

## **Guide for New Hapans:**

by Khite Tzu

First, Welcome. You are reading this because you are either new or curious. Either way, Welcome to Hapes. Know that this is written by a newbie (me) for newbies. It is and will continue to be a work in progress.

The intent of this guide is to help you find your way around Hapes and the Combine and point out a few things that may or may not help you on your journey.

**DO NOT CONTACT THE KING: The king is very, very busy. As well as administering his reign to Billions of Hapan Citizens, he also has Out Of Character (OOC) responsibilities to attend to. Ask not what the King can do for you, but what can you do for your King. Just don't ask him directly. Ask the "Recruitment Office" Forum on the message board (discussed later), your Fellow Hapans or your Commanding Officer. The folks here are pretty doggone friendly.**

**Character Creation:** If you have not yet created your character please take a look at the link provided [here](#). This is a template that you may want to go with, or not. Either way, use it as a guide for how characters may be developed.

**Character Placement:** After you create your character you will want to wait until you are accepted into the Hapes Faction before deciding where you want your character to start from. Otherwise you may be waiting a while for someone to pick you up. This may take literal weeks, as it takes a while to get from one side of the galaxy to the other. Requesting a pick up will be discussed later. What is a faction; well it's a group of people working together for a common goal. Long Live the King.

A good place to start is Hapes or Lorell, once your character "spawns" whether you waited until you were in the Hapes system or decided to "spawn" before you chose the faction, you can request transport by going to [Joining Hapes](#) link.

In the meantime: On the Combine main page you should be able to see your character photo. Beneath your photo is a List of 5 things:

**HP**

**XP**

**Level**

**CP**

**Location**

**HP** stands for Hit Points, this is how much damage your character can take before it dies.

**XP** is Experience Points. These are points you get as you travel through the game. You get XPs for things like walking around a city (not a building or a ship) or piloting a ship(not being a passenger) I assume, as I have not gotten the opportunity to try it myself, that you also get XPs for fighting (fist) or with your ship.

*HINT: while you are waiting for transport or if nothing is happening in your sector for a while WALK! Select POSITION from the Combine Site on the tabs on the right hand column. Scroll down a little and you will see a TRAVEL tab. Select that. Then you will have more options, one of them will be CITY. Select that. You will then get a new map, I call it the travel map. If you scroll around on the travel map you will see a blinking cross where your character is. Click where you want your character to go on the travel map, then find the Go tab and click that.*

**Level:** as you get more XPs you can increase the level of your character, for example your character starts at level 1, you must gain 1,000 XPs to get to level 2. When you go up a level you are awarded more points to allocate to your character.

**CP:** CPs are FREE Credits. Credits are the monetary system used in this RPG. You can get CPs by clicking on the number following the CP: this will open up a new menu. On the top of the menu you will see a tab call support the Combine, click on that. You will now see a list of about 20 tabs that are sites that you can click on and rate the Combine. Each tab you click on will give you 10 CPs. Each CP is worth 5 Credits if you exchange them. You can click on all 20 of the sites once every 24 hours. For a total of 140 CPs or about 700 credits per week.

**Location:** this is where in the Galaxy that you are. For instance, Onboard the Nova Battle Cruiser HRS Callinore BNC 32 in Sector: Hapes Cluster  
System: Hapan (143, 96)  
System Position (13,13)

You can find this information under the travel section under your character in the SW Combine.

*HINT: Any time you want to access your character controls on the Combine, right under the Combine Banner at the Top/Middle of their site There are 8 Icons, click on the one that looks like a double explanation point and you will have access to your Character's Information on the Right side of the page.*

*HINT: If you are stuck in a building and cannot find the exit, do this. Find the room that you started in. I think that X marks the spot. Click the travel Icon; go down to your travel menu and Click Unboard. Another screen will appear, click unboard again and you should be out of the building.*

*HINT: navigate through the different menus of the Hapes Website. Look, it was developed by people who have WAY TOO MUCH time on their hands, but seriously, there is a LOT of great information, most of it is useful AND interesting. You are probably a Star Wars fan or else you probably wouldn't be here, so at the very least you are getting more information about Star Wars, at the most you will become familiar with Hapes, its culture, and how to navigate through the game. After you go through the tabs on the 'Home' page use the tabs at the top to access the Hapan Government and the Royal Hapan Armed Forces*

**Sign Up!** – There are a couple of main places that you need to sign up for, it will help you gather information and make life within Hapes efficient and less troublesome.

The Message Board –

Click on FAQ to your left and use the username and password for the password box that pops up when you click the "Member Forums" tab, then use the REGISTER link to sign up. **Please use your Combine handle as your username** and create a password (note: this is separate from the information you entered into the pop-up box).

Once you have signed up, post in the "Recruitment Office" Forum on the message board.

Lorell Trading Center or the Galactic Market –

Lorell Casino –

**Choose Your Destiny:** There are many Career Paths within Hapes that can be equally adventurous and appealing to your OOC Talents or interests. Each of your choices would be equally as interested in having you within their inter-organization, to name a few and my apologies if I inadvertently leave someone out:

- Government (Civil Service)
- Nationalized Company
- Military:
  - Army:*
    - Marines
    - Regiments
    - Navy* (fighter or capitol ship pilot)
    - Royal Hapan Support Corps (RHSC)*
    - Research and Development
    - Logistics
    - Engineering

Try anything that sounds interesting. If you don't like it, request a transfer. Above all HAVE FUN, after all, that's what you are here for. Isn't it?

**Use your Chain of Command:** No matter what path you choose, if you need something ask, but start at the lowest level possible. If you are appointed a "commander" or a "supervisor" start with them. Usually they will have the answer or be able to point you in the right direction.

**Check the Message Board Often:** This by enlarge is where most of the action happens. You need to check this and make posts. After you make a post check back to see if people responded to your posts. Characters get married, Wars take place, Training takes place, and Ideas are mulled over. You name it, it happens here.

**Robin Hood School of Culture:** This is your first official task. It is a three part test that will help you to become familiar with the history of Hapes, it is in fact very useful and pretty interesting. Don't worry it's an open book test. You can get there from here by going to [CULTURE](#).

**Assignment to your Fleet:** After you complete the RHSC you should receive a message telling you what fleet you are assigned to and what your Chain of command is. You will not receive this information until you have completed the RHSC.

Regardless to what Fleet you are assigned you will want to ENSURE that you report in, this lets everyone know that you are still an active member, it may even help you, to a degree, get promoted. Read your Fleet's Rules and Regulations. Very Important! The 1st Fleet's Rules and regulations can be found [HERE](#):

**Basic Training:** Here the training is one-stop. You get your Basic Training and Flight Training all at once. This is how you can earn your Pilot Wings. Once you have completed your Robin Hood School of Culture you must go to the Message Board to request testing for your wings. There are three parts to this test; First is about Hapan law, second contains some military questions and last one is a "Final Exam". You have to successfully complete all three parts to earn your wings If you are in 1<sup>st</sup> Fleet it goes something like this For your testing go [HERE](#):

This is the equivalent to going to the message board, then scrolling down to the 1<sup>st</sup> Fleet Forum, and finally about the third thread down is the "Fleet Academy – RECRUITS... MUST READ" thread, go to the last page and post in the same format as everyone else. If you are in another fleet, I am told that the process is similar.

**Need a Ride?** After you have completed your Basic Training you will have shown enough loyalty to Hapes to have one of our Fleet Logistics Officer's arrange for you to be picked up. Use the SW Combine to determine where you are, remember to copy your Location, It usually comes in three parts: Planet, City, Ground Position. Head on over to the Fleet Logistics Thread to arrange your pick-up. First read their Rules then post on their Thread found [HERE](#).

**Be Unique:** Establish your Identity by going over to the Graphics Corner. Again, this is found on the main page of the Message Board under the Heading of "Downtime" After you find a suitable representation for your character on a website, copy it and head on over to the Graphics Corner so that the community can see the new you. The rules for requesting for a sig/avatar/sga are [HERE](#):

**Introduce Yourself:** Tell everyone who you are, Like I said before, Just about everyone here is real friendly, if you want to know how friendly, Head over to the Message Board to the I have been Recruited Thread and post that your new. Don't forget to check back and see who posted to your thread.

**Make Friends:** As you traverse across the Hapes Cluster you are bound to meet people In Character and Out of Character that share your interests or your part of the globe. Interact! Expand your horizons, Create, Buy, Sell, Communicate. This is what makes Hapes Great, and now you are part of it. Remember; Honor, Glory and Pride and again, Welcome.