Welcome to the world of Atys! This is the first screen you will load onto after logging in. This is the character-generating screen.

Choose an empty slot. This is where your character will be placed after you have created it. You have 5 slots to choose from.

Then click on the "create new" button.

This will take you onto the creation page.
There are 4 races to choose from. All have their own lands and history.

HELLO MY RACE IS MATIS; WE LOVE THE FORESTS.

HELLO MY RACE IS FYROS; WE LIVE IN THE HOT, DRY DESERTS.

HELLO MY RACE IS ZORAI AND WE LIVE IN THE HOT, HUMID JUNGLES.

I HAVE PICKED MATIS, BUT YOU CAN CHOOSE THE RACE YOU LIKE.

HELLO MY RACE IS TRYKER; WE LOVE TO BE CLOSE TO THE WATER.
Click here for race menu.

Select the race you wish to use.

Click here for the sex of your character.

Select male or female.

Click here to alter your body shape.

Use sliders to alter your character shape. Remember this cannot be altered after you have created your character.

Click on the face menu to alter your looks.

Use these sliders to alter your hair type and colour and also your eyes and tattoos.

Right click and hold then move mouse left and right to rotate your face.

Right click and hold. Move mouse up and down to zoom in and out.

When you are happy with your looks, press the Actions button to choose a main skill. You have all skills but you may fine tune one.

Use this slider to select a main skill. At the moment fighter is selected.

Note how the skills change here when moving the skill slider.

Increase damage skill.
This is the Mage skill.
It gives your character one extra spell "Fear".

This is the Harvester skill.
This extra skill will allow you to find your own harvest nodes.

This is the Crafter skill.
This gives you an extra craft pattern for crafting.

If you are happy with your character and wish to use it in game press the Finish icon.

If you are not happy with your character and wish to start again, click Abort to remove this character.

After clicking the finish icon, you will see a list of servers. Choose the server that you wish this character to play on.

After selecting the server, you will see the name screen for your character. Enter the name you wish to use. Then click submit. If the name is in use or is not appropriate, you will be asked to enter a new name.

Your new character will now show in the slot you selected. The green glowing band shows that this character is selected for play.

Clicking the delete key will remove the character from the save folder and the server.

Select the character you wish to play then click the play button.

Enter a name (accents, spaces, numbers and special characters are prohibited)

Cariad

Select your keyset

After selecting the server, you will see the name screen for your character. Enter the name you wish to use.

Select your keyset

Enter a name (accents, spaces, numbers and special characters are prohibited)

Cariad

Select your keyset

After selecting the server, you will see the name screen for your character. Enter the name you wish to use.
Welcome to the Ruins of Silan.

Here I will show you the basics of how to play.

So, let's start with what you can see.

These are your character statistics, they show your basic information.

These are your action bar; in these boxes are the skills you know. There are 10 rows for you to move your skills about. Click and hold the mouse, then drag and drop to place them.

These are your skills. Click this space to show a list of tools you have for use. Also in the left hand, you can select weapons, shields, and ammo.

This is where your tools and weapons are shown. Click this space to show a list of tools you have for use. Also in the left hand, you can select weapons, shields, and ammo.

This is your missions window; it will show all active missions.

This is your chat window, and system info window. Right clicking the top tabs will open them into their own window. This is where you chat to other players.

This is your compass. Right clicking it will bring up more info about this. Rotating the mouse wheel will zoom in and out the range showing more area, but I will explain that more later.

This is your game info window. Clicking on each box will bring up more info about you. You also can use the in-game configuration and contact support and many other uses. As I said, we will go into more details later as we play.
Ok let's start with making things easier to see. Right click here then select window opacity to bring up new window.

You can alter these settings. Or select global settings. Selecting this will set the window to global settings. Then select ok to close.

Now we can read the mission window. Our first mission is to find Chang the Strong.

Right click on the compass then select the missions. Then select the name of the npc that you're looking for.

Your pointer will now turn purple and point in the direction you need to go.

This part here tells you how far you will need to go.

This is the npc we are looking for. He is close.

Double click to activate the npc.

Hello Homin. Pleased to see that you got out alive. Our scouts told us you were coming and were very impressed that you decided to leave your village to cross unknown lands in search of a better life than that of a refugee.

I know that you are like all the others here: born a refugee, following in the footsteps of your ancestors, survivors of the Kitin invasions. What's your name by the way?

My name is Cariad.

Click here to continue.
Very good, Cariad...
It is time for you to begin your training. Go and see Unnorin. She will help you find your feet in this new land.
When you think you have learned everything you need, come back to see me. There is a task for which you could be very helpful to us, once you have built up your strength.
I'll go right away

Unnorin Cepao
Camp Guide

I have come to begin my training...

As you can see, I'm a Zorai but I hardly use Magic at all but fighting with my Axe I'm a match for any Dyros!
Anyone develop whatever skills they like, but some of our cultures are better adapted to one thing or another.
Right, what would you like to learn?
Tell me about the Zorai
Tell me about the Matis
Tell me about the Trykers
Tell me about the Kami
Tell me about the Karavan
I have no more questions, thank you.

As you can see, I'm a Zorai but I hardly use Magic at all but fighting with my Axe I'm a match for any Dyros!
Anyone develop whatever skills they like, but some of our cultures are better adapted to one thing or another.
Right, what would you like to learn?
Tell me about the Dyros
Tell me about the Zorai
Tell me about the Matis
Tell me about the Trykers
Tell me about the Kami
Tell me about the Karavan
I have no more questions, thank you.

It's no secret that everyone, even the Zorais, copied some of the Matis Masters' works.
It is perhaps for this reason that they work so closely with the Karavan they want access to the abundant incredible tools and materials.

How can I help you Cariad?
If you're looking for a master to give you training, just tell me the skill that you want to develop and I'll direct you to the trainer in question.

Combat
Magic
Craft
Harvest:
Tell me more about the different peoples of Aya
I need to be off

Before the coming of the Kitin, the four homin peoples all had their cities, but the Matis cities were the largest, the most elegant, and the ones to reach highest into the skies. Through their culture, they are masters in construction, constantly experimenting with new plants and materials in order to achieve more beautiful, more efficient craftsmanship.

Time to learn. I select at the first Combat

Select OK to move on with the next chat window.

Click here to close the window.

Click here for the next page.

Read all the info. This will help you in your task.
Ready for the fight, Cariad?
Gullan Gutter is waiting for you in the Fyros group to the north of the camp.
Come back to see me if you like to try out another profession.

You can come back whenever you like if you have other questions or if you come across anything unusual. Aty is large and strange, and one can never know what one is going to come up against.

**TIME TO LEARN TO FIGHT**

The top skills here are my fighter skills.

Left click the right hand to bring up tools you can use.

Select the dagger and that will be placed in your right hand.

The left hand is for shields and armor, or if you are using a dagger and a sword with duel attacks.

Clicking the up and down arrow here will select up to 10 pages of skills. The pages are where your skills are stored. If you move up or down now most pages are empty.

Head out of the camp, but you might want to keep near to it as the mobs here will not attack you unless you attack them first.

This is the target bar. At the moment, I have Chiang the Strong targeted.

This shows how tough the character is.

The red bar is his health.

Left click on the sys.info window. As this shows you all your combat info.

This is the target bar. At the moment, I have Chiang the Strong targeted.

Left click on one of the Yubos. These are weak but can still kill a new player.

Clicking on the Yubo will bring up its info in your target window.
**How To Quarter**

You see the eye that has appeared next to the name of the Yubo? That means it is looking at you and is watching you. When you click on something and have it in your target window, you will show an eye next to your name indicating that you are looking at them.

**Dealing with the Death**

You have entered a larger camp. A map will appear with some respawn points. Select the camp respawn point, you will now teleport back to the start, so see you in a moment.

Whoops! That was not fun! I should have checked my health before I attacked. Now I have to respawn.

Double click the dead body to start to quarter it.

**Double Click the Dead Body to Start to Quarter It.**

If there are items on the body, this menu will show them. All items have a use in-game. You can sell them, you can craft with them, and you can use them in missions. You can click on the items to take, or select take all, or you can drop all.

A map will appear with some respawn points. Select the camp respawn point. You will now teleport back to the start, so see you in a moment.

Ok that was fun, I will hunt some more Yubos and gain more items.

The Yubo is dead. So what should I do next?

Whoops that was not fun! I should have checked my health before I attacked. Now I have to respawn.

Now move your cursor over the Yubo and then left click. This will use your default attack.

After killing the Yubo, I have gained XP. This will show at the bottom of my screen. I also gained a level, and the light blue effect shows this.

After a respawn all my stats are low and I need to rest to increase them again.

You can click on the items to take. Or select take all. Or you can drop all.
Now that I am resting, I will explain some other in-game commands to help you.

First, sit down. This will help you regenerate your stats twice as quickly as if you were standing up. Or if you're really lucky, some players might heal you.

First, let's click on the identity box. Note that you will see a hot key marked in green. Pressing this key is a shortcut.

This is your info page about your character. Sliding your mouse over the words will give more information.

This shows I have 40 skill points in fight. For every level you gain, you will get 10 skill points. I will show you how to use them later.

Next is your inventory. Remember to note the green letter for the hot key. This will bring up your inventory so you can look at it.

Left click to select an item. Right click to bring up its menu.

There are 2 options with this item: destroy or info. Destroy will remove the item from your bag. Info will bring up a new window about the item.

This shows your bag bulk. The larger the yellow line, the more items you have in your bag and this could affect your skills and movement. Press the p key and look at speed factor.

This is your item's info window.
Click here for the actions book. This displays all your known skills. It will also tell you about your levels and skill tree, and any death penalties you may have.

Click here to see what the item can be used to make. This is handy for crafters.

This area is the item’s stats. When you craft with this item, these stats will be used with the item you make.

This is my death penalty from my recent death. Any xp I gain will be used to pay this off before I can gain new levels. This increases with your level.

Click on upgrades tab to show upgrades. You will also need to buy these at some time as they affect your skills and also your character. Both the actions and upgrades are for sale at the trainers. I will explain about upgrades and actions when we train are skills.

Clicking on the + will expand the skill tree.

Skills that I know are lighter in colour. The skills I have not trained in are shown faded.

You can right click and info any skill to see what it can do.

You can left click and drag and drop this skill into any slot in your action bar to set up your skills any way you wish.

Clicking the next set of skills level 20 to level 24 will show the next skill tree. It will not show until you are level 20 in this skill tree.

All skills in orange are skills you cannot learn yet.

Click here for the actions book. This displays all your known skills. It will also tell you about your levels and skill tree, and any death penalties you may have.

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The missions window. There are many non-player characters in the game you can talk to. Many of these will offer you missions to do.

There are hunting missions, craft missions, and harvest missions, among others.

Tip: Always make landmarks on your map at any important NPC like trainers and mission givers. You can then select them in your compass to find them.

Created with Comic Book Creator™
Mission

Mission title will show here.

Mission info will show here.

Click this for the map of the area.

I will not show the map here, as I will let you discover how it looks.

Here in the top bar you will find out details about the current time and season and the weather.

There is an arrow to go back to main map and a zoom, and you can also right click the map and add landmarks, giving them names so you can find places fast again.

Click here to view the help window.

There is lots of information here.

Remember to click on the + to expand the help info. I will let you look at that in your own time.

Contact list of players you have added to your book.

Mailbox to email players in-game.

List of animals owned with additional info about their health and food.

Fame

This will depend on your race, your civilization and your faith. It will affect your respawn points.

Players opting to be neutral have a mix of Kami and Karavan respawn points.

Pure Karavan or Kami only have use of their own respawn points.

As you play and explore you will find other camps and these belong to tribes. The game will add them as you find them and this will affect how they treat you. If you have high fame with them, they will welcome you, but with low fame they just might choose to add your head to their collection.

There is a large database in-game with lots of info. Click here to view the help window.

Support

The in-game support team for the Saga of Ryzom is of a very high standard and will always try and help a player, dealing with your problem as fast as possible. They will talk to you in-game, so please don't send in a ticket just before logging out.
Select the type of problem you are having in-game to open a new box.

Input your problem here, giving as many details as you can. Remember the more info you can give the staff, the more they can help, and the faster they can deal with your ticket.

When you’re ready to send, click here to send. In a short while, a member of staff will contact you.

Click on system to bring up the window. Now we will look at game configuration. Some of these settings will activate next time you run the game, but it will tell you this when you use them.

Change the language. Interface affects the look of the game settings.

Graphics. Some of these settings will need a reboot to set. This relates to the texture size etc.

Inputs. Speed of your keys and mouse etc.

Click system. Then select keys. This is where you can alter all of your keys to the way you wish to set them up.

Use this slider to move up and down the list. Left click on the key you want to change.

Then press the new key you want to select here.

Click system. Then select windows.
Here you can set what windows in your main screen you want to show.

Select System. Then Macros.

Click New Macro then add commands to make your own short keys. Play with these and see what you can do.

Select System. Then Connection.

Basic info about connection.

Select System. Then click MP3 player.

Click here to select the MP3 tracks you want to play. Tip: put your MP3s into a new folder so there easy to find.

Play

Previous track.

Next track.

Click here to select the MP3 tracks you want to play.

Close MP3 player.

Click System and then Patcher.
Time to cast spells

Your game is ok

Left click here to bring up the quit menu.

Says everything.

Bring you to the editor.

Click on this icon to change this layout by rotating it or placing it into icon mode.

Clicking the action tab will bring up options that have shortcut keys for in-game actions like sit, run, stand etc.

To quit out of the game.

Ok, by now my health should be full and it must be time to try some spells out!

I am ready to slay me some yubos or die trying.

Left click the right hand to bring up the tools you can use and select the amplifiers. These help you with your spell casting.

Just move the mouse over the box to make the game show the in-game help explaining the icon and indicating the hot key. This is used in most parts of the game.
There is my prey. I have clicked on it to have it in my target window.

Left click the spell Acid Damage 1 to cast the spell. Now it’s spell time! Take that, Yubo of death!

Note. That this spell has a range to it.

Shows me how much I have hurt the creature.

I killed it but it very nearly killed me. They are hard, these Yubos.

Eek more spells, more spells. It’s running towards me!

That was the first kill since I died. The xp was used to pay off my death penalty. As you can see it is dropping and when it is all paid off, I will then gain xp on the skills I use.

And remember to sit down in a safe place to rest, so that you heal more quickly.

Remember to quarter it and take its loot.

Time to fight some more with spells. I am safe if I can kill them before they get to me.
Hmm, I am still getting hurt by these Yubos; it must be time to spend some skill points at the trainers.

That's what I need the trainer and there they are.

Oh, there is a lot to learn, but I have not enough XP yet.

As the first I will train my HP, then I will try to train more until I am good enough to be changed to the main country.