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**1**  
**GETTING STARTED**



## **INSTALLING THE GAME**

Insert the *Ryzom* DVD (only for Free Trial boxes) 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 Saga of 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: [ryzom.com/?page=support\\_tools](http://ryzom.com/?page=support_tools)

## **SYSTEM REQUIREMENTS**

### **Minimum system requirements**

OS Windows 98se

CD ROM 4x

1 GHZ Pentium (or equivalent) processor

RAM 512 Mb

Nvidia Geforce 2 card  
(or equivalent video card with 64 Meg)

Hard Disk 5 Gig free space

Sound DirectX 8 compatible

Modem 56K

### **Recommended system requirements**

OS Windows 2000 or XP

CD ROM 4x or higher

2 GHZ Pentium (or equivalent) processor

RAM 768 Mb

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 DirectX 8 Compatible

Broadband internet connection (ADSL or Cable)



## ATYS, THE GREEN PLANET

Atys, planet of enchantment steeped in legend and mystery! Its marvels are equaled only by its dangers. Among its forests, lakes and deserts, you will discover both magical places and the face of death itself. Begin your journey of conquest in this fantastic Eden and always keep the legend in mind. Homins: a fertile land will quickly fall into ruin if none step forward to protect it.

### Atys Ecosystems

Atys is a living planet that is growing all the time. It is composed of three layers: the Prime Roots that stretch across the surface, the crust being the ground level and a network of huge branches, the canopy that extends towards the sky forming another layer that is the new surface of Atys.

Each region has a different, unique ecosystem.

**Jungle.** The Zorais have established their enchanting towns and villages in the jungle where the Sap flows in abundance and nourishes the thriving flora. Despite the welcoming and colorful labyrinth of plant life, the perils are manifold. The jungle in many areas is beset by the pestilent goo — a cancer that nibbles inexorably at life ravaging habitats, plants and bearing forth hideous monsters. However, the experienced explorer will be rewarded by the many beautiful resources that can be found here like precious amber.

The climate is variable, the perfect tranquility may be suddenly broken by the clash of thunder and raging storms.

**Desert.** The great desert of Atys is a wind ravaged wilderness shunned by all, except the Fyros who have been prosperous in rebuilding their civilization there. Without doubt the most captivating place of all the desert is the great Fyros city which is also a most impressive fortress. Though the dangers are countless and oases rare, the keenest of spirits venturing into these hostile lands will be rewarded by the diversity of fine and precious resources such as the rare types of wood.

Violent and incessant winds, severe drought, stifling temperatures by day and freezing cold at night make the burning desert dunes a baneful trap for the wayward traveler.

**Forest.** The forests of Atys form a magnificent lofty backdrop, a constant reminder of plant life domination. Here the majestic trees reach colossal proportions, each one of them can shelter hundreds of people. Great rifts are scored into the forest bed caused by the great roots leading deep down into the very bowels of Atys. The forests of Atys are the areas of predilection of the Matis who have built their regal city there. Raw materials are in abundance and include various fine species of leaves.

The forests benefit from a temperate climate, ideal for homins, as well as plants and other creatures. Seasons alternate from wet and cold to hot and dry.

**Lakelands.** The magical archipelago of the Lakelands is an enchanting region lost between the jungles and the forests of Atys. The myriad of islands is inhabited by the cheery Tryker people, who have embraced this exotic land as their place of predilection. The Lakelands offer an ever changing visage with white beaches, spectacular waterfalls, delightful Tryker floating villages and cliffs whose shapes leave much to the imagination. The area is teeming with resources which include many kinds of shells.

The archipelago benefits from a wonderful climate with sunny weather all year round which only the odd shower or morning mist come to refresh at rare intervals.

**The Prime Roots.** The Prime Roots make up the most mysterious ecosystem on Atys. Delving into the bowels of the planet, this never-ending labyrinth of verdant caverns will astound the curious eye by its remarkable beauty. The Sap flows here in endless rivers, fluorescent plants softly light up the way while strange creatures prowl about in the glimmering shadows. The Prime Roots are home to a host of mysterious relics from the past as well as a wide range of resources.

The Prime Roots are subject to but a slight variation in climate. Over much of the year the temperature remains cool and the atmosphere damp.

## ATYS BEASTS

From gentle herbivore to the most ferocious carnivore, your path will bring you into contact with all kinds of species on Atys. Sooner or later however, you will have to face up with your most dangerous adversary: the kitins. Organized, powerful and devoid of pity, they ravaged Atys in 2481, massacring Fyros, Matis, Trykers and Zorais indiscriminately and wiping out their entire civilizations. Homins have since developed new combat techniques that allow them to keep their enemy at bay, but the fight is by no means over. Show no mercy to kitins if you wish to survive.

## GOO

The Goo is a mysterious form of pollution that seems to be consuming the planet Atys. The kami are actively trying to resolve this problem. For now, the Goo continues to expand.

It first appeared in the Prime Roots, but it has been observed on the far side of the planet and some fear that it is already reaching the Canopies. It uses the network of sap veins within the planet to travel, and bursts out on any new territories it reaches.

Creatures and homins can be contaminated seriously by the Goo. An infected creature seems to become much stronger. It also loses its self-control and seems to be under the control of the Goo.



**FYROS**

**Truth, Honor and Discipline are the values prized by every true-born Fyros!**

*We are the champions of the desert who stand by a strict code of honor. We are the warriors of knowledge who vow never to retreat in our quest for the truth behind the Dragon of the Myth. Neither the Law of Jena nor Karavan prohibitions will stop us from delving down into the bowels of Atys where have uncovered as many mysterious relics as evils.*

*We are protectors of the more fertile regions. For we are the only ones brave enough to rebuild our towns in the scorching desert where the Dragon is most likely to resurface.*

*From the hostile dunes we shall shape our new Empire, make it strong, and build our alliance with the Kami whose magic we are proud to wield. We also aspire to further develop our knowledge of the fabrication of fire-toughened tools and weaponry to help in our conquest of the truth.*

**If you're keen and just, come join our ranks, Homin.  
The Empire needs you!**



**ZORAİS**

**Our society rests on the attainment of spiritual accomplishment, wisdom and the respect of nature.**

*Over the centuries we have built up a relationship with the Kamis, divine entities sent by Ma-Duk, the Creator of Atys. We proudly wear the Kami mask of kinship which distinguishes us from homin races of weaker spiritual substance.*

*We have searched for knowledge where others have searched for personal gain. We were the first to write the spoken word so that the knowledge of our ancestors could prevail. Our society became structured around magnificent temple-cities where grand ceremonies were orchestrated to parry the flora devouring cancer which the Kamis were powerless to repel themselves.*

*Since the devastating Swarming of kitins, we have once again expressly chosen our new sites in the middle of the enchanting jungle where pollution of the Goo is rife.*

*Now we seek to recover the magnificence of our former dynasty and make it shine as a beacon of wisdom. We are keen to share spiritual awareness so that all hominkind may attain eternal bliss.*

**If you considerer that there is more to life than meets the eye,  
then we need you!**



**TRYKER**

**We Trykers live by the virtues of Freedom, Equality and Sharing!**

*We believe all homins are equals and should live and let live. We believe in nurturing the qualities of the individual, and not just the group as a whole. After all, our sweet Goddess Jena makes homins come into life one by one, not in elevens and nines!*

*By favoring individual development and happiness, harmony and solidarity within the group follows on just as naturally as streams will come together to form a single river!*

*Trykers are great travelers and explorers and as well experts in wind technology. Since the Great Swarming of Kitins that destroyed our island cities in the ancient lands, we've made our homes in the new lake lands where we've laid down the foundations of our new Federation.*

**If you believe in a world without tyranny or intolerance,  
with neither master nor slaves, come help us build it !**



**MATIS**

**A Matis must possess the more noble traits of Hominkind.**

*A Matis must be loyal, courteous, tenacious, and most of all, reverent. By obeying our king, we are glorifying Jena, our Goddess, who bestowed on him the divine right. We believe that just as every particle of Jena's universe has a function, every homin must strive for her or his true place in society.*

*Jena helps those who help themselves, a Matis must never give in. By striving for success we are making our civilization strong as a whole. Only the best can reach the higher spheres of our society, only the elite can lead our people on.*

*By manipulating nature, we are elevating our souls nearer to godliness. Indeed, Homin, it's by no mere coincidence that we have become the Atysian Master Manipulators of plant and animal life. Our weaponry, armor and even familiar household items are living objects!*

*We have taken root in the forest areas of the new lands where we find every living essence needed for experimentation. We now need to make our new kingdom stronger and better, in the name of Jena.*

**If noble blood runs through your veins,  
come swear allegiance to your king! Our kingdom needs winners!!**



## OTHER INHABITANTS OF ATYS

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



**Primitive Tribes**  
The Gibbais, 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.

**Tribes**  
Atys is not only a hunting ground for homin civilizations. Primitive tribes and rebels compete with the four races for access to the precious resources of the planet. When you venture into their lands you may be left in peace or attacked on sight. Caution is the order of the day.



**Kamis & 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. They taught homins the art of magic.  
The Karavan watches over hominkind and spreads the holy word of the Goddess **Jena**. They 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. But this could change, and more troubles occur in the future.

Atys, year 2525. The plant-life of the planet is being ravaged by the Goo, a destructive, recycling agent which spreads unchecked. The four Homin races, massacred three generations earlier by armies of giant insects, are attempting to reconstruct their civilizations. Two rival factions who claim to watch over Atys, the Kami and the Karavan, offer their assistance to the four homin races.

Members of the Karavan claim to be the messengers of the goddess Jena and use technology that is as yet unknown on Atys. The Kamis are mysterious creatures who possess great magical powers. The Fyros, Matis, Trykers and Zorais must choose their side. Will they be able to find the right path to lead them to the lost secrets of their ancestors? Will they manage to save Atys from the scourge that blights the land? And who will decide the destiny of the planet?

## OVERVIEW

Far across the universe there was a great fusion of matter, and a unique world came into being. Atys, the green planet, was born. The Life Giver then heaved the planet's crust in spasms until the first breath was wrenched from her bosom in a throbbing burst of energy. Seeds of existence were sown on the wind. The primeval roots were soon sprouting green tendrils into the sky, fowl were soaring on the wing, and beasts romping in the frenetic miracle of Life.

And still the green planet's tendrils thrived in an inexorable outward surge towards the sun forming many thousands of meters of organic strata. The surface of Atys soon revealed a prodigious variety of vibrant ecosystems as the swelling vegetal matter emerged from an ocean of mist into continents.

Beneath the surface of each new layer of ligneous crust, a parallel bionetwork was also evolving, intricately weaved together with the mathematical grace that Nature only knows. This never-ending labyrinth of verdant caverns and underground galleries hosted a world of its own which came to be known as the Prime Roots.

And reaching high up into the sky above the Bark, like a tree extending its branches towards the sun, the tendrils entwined into an immense network of interwoven Canopies. And there too, Atys supported life superbly.

Atys came to be inhabited by humanoid beings known as Homins : the Matis, the Trykers, the Fyros and the Zorais. These four homin peoples evolved independently into four intricate cultures which in turn developed into civilizations. Each civilization had an innate predilection for a distinct environment.

The Matis settled in the forests of Atys where they soon laid down the foundations of a monarchy. In their craving for power, these regal lords quickly extended their dominions to the outer limits of the forest lands. Over time, their natural penchant for the powerful and the lordly led them to build up a very strong relationship with the Karavan.

Nobody knew who the Karavan really were. They were Jena's faithful disciples, that was reason enough to want to gain their favor! For Jena was the supreme goddess, the Life Giver of Atys, and the Karavan were invested with a mission to uphold homin faith in her. To steer homins on the path to salvation they wielded weird technology capable of taking life or resurrecting it at the lift of a finger; and offered great rewards for "favours" done.



The eccentric and spirited Trykers made their home in the lake lands. These wily hedonists were smaller in stature than the other homins and their nimbleness and sleight of hand gave them a reputation for thieving. But really they were good-hearted homins who simply harbored a love for play and trickery and a passion for adventure. To escape the overbearing regard of their Matis neighbors, they sought alliance with the Fyros. Trykers would convey water supplies to Fyros cities in exchange for Fyros protection.

The great Fyros people formed settled communities in the hostile deserts where not even the Matis would be tempted to challenge their resources and livelihood. In due course, the Fyros built up a respected if not feared Empire, whose scholars were ever eager to find out the truth behind the Dragon of Atys.

The mysterious Zoraïs were very tall, their skin was blue, and the mask they wore was genetically sown into their faces. They soon took root in the dense jungles, well away from the barbarity of the other civilizations. It is written that they were led there in response to a spiritual calling and swiftly became friends with creatures known as the Kamis.

The Kamis were elusive magical entities able to take on manifold shapes and sizes. They could be mighty and wrathful one minute and play as cheery as children the next. For many an Atysian it was a job to decide whether they were good or evil — except for the Karavan who could not abide them and whose technology could not tame them ... For others they were the very epitome of the spirit of Atys. The way they stood vigil over the plant kingdom, and the way not a living soul could escape their perception suggested an intimate bond with the Living Planet. The Kamis showed great benevolence towards the homins who clearly roused the creatures' curiosity. Indeed, they would follow a homin for days on end, and then suddenly vanish in a flourish of color and laughter that could induce slumber and dreams for several days thereon! At times they were liken to children of another kind, which some say is why they first appeared to the Trykers!

Despite the many crises that came to blight interhomin relations, each of the civilizations thrived and prospered ... until the day the Kitins came.

Kitins are huge insects that inhabited the Prime Roots. One day, in their interminable quest for the Dragon, Fyros excavators uncovered a nest of the creatures. Fraught with fear and horror, their immediate reflex was to destroy the first giant insects they came across. But alerted by the slaughter, legions of soldier kitins suddenly surged forth from underground galleries to eradicate what they considered as their natural enemy. And so the Great Swarming began ... Homin cities were decimated after epic battles, entire populations were massacred and precious knowledge lost. And still the kitins spread over the Bark like wildfire and one after the other the great civilizations crumbled to dust.

Many homins were able to escape through mysterious teleportation 'rainbows' leading to safe haven until these too were destroyed by kitins. Homin remaining in the infested lands could but flee into the wilds where they were forced to live nomadic lives in constant fear of kitin attack ...

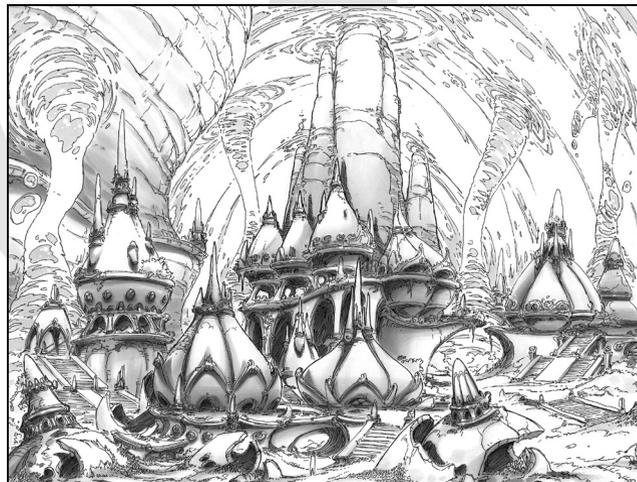
Then one day heroic travelers, bold as they were unexpected, came from afar in search of the surviving homin communities with a message : homin civilizations were being rebuilt in new lands of promise!

Young refugees in droves have since been urged by their elders to risk the long and perilous journey to join the newly flourishing civilizations in the newfound lands. For great need there is for guilds, and homins eager to improve their skills and talents to help forge the destiny of their people. All hands are welcome, there is still much to do, and many dangers to overcome: kitins still patrol in the wilds, invasions still occur; and many areas are beset by the pestilent Goo, a dreaded disease that ravages habitats and makes the wildlife rabid.

The last fifty years have given a fair share of laughter and tears, trial and tribulation to each of the four civilizations. For the time being homin relations are fair, though it would take little more than a crafter's hammer to break the peace. For there are many ways to drive a civilization on ... and increasing tension between the Kamis and the Karavan can only fuel the fire of distrust ...

Certainly, there are many questions yet to be answered. What is the origin of hominkind ? No proof of homin evolution on Atys has yet been found. Is Jena really the almighty creator of Atys that the Karavan claim her to be? Does Jena even exist? Doubt is growing in homin hearts. And who are the Karavan really? Why do they keep themselves locked up in their strange suits? Why do they hate the Kamis so much? What is behind the bond between the Kamis and Atys? What is Atys?

Behind these mysteries the key to the destiny of Atys resides, and the fate of hominkind lies. While rebuilding their civilizations, homins will soon have to look deeper into these questions to grasp the true Nature of Atys. For time is already running short. The destiny of Atys is about to change hands. Someone, or something already has their sights on the Green Planet, looking for the Ryzom.





### ✦ FIRST APPEARANCE OF HOMINS ON ATYS

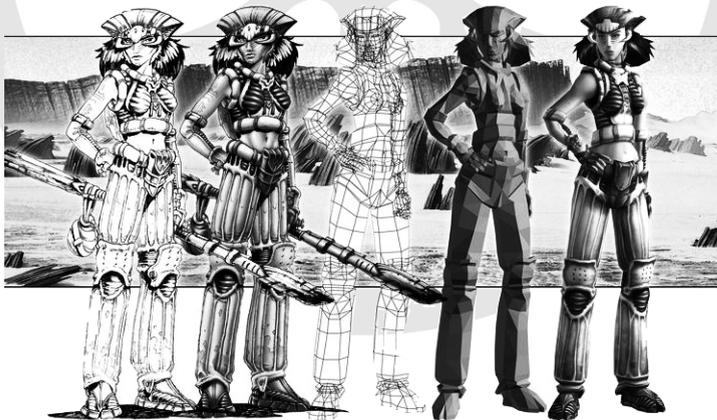
To this day, nobody has managed to shed light on the mystery surrounding the arrival of homins on the planet of Atys. A legend nonetheless has been passed on through the ages and this legend is the key to discovering the secret behind the origins of Atys.

Homins lived on an impoverished planet until the Great Dragon, the prince of darkness, came and seduced them with visions of crystal waters and a land of plenty. After leading them to Atys, the Dragon endeavored to extinguish the sunlight there and in the cold and dark reduce the homins to slavery.

Jena, Goddess of the sun, creator of Atys, got wind of the Dragon's treachery and filled his body with eternal fire to prevent him breathing coldness and extinguishing the living light. The Goddess then conjured the light anew so provoking the Green Rising so that the homins could live again in harmony in a bountiful world.

The planet evolved into a beautiful world, where plant life reigned supreme. Jena sent in her disciples, the Karavan Guardians, to establish the homins in different parts of the planet so that each race would have a role in its conservation. Ever since, faithful homins have learnt to express their gratitude in worship to Jena and with offerings via her disciples, who continue to travel the length and breadth of Atys wielding strange, unknown technology.

As for the Dragon, he took refuge in the dark bowels of Atys where he now slumbers. Homins are forbidden by Jena's Law to descend underground in the Prime Roots in quest of the Dragon's lair for fear of stirring his wrath. A prophecy holds that before the Great Dragon dies he will rise again to expulse all the fire from his body so causing the end of Atys. Those remaining faithful to the teachings of Jena and residing on the surface of Atys shall be rescued and shepherded to a new world of plenty.



### ✦ THE NEW BEGINNING (2483-2525)

Up until the dark days of the exile, the homin peoples had always lived separately. The collapse brought them together. The refugees of the Prime Roots had no other choice but to learn to tolerate one another and live together. They made ready their return to the surface and declared the Edict of the Four Peoples. This agreement foresaw a sharing of the new lands according to the territorial preference of each race. In 2483, when they finally returned to the surface, the Zorais regained possession of the jungle, whilst the Matis took the forests, the Fyros took the deserts and the Trykers took the lakes.

The exile lasted two years, this being the time it took for the Kamis and the Karavan to push the Kitins back down to the depths of Atys. The Guardians of the Karavan remained in close contact with the homins during this period. As soon as the four races had completed their ascent to the surface, the Karavan took great care to seal the passageways that lead to the Prime Roots and prevented anyone else from using them.

For the civilizations, everything had to be rebuilt from scratch. They spent the next three generations laying the foundations of new Homin empires. The Fyros, under the command of Leanon, sister of the late emperor Cerakos II, the Zorais guided by Hoï-Cho, the Trykers under the leadership of Rigan Mac'Darrell, and the Matis lead by Yasson, all began the arduous task. They took over and secured new territories, built towns and began to re-establish trade routes.

According to the legend, the Matis capital was built on the exact spot where the arrow of King Yasson landed, in Majestic Garden. The capital bears the name of his son, Yrkanis, born in the Prime Roots in 2482. The Zorais built Zora in memory of those who fell during the kitin attack. The Trykers explored the continent of Aeden Aqueous and laid the first foundations of Fairhaven in an area particularly rich in resources. The city of Pyr, capital city of the Fyros people, was constructed behind the site where the embalmed body of Cerakos II was burned. The funeral pyre thus became the great door to the city.

Very quickly, the refugees began to throng the ancient lands, swelling the ranks of the survivors. Training camps were set up to welcome them and provide training. Great warriors of all races came together under the banner of the Guild of the Force of Fraternity. They too had taken the route of the exodus to rejoin their people and teach them new methods of combat. Each race cherishes the names of these heroes: Kalus Hym the Fyros, Leng Cheng-Ho the Zorai, Matini Roqvini the Matis and Bremmen Dingle the Tryker. All died gloriously, sacrificing their lives for their people and their leader.

When word came in 2490 that the Kitins had begun to re-appear on homin lands, the Guild of the Force of Fraternity set off to meet them head on. A Pact of Mutual Assistance was signed by Hoï-Cho, Rigan Mac'Darell, Leanon and Yasson.

But the homin alliance proved to be short-lived. The lines of discord began to multiply, beginning when each race allied itself with the Kamis and the Karavan and when the ambitions of the leaders began to diverge. The Matis, and to a lesser extent the Trykers,

took a resolute stance and joined the Karavan, whilst the Fyros turned towards the Kamis. The Zoraïs had escaped the influence of the Karavan as soon as they resurfaced from the Prime Roots and it was during this time that the Kamis arranged a meeting between the leader Hoi-Cho and Ma-Duk, whom they revered as the veritable Lord of the Kamis. At this time, the Guild of Elias appeared. It was a secret society made up of individuals from many races, whose stated goal was to spread the name of Elias Tryton. Its methods and group ethos are still rather unclear. Considered as a sect by the Karavan, the Guild continued nevertheless to win widespread support.

Once again, trade exchanges between the races proved to be the factor that unleashed further wars. The Fyros and the Trykers signed a trade agreement which led the Matis to revoke the Edict of Four Peoples. The following year (2499), the Matis invaded Tryker lands — it was the beginning of the Autumn War in Lagoons of Loria.

The Tryker resistance took the form of a guerilla movement lead by Still Wyler. He was soon joined by the Fyros, who joined their allies by passing through Zoraïs lands. The Fyros were lead by Dexton, son of the deceased emperor, Cerakos II. Dexton showed great bravery in battle, but was eventually captured by the Matis. Mabreka Cheng-Ho, son of the great Zoraï warrior Leng Cheng-Ho, who gave his life to save the Matis prince Yrkanis from the Kitins, negotiated Dexton's freedom for a sum of 1,000,000 dappers. King Yasson accepted the offer against the advice of his younger half-brother Jinovitch and a contingent of the royal court. Jinovitch saw only weakness in the moderation shown by the king. Despite these tensions, the leaders of the four peoples signed a new peace agreement in 2501 and the Lagoons of Loria were thereafter considered neutral territory.

Over the course of the two years following the signing of the treaty, the leadership of all four peoples changed hands. Dexton succeeded Leanon as king, while Beadley Nimby emerged as the head of the Trykers in a struggle with Still Wyler. Hoi-Cho died heirless, thus ending the Cho dynasty. Despite the widespread popularity of Mabreka, the old and wise Fung-Tun took over the leadership of the Zoraïs and banished his opponent to exile. Mabreka took refuge among the Fyros in the city of Pyr. Fung-Tun reinstated the worship of Jena and, under the pretext of fighting the Goo, reintroduced slavery.

Unrest was most felt among the Matis, the most ambitious and scheming people of Atys. Jinovitch poisoned the king, took the crown, pursued the multiracial guilds and tracked down anyone who opposed the Karavan. The new dictator also renamed the capital Yrkanis, calling it Jino instead. From then on, Matis interests would be defended with arrogance.

With this tyrant seizing power, trade routes once again became a major source of tension. A surcharge was imposed on any Fyros goods traveling through Matis territories. The Fyros decided to travel through Zoraï territory instead in order to continue trading, but some of the traders provoked a fire, which led the Zoraïs to close the trade route.

The lessons of the past taught Jinovitch that, even with the support of the Karavan, the Matis would find it difficult to oppose a Tryker/Fyros alliance. Jinovitch hatched a plan therefore to drive a wedge between the two sides. He proposed a lowering of taxes on

goods to the Trykers, who in return would agree to follow the teachings of the Karavan more closely. The offer was accepted immediately by Beadley Nimby. To the heretic Fyros however, he would offer only war.

This campaign would prove fatal to the ambitions of Jinovitch however, who lost an entire battalion in the attack on Sawdust Mines. The Fyros were able to count on a formidable ally among their ranks — Mabreka. He fought alongside Dexton and then returned to a hero's welcome in his home country. He became leader of his people following the deposing of Fung-Tun, who had been struck down by the Goo. The New Zoraï leader revived the former Cho dynasty and reinstated the worship of Ma-Duk. As soon as he came to power, under the name of Mabreka-Cho, he signed a pact of alliance with the Fyros in case of Matis attack. The pact also authorized the Fyros to once again make use of the trade routes that pass through the jungle lands.

For his part, prince Yrkanis took advantage of the defeat inflicted on the Matis to attempt to topple the throne, but without success. Yrkanis was then arrested and put in prison. He barely escaped an assassination attempt and fled with his cohorts through the Prime Roots. While Jinovitch passed him off as dead, Yrkanis found safe asylum with the Trykers and then the Zoraïs until 2512.

In the same year, Jinovitch launched a campaign against Lagoons of Loria, which were immediately renamed Jino Waters. Prince Yrkanis and his followers then allied themselves to the newly elected Tryker leader, Still Wyler. Many Matis soldiers rallied to their cause. On the way to Tryker front, King Jinovitch died horrible death in the jaws of kitin scouts which his soldiers left him to charge alone.

Yrkanis took over from him and Lagoons of Loria were retroceded to the Trykers. A peace treaty was signed between the homin peoples, followed by a free trade agreement and the ratification of the Homin Rights Act, an anti-slavery text introduced by the Trykers. A new era of peace had begun.





Parallel to this, the Zoraïs and the Fyros launched themselves in an all-out offensive against the Kitins, who had reappeared in Knot of Dementia and Dunes of Exile. Another enemy soon proved to be more and more of a threat — 2519 was the year of the Goo. The diseased sap was spreading, infecting beast and soil alike. It seemed that the destructive fire might be capable of bringing an end to the scourge for good. It was then that another ghost emerged — the discovery of ruins in the Prime Roots, which threatened to rouse the curiosity of the Fyros.

In the year 2525, the four homin civilizations were continuing their efforts to reconquer Atys and recover the glories of the past. The earlier upheavals in history had shown how fragile and dangerous alliances among Homins truly were. It remains to be seen whether the refugees will be able to display enough courage to meet the challenges that will decide the future of their people. Are they capable of putting their differences aside and wipe out the Goo for good? Can they defeat the Kitins? Can they unearth the lost secrets of the great homin empires of the past and discover the reasons that might explain the differences between the Kamis and the Karavan? The history of Atys is at the dawn of a new era.



## **TIMELINE**

### **2435: The Fire of Coriolis**

In 2435, under the Emperor Abylus the Learned, Fyros miners hit upon a vein of acid which set light to the surrounding parched wastelands. The fire quickly spread across homin territories ravaging the town of Coriolis and blazing a trail as far as the great forests of the Matis.

*Related historical stories on the web:*

- The Fever of Discovery
- The Siege of Karavia
- The Company of Loria

### **2481: The Great Swarming**

In their interminable quest for the dragon, in 2481 Fyros miners uncovered a nest of kitins in the Prime roots. Fraught with fear and horror, their first reflex was to destroy the first giant insects they came across. But alerted by the slaughter, legions of soldiers kitins suddenly surged forth from underground galleries to eradicate what they considered as their natural enemy. Homin cities are decimated, entire population perished, and the great civilizations crumbled in a matter of days.

*Related historical stories on the web:*

- Monsoon Sunset
- The Kitin Song

### **2481 - 2483: The Kitin War**

In the year 2481, the kitins set out on a crusade to obliterate all traces of hominkind. Many homins were able to escape through the teleportation “rainbows” leading to safe haven in the Prime Roots of far away lands.

Kami and Karavan forces did their best to give homins safe conduct to the rainbows until these too were destroyed by kitins. Remaining homins could do nothing but flee into the wilds where they were forced to live nomadic lives in constant fear of kitin attacks. A Karavan task force was eventually sent in to counter the arachnid onslaughts. War ravaged in the ancient lands for many years until at last the kitins were forced to retreat back into the depths of Atys.

*Related historical story on the web:*

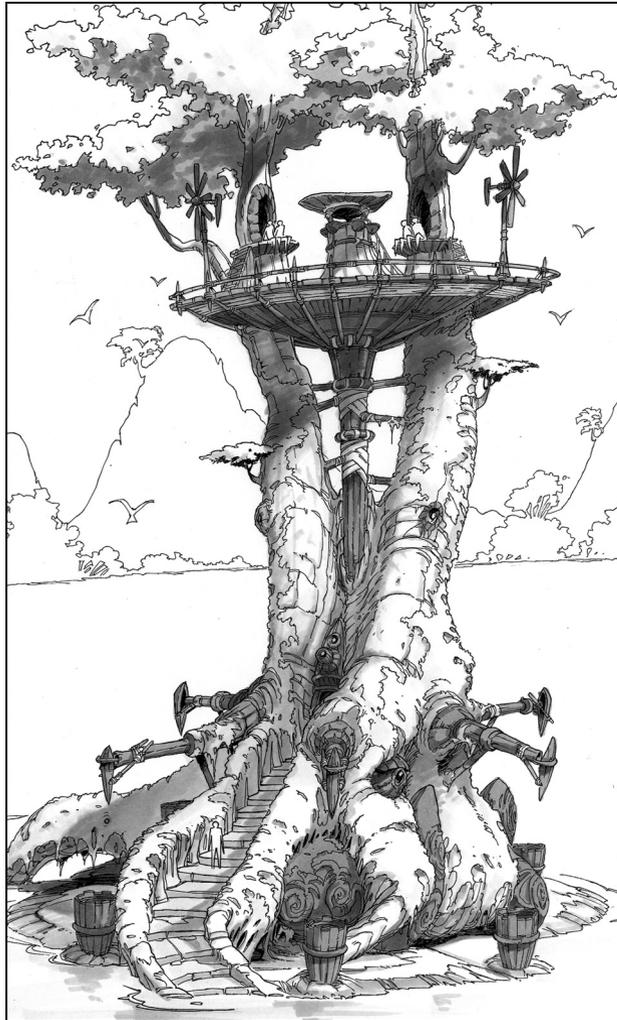
- My Karavan Guardian

### **2485: Exodus**

With the destruction of the teleportation pods during the Kitin Wars, the ways to the sanctuary of the Prime Roots of the faraway lands was closed. Many homins were forced to live precarious nomadic lives until a route was established in 2485 from the ancient to the newfound lands, opening the way for the Exodus. Refugees in their droves were at last able to rejoin the newly flourishing civilizations that had resurfaced from their Prime Roots sanctuary in the new lands of promise.

*Related historical stories on the web:*

- Opportunity Awaits
- Mabreka



3  
GAMEPLAY



## 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.



**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? 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.* Your characters name can contain up to 15 letters.

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

## 2. HOW TO ENTER ATYS!

Now you're ready to discover 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 see **How to Speak to the Inhabitants of the World**, page 33.

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 **Delete** from the Character Selection screen.



### 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.

#### Character Window **H**

This window at the top left shows your character's energy status: health, sap, stamina and focus.

The lower box on the left shows the action in progress; the lower box to the right shows the next action that will be launched. The bar between these two boxes indicates the amount of time remaining before the next action begins.

The two small icons at the top show your PvP status. On the right, the PvP tag, which you can activate to participate in PvP or deactivate to leave PvP; on the left, the PvP flag, which automatically appears when you make a PvP action and disappears a few minutes later.

#### Action Bar **S**

You can place actions (spells, special blows) and macros in the empty slots in this bar at the top (center) of your screen for your character to use.

If the character you create begins the game knowing any actions, these actions will be in your action bar when you start.

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

*Caution.* Certain actions require an object for you to use them. (For example, you can't harvest without a harvesting tool in your hand.) Make sure that you have an appropriate object in your hand for the action that you want.

The Action bar includes ten windows, with 20 slots in each window. You can place up to 200 actions in the bar.

*Note.* The actions known to your character are also in the **Action Progression** window (page 30).



#### Hands **S**

The items that your character is holding are displayed at each end of the Action bar — left hand item on the left, and right hand on the right.

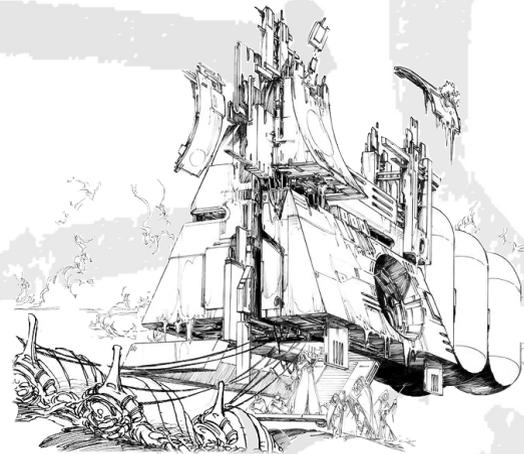
Right-click on a hand to display the items in your inventory (see page 31) that can be placed in your character's right or left hand.

On your arrival in the newfound lands of Atys, your profile determines whether you will have a weapon or a tool in your right hand. Other items that you can place in your right hand will be found in your inventory.

#### Your Target's Window **T**

To target anyone or anything, just click on it. You can also press **Spacebar** to target the closest enemy within 50m in front of you (NPC, PC or creature) and press **Ctrl Spacebar** to target a friendly PC. Your Target's window appears to show your current target and gives you your target's:

- life, via the life bar.
- strength, illustrated by color codes in the small lower box (see **How to Engage in Combat**, page 36).



## Task Bar

This bar (which is more a column in text mode) is located at the right of the screen. You can use it to open any window in the game. It has three tabs: Windows, Game and Actions.

From the **Window** tab you can open:

- *Identity* (P), page 29
- *Inventory* (I), page 31
- *Action Progression* (A), page 40
- *Tasks* (J), page 45
- *Contact List* (F), page 35
- *Mailbox*, page 35
- *Map* (M)
- *Target Gauge* (T), page 25
- *More* .... This window allows you to select any of several other windows

From the **Game** tab you can open:

- *Help*, which gives you more details on the *Tutorial*, *How To* accomplish various goals, *Interfaces* (windows), *Game Info* on Items, Actions and Stanzas, and the *Game Credits*.
- *Support*, which allows you to report a bug you've found or ask about a problem you're having.
- *"Enter"/"Esc" to Exit Chat*. Toggle this to select which key you will use to send chat messages.
- *1st, 2nd, 3rd, 4th Desktop* (so you can configure your windows one way for combat, another way for getting around town, a third way to harvest, and so forth)
- *Game Configuration* (U), to modify your *Language*, *Interface*, *Inputs*, *Graphics* and *Sound*.
- *Quit Game* (Alt F4)

From the **Actions** tab you can open:

- *Move/Stop* (toggle) (End)
- *Sit/Stand* (toggle) (Insert)
- *Walk Mode/Run Mode* (toggle), to set whether you walk or run when you move (Del)
- *Parry Mode/Dodge Mode* (toggle), to set which way you'd rather avoid an attack
- *Attack* your target
- *Extract* a resource
- *Invite* someone into a team
- *Disband* a team that you are leading
- *Talk To* your target

*Note.* To switch the task bar to an icon mode, right-click on the window and select "icon mode."

## Radar and Compass

The radar shows you everyone and all creatures surrounding you.

You can set the range of your radar using your mouse wheel (or right-click and select Zoom In/Out: 25m, 50m, 125m, 250m).

Colors help identify who is around you:

- |  |                |
|--|----------------|
| • <i>your character in the center of the radar</i> | white triangle |
| • <i>your target</i>                               | white          |
| • <i>other player characters</i>                   | blue           |
| • <i>members of your team</i>                      | light purple   |
| • <i>members of your guild</i>                     | indigo         |
| • <i>humanoid NPC</i>                              | gray           |
| • <i>creatures (called 'bots')</i>                 | orange         |
| • <i>mektoub</i>                                   | yellow green   |
| • <i>materials sources</i>                         | turquoise      |
| • <i>dead characters and creatures</i>             | yellow         |
| • <i>game masters</i>                              | red            |

There are also specific colors for PvP. You can check or change the color code in Game Configuration (U): Interface: Entity.

The white triangle on the outer edge of your radar is your compass arrow. Normally, the compass points north. However, you can right-click on the radar and select a new direction to point the compass to other places, characters or even to your missions objectives.

## 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, press  or place the pointer in the lower part and type your message. Once the message is typed in, press  to send it.

The various buttons allow you to choose your mode of communication. See **How to Speak with Players** (page 34) for a complete description.

## 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.



#### ✦ 4. WHERE ARE MY OPTIONS FOR GAME CONFIGURATION? (U)

Open the **Game Configuration** window from the Game tab on the Task bar or by pressing (U).

It enables you to adjust *Language*, *Interface*, mouse and keyboard *Inputs*, *Graphics* and *Sound* settings.

- *Language*. *English*, *French* or *German*.
- *Interface*. Set *HUD* and *Windows* options, set *Headers*, *Chat* and *Entity* colors, set what information is displayed on screen regarding yourself (*User*), *Friends*, *Enemies* and *Chat Messages*.
- *Inputs*. Set *Mouse* and *Keyboard* options.
- *Graphics*. Set *General* options, or options for *Landscape*, *Character* and *Special Effects*.
- *Sound* options

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

The **Connection** window (N) shows the status of your connection. You'll only need this if you ever need to troubleshoot with Customer Support.



#### ✦ 5. WHO AM I IN THE GAME? (P)

Two windows give information on your character.

##### IDENTITY WINDOW (P)

Open this window from the Windows tab on the Task bar or by pressing (P).

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

**Title.** The title you choose 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 any gained through the action packs during character creation).

As you grow, more and more titles become available to you. Feel free to select and switch among any of the titles listed in your Identity window, for how you want the rest of the world to perceive you.

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

**Characteristics** control your character's energies and their regeneration. For example, increasing your constitution boosts your maximum health points (HP), while increasing your metabolism improves your HP regeneration rate. In general, one level of a characteristic raises a base value by 50 points or a regeneration rate by 2 points.

**Scores: Values.** The four energies — HP, sap, stamina and focus — measure your character's capacity to act. For example, sap allows you to cast spells. Nearly every spell you cast consumes sap.

**Scores: Regeneration.** These four numbers — for HP, sap, stamina and focus — measure your character's capacity to regain spent and lost energy. For example, Wisdom determines your (basic) sap regeneration rate.

**Skill Points** shows how many points you have available to "buy" (learn) new actions.

**Misc: Total Penalty.** Wearing certain objects (such as heavy armor) penalizes your performance in fight, magic, crafting and prospecting (for more information, see **What is Malus?**, page 45). You can read the action penalty in this box.

**Misc: Bag Bulk** shows the volume of what you're carrying (the first number), and how much total volume you can carry (second number).

**Misc: Speed Factor** shows whether you can currently travel at full speed (100%); your speed can be reduced by combat, magic or the weight of your bag.

**Resists** lists the chance that a magic attack won't affect you. There are five domains of resistances, based on *Atys* ecosystems (*Desert*, *Forest*, *Lakelands*, *Jungle* and *Prime Roots*). Traveling in a domain will make you more vulnerable to some specific magic types. Resists are only gained through innate racial modifiers and jewelry, and protect your entire body (while armor only protects the location it covers). When you reached the cap, the value is displayed in yellow.

**Protections.** If a magic attack hits you, this lists how much of it is absorbed without damaging you. Like Resists, Protections are determined by racial modifiers and your jewelry, and protect your entire body. Acid, Cold and Rot are generic magic damages. Civilization damages are: Fire (Fyros), Poison (Matis), Shockwave (Tryker) and Electricity (Zorai). The maximum protection percentage is 70% for each magic.

**Max Absorbed.** The final entry is the maximum number of absorbed points — if (for example) you have 15% Acid Protection with Max Absorbed 50, and you get hit with a 400-point Acid-based attack, you will be protected against only 50 points of damage, even though 15% of 400 is 60 points.

**Dodge, Parry.** These list your ability to dodge or parry a melee or ranged attack. The first number is your effective level, including armor/shield/weapon modifiers; the second number is your dodge or parry base level without equipment.

Parry depends on your melee level with the weapon you hold. Dodge depends on your highest level, regardless of the skill you are using. Your dodge or parry rate is based on a comparison between your dodge or parry level against the level of the skill used to attack you.

#### ACTION PROGRESSION WINDOW

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

**Skills** allow you to use actions. For example, Magic skill enables you to use basic spells. Your degree of competence is measured by your score in that skill.

The left half of the window shows a skill tree. As your character progresses you gain access to new, more efficient and more specialized skills (see **How to Progress**, page 40). Skill branches in progress are orange; finished ones are green.

The right half of the window shows your current and potential Actions and Upgrades. Solid icons indicate actions and upgrades you have acquired; ghosted icons indicate actions and upgrades you don't yet have. *Required Level XX-YY* indicates the skill level at which actions and upgrades become available (but there isn't a cap on when you can acquire an action or upgrade). Actions and upgrades can be purchased from trainers.

**Actions** enable you to act in the game. Melee, ranged fighting, spellcasting, crafting and foraging are all actions. To use an action, you must have an icon for it in your Action bar. You can drag and drop an action onto your Action bar.

**Upgrades** are permanent boosts to your energies and regeneration rates, craft plans, or new stanzas. A *stanza* is a subcomponent that you can use in order to customize your actions. (For more info about *Ryzom's* Modular Action System, see **How to Create Your Actions**, page 54.)

#### 6. WHERE ARE MY ITEMS?

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

You can open your Inventory from the Windows tab on the Task bar or by pressing .

**Equip tab.** This shows anything your character is currently wearing, plus any empty slots.

To place a piece of armor or jewelry on a part of your character's body, click on the targeted slot (torso, leg and so forth) to display your items that can be worn there. Click on the item you want to wear to place that item in the slot.

**Caution.** Items with bonuses only give you the bonus if you are actually wearing them.

**Bag tab.** This shows anything your character is currently carrying in his bag (but not what he's wearing or holding in his hand).

Press the icon buttons in the lower right corner (the ones that pop-up "Armor Filter" and so forth) to add or remove types of items from what you're viewing. For example, if only the Weapon Filter button is highlighted, then you'll only see your weapons, not any of your other items.

**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.

**Carrying capacity.** There are three limits on what you can carry: *number*, *bulk* and *weight*. All three are displayed in the upper right corner of the Bag tab, in three different ways. The first pair of *numbers* (shown as a fraction) display how many items you are carrying, and how many total you can carry. Note that resources and ammunition stack; each stack counts as one item. *Bulk* is next, displayed as a bar; if you fill the bar, the volume of items you're carrying has overloaded you. Mousing over this bar pops up a numeric display of your current and maximum bulk. The third display is a simple number, showing how much *weight* you're currently carrying. If your bag weighs too much, you'll be slowed down. If your speed factor reaches 0%, you are stuck and can't move anymore.

During the game you can gain access to additional storage capacity, such as apartments or pack animals.

To swap items with players and to buy or sell items to NPCs, see **Items** (page 42).



## 7. HOW TO MOVE

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

### Keyboard

	Move Forward
	Turn Left
	Slide Left
	Turn Right
	Slide Right
	Move Backward
	Running/Walking (toggle)
	Sit/Stand (toggle)
	Move/Stop (toggle)

### Mouse

You can also move by holding both buttons simultaneously, and directing your character with your mouse. You choose the direction you want to take by moving the mouse. Hold just the right mouse button to rotate your character clockwise or counterclockwise.

The Actions tab on the Task bar includes a button to toggle between running and walking mode. It also allows you to move/stop and to sit down/stand. When you're sitting, the regeneration of your energies (life points, sap, stamina and focus) is doubled.

### 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 .

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

You can also hold the left mouse button to look around without turning your character.

You can use the following commands on your numeric keypad:

	Look behind
	Rotate counterclockwise
	Rotate clockwise
	Center the camera behind your character

## 8. HOW TO SPEAK TO THE INHABITANTS OF THE WORLD

Select (click on) an NPC (non-player character). If there is something that this NPC nearly always talks about (such as missions, or trading), this first click displays a descriptive balloon. A second click (or simply a double-click to begin with) displays the missions that the NPC can give you, or what he has to trade, etc.

Right-clicking on an NPC (either before or after you've selected him) displays a list of all possible conversations and other actions. Select one to trigger it.

*Note.* You can deactivate the display of captions using the Config window (.

Certain messages give you a choice of response. 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 also get your Chat interface from Windows tab: "More ..." on the Task bar.

Other players' messages appear in the upper window. Their messages also appear in caption form above the head of the character who is speaking. (Note that you can deactivate the display of captions using the Config window: U.)

**Writing a message.** Click in the lower window (or just press Enter), then type in your message. Press Enter to send it. Your message will appear in a caption above your character's head and in the upper chat window of anyone who can "hear" it.

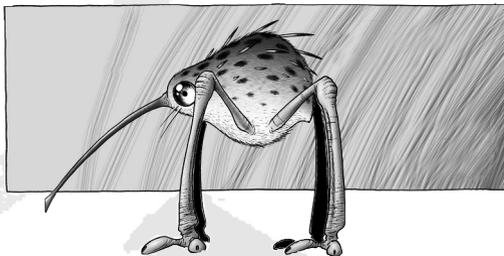
The Chat interface offers you several tabs, each for its own window — you can switch from one to another by selecting a given tab. All windows follow the same principle.

**Around** window allows you to speak to characters immediately around you. You also receive these characters' messages.

**Region** window allows you to exchange messages with all characters in your current region.

**Team** window appears when you become part of a team (see page 38). It enables you to speak to all your team members. The captions are only visible by the members of your team.

**Guild** window appears when you become a member of a guild, (see page 57). It enables you to speak to your guild members. The captions are only visible by the members of your guild.



**System** window is not actually a chat window. This is where you receive messages concerning your actions, as well as those of your adversaries and partners. It also displays the "Message of the Day" and other GM messages, tells you about special events, and lets you know when you enter a new region or town.

**User** window allows you to adjust receive and send settings, and to decide which Chat tabs will display. In addition, you can create a separate window for a specific tab and its messages.

You can **display several chat windows** simultaneously by right-clicking on the tabs.

You can speak exclusively to a player character using the command:

**`/tell <player's name> <your message>`**

In this case the message appears to the given character in a special window.

**Mailbox** enables you to exchange emails with other characters. You can get access to your email interface from the Windows tab on the Task bar.

**Contact list** allows you to list the characters whom you would like to contact easily (Friend list), as well as those you want nothing to do with (Ignore list). You can get access to this interface from the Windows tab on the Task bar or by pressing E. You can also open a separate chat window here with anyone on your Friend list, by clicking on the balloon icon.

**Emotes** are available from the Contextual menu (right-click on the screen). Select "Emotes," then a category of emote, then a specific emote within that category.

You can also activate emotes by a slash command in the chat window. Type:

**`<emote name>`** (for example: `/bow`)

If the emote name contains more than a single word, you must type it between quotation marks (for example: `/"you and me"`).



## 10. HOW TO ENGAGE IN COMBAT

On Atys you will face numerous adversaries. Before engaging in combat, carefully choose your equipment. The right armor can save your life; if you have a choice, try to wear armor that has better protection against the type of damage your target can inflict. Similarly, some creatures are more susceptible to one kind of attack than another. Weapons inflict pierce, slash or blunt damage, and (for example) some creatures are more susceptible to slashing than to piercing damage.

*Note.* You cannot attack allied NPCs.

**Select your target.** The target's name and life bar appear in the Target window.

*Caution.* If you're 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 small box of the target window. The background color of the small box provides information on the adversary's strength. The color code, from weak to strong, is: green, blue, yellow, orange, red, purple. In addition, the small box lists a number of stars, from "1x★" to "5x★". This number gives you a more precise measure of the creature's strength — in general, a "1x★" yellow creature is stronger than a "5x★" blue creature, but weaker than a "2x★" yellow creature. (But remember that your weapons, armor and attack spells affect how well you match up against any given type of creature.)

*Caution.* Some creatures (especially predators) attack you on their own if you get too close!

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

- Double-click on your target and you will attack. If you're out of range, you will run toward your target to get close enough.
- A right-click on the target opens the Contextual menu, where the Attack option also allows you to engage in combat.
- 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, click on the icon or press the corresponding number key (the key that matches the small number in the icon box on the bar).

**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 the best tactic!

As you develop, you will be able to learn new combat actions. During combat, you can use various actions; often, this is the best tactic. Simply click on the appropriate 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.* Most attacks consume **stamina** points. (Right-click to get *Info* on an attack to see whether it costs stamina.) If you fall to 0 stamina points, you will be limited to your base attack, plus any other attacks that don't cost stamina ... or fleeing.

Combat can result in your death (see page 46) or the death of your enemy, in which case you can quarter or loot the corpse (see page 43).

*Note.* Attacking other players follows specific rules:

- In Free PvP areas (such as Lands of Umbra or the Matis Arena), you are able to attack anyone, even teammates, so pay attention to everyone nearby you.
- If you participate in a faction battle, you'll be able to attack only PvP tagged enemies (see **Global Faction PvP Tag**, page 64).
- In a peaceful context, you can propose a duel to another player. Target the character you want to challenge, then right-click and select 'engage duel' or 'engage PvP challenge.' (The second one carries you to a kind of no man's land where nothing will interrupt your duel. It also allows team vs. team challenge.)



## 11. HOW TO CAST A SPELL

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

*Note.* You cannot cast offensive spells against allied NPCs, and you cannot cast beneficial spells on any NPC (even allies).

To **cast a spell**, activate one of the **spell actions** in the Action bar. Click on the appropriate icon or press the number key corresponding to the action slot.

*Caution.* If you're too far away from your 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**.

Spellcasting isn't automatic. Being hit may break your concentration, disrupting your spell attempt. Even if you're not hit, the incantation may still fail. And once a spell is successfully cast, enemies have a chance to resist offensive spells that you direct against them.

Most spells consume your **sap**. If your sap is too low you won't be able to cast these spells.

Be careful when choosing your equipment — wearing medium or heavy armor increases the sap consumed by spells, as well as the casting time or range penalty. You also want to get amplifiers as soon as you can. Amplifiers are worn on your hands, and they can significantly improve your spellcasting — decreasing casting time and increasing the power of your spells. Amplifiers have minimum Intelligence requirements and each pair only work for spells up to a given level, so choose your amplifiers carefully, and continue to get better ones as you grow.

## 12. HOW TO PLAY ON 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 characters to overcome these challenges.

### How to Create a Team

Right-click on another player 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 up to nine members, including the leader. You can only belong to one team at a time. In Faction PvP, you cannot invite an enemy to join your team.

### How to Join a Team

When you receive an invitation to join a team (see **How to Create a Team**, above), click on "Join team proposal" to become a member.

To leave a team, click on "Quit team" in your character's Contextual menu, or right-click the "x" box on the Team window.

## Team Window

When you form a team, press **[Y]** to open the Team window. All members of the team are displayed, along with their energy bars.

A yellow star indicates who the team leader is. A gray star indicates the next leader. (If you can't see one of the stars, that means *you're* the one with the star.) The team leader is the one who formed the team. The next leader is the first person who joined the team. (As earlier characters leave a team, these duties fall to the next characters, in order.)

*Note.* The members of your team appear in purple on the radar and in red on the map. You can also enter their names in the compass to locate them, or move your cursor over a red marker to display that character's name.

## 13. HOW TO GAIN EXPERIENCE

When you successfully perform an action you gain experience.

Each time you successfully use a skill — you fight and vanquish an enemy, you find and harvest a resource, you craft an item, and so forth — you receive the message: "You gain X experience points in <skill>" (where "skill" is the skill you just successfully used).

*Caution.* Only successful actions win you experience points; you gain no experience from failure. And some successes are so trivial (for example, killing a creature that is far weaker than you are) that you don't earn experience from them.

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

You can check your progress in a skill by opening the **Action Progression window** **[A]**. Each skill has an experience progression bar. When the bar is full, you gain a point in that skill, then the bar is emptied and the process starts over again.

You gain experience under the following conditions:

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

How much experience you gain depends on the difficulty of the action for your character. For example, fighting against a stronger enemy, or crafting a more complex item, gains more experience.

*Note.* If two or more characters attack the same target, the character who inflicted the most damage gets the credit (and XP) for the kill. The only exception to this is that a team always divides all combat experience equally among its members.

*Note.* Killing a player character gives you no experience points.

## 14. HOW TO PROGRESS

### How to Gain New Titles

Your character gains a new title when you complete a branch on your skill tree.

### How to Gain New Skills

Using a skill (through actions that depend on that skill) increases your score in the skill.

Each skill has a minimum and a maximum score. For example, the Fight skill has a minimum score of 1 and a maximum score of 20.

When you've reached a score of 20 and completely filled the experience progression bar in the Action Progression window (A) at that score, the next set of skills become available.

For example, the Melee Fight and Range Fight skills become available when you completely fill the Fight experience progression bar for score 20. The score of these new skills begins at 21.

### How to Gain New Actions

Gaining new actions is not automatic. You have to learn them from NPC trainers. There is a trainer for each type of skill — Fight, Magic, Craft and Harvest.

In the camp where you first start out, the NPC trainers are located near where you appear. They teach you actions in exchange for skill points.

You begin the game with no skill points. You earn 10 skill points every time you increase your score in a skill.

You can see your skill point score in the Identity window (P). There are four types of skill points:

- **Fight** skill points, earned in combat and used to learn combat actions
- **Magic** skill points, earned through spellcasting and used to learn spellcasting actions
- **Craft** skill points, earned by crafting and used to learn crafting actions
- **Harvest** skill points, earned for prospecting, extracting and source caring, and used to learn those types of actions

*Caution.* Learning one action is often necessary to learn another, more powerful action. (For example, you must know Acid Damage 1 to learn Acid Damage 2.) NPC trainers only show you actions that you can learn. The trainer won't show you an action if you don't know a prerequisite action, or haven't reached a required skill score.

Once you've learned an action, it automatically slots into your Action bar (A) and in your Action Progression window (A).

*Note.* Each NPC trainer offers start (initial) actions from other categories so that you may gain access to other skill types even if you didn't start with any of the associated skills. In this way, a character who started with an exclusively warrior profile may become a magician. (Fight skill doesn't require you to buy a start action; every homin begins with a default attack fight action.)

### How to Enhance Your Characteristics & Energies

*Characteristics.* You can enhance your characteristics by "learning" characteristic boosters from NPC trainers. Like actions, these characteristic boosters cost skill points. They take immediate effect, but you gain no actions with them. Icons for base characteristics (that boost energies) are a pair of colored drops — the drop color matches the color of the corresponding energy. Icons for regeneration characteristics are half-filled drops of the matching color.

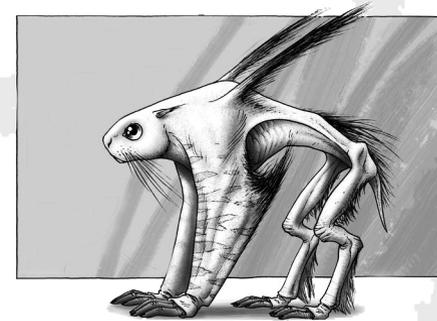
*Energies.* Your energies — HP, stamina, sap and focus — are always 10x the corresponding characteristic. They automatically increase as your characteristics increase. (Other factors, such as using items with boosts, can also increase your energies.)

*Regeneration.* Your regeneration rates for the four energies are always 4/10 the value of the corresponding characteristic. They automatically increase as your characteristics increase. (Other factors, such as auras, can also increase your regeneration rates.)

There are two types of boosters available from each trainer. Here is a list of the characteristics, energies and regeneration boosts:

COLOR	BASE CHARACTERISTIC	REGEN CHARACTERISTIC	ENERGY	TRAINERS
Red	Constitution	Metabolism	HP	Craft, Fight, Harvest, Magic
Green	Intelligence	Wisdom	Sap	Magic
Purple	Strength	Balance	Stamina	Fight
Blue	Dexterity	Will	Focus	Craft, Harvest

*Recommendation.* Begin by learning characteristic boosters before you learn actions. Higher characteristics can keep you alive while you earn skill points for actions.



## 15. ITEMS

### Where Are My Items?

You need items to perform most actions. Only magic and unarmed combat can be conducted without items.

The items you're holding are in the Hands windows (S). The items (clothing, armor and jewelry) that you're wearing are displayed on the figure in your Inventory (Equip tab). All other items — the items that your character is carrying, not wearing — are displayed in your Inventory (Bag tab).

### Where Are Item Characteristics?

Right-click the icon of an item to select its Info window, with all its characteristics.

Watch out for objects that are heavy; they can slow you down and reduce your abilities. These action penalties are visible in your Identity window (listed as Total Penalty). And be careful — on Atys, items are perishable! There is no way to repair items.



### How to Obtain Items

Most creatures, and a few NPCs, have items that you can quarter or loot when you defeat them. (Creatures nearly always drop resources, not equipment.) Click on a dead enemy (wait till it drops dead), then click again to select "Quartering" or "Loot." Click on "Take All" to get the items.

If you're a crafter, you can craft items.

Successful completion of some missions earns you an item as a reward.

You can buy equipment and raw resources from NPC merchants. Some of the items that an NPC merchant carries have been put up for sale by another player.

You can buy items directly from another player. This is often your best choice, for two reasons. PCs typically have better equipment than NPC merchants, and both buyer and seller can usually get a better deal than with an NPC merchant.

### 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. Each merchant sells items that players have offered for sale (of the same type), as well as his own items.

Select a merchant, then click again to trade with him (or right-click 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; click on "Sell on to players" (Enter) if you want to offer it for sale (through the merchant) to other players, or click on "Sell to npc" (Shift)Enter) to sell it at the immediate price.

To buy an item, select it in the merchant's inventory. A little window will appear; click on "Buy." 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 can sell or buy a number of identical items, use the box in the window to set the quantity.

*Note.* You can narrow down which items you're interested in by using the filter buttons located at the bottom of the exchange window.

### How to Exchange Between Players

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

Both players insert the items and money they wish to exchange.

Next, both players must accept the transaction for the exchange to take place.

*Note.* You must unequip an item before selling or exchanging it.

## ✦ 16. HOW TO EARN MONEY

You can find out how much money (dappers) you have by looking in the money box at the bottom of your inventory. On arriving on Atys, you don't have a dapper to your name. Unfortunately, money is going to be important from time to time. For example, it's impossible to buy better items without cash. There are many ways to earn money on Atys.

### Missions

If you succeed in a mission, the mission giver will often reward you with money. For further information, please see **How to Accomplish a Mission** (page 44).

### Looting & Quartering

If you hunt down creatures, you can take any resources they have on them. You can then sell these resources to NPC merchants or to player crafters. As soon as the creature is dead, click on the corpse to select it, then click again 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 defeat enemy NPCs, you can also pillage their corpses. You may find money or saleable items. Loot them in the same way as for a creature.

*Note.* You can only recover materials and items from enemies you or your team have killed.

### Materials in the Ground

Prospecting and extraction actions allow you to find materials that you can sell. For further information, please see **How to Find Materials** and **How to Extract Materials** (pages 48, 49).

## ✦ 17. HOW TO ACCOMPLISH A MISSION

In *The Saga of Ryzom* there are many missions to accomplish. When you arrive on Atys, NPCs situated near the building where you appear have missions to propose to you. Other NPCs throughout the game will also have missions; after a while, you begin to recognize which NPCs are likely to have missions, based on the titles they display.

### How to Take on a Mission

To take on a mission, select one of these NPCs, then click again when the "Missions" balloon appears (or right-click to open the Contextual menu and choose the mission option), and the **Select a Mission window** will come up.

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

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

### How to Accomplish a Mission

Each mission has a precise goal or series of goals.

You can review the mission goals by consulting your **Tasks window** (J). You can also open this window from the Windows: Tasks button on the Task bar.

You can delete a mission in progress by selecting it in the Tasks window and clicking on "Abandon."

*Note.* You may have up to 14 missions in progress 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 for your reward.

*Note.* Other NPCs will propose missions to you throughout the game. Some of these NPCs move about, others remain in one place. These NPCs are recognizable from their titles.

## ✦ 18. WHAT IS MALUS?

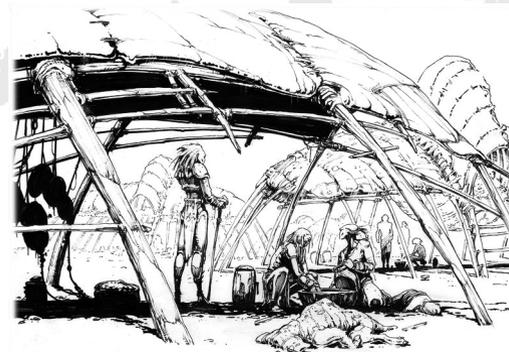
Malus is a way to measure how much your equipment (especially your armor and weapons) is impeding your actions. The more armor you wear, and the heavier it is, the greater your Malus. The larger your weapons, the greater your Malus. Malus is listed for each item toward the bottom of the item's Info box.

Malus increases the cost of fight, magic, craft and harvest actions. For example, if your Malus is 40, it will increase your energies consumption by 40%. If you cast a spell, Malus also increases the casting duration or the range penalty.

To see the impact of your current Malus on any action, right-click on the action icon in your Action Bar (S), and select "Info." In the info window that appears, the values modified by your Malus are displayed in orange. (The number between brackets shows the base value without Malus).

*Caution.* When crafting, Malus reduces the quality of items you're producing.

Be aware of how much Malus you have, and consider removing items that increase your Malus when you don't need them.



## ✦ 19. 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 final in *The Saga of Ryzom*. The Kamis and the Karavan have the power to resurrect the dead.

### Comas and Healing

When your life points drop to 0, you lapse into a coma. The coma lasts 5 minutes and then your character dies. During this time, any life healing spell cast on you can bring you out of the coma.

As soon as you go into a coma, the Coma window appears and a timer indicates the amount of time remaining before your character dies. Meanwhile, your other stats start declining. Your sap, stamina and focus gradually diminish when you're in a coma, so try to be quick in healing your companions! If you are healed, you recover some HP, and your sap, stamina and focus begin recovering from the point each dropped to. If you respawn, you awaken with all four stats at 20% of maximum.

### Coming Back to Life

If nobody is about to heal you, you can precipitate your death in order to come back to life more quickly. Look at the map on your Coma window: the blue halo marks your respawn point, where you will come back to life. Select your return point (the halo switches to the new point, if you didn't select the original location), then click on "Respawn." You immediately come back to life at the appointed place.

*Caution.* You come back to life weakened — your energies are all at 20% of their maximum.

### Return Points

At the beginning of the game, your return point is located near the building where you appeared.

You can get more return points the more you play and explore.

As soon as you reach a village or a town, you automatically gain the ability to resurrect at that location if you have a positive fame with the faction (Kami or Karavan) controlling the area. When you have several return points, simply click on the desired point to resurrect in the chosen place.

### Teleporter Pacts

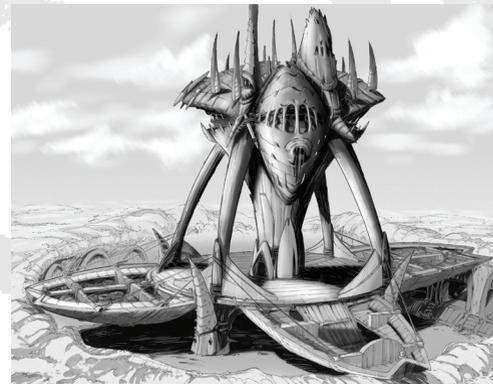
You can make pacts with the Karavan and the Kamis. A pact allows you to return to the altar where you got it. Each pact can only be used once, so don't forget to buy a new one after teleporting.

Teleporter pact can be used while you're in coma to come back to life at a specific point.

## The Death Penalty

When you die and respawn, you are subject to a penalty on future experience. You won't lose experience you've already gained, but you won't be able to make any skill progress until enough successful actions totally erase your Death Penalty (DP). The amount of DP depends on your character's highest level. If you die several times (without acting to erase the death penalty between times), you will accumulate DP until you reached the cap (equal to 10 times the basic value).

In addition, DP slowly decreases by itself through time. You can accelerate this process by buying specific services at Kami or Karavan altars (such as "Breathe of Ma-duk" or "Kiss of Jena").



## ✦ 20. HOW TO EXIT THE WORLD

Click on Game: Quit Game on the Task bar to the right, or press **[Alt] [F4]**.

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, try to leave your character in a safe place, to avoid any nasty surprises when you return.

## ✦ 1. HOW TO FIND MATERIALS

Materials play an important role in *Ryzom*. They are needed as ingredients in the manufacture of PC-crafted items. These materials are to be found on animals and in the ground of Atys.

To get a specific animal material, find and kill the animal (or you might be able to buy it from a resource merchant).

Ground materials are a bit harder to collect. Those materials are located in pockets hidden in the ground. Only few sources naturally emerge to the surface of Atys. Most of the time you will have to prospect in order to find materials. A special powder used while prospecting allows you to make the pockets swell and rise to the surface.

### How to Locate a Material Source

Begin by placing the tool "pick" in your hand.

Next, use a prospecting action. (You need to choose at least 2 forage packs at character creation to start with a basic prospecting action. Otherwise you will have to buy it from the harvest trainer.)

*Caution.* Prospecting actions consume focus energy.

A source is manifested by the presence of phosphorescent green sap bubbles.

If you select a source, the Material Source window appears. This interface informs you of:

- **Available Extraction Time.** The white line with an hourglass icon. When this line disappears, you have run out of time with this extraction action.
- **Source Content.** The blue line with a flask icon. The maximum quantity of material that you can extract from this source.
- **Source Life.** The red line with a heart icon. When this line disappears, the source has been depleted. If you extract too quickly, this gauge will go down rapidly and provoke the interruption of the extraction action, and can even render the surrounding zone sterile for a time.
- **Extraction Risk.** The yellow line with an incandescent bubbles icon. When this line disappears, the source explodes or starts emitting poisonous gas, inflicting damage on nearby player characters. This line then recharges and the source has a chance of creating more damage if you continue extracting it.
- **Kami tolerance in this area.** The orange line with a Kami head icon. When this line disappears, a Kami intervenes because you are overexploiting the zone. Kami tolerance applies on a regional basis; when you extract raw materials, the Kami tolerance in your area may decrease. When it approaches 0, everyone is warned. When it reaches 0, a sudden blast kills everyone who is harvesting in the zone.

## Other Prospecting Actions

As you gain experience in harvesting, you learn more actions that help you find and get what you want. Before too long, you can search for better quality materials, increase your prospecting range and so forth. You can also learn to use prospecting targets to find specific types of raw material, or track a distant foraging zone with *deposit tracking*.

*Note.* Some resources are only available in certain weather or during certain seasons.

## ✦ 2. HOW TO EXTRACT MATERIALS

### Extracting Materials from the Ground

Once a source has been located, you must act quickly! (There are a few sources, close to towns, that are already visible and only require extraction, not prospecting.)

Select the phosphorescent green source. The Material Source window will pop up (see **How to Locate a Material Source** (page 48) for details on this window). Then click again on the source or click on an extraction action in your Action Bar (S) to perform an extraction action. The first of these that you get is called "Basic Extraction." (Basic extraction is an initial action that you get with a forage character creation pack, or that you can buy from any trainer if you aren't already a harvester)

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.

*Caution.* The focus energy consumed while extracting automatically regenerates immediately, but only if your extraction action is a success. If you don't get any materials for any reason (failure, stopping before you finish, dying), your focus stays low until it regenerates normally.

*Note.* Extraction can be dangerous. Fortunately, you can learn extraction actions that allow you to counter these dangers.

### Resources Preservation & Ground Stability

A source has a given number of life points when it appears. When you extract raw materials from it, it makes the source lose life points (more or less quickly depending on how you extract them); with the "resources preservation" care action you can heal the life points lost during extracting and make the source last longer. You can alternate between extracting and caring, or you can work in a team, with one extracting while the other cares.

During extraction, a source may explode or emit poisonous gas, injuring you and your partners. The "ground stability" care action helps avoid such accidents.

### Extracting Materials from Animals

See **How to Earn Money** (page 44) for details of resource extraction from animals.

### ✦ 3. HOW TO MAKE AN ITEM

Crafting items constitutes an important part of the gameplay in *The Saga of Ryzom*. Without PC-crafted items, only basic, generic equipment is available. However, with a bit of experience in crafting, you can create items better than anything NPC merchants make themselves. You can sell the items you craft to an NPC merchant (earning dappers to spend in other ways); you can even offer it for sale to other PCs through the same merchants.

To craft an item follow this procedure:

- Begin by placing a crafting tool in your hand. There is a specific crafting tool for each type of item you can craft; for example, you must be holding a Crafting Tool for Jewelry to craft jewelry.
- Next, choose which type of item you want to make by selecting an action in the Action bar. (Only actions that can be chosen with your current tool will be available.) Selecting an action will display your list of crafting plans (specific items that you can craft).
- Choose a crafting plan. This will open the Crafting window.
- Use this window to complete your creation by deciding which materials to use. Several slots will appear, each slot corresponding to a type of material required to make the object.
- Add the quantity of required material to each empty slot. You have to allocate material to every slot in order to create your item.
- You can follow the modifications of the potential item's characteristics as you add each material. Each material has advantages and disadvantages that have an impact on the performance of the item. Right-click on a material to obtain information on its qualities and drawbacks.
- When you're 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; if you have only partial success, these characteristics will be weakened.
- If you succeed, the icon of the created item will appear. You can take it by selecting it or by clicking "Take All."

*Note.* You can find materials by prospecting and extraction, by looting dead bodies, or by buying them from other players or from NPC merchants. NPC raw materials merchants offer both generic materials and materials that other PCs have harvested.



### ✦ 4. HOW TO ENCHANT AN ITEM

Enchantment allows you to add a spell to an item. All spells can be linked to an item and then used by any character who wields that item, even non-magicians. However, note that enchanted items require charges to use; they must be recharged with sap crystals as the charges are expended.

The enchantment of an item requires:

- the item that is to be enchanted.
- a spell crystal — the spell in the form of a crystal to be attached to the item
- sap crystals — sap in the form of crystals to be attached to the item (the sap charge must be equivalent to the spell cost to make the enchantment work).

#### 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, plus a certain amount of dappers.

Once created, the crystal will appear in a temporary window. Take it.

*Note.* Alternatively, you can buy sap crystals from other player characters.

#### How to Place the Spell Crystal on the Item

Place the item you want to enchant in your Right Hand.

Right-click on the spell crystal. In the menu choose the option "Enchant Right Hand." The crystal will be placed on your item.

#### How to Create a Sap Crystal

The creation of a sap crystal requires a special spell: "Create Sap Crystal."

Cast this spell to obtain a sap crystal which will appear in a temporary window. Take it.

#### How to Place the Sap Crystal on the Item

Place the item you want to charge in your Right Hand.

Right-click on the sap crystal. In the menu choose the option "Reload Right Hand." The crystal will be placed on your item.

#### How to Use an Enchanted Item

The "Use Item Enchantment" command begins the game in your #1 Action bar. (If you've deleted it from your #1 Action bar, or want to add it to another Action bar, you can drag it from your Action Progression window.) Selecting it activates the enchanted item in your Right Hand.

*Caution.* Once an enchantment is cast, there is a delay before it can be cast again. When sap charge is consumed, you need new sap crystals to recharge your item.

## 5. HOW TO USE PACK ANIMALS

In *The Saga of Ryzom* excess weight or bulk penalizes you. However, pack animals can help you transport heavy weapons or materials without these penalties. On Atys, these pack animals are trained mektoubs called “mektoub packers.”

Mounts are very similar to pack animals. Most of this section also applies to mounts; see **How to Use Mounts** (page 53) for the differences.

### Where to Buy Pack Animals

There is a stable near the gates of every village. Inside the stable, there is 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. Press **[Ctrl] [P]** to open a window where your pack animal is represented. If you possess several pack animals or a mount, they will all be listed here. Their characteristics are:

- name
- status (alive, dead, or in a stable)
- weight of what it’s carrying
- red line: life points
- white line: satiety (if the bar falls to zero, the mektoub is hungry)
- orange line: current bulk that it’s carrying
- the chest: click on it to open the mektoub’s inventory

### 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 right-click to display the contextual menu with the commands.
- In the “Animals” window, right-click on a pack animal to display the commands.

The following commands are available:

- **Follow me.** the pack animal follows you.
- **Stop.** the pack animal stops.
- **Free.** Your pack animal is freed. Be certain you want to do this — you lose it for good.
- **Enter stable.** The pack animal enters the stable. It can’t be lost, and you can use it again.
- **Leave stable.** The pack animal leaves the stable.

*Caution.* Your pack animals can be attacked by creatures or hostile NPCs. Be careful — their resistance in combat is low. You cannot teleport with your pack animals. If you teleport, your animals will stay behind without any defense.

### 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 its chest.

You can move items between your inventory and your mektoub’s by dragging and dropping them. (Alternatively, right-click on the item to open the “Move To” option. Note that you need to be close enough to the animal to do this.)

When you trade with PCs or NPC merchants, your window displays as many buttons as mektoubs you have with you.

### How to Feed a Pack Animal

When your pack animal runs long distances, it gets hungry. If its white satiety bar falls to zero, it won’t run anymore; it will just walk. The only way to make this stubborn animal run again is to feed it. To feed a mektoub in stable, you can buy feed service from the stable boy. You can also buy forage bales to place in your mektoub’s inventory, so that it can eat while traveling.

## 6. HOW TO USE MOUNTS

Atys is a vast planet. Traveling on foot can be slow and teleportation is costly. Buying a mount helps you travel about quickly at a minimum cost. The mounts of all four homin races are trained mektoubs.

Mounts are very similar to pack animals. This section lists the differences.

### Where to Buy Mounts

You can buy mounts from stable boys (see **How to Use Pack Animals**, page 52).

### How to Control a Mount

Mounts have the same commands as pack animals, plus “Mount” and “Dismount.”

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

### How to Use the Mount Inventory

Your mount inventory has a lower capacity than a pack animal’s inventory.

*Caution.* When you’re on your mount, all damage is directed towards you. You cannot attack when on your mount — it isn’t 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 [E]

The world of Atys is steeped in mystery. Exploring Atys and discovering its mysteries is a goal for every homin. All the information that you collect in the game is automatically placed in your encyclopedia.

### Where Is My Encyclopedia?

Every character has his or her own encyclopedia.

You can open it by pressing [E].

The encyclopedia is composed of **albums**. There is one album for each subject, such as the Kamis. An album has **themes**; each completed theme gives you access to an article.

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 successful completion of a rite. When you are ready to undertake a rite, the rite giver shows you the missions you must accomplish to complete the corresponding theme. First, you have to accomplish several ritual tasks (missions), after which you can perform a rite. When you finish a rite, you gain an amber cube that contains the article and a special reward.

### Why Accumulate Knowledge?

The themes that you gain bring you useful knowledge. For example, some articles allow you to acquire new actions (or advantages for the creation of actions) otherwise unobtainable.

*Note.* Missions and rites can be done as a team.

## 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 and special blows for combat, more efficient crafting and harvesting procedures, and so forth. Customizing actions is perhaps the most powerful way in the game to make your character unique, able to do exactly what you want.

In *Ryzom*, actions are composed of subcomponents called **stanzas** — each action is made up of several stanzas. *Ryzom's* Modular Action System allows you to combine stanzas to create new actions that are uniquely your own.

You can buy stanzas from a trainer, either individually or as part of an action, or gain them as rewards. Most individual stanzas also have a cost associated with them, which prevents players from creating seriously unbalanced actions — more powerful actions have higher costs in order to balance them out.

Actions are created from the Action bar.

Basically, creating an action consists of choosing a type of action, which you then customize by adding **option stanzas** and **credit stanzas**.

Options tend to make the action better — making it faster, safer, more powerful, and so forth. Credits either make the action worse or inflict a cost — usually a cost in sap, focus or stamina.

### To Create an Action

- Right-click on a slot in the Action bar to open the Action Creation window.
- You can name your new action.
- Choose the type of action you want to create — combat, healing magic, offensive magic, prospecting, extraction, crafting and so forth.
- Once you've chosen your action type you can customize it by adding options (the ones with yellow positive numbers) and credits (with green negative numbers). Each option and credit has a value. The total credit value of an action must be at least equal to the total option value. Having a higher credit value increases an action's chance of success; the greater the difference, the greater the chance of success.
- Once you are happy with your action, you can learn it. From then on the action you created will appear in your list of known actions. Drag and drop the action onto your Action bar. (Since you have several Action bars, you can create it again and add it to another bar. It's often useful to group similar actions on one bar, for crafting, harvesting, fighting and so forth.)

### To Edit an Action

Right-click on an action and choose "Edit," then add and remove stanzas in the same way as when creating an action. "Info" for an action will also display its option and credit stanzas.

## 9. HOW TO MAKE MACROS (Shift [K])

Macros allow you to automate your actions by stringing them together so they can be triggered by a single command. (You can also open the Macro window from the Windows: More... button on the Task bar.)

### To create a macro:

- Click on the "New Macro Button" to open the Macro window.
- Click on the blank icon to open the Icon Creation window where you can select the foreground color, background color, plan (pattern) and text for 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; within each category are a selection of possible actions to choose from. Choose an action and click on "OK."
- Click on "Key." Press the key you want to use to activate the macro.
- When you are satisfied with your macro, press "OK" to approve it. You can now activate it from the Macro window.
- You can also drop the corresponding icon into an Action bar and activate it there.

## ✦ 10. HOW TO SEND A SLASH COMMAND

A **slash command** is a “message” in your chat box that starts with “/” (a slash). You can use slash commands to send special messages, to get information, or even to “emote” (make special gestures). Slash commands include:

/afk	Set you as ‘away from keyboard’
/chatLog	Switch log of chat (log is recorded in your Ryzom/Save folder)
/follow	Follow your target
/guild <message>	Send a message to your guild (also: /gu <message>)
/ignore <name>	Add a character to your ignore list
/invite	Invite the targeted player in your team
/random <max>	You get a random number between 1 and <max>
/random <min> <max>	You get a random number between <min> and <max>
/region <message>	Speak in the region chat channel (also: /re <message>)
/say <message>	Say something to PCs around you
/shout <message>	Shout widely around you (also: /sh <message>)
/target <entity name>	Target any surrounding entity (also: /tar <entity name>)
/team <message>	Send a message to your current team (also: /te <message>)
/tell <name> <message>	Send a private message to another PC (also: /t <name> <message>)
/who	Display all PCs currently in the same region
/who gm	Display all gamemasters currently in game
/where	Ask information on your current position

All the emotes (for example, /agree). The list of emotes is available in-game — right-click, and select “Emotes.”

*Caution.* While using a target or emote command, do not forget that names composed of several words must be typed between quotation marks (example: /target “Still Wyler”).

## ✦ 11. HOW TO TAKE A SCREENSHOT OR VIDEO

To immortalize the beauty of Atys — its fauna, flora and inhabitants — you might desire to make screenshots or videos.

- To take a high-quality screenshot, press **(Shift) F10** (.tga files)
- To take a lower-quality screenshot, **(Ctrl) F10** (.jpg files)
- To hide/show the interface (toggle), press **(Shift) F5**

*Camera Path Recorder* allows you to record a camera path **(Shift) (Ctrl) (Alt) F10** to start/stop, which you can load **(Shift) (Ctrl) (Alt) F11** afterwards. You can also record the current camera path in a file (put in your Ryzom folder) by pressing **(Shift) (Ctrl) (Alt) F12**, and reload it afterwards by typing the following command: /loadCamRec <filename.cr>

## ✦ 12. HOW TO CREATE A GUILD

Guilds are one of the driving forces of *The Saga of Ryzom*. You can join an existing guild or create your own. To create your own guild:

- Find and select a “Guild Clerk.” Right-click to open the Contextual menu and choose “Create Guild.” This opens the Create Guild window.
- Write the name of your future guild in the “Name” box. (Apostrophes and quotation marks aren’t allowed.)
- Describe your guild, its goals, who it defends and so forth in the “Description” box.
- Choose a coat of arms, with its colors, symbols and so forth, in the “Flag Design” box.
- Confirm your choices by clicking on “Create Guild.”

*Caution.* You must respect the code of conduct on the *Ryzom* servers when choosing your guild’s name and description. A guild name must also be unique.

Pay the fee, and you are now the leader of your guild. Go forth and rally other PCs to your banner!

## ✦ 13. HOW TO MANAGE & DEVELOP YOUR GUILD **(Shift) (J)**

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

- **By recruiting new members.** Target a potential recruit, then right-click to open the contextual menu and choose “Invite in guild.”
- **By kicking out trouble makers.** If members of your guild make trouble you can eject them. In the Guild interface, right-click the character you want to kick out, then choose “Kick.”
- **By promoting active members.** You can promote a guild member to the grade of officer or high officer. In the Guild interface, right-click the character you want to kick out, then choose the Promotion window. You can also demote a guild officer. 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. You may have one officer for every ten (total) guild members, and one high officer for every 20 members. However, you may always have at least one officer and high officer.

- **By appointing a replacement when you take 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 Apartment Caretaker.” Entering the guildhall gives access to guild inventory. Any member can deposit items or money in this inventory, but only the leader and high officers are able to take items or money from the guild chest.
- **By gaining fame.** Your guild’s fame is influenced by the actions of its members (especially the members in charge).
- **By claiming outposts.** Outposts are key factors in the control of Atys. When no guild owns an outpost, it is occupied by marauders..



## 1. NATIONS & RELIGIONS

The increasing tension between nations and religious cults has led them to strengthen their security policies. Until now, enemies of nations and cults were let alone and could freely wander anywhere they wanted. That is no longer the case. City and faction guards have received the order to kill on sight anyone whose fame is worse than -50% with their nation or faction.

However, aware that even the most bitter enemy can realize the error of his ways, faction representatives will still be available and grant missions to anyone who wants to restore some fame with their faction.

## 2. NATIONS: CITIZENSHIP

### Neutrality

Neutrality is now integrated into the fame system, and is the default status for any new character. At any time, a character is able to become neutral toward all nations (stateless homin).

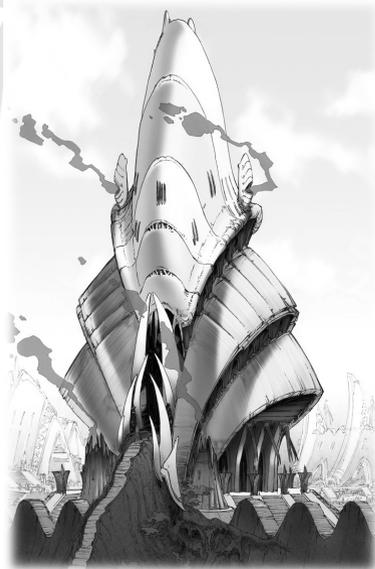
### Becoming a Citizen

To clearly identify their members and most active supporters, nations have instituted citizenship registration processes. They are available to all stateless homins, regardless of their race or color.

Citizenship has an influence on the maximum fame values you can have with each of the four nations (see below), and thus influences NPCs' behavior toward you, the number of missions you can get and the prices offered by NPCs.

*How?* In order to become a citizen of a given nation, you need to reach a minimum fame value of 30% with this nation, and then accomplish a rite. The rite depends on the nation you wish to join.

Additionally, if the nation you wish to join isn't the one corresponding to your character race, you will have to complete a second rite, called integration trial, to prove your loyalty toward the nation.



*Influence on Fame.* As previously said, your status (neutrality or citizenship) determines the maximum fame you can have with each of the nations. Specific caps are granted according to the status you choose:

Maximum fame with	Fyros	Matis	Tryker	Zoraï
<b>Citizen</b>	100%	0%	25%	75%
Matis	0%	100%	75%	25%
Tryker	25%	75%	100%	0%
Zoraï	75%	25%	0%	100%
Neutral	50%	50%	50%	50%

The values displayed on this table are the basis; they can change according to events and storyline. When your status changes, your caps change accordingly, and your fame values exceeding the maximum values are reduced to the cap.

When you perform actions that a nation considers to be opposed to their interests, you lose fame with this nation. If you fall below 0% with the nation of your citizenship, you lose your citizenship and become neutral.

### Nations & Guilds

*Guild Nationality.* Guilds are also watched by the nations, and can choose to be neutral or to be part of a nation. The fame prerequisites and missions are the same as for personal citizenship.

When a leader creates a guild, the guild automatically takes the nationality of the leader (which can be neutrality), and inherits the leader's current fame values.

Since nations enforce strict rules on citizenship, this has an influence on which guild a given character can join:

- A citizen can only enter a guild of his own nation;
- A neutral character can enter either a neutral guild or a guild with a nation.

It is possible to change the nationality of a guild or to become neutral at any moment; incompatible members then get their personal status changed to "undetermined" (see **Fame Appendices**, page 61). In addition, if a guild's fame with its own nation falls below 0%, the guild automatically switches to neutral status.

*Personal and Guild Fame.* Guild fame doesn't modify personal fame. However, guild fame is modified by the actions of its members while they are part of the guild.

Most NPCs' behavior toward you is primarily based on your personal fame; however, with some NPCs (such as the guild apartment caretaker), your guild's fame could be more important than your personal fame.

### 3. RELIGIONS: CONVERSION

#### Neutrality

At creation, all characters are neutral toward Atys' religions, and all characters can become neutral at any moment (nonbeliever homins).

Neutrals can't participate in faction PvP.

#### Becoming a Convert

To clearly identify their members and most active supporters, factions have instituted conversion rituals. They are available to all faction-neutral homins, regardless of race or color.

Conversion has an influence on the maximum fame values you can have with the other factions (see below), and thus influences NPCs' behavior toward you (such as Kill on Sight), the missions you can get and the teleports you have access to. Indeed, when you are:

- **Neutral.** You have access to only a few teleports all over Atys, and no access to Prime Roots teleports.
- **Convert.** You have access to all the teleports of your faction, including the Prime Roots teleports. However, the highest-level teleports require you to have a fame of at least 33%, and the Prime Roots teleports require a fame of 60%+.

*How?* To become a Convert, you must attain a fame value of at least 30% in your chosen faction and complete a rite, similar to the ones created by nations to grant citizenship.

*Influence on Fame.* Fame values with factions (Kami, Karavan) evolve independently of the nation fame values. Your status (Neutral or Convert) determines the maximum fame you can have with each of the factions. Specific caps are granted according to the status you choose:

<b>Maximum Fame With</b>	<i>Kami</i>	<i>Karavan</i>
<b>Convert</b>	<i>Kami</i> 100%	-50%
	<i>Karavan</i> -50%	100%
	<i>Neutral</i> 50%	50%

When your status changes, your caps change accordingly, and your fame values exceeding the maximum values are reduced to the cap.

When you perform actions that a faction considers to be opposed to their interests, you lose fame with this faction. If you fall below 0% with the faction to which you converted, you lose your Convert status and become neutral.

### Religions & Guilds

*Guild Religion.* Guilds can also choose a faction, or stay neutral. The fame prerequisites and missions are the same as for a individual converting to a faction.

Guild fame with factions is completely independent of the guild's citizenship. When a leader creates a guild, it automatically takes the faction (which is possibly neutrality) of the leader.

Since faction enforce strict rules on conversion, this has an influence on which guild a given character can join:

- A Convert can only enter a guild of his own religion;
- A neutral character can enter either a neutral guild or a guild with a religion.

It is possible to change the religion of a guild or to become neutral at any moment; incompatible members then get their personal status changed to "undetermined" (see **Fame Appendices**, below). In addition, if a guild's fame with its own cult falls below 0%, the guild automatically switches to neutral status.

*Personal and Guild Fame.* Guild fame is modified by the actions of its members while they are part of the guild.

The NPCs behavior is now mainly based on the personal fame; however, with some NPCs, the guild fame could be used instead of the personal one.

### 4. TRIBAL FAME

Tribal fame works the same way as national or faction fame, but thresholds are dependent to both your nationality and your religion. A guild doesn't have any fame with the tribes.

### 5. FAME APPENDICES

#### Upgrading to the New System

For characters who were created before the change, these changes aren't without consequences for your current fame. You have choices to make — choose a nation and/or a faction, or stay neutral. To give you time to think about it, all existing characters and guilds have been assigned a special status, for both citizenship and religion — "undetermined" status.

#### Undetermined Status

A character or a guild in undetermined status is considered to be neutral by the game mechanisms. While in this status, you keep your fame values unchanged and aren't subject to any cap. However, while in this state, you can't gain or loose fame. Please note that an undetermined character can't switch to another status when his guild is also undetermined.

## 1. WHAT IS AN OUTPOST?

Outposts are fortifications that can be conquered by a guild. When you conquer an Outpost, you won't get a direct reward or a bonus. You have to place a forage building on the Outpost, which will allow you to dig more deeply into Atys' ground and reach new raw materials and consumable items. What you find will depend on the Outpost you control.

*New Raw Materials.* Once the foraging building is available, new raw materials are automatically and periodically gathered in your guildhall, available for your own crafters or for distribution among your friends.

*New Crafting Plans.* You also get new crafting plans to be used with the new raw materials. New weapons, tools and amplifiers — with new skins — can be made from them.

*New Tools.* These improve the characteristics of the items you craft with them.

*Consumables.* You also get items of a new type — consumables — which (for example) temporarily increase your character's characteristics.

*XP Catalysers* are a special type of consumable that increases your learning efficiency, awarding double experience points. There are 5 different levels of catalysers (50, 100, 150, 200, 250); a catalyser of a given level only improves your learning efficiency for a skill whose level is equal to or below the catalyser level. One catalyser is consumed for every 100 bonus XP.

When an outpost is not owned by a guild, hostile NPCs may occupy it. A guild that wants to get control of such an outpost must fight and defeat them.

### Guild Wars

The next challenge is to actually keep control of the outpost. Other guilds can try to conquer it by launching an offensive. A guild can hire NPC soldiers to defend its outpost. It can choose between different types of NPCs and organize their defense. In case of conflict between two guilds, the zone around the outpost becomes a PvP area. If the attacker wins, it must quickly organize new defenses to prepare for a possible counter-attack.

### Alliances

If the NPC soldiers and guild members aren't enough to fend off another guild's attack, the defending guild can call allied guilds for help. The attacking guild can also be helped by other guilds in its attempt to conquer an outpost. Diplomacy becomes all important!



## 2. OUTPOST BATTLES

*Note.* All times are real-life time, not roleplay time.

### 1. Declaring War (24 hours)

If a guild wants to take an outpost, it must first declare war on the current owner of that outpost. The war declaration takes 24 hours, to allow the two opponents to organize themselves, to give them a chance to be there when the true conflict occurs. At the time the war is declared, the attacking guild can choose a time when the "attack battle" will take place. (The time chosen may be any of several possible times in the "second" 24 hours — the 24 hours immediately following the 24 hours of war declaration.) During the first 24 hours (declaration period) the defending guild may name a time when the "defense battle" will take place (see below). This time may be any of several possible times in the "third" 24 hours, so that there are:

- 24 hours of war declaration, immediately followed by
- 24-hour period during which the attack battle can take place, immediately followed by
- 24-hour period during which the defense battle can take place.

*Note.* While only one guild at a time can declare war on a given outpost, temporary alliances are possible.

### 2. Attack Battle (2 hours)

A battle is divided in several rounds, each of them lasting 5 minutes. As soon as a round starts, one or more NPC squads appear at the outpost to defend it. The goal of the attacker is to get rid of all the spawned squads before the end of the round. The goal of the defenders is, of course, to not let the attackers achieve their goal by making sure the squads stay alive.

An outpost has a "threshold" level, which reflects the number of rounds originally won by the owner. To conquer the outpost, the attacker must overtake that threshold before the end of the attack battle, by winning rounds. The outcome of each round determines if the level of the next round will increase or decrease. If the attacker wins a round (all defending squads are killed), the level increases and the defending squads become tougher; otherwise, it decreases. The attackers must try to attain the highest level they can.

At the end of 2 hours, the attackers' highest level attained is compared to the minimum threshold level required to capture the outpost. If the attackers' highest level isn't higher than the threshold, the attack has failed. If it is higher, the defending guild (plus any allied forces) must reach that same level during the defense battle (a counter-attack) to maintain ownership of the outpost.

### 3. Defense Battle (2 hours)

If the attackers reach the minimum threshold, then defenders must fight. The defense battle is like the attack battle, but roles are reversed. To keep the outpost, defenders don't need to do better than attackers; they just have to reach the same level.

### Minimum Threshold

When a guild takes over an outpost, the battle level the guild reached to conquer it becomes the new minimum threshold for the outpost. However, this threshold decreases by one battle level every two days; waiting a few days before trying to retake the outpost means that the minimum threshold will be lower.



## Buying Squads

Default defense squads are available to both sides; however, they are relatively weak. It is possible to buy new ones, about twice as strong, and their spawn order can be chosen. When a “bought” squad is killed, it is lost forever. When there are no more bought squads, default squads are used.

## Squads Management

Squads appear in two lists, sorted in the order they will be spawned. You can set your strategy to a certain extent by selecting the squads to be spawned at the beginning of the round on the first list and selecting the squads to be spawned *during* the round on the second list. A squad is paid when it spawns, and is reimbursed at the end of the round if at least one of its members is still alive. Changes during a battle have no effect on the current round, but will be effective for the next round.

## Squad Power

Squads are Level 250, but have a Level 50 defense (allowing a relatively low-level character to attack them). However, their max HP is greater than a normal character’s and is based on the level of the outpost. Also, in each squad, there is always a leader who has a much higher defense, again based on the outpost level. Thus, a high-level outpost can’t be taken by only low-level characters.

## Conflict Area

The conflict area is limited to the outpost perimeter. However, when you leave the perimeter, you have to wait a few minutes before quitting the Outpost combat.

# GLOBAL FACTION PVP TAG

You have the choice whether or not to participate in PvP conflicts, by clicking on the small icon in the top right corner of the Character Window (H). This icon displays your PvP status:

- **Green** means your tag is deactivated (you *cannot* participate in PvP)
- **Red** means your tag is activated (you *can* participate in PvP).

When your tag is activated, you will be able to participate in global faction PvP if you are a convert. Neutrals can’t activate their tag, and they stay out of faction PvP conflicts.

You can play normally on Atys with your PvP tag on, and can even go hunting with anyone. However, as soon as you take an action with or against another PvP-tagged PC, you are “flagged” for a few minutes; this flag — appearing next to your tag — prevents you from interacting with PCs who are not involved in global PvP.

Among other things, this means that if you’re hunting with another tagged PC, and heal that character, you can’t heal, buff or do anything else with non-tagged PCs for a few minutes. (Note that you can’t heal or buff enemy-tagged PCs, in any event.)

The easiest thing to do is to turn off your tag while on regular (non-PvP) hunting runs, unless you only hunt with friendly-tagged PCs or unless you have a good reason to keep yourself tagged.

*Note.* The PvP tag is ignored in the Prime Roots and the Arena, which are both Free PvP zones.

