

Legend Of Mir: User's Manual

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Legend Of Mir: User's Manual

1. Connection

1. Start



- A : Type your personal ID
- B : Insert your password
- C : Confirm data
- D : Create new account
- E : Change present password

2. New Account Creation



- ID : Please type your ID
- PASS : Type your password
- REPEAT : Confirm the above password .
- QUIZ : Question for password change
- ANSWER : Answer for password change
- YOURNAME : Describe your name
- BIRTHDAY : Put in the date of your birthday eg 23.09.2001
- PHONE : Insert you correct phone number
- EMAIL : E-mail address for password request

3. Password Change



- A : Insert your present ID
- B : Type in your current password
- C : New password to be changed
- D : Repeat above password (It should be same as new password)
- E : Confirm
- F : Cancel

4. Server Selection



You can select a server for different game environments. You can create two characters by one Log-in ID in each server but you can't move characters from server to server. At the moment only Dragon Server is available; more will be added in the future.

5. Character Selection



- A : Button for your selection of character want to play
- B : Name of character
- C : Level of character
- D : Vocation of character
- E : Start game
- F : Creating a new character
- G : Removing the character which is selected
- H : Show information concerning MIR (not available yet)
- I : Button to end the game

6. New Character Creation



- A : Put character name to be shown in game
- B : Select vocation of character. Warrior, wizard, Taoist and vacant for preliminary from counterclockwise.
- C : Decide gender of character. Male, female from left.
- D : Changing hairstyle of character. (not supported yet. This will be applied at random.) Computer will automatically check the character's level
If the character has not reached above level 2 one week after it was created, it will be erased automatically by computer.

2. Character Introduction

1. Warriors



On the basis of physical strength, the warrior is the character classification for close combat fighting. Due to this the character is much stronger than the others and has a longer life force. At the beginners' stage, the warrior character is more savage than swordsman but, as the game develops, it can learn special swordsmanship skills, such as fencing or thrusting.

2. Wizards



Based on disciplined inner power, the wizard can perform powerful, aggressive magical attacks. It is excellent for long-distance attacks, but its defense against direct physical attack is low as it lacks physical strength. Also the wizard is easily damaged by fast attacks from its enemies, due to the long recovery time needed after it performs magical attacks. Instead, it is able to threaten enemies using a deadly blow magical attack.

3. Taoists



Due to its strong spiritual power, the Taoist is the only class that can use 'Healing'. The Taoist is excellent at using poison and its special skill, due to its natural knowledge.

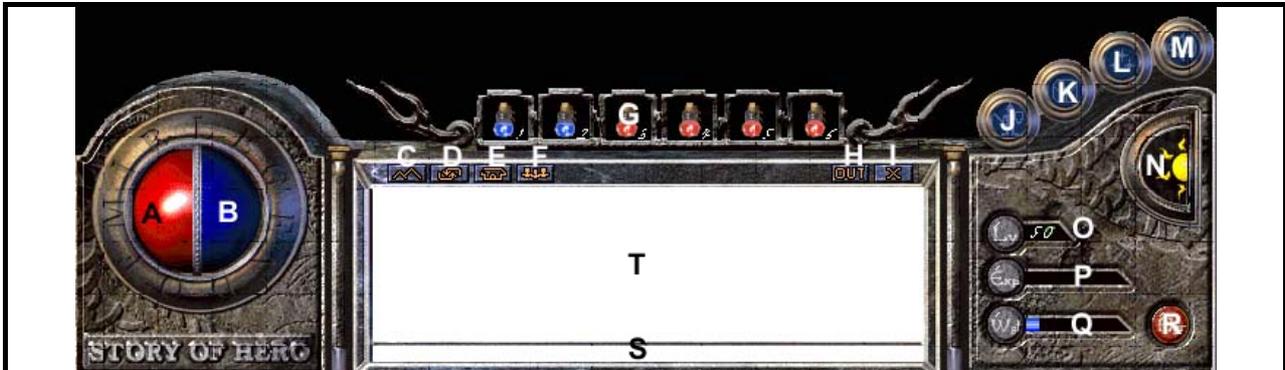
The character can use both swordsmanship and magical spells so it can adapt to any circumstances by using various skills. It is a must-have for groups and Guilds.

4. NPC (non-playable-characters)

				
Administrator	Oldster of drugstore	Hostess of restaurant	Hostess of inn	Peddler
				
Hostess of clothing store	Blacksmith	Butcher	Oldster of bookstore	
				
Saleswoman 1	Saleswoman 2	Saleswoman 3		

3. How the interface works

1. Basic manipulation window.



A : Physical strength gauge.

B : Magical power gauge (warrior doesn't have this one).

C : Show map (only in dungeon).

D : Trade item window (works only when facing another player).

E : Guild function menu. Please see details on Guild function.

F : Group management window.

G : Fast access for items. Put them here and press corresponding numeric key.

H : Restart game.

I : Quit game.

J : Open/close item equipment window (F10).

K : Open/close baggage window (F9).

L : Open/close status window for martial art & magical power (F11).

M : Open/close Game Option (not supported yet).

N : Time indicator.

O : Character level.

P : Status bar for necessary experience till next level up.

Q : Status bar for weight character is carrying.

R : Hungry value gauge (Not supported yet).

S : Chatting window for communications. If you left click on a player name on the T area, you can send a private message to that character (refer to basic manipulation).

T : Show the latest conversation that took place on your surroundings. Yellow means shouting, dark red implies a notice from system operator, and red means there is a system message only for you.

2. Windows for character

_ Items equipment (F10)

	<p>A : Place for wearing all kinds of clothes. B : Place for carrying all kinds of swords. C : Place for headpieces. D : Place for necklaces. E : Carrying a candle to light up in the night or dusk. F : Place for wearing bracelet. In case of Taoist, he can wear poison powder. This is also used to wear a gauntlet and a hard gauntlet. G : Place for wearing ring.</p> <p>To use each item, simply drag it from the bag window to the right spot. Carriage weight varies according to vocation. Heavy sword will reduce the striking speed and wearing heavy armour will lower the running and leaping speed. On the other side, light armour worn by the wizard and the Taoist will make their moving speed slow.</p>
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_ Martial Art & Magic (F11)

	<p>We can learn information on martial art or magic skills that have been acquired from books. When you practice magic or martial art, this black space will be filled up automatically.</p> <p>A : Press this section and you can make a shortcut key for magic and martial art. B : The experience value and name of magic or martial art will appear here. C : Used to scroll window when martial arts or magic skills are too many for a single screen.</p>
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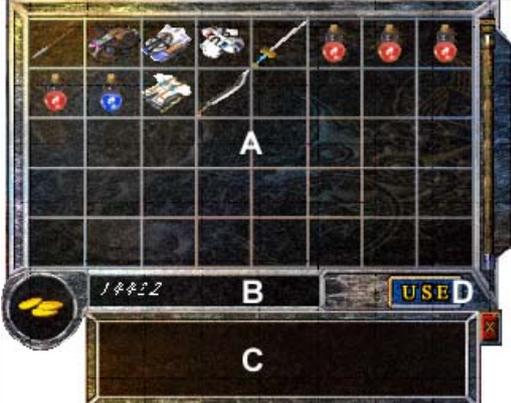
_ Character Status

	<p>In this section, you can check the current status of a character.</p> <p>AC : Defence power value (Armour Class) MAC : Magical defence power value (Magic Armour Class). DC : Offensive power value (Damage Class) MC : Magical offensive power value (Magic Class) SC : Taoist Zen power value (Soul Class) HP : Physical strength value (Health Point) MP : Magical power value (Magic Point)</p> <p>Above values may vary depending on each item used.</p>
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_. Character Information (F7).

	<p>In this section, you can check information on your current character.</p> <p>Experience: Percentage of experience till next level.</p> <p>Bag weight: Current weight of baggage and limit of lifting weight.</p> <p>Carrying weight: Wearing weight of armour, gauntlet, headpieces etc.</p> <p>Weight of both hands: Weight of hand-carried weapon and item.</p> <p>Precision: How accurate your attacks are on an opponent.</p> <p>Agility: The value concerned evasion of opponents' attack.</p> <p>Evasion of magic: Probability of avoiding a magical attack.</p> <p>Evasion of poison: Probability of avoiding a poison attack.</p> <p>Recovery of physical strength: Recovery speed of HP.</p> <p>Recovery of magical power: Recovery speed of MP.</p>
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3. Bag Window

	<p>A: Basically this is a storing place of your gained materials. The maximum limit for storing items is 40 but it can vary, depending on the item's weight.</p> <p>B: It shows current total amount of money (cash).</p> <p>C: If you drag the cursor on carried items, specific information will appear here.</p> <p>D : Press this button to use the selected item (or double click on it).</p>
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4. Guild Function

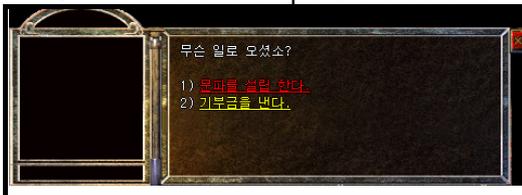
_. Guild Establishment

- One million gold in cash and the horn of Woomataurus are needed to create a Guild. Woomataurus will appear four times in a day in the second floor of basement of Wooma Temple.

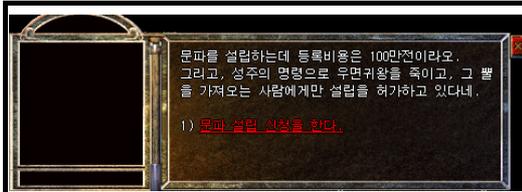
Who is Woomataurus?

Wooma religion was separated into three parties when the demon's party was weakened by the heroes' attack. Among them, one of the party found an old book containing the way of resurrection of the Wooma-God. Sacrificing many kidnapped people for the resurrection of Wooma, they succeeded in recreating the Wooma-God. But the result is the resurrection of Woomataurus. Most members of Wooma religion were killed instantly and Woomataurus made slaves from their dead bodies. This temple was created by Wooma followers from a maze. Always be careful! It's very easy to get lost in this temple.

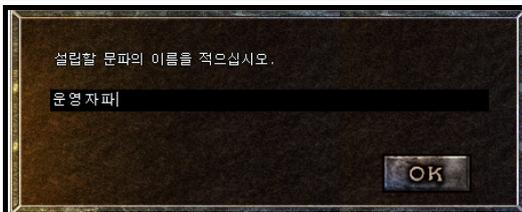
Guild name of example's character is marked as "example".



If you want to create a Guild you should look for the administrator in the inner wall (Bichon Province). If you click on administrator a dialog window like this will pop up.



When you click "establish guild" this will appear above the picture. Here, you can make a new Guild by clicking on "request establishment of guild". Also you can see what is mandatory for establishing a guild.



If you successfully meet the above mandatory you will see a dialogue as follows. "You can not change Guild name once fixed, so you should be careful to decide Guild name".
_ No special letters will be permitted for Guild name

_. Explanation on Guild Function



This is the option screen when you press E on the basic operation window.

Commands in the red box are solely for Guildchief. Pressing "HOME" button will revert the window on this starting screen.

By pressing "Edit NOTICE" button you can change notice.

D (Add MEM): add member to Guild.

E (Del MEM): delete member from Guild.

F (Edit NOTICE): change notice for Guild.

G (Edit GRADE): edit grade of member in Guild.



If you press B (LIST), you will access this window. The member list of Guild will then appear. GuildChief will be always N° 1 (up to 2 people can be registered as chief). New members will start from N° 99. GuildChief can change member grade by clicking G (Edit Grade).



If you press C (CHAT), you will access this window. Presently connected Guild members can chat with each other.

If you use '!' in general chatting window, you can use Guild telecasting function.

_.Explanation on GuildChief Function

- 1. Guild Enrolment and Deletion



D : If a character wants to enter a Guild, he will have to write “@enrolment” in front of GuildChief. The member will be added by pressing “add MEM” button from Guild Menu.

E : Used to delete a member; this can be done even if that member is not connected.

F : If a member wants to leave a Guild he will have to write “@withdrawal”.

- 2. Guild Notice



If you press F (Edit NOTICE), you will access this window.

Used to write Guild Notice. Use <title> before message to write in white letters. The rest of message will be in grey colour.

- 3. Position Edit in Guild



#1: This position is for GuildChief only. It cannot be empty. Up to 2 people can be nominated as chief.
 Example: #1 <sky's chief>
 Julia Roberts, Erick
 Position name of sky party's chief, "sky chief" and 2 people as chiefs: Julia Roberts, Erik

You can use #1 ~ #99 for Guild position, the first member enrolled in Guild to be assigned to #99.
 Example: #9 <chief's assistant>
 bird, worm
 If you set it in this manner, bird & worm will become chief's assistant.

Setting up a new position. Remember that you should always put #.

Example: #9 <chief's assistant>
 Mike, Jenny

Example: #10 <chief's assistant>

If you type like this, member "10" will be a chief assistant but if nobody has position "10" in the Guild, an error will occur.

If you want to delete Guild completely you should remove Guildchief after clearing out all members and positions of the party.

If you want to succeed position of chief, first, list up next chief in joint chief. Then you should edit present chief's position to other position.

4. Basic operation

1. Mouse buttons

Left	Basic action: walking, attacking, shifting items and objects.
Right	Click near to change directions; click away to run.
Shift + left	Force an attack.
Ctrl + left	Run.
Ctrl + right	Information on other character, same as pressing F10.
Alt + right	Gain meat or ingredients by holding cursor a while on dead bodies.
Double click	Use on items on the ground to pick them up. Use on items in bag to use selected item.

2. Shortcut keys.

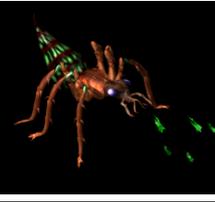
F10	Opening/closing of character window.
F9	Opening/closing of bag window.
F11	Opening/closing of martial art status window.
Alt + X	Restart game (Useful when character is killed).
Ctrl + F	Changing font in game. You can select font from 8 different kinds (Not available yet).
Ctrl + H	Select the Attack Mode you'd like to use: Peaceful attack: No damage excluding the Mobs. Guild unit attack: No damage to the members of same Guild. Group unit attack: No damage to the members of same group. Attack all: Damage to all users and Mobs.
Pause Break	Capturing present screen and saving the image file (<i>images00.bmp</i>) in Mir. Numbers in filenames will increase automatically.
F1, F2, F3, F4, F5, F6, F7, F8	By using this keys, you can make shortcut keys for martial art and magic skills, such as fireball, healing etc.

3. Special Commands and Chatting

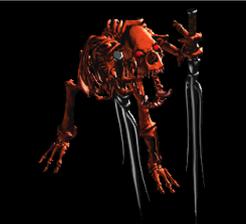
/who	To see how many players are connected at the same time.
/character name	For private chatting. No distance limit. You can also Leftclick on character name in chatting window to use this function.
!text	To shout; level 15 or more (message will remain for 10 seconds).
!!text	Your chat will be heard within group, if you are at group now.
!~text	Telecasting function only for members of the same Guild (green).
@ban private chat	To reject all coming private chat, canceled by reconnection or re-login.
@ban <name>	To reject private chat from specific character.
@ban telecasting	To stop Guild telecasting function.
@Withdrawal <Guild>	To withdraw from a Guild.
Direction key	To review past conversations.

5. Monsters

Hen		<p>A kind of mob which is founded in or around residences of Bichon wall such as vacant land under Reagent store, Gingko Tree Valley, Border Village etc. He gives you chicken and an experience value of 5 at the beginning stage.</p>
Deer		<p>As a meat supplier, he inhabits the area around the North, South and East gates and around Gingko Tree Valley. It will give you experience value 15. Among them, the shy one will flee when man's approaching.</p>
Scarecrow		<p>You can meet this mob in the woods and among the barren land between North Gate and Dungeon. Originally, he has created by man to protect the farm field from harmful birds. But he mutates to a monster as the result of a vicious, unknown force. He will implode into a flame when he dies. In rare case he will drop the Ebony Sword. As a beginner's monster, you can easily kill him. He will give you experience value 12.</p>
Sheep		<p>He inhabits the Mongchon province, and is regarded as important animal that helped sustain the ecosystem of Mongchon Province in the past. They supply you lumps of meat like Deer. He'll give you experience value 20.</p>
Yob		<p>If you are reach level 4, you can easily kill this mob. He's found around the waterside on the edge of the North, South and East gates. He will give you experience value 17.</p>
Hooking Cat		<p>Originally a sort of cat that lived in the wilderness, Hooking Cat can move on feet and has become big, due to a vicious, unknown force. He stole man's hook to use it as weapon. He is found in the woods and wastelands between Dungeon and North Gate, and in the Forest between the Mine and South Gate. He will give you experience value 17.</p>
Raking Cat		<p>Like Hooking Cat, he's originally a type of cat that lived in wilderness but grew large due to a vicious, unknown force and able to stand and walk. He stole man's rake for a weapon. He appears in the Woods and Wasteland between Dungeon and North Gate, and the woods between the Mine and South Gate. He will give you experience value 18.</p>

Cannibal Plant		Man-eating plants grow in the woods of Northwest, West and South. He cannot move. Commonly hidden in underground, he springs up to attack man as he approaches. The Cannibal Plant's attack power is strong but he's weak in physical strength and easily killed by long distance attack. He'll give you experience value 28. You can harvest him for Leaf & Fruit.
Oma		Around level 7, you can actively hunt this mob. Be careful because he moves gregariously. Occasionally, he will drop a Bronze Sword, Short Sword, Iron Sword, Light Armour, Purifier Sword, Healing and Mana Drug. He'll give you experience value 25. He will be found evenly all over the map.
Oma Fighter		Generally, Oma have a life span of 30 years but sometimes a unique Oma can live 50-200 years. If an Oma lives more than 50 years his skin become dark green (no one knows why). Oma Fighter has lived for so long that not only he has plenty of battle experience but he also has strong physical strength. He attacks by swinging an animal's bone that he carries.
Forest Yeti		He usually lives in the West Woods and he's found seldom in the South Woods. His whole body is covered with hair and he has long nose. Forest Yeti attack with their sharp claws. He's easily killed due to his weak physical strength, even though he has strong attack power. He will give you experience value 36.
Spitting Spider		Spitting Spider appears almost everywhere in Bichon province, Woomyon Woods and Serpent Valley. He can attack even if one square away from target. Also he can poison his target. Once poisoned your body will turn green and you start to lose physical strength for some minutes. He will give you experience value 42.
Red Snake		This long snake appears in Serpent Valley as you walk Southwest from Bichon Province. He has no venom but he acts in a group so he's hard to fight. His sharp teeth are mighty enough to make a hole in armour. He will give you experience value 50.
Shell Nipper		He's an insect mob who inhabits the area around Mongchon mud wall. Originally, he used to live under soft soil and to move by digging, using his nippers but, again due to a vicious, unknown force, his body became bigger and he came up to ground. They have strong, sensitive nippers and a sharp jaw because they are used largely on dead animals. He will give you experience value 37.
Skystinger		A kind of bird of prey that appears around Mongchon Province. He flies in the high sky and then dives to catch his prey. He has strong wings, iron talons, excellent eyesight and powerful strength, which allows him to snatch a big sheep in one dive. He will give you experience value 38.

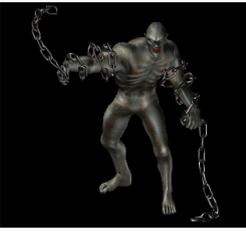
Wolf		He's a predatory animal that lives in desert and prairie around Mongchon Province. He mainly hunts Sheep but sometimes he assaults humans who venture near his residence. This animal, with quick movement, strong and persistent attacks, generally moves in groups, so be careful when you meet him. He will give you experience value 48.
Tiger Snake		He's a big snake that appears in the south-west of Serpent Valley. He has no venom but he's hard to kill because he moves in groups. He has a striped, yellow pattern crosswise and his sharp teeth are strong enough to make hole in your armour. He will give you experience value 53.
Visceral Worm		He's a strange worm whose whole body consists of viscera. He attacks you by pouring a strong corrosive agent from round the muzzle. He will give you experience value 50.
Keratoid		An insect mob that lives in prairie. He attacks you with his hard horn, which rises from his forehead. Any half-hearted attack by you will not cause much damage as his whole body is covered by hard shell. But you can beat him easily by aiming at the crack or hole between shell and shell. He will give you experience value 52.
Giant Keratoid		As a mutation of Keratoid, he threatens the enemy with his big stature and sharp horn. If he finds the enemy, he will bump heads using his heavy weight, besides the sharp horn rising on forehead. Be careful! The thickness and solidity of his outer shell is virtually indestructible.
Cave Bat		You can find this mob flying around everywhere in the Dungeon. This is not a strong mob but it is better to run away if the Cave Bats attack you in group. It will give you experience value 25.
Scorpion		This mob can only be found in the Dungeon. You are recommended to hunt this animal when you are above level 15. If you encounter four or five of them, you should try to escape immediately. It will give you experience value 45.
Cave Maggot		This mob is found in the Dungeon, wiggling around. He'll attack you by spouting gas. He has weak physical strength, but has strong attacking power as the gas can paralyse you. If paralysed, you can't move, and you can only use liquid medicine. You can get "pills of maggot" by harvesting his dead body. He'll give you experience value 60.

Oma Warrior		<p>A kind of leader in Oma's clan. He occupies this place by winning a the fight of life and death, which involves 100-year-old Oma battling it out in front of all the clans. He is the best Oma who has the utmost intelligence and strength. If this Oma Warrior dies, a new leader will be selected through the same bloody contest. He wears armour and weapons that are inherited from successive generations. He shows high offensive and defensive power.</p>
Skeleton		<p>Skeleton is found in the Dungeon, a resurrection form of a dead Oma. Carrying a stone axe, he has a stronger attacking power than Oma. He'll crumble to ash when he dies on flame. He'll give you experience value 85.</p>
Throwing Axe Skeleton		<p>He's found in the Dungeon, another resurrection form of dead Oma. He carries and hurls two throwing axes great distances from each hand. He has a habit of running away after throwing his axes so he's very hard to fight when in a group. He'll give you experience value 90.</p>
Bone Fighter		<p>Bone Fighter is found in Dungeon, carrying a big axe in both hands. Because they have strong attacking power and good physical strength, he's very hard to kill. He'll give you experience value 95.</p>
Bone Warrior		<p>He's found on the second floor of Oma's Tomb and Natural Caves dungeon. The Bone Warrior has the strongest attacking power and physical strength among all the skeleton characters. Even though he's hard to fight alone, he's easier to kill than you may think in a group situation. He'll give you experience value 100.</p>
Bone Elite		<p>He's found in dungeon. Burning red like the devil himself, he is believed to be a resurrection form of a dead Oma Warrior. Unlike other skeletons, he moves fast. Without repetition of simple patterned attack, he'll perform high-tech battle skills of simultaneous offense and defence by using a special weapon called "Bigacha". He's a fearful mob due to his strong physical strength, agile movement and dreadful destructive power.</p>

Dung		<p>This mob is found in Wooma Temple. Originally he was a member of Wooma religion but he was morphed to a strange looking animal by the devil's noxious power after the summoning of Woomataurus. He shed the attributes of human nature and turned into a ruthless being with low intelligence. When he dies, occasionally, he'll give an item that was carried when he was human. He'll give you experience value 180.</p>
Dark		<p>Dark is found in Wooma Temple. Originally he was a member of Wooma religion but he was morphed to a queer animal by devil's noxious power after the summoning of Woomataurus. He shed the attributes of human nature and turned into a ruthless being with low intelligence. He attacks by shooting his sharp needles from his back. These needles will grow in a second. He's so cowardly that he runs away from you by light leaps when you approach. He'll give you experience value 200.</p>
Wooma Soldier		<p>He's found in Wooma Temple. Originally a member of Wooma's religion, he was killed when Woomataurus was resurrected and his dead body was used as host for the Woomataurus followers. He's cruel and extensively hunts humans who dare to enter the Temple. He has no weapons but if his strong fist slaps you, you will be dazed. Since Woomataurus is still weak, he can't go out from Temple, but here he's very powerful. He'll give you experience value 280.</p>
Wooma Fighter		<p>He's found in Wooma Temple. Originally he was a member of Wooma's religion but he was killed when Woomataurus was resurrected and his dead body was used as host for Woomataurus followers. He's cruel and is bent on hunting humans who dare to enter the Temple. He uses a trident as a weapon and he's stronger than Wooma Soldier. He'll give you experience value 280.</p>
Wooma Warrior		<p>He's found in Wooma Temple. Originally he was a member of Wooma's religion but he was killed when Woomataurus was resurrected and his dead body was used as host for Woomataurus followers. Since Woomataurus is still weak, he can't go out of the Temple, where he's very powerful. He'll give you experience value 280.</p>

<p>Flaming Wooma</p>		<p>He's found in Wooma Temple. Originally he was a member of Wooma's religion but he was killed when Woomataurus was resurrected and his dead body was used as host for Woomataurus followers.</p> <p>He's cruel and extensively hunts humans who dare to enter the Temple. He has no weapon but breathes strong flames. As the highest ranked Wooma follower in the Wooma class, he has wings on his back. Since Woomataurus is still weak, he can't go out from the Temple, where he's very powerful. He'll give you experience value 290.</p>			
<p>Wooma Guardian</p>		<p>He can only be found in Wooma temple, escorting Woomatarus. He has concentrated all his power to protect Woomatarus since his rebirth. As a creature of the devil world, he has strong magic power that comes from the two weapons he carries. The "Guzee-gyum", which contains black magic and the "Banwall-do", which has strong destructive power. He's very hard to fight but he has to be destroyed in order to kill Woomataurus itself.</p>			
<p>Woomataurus</p>		<p>Originally he was a powerful demon, but followers of Wooma's religion summoned him, as they mistook Woomataurus for Wooma God. They sacrificed 10,000 Wooma followers when they thought to know how to resurrect Wooma God. He's still not strong enough to exit his room, but if he will regain all his power, and probably destroy the human world, given the chance. You should not underestimate him even if he doesn't achieve his full power. The fearful electric beam from his hand can easily burn you to death. He'll give you experience value 2000</p>			
<p>Zombie</p>					

Zombie was originally an ancient pitman in a mine. They were locked in collapsed mines by an earthquake generated by strange phenomenon. They all died there and were reborn as zombies. They have persistent life force, so they can be revived three times before their final death. Some of them spring up from underground if a human is approaching, while some can shoot a powerful electric beam. Always be careful when you are hunting in Zombie's Dungeon because you can be surrounded by zombies without warning. All Zombies have an experience value of 160.

Ghoul		Ghoul is the zombie's king and he lives in dead mine. He creates zombies from people's dead bodies after driving them mad by pouring queer gas on them. Originally, he had a strong magic but now he's recharging his lost magical power that was consumed in making zombies. He kills people he finds in the dead mine by swinging around an iron chain that is twined around his body.
Big Rat		He's found in Zuma Temple and he'll attack you using a relatively well-developed forefoot, tail and piercing teeth. Not a special strong mob but he's troublesome due to his fast movement. He'll give you experience value 350.
Wedge Moth		Flying unpleasantly in the cavern, the Wedge Moth suffocates living creatures by pouring venom and laying eggs. Constantly oozing greenish toxic fluid from the whole body he will pollute the surrounding air. He'll give you experience value 350.
Bugbat & Bugbat Maggot		This poisonous insect has wings made of membrane like a bat. The sting of his rear parts has no venom but he can cause severe pain. If you examine your surroundings closely, you'll find a weird creature called Bugbat Maggot. From that Maggot, Bugbats are pouring out continuously. This fly-worm is easy to kill but he always attacks in groups so be careful. Experience value is 50. A few Bugbats can merge themselves into a Maggot. This looks like a big lump of mud and the maggot sends the Bugbat to attack any living creatures in its surroundings. He'll give you experience value 350.
Zuma Archer		This mob carries a bow in order to attack an intruder accurately at a long distance. He's not very strong but his movements are really fast and he's capable of long-distance attack. You will be in serious danger if he raids you with other mobs. He'll give you experience value 400.
Zuma Statue		Sheep has been regarded as sacred animal in Zuma religion so the sheep is considered an image of god. This stone statue can be found in several places in the Zuma Temple. A hypnotised incarnation of sprayed sheep's blood, an intruder will suffer if he approaches within a certain range. After killing the intruder, the Zuma goes back to stone statue, where you can't damage him. He'll give you experience value 480.

<p>Zuma Guardian</p>		<p>As defender of the constitution of the secured Zuma religion, the Zuma Guardian is a sculptured inner part of temple and also a hypnotised incarnation of sheep's blood. So if intruders come around he'll attack them by swinging his huge hammer like Zuma Statue. He's carved in various places of Zuma temple. You can't damage him if he's under the condition of stone statue. He'll give you experience value 450.</p>
<p>Zumataurus</p>		<p>Zuma followers worshiped this demoniac stone statue as their own god. As a standing statue in the deep room of Temple, he'll come back to life if an intruder approaches. He attacks as soon as he wakes, hurling large flames from his hand directly to his target. You can't damage him if he's under the condition of stone statue. He'll give you experience value 2500.</p>
<p>Centipede</p>		<p>The Centipede inhabits the deep cave. He has no outstanding ability but he can annoy the enemy with his fast movement and pertinent attacks.</p>
<p>Giant Worm</p>		<p>He inhabits deep caves. He has no outstanding ability but he can annoy the enemy with his fast movement and pertinent attacks.</p>
<p>Whimpering Bee</p>		<p>He's a mutation of a winged insect. Compare his huge body with the very small wings. He can't fly but moves with fast jumps. These hurried steps make him look like a whimpering kid so he's called "whimpering bee" but be careful! You may fall into danger if you think he's easy to kill, judging simply by his name only. He moves fairly fast so he's dangerous when many mobs are around you.</p>

Tongs		<p>He's a strong insect mob that attacks you using huge, sharp tongs that protrude from his forehead. The hard shell protects his whole body. He attacks the enemy by fast movement using his six legs. Be careful because you can be seriously injured simply by his sharp skin. His eyesight has all but disappeared as he has lived in dark cave for long time but he can attack the enemy by discriminating information, such as smell and humidity, using his tentacles. You are highly recommended to attack using a strong, heavy weapon rather than a sword.</p>
Evil Tongs		<p>This huge tongs worm has been mutated for a long period of the time. We can't compare him with the common tongs worm. The Evil Tongs will cut off almost any enemy without pity. The stiffness of his cover shell is due to repetition of casting his skin, which makes most physical attacks by his enemies useless. However this worm is weak against a magical attack so you'd better have wizard's help for killing this mob.</p>
Evil Centipede		<p>It has been said that a 1,000-year-old huge centipede may live in some deep in the place of death valley. It has been said that he has the ability to call on wind and rain, so the Evil Centipede is regarded by many as a god. Old writings speak about young virgins sacrificed for him. This mob is very hard for you to kill due to his strong and diverse magical power.</p>
Black Evil Maggot		<p>As a kid of variation born from heaps of maggots' corpses, he chases humans by rolling up his body and using it as a weapon. He has an offensive tendency of attacking all humans who approach him. It's nearly impossible to escape due to the Black Evil Maggot's fast chasing speed.</p>
Red Evil Boar		<p>This mob will attack an intruder by swing his huge club. After he found an intruder, he'll run and swing his club ruthlessly. Be careful. He'll crush the enemy with his preposterous physical strength. He'll give you experience value 340.</p>

<p>Black Evil Boar</p>		<p>A kind of mutation of the Red Evil Boar, but he's faster and more agile than the original. Not only through sheer force but his extravagant physical strength and fast movement will cause trouble for any enemy.</p>
<p>Snake Scorpion</p>		<p>This unpleasant creature looks like a snake wearing armour. His big rounded eyes hanging from upper part of his head can observe all directions at the same time. Beside his tongs, the long, protruding sharp teeth can inflict fatal injuries. Due to the rigid shell girded around his whole body, he can't be damaged easily but if you aim at the soft shell of abdominal part you can beat him quite easily. However, in order to do attack you should use any elaborate swordsmanship you can muster. He's very hard to fight if you are not a warrior with considerable experience and ability.</p>
<p>White Evil Boar</p>		<p>As a chief of the Red Evil Boars it's impossible to guess how long he has lived. Due to longevity, his skin has turned white and he has a bigger body and stronger destructive power compared to the Red Evil Boar. Despite his big body, his speed can match the Black Boar.</p>

6. Items

1. General items

Candle		You can buy it from peddler and one-eyed Mr. Do in penal colony. The price is 11 Gold. You can carry it in vacant place on the left hand. It lights up darkness.
Healing Drug Small		You can buy it from Kim's drug store, Huh's drugstore in Gingko Tree Valley and one-eyed Mr. Do in Penal Colony. It makes you recover 20 HP. The price is 88 Gold.
Healing Drug Medium		You can buy it from Border Village, Gingko Tree Valley and the village in Serpent Valley. The price is 242 Gold. It makes you recover 50 HP.
Mana Drug Small		You can buy it from Kim's drug store Huh's drugstore in Gingko Tree Valley, and one-eyed Mr. Do. It makes you recover 30 MP. The price is 88 Gold.
Mana Drug Medium		You can buy it from Border Village, Gingko Tree Valley and the village in Serpent Valley. The price is 242 Gold. It makes you recover 80 MP.
Benediction Oil		Made by the ancient Mir people, if it is used on weapons it brings good luck. The user of this lucky weapon can demonstrate his maximum capability. It diminishes curses by 1 on cursed weapons and it provides luck to common weapons till a maximum luck of 7.
Sun Potion		Strong restoration medicine that gives you 40 MP, and 30 HP. They say that it was produced by a legendary pharmacist, but this knowledge is now forgotten so no one knows what and how many medical plants should be mixed. Presently, no one can make it so it can only be acquired from mob that appears in Zuma Temple. But no one knows the reason why the mob has this medicine.
War god oil		Legendary oil made by ancient god of war for protecting his following warriors. It has the function to recover weapon durability. If you double click on it, it can be applied to a carried weapon.
Repair oil		It'll increase by 5 the carried weapon durability. But special repairs can't be done. If you use it constantly, entire weapon durability will be diminished.
Town Teleport Scroll		As an old document describing skills used by ancient Mir people, you can return to the last village you visited by using this skill when you have lost your way during you travels or adventures. As a lost skill, you can't buy it from common store - it can only be found with the mobs.
Dungeon Escape Scroll		You can buy it from a peddler in Bichon Wall, Border Village, Gingko Tree Valley, Serpent Valley and the ruined house in Woomyon Woods. This scroll will randomly teleport you on the Bichon Province, escaping from the Dungeon if you get any trouble. The price is 110 Gold
Random Teleport Scroll		This teleport scroll can make you randomly move to another place in the same map where you actually are. It's useful when you hunt but it can also be hazardous if you get teleported near any mobs.
Teleport Home Scroll		Only members of Guilds currently occupying Sabuk Wall can use this special document to be instantly teleported there. It's a useless document for the common user.

Amulet		You can buy this from a peddler. It's a necessary item to use many of the Taoist's magical skills. You can carry it on as a bracelet. The price is 550 Gold and it can be used 100 times.
Meat		You can get it harvesting dead bodies of deer, sheep and wolf. The selling price will differ as to the quality.
Chicken		You can get it harvesting Hen's dead bodies. You can sell chicken to the meat store as meat.

2. Weapons

Presently repairing and trading weapons can be carried out through the blacksmith in Bichon Wall and Gingko Tree Valley, the ruined house in Woomyon Woods, the village in Serpent Valley and wicked trader in Oma's tomb. Special repairs can be done at roadside stand in front of the inner wall and at the ruined house in Woomyon Woods.

_ Normal Repair will slightly lower weapon durability each time you do this. Special Repairs don't but cost five times the price of Normal Repair

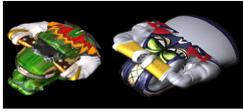
Wooden Sword		Necessary level 1, attack power 2-5, weight 7, durability 4
Dagger		Necessary level 1, attack power 4-5, weight 5, durability 10
Ebony Sword		Necessary level 1, attack power 4-8, magic power 0-1, weight 8, durability 7
Bronze Sword		Necessary level 5, attack power 3-7, weight 9, durability 6
Short Sword		Necessary level 10, attack power 3-11, weight 9, durability 8
Iron Sword		Necessary level 10, attack power 5-9, weight 10, durability 10
Bronze Axe		Necessary level 13, attack power 0-15, weight 10, durability 10
Trident		Necessary level 15, attack power 3-11, magic power 1-2, weight 12, durability 12
Hooked Sword		Necessary level 15, attack power 4-12, weight 25, durability 18
Scimitar		Necessary level 15, attack power 5-10, Taoist Zen power 1-1, weight 16, durability 14

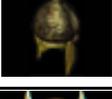
Steel Sword		Necessary level 19, attack power 6-12, weight 20, durability 18
Hooked Spear		Necessary level 20, attack power 4-10, magic power 1-3, weight 13, durability 12
Prince Sword		Necessary level 20, attack power 8-10, weight 8, durability 11, accuracy +2
Kriss Sword		Necessary level 20, attack power 6-11, Taoist Zen power 1-2, weight 20, durability 17, precision +1
Martial Art Sword		Necessary level 20, attack power 5-15, weight 27, durability 19
Power Hand Axe		Necessary level 22, attack power 0-20, weight 40, durability 25
Mage Staff		Necessary level 26, attack power 5-10, magic power 2-5, weight 10, durability 15.
Great Axe		Necessary level 25, attack power 0-25, weight 60, durability 28
Purifier Sword		Necessary level 26, attack power 10-13, weight 20, durability 20
Serpent Sword		Necessary level 26, attack power 7-14, Taoist Zen power 1-3, weight 26, durability 24, precision +1
Dragon Sword		Necessary level 28, attack power 7-22, weight 58, durability 30
Blood Stealer Sword		A special sword improved from the weapon of the warrior's family, with a strong emphasis in finding the blood vessel spot of the body for acupuncture. Its body is slender and thin because it has made from very well refined durable steel. So it has light and soft properties but is never weak in solidity. It causes fatal damage by attacking opponents weak blood vessel spots for acupuncture.

Soul Spring Wand		This is a weapon made by a Taoist who lived in Jebeak country, known as the legitimate line of descendent of Taoism. It's made by cutting off the branches of 1000 year-old peach trees and mixing with sacred soil and water from the place where ancient semi-god lived, then burying it in the sacred ground of meeting five elements (metal, wood, water, fire and earth) in order to have anti-devil spirit.
Judgment Mace		This looks like a mace but it's a cudgel made by 108 gyun(k7Xn-600g) of cast iron. It's a weapon used by one man who is famous for controlling a vast region with his power only.
Pickaxe		Necessary level 1, destructive power 0-9, weight 10, durability 10 You can buy it from Weapon Dealer in Serpent Valley.

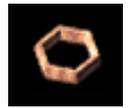
3. Protectors

At present time, the repairing and trading of protectors can be taken place in the Drapery in Bichon Wall and the clothes stores in each village. You can trade and repair through a wicked merchant in Oma's tomb. All sorts of gauntlet and reinforced leather plate can be repaired at bracelet corner in accessory shop.

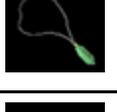
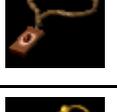
Base Dress		Necessary level 1, defence power 2-2, magic defence 0-1, weight 5, durability 5.
Light Armour		Necessary level 11, defence power 3-3, magic defence 1-2, weight 8, durability 8.
Heavy Armour		Necessary level 22, defence power 4-7, magic defence 2-3, weight 23, durability 25.
Magic Robe		Necessary level 22, defence power 3-5, magic defence 3-4, magic power 0-2, weight 12, durability 20.
Soul Armour		Necessary level 22, defence power 3-6, magic defence 3-3, Taoist Zen power 0-2, weight 15, durability 20.

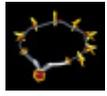
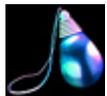
Leather Glove		Necessary level 7, defence power 0-1, weight 2, durability 6, Wearing on the place for bracelet.
Hard Glove		Necessary level 18, defence power 0-2, weight 3, durability 8, Wearing on the place for bracelet.
Death Gauntlet		Necessary level 22, destructive power 1-2, weight 2, durability 8, Wearing on the place for bracelet.
Bronze Helmet		Necessary level 10, defence power 0-1, weight 4, durability 8
Magic Bronze Helmet		Necessary level 14, defence power 0-1, magic defence 1-1, weight 4, durability 9.
Shaman's Helmet		Necessary level 24, defence power 1-2, magic defence 2-3, weight 3, durability 8
Skeleton Helmet		Necessary destructive power level 30, defence power 2-3, weight 5, durability 8

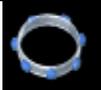
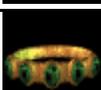
4. Accesories

Glass Ring		Necessary level 7, Zen power 0-1, durability 3, weight 1
Copper Ring		Necessary level 3, Destructive power 0-1, durability 5, weight 1
Horn Ring		Necessary level 9, magic defence 0-1, destructive power 0-1, durability 6, weight 1
Hexagonal Ring		Necessary level 7, magic defence 0-1, durability 6, weight 1
Blue Crystal Ring		Necessary level 16, magic defence 0-2, destructive power 1-0, durability 10, weight 1
Iron Ring		Necessary max Mc 9, defence power 0-2, magic power 0-1, durability 5, weight 1

Pearl Ring		Necessary level 20, Zen power 0-2, durability 5, weight 1
Black Crystal Ring		Necessary level 20, destructive power 0-2, durability 5, weight 1
Ring of Gold Serpent's eye		Necessary level 20, magic power 0-2, durability 5, weight 1
Gold Ring		Necessary level 22, magic defence 0-3, destructive power 1-1, magic power 1-1, Zen power 1-1, durability 5, weight 1
Ring of Moral Culture		Necessary level 23, Zen power 1-2, durability 5, weight 1
Ring of Charm		Necessary level 23, magic power 1-2, durability 5, weight 1
Ring of Expel Demon		Necessary level 25, magic defence 0-4, destructive power 1-2, magic power 1-2, Zen power 1-2, durability 5, weight 1
Platinum Ring		Necessary level 25, Zen power 0-4, durability 5, weight 1
Coral Ring		Necessary level 25, destructive power 0-4, durability 5, weight 1
Ruby Ring		Necessary level 25, magic power 0-4, durability 5, weight 1
Skeleton Ring		Necessary destructive power level 30, destructive power 0-3, durability 5, weight 1
Ring of Gold Dragon		Necessary destructive power level 35, destructive power 0-5, durability 5, weight 1

Ring of Gale		As a magical ring sealing movement of wind, it'll increase the attack speed of wearer by +1
Ring of Teleportation		Necessary level 12, durability 5, weight 1 Usage of ring: @ moving coordinate Example: @move100 100 move to 100:100 of present map.
Ring of Protection		It exhausts 1.5 times of physical strength by blowing
Ring of Recovery		It can make you use recovery skill. Recovery skill level 11. No more practice can be done.
Ring of Paralysis		It paralyzes your opponent for 5 seconds at 1/15 of probability.
Ring of Muscle		It doubles carrying capacity and bag weight.
Ring of Flame		It can make you use fireball skill. Fireball level 1
Ring of Revival		It revives physical strength just before dying from lack of physical strength
Clear Ring		Wearing this ring, mob can't see you except the mob that you are attacking. You will look normal to other users' eyes
Gold Necklace		Necessary level 2, weight 1, durability 8, agility +1
Precision Necklace		Necessary level 3, weight 1, durability 8, accuracy +1
Yellow Crystal Necklace		Necessary level 13, Zen power 1-0, weight 1, durability 8
Ebony Necklace		Necessary level 13, Magic Power 1-0, weight 1, durability 8
Black Crystal Necklace		Necessary level 13, destructive power 1-0, weight 1, durability 8

Platinum Necklace		Necessary max MC 10, Magic power 0-2, weight 1, durability 8
Necklace of White Tiger's Teeth		Necessary max SC 11, Zen power 1-0, magic evasion 20%, weight 1, durability 8
Necklace of Elusion		Necessary max SC 12, increasing the elusive chance for general attack, weight 1, durability 8, agility +3
Lantern Necklace		Necessary level 18, destructive power 1-0, 10% evasion of magical attack, weight 1, durability 8
Amber Necklace		Necessary level 17, magic power 2-0, weight 1, durability 8
Naga Necklace		Necessary level 17, Destructive power 2-0, weight 1, durability 8
Bead of Phoenix		Necessary level 17, Zen power 1-2, weight 1, durability 8
Blue Jade Necklace		Necessary level 23, destructive power 2-2, weight 1, durability 8
Bamboo Pipe		Necessary level 24, Zen power 1-3, weight 1, durability 8
Convex Lens		Necessary level 24, Magic power 1-3, weight 1, durability 8
Green Bead		Necessary max DC 35, destructive power 2-5, weight 1, durability 8
Soul Necklace		Necessary level 27, Zen power 1-6, weight 1, durability 8
Demonic Bell		Necessary level 26, magic power 0-7, weight 1, durability 8
Skill Necklace		It make skill practice speed 2 times faster, Necessary Level 16
Necklace of Probe		This necklace is a concentration of an ancient magic. It has the ability to probe an opponents' position if you know the opponent's name. Usage: "@opponent's name to be probed"

Necklace of Gale		Magical necklace sealing movement of wind. Carrying same effect as that of "ring of gale"
Iron Bracelet		Necessary level 3, weight 1, durability 4, precision +1
Thin Bracelet		Necessary level 5, magic defence 0-1, weight 1, durability 5
Silver Bracelet		Necessary level 7, weight 2, durability 7, agility +1
Large Bracelet		Necessary level 9, defence power 0-1, weight 2, durability 10
Steel Bracelet		Necessary level 8, defence power 0-1, magic defence 0-1, weight 1, durability 5
Magic Bracelet		Necessary level 18, defence power 0-1, magic defence 1-2, weight 1, durability 7
Monk Bracelet		Necessary level 19, Zen power 0-1, weight 1, durability 7
Ebony Bracelet		Necessary level 19, magic power 0-1, weight 1, durability 7
Gold Bracelet		Necessary level 23, destructive power 0-1, physical defence 1-2, magic defence 2-3, weight 1, durability 7
Bracelet of Strain		Necessary destructive power level 24, destructive power 1-1, weight 1, durability 7
3 rd Eye Bracelet		Necessary level 26, Zen power 0-2, weight 1, durability 8
Bracelet of Spell		Necessary level 26, magic power 0-2, weight 1, durability 7
Bracelet of Knight		Necessary destructive power level 37, destructive power 2-2, weight 1, durability 7
Sharp Bracelet		Clearing the wearer's mind, it makes instant concentration high, so it adds +2 precision to wearer. Necessary Level 16
Bracelet of Evasion		By making your mind and body light and making your eyes clear, it help you to evade enemy attacks. It adds +2 agility. Necessary Level 19

5. Set items

Set items		Series in “Unison of Heaven & Earth”
Recall Necklace		<p>These are produced by four scholars who have studied the legend of abandoned objects, once used as transportation equipment by an ancient semi-god. They say that these four objects have attractive force between themselves.</p> <p>_ in the case of 4 people wearing each item, they are tied in same group. If the chief of the group orders as @group, then the member in the present map will be recalled to the place where the chief is located.</p>
Recall Ring		
Recall Helmet		
Recall Bracelet		
Set items		Series in “Invocation of the Spirit”
Invocation Sword		<p>A mad craftsman who became insane on seeing the death of his family, killed by jealous people, created these five objects. They are a compulsive gathering of the spirit's tendency of a floating ghost, so if the wearer is killed all the spirits will disappear and all the items will be broken into pieces. If a single man wears all these items it will have a mystic effect.</p> <p>_ if you wear all these items, it will have an unknown random effect.</p>
Invocation Necklace		
Invocation Ring		
Invocation Helmet		
Invocation Bracelet		

6. Necessary items to make Poison Powder.

Poison Powders can be created only when you have necessary items, in reagent store in Bichon wall and ginkgo tree valley.

Leaf of Cannibal Plant		Can be found from all cannibal plants, and it will stabilise any poisonous drugs you make or carry.
Teeth of Spitting Spider		Contains venom of the spitting spider. If you are intoxicated by the venom of these teeth your physical strength will decrease.
Fruit of Cannibal Plant		Activates spitting spider's venom when you use skill of Poisoning. It's a rare item only found in Cannibal Plants after blooming.
Scorpion's Tail		Contains strong acid fluids that can erode protectors. Found harvesting on dead Scorpion bodies.
Maggot's Pill		A rare item only found in adult Cave Maggots that have reproductive functions. It'll activate acid fluid contained in a scorpion's tail

7. Other item.

Horn of Woomataurus		You can acquire this by killing Woomataurus who live in the second floor of basement of Wooma Temple. This is necessary item to create a party.
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7. Martial art & magic

At certain levels, you can start practicing of martial art and magic. You can do this by double clicking on the book containing the instructions on these ancient skills. These books can be purchased or found from mobs.

1. For warrior

Fencing Swordsmanship: hitting accuracy rate will be increased in accordance with practice level.

- Lv.1 : you can practice from level 7.
- Lv.2 : you can practice from level 11.
- Lv.3 : you can practice from level 16.

Slaying Swordsmanship: hitting accuracy and destructive power will be increased in accordance with

- Lv.1 : Lv.1 : you can practice from level 19
- Lv.2 : Lv.1 : you can practice from level 22
- Lv.3 : Lv.1 : you can practice from level 24

Thrusting Swordsmanship: destructive power will be increased in accordance with practice level.

- Lv.1 : it can be exercised from level 25
- Lv.2 : it can be exercised from level 25
- Lv.3 : “ level 25. Attack power from distance 1 and 2 will be same

Half Moon Swordsmanship: as a sort of ancient swordsmanship, it can damage lots of enemies surrounding you by using shock waves from the fast moving sword.

- Lv.1 : you can practice from level 28
- Lv.2 : you can practice from level 31
- Lv.3 : “ level 34. Attack power from distance 1 and 2 will be same

2. For Taoist

Healing: amount of HP healed will be increased in accordance with practice level. Consume 4 MP.

- Lv.1 : you can practice from level 7
- Lv.2 : you can practice from level 11
- Lv.3 : you can practice from level 16

Spirit Swordsmanship: attack accuracy will be increased in accordance with practice level

- Lv.1 : you can practice from level 9
- Lv.2 : you can practice from level 13
- Lv.3 : you can practice from level 19

Poisoning: duration of poisoning will be increased in accordance with practice level.

- Lv.1 : you can practice from level 14
- Lv.2 : you can practice from level 17
- Lv.3 : you can practice from level 20

Grey Poison Powder		If poisoned, the target will turn green and slowly lose its physical strength. The necessary items to make this powder are 4 leaves, 1 fruit of cannibal plant and 2 pieces of spitting spider's teeth. You can use it 50 times.
Yellow Poison Powder		This will lower your opponents' defence powers by eroding weapons and protective armour. It will also affect durability of weapon and armour. The necessary items to make this powder are 4 leaves, 1 Scorpion tail and 1 Pile of Maggot. You can use it 50 times

Soul Fireball : Executes long-distance attacks like the fireball skill of hurling an amulet

Lv.1 : you can practice from level 18

Lv.2 : you can practice from level 21

Lv.3 : you can practice from level 24

Summon Skeleton: The ability to create a follower by making his shape through injecting strong Taoist magic using an amulet and resurrect spirit of strong power into the shape. The first step of resurrection.

Lv.1 : you can practice from level 19

Lv.2 : you can practice from level 23

Lv.3 : you can practice from level 26

Hiding Skill: A skill that makes you invisible to mobs by hiding traces. You will not be seen unless you do not move or attack after exercising this skill. It's a useful skill to make 1 to 1 using a long-distance attack, because only attacked mobs will approach you.

Lv.1 : you can practice from level 20

Lv.2 : you can practice from level 23

Lv.3 : you can practice from level 26

Mass Hiding Skill: A powerful version of the Hiding skill that can have more targets other than you. You can hide people in a maximum region of 3 x 3 size

Lv.1 : you can practice from level 21.

Lv.2 : you can practice from level 25.

Lv.3 : you can practice from level 29.

Soul Shield: Magical tactics that increase magic defensive powers. Its duration will be extended according to practice levels and Taoist's Zen power.

Lv.1 : you can practice from level 22

Lv.2 : you can practice from level 24

Lv.3 : you can practice from level 26

Blessed Armour: Magical tactics that increase physical defensive powers. Its duration will be extended according to practice level and Taoist Zen power.

Lv.1 : you can practice from level 25..

Lv.2 : you can practice from level 27.

Lv.3 : you can practice from level 39.

Trap Hexagon: The mob confined in Trap Hexagon will walk around in circles because they can't see the outer world. But be careful because this trap will disappear if you and other people walk in to the hexagon. Trapped mob can evade it when they are attacked from outer world. It's a useful spell in male 1 to 1 circumstance, even though you are fighting with many mobs. The Trap Hexagon emits light to indicate its boundary.

Lv.1 : you can practice from level 28

Lv.2 : you can practice from level 30

Lv.3 : you can practice from level 32

3. For wizard

Fireball: Destructive power will be increased with practice level up. It consumes 4 MP.

Lv.1 : you can practice from level 7

Lv.2 : you can practice from level 11

Lv.3 : you can practice from level 16

Repulsive FireRing: Allows you to push away mob and people surrounding you. No hitting power.

Lv.1 : you can practice from level 12

Lv.2 : you can practice from level 15

Lv.3 : you can practice from level 19

Electric Shock: A skill that paralyses the enemy by emitting a strong electric shock in a flash. If you are attacked by this skill you'll get a strong shock in your brain and you'll be paralysed for a while. Occasionally you'll lapse into a comma and attack enemy or friend without discrimination. This skill will not work on highly intelligent opponents.

Lv.1 : you can practice from level 13

Lv.2 : you can practice from level 18

Lv.3 : you can practice from level 24

Hell fire: Throw flame forward like flame projector. Hitting object within distance 5.

Lv.1 : you can practice from level 16

Lv.2 : you can practice from level 21

Lv.3 : you can practice from level 26

Thunderbolt: Attacks enemies by calling a thunderbolt that will hit the target from the sky.

Lv.1 : you can practice from level 17

Lv.2 : you can practice from level 20

Lv.3 : you can practice from level 23

Teleport: A high-tech skill to move to other place through distorted space by utilizing strong thunder energy. It's fantastic but a lost magic skill that has been forgotten from long ago. If you use this skill frequently you may be in an adverse situation of roaming forever in a yoke of endless dimensional space. The possibility of returning to the village will be increased by the level of practice.

Lv.1 : you can practice from level 19

Lv.2 : you can practice from level 22

Lv.3 : you can practice from level 25

Great Fireball: In accordance with practice level, destruction power will be high.

Lv.1 : you can practice from level 20

Lv.2 : you can practice from level 23

Lv.3 : you can practice from level 25

Fire Explosion: A skill of making high temperature flame flashes that have a high ignition point. It makes a big bang by consuming air oxygen. It has hitting range of 3 X 3 squares.

Lv.1 : you can practice from level 22

Lv.2 : you can practice from level 27

Lv.3 : you can practice from level 31

Fire Wall: Damages the approaching enemy by creating flame on the ground. The flame is very strong so the mob whirled into this fire will get multiple or triple damages. The attack range is 2X2. As long as going up on practice level, the duration of the flame will be prolonged.

Lv.1 : you can practice from level 24

Lv.2 : you can practice from level 29

Lv.3 : you can practice from level 33

Lightning Shock: A skill of throwing a bolt by accumulating power of light. It damages all objects in its path.

Lv.1 : you can practice from level 26.

Lv.2 : you can practice from level 29.

Lv.3 : you can practice from level 32.

Thunder Storm: A skill that damages enemy surroundings by making a strong thunder storm around the caster. This fearful magic can inflict damage to a maximum of 24 people. However, compared with other single target magical attacks, its destructive power is not strong. It's a hard skill which consumes a lot of magical power.

Lv.1 : you can practice from level 30.

Lv.2 : you can practice from level 32

Lv.3 : you can practice from level 34

_ The above skills are part of many diverse skills that will be added in the near future. We are in the process of developing new skills and tactics.

8. General game rules

To make a game operate smoothly, there are many restrictions you should follow.

1. Restriction for Spamming

If you type the same phrase more than 3 times in a row, you can't say (type) for 1 minute because you will be restricted by the function of spamming protection.

2. Restriction on Shouting

You can make a single shout every 10 seconds.

3. Filter for abuse language.

Frequently used abuse language will be express as '*****' by filtering function.

4. Legal defence

You are not considered as PK when you counter-attack against your enemies if you have pre-emptive strike from opponents.

5. Restriction for PK (Player Killing)

If your character's name becomes red by PK you can't come in and out from the village. Even though you can buy healing and mana drugs from one eyed Mr. Do in Penal Colony, the price for these items will be 1.5 times higher than normal.

To return in normal status from PK status you have to wait a certain amount of time without doing any further PK.

When you die in PK status, the probability for dropping items you wear is 3 times higher than normal character.

We classify PK as followings.

PK value	0 - 99	100 - 200	201 -
Character color	white	yellow	red

If you do PK when you are in PK value 101 the new value will be 201 and you will revert back to yellow very soon. But if you do PK again at this moment this value will become 299 or over. In this case you will need a lot of time to get back normal status from PK status.

_ we would not restore your character in any case when you become PK, so you should solve your problem yourself

6. Automatic elimination of unused character

Characters that are still at level 1 after one week or under level 3 that has not been used/connected for more than one week are automatically deleted.

7. The PK who is over level 10 can't attack white or yellow that is under level 10.

This restriction was made in order to prevent PK low-level characters. Also, a white character under level 10 and a yellow character under level 11 can't attack a red character over level 11.

9. Important coordinates and spot in map

These coordinates may have some error in each map. The coordinate and other important information can be viewed in low left area of gaming screen. (Server Name, Map Name, X axis: Y axis)

1. Main coordinates in Bichon province.

_ Bichon Wall

Butchers shop	308:265	Blacksmith	334:301	Entrance of palace	328:211
Warehouse	295:252	Beauty saloon	354:320	East bridge	419:169
Tavern	287:295	Peddler	378:299	West bridge	266:331
Clothing store	318:302	Book store	323:248	South bridge	400:335
Reagent store	326:289	Kang's blacksmith	302:220	North bridge	265:195

_ Gingko Tree Valley

Entrance	623:600	Farm field	616:503	Huh's drugstore	649:617
Blacksmith	649:603	Brenda's Clothes	643:602	Item's Shop	643:612

Entrance of cave	41:108	1F_2F	128:202	2F_1F	336:106
Exit of cave	152:366	1F_2F	332:117	2F_1F	76:200
Wicked trader	188:144				

_ Oma's Tomb

Entrance of tomb	147:33	1F_2F	381:23	1F_2F	348:358
Exit of tomb	150:360	1F_2F	31:330	Broken wooden stacks	240:280
2F_1F	35:323	2F_1F	367:350	Wicked trader (2F)	190:230
2F_1F	324:16	2F_3F	106:68	Dungeon's	180:205
Tomb (1F)	240:90	Tomb (2F)	225:175	3F_2F	106:82

_ Other main coordinates

House of superior warrior	108:318	House of high leveled wizard	324:483	House of high leveled Taoist	545:560
Ruined house	97:418	Bridge to border village	367:493	Bridge to gingko tree valley	345:515
Entrance of Woomyon	325:33	Abandoned mine	663:214	Entrance to serpent valley	672:83

2. Main coordinates of Woomyon Woods

_ Woomyon Woods

Ruined house	300:70	Cottage	218:313	Entrance to Bichon province	560:554
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_ Wooma Temple

Entrance of temple	84:278	Entrance to 1F of maze	26:26	1F_2F	251:207
Exit of temple	76:75	1F_entrance	339:355	2F_1F	198:195
2F_king's room	52:366				
King's room_2F	16:19				

3. Serpent Valley

_ serpent valley

Entrance of Bichon province	415:564	Entrance of Mongchon province-1	296:6	Entrance of Mongchon province- 2	558:76
Village in Serpent valley	490:480				

4. Mongchon province

_ Mongchon Province

Entrance of serpent valley-1	274:751	Entrance of serpent valley- 2	514:775	Zuma temple	861:176
Sabuk wall	673:331	Entrance of Mongchon mud wall-1	251:310	Entrance of Mongchon mud wall-2	346:357

_ Zuma Temple

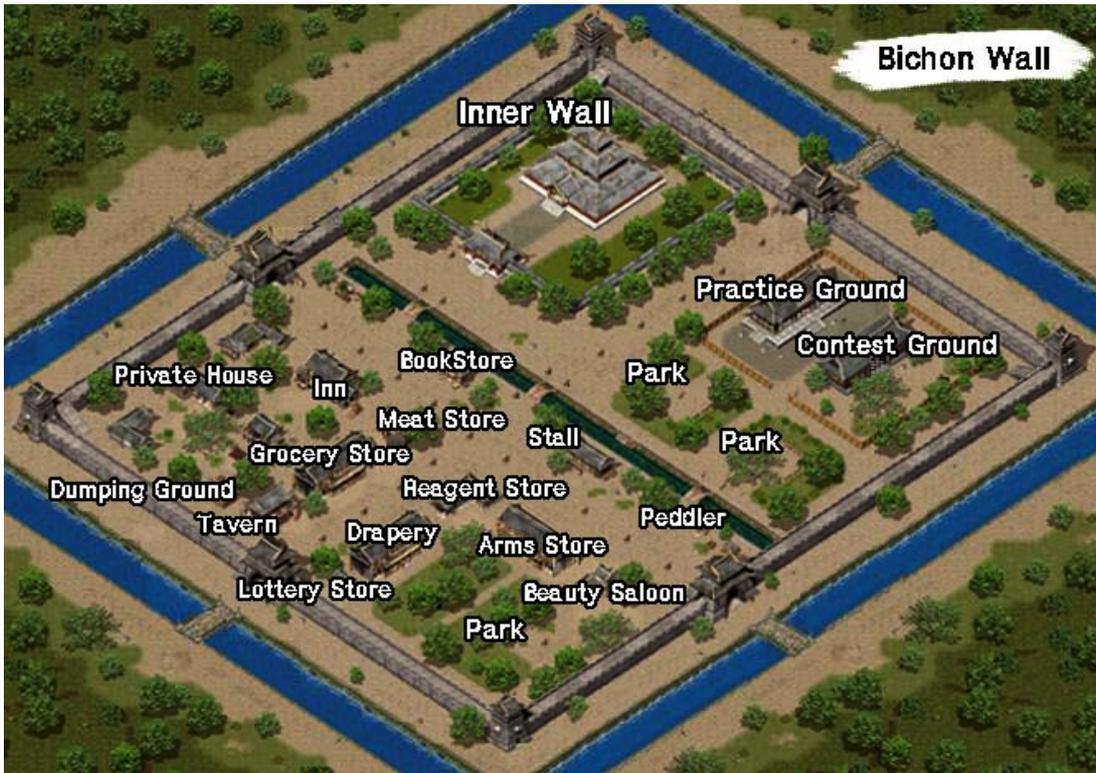
exit	10: 26	1F lobby	166:216	2F_ 1F	166:216
lobby_1F	19: 16	1F_ 2F	187:229	2F_ 3F	187:229
3F_ 2F	166:216	4F_ 3F	166:216		
3F_ 4F	187:229	Entrance to altar	144:262		

5. Entire map of Mir



Death Valley: For a long time, this place has been used as penal colony in Mir for high treason or any other mischief to society. But recently it has been in chaos and internal disorder due to raids by Mob. So it became a den for criminals. The criminals' systematic robbery and injury to common people had enraged the citizens, especially after the ruler of kingdom entrusted his reign to winner of martial arts contest. The winning parties of the martial arts contest reigned over people as a ruler of Sabuk wall.

6. Map of Bichon wall



7. Oma's tomb – 1F



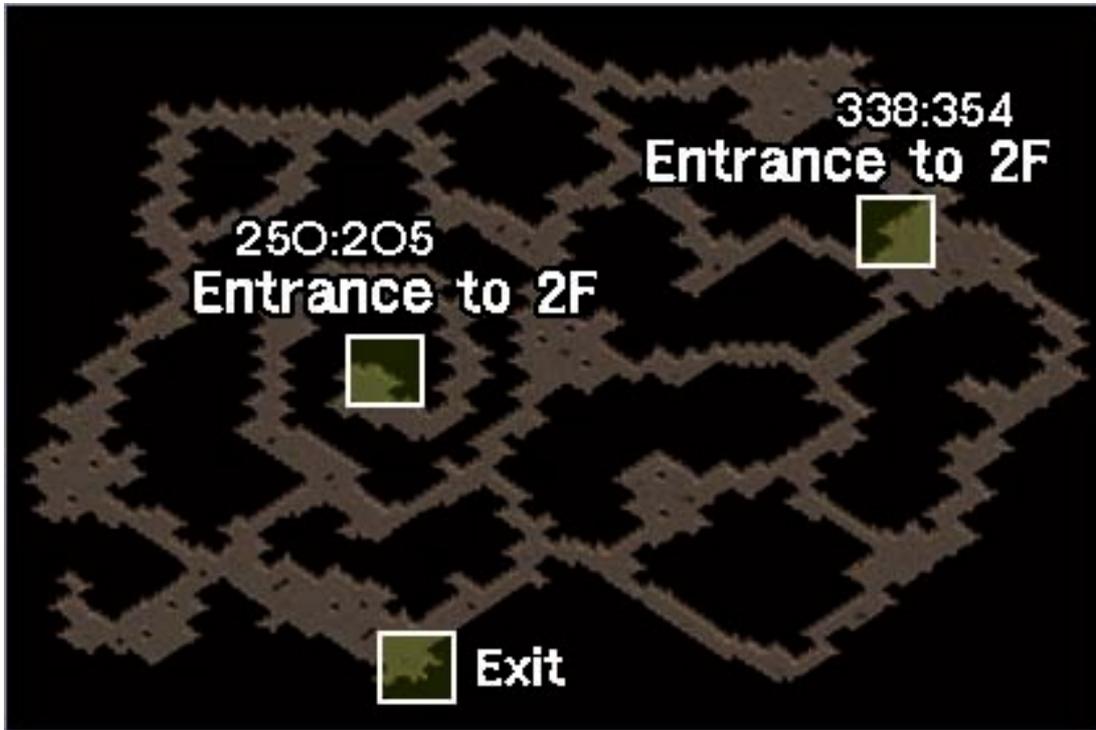
8. Oma's tomb – 2F



9. Oma's tomb – 3F



10. Natural cave – 1F



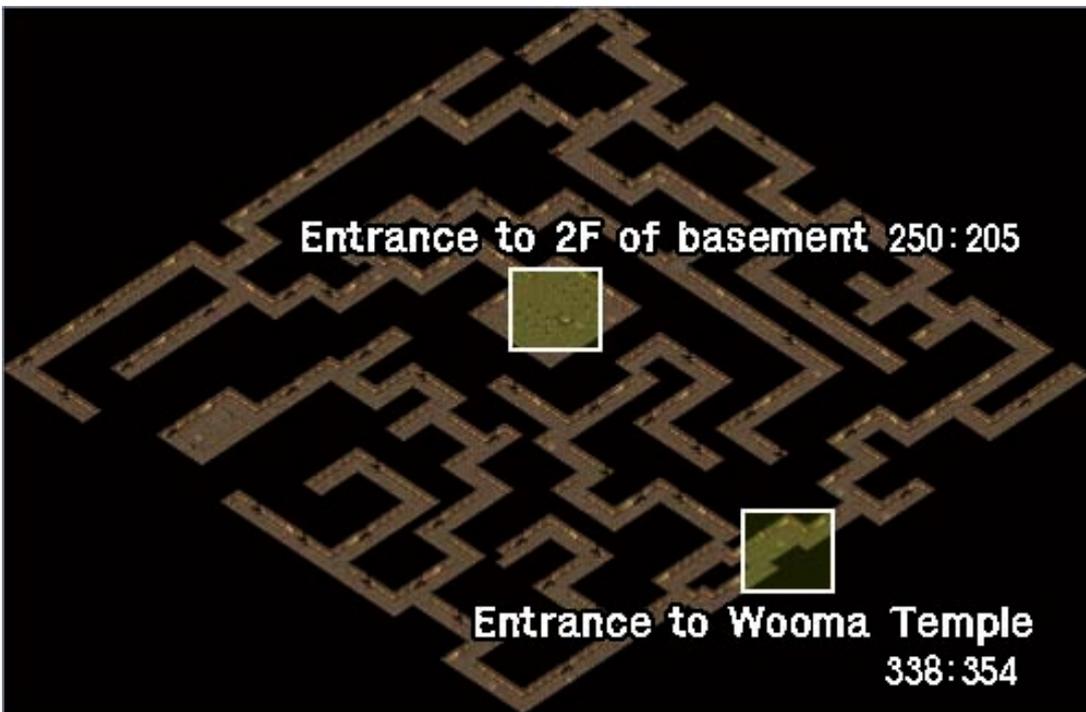
11. Natural cave – 2F



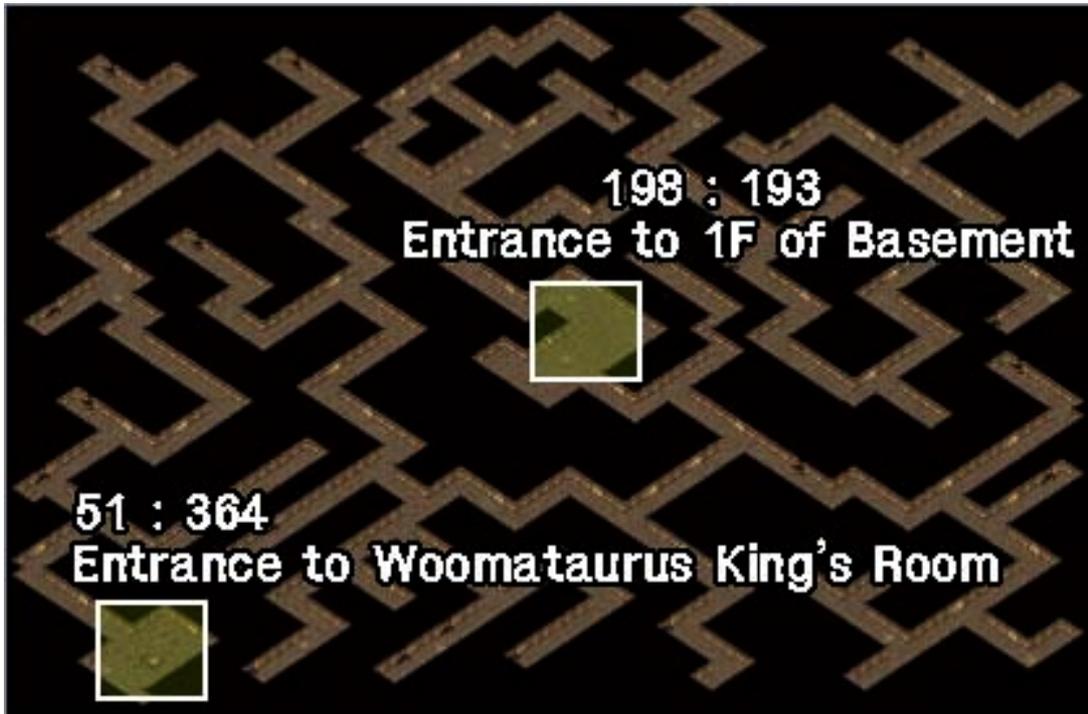
12. Entrance of Wooma temple.



13. Maze of Wooma temple – 1F



14. Maze of Wooma temple – 1F



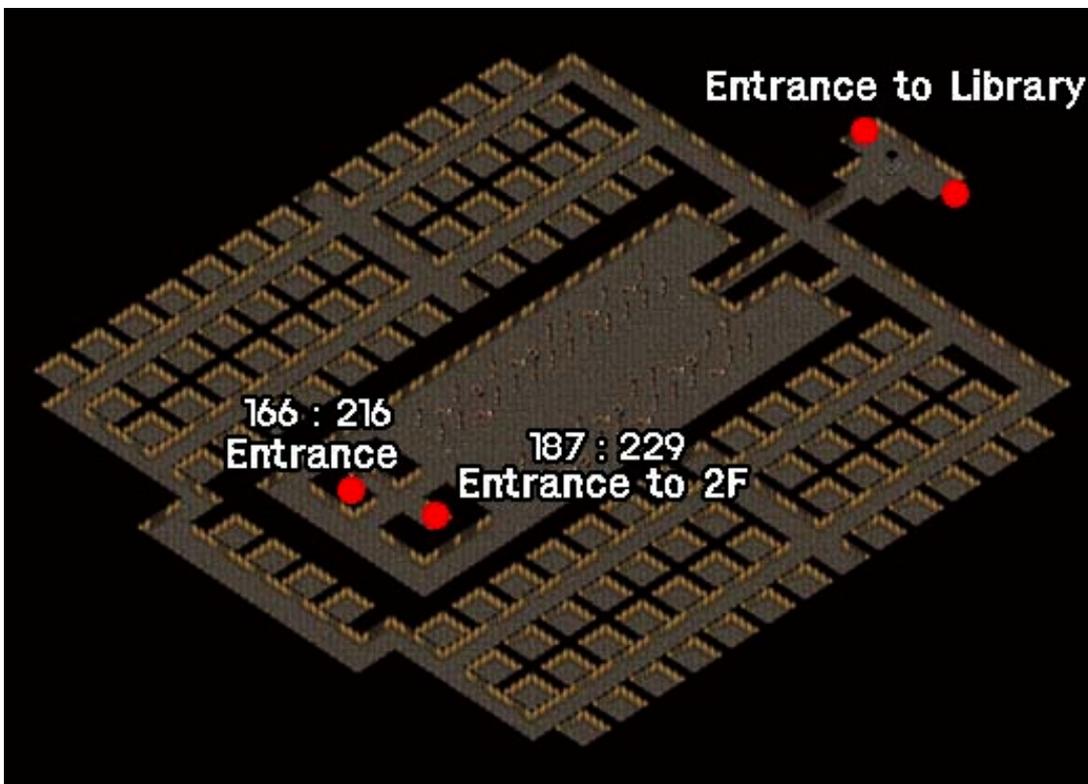
15. Woomataurus' room



16. Map of abandoned mine



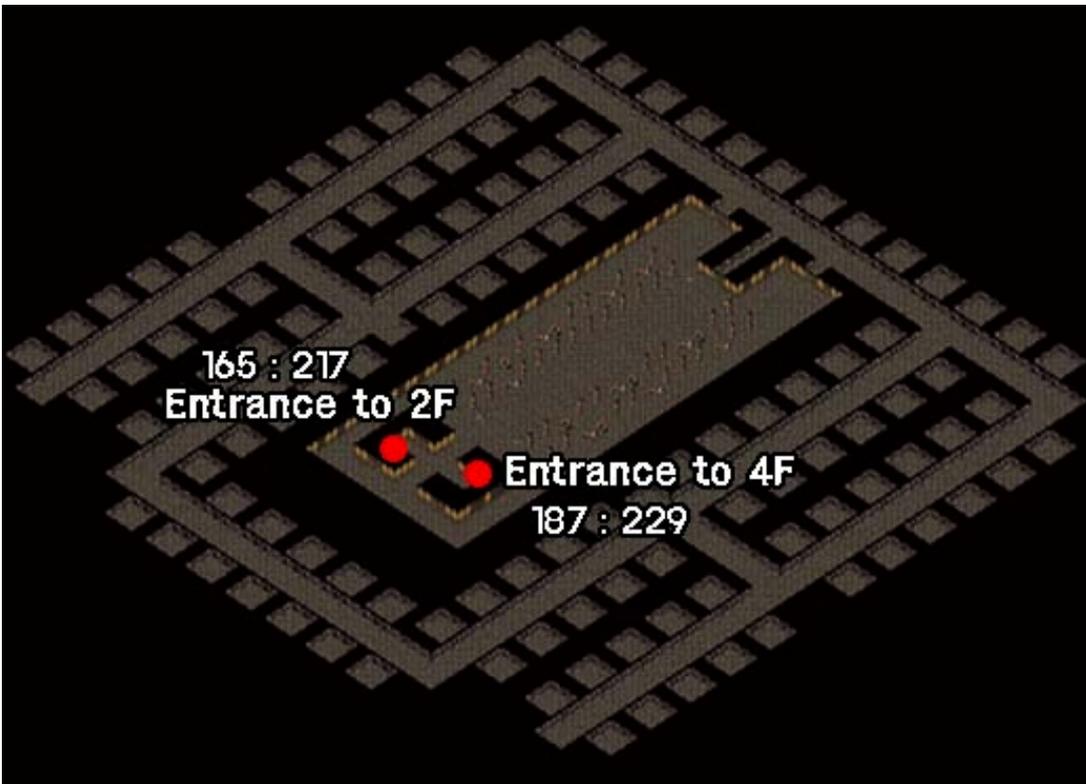
17. Zuma temple – 1F



18. Zuma temple – 2F



19. Zuma temple – 3F



20. Altar of zuma temple



10. General regulation on gaming

1. Prohibition of abusive language

We will impose black marks on you if you use abusive language. If total black marks reach 20 points, your character will be erased permanently. Black marks under 3 points can be removed 2 months later; under 5 points will be remain for 1 year.

- Classification of imposing black marks -

- 1 point : light abusive language. Example: son of XXX , X XX shit
 - warning on bulletin
- 3 points : heavy abusive language concerning family, relatives and clan.
 - halt character use for 2 days
- 5 points : abusive language concerning parents, sex, sex organs
 - halt character use for 1 week

If we find any trace of fabrication in captured screen we'll apply same class of black marks as abuse language. We'll keep in notice by bulletin board as usual if you say abuse language by using your sub-character, the imposed black marks on sub-character will effect to your main character.

_ How to report abusive language.

Please keep in mind following remarks. If you do not follow our remarks your report will not be accepted.

1. The report can only use a captured screen function that is built in game program.
 2. Following this, if you amend captured screen we can detect it promptly.
- _ when you send captured screen by email, you should send it as untouched except concentration (zipped). Don't convert it to other file formation (jpg, psd, gif...).



Press Pause (Break) key in the game, then capturing is made with pop up A instantly.

Information in A are name of server & character, date & time of capturing and information on part B.

If you mend any part of B when you make report, the value of checksum of A will be changed differently with capturing time. We can learn easily whether you amend or not by checking program.

2. Prohibition of exchange or trade of character.

In case of exchange or trade character, we have to return it to them whenever the original owner asks for it to be returned. We frequently see this kind of thing during a commercial service period but please kindly remember that, unless you have no evidence of original ownership of that character, the character which is traded or exchanged will not pass our password processing.

3. Prohibition of creation of character for insulting or misrepresentation of certain people.

Suitable measure will be taken for insulting or misrepresentation of others. However, even if the character name is similar to others, we will permit it unless it's harmful to other names.

4. Prohibition of using vulgar or abusive language for character name.

This kind of character will be erased when found.

5. Keeping good manner in game

Dissolving and letting out stress is one main reason why people play games, so you, all users, are responsible for playing a fair game.

6. Prohibition of interruption when playing a game.

We will strongly respond to indiscriminate PK in store areas or blocking access to certain places. If you meet this kind of user please report to us by using screen capture function to show character name, similar to the abuse language report. We will confiscate that user's account (ID).

11. Inquiry & other requirements in game.

1. System requirement for Mir2.

CPU : It should have MMX function .

OS: Windows 95 – up version , Windows NT 4.0 - up version

RAM : up 32Mbyte

HDD : it should have over 700 Mbyte of empty storage space

Transmission speed: over 28.8Kbps of modem or exclusive line.

2.Request for character recovery.

Please send us your recovery request about erased character by recovery request column in our home page.

Those requested by 11:00 am will be handled on the same day. Your request after that time will be treated by next day. The recovery name list will not be noticed independently. If you send your recovery request over 3 times per day, we will consider it as spamming and no recovery will be done.

3. PK in game, item, mob, steal & trade of item.

PK in game, item, mob steal & trade of item are not the game master's domain.

4. User number & Gen

At present, if the number of users is over 300 then the speed of Gen from the monster will be fast.

5. Durability of Item.

Item durability is a necessary measure for controlling the number of items. Frequent repairs of items will make its maximum durability weak. So you'd better use your item as many as times as possible before you repair it.

6. Character moving from server to server or account to account

Both are impossible. Lately, this type of request is increasing due to character trade and unbalance between servers. However we can't give any help on these matters.

- Any other query on the game, please email to master@legendofmir.net
- Any request on character recovery please email to character@legendofmir.net
- Any query on private ask & answer please email to password@legendofmir.net

