

HOW TO GUIDE

Your first time in MidgardPlus

From the download to the Kraken, in the order you'll meet it all.

Written for streamers. Keys are the defaults, and every key can be changed in F9. This one is for **MidgardPlus 1.56.0**, the sea update, and the newest launcher.



The road through Midgard

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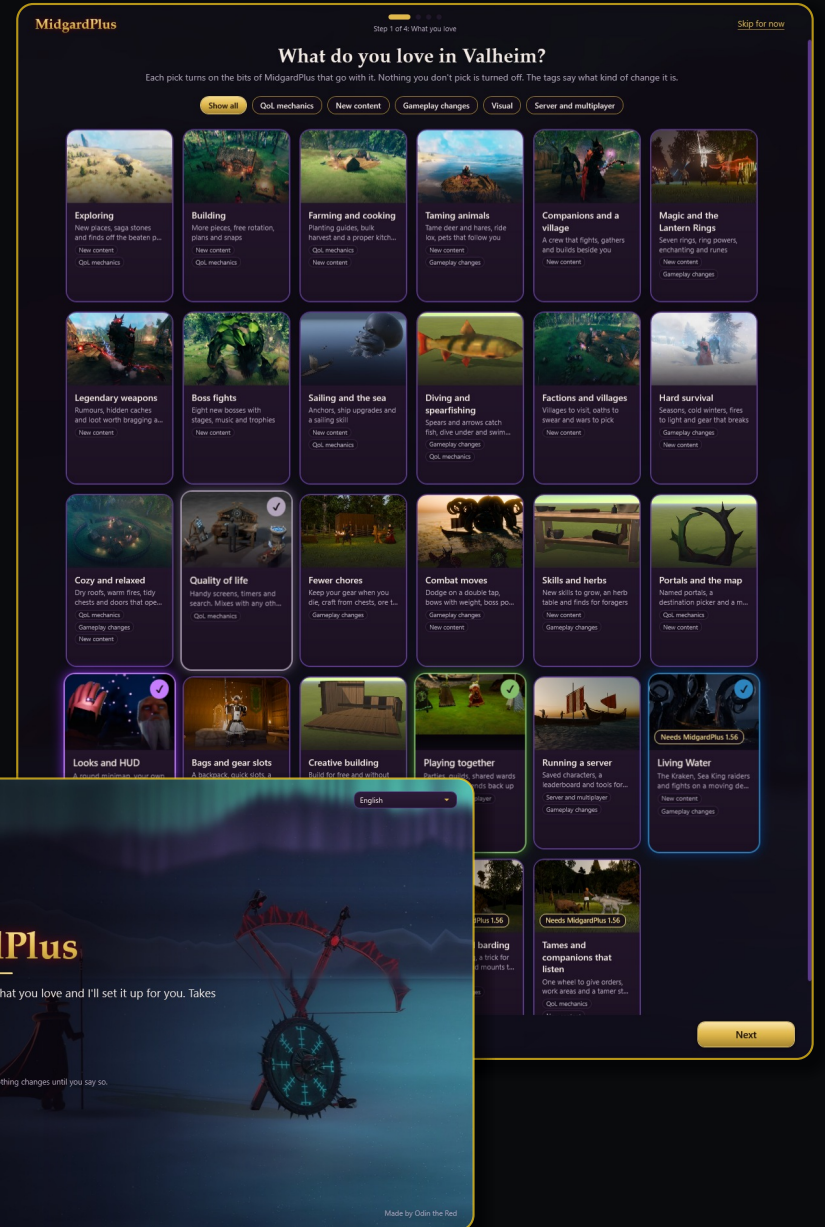
STEP 1

Install with the launcher

- 1 Go to midgardplus.odinthered.dev and download the launcher.
- 2 Windows warns about an unknown publisher because it isn't code signed. Press **More info**, then **Run anyway**.
- 3 The first start says Welcome to MidgardPlus. Press **Let's set you up**. Rather do it all by hand? Press Skip, I'll set it up myself.
- 4 **What do you love in Valheim?** Pick as many cards as you like. The tags on each card say what kind of change it is: QoL, new content, gameplay, visual, or server and multiplayer.
- 5 Nothing you don't pick gets turned off. A card you skip just stays the way Valheim has it.

GOOD TO KNOW

Skipped it? **Start here** on the launcher's Home brings the setup back any time, and your own changes stay.



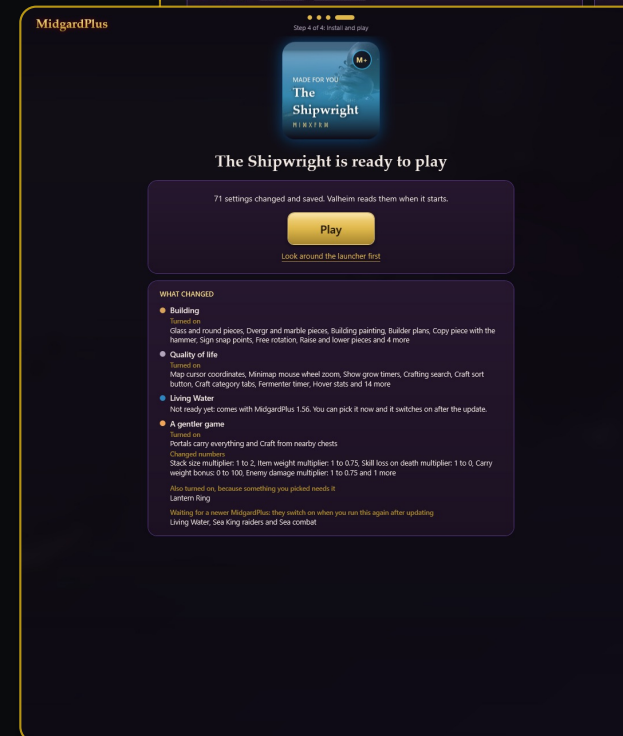
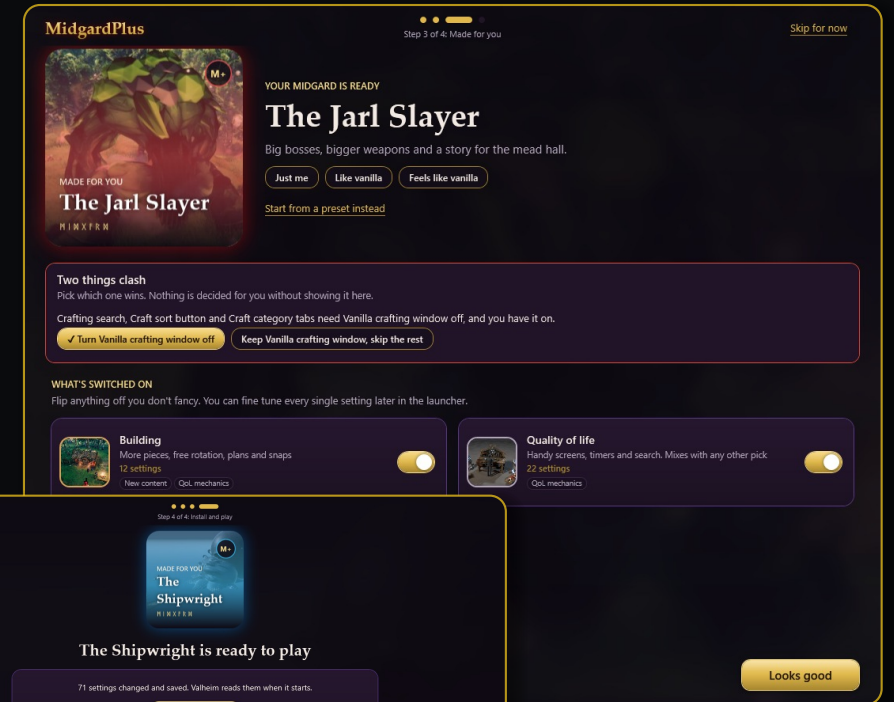
STEP 2

Made for you, then Play

- 1 **How do you play?** Three quick ones: who's playing, how hard it should be and how much should change. Press **Make my Midgard**.
- 2 You get a style made for you, with a name and a switch on every card. Flip off anything you don't fancy.
- 3 Two things clash? A panel shows which two and you pick which one wins. Nothing gets decided behind your back.
- 4 Know what you want already? Pick a style instead. **Best of MidgardPlus** turns on every feature and all the content with the balance at vanilla, no shortcuts or cheats.
- 5 Press **Looks good**. It installs, then **What changed** lists everything it turned on or changed. Press **Play**.

THE PLAY FIX

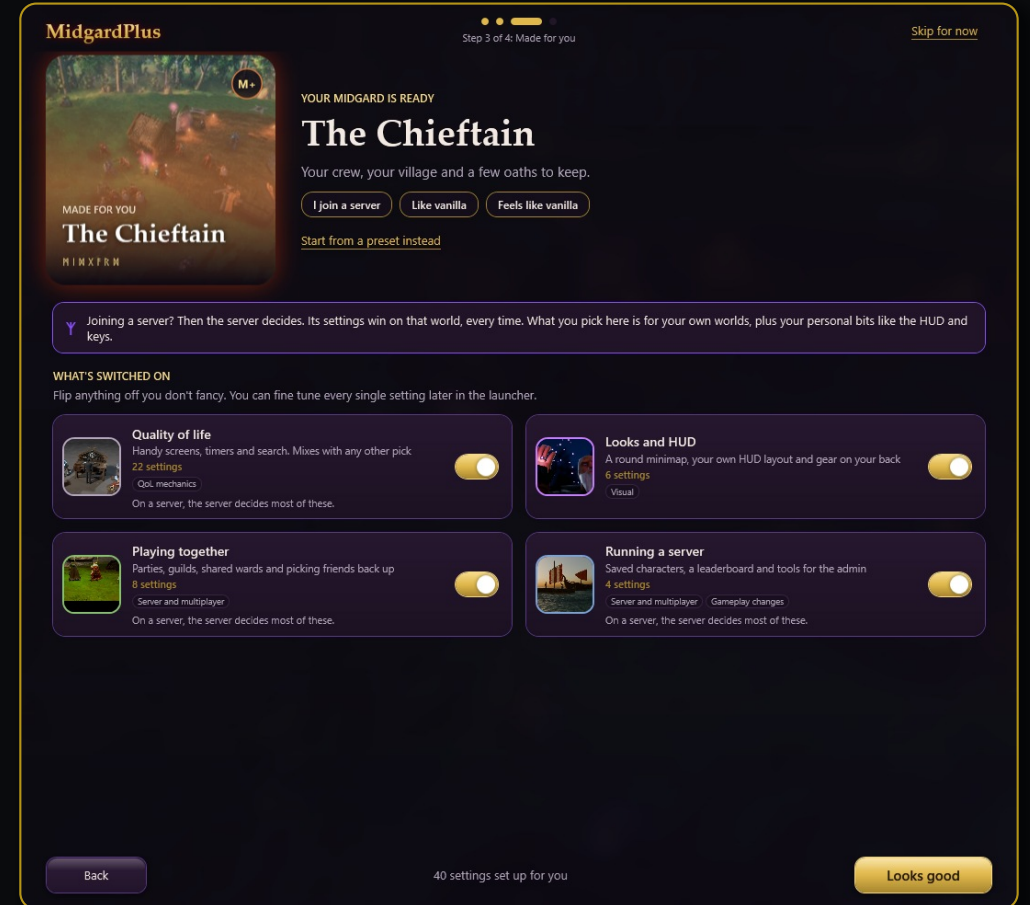
Play goes through Steam with the mod loader switched on, so the mods load even when another tool left it off. If Windows Security grabbed a file, it tells you and offers a reinstall.



STEP 3

Joining a server

- 1 Everyone needs MidgardPlus, the server too, on the same minor version: 1.56.0 plays with any 1.56.x.
- 2 In the setup pick **Join a server**. It tells you straight away: the server decides. What you pick is for your own worlds, plus your HUD and keys.
- 3 Got a server pack link? Paste it in the launcher's **Join a server** page. It installs what you're missing at the right versions, and Join starts Valheim.
- 4 **See a lock** next to a setting in F9? Your server decides that one. Ask your admin.
- 5 Anything that changes the shared world, like companions, free building or flowing water, needs the server to turn it on.



GOOD TO KNOW

Like how a server plays? **Play like the server** in the launcher copies its settings into your single player game, and Undo puts yours back.

STEP 4

Launcher helpers

- 1 **Check my picks** on Home lists every feature you picked that is still off, says why and fixes it in one click.
- 2 **Mods MidgardPlus already covers** checks your mods against 230 popular ones. Where ours does the same job, one click swaps it in, and Undo puts it all back.
- 3 **Ideas and bugs** shows everything players sent in and what happened to it, the same list as on the site.
- 4 **Free up space** clears old versions, downloads and backups after an update. It all goes to the Recycle Bin, and your worlds and characters stay.
- 5 **Update channel:** Stable gets one patch every Sunday. Dev gets the newest builds as soon as I make them, with the key from #dev-builds.

GOOD TO KNOW

If the game closes with an error, Home offers to open the log and send it to #help-and-bugs.

STEP 5

F9, settings and search

- 1 Press **F9** for the MidgardPlus panel. Everyone gets the Guide, the Leaderboard, Factions and your own settings.

- 2 Type one word in the search box. It looks at names and what they do, and the box on the right explains each setting.
- 3 The **Guide** tab shows what's switched on in this world and how to start each part.
- 4 Some keys start empty on purpose: quick stack, sort, quick slots, item magnet, dodge, the command wheel, the damage meter and the Megin powers. Bind them under Game settings, Keys.
- 5 Admins also get commands with search, spawning, presets and player tools.

BEFORE YOU GO LIVE

Before you go live, bind your quick stack and quick slot keys. Fiddling with menus on stream is no fun.

STEP 6

The first hours

- 1 Craft a horn at the workbench and blow it to call a warrior or a gatherer.
- 2 Press **J** for the Saga Book: deeds, bounties and the tales of the bosses.
J
- 3 Walk to the village marked near your start. Press **E** on folk to talk, trade or take an errand.
- 4 Let chests do the hauling: storage buttons over your bag, and crafting from nearby chests.
- 5 Beat Eikthyr, then watch your map. Hugin marks where Mosskin waits and points to the ring altar.

TIP

Villages only show up in land nobody has visited yet, so start a fresh world for the stream.

STEP 7

Stations that fuel themselves

- 1 Turn on **Stations fuel themselves**. Smelters, kilns, fires, ovens and cooking stations take what they need from the chests close by.
- 2 Look at a station and press **Left Alt + O** for its queue: what it takes, how much and in what order.
A keybind icon showing 'Left Alt' in a grey box, a '+' sign, and 'O' in a yellow box.
- 3 **Left Alt + P** pauses one station. Press it again to start it up.
A keybind icon showing 'Left Alt' in a grey box, a '+' sign, and 'P' in a yellow box.
- 4 Turn on **Smelters fill nearby chests** too and the bars go back in the chest. A kiln feeds a chest that feeds the furnace.

STATION WINDOW

The same Left Alt + O opens a window for each kind of station: on or off, how far it reaches, and what it may take. Leave raw meat in the chest and it stays raw for the recipes that need it. Just this one changes a single station.

STEP 8

The Lantern Ring

- 1 Turn on **Rings of Valheim** in the launcher or F9. That one switch does all of it.
- 2 After Eikthyr, Hugin points you to the ring altar under a pillar of light. Kill the guards and take your ring. One each, and the guards come back for your friends.
- 3 Put it in your trinket slot. Three questions from the old tales pick your colour. The Last Bearer walks you through it, hold **E** to skip.
- 4 Build your rune hearth next to a stonecutter, hammer, misc tab. The first one is free. **E** fills the ring.
- 5 Powers on **Left Alt + 1** to **0**, the great power on **Left Alt + R**. Fly with a double jump or:

Left Alt + **F**

GOOD TO KNOW

The ring grows with your bosses, level 2 after Eikthyr up to 10 after Fader, and its powers open level by level with the great power at 10. A ring battery carries a full charge on the road.

STEP 9

Jarl weapons

- 1 After Eikthyr, Hugin starts telling rumours. The map shows a circle where one sleeps.
- 2 With Legendary caches on, each waits in a guarded chest. Get close, beat the guards. Everyone who opens it gets their own copy, once.
- 3 It starts dormant. Hold it while a boss you fought dies and it wakes in the boss's blood.
- 4 Every kill grows it. Powers wake in stages: the shot, the secondary, the combo, the big area hit, the charged special. A full bar now lands a 10 to 13 m blast.
- 5 Full bar: hold **middle mouse** for the finisher. Tap it to switch a weapon with two forms.

Mouse 3
- 6 New kits: BlackDragonDeath's Himindreki, TheBarracksRat's Húsfreyja and Snugglz's **Blood of the Wolf Moon**, with Garmr's Eclipse, Fate and Fury and the Moonfang Harness.

FOR ADMINS

The switch is Jarl weapons in loot now, the old Supporter legendaries in loot. Admins can type midgardplus legend where to see what drops one in this world.



STEP 10

Companions and the barracks

- 1 Craft a Companion, Gatherer's, Builder's or Gardener's Horn at the workbench and blow it. A fifth horn calls a healer.
- 2 **E** tells one to follow or stay, hold **E** for its bag. Crouch and blow a horn twice to send them all home.
- 3 Build the **barracks**, the sturdy table in the hammer's furniture tab. It lists every companion, where they are and what they wear, and gives orders and loadouts.
- 4 Lead one to a Garden sign or a kitchen, crouch and press **E**, and it takes the job there.
- 5 **V** puts a companion's weapons away. Press it again to get your gear back.

V

TIP

They level up, wear the gear you hand them and follow you through portals. Give each one a job and your base runs itself.

STEP 11

Command wheel and work markers

- 1 Turn on **Companion and tame commands** and bind its key in F9, it starts empty. It's on the MidgardPlus page of the radial menu too.
- 2 Look at one of yours to order it alone, or at nothing to order everyone close by: follow, stay, guard here, go to a marker, change jobs, how to fight, ride, dismiss.
- 3 The household window in the same menu shows everyone close by with their job, health, mood and what they're up to.
- 4 Turn on **Work area markers** and build one from the hammer's misc tab. Press **E** on it to pick who works there, how far the ring reaches and when.
- 5 Workers stay inside the ring and only use the chests in it. **Shift + E** on the marker sends everyone following you there. Set it to pasture and your tames graze and breed inside.

THE HALL BOARD

The Hall Board runs a whole base: up to 16 jobs like Lights, Kitchen, Fuel and Haul, and your companions near it take the ones that fit them.

STEP 12

Taming and saddles

- 1 Tame like vanilla. Then **E** makes any tame follow or stay, and **Left Alt + H** leads them all.
- 2 Craft a wolf saddle at a level 2 workbench, or a boar saddle at the workbench, and use it on your tame. Look at the saddle and press **E** to climb on.
- 3 Mounts grow by riding up to level 5. **U** whistles every mount you last rode within 150 m.
U
- 4 Look at a tame and press **Left Alt + T** for its window.
- 5 Pet packs: craft one and use it on a wolf, boar, lox or asksvin to carry your loot.

TIP

Swing your own weapon or draw your bow from the saddle. With Ride any tame big enough on, anything the size of a boar or bigger takes a boar saddle.



STEP 13

Tamer steward and new mounts

- 1 Turn on **Tamer steward** and build Hjarðmaðr with the hammer, furniture tab: 20 wood, 8 leather scraps and 4 deer hides at a workbench.
- 2 Press **E** on him. He lists every tame you own anywhere, with name, kind, stars, health, how far and which way.
- 3 **Mark** opens the map right on that tame, or mark all the far ones at once. Breeding goes on or off for each kind, so the boars stop and the wolves keep going.
- 4 **Mount barding:** light from a level 3 workbench for wolves, boars and deer, heavy from a level 2 forge for trolls, lox and asksvin.
- 5 Turn on **Mounts fight back** and **Mount traits:** your mount bites what comes at it and each kind has its own trick. Saddle bags fit every mount now.

GOOD TO KNOW

Tames you tame, breed or hatch while the steward is on are yours. Old ones become yours when you tell them to follow you.

STEP 14

Villages

- 1 Hearthguard villages show up in new land, one near where you wake.
- 2 Press **E** on a villager. Ask about the place, ask for news of places nearby, or ask for work.
- 3 One errand a day: bring goods, clear a camp or stand with them at the next raid. The trader's purse pays.
- 4 They grow day by day, faster when you trade there and help in a raid: Hamlet, Village, Town, Stronghold.
- 5 A lore stone keeps each village's saga.

EVERY LAND

Turn on Villages in every biome and the later lands get folk too: stilt villages in the swamp, mountain halls, timber forts, Dvergr outposts, ashlands fortresses and ice halls.

STEP 15

Village styles and realms

- 1 Many more villages fit in a new world now: 20 hamlets, 15 towns and 10 strongholds with **Village tiers** on.
- 2 Turn on **Village styles** and new villages come as longhouse, highland, stilt or fort folk, each with its own walls and roofs.
- 3 Set **Village folk come back** to Respawn and a fallen villager comes home after a while with the same name, face and job. Immortal means they never die.
- 4 Turn on **Realms** and named realms with a jarl and a banner share the villages, go to war and make peace by themselves.
- 5 A war band marching on a village shows on the map. Be there and pick your side. **Insert** opens the realm window.

Insert

GOOD TO KNOW

Realms needs Factions raid each other on. For live fights at the village turn on Upgraded sieges too.

STEP 16

Factions and oaths

- 1 Five sides: the Hearthguard, the Ashen Host, the Wolf Clans, the Sea Kings and the Troll Kin. F9, Factions shows how it stands.
- 2 Swear an oath at a village banner. **Shift + E** at the banner renounces it.
- 3 Use an enemy banner twice to sound the war horn: three waves and a champion, then a reward chest.
- 4 **Insert** opens diplomacy: trade agreements, pacts, alliances, tribute or war.

Insert
- 5 Get rich and factions get envious. A war horn warns you before a siege. Hold out for the reward.

PICK A SIDE

Sworn to the Hearthguard, their fighters stand with you. Sworn to the Ashen Host, the undead leave you alone, but Hearthguard villages turn you away.

STEP 17

Megin and its contracts

- 1 Install Megin from the Midgard add ons page and turn on **The Lodge**.
- 2 Find Ýdalir, the hall of Ullr's hunters. It's pinned on your map from the start.
- 3 Hringvörðr, the ring warden, sets the trials. Pass them and swear on the great ring.
- 4 Carve a lot twig and cast it into Mímir's well. The water names your affinity.
- 5 Swear powers at Hringvörðr, then bind them under F9, Megin. The power keys start empty.
- 6 **Máldagi**, the contract board, has work for every land, plus the elders' tales and daily work. Then climb Himinbjörg.

TIP

Megin comes back three times as fast if you sit outdoors at night.

STEP 18

Building and the build camera

- 1 **F6** build camera: fly round your build and take no damage. **F6** again drops you back.
F6
- 2 **F7** plan mode: free blue ghosts that a builder companion raises from your chests.
F7
- 3 **H** world grid, **Shift + H** grid size, **Home** steps through snap points, the keypad tilts and rolls.
- 4 **[] = -** make a build area wider, narrower, longer or shorter.
- 5 **B** with a pickaxe opens excavation: pits, trenches, mounds and flat ground.
B
- 6 **Shift** and right click with the hammer paints a piece. Everyone sees it.

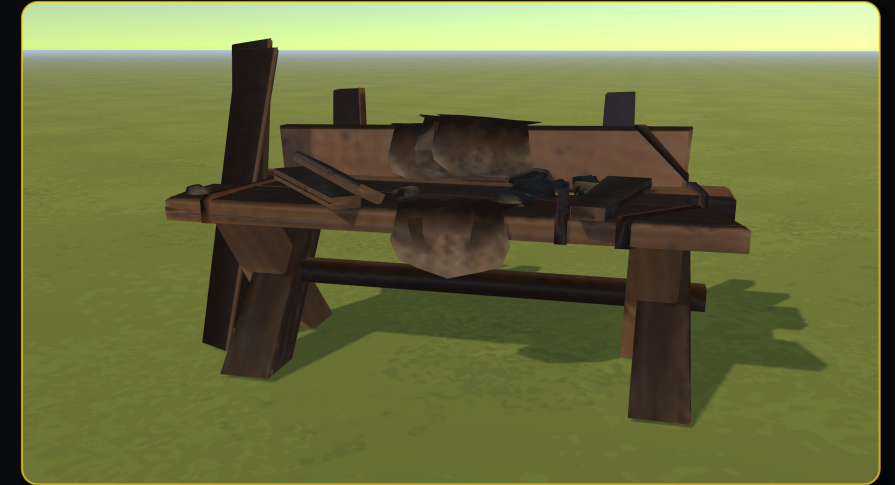
STEP 19

Workshops and construction sites

- 1 Turn on **Part crafting**. Build a weaponsmith, armourer, alloy furnace or carpenter, each with one upgrade you build beside it.
- 2 Put swords, axes, maces, spears, bows and armour together from parts. The materials set the numbers, and you see them before you make it.
- 3 The alloy furnace makes steel and darksteel bars. Boss trophies go in as fittings with a small bonus.
- 4 Turn on **Construction sites**. Near a carpenter's bench, put down the board for a hut or a wall with a gate. The whole building shows as a ghost.
- 5 Use the board or any ghost to bring materials. It rises in four stages, and anyone can chip in.

TIP

The enchanting table and the painter's table show the result before you pay. Build them and press E.



STEP 20

Ships and the Shipyard

- 1 Turn on **Shipyard**, build it on the shore and pick a hull: Skiff, Karve, Longship or the Knarr cargo hull. Build her plank by plank on the slipway.
- 2 Weight sets speed and turning, shown while you build. She looks like what you built, from the wood tone to the sail colours and kraken plates.
- 3 Turn on **Ship handling**: the rudder bites, sails set twice as fast and a slow ship still turns on the oars. **Battle oars** keep the crew rowing at half sail.
- 4 **Ship health bar** shows her hull while you're aboard. She only sinks when the hull hits zero.
- 5 **Viking ship weapons**: harpoons on a rope, fire pot slings, a shield wall, a dragon prow and a war horn. On a harpoon **G** reels and **H** cuts.

TIP

Drop the anchor with Left Alt + Y when you stop to fish or fight.



STEP 21

Living Water and the Kraken

- 1 Turn on **Living Water**. The Kraken rises far out in deep water late in the game, or cook Kraken bait and use it from your ship over deep ocean.
- 2 The fight has a ring on the sea and three stages. It tightens each stage, a storm rolls in and the slams come two at a time at the end.
- 3 Its grip and slams mark where they land, so keep moving. Cut the hull free and hit the glowing eye. Arms are weak to slash and chop, and it all hates lightning.
- 4 Turn on **Kraken sea altars**. After Moder, Hugin marks a rune stone ring out on the deep. Offer Kraken bait on the sea stone and it rises right there.
- 5 **Sea King raiders** chase you once Bonemass is down. They shoot, ram, hook on and board. Board them back and the hold is yours.

ON STREAM

It stays calm on camera: dark rings before a slam and no flashes. The spoils float up in two crates once it sinks.

STEP 22

Fishing

- 1 Turn on **Fishing minigame**. Fish like always, with the game's rod and bait.
- 2 When it bites, answer in time. Then hold block to reel and let go to give line. Keep the line in the gold zone.

Mouse 2
- 3 **A** and **D** steer against a run. Let go when the fish jumps. Too tight and the line snaps, too slack and it throws the hook.

A / D
- 4 Legendary fish only bite in fishing spots: ripples and gulls on the water.
- 5 Every catch goes in your fish journal in the Saga Book, with records. Hang your best one on a trophy plaque.

TIP

Fishing difficulty starts on Relaxed, so a common fish is in your bag in 5 to 10 seconds. Your Fishing skill widens the gold zone.

STEP 23

Boss tips

- 1 Each MidgardPlus boss waits until the vanilla boss before it is down. Hugin marks the altar.
- 2 Read the offering's tooltip. It says what goes into it and where to lay it.
- 3 Bring the legendary you want woken and hold it when the boss dies.
- 4 Bosses change stage as they lose health. Watch the ground: big moves are marked before they land.
- 5 The game's own bosses stay exactly as the game made them.
- 6 Altar missing on an old world? An admin can put it back with New places in old worlds.

FAIRER FIGHTS

Our bosses fight fairer: Mosskin's quake lands with his fists inside a green ring, his vines show before they grab, and every marked strike lands a beat after you see it.

STEP 24

The Hall look and the damage meter

- 1 Set **Interface style** to Hall in F9 for dark see through panels with thin gold frames and a header with your armour and weight.
- 2 Hall crafting has a search box, category chips and recipes grouped by biome into ready and missing, with a Max button on Craft.
- 3 The minimap gets a gold frame with a wind line and the day and time, and the hotbar keys sit on small chips.
- 4 Turn on **Damage meter** and bind its key: damage, damage per second, healing, damage taken and kills, fight by fight, and a card when a boss falls.
- 5 Hugin turns **red** when he brings MidgardPlus news, so you can tell it from the game's own tips.

GOOD TO KNOW

Classic stays the default look. Running Seneal UI? Hall stays off next to it.

STEP 25

When something is off

- 1 A feature is missing: on a server the admin decides. Ask for the setting by name.
- 2 Your change does nothing: the server's values win while you're connected.
- 3 A key does nothing: close any open window first, or pick another key in F9, Game settings, Keys.
- 4 Valheim starts without mods: press Play in the launcher again. It checks for missing files and tells you what Windows Security caught.
- 5 A bug: post in #help-and-bugs on the Discord with your log as a file, Valheim/BepInEx/LogOutput.log.

GOOD TO KNOW

A public patch comes out every Sunday night, so a Monday stream gets the newest stuff. Dev builds land between patches. The launcher and the player guide are on midgardplus.odinthered.dev.

