

THE SAGA OF RYZOM



1

(Atys)

NEVERAC



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 use.

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01

INTRODUCTION



INSTALLING THE GAME RYZOM

Insert the RYZOM DVD (or the first of the two install CDs) in your computer's DVD-ROM or CD-ROM player. The installation program should start automatically.

The installation program will lead you through the installation process. Follow the instructions displayed on the screen.

If the installation program does not launch automatically you will have to launch it by hand. From the 'My Computer' window select your CD drive (it should be represented by a leaf icon). Use the explorer and double click on 'setup.exe'. The installation program should start.

Note that for CD-ROM versions of Ryzom there are 2 CDs. The installation program will require you to switch CDs half way through the installation process.

Launching the game Ryzom:

When you launch the game you will be prompted to enter your login and password.

If you have never run the game before you should click on the button marked 'New Login'. The 'New Login' button will open a registration form. Follow the instructions that are displayed on the screen in order to create your account.

Problems :

If you have trouble launching the game you should refer to the technical support section on the Ryzom web site: atys.ryzom.com/faq

SYSTEM REQUIREMENTS

Minimum system requirements

OS Windows 98se
CD ROM 4x
1 GHZ Pentium (or equivalent) processor
RAM 512 Meg
Nvidia Geforce 2 card
(or equivalent video card with 64 Meg)
Hard Disk 5 Gig free space
Sound Direct X 8 compatible
Modem 56 K

Recommended system requirements

OS Windows 2000 or XP
CD ROM 4x or higher
2 GHZ Pentium (or equivalent) processor
RAM 512 Meg
Nvidia Geforce 4 TI Card (or equivalent video card with 128 Meg) - The card should support 'Pixel Shader 1.0' and 'Vertex Shader 1.0' in order for all of RYZOM's display features to be enabled.
Hard Disk 5 Gig free space
Sound Direct X8 Compatible
Broadband internet connection (ADSL or Cable)



02
BACKGROUND





THE STORY

As far back as time remembered, the homin peoples were plunged into the maelstrom of warfare. Beneath the leafy canopy of Atys, rare and short were the seasons of peace. Such was the destiny of Hominkind until...

2481 : A Fyros expedition, in search of the Dragon, delved deep into the dark and eerie Prime Roots, the bowels of Atys. After many moons of relentless roaming, the Fyros miners came upon strange domes where hideous creatures wretched and squealed. The first Kitin nest was discovered! After an instant of fearful observation, a Fyros blade triggered off the war which was to provoke the ruin of Hominkind.

2481-2483 : Swarms of Kitins poured out of the Prime Roots, on the hunt for the Fyros on the run. Long files of glistening claws and mandibles cut a bloody path to the beautiful homin cities. In a matter of days the bellicose Homins of every race were overpowered, their cities razed to the ground and their pride shattered. The only hope of survival was to take flight. The major forces of Atys, the Kamis and the Karavan, horrified by the massacre, then joined the battle. Hope was rekindled in homin hearts, but the more the Kamis and the Karavan thrust forth their devastating powers, the more the Kitins came pouring back. Just as they were coming to the end of their tether the Homins discovered their salvation in the form of twinkling rainbows that suddenly appeared in every region of Atys. Guided by their 'intuition', Homins in their hordes made their way to the rainbows where a mysterious force carried them away from the claws of the Kitins to haven, faraway from the devastated lands. Many destitute Homins, however, never made it to the rainbows before the Kitins destroyed them.

2483 : After two full years of warfare, under constant Karavan fire, the columns of Kitins began ebbing back into the Prime Roots, leaving behind them their sentinels, discreet and probing... With Karavan assurance that the menace was vanquished, Homins began to resurface from their sanctuaries, chose new territories in the new lands according to their natural predilection. The forest for the Matis, the jungle for the Zorais, the lake lands for the Trykers and the arid desert for the Fyros.

Present day : For the past three generations, the Homin peoples have been rebuilding their cities. The descendants of the destitute multitudes who never found the rainbows in time, each day come to swell their populations. Witness to this rebirth, the Kitin sentinels observe, peacefully...



THE WORLD



1. ATYS, THE GREEN PLANET

Atys is a singular world where plant life reigns supreme. Certain plants are more wily than the wisest mage, and others more formidable than the bravest of warriors.

Atys is both a dangerous and marvelous planet with many changing faces and numerous mysteries. The homins' world is composed entirely of organic matter. Rivers of underground sap meander through the world providing it with nourishment.

The Goo, a morbid cancer, nibbles away at entire regions of the planet contaminating plants, creatures and homins alike. All this, and much more, you will discover as your exploration of Atys takes you through the various ecosystems.

The Jungle :

The jungle makes up a veritable labyrinth and a kaleidoscope of colors where impressive intelligent plants stand ready to snap up the unsuspecting passer-by. These sap rich regions are also the most tainted by the Goo, the devouring cancer which has engendered some of the most hideous creatures on the planet. The jungle is where the Zoraïs have built their cities so that they can fight against the disease.

The Desert :

Devastated by scorching gusts by day and freezing winds by night, the desert is one of the most inhospitable places on Atys. Only the Fyros have been able to acclimatize to the region, they have built their fabulous fortress city here amid the superbly stunning dunes. Flora and Fauna are rare and very dangerous.

The Forest :

Lofty trees, precipices lost in rolling mist, dazzling light and soft breezes all go to make the forest one of the most majestic places on Atys. Such natural magnificence is perfectly suited to the proud Matis who have founded their royal city here.

The Lakes :

The archipelago of the lakelands is surely the most enchanting places on Atys. This dreamland of glistening cascades, pristine beaches, crystal clear waters, is most befitting to the Tykers. Their floating villages reflect the beauty of the picturesque haven that harbors them. Nevertheless, any Tryker knows that prudence is the word when venturing around the lakes where ferocious creatures prowls.

The Prime Roots :

Beneath the Bark of Atys, a labyrinth of organic underground galleries meanders the length and breadth of the planet. No homin has ever reached their foundations. It is foretold that the Prime Roots withhold in their dark depths relics of the forgotten past. The fauna and the flora are truly extraordinary, most species generate their own light, and it is here that kitins build their nests. The Prime Roots constitute a terra incognita where the fate of Atys will be determined.



2. THE INHABITANTS OF ATYS

Your character belongs to one of the four homin peoples, Fyros, Zoraï, Tryker and Matis. However, the four homin races are not the only inhabitants of Atys.



The Primitive Tribes

The Gibbaïs, the Cutes and the Frahars are three species of semi intelligent primates. Living in communities, they control and ferociously defend their hunting grounds. Certain Homins believe they are the ancestors of hominkind, others see them as distant cousins sharing a common ancestor.

The Tribes :

The four peoples struggle against dozens of tribes for the control of the regions considered necessary for the expansion of their civilizations. These tribes are composed of Homins refusing to adhere to the new cities. The tribes represent an immediate danger for anyone traveling through Atys.



The Kamis and the Karavan :

The major Atysian forces, the Kamis and the Karavan, are at the very least held in awe if not venerated by homins. They possess intimate knowledge of the world at large as far back as creation and constitute an authority on the arts of magic or technology.

The Kamis are the guardians of plant life and the organic balance of the world.

The Kamis taught Homins the art of magic.

The Karavan watches over hominkind and spreads the holy word of the Goddess **Jena**.

Tha Karavan are masters of an unknown technology with devastating powers.

The Kamis and the Karavan follow different ways, for many centuries these two forces have kept their distance, observing one another in a cold war.



The Fyros :

The Fyros are bold warriors from the deep and deadly deserts who lead a quest for the dreaded Dragon of the Myth. Determined, loyal and fierce, the Fyros rank themselves among the greatest Atyasian warriors who have built their society on a strict code of honor.



The Zoraïs :

The Zoraïs are feared mystics from the dark and hidden jungles who zealously serve the living planet. In their search for spiritual enlightenment, the Zoraïs have grown close to the mysterious Kami whom they regard as higher disciples of Jena, the Goddess of Aty.



The Trykers :

Shorter of stature than the other homin races, the Trykers are wily hedonists forming a federation more than a single people. Friends of the winds and princes of the lake lands, the Trykers are excellent explorers and inventors who nurture a dream of a world without tyranny or intolerance, with neither masters nor slaves.



The Matis :

The Matis are proud heirs of an old Monarchy from the haunted woods who seek to restore their lost Kingdom. Highly cultivated aesthetes well versed in forest botany, the Matis are both a romantic and a conquering race. They staunchly believe that, just as every particle of the universe has a function, every homin must strive for his or her true place in society.





03

THE GAME



1. HOW TO CREATE YOUR CHARACTER

This first step in the game will allow you to create your alter ego on Atys.

During the process of character creation you may go back on your choice at any time.

You can choose your race, sex, appearance, action pack and the name of your character.

Save for the 'roleplay' aspect, the sex you choose has no effect on the gameplay.

The same applies for your **appearance**.

The **race** you choose will determine your starting point and who will be your friends or foes on Atys. The race also determines certain cultural powers.

Action Packs allow you to customize your character's abilities :

Is he/she a warrior type, more of a magician, a crafter, a harvester or a bit of each? The characters in The Saga of Ryzom are not restricted to a single class, they can perform all types of actions and can change at any moment. You can therefore set your three creation zones to one, two or three disciplines.

This choice will give your character his/her initial profile, a profile which you can alter once in the game.

When you are satisfied with your choice, you can then go on to choose your name.

You can use whatever name you like as long as you respect the rules of conduct in vigor on The Saga of Ryzom servers. Your name must also be unique, two different characters cannot have the same name in the game.

Note : There is a limited number of letters you can use for your name.

Once your name is validated you can enter the world of Atys.



2. HOW TO ENTER ATYS

Now you're ready to discover Atys !

For each civilization there are five camps for your first steps on Atys, all offering similar actions.

On the visible part of the world, click on one of the camps proposed.

Then enter the world of Atys!

Once the data is loaded, your character will appear next to a non-player character (NPC) who is there to welcome you. To speak to this 'welcomer', please refer to the section *Speaking to NPCs*, page 19.

Your character is a descendant of survivors of the great invasion of kitins, giant insects living in colonies and endowed with powerful intelligence. After a great trek of many years from the infested regions, at last you have made it to a camp in the newfound lands. It is time for you to take up your place within your the civilization of your people.

This camp will allow you to earn your spurs. When you feel confident enough, you can join a town belonging to your people via teleportation, available from the Kamis or the Karavan. It's up to you to find them!

Note : You can have up to 5 characters for each active account.

You can delete a character using the «delete» button.



3. BASIC CONTROLS

Now you're in the field, let's check out your means of action and information. These are brought together in the **central interface** of the game, which you will be using throughout your adventures on Atys.

The Character Window :

This window shows your character's energy status : life points, focus, sap and stamina.
The small to the left box shows the action in progress, the bar to the right of the box indicates the amount of time remaining before the next action begins.
The small box to the right shows the next action set to be launched.

The Hands :

The items that your character is holding are displayed here.
A left click on a hand will display the items present in your inventory (see page 17) that can be placed in your character's right or left hand.
On your arrival in the newfound lands of Atys, depending on your profile you may place an item, a dagger, a tool or simply nothing at all in your right hand. Other items that you can place in your right hand will be found in your inventory.

The Action Bar :

You can place actions (spells, special blows) in the empty slots in this bar for your character to use.

When creating your character, if you 'learnt' the actions of Acid Damage 1 and Healing 1, these will appear in your action bar.

Clicking on the action directs it onto the selected target. The activated action then appears in the character window.

Caution : Certain actions call for an object for them to be active. Make sure then that you have the right object in your hand for the given action.

The action bar comprises ten windows with 20 slots for each one. You can therefore place up to 200 actions in the bar.

Note : The actions known to your character are also present in the **Action Progression** interface (see pg 16).

Your Target's Window :

This window shows your current target and informs you on his/her/its :

- life, via the life bar.
- hostility towards you, illustrated by the color codes in the small upper box.
- strength, illustrated by the color codes in the small lower box.

To target an entity in the game, you just have to click on it.



The Task Bar:

This bar situated at the bottom of the screen enables you to open all the windows in the game.

From this bar you can also :

- get access to the help window
- sit down, walk or run
- leave the game
- display different interface configurations using keys 1, 2, 3 and 4.

The Radar and the Compass :

The radar shows you all the entities surrounding you.

You can set the range of your radar using the wheel of your mouse.

A color code informs you of the identity of the entities :

- your character : in the center of the radar in blue
- other player characters: in blue
- members of your team : in purple
- NPC allies: in white
- NPC enemies : in orange
- your target : in red

The white triangle situated outside your radar represents your compass.

As a rule the compass points north.

However, a right click gives you the possibility of pointing the compass to other places, characters or even to your missions objectives.

The Chat Window :

The chat window allows you to communicate with other players.

It is divided into two parts. The upper part contains messages from other players and NPCs. The lower part enables you to enter your own messages.

To write a message, place the pointer in the lower part, then, once the message is typed in, press the "enter" key to send it.

The various buttons allow you to choose your mode of communication :

- Around : speak to characters nearby you.
- Region : speak to all the characters situated in the region you are in.
- Team : speak to members of your team.
- Guild : speak to members of your guild.
- User : allows you to choose who you want to speak to and who can speak to you.
- System info : informs you of the results of your actions as well as those of nearby allies or enemies.

The Help Window :

This is where you can find in-game information on basic actions of the game.

For further information, a right click on any window of the game will display help concerning that window. Clicking on the "?" button (when present) will also open the help window



4. WHERE ARE MY OPTIONS ?

You can get access to option windows by clicking the option button on the task bar.

The game **config** enables you to adjust display, interface, sound and your mouse settings.

The list of assigned hotkeys is listed in the Hotkey Window. You can also create your own hotkeys ('new key' button).

The **Connection** Window shows the status of your connection. If a connection problem arises a message will immediately appear in the middle of the screen.

5. WHO AM I IN THE GAME ?

Two windows give information on your character :

The Identity Window :

To open this window, click on the status button on the task bar or press "p" on your keyboard.

You will find your character's titles, characteristics and energy status.

The **titles** show who you are. The title you have chosen shows other players the role that you aspire to. In the beginning of the game, you have a choice between Refugee and Homin titles (as well as those gained through the action packs during character creation).

The **guild** indicates which guild you belong to (you begin the game without a guild).

The 8 **characteristics** control your character's energies and their regeneration.

For example, enhancing your constitution increases your life points, increasing your metabolism enhances the regeneration of your life points.

The 4 energies, life points, focus, sap and stamina, measure your character's capacity to act.

For example, sap allows you to cast spells. Every spell you cast consumes sap.

Total Penalty : certain objects when worn (such as heavy armor) penalize your performance in magic, crafting, prospecting (increased casting time, higher energy cost). You can read the action penalty in this box.

The Weight : indicates how much the armor weighs.

The Bulk : indicates your character's discomfort caused by certain bulky objects.

The Speed Factor : indicates the decrease in your character's traveling speed due to bulk, combat or magic.

The Skill Points : allow you to learn new actions.

The Action Progression Window :

You can open this window by clicking on the workshop button on the task bar or by pressing "a" on your keyboard.

This is where you will find your character's skills and actions.

Skills allow you to use actions. For example, the magic skill enables you to use basic spells. Your degree of competence is measured by a value.

The interface shows you a skill tree. As your character progresses you will be able to gain access to new, more efficient and more specialized skills (refer to the section on Progression page 22).

The actions enable you to act in the game. Attacking, spell casting, crafting and foraging are all



actions. The actions to be used immediately must be present in the action bar. You can drag and drop an action onto your action bar. In this window, the actions unknown to your character are misted over. Actions colored in red indicate that a prerequisite is needed before you can obtain them.

Note : The characters in The Saga of Ryzom have neither class nor numbered level.

In accordance with your objectives of the moment, your chosen title shows the role that you aspire to. As you progress you gain new titles that provide information on your character's experience and strength.

6. WHERE ARE MY ITEMS ?

All items (including money) carried by your character can be found in your inventory.

You can open the inventory from the workshop button on the task bar or by pressing "i" on your keyboard.

You can open the inventory (equip button) which **items** are **placed** on a given part of your character's body.

In other words, the inventory (bag button) brings together **all items**, whether they are placed on your character's body or whether she/he is simply carrying them.

To place an item on a part of your character's body, a left click on the targeted slot (torso, leg...) will display your items that can be dropped there. Then a left click on the desired item will place the item in the given slot. The buttons at the bottom of the window are filters which allow you to display certain categories of objects.

Caution : Your character will only gain benefit from items placed on his/her body.

The money box in the left hand corner shows how much money you have. The **Dapper**, a magic substance, constitutes the common currency of all the peoples on Atys.

All items have a weight value, consequently you will be slowed down when overloaded. A box shows you how much weight you are carrying.

Voluminous objects (such as two handed weapons) also have a **bulk** value which limits your inventory space. Caution : If your bulk value reaches its limit, you will not be able to take any additional items ! The bulk value is independent of the weight value. A box indicates your bulk value.

It is possible to increase your character's vision. You can turn the camera around your character using the mouse (keep the left button pressed while moving the mouse).

During the game you can gain access to additional inventories, apartments or pack animals.

To swap items with players and to buy or sell items to NPCs please refer the section on items (page 25).



7. HOW TO MOVE

You can move your character by using your keyboard or your mouse.

Keyboard :

| | |
|---|--|
|  | Up arrow : move forward. |
|  | LEFT arrow : turn left. |
|  | LEFT arrow + ctrl : strafe left. |
|  | RIGHT arrow : turn right. |
|  | RIGHT arrow + ctrl : strafe right. |
|  | DOWN arrow : move backwards. |
|  | DELETE key : go from running to walking mode and vice versa. |
|  | END key : toggles on or off automatic run |

Mouse :

Keeping the right button depressed while pressing down the left button will enable you to move. You choose the direction you want to take by moving the mouse.

By releasing the buttons you will go into automatic movement.

A left click will stop your movement.

The character icon on the task bar enables you to go from running to walking mode. It also allows you to sit down. When you are in the sitting position the regeneration of your energies (life points, sap, stamina and focus) is accelerated.

Camera Views :

You can choose between a first-person view and a third-person view.

You can switch from one to the other by using the mouse wheel, or by pressing «v» on your keyboard.

The contextual menu (right click) offers you the free look option. To deactivate this option click again on the right button.



8. HOW TO SPEAK TO THE INHABITANTS OF THE WORLD

The first step consists of selecting an NPC (non player character).

Some of these characters will give a message. This message will appear simultaneously in a caption near the character and in the chat window.

Note : in the config window you can deactivate the display of the captions.

Next, a right click on the NPC will display a contextual menu in which dialogue options may appear : for example "Who are you ?". Simply click on these options to trigger off a dialogue. The NPC's text then appears in caption form as well as in the main chat window.

Lastly, certain texts propose different answers for you to select. Whatever the configured display option, these texts always appear in caption form. Simply click on the desired answer in the caption.

9. HOW TO SPEAK WITH PLAYERS

The chat interface allows you to communicate with other players.

You can get access to your chat interface from the communication button on the task bar or by pressing 'x' on your keyboard.

The players' messages appear in the reception window (the upper window). The messages also appear in caption form above the head of the character who is speaking.

To **write a message**, place the cursor in the lower window (the emission window) then type in your message. Once you've entered your message, press "enter" to send it. Your message will appear in a caption above your character's head and in the chat window of the characters selected.


The chat interface offers you several thematic windows : you can switch from one to another by selecting a given button. All windows follow the same principle.

- The **around window** allows you to speak to characters immediately around you. You also receive these characters' messages.
- The **region window** allows you to exchange messages with all characters in the region that you are in.
- The **team window** appears when you become part of a team (see page 21). It enables you to speak to the team members. The captions are only visible by the members of your team.
- The **guild window** appears when you become a member of a guild, (see page 35). It enables you to speak to the guild members. The captions are only visible by the members of your guild.
- The **system window** does not allow communication. This is where you receive messages concerning your actions as well as those of your adversaries and partners. Every action you perform is commented on.
- The **user window** allows you to adjust reception and emission settings. For example, you can create a window where you receive certain types of messages.

You can also **display several chat windows** simultaneously.

You can speak exclusively to a player character using the command **/Tell + player's name**.

In this case the message appears to the given character in a special window. You may also do a right click on the character and select «Talk to».



The **mail box** enables you to exchange emails with other characters. You can get access to your email interface from the communication button on the task bar.

The **contact list** allows you to list the players that you would like to contact easily as well as those you want nothing to do with. You can get access to this interface from the communication button on the task bar or by pressing "F" on your keyboard. This interface also tells you whether or not a player is online.

Emotes : are available from the contextual menu. A simple click will activate them. You can also activate them using the following command : /name of the emote.

10. HOW TO ENGAGE IN COMBAT

On Atys you will have to face up to numerous adversaries.

Note : You cannot attack allied NPCs belonging to the four civilizations.

The first step consists in **selecting your target**. The target's name and life bar will appear in the target window.

Caution : If you are carrying a tool, you cannot attack ! You must be holding a weapon or stand barehanded to engage in combat.

Knowing **the strength of your adversary** is important before engaging in a fight. You can take note of his/her/its strength in the lower box of the target window. A color code provides information on the adversary's strength. The color code, from weak to strong, is : black, green, blue, yellow, orange, red, purple. A pale color indicates that a creature is weaker than the average.

You have several means to **engage in combat**.

Caution : Certain creatures, such as predators will attack you on their own initiative if you get too close!

- Click on your target and you will attack. If you are out of range, your character will run towards the target to establish contact.
- A right click on the target opens the contextual menu where the attack option also allows you to engage in combat.
- Finally, the "default attack" icon in the action bar also enables you to engage in combat in the same way as for other combat actions. To activate the default attack just click on the icon or the corresponding number key.

Now **combat is engaged**. Your default attack will be repeated automatically. In your character window you will see the time bar progress between hits. The energy bars and the messages tell you how the fight is going. But don't forget that taking flight can sometimes be salutary!

Throughout your progression you will be able to learn **new combat actions**. During a combat you can use various actions, this is recommended even. Simply click on the given icon or press the number key corresponding to the action slot. A double click enables you to loop the action, whereas a single click will activate it just once. The default attack is repeated by default.

Note : The action pending, visible in your character window, can be changed as long as the current action has not been launched.

Caution : Except for the default attack, the other combat actions consume **stamina** points. If you



fall to 0 stamina points, you will be limited to using only your default attack!
Before engaging in combat, carefully choose your equipment, the right **armor** can save your life, and the efficiency of a weapon depends on the creature you are attacking.
A combat can result in your death (see page 27) or the death of your enemy, in which case you can loot and pillage the corpse (see page 26).

11. HOW TO CAST A SPELL

Here too the first step consists in **choosing a target**.

Caution : You cannot cast offensive spells on allied NPCs, just as you cannot cast beneficial spells on NPC enemies.

To **cast a spell** all you have to do is to activate one of the **spell actions** in the action bar. To do this, simply click on its icon or press the number key corresponding to the number of the slot of the action bar. By clicking twice the spell will be cast in loops.

Caution : If you are **too far** away from the target you cannot cast the spell.

When you begin casting a spell, the corresponding icon appears in the character window and the time bar indicates the **incantation time**.

Your character may fail the incantation, in this case the spell is not cast, this is a setback. Start again.

Once cast, your spell will hit the target. However, enemies can **resist against offensive spells** that you direct against them.

Spells consume your **sap**. If your sap is too weak you will no longer be able to cast spells.

Caution : If you are attacked, the hits against you may **break your concentration**. Consequently the casting of a spell can be interrupted by a hit against you.

Be careful when choosing your **equipment**, wearing armor considerably increases the sap consumed by the spell as well as the casting time.

12. HOW TO PLAY IN A TEAM

In The Saga of Ryzom you will discover challenges requiring the strength of more than one character alone. Sooner or later you will need to pool resources with other players to meet up to these challenges.

How to Create a Team

All you need to do is to select another character, then right click on the character to open the contextual menu in which "Team Invite" allows you to make a proposition to form a team. If the character accepts, your team is made and you become its leader.

A team can consist of a maximum of eight members, including the leader.

There is no restriction on the composition of a team.

How to Join a Team

As soon as you receive an invitation to join a team (see above), simply click on "Join team

proposal" to become a member.

To leave a team, simply click on "Quit team" in the your character's contextual menu.

The Team Window :

When you make up a team, a team window appears.

A star indicates who the team leader is.

All the members of the team are displayed along with their energy bars.

You can get access to the window from the "Guild and team" button on the task bar.

Note : The members of your team appear in red on the radar. You can also enter their names in the compass to locate them.

13. HOW TO GAIN EXPERIENCE

Every time you perform an action your character gains experience.

For example, in the beginning of the game, when you have fought and vanquished an enemy using weapons, you receive the message : "You gained experience in combat skills". If you also use spells, as well as the message, you will gain magic skill experience.

Caution : Only successful actions will win you experience points, your character will gain no experience from failure.

In The Saga of Ryzom, you gain experience skill by skill and not on a global basis.

You can visualize the experience gained in a skill by opening the **skills and actions interface**.

Each skill has an experience progression bar. When the bar is full, your skill gains a point, then the bar is emptied and the process starts over again.

Caution : You gain experience as long as you respect the following conditions :

- **the enemy must be killed to gain experience** in combat skills. Just swinging your sword around two or three times then running away won't bring you anything.
- the same applies for offensive spells, you have to kill the enemy to gain experience.
- **the beneficial spells** must be used in combat for you to gain any experience from them.

The **quantity of experience** gained from a successful action varies. The quantity of experience gained depends on the difficulty of the action for your character. In this way, fighting against an enemy stronger than you will win you all the more experience. Conversely, fighting an enemy weaker than you will bring you less experience. The system messages and the comparison between the enemy's strength and yours (see the color codes in the target window) inform you of the potential experience gain.

14. HOW TO PROGRESS

How to Gain New Titles

Your character gains new titles when your skills reach a determined score.

How to Gain New Skills

The use of a skill (through actions pertaining to it) allows you to increase the score of the skill.



Each skill has a minimum score and a maximum score.

For example the combat skill has a minimum score of 1 and a maximum score of 20.

When a skill reaches the maximum score of 20, the succeeding batch of skills become automatically available.

For example, in the case of the basic combat skill, the melee combat skill and range combat skill become available. The score of these new skills is then set to 21.

The progression in the skill tree therefore follows the progression of the skills that you use.

New skills are freed and become available when the preceding the skills reach their maximum score.

How to Gain New Actions

Contrary to skills, gaining new actions is not automatic. You have to learn them from **NPC trainers**.

In the camp where you first start out, the NPC trainers are located near where you appear.

NPC trainers teach you actions in exchange for **skill points**.

You can see your skill point score in the identity interface. At the beginning of the game your score is set to 0.

There are four categories of skill points :

- combat skill points to learn combat actions.
- magic skill points to learn magic actions.
- crafting skill points to learn crafting actions.
- foraging skill points to learn prospecting and extracting actions.

You gain skill points when the score of a skill is increased by one point.

Combat skills let you gain combat points, magic skills let you gain magic points etc...

Caution : Learning one action often allows you to lead on to learn another more powerful action. (Acid Damage 1 lets you proceed to Acid Damage 2, for example). NPC trainers only show you actions that you can learn.

Once you've learnt an action it automatically slots into your action bar and in your skills and actions interface.

Note : Each NPC trainer can offer actions from other categories so that your character may gain access to other skill types even if he/she does not possess any of the associated skills. In this way, a character with an exclusively warrior profile may become a magician.

How to Enhance Your Characteristics

You can enhance your characteristics by learning characteristic boosters from NPC trainers."Constitution training" is just one example.

You also have to spend skill points to learn these characteristic boosters.

They take immediate effect, you can visualize them in the player identity interface. You do not gain any action in this case.

Recommendation : Begin by learning characteristic boosters before you learn actions.

How to Enhance Your Energies

Your energies, life points, stamina, sap and focus are increased automatically as your

characteristics progress.


Therefore if you want more life points you must progress your constitution characteristic.

You can also increase the regeneration of your energies by enhancing the corresponding characteristics.

For example, increasing Metabolism lets you increase the regeneration of your life points.

Take a look in the player identity window to find out which characteristic is linked to which energy.





15. ITEMS

Where Are My Items ?

Your character will need items to perform most actions. Only magic can be used without items.

The **items your character is holding** are in the hands window.

The items (clothing, armor, jewelry) that your character is wearing on a **part of her/his body** are displayed on the figure in the inventory (equip button). Objects that your character is wearing cannot be sold or exchanged, you must place them in the bag to do this.

All the items that your character is **carrying** are displayed in your inventory (bag button).

Where Are the Item Characteristics ?

A right click on the icon of an item will let you display its information window where you will find the characteristics.

Be careful, on Atys all items are perishable, their life duration is limited !

Watch out too for heavy or bulky objects, they'll slow you down and lessen your capacities as magician, crafter and prospector. These action penalties are visible in the character identity window.

How to Obtain Items

If you are a crafter you can make them.

Otherwise you can buy them from NPC merchants, or find them on the corpses of your enemies, or there again win them by successfully carrying out a mission.

How to Buy and Sell Items

Certain NPCs sell items.

At the beginning of the game you will find merchants next to the building where your character first appeared.

The merchants each specialize in a category of items for sale, though they will buy everything.

Select a merchant, then right-click on him/her to open the contextual menu where you can choose the trade option. This action will open both the merchant's and your inventories.

To sell an item select it in your inventory. A little window will appear, then click on "Sell".

To buy an item, select it in the merchant's inventory. A little window will appear, click on "Trade".

The window that pops up will tell you the fixed price of the transaction. Of course, you can't buy an item if you don't have enough money.

If you wish to sell or buy a number of identical items, a box in the window lets you define the quantity you want to purchase.

How to Exchange Between Players

Begin by selecting another player's character. Right-click on her/him to open the contextual menu. Click on the exchange option. The exchange window will open.

Every player can insert the items and money they wish to exchange.

Next, each player has to accept the transaction for the exchange to take place.

Caution : The pricing of items exchanged between players is unrestricted.



16. HOW TO EARN MONEY

You can find out how much money (dappers) your character has by looking in the money box at the bottom of your inventory.

On arriving on Atys, your character hasn't a dapper to his/her name. However, without money you will soon get bogged down. It will be impossible to buy better items, for example.

There are many ways of earning money on Atys :

Missions :

If you succeed in a mission, the mission giver will often reward you with money. For further information, please refer to the missions section (page 26).

Looting :

If you manage to hunt down creatures, you will be able to take any resources they have on them. You can then sell them to NPC merchants or to player crafters.

As soon as the creature is dead, click on the corpse and a window will open containing the materials. You can take any number of them by clicking on the individual icons or all of them at once by clicking on the "Take all" button.

If you are successful in beating enemy NPCs, you can also pillage their corpses. You may find money or saleable items. Act in the same way as for a creature.

Caution : You can only recover materials and items from enemies you have killed.

Materials in the Ground:

Prospecting and extraction actions allow you to find materials that you can sell. For further information please refer to the section on prospecting and extraction (page 29).

17. HOW TO ACCOMPLISH A MISSION

In The Saga of Ryzom there are thousands of missions to accomplish.

When you arrive on Atys, NPCs situated near the building where you appear have missions to propose to you.

How to Take on a Mission

To take on a mission, select one of these NPCs, then right-click on her/him to open the contextual menu. Choose the mission option, and the **select a mission window** will come up.

Click on a mission icon to open the **accept mission window**. Validate your choice, and you've taken on the mission!

The NPC mission officer will then give you the necessary information to carry out the missions.

How to Accomplish a Mission

Each mission has a precise goal or a series of goals.

You can go over the mission objectives by consulting the **my missions window**. You can open this



window from the status button on the task bar.

You can abort a mission in progress, this command is available in the **my missions window**.

Note : You may have several missions on hand simultaneously.

How to End a Mission

When you have fulfilled the mission goals, either you immediately receive a reward or you return to the mission officer who will give you one.

Note : Other NPCs will propose missions to you throughout the game. Some of them may move about, others will remain where they are. These NPCs are recognizable from their titles.

18. HOW TO COME BACK TO LIFE

Sooner or later the outcome of a fight will result in the death of your character. However, death is not definitive in The Saga of Ryzom. The Kamis and the Karavan have the power to resurrect the dead.

Comas and Healing :

When your character's life points drop to 0, he/she lapses into a coma.

The coma lasts a short time and then your character dies. During this time, any healing spell cast on your character can bring you out of the coma.

As soon as you go into a coma, the coma window appears. The red bar at the top indicates the amount of time remaining before your character dies. The three lower bars represent the sap, the stamina and the focus. These three energies gradually diminish when you are in a coma, so remember to be quick in healing your companions!

The Death Penalty :

If no one heals you, you end up dead.

Your character is subject to a penalty on future experience. Your character won't lose the experience already gained but will have to gain a large quantity of it before resuming a normal progression.

Note : If nobody is about to heal you, you can precipitate your death in order to come back to life more quickly. Simply activate the respawn point button.

Coming Back to Life :

As soon as you go into a coma, a window appears illustrating a map of the world. You will see a blue halo. This is your respawn point, where your character will come back to life.

Select your return point, then click on "Respawn". Your character immediately comes back to life at the appointed place.

Caution : Your character comes back to life weakened, i.e. your energies are not at their maximum.

Return points :

At the beginning of the game, your return point is located near the building where you appeared. You can thereafter obtain other return points.

As soon as you reach a camp, a village or a town, you automatically gain the ability to resurrect in that area. When you have several return points, simply click on the desired point to resurrect in the chosen place.

Pacts :

You can buy pacts from the Karavan and the Kamis.

These pacts allow you to come back to life.

Caution : These pacts can only be used once and only let you return to a given point.

If need be you may use these pacts as a means of teleporting to where you bought them.

19. HOW TO EXIT THE WORLD

Simply click on the x on the task bar to the right.

A confirmation screen will appear, click on "Quit Ryzom".

While you are leaving the world, your character must remain immobile without acting or fighting, otherwise your exit will be interrupted.

When you exit the world, leave your character in a safe place, this will avoid any nasty surprises when you return.





ADVANCED ACTIONS

These actions call for a minimum amount of experience in the game to be carried out easily.

1. HOW TO FIND MATERIALS

Materials play an important role in Ryzom, they are needed as ingredients in the manufacture of exceptional items.

These materials are to be found in the ground of Atys as well as on animals.

To find an animal material you simply have to find the animal.

The ground materials are more tricky to detect. To help you carry out this task there are various tools and actions at your disposal.

How to Locate a Material Source

Materials develop into **sources**, looking for these sources constitutes the major part of the task.

Begin by placing the "pick" in your hand.

Next, use a prospecting action, the first available of these actions is "Basic Prospecting".

Caution : Prospecting actions consume **focus** energy.

The source is manifested by the presence of a phosphorescent light visible above ground.

The Material Source Window also appears. This interface informs you of :

- The possible extraction time (the hourglass icon)
- The quantity of material in the source

2. HOW TO EXTRACT MATERIALS

Extracting materials from the ground :

Once a source has been located you must act quickly!

Select the phosphorescent light of the source.

Then perform an extraction action, the first of these is called "Basic Extraction".

The forage process window will pop up. This window informs you of :

- The material being extracted, shown by its corresponding icon.
- The quantity extracted (the figure to the left of the icon)
- The quality (the figure to the right of the icon)

When the extraction time has run out, the source is no longer accessible. If you succeed in extracting materials, you can then take them either by clicking on the material icon(s) or by clicking on the "Take all" button.

The Dangers of Extraction :

Sometimes extracting materials can become complicated and dangerous.

In the material source window three new icons may appear :

- A red heart indicates the source life. If you extract too quickly, this gauge will go down rapidly and provoke the interruption of the extraction action, and can even cause an explosion rendering the surrounding zone sterile for a time.

- An explosion symbolizes the extraction risk.

Fortunately, you will learn extraction actions that allow you to combat these dangers.

- A Kami head (Kami tolerance in this area) informs you of the possible intervention of a Kami if players overexploit the source in question.

Extracting Materials from Animals :

To obtain animal materials you have to first kill the animal. Caution : You can only extract materials from the corpses of animals you or your team have killed !

First target the dead creature, a window will open, you can then take the materials one by one, or all of them in one go by pressing the "Take all" button.

3. HOW TO MAKE AN ITEM

Making items constitutes an important part of the gameplay in The Sage of Ryzom. NPC merchants only offer basic items. Making your own items then, enables you to obtain items found nowhere on Atys.

To make an item you must follow a defined procedure :

- Begin by placing a **crafting tool** in your hand.
- Then choose which type of item you wish to make (activate an action in the action bar). This will display your list of plans.
- Choose a crafting plan. This will open the crafting window.
- This window allows you to finalize your creation by deciding **which material** to use. Several slots will appear, each slot corresponding to a material type required to make the object.
- Add the quantity of required material to the empty slots. You have to allocate a material to every slot in order to create your item.
- You can follow the evolution of the characteristics of the item as you add each material. Each material has its own advantages and disadvantages that have an impact on the performance of the item. Right click on the material to obtain information on its qualities and defects.
- When you are satisfied with the item to be created, you can start the crafting process. If you succeed, the characteristics of the item will correspond to those described in the creation process, else these characteristics will be lessened.
- If you succeed, the icon of the created item will appear. You can take it by selecting it or by clicking on the "Take all" button.

Note : You can find materials using the prospecting-extraction method or by buying them either from other players or from NPC merchants. Caution : NPC merchants only offer run of the mill materials.

4. HOW TO ENCHANT AN ITEM

Enchantment allows you to add spells to an item. All spells can be linked to an item and then used by any character, even non-magicians. Caution : These enchanted items are rechargeable and



must be recharged by a magician on a regular basis.

The enchantment of an item requires :

- the item that is to be enchanted.
- a spell crystal : the spell in the guise of a crystal to be attached to the item
- a sap crystal : sap in the guise of a crystal to be attached to the item and used as a charge so the spell can be used.

How to Create a Spell Crystal

Right-click on the icon of a spell to gain access to the option of crystallizing the spell.

Activate this option to create the spell crystal.

Its creation consumes sap of the spell as well as a large number of dappers.

Once created, the crystal will appear in your temporary inventory.

How to Place the Spell Crystal on the Item

Place the item you want to enchant in your hand.

Then right-click on the spell crystal. In the menu choose the option "Enchant". The crystal will be automatically placed on your item.

How to Create a Sap Crystal

The creation of a sap crystal requires a special spell : "create sap crystal".

Cast a spell of this type and you will obtain a sap crystal which will appear in your temporary inventory.

How to Place the Sap Crystal on the Item

Follow the same procedure as for the spell crystal.

How to Use an Enchanted Item

The "use action power" command will be automatically added to your action bar. This will enable you to activate the spell in the enchanted item now present in your right hand.

Caution : Once the spell is cast, there is a period of latency before it can be cast again.

5. HOW TO USE PACK ANIMALS

In The Saga of Ryzom excess weight or bulk will severely penalize your character. For this reason pack animals are present to allow you to transport heavy weapons or materials without the drawbacks.


Note : On Atys, these pack animals are trained mektoubs otherwise called "mektoub packers".

Where to Buy Pack Animals

You will find a stable near the gates of every village.

In or in front of the stable, you will find an NPC "stable boy".

You can buy pack animals from him in the same way as you would buy items from any other NPC



merchant in the game.

Once you've bought a pack animal, the animal comes out of the stable and its icon appears in your inventory.

On the task bar, the "animals" button lets you open a window where your pack animal is represented. If you possess several pack animals or a mount, then this is where they will all appear. Their characteristics are as follows :

- name
- life points and stamina
- their burden and bulk
- their inventory : the chest.

How to Guide a Pack Animal

There are several commands allowing you to guide your pack animal. You can gain access to these commands in two ways :

- Select the mektoub, then a right click will display the contextual menu where you will find the commands.
- From the "animals" window, a right click on the pack animal will display the commands.

The following **commands** are available :

- Follow me : the pack animal follows your character
- Stop : the pack animal stops
- Free : your pack animal is freed, be careful, you lose it for good
- Enter stable : the pack animal enters the stable, the animal isn't lost, you can make it come back out again. An animal in the stable is safe.
- Leave stable : the pack animal leaves the stable.

How to Use the Pack Animal Inventory

Each one of your pack animals has its own inventory.

You can open its **inventory** from the "animals" window by clicking on the chest.

You can **move items** from your inventory to your mektoub's by dragging and dropping them or by a right click on the icon of the item which will then open the "move to" option. Caution : You need to be close enough to the animal to activate this command.

When you carry out exchanges between players or NPC merchants, your window displays as many buttons as mektoubs you have with you.

Caution : Your pack animals can be attacked by creatures or hostile NPCs. So be careful, their resistance in combat is low. Dead pack animals cannot be brought back to life.

You cannot teleport with your pack animals. If you teleport, your animals will stay behind without any defense.

6. HOW TO USE MOUNTS

Atys is a vast planet, traveling on foot can be slow and teleportation is costly. Buying a mount will



enable you to travel about quickly at a minimum cost.

Note : The mounts of all four homin races are trained mektoubs.

Where to Buy the Mounts

You can buy mounts from stable boys (please refer to the section on pack animals above).

How to Control a Mount

Mounts have the same commands as pack animals, with, of course, the added facility of being able to ride them. To do this, choose the "Mount" option in the contextual menu which you activate by right-clicking on the mount.

To get off your mount, choose the "Dismount" option in the contextual menu.

When you are on your mount, the directional commands remain the same.

How to Use the Mount Inventory

Your mount has an inventory that works in the same way as pack animals, with the difference that the mount inventory has a lower capacity.

Caution : When you're on your mount, all damage is directed towards you. You cannot attack when on your mount, it is not a war animal ! Therefore you must either flee the danger or get off your mektoub and face it.

7. HOW TO BUILD UP YOUR ENCYCLOPEDIA

The universe of Atys is steeped in mystery. Exploring Atys and discovering its mysteries constitute a goal for every homin. All the information that your character collects in the game is automatically placed in your encyclopedia.

Where Is My Encyclopedia ?

Every character has his/her own encyclopedia.

You can open it from the status button on the task bar.

The encyclopedia comprises of **albums**. There is one album for each subject, such as the Kamis, for example. An album is made up of **themes** which are composed of **articles**.

When your character first enters the game the encyclopedia is empty.

How to Build up Your Encyclopedia

You build up your encyclopedia by collecting articles.

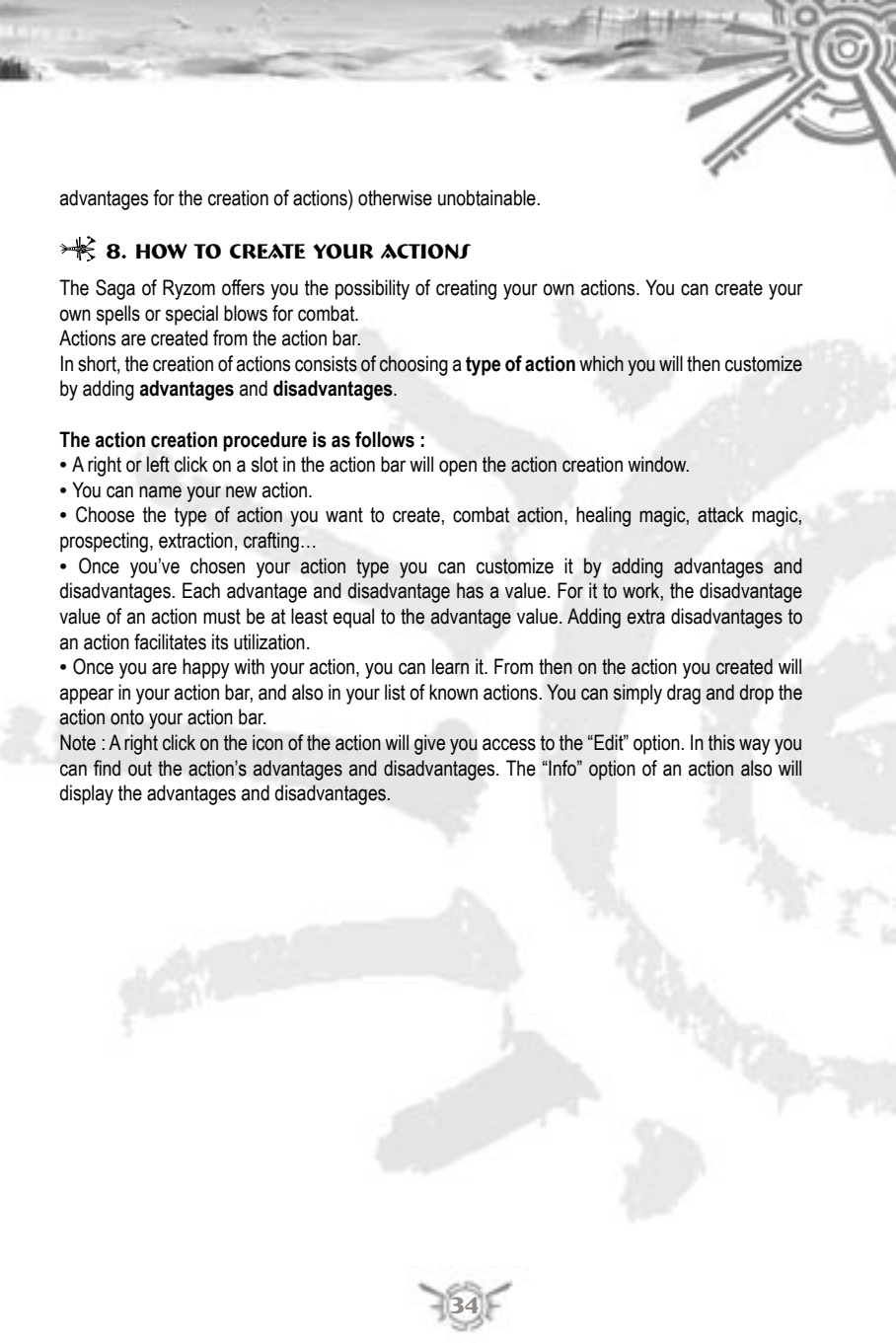
You collect an article after having been successful in a mission.

To gain a theme you have to succeed both in a given mission and in a special mission, which then grants you the articles enabling you to conclude the theme.

To gain an album you must conclude all the themes that are brought together in the given album.

Why Accumulate Knowledge ?

The themes that your character gains bring you knowledge which you may put to good account. For example, the knowledge of articles allows your character to acquire new actions (or



advantages for the creation of actions) otherwise unobtainable.

8. HOW TO CREATE YOUR ACTIONS

The Saga of Ryzom offers you the possibility of creating your own actions. You can create your own spells or special blows for combat.

Actions are created from the action bar.

In short, the creation of actions consists of choosing a **type of action** which you will then customize by adding **advantages** and **disadvantages**.

The action creation procedure is as follows :

- A right or left click on a slot in the action bar will open the action creation window.
- You can name your new action.
- Choose the type of action you want to create, combat action, healing magic, attack magic, prospecting, extraction, crafting...
- Once you've chosen your action type you can customize it by adding advantages and disadvantages. Each advantage and disadvantage has a value. For it to work, the disadvantage value of an action must be at least equal to the advantage value. Adding extra disadvantages to an action facilitates its utilization.
- Once you are happy with your action, you can learn it. From then on the action you created will appear in your action bar, and also in your list of known actions. You can simply drag and drop the action onto your action bar.

Note : A right click on the icon of the action will give you access to the "Edit" option. In this way you can find out the action's advantages and disadvantages. The "Info" option of an action also will display the advantages and disadvantages.



9. HOW TO CREATE A GUILD

Guilds constitute one of the motors of The Saga of Ryzom, you can join an existing guild or create your own.

To create your own guild simply follow the steps below :

- Find and select a “guild clerk”, a right click will open the contextual menu in which you will find the “Create Guild” option. This option opens the create guild window.
- In this window, write the **name** of your future guild in the “Name” cell.
- Then, describe your guild, its goals, who it defends etc. in the “**Description**” cell.
- Lastly, choose the coat of arms for your guild, the colors, symbols etc. in the “Flag Design” cell.
- Validate your choices by clicking on the “Create Guild” button.

Caution : You must respect the code of conduct in vigor on the Ryzom servers when choosing the name and describing your guild. A guild name must also be unique and contain a maximum number of letters.

You are now the leader of your guild, it's up to you to make it notorious and make it prosper by rallying players to your banner.

10. HOW TO MANAGE A GUILD

Now that you've created your guild, you are its leader. How can you ensure its development ?

- By recruiting new members : simply target a consenting character then do a right click to open the contextual menu where you will find the “Invite in guild” option.
- By kicking out trouble makers : if certain members of your guild make trouble you can eject them. In the guild interface, select the character you want to kick out, then a right-click will open other options among which you'll find the “Kick” option.
- By promoting active members : you can promote a guild member to the grade of officer or high officer. Select a character in the guild interface, then with a right-click choose the promotion window. You also have the possibility to demote a guild officer. The guild officers will be your assistants or partners to manage the guild.

Note : The maximum number of officers in a guild is limited by the members of your guild.

- By taking a vacation : you can hand over your title of leader to a guild member.
- By purchasing a guildhall : you can buy a building for your guild from the NPC “Guild Clerk”.
- By recruiting NPC “Trainers” : these NPCs allow you to teach your guild members actions which are unobtainable elsewhere. You can recruit them through the NPC “Guild Clerk” and pay with “guild points”, see page 36 guild progression.
- By recruiting NPC «Merchants» : these NPCs allow you to sell objects belonging to guild members.
- By buying new actions from “trainers” : these NPCs, in addition to their basic actions, can teach other actions to members of your guild. These actions can be bought from the NPC “Guild Clerk” with “guild points”.
- By buying improvements for the guildhall : you can improve your guildhall by buying extensions

from the NPC "Guild Clerk" with "guild points".

- By deciding who can see and who can deposit treasure in the guildhall : a common inventory is located in the guildhall. In the guild interface, select a character then do a right click to give him/her the right to deposit and to see items in the inventory.
- By deciding who has the right to withdraw treasure from the guild : use the same procedure as above to give members the right to take out what is in the inventory.

11. HOW TO DEVELOP YOUR GUILD

The success of your guild depends of several factors :

- Increasing the number of members of your guild (this goes without saying).
- Gaining notoriety : your guild's fame is influenced by the actions of its members (especially the members in charge), and the success or failure of guild missions linked to the possession of outposts (see page 37).
- Accumulating guild points : won through the guild missions (see page 37).
- Possessing outposts : outposts are key factors in the control of Atys. At the beginning of the game, these outposts belong to tribes (see page 9).
- Possessing trainers : they allow members of your guild to learn new actions (see page 35).





12. HOW TO ACCOMPLISH GUILD MISSIONS

Your civilization needs the aid of guilds to ensure its survival and its prosperity. For this reason your people proposes guild missions.

In short, a guild mission consists of winning the control of an outpost from a tribe then extracting what your civilization requires. Outposts are key zones where buildings can be erected.

How to Obtain a Guild Mission

Contact the NPC outpost officer. There is one in each town.

There is one guild mission per outpost coveted by your people.

Applying for a mission requires that a mission is available and that your guild has a minimum fame score to succeed.

The officer proposes a guild mission over a period of time. When this delay is lapsed, if your guild is the only one registered, then you get the mission. If several guilds are registered for the same mission, then the mission goes to the guild with the best fame score.

How to Take Control of an Outpost

So you've gained a guild mission.

Now you have to take control of the outpost stated in the guild mission.

Caution : You have two weeks to take control of the outpost and succeed in the guild mission.

You can take control by force or through diplomacy.

- Control by force : each outpost belongs to a tribe. After making a declaration of war to the outpost steward, you must then therefore attack the NPCs of the tribe defending the outpost. The tribe will leave the outpost to you temporarily when you have killed their captain. The captain will appear with his/her guards only after a certain number of combats. Caution : Even after the death of the captain, the tribe will try to recover the outpost by force.

- Control through negotiation : you can negotiate with a tribe if your fame score towards it is at least neutral. If this is so, contact the NPC "outpost steward" of the tribe. He/she will offer you basic missions or tasks. If your guild accomplishes enough tasks, then the outpost will belong to you.

How to Succeed a Guild Mission

Once the outpost is yours, the NPC "outpost steward" of the tribe will disappear. He/she is replaced by an NPC "outpost steward" of your guild.


Contact this new NPC.

He/she will propose you a series of missions. Each outpost proposes its batch of missions by theme. You succeed in the guild mission when your guild has accomplished enough missions.

The reward will be guild points and an increase in your guild's fame.

13. HOW TO MAKE MACROS

Macros allow you to automate your actions by stringing them together so they can be triggered by a single command.



You can gain access to the macro window from the option button on the task bar.

The creation of a macro is as follows :

- Click on the new "macro button" to open the macro window.
- Click on the icon "button" to open the icon window where you can customize the icon which is to represent this macro.
- Click on "add command". This will open the window where you can define each command one by one. You must choose a category for each command.
- Click on "key". Press the key you want to use to activate the macro.
- When you are satisfied with your macro, press "OK" to validate. You can now activate it from the macro window.
- You can also drop the corresponding icon into the action bar.





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