RYZOM RING MANUAL

www.ryzom-ring.com

WARNING TO EPILEPSY SUFFERERS

To be read before the use of any video game by yourself or your child.

Certain persons are susceptible to epileptic fits or loss of consciousness upon viewing certain types of flashing lights or high-speed displays within their daily environment. These persons may be at risk when watching certain televised images or playing certain video games. This phenomenon can arise even when the individual concerned has no medical history of such a reaction or has never suffered an epileptic fit.

If you or a member of your family have ever displayed symptoms linked to epilepsy (fits or loss of consciousness) brought about by electronic simulations, you are strongly recommended to seek medical advice before using this product. We would advise parents to closely supervise their children when they are playing video games.

In the event that you or your children do display any of the following symptoms: dizziness, vision problems, contraction of eyes or muscles, loss of consciousness, problems of orientation, spasms or convulsions; you should stop playing immediately and seek medical advice.

General precautions to be taken by everyone using video games:

• Do not position yourself too close to the monitor.

• Play the game at a safe distance from the screen.

• If possible, always play video games on a small screen.

• Avoid playing when tired or sleepy.

• Make sure you play in a well-lit room.

• Take a 10 to 15 minute break for every hour of play.

TABLE OF CONTENTS

If you've played much on Atys in the world of *Ryzom*, you're familiar with the Fyros and the Matis, the Trykers and the Zoraïs. You've met, and fought, more Kitin than you'd ever want to meet in your dreams, and you've started leaning toward the Kami or the Karavan. You probably even have an opinion about whether Jena is real and has actually returned to Atys. You've explored many regions of the world, and completed wonderful quests.

But you've never had a chance to create anything new yourself — it's always been someone else's world. Until now …

The Ring delivers a whole new realm of massive online gaming — areas where you can create Scenarios yourself, filled with precisely those creatures, characters and situations that you know will make the best of all possible Scenarios.

You create a Scenario, then once you're ready, you can open it to other players. You can choose to "play God" as the Adventure Master (AM) or participate with your normal avatar. You can restrict access to just a few other players by invitation, or open it up for anyone who wants to play. You can launch Scenarios that you've created yourself or that have been created by others. There are a wealth of possibilities.

NOTE

INSTANCES & SCENARIOS

a session (scenario at runtime) is one example of an "instance." An instance is an area that only a few players can enter (often, by meeting a specific condition, like finding a key or receiving a royal assignment). In some cases, several teams can complete the same quest at one time while never meeting each other, each in a separate but identical instance of that quest.

WHAT IS A SCENARIO?

Before we start talking about how to create a Scenario, let's take a few minutes to discuss exactly what a scenario is. You've played in lots of scenarios, but how much time have you spent considering what it takes to create one?

A Location

First, you need a location (or two, or more) in which your Scenario takes place. Desert, forest, jungle or lake? Damp or dry? Town or countryside?

Many Scenarios can take place in any locale at all, but a Scenario has to take place … somewhere. Take advantage of the location you choose, and use its features to enhance your Scenario!

Occupants

Second, you need people and creatures to occupy your location. Sure, you can open a Scenario that's unoccupied, but … what would a player do there?

Occupants aren't restricted to people, plants and creatures. Perhaps the focus of your Scenario is locating a rare, precious animal resource, recovering a lost tiara, or delivering a crucial treaty. You might want to include baggage, camps, temples, even small towns (occupied or deserted) in your Scenario.

Events

Third, you generally need things to happen — perhaps a kidnapped damsel rescued, a hijacked cargo recovered, an imminent invasion repulsed. (Or maybe you want your players to kidnap, hijack and invade, themselves?) Again, you can create a Scenario without any events, but your players are likely to quickly grow bored if you don't give them anything to do.

DESIGN CHECKLIST

PLANNING

We won't tell you not to open *Ryzom Ring* and wander through it (it's a lot of fun just looking around), but before you actually start creating a serious Scenario, take time to decide what you want in it. Use the checklist on the next page (or something similar) to outline the elements of your Scenario. Once you have a solid idea of what you want to do, dive in and have fun!

PLAYERS

- **What is your Scenario's primary level?**
  Are you designing a scenario for Level 10 newbies, or for a team of Level 150 veterans?

- **How many players** are you planning to include in a team?

EVENTS

- **What will happen?**
  What is the sequence of events?

- **List each event** that took place before the Scenario starts (things that caused the Scenario).

- **List each event** that takes place during the Scenario.

- **If some events are conditional**, what conditions will trigger them?

ENTITIES

- **Who are the key NPCs and creatures?**
  List each Entity, and the role it plays in the Scenario.

- For each key Entity, **what** will it do, and **when** will it do it?

- For each NPC, **what will it say?** (and what will trigger each statement?)

LOCATIONS

- **Where does it take place?**

- **What are the necessary elements?**
  A town, a camp, an oasis?

- What are non-necessary elements that would help make the Scenario **more believable?**

MASTERING

- **Is your scenario going to be mastered** (you're planning on running the Scenario as the AM), or **masterless** (you're going to participate as a normal player)?

- If your scenario is to be mastered, **what are your functions as the AM?**

- **Will you want to slow down progress** if they're going too fast? How? Do you have appropriate Entities ready to add quickly? Do you want to have an optional Act ready to add in?

- **Will you want to speed up progress** if they're not going fast enough? How? Do you have an NPC who can provide clues and/or aid in combat?

NOTE

PCs, NPCs AND MOBs, OH MY!

Abbreviations and acronyms are omnipresent parts of massive online games (also called MOGs, MMORPGs and so forth), especially while typing chat, when you need to get the word out just as quickly as possible. The key acronyms here are fairly easy — a PC is a "player character," a character run by a player. An NPC is a "non-player character," one run by the game code. A MOB is ... well, there is disagreement on exactly what the word stands for, but a MOB is a game-run creature. Both "NPC"

and "MOB" are sometimes used to describe all non-player beings.

Rather than using "MOB," this manual uses "Entity" to refer to a non-player being (including plants), while "NPC" just refers to walking, talking non-player characters.

And one other bit of clarification — in a Scenario, it is possible for you (the AM) to actively run a game character. We'll refer to all characters not run by players as NPCs, even if you run them yourself.

SYSTEM PREREQS

- Windows 98SE/2000/XP
- Pentium III 1GHz or equivalent (2GHz recommended)
- 512MB RAM
- 4x CD-ROM drive or higher (only if you have the disc)
- NVidia GeForce 2 (or equivalent video card) with 64MB RAM (GeForce 4 TI or equivalent, with 128MB RAM recommended)
- DirectX 8 compatible Sound Card
- Internet connection with 56K modem (ADSL or Cable recommended)
- 6.5 GB available hard disk space

INSTALLING

See www.ryzom.com for instructions on downloading the *Ryzom Ring*.

LAUNCHING

Double-click your *Ryzom Ring* shortcut (if you have one on your desktop), or go to Start > Programs > Ryzom Ring.

To launch *Ryzom Ring*, enter your Login ID and Password, then click on "Connect."

If the gamecode needs to be updated, a screen appears. Confirm that you want to update. (Some updates can take a long time; check to see how large the update is, if your time is limited.)

Each time you log on, you must accept the End User License Agreement. Click on "I Accept" if you accept it.

OTHER OPTIONS

To create an account or modify your setup, select the appropriate button:

Game Configuration. This launches a window with the same configuration options you have in *Ryzom*, such as screen resolution, audio options and so forth. These options are also available in-game.

Create Account. Click on this to launch a browser window in which you can create an account.

Edit Account. Click on this to launch a browser window to modify your account information. You will need to sign in with your ID and Password to access your account.

I Forgot My Password. Click on this to get an email to reset your password.

Create Your Free Trial Account. Click on this to launch a browser window to create a trial account.

Support. Click on this to launch a browser window to the *Ryzom* support page.

Game Resolution. Select from:

- Windowed (to work within a window, rather than full screen)
- 1024 x 768 (default)
- 1152 x 864   • 1280 x 768
- 1280 x 960   • 1280 x 1024
- 1360 x 768   • 1600 x 900
- 1600 x 1024   • 1600 x 1200

Note that some of these resolutions may not be supported by your monitor. If you select a resolution that isn't supported, you'll need to use the "Game Configuration" button next time you run the game to return to a resolution that works.

Level of Details. Choose from:

- Low   • Medium
- Normal (default)
- High   • Custom

Exit. To quit *Ryzom Ring*, click on Exit.

LAUNCHING THE EDITOR

Once you've logged on, you go to the regular character creation and selection screen. If you don't yet have any character, you'll need to create one. This done, you should select the character that you want to use.

Delete. Delete this character.

Play. Jump into the world of Ryzom as a regular player.

Editor. Select this to launch the editor. The first time you press this button, it will launch the editor directly. When you come back to the character select screen, select the same character again and press this button, you'll be prompted to either resume from where you left off or to reset the editor and start again from scratch.

STARTING A NEW SCENARIO

You have several choices to make as you begin a new Scenario. Or not — for most, if you don't want to choose, a random decision is made.

Island & Season

Ecosystem. Choose an ecosystem for the first Act of your Scenario (Desert, Jungle, Sub Tropics, Forest or Prime Roots). Then choose one of the islands with that ecosystem. Finally, choose your starting point within that island by clicking on one of its flags (in the bottom,

zoomed view). This is where your character starts, and where the Scenario starts for players. The flag you select turns green.

Season. You may choose Spring (yellow), Summer (green), Autumn (red) or Winter (blue). If you uncheck Manual season, a season is chosen randomly..

When you've selected an island and made your Season decision, select Enter Map to begin designing your Scenario. (You may give it a specific name, as well, at this time.)

CHOICES

When you get to this point, your character is standing all alone, out in the open with several buttons and a couple of menus available. There may be some landscaping around — scattered trees, maybe a lake, a few hills — but otherwise,

you've got a blank canvas for your new masterpiece. What do you do next?

Scenario

If your Scenario is going to have multiple Acts, you'll need to create the various Acts, and decide which Entities go into each Act. **Scenario** (p. 13) describes how to create and modify the structure of your Scenario.

Objects & Entities

The Object & Entities tabs (part of the Palette window) are where you get all the various Objects & Entities you'll be placing in your Scenario. **Objects** (p. 9) and **Entities** (p.9) describe how to place and modify Objects/Entities.

Components

The Component menu (also in the Palette window) is where

you get triggers, spawners, dialog and other events that make things happen in your Scenario. **Components** (p. 10) describes how to place and modify components.

But what do you do first? That's up to you. You can create and organize all the Acts you're going to need, then fill each of them with objects and entities, and then assign events to entities to make things happen.

Or you can ignore the Scenario menu — just start placing the elements for your first Act (possibly your only Act), and deal with any Act structure if and when you need it.

Or you can start placing the events you want, then place the elements that the events activate. It's all up to you.

CREATING A SCENARIO: THE MECHANICS

When you're creating a Scenario, you have a wide range of choices and options available.

Begin with the three buttons at the top right: Palette, Scenario and Map. The Palette window includes every object and event that you can add to a Scenario. The Scenario window (p. 13) keeps your Scenario organized, keeping track of the basics for each Act. The Map window (p. 14) shows you where you are.

PALETTE   P

The Palette has four tabs: Entities, Components, Items and Routes & Places. You can change its size by dragging on an edge or corner.

ENTITIES

Use this tab to select individual creatures and people to place in your Scenario. This tab has two filters — Ecosystem and Level — to help narrow down your choices (and to help keep your Scenario consistent and realistic).

Entities are grouped like the files in Windows. Click on a small box with a "+" to reveal more choices; click on a box with a "-" to hide choices. Click on a specific Entity to select it, then move your cursor to where you want to place it and click again.

Before you place an Entity, its image appears on the screen; this is a good time to take a look at it, if you're unfamiliar with it. You can only place it if there's a yellow starburst at the point of your cursor; if your cursor has a red "No" circle, you can't place the Object there. Right-click to get rid of the Entity without placing it.

Top Buttons
Click to select, drag to move, SHIFT-drag to create a copy
Your Character
Sequence
Contextual
Scenario & Select
Main Menu

SCENERY OBJECTS

Use this tab to select individual Objects to place in your Scenario. Objects can only be placed in Permanent Content; even though you place an Object while in a specific Act, the Object is added to your Scenario's Permanent Content, and can appear any time your Scenario is using that location. You can place up to 100 Objects in a Scenario.

Other than that, Object placement is identical to Entity placement — see the last two paragraphs of **Entities** for directions on placing Objects.

NOTE

ENTITIES, OBJECTS, ITEMS, COMPONENTS, ROUTES & PLACES

*An **Entity** is anything material that can think. (That's mostly people and creatures, but a few plants are intelligent, also.) An **Object** is anything material but non-thinking. An **Item** (a.k.a. Plot Item) is something you specifically design as a reward. A **Component** is a trigger or other non-material element that you place to advance your plot. A **Route** is a series of markers that Entities can follow; a **Place** is a loop of markers that form a boundary for a specific location.*
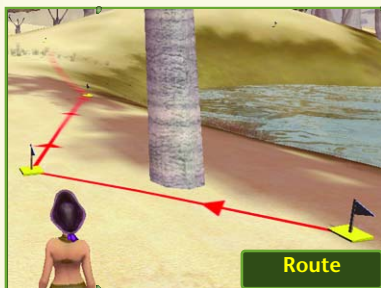
ROUTES & PLACES

Select Trace New Route or Trace New Place to position a

Route

new Route or Place. A Route is a path that an Entity will follow, if you tell it to. A Route appears as a blue line, with small flag markers at the points and arrowheads showing the direction of travel. (If you want your Entities to go in the other direction, place the same flags, but in the reverse order.) A Place can be a camp where Kitins have gathered to plan an attack, or an oasis where a caravan has stopped for the night. A Place appears as a colored area outlined with a highlight color, and with stone markers at the points. Entities assigned to a Place will stay within the boundaries of that Place.

The procedures for tracing a Route and outlining a Place are the same. Select one or the other (click on its icon in the Palette), then click on the terrain at each point that defines the Route or Place. As with

Objects, a starburst or a red circle indicates where you can or cannot place a marker.

When you get to your last marker, double-click or right-click to complete it. When tracing a Place, the last marker will automatically connect with your first marker to completely enclose the Place.

You can't right-click a Route or Place to delete it before you place it; you must finish placing it, then select and delete it.

However, while you're placing a Route for the first time, you can press Delete to delete the most recent marker.

Place

COMPONENTS

Components accomplish several necessary functions. They determine what happens and when it happens, and a couple simplify your design task by placing several Objects at once. For each component, begin by clicking on its icon in the Palette window.

There are three broad categories of components. Trigger components allow you to specify when things happen. Where you place a Timer isn't important, but a Zone Trigger or a User Trigger must be placed precisely where you want its effects to occur.

Use Quest components to create a set of instructions for your Scenario — to spawn a boss at the right time, to require that your party give specific Items to an NPC, to place a chest with those Items, and so forth. These types of components share a couple of features:

1) You can place a quest component before you place its Entities, but you'll need to place the Entities for the component to do anything. You don't create them with the component; instead, you separately place Entities and then assign them to the component.

2) With the exception of Item Chests, exactly where you place a quest component isn't important. (It's usually handy to place

it near the Entities it will affect.)

A Macro component is a set of Objects that you place with one click. Use these to simplify your design task.

To briefly outline the types of components:

Quest Components
    Boss Spawner
    Reward Chest (Loot Spawner)
    Chest (Item Chest)
    Get Item Task Step
    Request Item Task Step
    Talk To Task Step
    Dialog
Trigger Components
    Timer
    Zone Trigger
    User Trigger
Macro Components
    Bandits Camp
    Fauna System

Component Descriptions

General Notes

Name. Assign the component any name you want.

Active. If this box is checked, the component will work. If it's not checked, the component won't do anything.

Trigger Value. For a boss to spawn, the designated group of guards must be reduced to this number. For example, if you list "2" as the trigger value, then the boss spawns when no more than 2 guards are still alive. The trigger value should be smaller than the number of guards you list (in "Guards," below); if your trigger value is as large as the number of guards you list, then the boss spawns immediately.

Guards. List the "guard pool" — the guards who are checked by the Trigger Value.

Specific Notes

Boss Spawner. Select this and click on your location to begin. Using the window that appears, select the boss and up to five Entities who must die before the boss appears (click on Pick, then on an Entity). These Entities are described as "Guards," but they can be any Entity you want (including plants).

Reward Chest Component (Loot Spawner). A Reward Chest spawns a chest that contains one or more Items for players to collect during the Scenario. You can set a chest to appear only after one or more-specific Entities die.

When you place a Reward Chest component, a chest is also placed (see **Chest**, next). However, you don't have to use this chest with the component; you can select another chest and then delete the original chest.

Remember to actually place Items in the chest. When you place an Item in a Reward Chest, that Item becomes a Plot Item. See the **Plot Items** note.
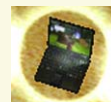
Chest (Item Chest). Click on a location to place a chest (or select a chest placed by a Reward Chest compo-

nent). Using the window that appears, select 1 to 3 Items to place in the chest, and how many of each Item to place.

You can't place triggers directly on a chest. To trigger a chest, create a Reward Chest component for it, or use the **Events Editor** (p. 17).

Give Item Task Step, Talk to Task Step, Request Item Task Step.

Some Scenarios require that an NPC gives a specific item to a player (Give Item), receives an item from a player (Request Item), or that a player talks to a specific NPC. Use these components to select the NPC (if any) who gives this task, the NPC (if any) that PCs must find to complete it, and the specific dialog that occurs. There are default dialog choices, but you can change these to whatever you want. Contextual text appears as a prompt next to the mouse cursor when a player first clicks on the mission giver. Mission text is what the mission giver says when the PC accepts the mission. Validation text is what the mission target says when a PC first talks to him. Mission succeeded text is what the NPC says when the PC completes the mission.

Usually, these components combine with each other and

with other components. For example, you can combine a Give Item and a Request Item component, so that one NPC gives an Item to the player character, and then another NPC receives it from him to complete the mission. As with most other components, these can be connected through the **Events Editor** (p. 17).

Timer. Create a timer to delay events until the appropriate time. A timer can be triggered by the start of an Act, or by any other event.

You can only set the timer's length in the timer Property window. To set when it starts, or what happens when it expires, use the **Events Editor** (p. 17).

If you set a timer to Cyclic, each time it finishes counting, it will start counting again (and will trigger its events again).

Zone Trigger. A zone trigger begins an event when a player character enters or leaves an area that you specify (a square Place appears when you create the trigger, which you can move and modify like any other Place). You can combine triggers (for example a zone trigger can trigger a five-minute timer, which then triggers an event so that the event occurs five minutes after a PC enters the zone).

User Trigger. If you actively gamemaster the Scenario (rather than setting it up to run without oversight), you can include user triggers. While the Scenario is running, you can decide when you want to trigger specific events. For example, you might want the desperate son of the missing trader to appear, begging for help to find his missing mother, but only after the party has had a chance to get familiar with the situation. Since some parties can do this in five minutes and other parties take over half an hour, an automatic trigger won't work as well as a user trigger.

You can also create a user trigger to add optional elements to a Scenario, deciding along the way whether the party needs the additional challenge or help of more Entities. Either way, a user trigger is a good way to

prepare additional elements so that you aren't trying to put them together in the middle of a Scenario.

Dialog. This creates a new dialog. Besides its obvious

use of delivering information, a dialog component can act like most other components, to help trigger events.

The Properties window for a Dialog component only sets its name and whether it is Auto Start (doesn't need to be triggered) and Active. To actually assign dialog to the component, and specify who says it, and to whom, select Edit Dialogs and use the **Dialog Editor** (p. 17).

Bandits Camp. When the campfire appears, click on a location for it. A Bandits Camp - description window appears. Type in how many bandits you want, and select their race and level. Close this window and then select the camp's Properties window to select

how long they sit and how long they wander (in seconds). They alternate between sitting and wandering, unless either time is set to 0, in which case they are always sitting.

As with other components, use the Event Sequence window to assign the bandits other activities.

Fauna System. Select one type of herbivore, one type of carnivore, and how many of each will appear. (To get different choices in the pull-down menu, change the Level or the Ecosystem.) Their paths overlap — the carnivores seek out the herbivores. However, once they're placed, you can separate them (or even delete one group, if all you want is the other group).

SCENARIO [S]

The Scenario window has six tabs: Entities, Components, Objects, Plot Items, Scenario and Act. You can change its size by dragging on an edge or corner.

Entities & Components

The Entities tab displays all the Entities of each Act. The Components tab displays all of the Components of each Act.

Note that Merius's name is in red, indicating that he is leader of his group. Hiang has a pin beside his name, indicating that he is in Permanent Content.

Scenario
Entities budge... 🐾⚙ (86)
- ⊟ Creatures
  - Budding Shooki
  - Budding Shooki
  - Budding Shooki
  - Bloated Izam
  - Bloated Izam
  - Budding Shooki
- ⊟ People
  - ⚔ Hiang
  - ⊟ Civilians Group 2
    - Mac'arnin
    - Merius
  - ⊟ Guards Group 1
    - Apotheus
    - Zeps

Entity/Component Limits. You can place up to 100 Entities and Components in each Act (100 combined). The parenthetical number at the right end of the Act bar tracks how many more Entities and Components you can place.

Permanent Content. You can make an Entity or a Component part of Permanent Content: right-click on it, then choose Permanent Content. This is the easiest way to make an Entity or Component available at the same place in each Act. However, if it's in Permanent Content, it counts against the 100-Entity/Component limit for each Act, even if the Act is in a different location. (If you want to switch an Entity or Component from one Act to another that uses the same location, right-click, make it Permanent Content, change to the new Act, then right-click again to make it part of that Act's content.)

Scenario
Entities budget i... ⚙🐾(91)
Scenery objects bu... (100)
- Boss Spawner 1
- Dialog 2
- Dialog 1
- Chest 1
- Reward Chest 1
- Mission: Request Item 1
- Mission: Talk to 1
- Timer 1
- Zone trigger 1

Scenery Objects

The Objects tab displays all the Objects of the Scenario.

Object Limits. You can place up to 100 Objects in the Scenario. (They all go in Permanent Content.) The parenthetical number at the right end of the Act bar tracks how many more Objects you can place.

Scenario
Scenery objects bud... (83)
- fyros haircut sign 1
- fyros focus sign 1
- bats 1
- kami banner 1
- bones 3
- bones 2
- bones 1
- building under construction 1
- bag 3
- bag 2
- bag 1
- crickets 3
- crickets 2

Items (Plot Items)

The Items tab is one way to create new Items for your Scenario. Click in the "Create a new item" box and select an object from the window that appears. Each time you select a new Item, its Properties window appears, and you can Name, Describe and Comment on the new Item.

Then, when you are ready to place loot or fill a chest, your new Item is available, or you can create even more new Items.

Scenario
[NEW] [DELETE] [PROPERTIES]
- ⚔ Plot item
- ⚭ Necklace of Yubo Enchantment
- <- Create a new item

NOTE

RING POINTS

*You don't have access to all the possible islands and entities as soon as you begin **Ryzom** — what you can use is determined by which spawn points you've reached. Each spawn point you discover adds more to your choices.*

*This means that a newbie only has access to a small number of the Ring islands, along with related entities. The more you play **Ryzom**, the more locations and entities you can choose from when designing adventures.*

Scenario

Filename. The file name for this scenario. If you haven't already saved the file, save it (through the Main Menu).

Rules. Mastered means that you (the AM) will be actively involved on the non-player side — controlling Entities, selecting user triggers, chatting through an Entity, and so forth. Masterless means you'll be playing as a normal player.

Level. This level is used to determine the type of points that players can gain while playing through your scenario. You should select a value that corresponds to the level of players that your scenario is designed for. For characters and creatures who are going to be involved in combat, be sure to select opponents and allies who are strong enough, but not too strong. You can switch among the levels to select Entities, but be aware that you can unbalance an otherwise well-designed Scenario if you include Entities that are too

weak or too strong.

Language. Select the primary language used in your scenario — English, French, German or any Other language.

Type. Select the term that best describes your scenario: Story Telling, Newbie Training, Hack & Slash, Mystery, Guild Training or Other.

Title. This is the name that will appear in the Ring terminal.

Description. If you wish, write a brief description of your Scenario here. This will appear in the Ring terminal (but you can edit it when you list the scenario there).

Act

(There is no Act tab for Permanent Content.)

To switch to a different Act, use the Act pull-down menu.

New Act. Select this to name and start a new Act. This takes you to a window where you may select a new island for the new Act (select the large yellow Create New Location button in the top left, then OK in the bottom right), or select a previous location (any of the listed locations, then OK).

Delete Current. Select this to delete the current Act.

Manual weather. If you want to specify the weather, check this box and adjust the Weather slider, ranging from clear (far left), to partly cloudy, to stormy. If you don't check the box, *Ryzom Ring* chooses weather at random.

Act description. If you wish, write a description of your Act here.

MAP

The Map button opens a map of your current location. You can use it to teleport.

Make the map window larger or smaller to increase or decrease the map's scale. There is a dot for each element that you've placed on the map; hold your cursor over a dot and you will get a tag identifying the element.

The white arc indicates the direction you character is looking and (roughly) what he can currently see.

Use the '+' and '–' buttons in the upper left corner to zoom in and out of the map; use the white arrowhead next to them to center the map.
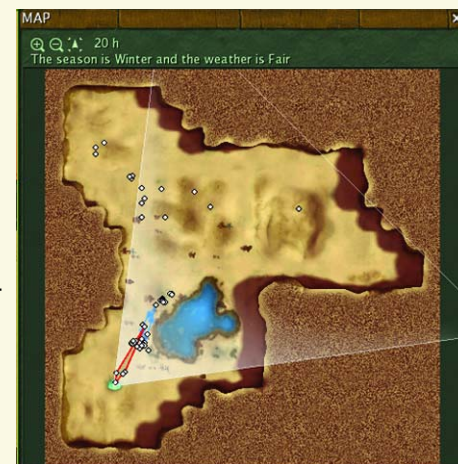
ACTS

Sometimes, a Scenario needs more than one time and place. It needs acts, like a play. Perhaps Act I takes place at a small town, while the Act II action moves to a Tryker camp, and Act III concludes the Scenario deep in the mountains.

You set Objects as Permanent Content and (in general) you assign each Entity to a specific act. For example, you keep a small oasis town, with all its buildings, permanent residents and trappings, as Permanent Content. Act I can include a passing caravan that is attacked while the player group is nearby, but not close enough to save them. In Act II, another caravan arrives, hears the report, and begs the group for help. The brigands attack again, with reinforcements. This attack is stronger, but the group fights it off with little loss to either side. The group decide they need to set an ambush and lure in the brigands (assisted to this conclusion with a few appropriate suggestions from the town's NPCs), and in Act III, the brigands attack once more, this time with the brigand leader and his mage advisor. Only the group's clever plans and teamwork can win the day.

Since this all takes place in one location, this can all be designed as a single act. However, it's much easier to keep track of all the action (especially the repeat brigand visits) when broken into several acts. In addition, you're limited to 100 Entities and Components (combined) per act; you can only exceed that limit by creating multiple acts.

Any Object, Route or Place is set as Permanent Content. For example, you can set a Route that one group patrols in Act I, while a second group simply follows it once in Act II.
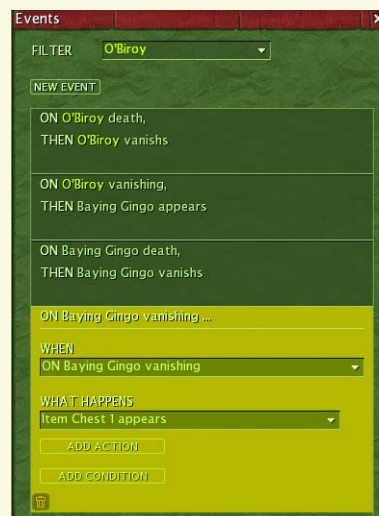
EVENTS

Time is Nature's way of keeping everything from happening at once. The Events filter is *Ryzom's* way of keeping everything from happening at once.

With this window, you can set something as complicated as this baroque sequence:

When the party first enters a remote campsite, five winsome maidens appear. They busy themselves fixing a fine meal (wandering around a fire and several food containers), then compose themselves and invite the party to dine on the meal they have created.

As the party decides what to do, an elderly gentleman enters the hut, takes one look, shouts that his wives have betrayed him, and immediately transforms into a monster. He attacks each wife in turn, and each one he attacks also turns into a monster. He cannot be harmed until all his wives have become creatures, but he falls to the first blow after that.

As monsters, his wives attack him and the party. As each one is conquered, she transforms into a chest. Eventually, five chests are all that remain of the wives.

Here the party may reap its reward for surviving this bizarre encounter … or not. For they must satisfy certain conditions before opening each chest. How does the party know this? Shortly after the man dies and his body disappears, his disembodied voice confesses the failure of his plan to safeguard his most precious treasures.

If a chest is opened improperly, it teleports to another location, to another island. If none of the chests are opened properly, all five chests disappear this way. And as the party searches out the chests, they are guided by the ever stronger creatures who suddenly appear and challenge them — the closer they are to a chest, the stronger the creature.

This window has far more possibilities than can be described in detail here, so plan what you want to happen, drop in all the elements you need, and start connecting the dots. Be aware that you can only include elements that currently exist in the Scenario, so you have to create what you need before you can include it in an event.

Events
FILTER   O'Biroy
NEW EVENT
ON O'Biroy death,
THEN O'Biroy vanishs
ON O'Biroy vanishing,
THEN Baying Gingo appears
ON Baying Gingo death,
THEN Baying Gingo vanishs
ON Baying Gingo vanishing ...
WHEN
ON Baying Gingo vanishing
WHAT HAPPENS
Item Chest 1 appears
ADD ACTION
ADD CONDITION

While the Event window can't do absolutely everything, it can do an awful lot. For example, here is an early part of the sequence in which wife O'Biroy dies the first time she is hit, vanishes, and reappears as a baying gingo. When the baying gingo dies, it vanishes as well, and a chest appears.

SEQUENCES

You may have all the actors in place; you may even have some of them wandering about, or following set paths. But how do you make them do things *when* you want them to, *as long as* you want them to, *in the order* you want them to? The answer is a *sequence*.
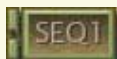
SEQ1 When you select an Item that can walk, crawl, run or fly — that is, an Entity — a new button appears, just to the right of the **Tree Buttons** (p. 21). Use this button to select one of the Entity's sequences, or to create a new sequence.

When you choose a sequence, at least one small button appears above the Entity's Contextual buttons, at the far left of the screen. Select that button to start assigning actions to the Entity.

If you've already assigned actions to the Entity, several small buttons appear, one for each activity. Select any of them to open the Entity's Activity Sequence Editor window.

ACTIVITY SEQUENCE EDITOR

New Sequence. Select this to create a new Event (series of actions) for the Item.

Tabs. Select a tab to open the corresponding Sequence pane. When you select a Sequence tab, its Activities are listed in order.

New Activity. Select this to add a new Activity to the current Sequence.

Activity Order. Select an Activity, then click the up or down arrow to move the Activity earlier or later in the Sequence.

Trashcan (bottom left corner of Sequence window). Click on this to delete the current Sequence.

Triple Dots (bottom right corner). Select this to change the current Sequence's name. (Note that the Sequence tab only displays the first five letters.)

NOTE

If you've already assigned an action to the Entity (such as following a Route), it will already have a Sequence (Seq1) assigned to it.

Activity Pane

Activity pull-down menu. Select a type of action; if you select an action that needs further specification, do that also. For example, if you select Follow Route, and there are three Routes, you must continue by selecting which Route you want the Entity to follow.

Time Limit. With this pull-down menu, you can set the Activity's duration: Without Time Limit or For a Certain Time. If you specify For a Certain Time, you must next set the time, in those boxes.

Trashcan (bottom left corner of each pane). Click on this to delete the selected Activity.

DIALOG EDITOR

Dialog can only occur through a Dialog component. When you want anyone to say something, select a Dialog component and select New Chat.

Strictly speaking, you may only need to have one Dialog component for an entire Scenario. However, it usually makes a lot more sense to have several Dialog components, and assign a set of related chats to each one.

Anytime you want to add or modify a chat, select one of your Dialog components to open the Dialog Editor. Select the Dialog component you want to change from the pull-down Dialogs List. (You can edit any Dialog component from this Editor, not just the one you selected.)

Select New Chat to create a new chat.

Chat Order. Select a Chat, then click the up or down arrow to move the Chat earlier or later in the chat sequence.

Expand/Minimize. Select the standard Windows button (right of the arrows) to expand or minimize all of the chats for the current Dialog component.

Repeat Dialog. Check this box to repeat (cycle) all the chats for the current Dialog component.

Chat Pane

When you select New Chat, you get a Chat pane, with:

After. If you don't want the Entity to start chatting immediately, set a delay here. Note that this delay begins when this chat is triggered, not (for example) at the beginning of the act.

Who. This pull-down menu lists all Entities in the current act; select one to speak the chat.

Says What. Type in what you want the Entity to say.

To Who. Another pull-down menu; you can select another Entity whom the Entity addresses. (You can trigger an Entity to speak when PCs are nearby, but you can't select a specific player character to address.)

Emote. What gesture the speaker makes. If you want two emotes during a chat, break it into two chats and assign an emote to each one.

EVENTS EDITOR

You assign actions and chats to each of your Entities with Sequences and Dialogs. But how do you tie them together, so that (for example), what Alphonse does triggers Gaston's response? For that, you need the Events Editor.

Just as there is only one Dialog Editor window (that you can open from any Dialog component), there is only one Events Editor, that you can open through any Entity or component.

Filter. Use this pull-down to select any Entity, group, component, or even an Act itself.

New Event. Once you've selected something from the Filter pull-down, select New Event (to start a new Event pane) or select any existing Event pane by clicking on it.

Event Pane

At this point, you get two or three new pull-down menus:

When. Select what you want to trigger the event.

What Happens. Select what you want to happen. There are some appropriate generic options (for example, a group can Appear, Vanish or Die), plus any Sequences that you've created for whatever you selected with the Filter.

The next two options are only available if you select Advanced, but you'll find yourself using them regularly once you're familiar with the *Ring*.

Add Action. This adds another entry to What Happens, for when you want a single trigger to trigger multiple actions.

Add Condition. This is similar to When; it adds more trigger requirements for the action(s) you've specified.

Trashcan. Click this to delete the corresponding condition or action; click the trashcan in the bottom left corner of the Event pane to completely delete the current event.

17

TOP BUTTONS

Select/Move (M). Choose this button, then click-and-drag an Object to move it from one location to another.

Select/Rotate (R). Choose this button, then click-and-drag an Object to rotate it — drag left to rotate the Object clockwise, drag right to rotate it counter-clockwise.

Undo (Ctrl Z) **& Redo.** These work like most Undo/Redo buttons.

Copy & Paste. It's sometimes easier to use these buttons to place multiple Objects, Routes or Places. To copy something, select it, then click the Copy button. To place it, click the Paste button. Whatever you copied appears, then move it to where you want to place it. When you copy an Entity, you also decide whether you want to duplicate its events and activities.

Teleport (Ctrl T). Click this and then click on the screen to teleport to a new location. You can also open the map — Main Menu: Map (<,) — and select a destination there.

Display of Routes and Zones. Select this button to hide/show and freeze/unfreeze all Routes and Places.

Freeze/Unfreeze Objects. Select to freeze/unfreeze all Objects in the Scenario.

Launch Test (F8). Click this button to begin a test of your Scenario.

MAIN MENU

Use the Main Menu to open windows and select other options.

New Scenario. Start a new Scenario.

Load Scenario. Load a Scenario that you've created.

Save Scenario. Save the current Scenario.

Preferences (U). This opens the standard *Ryzom* Game Configuration window, with the same options.

Keys (K). This opens a list of hotkeys, similar to the standard *Ryzom* Key list, but this list has all the editing keys you'll need.

Reset Default Window Positions. If you've shifted the windows around as you worked on the Scenario, this returns them to their original locations.

Map (<,). Displays a small map of your zone (p. 13).

Palette (P). Toggles the Palette window (p. 9).

Scenario (S). Toggles the Scenario window (p. 13).

Properties. Toggles the Properties window for the currently selected Object (p.

NEW SCENARIO	
LOAD SCENARIO	
SAVE SCENARIO	
PREFERENCES	(U)
KEYS	(K)
RESET WINDOWS	
MAP	(,)
PALETTE	(P)
SCENARIO	(S)
PROPERTIES	
CHAT WINDOW	(X)
MAILBOX	N/A
SUPPORT	
BACK TO DEFAULT TIME OF DAY	
LAUNCH TEST	(F8)
QUIT	N/A
MAIN MENU	

20).

Chat Window (X). Toggles the Chat window. Use this to chat with other designers. You can also use it to "talk" for your NPCs while a Scenario is running.

Mailbox. Check for messages that other players have sent.

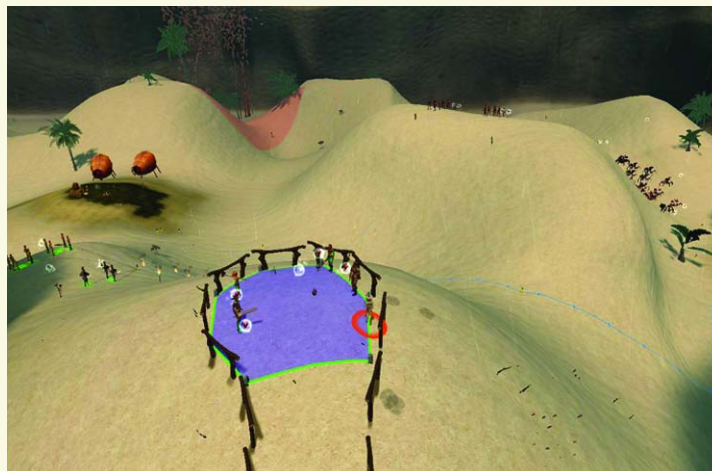**Support.** Contact the *Ryzom Ring* Support Team.

Force Day Light / Back to Default Time of Day (toggle). Takes you to noon / takes you to "server time" (the time of day on the server).

Launch Test (F8). Select this when you're ready to make a test run of your Scenario.

Stop Test (F8). Select this when you want to return to editing your Scenario.

Quit. Select this to quit *Ryzom Ring*.

CONTEXTUAL BUTTONS

Once you've placed an element, several more buttons appear along the bottom of the screen each time you select it. These are contextual buttons, which means that a button appears only if it is appropriate to the current context.

Delete. Deletes the selected element.

Properties. Opens the element's Properties window (p. 20).

Customize Look ... (C). This opens a homin's customization window (p. 21).

Edit Events. This opens the Events Editor for you to modify what happens during the Scenario (p. 17).

Wander. When you have an Entity selected, click on this button to assign the Entity to wander around in a Place you mark (either a new Place, or an existing one).

Follow Route, Patrol, Repeat Route. These are like Trace New Route (p. 10), except when you finish creating a Route, the Entity is automatically assigned to it. You can also assign the Entity to an existing Route.

Follow Route means that the Entity follows the Route once.

Patrol means that the Entity walks the Route repeatedly, back and forth.

Repeat Route means that the Entity walks the Route in a continual loop.

When an Entity is assigned to a Route or Place, a set of footprints leads from the Entity.

Add New Vertices. This option is visible when a Route or Place is selected. It allows you to add more flag markers in the middle of a Route or more stone markers to a Place. Hold your cursor over the Place outline or over the Route and click when it turns yellow. A new marker appears, which you can drag to where you want it.

Extend Road. This allows you to add more flag markers to the end of a Route. When you select it, your cursor turns into the next flag marker.

Group (G). This tells the Entity to duplicate the actions of another Entity. Select the other Entity, and a green line appears, connecting the first Entity to the second Entity. An arrowhead on the line points to the group leader. Several Entities can be grouped with a leader, but a group leader cannot be assigned to another group leader.

Set as Group Leader. This makes the Entity the leader of its group. All of the group arrows that used to point to the former leader now point to the Entity.

Ungroup (Alt G). Select a group member and choose this button to remove him from his group.

Stand Still. This tells an Entity to stand still.

Work. Sends a non-aggressive Kitin to a Place you mark.

Guard. Sends an aggressive Kitin to a Place you mark.

Rest. Sends a creature to a Place to rest.

Feed. Sends an herbivore to a Place you mark to feed.

Hunt. Sends a carnivore to a Place you mark to hunt.

Edit Dialogs. If you select a Dialog component, select this to edit your chats.

Lock/Unlock. While locked, the element can't be modified.

RIGHT-CLICK MENU

Select an element, then right-click to open this window. The upper-left corner of the window appears where you click.

Move. This does the same thing as the Select/Move top button (p. 18).

Rotate. This does the same thing as the Select/Rotate top button (p. 18).

New Activity. This opens a submenu to the various pathing options (see **Contextual Buttons**, p. 19).

Delete. Deletes the element.

Properties. Opens the element's Properties window (p. 20).

✚ MOVE	
↻ ROTATE	
✚ NEW ACTIVITY	▸
🗑 DELETE	(DELETE)
🖥 PROPERTIES	N/A
CUSTOMIZE LOOK ...	(C)
✒ EDIT EVENTS ...	N/A
🔧 PERMANENT	N/A
GROUP	(G)
🔒 LOCK	N/A

Customize Look. This opens a homin's customization window (p. 21).

Edit Events .... This opens the Events Editor for you to modify what happens during the Scenario (see p. 17).

Permanent Content/ Current Act Content. Switches the Entity or Component from one to the other.

Group, Ungroup, Set as

Group Leader. These do the same thing as the corresponding Contextual buttons (see p. 19).

Lock/Unlock. While locked, an element can't be modified.

PROPERTIES

This window displays several of the selected element's features.

Properties of Objects

Name. You can change the Object's display name.

Angle. This slider works like the Select/Rotate button. Rotate the Object by moving the slider.

Properties of Entities

All properties of Objects, plus:

Fights with Players. If you check this box, the Entity will be player attackable.

Fights with NPCs. If you check this box, the Entity will be bot-attackable.

Auto-Spawn. If you check this box, the Entity appears at the beginning of the Act. (You don't have to create an event to make it appear.)

No Respawn. If you check this box, the Entity doesn't respawn after it has died.

Properties of Homins

All properties of Entities, plus:

Customize Look. Opens a

window to change the character's look (see below). You can only change a homin's looks.

Aggro. Set the homin's aggro level, between 1 (low) and 120 (high). The higher the aggro, the farther the homin will run to attack.

Speed. Set the homin's normal movement rate: either Walk or Run.

Level. Select Very High, High, Average or Low. These fall within the level range that you had set when you first created the homin, so (for example), if the homin is Level 150–200, "Low" will be near Level 150, while "Very High" will be near Level 200.

TREE BUTTONS

These aren't called "Tree Buttons" because they have anything to do with trees, but because each selection you make narrows down the options for your next choice, like tracing a tree from trunk to branch to leaf.

Scenario. Use the Scenario "pull-up" menu to select a specific Act.

Select. Use this "pull-up" menu to select a specific Entity or Component or Object.

You can use this menu to select any element, even if it's not nearby, and then modify its Properties box.

If you have groups in the current Act, you can select a group, which adds one more "branch" button to the tree. It is just like the original Select button, but it only lists the Entities in the group you selected.

CUSTOMIZE LOOK (HOMINS) C

Use this window to change anything about a homin that you want. (You can only change homins.) It has three tabs: Profile, Equipment and Body.

Preview. Toggles a preview of the homin.

Change View (in the Preview pane). Toggles between a full-length and close-up view of the homin.

Profile

Name. Change the name the homin displays.

Race. Select any of the four homin races.

Sex. Select Male or Female.

Notes. Make any useful notes here about the character.

Equipment

Select clothing, armor, weapons and other equipment for the character.

Random Equipment. Select this to randomly assign equipment to the character.

Sets. Use this pull-down menu to select a coordinated set of armor.

Color. Use the sliders to select the color for each piece of armor. Check the Link box to change all pieces at once.

Random Color. Select this to give each piece of armor a random color. (If the Link box is checked, all of the armor is given a single random color.)

Manage Sets. Select this to open the Equipment window. With this window, you can compose sets of armor, that can then be assigned to this homin or any others.

Specialization. Select a combat specialization for the homin. This is how you change the weapon a homin wields.

Body

Use these sliders to modify the homin's physical features.

Random. Use these buttons to randomize the homin's body, head and facial features.

Manage Sets. Use these buttons to open windows to create and coordinate common sets of features.

NOTE

SETS

Creating and managing sets of equipment and body features can take some time, but it's a valuable investment. Once you've created sets of equipment or features, it's easy to apply those sets to other homins, quickly creating a uniform force. If you don't, you'll wish you had, as you create the third troop of attacking Trykers, all from the same realm.

Of course, if you want exactly identical troops, use the Copy and Paste buttons. (And you can modify each one slightly so that they don't look like creepy clones.)

TESTING A SCENARIO

Designing a Scenario is a lot of fun, but eventually you have to try it out — to test it (Test Mode), as you complete various parts of the design, and to play it for others (Play Mode).

TEST MODE

Launch Test Mode. You can get to Test Mode from Edit Mode with the top button, through the Main Menu, or F8.

Return to Edit Mode. To return, select the top button or use the Main Menu.

Test as Player, Test as AM. There are two ways to test your Scenario — as a player and as the Adventure Master. When you first go to Test Mode, it is in Test as AM. Your character still doesn't interact with anything else, and you have the same abilities you would have normally as an Adventure Master in Play Mode.

You may switch to Test as Player using the appropriate contextual button (lower left), at which point your character becomes part of the action. You still have several buttons and options available that regular players wouldn't have, but you can experience the Scenario as a player would.

You may switch back to Test as AM (contextual button) or return to Edit Mode.

TOP BUTTONS

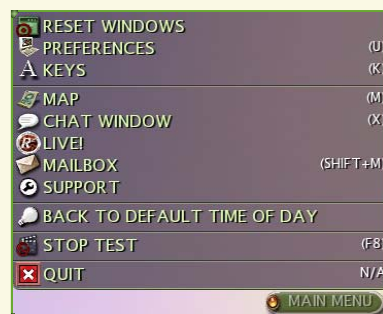**Teleport** (Ctrl T). As before.

Return to edition mode (F8). Click this button during a test to go back and continue editing your Scenario.

Click this button if you finish designing a scenario and want to list it for play immediately. (See next page.)

MAIN MENU

The Main Menu has fewer options in Test and Play Modes; they are the same as the corresponding options in Edit Mode (p. 18).

📷 RESET WINDOWS	
📋 PREFERENCES	(U)
Ⱥ KEYS	(K)
🗺 MAP	(M)
💬 CHAT WINDOW	(X)
Ⓡ LIVE!	
✉ MAILBOX	(SHIFT+M)
⊘ SUPPORT	
🕮 BACK TO DEFAULT TIME OF DAY	
⏱ STOP TEST	(F8)
❌ QUIT	N/A
🎖 MAIN MENU	

CONTEXTUAL BUTTONS

Test as AM

Go to Test Mode. Switch to Test as Player.

Scenario Acts. Change to the selected Act.

Triggers. Trigger the user trigger you select.

Speak/Stop Speak. Adds/removes a tab for this Entity in the Chat window. Chat typed this way isn't saved as permanent dialogue; you can only do that in Edit Mode.

Control. Move the selected Entity as though he were your own PC.

Add HP. Give the selected Entity more HP.

Kill. Kill the selected Entity.

Despawn. Remove the selected Entity.

Change Weather. Change the weather.

Test as Player

Go to AM Mode. Switch to Test as AM.

PLAY MODE

You can't jump between Editing and Play Modes. You can only launch Play Mode through the top button in Test Mode or during normal *Ryzom* play, using a Ring Terminal in Pyr, Fairhaven, Yrkanis, Zora.

In Play Mode, you have access to the same buttons and choices available in Test Mode (except you can't switch between AM and Player — you're always the Adventure Master if you flagged the scenario that way; see **Rules**, p. 14 — and you can't go into Edit Mode). You also have the player and session controls described in **Mastered or Masterless?** (to the right).

LAUNCHING & LISTING A SESSION

To launch and list a session immediately, go to Test Mode and select the R² top button. Otherwise, start in *Ryzom* and go to a Ring Terminal. There are Ring Terminals in Pyr, Fairhaven, Yrkanis, Zora and Ruins of Silan.

If you start in *Ryzom*, click on the terminal to open the Ryzom Ring Sessions window. Click on the *Ryzom Ring* logo beside the flags to list a session that you're ready to run. Then choose a scenario from those you've designed.

Whether you started from Test Mode or from the Ryzom Ring Sessions window, the remaining process is the same.

When you select the R² button (either in a Ring Terminal or the top button in Test Mode), you do two things: you launch your session and you list it in the Ryzom Ring Sessions window. Your own character is transferred to the session's Act I location, and you stay in your session until you end it. You can still invite, change filters and so forth.

You've already determined your session's Title, Level, Language, Type, Rules (Mastered or Masterless) and Description (see **Scenario**, p. 14).

You may modify the description, but keep it fairly short — this is what is displayed in the Ryzom Ring Sessions description column.

Below that, decide whether the session will be open to everyone (by checking Allow Newcomers) or not (by leaving it unchecked). If you make it available to everyone, but want to restrict the types of characters who can play, check the appropriate boxes by Race, Religion, Non-guild players, Shard and Combat level. (A checked box indicates that type of character is allowed.)

No one can play in your session unless you specifically invite that player. A player who wants to play in your session must let you know (through chat) and

you must invite that player before he can join. (One shortcut: if you're in a group when you launch a session, everyone in that group is automatically invited.)

Mastered or Masterless?

When you're creating your scenario, you decide whether the player who will launch the session will participate as the AM (Mastered adventure) or as a PC in the group (Masterless adventure).

There is no AM in a masterless adventure, but the owner (and only him) can still change the invitation parameters, invite or kick players out of an adventure (through the Player Control window), and stop the adventure.

As the AM in a mastered adventure, you can do all this, plus the various things described earlier in this manual — control Entities, select user triggers, chat through an Entity, and so forth.

RING TERMINALS

Use a Ring terminal to see the sessions you've been invited to join, and to chat with AMs who are launching sessions that you might join. The Ryzom Ring Sessions window has 9 columns, and you can sort by each of the columns.

Invited/Animator. There is a check for each session to which you've been invited. There is an eye icon for each session in which the AM is running a Mastered adventure (p. 23).

Owner. This lists the name of the player who listed the session. You can send a tell to the owner by selecting that session and using the right-click menu, or by double-clicking on the session.

Title. The session's title.

Description. The session's description. If a description is cut off, hold your cursor on it to see a longer version.

Level. The range of recommended character levels for the session.

Nb. Players. The number of players currently in the session.

Language. The primary language used in the session.

Type. What type of adventure it is — raid, rescue, roleplay and so forth.

Launch date. When the session began.

Flags. Check the lower left flag boxes to display only sessions whose primary language is English, French, German or something else (Other or ?).

JOINING

If there is a checkmark in the Invited column, you have been invited to join that session. You can click on Join to begin playing. You can join a session that has already begun.

If you can see a session listed, but there isn't a checkmark in the Invited column, then your character meets the parameters that the owner has set for his session, but you haven't been invited to it. (You can't see sessions for which your current character doesn't meet the parameters.)

If you might be interested in a session to which you haven't been invited, select Tell (to chat with the owner). If the owner decides to invite you, a checkmark appears for that session and you may select Join (to join the session).

Invited/Animator ▼	Owner ▼	Title ▼	Description ▼	Level ▼	Nb. Players ▼	Language ▼	Type ▼	Launch date ▼
👁	Kaetemi(Arispotle)	Illusions	Somewhere, in a small Tryker ...	151–200	1	🇬🇧	Mistery	09:22 AM
✓👁	Fatality(Leanon)	Kitin Nest		201–250	5	🇩🇪	Guild training	08:57 AM
👁	Phantase(Aniro)	La Canne A Peche	Aidez Tappy O'Bradigan a retr...	101–150	1	🇫🇷	Other	09:32 AM
👁	Seido(Aniro)	Pirate's treasure	Solve the old tryker's enigma a...	151–200	1	🇬🇧	Mistery	09:47 AM
👁	Enoring(Aniro)	Une tribue menacée	Un emissaire d'une tribu noma...	201–250	1	🇫🇷	Hack'n'Slash	09:32 AM
✓👁	Raoull(Leanon)	Weihnachten	Es ist Weihnachten	151–200	1	🇩🇪	Story telling	09:19 AM

Ryzom Ring Sessions

FIT COLUMNS   TELL   JOIN