and type Axe in the blank box. A list of shops that sell axes will come up.)



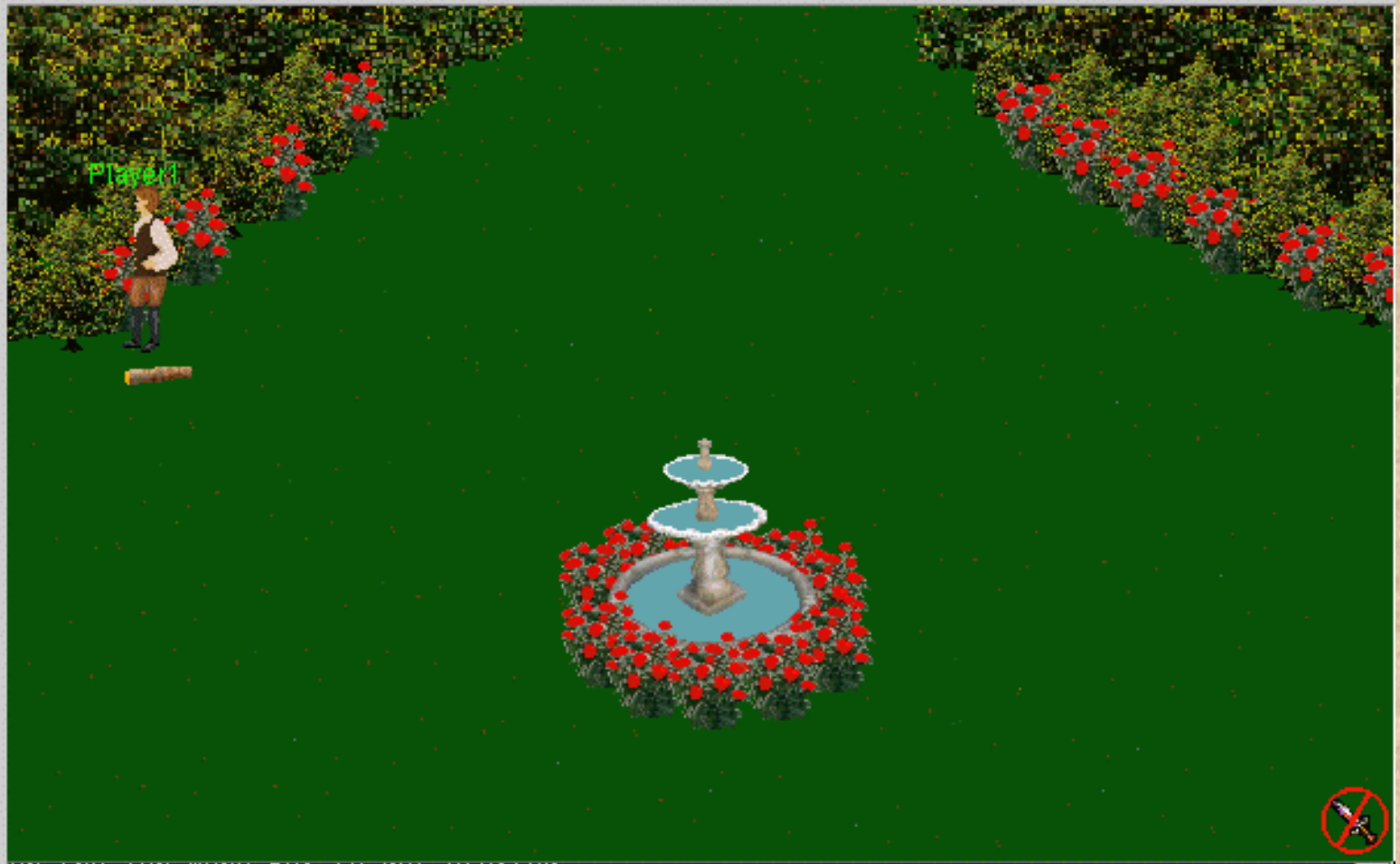
You click on the axe and then on the use button that comes up in the popup window.





When you are close to the tree you want to try to harvest a log from, push the F4 key. The axe will make a chopping sound.

When you've successfully cut a log it will appear on the ground next to you.



Not all trees are good to harvest from, so you'll need to find one that will produce a log.

These logs can be sold to shops allowing them to manufacture items such as a raft or wooden sword.


































Good Luck!!!














































# Chat Smileys
































Chat Smileys are short-hand typing sequences you can use in chat, which are converted by the chat software into graphics. They are used to express your mood, approval, disapproval, or any other emotion you want to express.

The available Chat Smileys are described below:

To Get:	You type:	And It Means:
	: - )	Happy Face
	: )	Happy Face
	: - (	Sad Face
	: (	Sad Face
	: <	Sad Face
	: - &GT;	Very Happy Face
	: &GT;	Very Happy Face
	: ]	Very Happy Face
	: D	Laughing Face
	: d	Laughing Face
	x d	Laughing Face
	x D	Laughing Face
	X d	Laughing Face
	X D	Laughing Face
	: - D	Laughing Face
	: - d	Laughing Face
	; - )	Winking Face
	; )	Winking Face
	: ~ (	Crying Face
	: ~ &LT;	Crying Face
	: - O	Surprised or Shocked Face
	: O	Surprised or Shocked Face
	: - o	Surprised or Shocked Face
	: o	Surprised or Shocked Face
	: *	Heart
	&LT; 3	Heart
	: ^	Musical Note
	: ^ )	Musical Note
	: P	Smiling Face With Tongue Out
	: p	Smiling Face With Tongue Out
	: !	Horror Face
	: x	Skull and Crossed Bones
	: X	Skull and Crossed Bones

	:\$	Green Dollar Sign
	:?	Blue Question Mark
	X-(	Angry Face
	x-(	Angry Face
	&GT;:&GT;	Happy Devil Face
	>:)	Happy Devil Face
	>:-&GT;	Happy Devil Face
	:{ }	Kissing Lips
	:bl	Blood Drops
	:BL	Blood Drops
	:Bl	Blood Drops
	:bL	Blood Drops
	:b	Blushing Face (Kendra's idea)
	:B	Blushing Face (Kendra's idea)
	:r:r	Full Rainbow (Sora's idea)
	:R:R	Full Rainbow (Sora's idea)
	:r	Half Rainbow (Lady's idea)
	:R	Half Rainbow (Lady's idea)
	:f	Flames (Mr. Bean's idea)
	:F	Flames (Mr. Bean's idea)
	:/*	Broken Heart (Peyton's idea)
	0:)	Angel Face (MT's idea)
	O:)	Angel Face (MT's idea)
	:l	Lightning Bolt (Sora's Idea)
	:L	Lightning Bolt (Sora's Idea)
	:@	Purple Shocked Face!
	:#	Yellow Shocked Face!
	:%	Red Shocked Face!
	:&	Blue Shocked Face!
	:N	Nauseous Face!
	:n	Nauseous Face!
	:C	Blue Cloud!
	:c	Blue Cloud!
	:J	Jack-O-Lantern Pumpkin!
	:j	Jack-O-Lantern Pumpkin!
	:s	Snowflake (Suggested by Joker, art by John)
	:S	Snowflake (Suggested by Joker, art by John)
	:I	New Idea (Suggested by Samus)
	:i	New Idea (Suggested by Samus)
	:E	Peace Sign (Suggested by John)
	:e	Peace Sign (Suggested by John)
	RQ	RQ!
	/BOX	Box (Suggested By Lylie)
	/EYE	Eye
	:V	Vampire



	:v	Vampire
	:U	Sun (Suggested By Spazzz22)
	:u	Sun (Suggested By Spazzz22)
	:M	Moon
	:m	Moon
	RS	RS!
	8)	Sunglasses (Suggested By Lylie!)
	/BUG	Bug / Spider
	/SPIDER	Bug / Spider
	:T	Tears
	:t	Tears
	/HOUSE	House
	/TREE	Christmas Tree
	/HORSE	Horse
	/DOG	Dog
	/ARROW	Left Arrow
	/BLOOD	Blood Drops
	:G	Gold Star (Suggested by Taylor #8046)
	:g	Gold Star (Suggested by Taylor #8046)
	:H	Red Star (Suggested by Taylor #8046)
	:h	Red Star (Suggested by Taylor #8046)
	:A	Blue Star (Suggested by Taylor #8046)
	:a	Blue Star (Suggested by Taylor #8046)
	WOW	WOW! (Suggested by Shard #7047)
	:K	Feeling Blue
	:k	Feeling Blue
	:Z	Sleeping (Suggested By John #1058)
	:Q	Halloween Ghost (Suggested By John #1058)
	:q	Halloween Ghost (Suggested By John #1058)
	/LEAF	Autumn Leaf (Suggested By Taylor #8046)
	/PIZZA	Slice Of Pepperoni Pizza by Starbar3 #2347

# Chat Actions

Chat Actions are short phrases which a player can transmit into the chat by clicking on another player's Avatar, and selecting the action desired. The chat software will fill in names of the player sending the action, and the target (player who was clicked).

The available Chat Actions are described below:

Select This Action:	It Sends Into Chat Window:*
THANK YOU	*#1 Gives #2 A Sincere THANK-YOU!*
WELCOME	*#1 Gives #2 A Sincere YOU'RE WELCOME!*
HELLO	*#1 Says HELLO To #2!*
GOODBYE	*#1 Waves GOODBYE To #2!*
YES	*#1 Says YES To #2!*
NO	*#1 Says NO To #2!*
GO AWAY	*#1 Asks #2, "Please GO AWAY!!"*
JUNKIE	*Hello, I'm #1, and I'm an RQ Junkie!*
COME	*#1 Asks #2, "Follow Me Please!"*
NOD	*#1 Nods At #2 In Agreement*
EAT	*#1 Chomps Down On #2's Toe! Ouch!!!!!!!!!!*
BEST	*#1 Is #2's BEST FRIEND TILL THE END!*
BIRTHDAY	*#1 Wishes #2 A VERY HAPPY BIRTHDAY!*
AGREE	*#1 Agrees Wholeheartedly With #2!*
HOBAY-HO	*#1 Shouts "Hobey-Ho!!" To #2!*
BEANIE-BYE	*#1 Shouts "Beanie-Bye!!" To #2!*
BLONDE	*#2 Is Having A Blonde Moment!*
ANYTIME	*#1 Gives #2 A Sincere ANYTIME!*
ARGUE	*#1 Wishes Everyone Would Stop Arguing!*
AROO	*#1 Shouts A Loud ARRRROOOOOOOO At #2!*
ASK	*#1 Asks #2 "Voulez-Vous Coucher Avec Moi?"*
AWE	*#1 Waves #4 Fingers In Awe And Says, "Ooooooooooh!"*
PET	*#1 Gently Pets #2. #2 Says "OOOOOOOOOOHHHHHHHHHHHHHHH"!* *#1 Beats #2 With A Stick!*
BEAT	
BACK	*#1 Will Be Right Back After These Messages...*
BACKRUB	*#1 Gives #2 A Soothing Backrub*
BEAVIS	*#1 Says, "FIRE FIRE FIRE FIRE He Hem Hehe Hehe"*
BEER	*#1 Throws #2 An Ice Cold Ale!*
BEG	*#1 Begs #2's Forgiveness!*
BELCH	*#1 Is Belching Loudly! How Disgusting*
BHUG	*#1 Gives #2 A Great Big Warm Fuzzy Bearhug!*
BIGGER	*#1 Smirks At #2 And Says, "Mine's Bigger"*



BITE	*#1 Bites #2!*
BLESS	*#1 Says, "Bless You, #2!"*
BLUSH	*#1 Is Looking Sheepishly At #2 And Blushing!*
BOB	*#1 Wants To Be Just Like Bob!*
HELEN	*#1 Wants To Be Just Like Helen!*
BORED	*#1 Is Bored*
BOTTLE	*#1 Breaks A Bottle Over #2's Head!*
BOUNCE	*#1 Is Bouncing Up And Down With Happiness!*
BOW	*#1 Bows Deeply To #2*
BOY	*#1 Says To #2, "You GO Booooooyyyyyyyyyy!"*
BREATHE	*#1 Is Breathing Heavily While Thinking Of #2!*
BUCKET	*#1 Empties A Bucket Of Water On #2!*
BUNNY	*#2 Is Like The Energizer Bunny... #6 Keeps Going And Going...*
BURN	*#1 Lights #4 Pants On Fire!*
BURN2	*#1 Tells #2, "Lets BURN Something!"*
BUTTHEAD	*#1 Says, "Hum Hu M Huhu Huhu That Was Cool"*
SPIDER	*#1 Is Watching a Creepy Spider Crawl Into #4 Bed!*
CHEEK	*#1 Kisses #2 Right On The Cheek!!! Smack!!!*
CHRISTMAS	*#1 Wishes #2 A Very Merry Christmas!*
CLAP	*#1 Is Clapping Wildly!!*
CLOTHES	*#1 Sees #2 Naked And Gets Sick!*
ARROW	*#1 Accidently Shoots #4 Foot with an Arrow!*
COMFORT	*#1 Offers #2 Comfort And Sympathy*
COMPUTE	*#2 Does Not Compute!*
TALK	*#1 Wishes #2 Would Stop Talking!!*
CONFUSED	*#1 Is VERY Confused!*
CONGRAT	*#1 Congratulates #2!*
COOKIE	*#1 Gives #2 A Cookie!*
COOL	*#1 Thinks #2 Is The Coolest!
CORNER	*#1 Will Return To #4 Corner Now!*
CRY	*#1 Is Crying To #2*
CUDDLE	*#1 Wants To Cuddle With #2 Late Into The Evening!*
CUTE	*#1 Thinks That #2 Is "Cute"!*
DANCE	*#1 Is Dancing With #2*
DEATH	*#2 Dies A Horrible Death!*
DELETE	*#1 Deletes #2's RQ Account!*
DEPRESSED	*#1 Wishes #2 Would Stop Being So Depressing!*
DIE	*#1 Is Dying A Romantic Movie Death!*
DINO	*#1 Nudges #4 Pet Dino And Points At #2!*
DROOL	*#1 Takes One Look At #2 And Begins Drooling! :)~*
EMBRACE	*#1 Is Lovingly Embracing #2*
EWV	*#1 Says EWVWWWWWWWWWWWWWWWWWW To #2!*
EYEBROW	*#1 Raises An Eyebrow At #2*
EYES	*#1 Gives #2 Big Sad Puppy-Dog Eyes!*
NOTE	*#1 Is Writing a Long Romantic Love Letter to #2!*



FALL	*#1 Falls Down*
FLIRT	*#1 Is Flirting Shamelessly With #2!*
POUR	*#1 Pours an Ice Cold Ale On #2's Head!*
FLY	*#1 Flys Around The Room And Lands On Top Of #2's Table!*
FORGIVE	*#1 Forgives #2 With A, "Don't Let Me Catch You Doing That Again!"*
FOSTERS	*Bowing Deeply, #1 Invites #2 To The PUB!*
FRENCH	*#1 Gives #2 A French-Kissing Lesson!*
FIREWALL	*FIREWALL!!! FIREWALL!!! FIREWALL!!! FIREWALL!!!!!!!!!!!!!!*
FROG	*Look! Up In That Tree! Its #2, The Amazon Tree Frog!!!!*
GHETTO	*#1 Gives #2 A Plate Of Cookies And A Glass Of Milk*
GIGGLE	*#1 Is Giggling!*
GIRL	*#1 Says To #2, "You GO Girrrrrrrrrrrrrl!"*
GLARE	*#1 Gives #2 The Look Of Death!*
GOODBYE	*#1 Sadly Bids #2 A Fond Farewell!*
GREAT	*#1 Thinks #2 Is The GREATEST!*
GROSS	*Ewwwwwwwwwwwwwwww!!! #2 is acting GROSS!!!!!!!!!!!!!!*
GRIN	*#1 Is Grinning Slyly At #2*
GROWL	*#1 Is Growling Viciously At #2!*
GUN	*#1 Pulls Out #4 Sword!*
HACK	*#1 Tries To Hack #2's Account!*
HAT	*#1 Steals #2's Hat!*
HEHE	*#1 Is Laughing Insanely! HEhehEheheEhehehehHeheheHehehehe*
HIGH5	*#1 Jumps Up In The Air And High-Fives #2!*
HMM	*#1 Looks At #2 And Says, "HhhHhhMMMMmmMmMMmMMm.."*
HUG	*#1 Gives #2 A Comforting Bear Hug!*
HUH	*#1 Looks At #2 And Says, "HUH?!?!!"*
JK	*#1 Tells #2, "J/k.. :)"*
JUMP	*#1 Jumps Up And Down On #2's Face!*
KILL	*#1 Brutally Kills #2!*
KISS	*#1 Gives #2 A Wet Kiss On The Lips!*
KISSING	*#1 And #2 Sittin' In A Tree, K-I-S-S-I-N-G!*
KLEENEX	*#1 Passes A Kleenex To #2!*
KNOW	*#1 Wants To Get To Know #2 A Bit Better!*
LAUGH	*#1 Is Laughing Hysterically At #2*
LEFTOUT	*#1 Feels So Left Out*
LOOK	*#1 Is Looking Over At #2*
LOVE	*#1 Loves #2 More Than Anything!*
MASSACRE	*#1 Massacres #2 To Small Fragments With #4 Black Longsword!*
MISS	*#1 Missed #2 So Much!*
MODEM	*#1 Gives #2 A New Weapon!*
MORNING	*#1 Says To #2, "Good Morning!!!"*
NITE	*#1 Says To #2, "Nighty Night!!!"
DUNGEON	*#1 Wants To Share A Dungeon Cell With #2!*
OUCH	*#1 Looks At #2 And Says, "OUCH!!!"*



PAINTBALL	*#1 Hits #2 In The Head With A Loaf of Bread!*
PAN	*#1 Smacks #2 Over The Head With A Giant Frying Pan!*
PEE	*#1 Will Be Right Back After Accomplishing Urinary Functions*
TWEAK	*#2 Tweaks #1's Nose!*
PINCH	*#1 Pinches #2 Right On The Butt!*
PIE	*#1 Hits #2 In The Face With a Lemon Pie!*
POKE	*#1 Pokes #2 Right In The Eye!*
POUNCE	*#1 Is Pouncing On #2! Grr! :)*
PROFANITY	*#1 Yells To #2, "WILL YOU PLEASE STOP USING PROFANITY!!!"*
SLAP	*#1 Slaps #2!! Ooooooh!*
PUNK	*#1 Thinks #2 Is A PUNK!!!*
PURR	*#1 Purrs Softly In #2's Ear*
QUIET	*#1 Is Being Very Quiet!*
ROCK	*#1 Says To #2, "DUDE, YOU ROCK!!!"*
SARC	*#1 Is Being Sarcastic*
SCHNIKY	*#1 Says, "HOLY SCHNIKYS!!!!!!!!!!!!!!!"*
SCREAM	*#1 Is Screaming Loudly!!*
SHOOT	*#1 Shoots #2 With An Arrow!*
SHOWER	*#1 And #2 Hop In The Tub Together!*
SHRUG	*#1 Shrugs #4 Shoulders At #2..*
SHUG	*#1 Squishes #2 With A TIGHT Hug!!*
SHUTUP	*#1 Yells, "#2, SHUT UP!!!!!"*
SIGH	*#1 Is Sighing Heavily At #2!*
SILLY	*#1 Thinks #2 Is SO SILLY!!!!!!!!!!*
SING	*#1 Is Singing 'Welcome To The Jungle' To #2!*
SING2	*#1 Wishes #2 Would PLEASE Stop Singing!!*
SLAP	*#1 Slaps #2 Across The Face!*
SLAY	*#1 Brutally Slays #2!*
SMILE	*#1 Is Smiling At #2*
SMIRK	*#1 Is Smirking Wryly At #2!*
SMOKE	*#1 Says, "HOLY SMOKES!!!!!!!!!!!!!!!"*
SMOKES	*#1 Says, "HOLY SMOKES!!!!!! It's #2!!!!!!!!!!!!!!!"
SMOOCH	*#1 Smooches With #2 On The Picnic Blanket!*
SNEEZE	*#1 Sneezes All Over #2!*
SNICKER	*#1 Is Snickering Stupidly*
SNORE	*#1 Is Gently Snoring In The Corner!*
SOB	*#1 Is Sobbing Uncontrollably All Over #2!*
SOCK	*#1 Puts A Sock In #2's Mouth!*
SOCKOUT	*#2 Spits Out The Sock!*
SOMEY1	*#1 Gives #2 Some Magic!*
SORRY	*#1 Apologizes To #2 And Begs For #2's Forgiveness!*
SPANK	*#1 Spanks #2 Over #4 Knee!*
SQUEAK	*#1 Squeaks At #2!*
SQUISH	*#1 Wants To Squish #2 All Up In A Ball!*
STING	*#1 Stings #2 To Death*



TICKLE	*#1 Is Tickling #2!*
TONGUE	*#1 Is Sticking #4 Tongue Out At #2!*
TONGUE2	*#1 Sticks #4 Tongue Out At #2 And Says, "Phbbthbbhttht!"*
TONYA	*#1 Whacks #2 In The Knee With A Stick!*
TREAT	*#1 Says "Trick Or Treat" To #2!*
TREE	*A 10,000 Lb. Tree Has Just Fallen On #2!*
VALENTINE	*#1 Asks #2, "Will You Be My Valentine?"*
WAAA	*Waaaaaaaaaaaa Waaaaaaaaaaaaa Waaaaaaaaaaaaaaaaaaaaa!*
WAKE	*#1 Awakens #2!*
WARMHUG	*#1 Gives #2 A Big Warming Hug*
WAVE	*#1 Waves GOODBYE To #2!*
WHAT?	*#1 Turns To #2 And Says "YOU WANNA DO WHAT?!"*
WHISKEY	*#1 Passes A Shot Of Whiskey To #2!*
WINCE	*#1 Winces In Pain!*
WINK	*#1 Is Winking At #2!*
WORSHIP	*#1 Drops To #4 Knees, Worshipping #2!*
WRINKLE	*#1 Wrinkles #4 Nose At #2!*
YAWN	*#1 Yawns Right In #2's Face!*
ZAP	*#1 Zaps The Shinola Out Of #2!*
ZIPPO	*#1 Flicks A Zippo*
SPIN	//SPIN

You can also set up to ten CUSTOM Chat Action for your own use.  
Click on **SETTINGS - PUBLIC INFO**.

The ## placeholders in the Chat Action Test get replaced as follows  
The selection of he/she/it is determined by the gender the player has  
set in their public info:

- #1 - Sender's Name
- #2 - Target's Name or 'Everyone' if clicked self.
- #3 - Sender: He / She / It
- #4 - Sender: His / Her / Its
- #5 - Sender: Him / Her / It
- #6 - Target: He / She / It
- #7 - Target: His / Her / Its
- #8 - Target: Him / Her / It
- #9 - Target's Name even if clicked self.



# Moods

Moods are icons that the player can select, which display in the Players Online panel. They are designed to indicate to the other players how you feel at the time. You can select a Mood by clicking your avatar.

The available Moods are:

Display This Icon:	By Selecting This Mood:
	Happy
	Sad
	Very Happy
	Very Sad
	Surprized
	In Love
	Singing
	Alarmed
	Mad
	Very Mad
	Evil
	Angelic
	Sick
	Rainbow
	Broken Hearted
	Fun In The Sun
	Sleeping
	At Peace
	Furious