

# Our Crappy General Introductory Runescape Guide

2007: Version 2

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## Glossary

1. There are just a few commonly-use terms:
  - drops: the item that a killed player or NPC drops on the ground
  - f2p: free-to-play – a non-member
  - gp: gold pieces
  - levelling: working on a particular ability to increase your level at that ability
  - NPC: non-player character (every yellow-dot item from goblin to jail guard to lesser demon to etc.)
  - p2p: pay-to-play – a member
  - PKing: player killing – going to the wilderness to kill other players
  - xp: experience points
2. There's a larger simple glossary just after the middle of the <http://tip.it/runescape> "Beginners' Guide".
3. There's a longer glossary, entitled "Vocabulary Guide" under "Special Reports" at <http://www.runehq.com>

## General Getting Around

1. On the mini-map, the white dots are players, the yellow dots are non-player characters, the green dots are your friends, and the red dots are items on the ground (drops).
2. Ctrl-click to run somewhere.
3. Study the world map to get a basic sense of where everything is in the free world (which is limited to Asgarnia, Misthalin (inc. some of Al-Kharid), the NE of Karamja and Crandor (only accessible when you've done Dragon Slayer quest)). The map of the free world at <http://tip.it/runescape> is a good one: it can be printed using the computer's Print-Screen facility in four screen shots, and includes the location of rune altars.
4. You cannot get outside the free world on f2p (e.g. by teleporting); the lumber yard NE of Varrock is also out-of-bounds.
5. There is a useful set of detailed guides to all of the locations on the free world (Varrock, Lumbridge, Draynor, etc.) at: <http://www.runehq.com/RHQCityGuides.php>
6. The newcomers' map is only relevant if you might get lost in the sense of not recognising from the mini-map where you are in the world map.
7. If you select "Low Detail" the game will run slightly faster and you can always see inside buildings, speeding up your ability to click into those buildings.

## Quests

1. Depending on your perspective, doing quests without guidance can be: a) an intriguing challenge; or b) a vast waste of time (e.g. searching throughout the free world for Juliet).

2. Clicking on the particular quest in your quest list while doing that quest only tells you what to do next. Better guidance comes from: a) asking other players for help; b) referring to online quest guides (e.g. <http://tip.it/runescape> or <http://runescape.salmoneus.net/quests>).
3. Both these online guides give a sense of the order you might do the f2p quests in – first easy, then medium, then hard. A typical order might be: Cook's Assistant, Sheep Shearer, Romeo & Juliet, Rune Mysteries, Imp Catcher, Pirate's Treasure, Doric's Quest, Witch's Potion, Goblin Diplomacy, Ernest the Chicken, Prince Ali Rescue, Knight's Sword. Imp Catcher is the only one that needs fighting and you can survive at quite low (5-6) combat levels; do it on Karamja and a) you can grab some bananas before you fight and eat them to restore health, and b) you can combine it with most of Pirate's Treasure so long as you begin both before travelling to Karamja. Beyond this point you'll do best with a better combat level (e.g. level-20 and over), generally not to kill things but to temporarily survive attacks: Restless Ghost, Black Knights' Fortress then on to Vampire Slayer, Demon Slayer, Shield of Arrav, and Dragon Slayer. You need a mate to do Shield of Arrav with.

## Games

Suggestions for games you and f2p mates can play (some from Ice Gecko posted at <http://www.zybez.net/community/>). To add an incentive for all games, you can have an entrance fee everyone must pay with the winner getting it all.

1. **Race**: all meet up at the race start point; first one to the agreed finish point wins. E.g. from Lumbridge castle steps to the Make-over mage, or Wizards' Tower to Edgeville Bank. To add an incentive, have a finish point in the wilderness, e.g. entrance to lava maze.
2. **Hide and seek**: one player hides somewhere in a world; the others have to find him. To avoid constantly being logged out, helps if the hider is doing something while they hide – fighting, mining, woodcutting, etc. You'll typically need to give out the occasional clue ("Get away your beastly golem", "I think my axe might be blunt", etc). If the hider has several teleport abilities, you can all start at the same place and the hider can then just disappear and go to their hiding place unseen.
3. **Scavenger hunt**: someone sets up a list of half a dozen or a dozen items not in common use (sheep shears, bucket, brass necklace, etc.). First one to bank them all at an agreed spot wins.
4. **Money-maker**: create as many new Runescape avatars as there are players. Given each player a set amount of resources (e.g. just the stuff you get on Tutorial Island, or 10k each) and a set amount of time (e.g. one or two hours). The winner is the one who makes the most additional money within the time limit.

## Snippets

(Random items of information that didn't fit anywhere else)

1. Items you drop only appear to others after about thirty seconds, and stay visible for about one minute.
2. In your stats (bar graph) screen, click on a skill to get more information on it (e.g. levels).
3. When you point your cursor over any item, the left-click option appears on screen.
4. Private messages (red) come from clicking someone who's in your friends list.

5. The chat buttons can filter what messages you see e.g. if you're tired of all the public messages appearing or want to filter out someone annoying you (though you can do that individually also via the ignore list).
6. You can enter Al-Kharid via the North with no toll (though 10gp toll disappears anyway when you complete Prince Ali quest).
7. You can dye a cape blue via Aggie at Draynor; give her woad leaves from garden N of Falador E bank.

### **Safety/Security**

1. The Runescape.com Web site plus tutorial island process give you some guidance on the kind of stunts some people will try to pull. There's also a short and clear "Preventing Scams and Hacking Guide" under "Special Reports" at <http://www.runehq.com>.

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