

Please Record Your Start Time and Day: \_\_\_\_\_

## Neverwinter Nights Introductory Instructions

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### Getting Started:

1. Double click on the **Neverwinter Nights** icon on your desktop to start the game.
2. Click **Play**
3. Click **New**
4. Click **Neverwinter Nights Campaign** button
5. Click **Neverwinter Nights Prelude** button
6. Click **Select Premade Character** button
7. Choose a character from the scroll down list on the left side of the window

**The character you choose here will determine certain rooms you go into later on. There are several classes of characters, such as fighter, ranger, rouge etc. so take note of the one you chose.**

8. Click **Play**

In the top right corner of your screen you will always have the following buttons:

Map  
Journal  
Rest  
Options



Inventory  
Character Sheet  
Spellbook  
Player List

These buttons will be explained throughout the tutorial. To exit or save your game click the options button.

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### Never Winter Nights (NWN) Prelude Tutorial



#### **1 - BEGINNING**

Your adventure begins in Neverwinter's Training Academy, where you'll find yourself in one of the rooms of the senior barracks.

#### **2 - PAVEL AND BIM**

- When you enter this room, Pavel, will approach you.
- Once you're finished speaking with him, go to his brother Bim near the **east** door. Bim will offer you a tutorial on adventuring, which will go over many of the controls you'll be using in the game.
- Once you're finished with the tutorial, Bim will open the eastern door so you can exit into the Training Halls.

**ESC** - Breaks out of conversation with character.

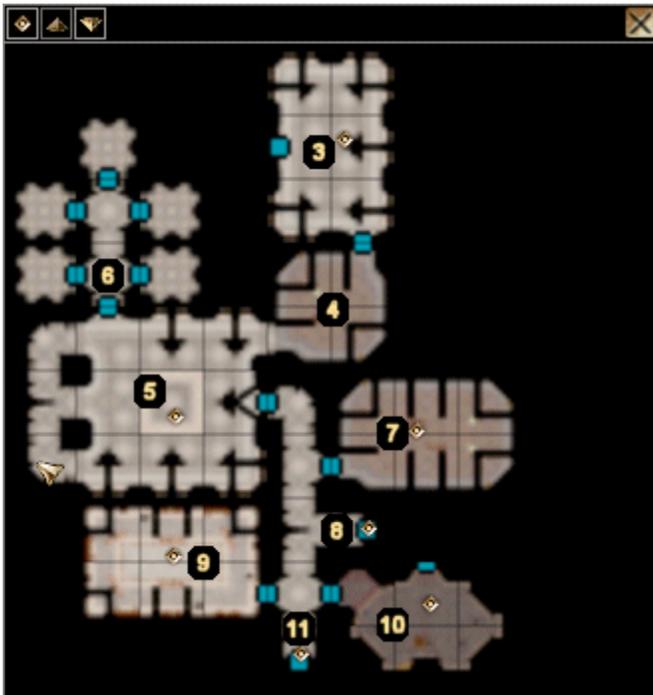
**Left-Click** on creature or object your character performs a default action.

**Right-Click** brings up menu that allows you to access abilities and actions.

**Resting** - heals you, lets you prepare spells, restores feats or special abilities.

**Camera Styles - Set using Controls from the Option Menu**

1. Top Down Camera Mode - move around by clicking the mouse.
2. Chase Camera Mode - camera automatically rotates to follow you as you move around.
3. Driving Camera Mode - movement also controlled by the keyboard



**3 - OLGGERD**

Olggerd will offer you a tutorial on managing your inventory and even sell you some goods.

**4 - BERNA**

Berna will teach you how to use your journal and the map.

**At this point you will want to go to room 5, 7, 9, or 10 based on the class of character you chose earlier.**

**5 - COMBAT TRAINING**

- This room is designed to teach you how to use melee and ranged weapons.
- **IF YOU CHOSE A MELEE CLASS**, talk with Herban to begin your training.
- He will pass you onto Dendy (southeast end) for a test with melee weapons.
- Then you should go to Hewwet for your missile weapons test (west wall).
- Once you complete your combat training return back to Herban again to receive a reward.

## 6 - MENAGERIE

The Menagerie is made up of five cells, each housing a different type of creature (Dire Spider, Stag Beetle, Umber Hulk, Ettercap, and Hook Horror).

## 7 - ARCANES TRAINING

- WIZARDS AND SORCERERS conduct their training here in this room.
- Jaroo is the instructor. He'll ask that you destroy the statue in the middle of the room with a spell.
- After completing your training, Jaroo will reward you.



## 9 - DIVINE TRAINING

- CLERICS AND DRUIDS should speak with Elynwyd. The training includes healing an injured man and turning undead (if you're a cleric).
- When training is complete you'll receive a reward.

## 10 - STEALTH TRAINING

- ROGUES can pay Ketta a visit.
- You will be required to use your thieving skills, such as picking a lock or disabling a trap.
- Once finished, you will be rewarded.

## 11 - TO SOUTH ASSEMBLY HALL

Until you have finished your combat, arcane, divine, or stealth training, the guard here will not allow you to enter the south door into the Assembly Hall. Once you have finished your test, however, he will grant you access so that you can speak with Lady Aribeth.



## 12 - LADY ARIBETH & THE ATTACK

- Speak with Lady Aribeth here in the Graduation Chamber.
- Four mages will teleport into the room and you will be forced to battle them with a few of the other trainees.
- She will request that you protect the creatures in the Menagerie from invaders and give you a key to access the second floor via the door at area #8 (see map above).

<b>General Keyboard Commands</b>					
Rotate Camera Left	Left Arrow			Pause	Space
Rotate Camera Right	Right Arrow	<u>Camera Modes</u>		Quick Save	G
Zoom In	Up Arrow	Step Left	Q	Inventory	I
Zoom Out	Down Arrow	Step Right	E	Quick Chat	V
Zoom In Full	Home	Forward Run	W	Journal	J
Zoom Out Full	End	Back	S	Character Sheet	C
Pitch Camera Up	Page Up	Turn Left	A	Spell Book	B
Pitch Camera Down	Page Down	Turn Right	D	Map	M
Camera Up Full	Insert			PVP Panel	P
Camera Down Full	Delete			Options	O
				Quick Inspect	Tab
				Tool Tips	I

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