

THE SHADOW OF YSERBIUS™

QUICK START CARD

STARTING:

Enter the Yserbius directory and type "Yserbius". When the title screen appears select "Play Yserbius".

When the Gallery appears, select the Barbarian character, Grunt of Ugh. (This is a character that has been set up for you. Later you can make your own.)

Click on the "Play" button to get to the volcano entrance screen.

Click on the upper entrance to enter the volcano. Traverse the Dungeon Entrance and enter any door (See: Moving Around). Walk around until you encounter an enemy, and you're on your way.

MAIN MAP SCREEN:

Volcano:

The upper entrance is the initial starting point called "Dungeon Entrance". The lower entrance is used after you have gone to the gallery or are resuming a saved game. When you use the lower entrance you are teleported back to the same location from where you left the volcano.

Guild:

Upon Startup, the Gallery is where you develop your own personalized character and distribute the points allowed for his/her Guild. Skills, Spells, and inventory items are all decided upon and distributed through the Gallery. The Guild is similar to the Gallery, but it also allows you to buy and sell items as needed.

Tavern:

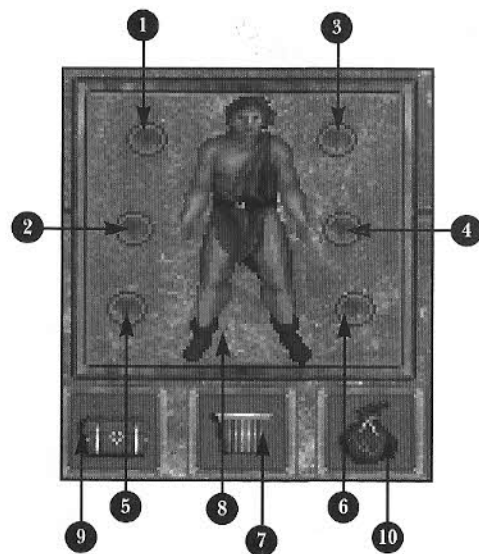
The Tavern is the meeting place where you can meet up with other adventurers and discuss your experiences in the volcano. This option is available ONLY in the on-line version of Yserbius through The ImagiNation Network™.

INSIDE THE VOLCANO:

Arm yourself:

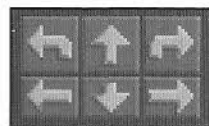
Click on the chest to use inventory.

1. Headwear
2. Weapon
3. Body Armor
4. Shield
5. Medallion, insignia, ring, etc.
6. Medallion, insignia, ring, etc.
7. Trash—place for discarded items
8. Location to receive items from others (multi-player only).
9. Inventory
10. Quest Items



MOVING AROUND:

- Click on the Map to bring up arrows.
- Click on arrows to turn and move.
- To open a door simply walk through it. If the door is locked you will need the proper skill or item to enter.



DOING COMBAT:

- When a battle begins click on the Axe-Sword icon.(a)
- Click the "crosshairs" icon on your intended target.
- Click and shoot. You can attempt to flee a battle at any time by clicking on the Boot icon at the right of the screen.(e)



TO CAST A SPELL:

- Click on the Spellbook icon.(b)
- Click on the spell. (The number next to it tells how many mana points are used when you cast this spell.)
- Point "crosshairs" and click.

USING A SKILL:

- Click on the hammer icon.(c)
- Click on any skill with white lettering. (The number next to it tells your relative strength in using the skill, strongest being 12.)
- Point "crosshairs" and click.

USING INVENTORY OR QUEST ITEMS:

- Click on the Sack icon.(d)
- Right click on the item you wish to use.
- Left click on the item to get its description.

Note: All new characters will start with a healing potion and a mana potion in inventory. If your health or mana points get low, right click on appropriate potion to increase your points.

INVENTORY/QUEST ITEMS:

After certain battles you will be asked to "Select your Treasure". Left click on any item in the lower boxes and drag it into your inventory located above it, or into the sack at the lower right of the screen. You must have an empty space for it or it will be unobtainable. If you leave this screen without obtaining the quest item it will be inaccessible to you.



CHECKING STATS:

Click on your character icon at top.

Choose "Stats". The numbers on the left show the base values. The numbers in parentheses show additional points given for weapons and clothing being worn.

Strength: Ability to inflict damage on an enemy.

Defense: Ability to defend yourself.

Agility: Ability to dodge spells.

Initiative: Getting in the first blow.

Dexterity: Effectiveness of your assault.



Health: Your physical well-being. The closer to zero, the closer to death.

Mana: Your ability to cast spells.

Gold: Gained after each successful battle and by selling objects found in the dungeon.

Exp: Experience accumulated by battles and fulfilling quests. This determines the level of your character.

AFTER COMBAT:

After any combat you may choose to leave the dungeon by clicking on the game logo then choosing "Quit to Gallery". Click on play and you will be outside the volcano. You can now click on the Guild and enter. If you have accumulated enough experience points you will go up one or more levels. You then will be given more Attribute, Spell, and Skill points to spend on your character. If your level hasn't changed, this screen will tell you how many more points you need to attain this goal.

LEVELS:

As your character increases in level, it gains the ability to take on stronger enemies and monsters that are sure to be encountered as you get deeper into the dungeon.

QUESTS:

Many quests require you to find special items in the dungeon. You may wish to note locations where quests are initiated and what is needed to fulfill them. If you lose a quest item you can always return to where you found it and get another. To check if an item is needed for a quest, go to the Guild and try to sell it. If it can be sold, it is not a major quest item.

SAVING YOUR GAME:

You can save your current position at any time by clicking on the game logo and choosing "Save Player". You can also select another character to play by choosing "Quit to Gallery". Using either option, you must enter the volcano via the lower entrance to return to your character's last location.

Note: Save game is used only to exit the volcano and return to the same place. If you die in the volcano your Save game will be lost.

USING YOUR MOUSE:

When clicking on inventory items a LEFT click describes the item and a RIGHT click will use the item. When in the Skills or Spells screen, a LEFT click activates the skill or spell.

002411100

™ designates a trademark of Sierra On-Line, Inc.

® is a registered trademark of, or licensed to,
Sierra On-Line, Inc.

© 1993 Sierra On-Line, Inc. All Rights Reserved.

Printed in the U.S.A.

Sierra On-Line, Inc. Coarsegold, California 93614