

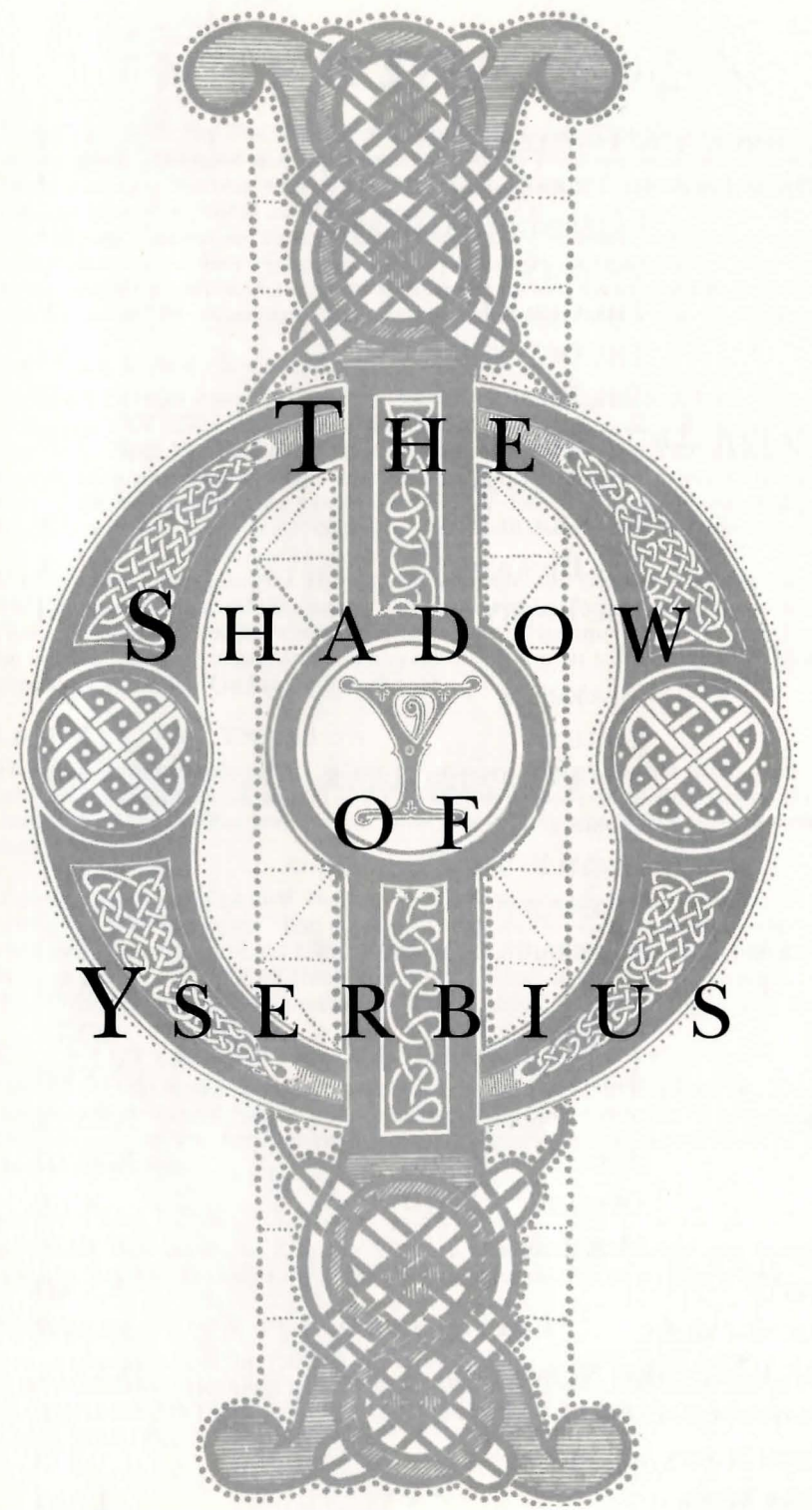


THE

SHADOW

OF

YSERBIUS™



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SHADOW
OF
YSERBIUS

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INTRODUCTION

Thank you for buying The Shadow of Yserbius, the stand alone version of the popular on-line game. Included in this package are actually five integrated pieces of software; Yserbius off-line, Yserbius on-line, Twinion off-line, Twinion on-line, and ImagiNation. You can choose to install all of the pieces or only the parts you wish to use. Both Yserbius and Twinion are Fantasy Role-Playing games in which you explore dungeons, fight creatures, and discover items of value. Because the world of both of these games is so vast and the depth of play is so involved, we've included a map template in the back of this manual. We recommend that you copy it and map the world as you explore.

INSTALLING YSERBIUS

To install Yserbius insert disk 1 of the Yserbius set, change to that drive, type install, and press <ENTER>. This will install Yserbius to your hard disk under the TSN directory. **Both Yserbius and Twinion must reside under the TSN directory if you ever want to play on-line.** As it installs you will be prompted for each disk needed. Part of the Yserbius files are stored on the TSN disks. So during the install process you'll be asked to insert the TSN disk so it can pull the needed files from there.

If you've previously installed TSN you already have an Yserbius directory under the TSN directory. The off-line install will copy its files to that same directory. Any character data that you have there will be saved. When the install is finished you will be able to use your existing characters on or off line at will with no changes. (See Character Limit For On-Line Play below.)

INSTALLING TWINION

To install Twinion insert disk 1 of the Twinion set, change to that drive, type install, and press <ENTER>. This will install Twinion to your hard disk under the TSN directory. **Both Yserbius and Twinion must reside under the TSN directory if you ever want to play on-line.**

If you've previously installed Twinion on-line you already have a Twinion directory under the TSN directory. The install will copy its files to that same directory. Any character data that you have there will be saved. When the install is finished you will be able to use your existing characters on or off line at will with no changes. If you don't already have Twinion on-line it will be installed along with the off-line version.

CHARACTER LIMIT FOR ON-LINE PLAY

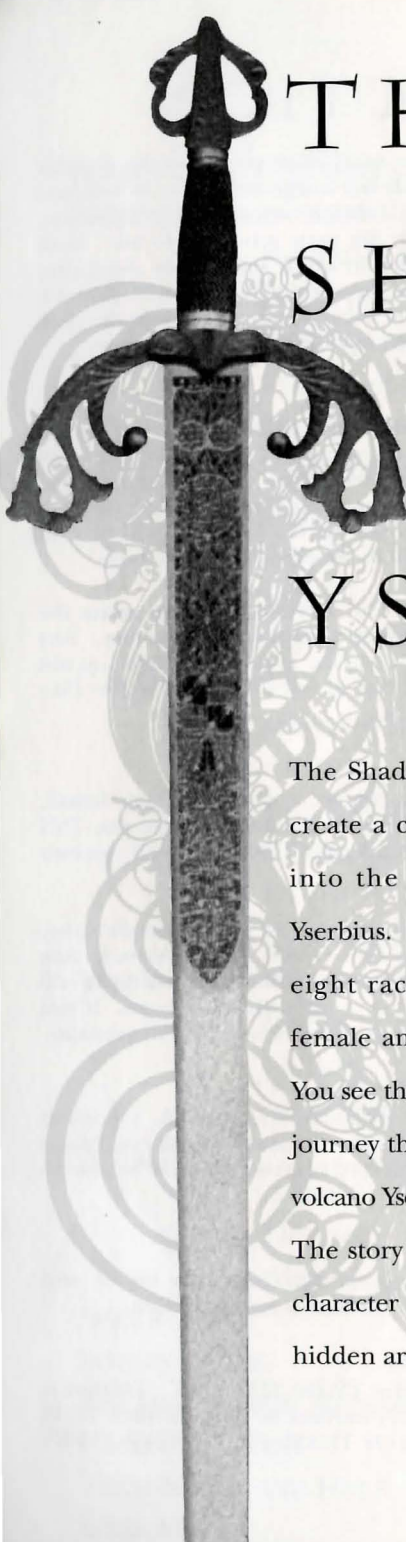
You will be able to take a character and play on or off line up to a level 20. Once you reach level 20 you will need to make a choice about your character. If you ever take a level 20 character that has been used on-line and play it off-line you will NOT be able to use it on-line anymore.

INSTALL TSN

To install TSN insert disk 1 of the TSN set, change to that drive, type install, and press <ENTER>. This will install TSN and Yserbius on-line to your hard disk.

BACKING UP YOUR CHARACTERS

Your characters and their maps are stored in the TWINCHAR.DAT (Twinion), MYCHARS.DAT (Yserbius) and AUTOMAPS.DAT (Yserbius & Twinion) files. IT IS RECOMMENDED THAT YOU MAKE BACK-UPS OF THESE FILES AFTER EVERY GAME SESSION.



THE SHADOW OF YSERBIUS

The Shadow of Yserbius, single player version. You create a character and journey as a solo adventurer into the dungeons and depths of the volcano Yserbius. Your character can be a member of one of eight races and six guilds, as well as be male or female and aligned with either Harmony or Chaos. You see the game from a first-person perspective as you journey through the halls and rooms found within the volcano Yserbius that overlooks the tiny town of Twinion. The story behind the game is revealed slowly as your character advances in power and as you gain access to hidden areas of the dungeons.



ENTERING THE GAME

The first time you launch Yserbius, an opening sequence will begin the story for you. You can hit ESC (escape) any time during the animation to quit and go directly to the main title screen. The sequence will end at the main title page where you will receive the following options:

1. Show Intro: Re-plays the opening animated sequence for your viewing pleasure.
2. Show End Game: Available only after you've defeated the volcano and won the game!
3. Play Yserbius: Sends you to "The Gallery" where you can create your character(s) and launch saved games. (This is detailed in the section titled: THE GALLERY)
4. Quit to DOS: Exits the program and sends you to the DOS prompt.



THE GALLERY

The Gallery is where you create and select the characters you will use to explore Yserbius. If you want to use an existing character, click on the left and right arrows (or use the left and right arrow keys on your keyboard) to scroll through the portraits until you find the character you want. Then click on the PLAY button or hit the ENTER (return) key to play in the character's last saved position.

If you want to create a character, use the left and right arrows to find an empty slot, or click on the DELETE button while the portrait for the character you wish to eliminate is on the screen. Saved games for that character are also deleted. Click on REPLACE to create a new character in that position.

New players may want to click on HELP, which gives some important information about beginning the game. You can get information throughout the game by RIGHT clicking on various buttons.

When you begin the creation process, the program prompts you for the character's name, epithet (e.g., "the Brave, the Loyal, the Bold," etc.), race, sex, guild and alignment. Click on the left and right arrows to provide this information about your new character. Use the BACKSPACE to change a name; you won't be able to change a name after you switch to a new screen. Descriptions of the character options are available in the World of Yserbius section of this document.

The next screen is the attributes screen. The attributes are: Strength, Defense, Agility and Initiative. These attributes are based on your selection of guild and race. For new characters you also have some points you can assign to these attributes as you see fit. Dexterity, Health and Mana are also shown on this screen, but they increase automatically when you rise in experience. You also earn more points to assign to the four attributes during the game. You can get descriptions of the attributes by right clicking on their names.

The next screen is the appearance screen. Here you can choose from a variety of "mix-and-match" facial pieces to give your character a distinctive look.

The spell screen is next. You may have extra points that you can assign to the available spells. You can get a description of the spells by right clicking on their names. The spells and their abilities are also detailed in the World of Yserbius section.

The final screen in the creation process is the skills screen. You pick up more skills throughout the game, but this screen simply tells you what skills you have available from the start. Click on DONE to save the character and prepare for adventure.

NOTE: Each Guild has its own distinctive color. These colors and Guilds are: brown (barbarian), yellow (knight), green (ranger), red (thief), blue (cleric) and purple (wizard).

OVERVIEW

There are two main places you can go in The Shadow of Yserbius. First is the Guild Hall, where you can buy and sell items and spend the points you earn when you advance levels. Second is the Dungeon itself, where you go adventuring.

entrances. The top entrance starts you off at the top of the dungeon; if you ever die in the game, you must re-enter the dungeon through the top entrance or load one of your saved games.

The bottom entrance takes you back to the location where your character was last saved, but only if death has not occurred.



THE GUILD HALL

The Guild Hall is where you allocate Attribute, Skill, and Spell Points. It

also contains a store where you can buy extra equipment for your character and sell items you find in the dungeon. Many items found in the dungeon cannot be purchased in the store, but the shop owner is usually willing to buy items you want to sell. Items that are shown in red type cannot be used by members of your Guild. Use the BUY button to purchase equipment and the SELL button to sell items. You may use the up/down arrow keys, the PageUp/PageDown arrow keys, and the ENTER key to select, scroll, and buy/sell in these screens.

When you enter Shadow of Yserbius, you will see a picture of a volcano, the Tavern, and the Guild Hall. Enter the volcano or Guild Hall by clicking on its picture with the left mouse button. The Tavern (to the right on the main screen) is not available in the solo version (that is, when you are not playing "on-line" through The ImagiNation Network via modem). When you go on-line, you will be able to enter the Twinion Tavern and converse with other on-line players. If you click on the signpost at the bottom of the screen, you will exit the game to DOS. The dungeon is inside the volcano, and there are two

As you adventure in the dungeon, you gain Experience Points. When you acquire enough points, you go up an Experience Level and you gain Attribute, Skill and Spell Points to spend on your character. You can get descriptions of the Attributes, Skills and Spells by right clicking on their names.

The first screen in the Guild Hall shows how many Experience Points you need to rise to the next Experience level. Rises in Experience Level take place only after you leave the dungeon and enter the Guild Hall. You will rise quickly in Experience Level early in the game and then more slowly later on. It is a good idea to know how many Experience Points you need to rise to the next Experience Level.

Attribute Points are used to increase your character's Strength, Defense, Agility and Initiative. (Your Dexterity, Health, and Mana rise automatically when you go up a level.) You may assign Attribute Points as you wish, but eventually you will reach limits where points can no longer be assigned to certain characteristics.

Spell Points are used to improve your character's magic spells. New spells are acquired automatically as you rise in Experience Level. You may also acquire new spells while adventuring in the dungeon. Each spell can be raised to a maximum of level 12.

Skill Points are used to improve your character's skills. New skills are acquired automatically as you rise in Experience Level. You may also acquire new skills while adventuring in the dungeon. Each skill can be raised to a maximum of level 12.

(NOTE: Be careful how you spend your Spell Points early in the game or you may make a spell so powerful that you do not have the Mana Points to cast it. You should go into the dungeon after spending a few Spell Points to see how much Mana it will cost to cast your increased spells. Once you've increased a spell or skill and leave that screen or the guild, you will not be able to take back points allocated to it. The points in the "pool" to distribute will always remain there until you spend them.)



You will spend most of your time exploring the dungeon and uncovering the many secrets it contains.

You are restored to full Health and Mana Points whenever you enter the dungeon through the TOP entrance. If you use the LOWER dungeon entrance, you will return to the spot where your character was last saved (unless you died) but you will not be healed.

When you enter the dungeon for the first time, you should dress yourself. You'll find clothing and equipment in your inventory chest. Click and drag the items to the appropriate circles surrounding the outlined image on the right. Don't worry - you can't put items where they don't belong. The lower left and right corners should be used for insignias, rings, amulets and medallions to get bonus statistics. The holding spot between the feet is used to receive items from fellow party members when playing on-line. If this spot is occupied, no one can give you items.



(Online ONLY)

The Tavern uses the same visual format as the The ImagiNation Network Constant Companion®. Here you will find other players with whom you can chat and decide to form parties. Party formation takes place inside the dungeon.

From the Tavern you can chat with up to 10 players at a time. Just click on the names of the players you wish to talk to. Players in the Tavern and the Guild Hall have their names in color; players in the dungeon have grayed-out names.

When the chat box is active, you can use the mouse to position the cursor in the text to edit it. You can also use

the left and right arrows to scroll through your message. Press HOME and END on the numeric keypad to go to the beginning or end of a message. Hold down the CONTROL (CTRL) key and press the left or right arrow to go back one word or forward. Use BACKSPACE or DELETE to delete letters. If you use the numeric keypad, make sure the NUM LOCK is off.

The POSTS button brings up the Yserbius bulletin board where you can read and post messages to fellow adventurers.

The SORT button is used to separate players into smaller groups by name, guild, race, etc. You can then view these sorted groups by using the SHOW SORT button.

The OPTIONS button allows you to customize your screen color, save your character, post a complaint, or leave Yserbius by returning to the The ImagiNation Network map or DOS.

The PLACES button takes you back to the Yserbius map.

THE FATES OF TWINION

The Fates of Twinion is the sequel to The Shadow of Yserbius, the most sophisticated on-line multi-player role-playing game currently available. The stand alone version is the same game that you can now play at home or on-line. You create a character and journey either alone or as a member of a multi-person party on The ImagiNation Network. Characters can be a member of one of eight races and six guilds, as well as be male or female and aligned with harmony or chaos. You see the game from a first-person perspective as you journey through the halls and rooms in the volcano Yserbius that overlooks the tiny town of Twinion. The story behind the game is revealed slowly as your character advances in power and as you access hidden areas of the volcano.

There are three places you can go in The Fates of Twinion. First is the Twinion Tavern, where when on-line you can chat with other players and read and post messages. Second is the Guild Hall, where you can buy and sell items and spend the points you earn when you advance levels. Third is the Dungeon itself, where you go adventuring.

When you enter The Fates of Twinion, you will see a picture of a volcano, the Tavern, and the Guild Hall. Enter the volcano, Tavern or Guild Hall by clicking on its picture with the left mouse button. If you click on the pathway at the bottom of the screen, you will exit to the The ImagiNation Network main map when on-line and when off-line this will exit the game.

The dungeon is inside the volcano, and there are two entrances. The top entrance (The Queen's Palace) is open to everyone and starts you off at the top of the dungeon; if you ever die in the game, you must re-enter the dungeon through the top entrance. The bottom entrance (The Ancient Skull) takes you back to the location where your character was last saved, but only if death has not occurred.

THE GALLERY

The Gallery is where you create and select the characters you will use to explore Yserbius. If you want to use an existing character, click on the left and right arrows (or use your left and right arrow keys on your keyboard) to scroll

through the portraits until you find the character you want. Then click on the PLAY button or hit the ENTER (return) key to play the last saved position that character was in.

If you want to create a character, use the left and right arrows to find an empty slot, or click on the DELETE button while the portrait for the character you wish to eliminate is on the screen. Saved games for that character are also deleted. Click on REPLACE to create a new character in that position.

New players may want to click on HELP, which gives some important information about beginning the game. You can get information throughout the game by RIGHT clicking on various buttons.

THE GUILD HALL

The Guild Hall is where you allocate Attribute, Skill, and Spell points. It also contains a store where you can buy extra equipment for your character and sell items you find in the dungeon. Many items found in the dungeon cannot be purchased in the store, but the shop owner is usually willing to buy items you want to sell. Items that are shown in red type cannot be used by members of your Guild. Use the BUY button to purchase equipment and the SELL button to sell items.



As you adventure in the dungeon, you gain Experience Points. When you acquire enough points, you go up an Experience Level and you gain Attribute, Skill and Spell Points to spend on your character. You can get descriptions of the Attributes, Skills and Spells by right clicking on their names.

The first screen in the Guild Hall shows how many Experience Points you need to rise to the next Experience Level. Rises in Experience Level take place only after you leave the dungeon and enter the Guild Hall. You will rise quickly in Experience Level early in the game and then more slowly later on. It is a good idea to know how many Experience Points you need to rise to the next Experience Level.

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Skill Points are used to improve your character's skills. New skills are acquired automatically as you rise in Experience Level. You may also acquire new skills while adventuring in the dungeon. Each skill can be raised to a maximum of level 12.

(NOTE: Be careful how you spend your Spell Points early in the game. You may

make a spell so powerful that you do not have the Mana Points to cast it. You should go into the dungeon after spending a few Spell Points to see how much mana it will cost to cast your increased spells. Eventually, you will acquire all the spell and skill points you will ever need. Here, only certain guilds get certain spells. Many spells have new powers here and require greater amounts of mana to cast.)

THE DUNGEON

You will spend most of your time exploring the dungeon and uncovering the many secrets it contains.

You are restored to full Health and Mana Points whenever you enter the dungeon through the TOP entrance. If you use the LOWER dungeon entrance, you will return to the spot where your character was last saved (unless you died) but you will not be healed.

When you enter the dungeon for the first time, you should dress yourself. You'll find clothing and equipment in your inventory chest. Click and drag the items to the appropriate circles surrounding the outline image on the right. Don't worry - you can't put items where they don't belong. The lower left and right corners should be used for insignias, rings, amulets and medallions to get bonus statistics. The holding spot between the feet is used to receive items from fellow party members while on-line. If this spot is occupied, no one can give you items.

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The POSTS button brings up the Twinion bulletin board where you can read and post messages to fellow adventurers.

The SORT button is used to separate players into smaller groups by name, guild, race, etc. You can then view these sorted groups by using the SHOW SORT button.

The OPTIONS button allows you to customize your screen color, save your character, post a complaint, or leave Twinion by returning to the The ImagiNation Network map or DOS.

The PLACES button takes you back to the Twinion map.

GAME CONTROLS

THE MOVEMENT SCREEN

The movement screen in the upper left corner shows the forward view of the dungeon. Under this view is the text box in which your physical descriptions of the dungeon and round by round descriptions of combat appear. You can scroll through dialogue by using the up and down buttons and pause it with the button that looks like a padlock.

To review your character's game characteristics, click on your picture with the LEFT mouse button (or use the F2 key) and

then click on the STATS button. It is always a good idea to know your current Health and Mana Point levels.

The three spaces at the top right of the screen are where other would-be members of your party appear if you were on-line. For the solo version, these spaces are empty.

The figure under your character icon shows what your character is carrying and wearing. Your character can carry a weapon and shield, wear a hat and body protection, and hold two small items (wands, rings, amulets, etc.).

The chest in the left box under the outline figure is used for your standard Inventory Items. You may wish to keep items you actively use during play (extra weapons, magic items, etc.) in the chest. There are 10 spaces for Inventory Items. To view your inventory, click on the chest with the LEFT mouse button. Select CLOSE when you are done viewing the contents.



The trash can in the center is used to discard items. You will be asked to confirm if you really want to throw out the item you put there. Once the item is thrown out, you cannot retrieve it from the trash can.

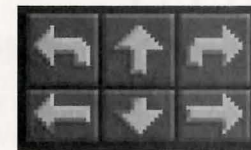
The purple bag in the right box is used to hold the Quest Items you find. There are 10 spaces for Quest Items. Click on the purple bag with the LEFT mouse button to bring up its contents. You can freely move items between the chest and purple bag, and you can use items in either place during combat. Using and manipulating items is explained in the combat section.

Under the figure are four action buttons:

- 1) The MAP button calls up an overhead map of the dungeon. The number 5 on the numeric keypad also brings up this map.
- 2) The BOOK button calls up your known magic spells. The number next to the spell name indicates how much mana it costs to cast the spell.
- 3) The HAMMER button calls up your current skills. The number next to the skill indicates its level.
- 4) The GAME button calls up game options, which allow you to save your character, leave the game, and control the sound, music and animations.

When you bring up the MAP screen, six buttons will be

available for movement control. These buttons allow you to move forward or backward, to the left or right, and to turn 90 degrees to the left or right.



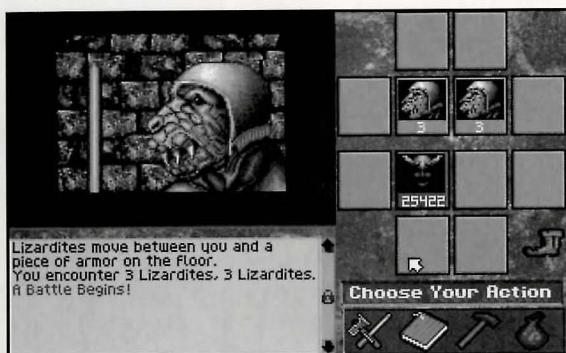
The movement buttons are activated either by clicking on them with the mouse or by using the arrow keys (up, down, left and right movement), or the numeric keypad (7=turn left, 8=move forward, 9=turn right, 4=move left, 6=move right, 2=move back). The 5 key is used to bring up the overhead map of the dungeon.

PARTIES

You travel through the dungeon alone in the solo version. When you sign up with The ImagiNation Network to play the game on-line, you can join up with other players from across the country to explore Yserbius or Twinion and have a better chance to survive the volcano's deadly puzzles.

THE ENCOUNTER SCREEN

When you enter a space containing monsters, the encounter screen appears. A picture of the lead monster appears over the forward view of the dungeon. The right side of the screen shows your two battle formations.



Small pictures of the monsters you encounter appear in the top six boxes, and your picture appears in one of the bottom six boxes. Numbers under the pictures of the beings you encounter indicate how many are in each position. The number under your picture indicates your current Health level.

The FIGHT button (the crossed sword and axe) begins a fight. The FLEE button (the boot to the right of the pictures) gives you a chance to escape combat. You may attempt an escape at the beginning of any combat Round, but your chances are greatly reduced depending on your abilities versus the monsters.

COMBAT

If you initiate a fight or you are forced into one, you remain in combat until one side or the other is defeated or flees.

You and your opponents use the same battle formations. There are four opposing boxes that form the front row of each battle formation; the two boxes behind are the back row of the formation. You may only occupy one of the four boxes in the front row; the back two may be used only when you are on-line and playing with at least one other adventurer. Monsters can occupy all six boxes.

You can move to another position by LEFT-clicking on an open space and then selecting the action you wish to perform. The move takes effect at the end of the

current Round of the encounter.

The GAME option button turns into a brown bag during combat. You gain access to the magic items in your inventory by clicking on the leather bag with the LEFT mouse button. To use an item in your inventory during combat, click on it with the RIGHT mouse button. The weapon you wield determines which enemies you can attack:

1) Short-Range Weapons: These include swords, clubs, hammers, and axes.

2) Long-Range Weapons: These include staves, spears and halberds. These weapons can be used to attack enemies in either row.

3) Missile Weapons: These include slings and bows which shoot arrows at the enemy. They can be used against enemies in either row.

Magic spells can be cast at any time. The nature of a spell determines if it affects an individual, a group, or all the enemy. Note that some spells (e.g., Refresh and Energy Field) are used to protect whole parties in the on-line version. You will not be able to use the Resuscitate spell in the solo version, because it can be used only on a dead character in a party.

Many weapons contain a limited number of magic spells. The weapon will act like a normal weapon if you carry it in your hand. If it contains magic spells, it will also show up in the leather bag during battle, and you may RIGHT-click on it to cast the spell. Once the spells are used up, the weapon behaves like a normal weapon.

Combat takes place in Rounds. In a Round, you can perform one action. Actions include:
1) attacking with a weapon,
2) casting a spell,
3) using an object in your Inventory or purple bag, and
4) activating a skill.

A weapon attack, magic spell or object usage takes place in the Round it is selected. A skill becomes activated when selected, but you cannot also attack with a weapon or spell in the same Round. You can move to an

empty combat position in the front row by clicking on the new position before making your combat action.

You also have one other available action in a Round: Flee. If the flee attempt succeeds, you elude the enemy and the combat ends.

To cast a spell or activate a skill, click on the Book or Hammer icon with the LEFT mouse button. Then click on the spell or skill with the LEFT mouse button to cast/activate it. You will be prompted if you must target the spell/skill. Move the white cross-hairs to the picture of the intended target and click the



LEFT mouse button. You will be alerted when you have completed your action for the round.

Once you have prepared your action for the Round, the combat begins. All actions by both sides are then

resolved by Initiative level, with the highest level character/enemy going first and the rest going in descending order until all actions are completed. The text box describes what happens during the Round.

Many monsters in the dungeon carry booty. If you defeat the monsters, you will be shown what objects they had. You can move these objects into your inventory if you have room.



If your inventory is full when you find another item you want to take, you must discard an item being worn by your character or from your inventory before you can take the new object. You can discard items you don't want by placing them in the trash can.

An extra holding spot exists between your feet. Items being held here do not offer you any bonuses, but if they are usable in combat they will appear in the purple bag. Note that while playing on-line, the holding box is used for transferring items between characters in a party.

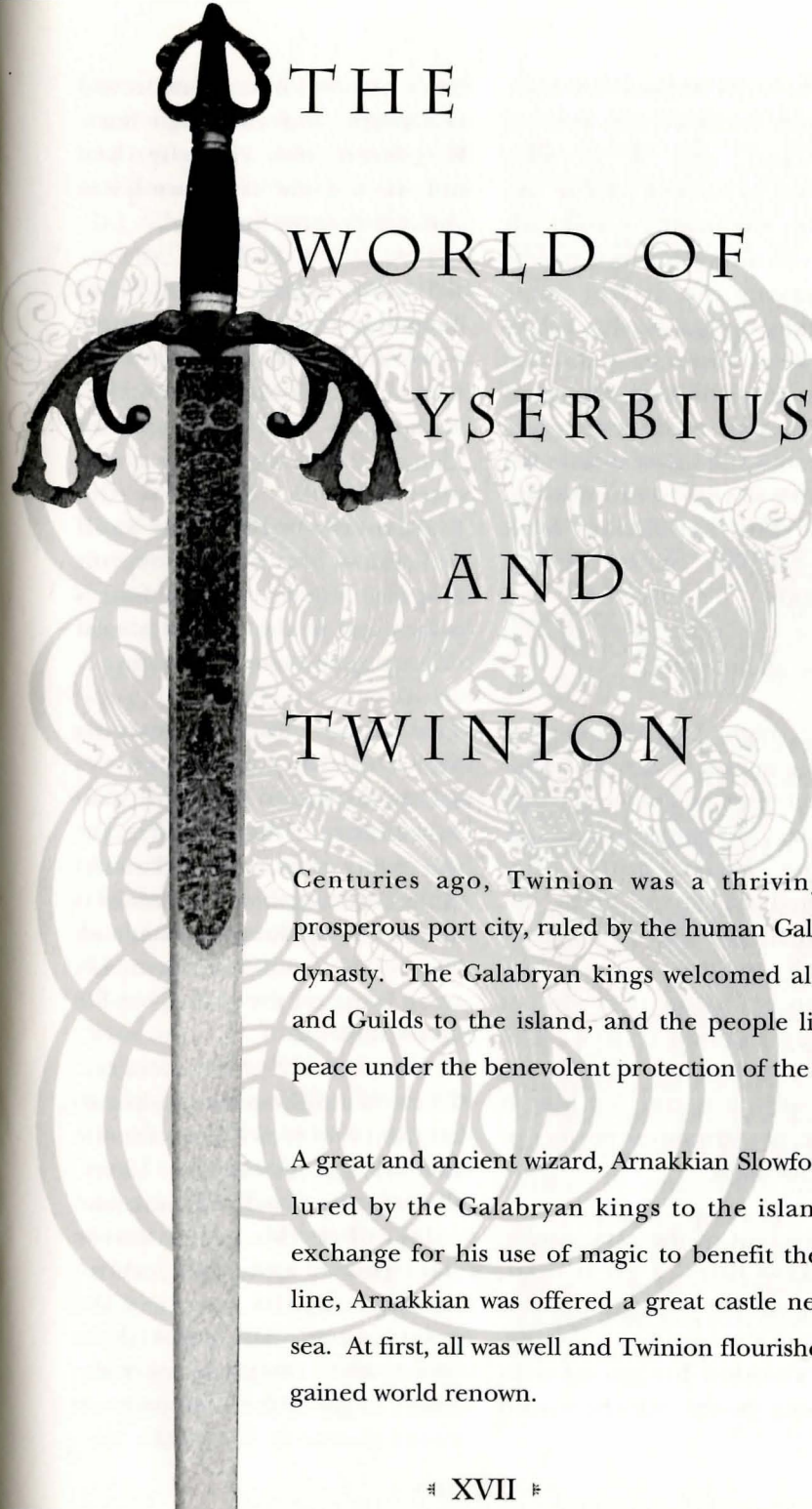
Many monsters carry booty or guard treasure. If you defeat monsters carrying booty, you will see what items they left behind after the combat ends. Booty appears in five boxes under your normal Inventory Items. You can drag booty items into your inventory or bag, or give them to other players. You may need to discard items in your inventory before taking booty. When you CLOSE the inventory screen, any excess booty is discarded.

DEATH IN THE DUNGEON

Inevitably, you will die at some time in the dungeon. Your character is automatically saved and you are booted out of the dungeon to the main screen. You do not lose experience points when you die. You come back to life at full Health and Mana when you enter the top dungeon entrance; you will not be able to use the lower dungeon entrance to return to your last position after you die.

INVENTORY

Your inventory consists of the items you wear (weapons, shield, etc.), your Inventory Items, and your Quest Items. You can have a maximum of 6 worn items and 20 items in your chest and purple bag. To learn the name of an object, click on it with the LEFT mouse button.



THE WORLD OF YSERBIUS AND TWINION

Centuries ago, Twinion was a thriving and prosperous port city, ruled by the human Galabryan dynasty. The Galabryan kings welcomed all races and Guilds to the island, and the people lived in peace under the benevolent protection of the court.

A great and ancient wizard, Arnakkian Slowfoot, was lured by the Galabryan kings to the island. In exchange for his use of magic to benefit the royal line, Arnakkian was offered a great castle near the sea. At first, all was well and Twinion flourished and gained world renown.

Then the evils began. Strange, misshapen beasts were spotted on the island and it became dangerous to wander outside the city after nightfall. Arnakkian began recruiting his own troops from among the distant Snow Elves and soon had an elite palace guard who frequently clashed with the king's soldiers. The good king Leowyn Galabryan was assassinated and his weak-minded son Theowayen became king. The wizard Arnakkian soon gained complete control over the profligate Theowayen and became the real ruler of the island in all but name.

Twinion might have disappeared from the annals of history under the cruel reign of Theowayen and Arnakkian, but nature intervened. No one knows quite what happened that fateful night, but the legend says that Arnakkian's eldritch magics caused the volcano eruption that almost engulfed Twinion in lava. The wizard's relentless search for immortality, it is said, led him to test the preternatural powers of the Elementals.

On the night of the catastrophe, Arnakkian threw a great feast, inviting all the most important citizens of the island to his castle. He enchanted his guests with intriguing games (for the wizard

had a passion for such intellectual challenges) and with magic feats. His boast was that he had defeated Time itself and was about to become immortal.

No one knows quite what happened that night because no guest returned to report what happened. It is rumored that Arnakkian had trapped an Elemental and tried to force it to obey his will. Somehow the Elemental broke free and unleashed fountains of hot magma, burying Arnakkian's palace and in the process almost destroying the rest of Twinion.

The volcano Yserbius remains active to the present, and its relentless furies (most of them subterranean, thankfully) make the roiling waters around Twinion almost unnavigable. The island is all but cut off from the mainland. The residents still manage to eke out a living on the island, but life is very difficult.

Twinion might have sunk into oblivion had it not been for the last of the Galabryan kings, Cleowyn the Cruel. Cleowyn had visions of restoring the island to its glory and set about investigating the secrets of the great volcano. He recruited the "earth wise" Dwarfs to mine the riches of gold, silver and jewels in

the volcano, and he had them carve out a palace for himself in the top section of the volcano. As his personal riches grew, so too did Cleowyn's paranoia and cruelty. He distrusted all peoples and filled his palace with pitfalls and traps to catch any intruders. He tortured people relentlessly as he tried to worm out the last bits of information he could learn about Arnakkian.

One night, Cleowyn's wail of despair was heard across the island, and the people rushed to the palace to see what had happened. It was empty. The king, his court, his guards, the Dwarf miners, and his prisoners were all gone. Some say Cleowyn had managed to open a passage to the buried remains of Arnakkian's castle and had unleashed the dead spirit of the wizard or perhaps even the Elemental.

Rumors of the vast riches accumulated by Cleowyn and the arcane magics of Arnakkian lure the natives of Twinion to try their luck in unraveling the secrets of the volcano. Few return from the quest alive. Most die in the convoluted mazes of the volcano and some... Well, the islanders say, some have managed to survive the rigors of the volcano and are never seen again. Where these few wind up nobody knows.

Eventually, Heroes of Yserbius reached the depths of the volcano and conquered the evil time Elemental En-Li-Kil. This ended the vile, writhing volcano's fury, and allowed adventurers ways to new explorations.

Time passed quickly after En-Li-Kil's demise. Many of Twinion's inhabitants still traversed the dungeons of Yserbius, searching for some way off the isolated island. One day, in a flash of magic, a sorceress appeared in the midst of the townspeople. So was marked the return of Aeowyn, daughter and sole offspring of the late King Cleowyn, who had come to reclaim the Galabryan throne.

Long had she been away from Twinion, off on distant mainlands learning arcane magics and arts. She had returned only to find her father's tomb, and the volcano Yserbius dominating the islanders' beliefs and fears. After being told the history of Twinion in her absence, the death of her father, the battle of En-Li-Kil and Arnakkian, and En-Li-Kil's ultimate destruction, she felt a certain responsibility for the inhabitants' woes. It was then that she proclaimed herself Queen Aeowyn of Twinion, and began using her powers to build her own palace alongside her father's in the great volcano.

During her magical enchantments to carve out this palace, Aeowyn uncovered two ancient scrolls signed by Arnakkian Slowfoot on which he recorded his experiments and his search for immortality. The scrolls detailed his efforts in trapping the Time Elemental, En-Li-Kil, and how he tortured the Elemental into revealing secret ways into the lower depths under Twinion. There were mentions in the scrolls of how En-Li-Kil was servant for the Dralkarians, five guardians who protect a magical gateway – described as the Portal of Time – deep under Twinion. The last entry on the scrolls revealed Arnakkian's proud claim that he had found a way into this area. Unfortunately, the wizard never enjoyed his success, for the Dralkarians freed En-Li-Kil from his bonds to wreak havoc and revenge upon his captor and all those who dared seek this mystic Portal.

From these scrolls, Aeowyn learned that Yserbius was merely the pinnacle of a great underground maze leading to the gateway which opened a multiverse of dimensions. Aeowyn's own searches led her through an elaborate system of dungeons and labyrinths that none had known existed. During her explorations she encountered an ancient race of elves who dwelled in these dark places of

the earth. From them, she came to understand the full meaning of Arnakkian's scrolls and the immense power she could acquire.

These dark elves, who Aeowyn came to know as the Night Elves, warned her that any would-be heroes, even those who had dared to destroy En-Li-Kil, would suffer dire consequences if they attempted to face the Dralkarians. The eldest leaders of the dark elves told Aeowyn about the many traps and evil monsters that had been set up to keep outsiders away from the Portal far below. These Night Elves imparted some of their ancient prophecies and beliefs to Aeowyn, which she was able to piece together as the method for getting past the Dralkarians and reaching the Portal of Time.

To acquire possession of the Portal of Time, Aeowyn designed areas inside Yserbius where she could test new adventurers and find the Champions who would, unknowingly, help her. Aeowyn sent out a charter requesting any who sought adventure to come and face her tests. Those who pass her tests, she said, will become her Champions and will be richly rewarded for their services.

Who knows what reward awaits the Champions if they succeed...

THE RACES ON TWINION

Eight intelligent races coexist on the island of Twinion. Each race has slightly different beginning character attributes.

HUMANS

Humans are first cousins to orcs. Humans have average attack and defense strengths, and they initially have less magic ability than most other races. Humans are arguably the most adaptive people on Twinion, and they can be found working farms, running shops, and venturing deep inside the dungeon. Some humans prefer a solitary existence, but most are social and enjoy mixing with all other races and Guilds. Humans are the standard by which other races evaluate their abilities.

ORCS

Orcs are first cousins of humans. Orcs, being slightly taller and heavier boned, are stronger than their human cousins and can endure more punishment in combat. While they have age-old experience with the workings of magic, their bulkiness often makes them sitting ducks when attacked by offensive magic. Continued slurs against them have made most orcs taciturn and wary of other peoples - except gremlins, to whom they show remarkable affability.

ELVES

Elves are first cousins of trolls. They tend to be tall and thin, and therefore are less robust in physical combat. They are adept at magic and know well how to defend against magical attacks. Their love of nature and the outdoors makes them natural Rangers, and they usually prefer bows to heavy hand weapons. Though they tend to prefer their own kind, they will work with all other races. The legends about the mutual dislike between dwarfs and elves are somewhat overstated.

TROLLS

Trolls are first cousins of elves, and there is a certain loathing between these cousins. Trolls are as tall as elves, but they are hardier and prefer hand weapons to bows. They are not as proficient in magic as elves, but they are slightly better at it than most humans. Where elves prefer the outdoors, trolls prefer the darkness of caves. Many can be found in the Twinion dungeon. Many unkind jokes have been made about troll intelligence, and trolls bear such impudent humor with remarkable patience.

DWARFS

Dwarfs are first cousins of gnomes. Though shorter than humans, they are much, much stronger and they make excellent fighters. They prefer heavy hammers and delight in smashing their enemies flat. Except as Wizards, for which they are renowned, most dwarfs have only average magic ability, and, like orcs, their stockiness makes them more ready targets in magic attacks. Most dwarfs in Twinion have given up their legendary metalworking to settle in as soldiers and adventurers. Their gruff sense of humor is usually, but not always, appreciated by the varied citizens of Twinion.

GNOMES

Gnomes are first cousins of dwarfs. They are smaller than their cousins, but they brag that they are still heads above the halflings. They are not quite as robust as dwarfs, but they are stronger than humans. Gnomes are perhaps the most serious of the peoples on Twinion, and many have gained great reputes as Clerics and Wizards. Gnomes are considered somewhat enigmatic by many, perhaps because they use so many ancient gnomish adages and poetic references in their speech. Their pride makes them seem aloof, but they have repeatedly proven their loyalty in times of danger.

HALFLINGS GREMLINS

Halflings are first cousins of gremlins. Their diminutive size has put them at a distinct disadvantage among the larger, stronger races on Twinion. What they lack in strength, however, they more than make up for in cunning, and some of the most notorious Thieves in Twinion history were halflings. They have an excellent sense of humor and are as ready to make fun of themselves as they are of anyone else. Most halflings sing very well, and their ability to spin interesting yarns has made them very popular among parties venturing into the menacing dungeon.

Gremlins are first cousins of halflings. As the smallest race on Twinion, they at first appear to be natural victims for bullies, but bullies soon learn the sting of gremlin magic and leave them alone. Gremlins are often found in the company of orcs; indeed, gremlin magic and orc arms make for a powerful fighting unit. A certain amount of coaxing may cause a gremlin to talk about his people, but they are, as a rule, tight-lipped about themselves. They are without doubt the most secretive of the peoples on Twinion.



THE GUILDS

The Guild indicates the career your character will follow in the game. Each Guild offers different initial skills and magic spells.

BARBARIAN GUILD



Barbarians are known for their great strength and combat abilities. Their ability to absorb damage makes them ideal for front-line duty in combat. They are experts with clubs and axes, and they prefer light armor and shields that do not restrict their cutting motions. Having favored athletic conditioning over academics, they are slow to learn magic. However, they are single-minded in their pursuit of enemies, and they are sometimes known to lapse into berserker mode, during which they inflict extreme physical damage on an enemy while disregarding injury they sustain.

KNIGHT GUILD



Knights are well-rounded fighters and fair magic casters. While not as strong as barbarians, they have the staying power to hold a front line position in combat. Knights are particularly efficient with swords, and their overall strength and well-proportioned physiques allow them to use all types of armor. Their command of military tactics makes them excellent leaders, and they often direct orders to their comrades while whacking away at an enemy. Their ability to bind minor wounds during combat is of immense benefit. The most renowned knights, just by appearing on the battlefield, have been known to intimidate their enemies into turning tail and fleeing.

RANGER GUILD



Rangers, while renowned for their archery, can wield an impressive array of weapons. While their years of survival in the wilderness have given them the stamina to withstand hand-to-hand combat, they much prefer to stay in the back row to fire their bows, and they wear lighter armor that does not impede their firepower. They have an excellent command of magic, ranking just behind clerics and wizards in power. Their outdoors training has taught them to read tracks and so detect the presence of lurking beasts and ambushers. A skilled ranger can weave in and out of battle easily and will often deliver a telling blow to an enemy who thinks himself safely out of harm's reach.

THIEF GUILD



Thieves have earned a reputation for treachery and deceit among town folk, and, indeed, their abilities to adeptly pick locks and pockets make them dubious social companions. However, these same skills, along with their uncanny ability to detect traps and secret doors, make thieves invaluable allies in the treacherous corridors of the dungeon. They are not the best of physical fighters, and the light armor they favor cannot absorb much damage. To offset these disadvantages, thieves usually learn many defense spells early on. They rise quickly in abilities, but then taper off at higher levels. To offset the negative image of thieves, their Guild has encouraged its members to acquire the fine arts of the bard, fully knowing that music weaves its own magic by lulling the enemy and distracting them during combat.



CLERIC GUILD



Clerics are well-beloved magic casters, generally using their spells and skills to cure the sick and weak. While they are by nature defensive in their use of magic, they can be ferocious combatants when aroused, and can wield their weapons most effectively. A favored few are instructed in the martial arts, and learn to manipulate exotic weapons of far lands most viciously. The sanctity of their profession offers two distinct advantages in combat. Their numinous nature handily deflects low-order magic, and their pious meditation allows them to fall into a light reverie in the midst of combat and regain Mana.



WIZARD GUILD

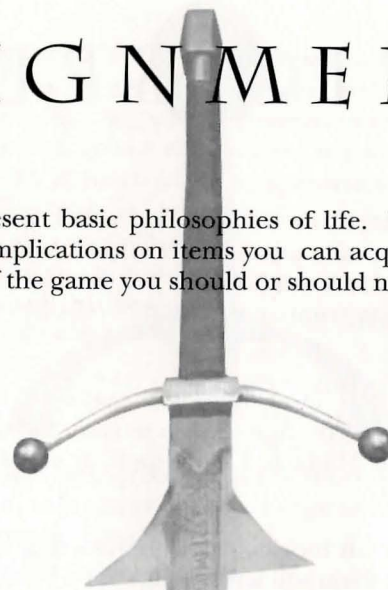


Wizards are the masters of magic in all its forms. They quickly grasp the essence of all types of spells and quickly grow proficient in casting them. However, since they nurture intelligence before physicality, they prove rather poor fighters. Still, a wizard is not welcomed into the Guild until he or she exhibits above average competence with the quarterstaff and the endurance to withstand considerable physical abuse. The concentration acquired by learning to withstand punishment allows a wizard to channel mana more efficiently when casting and to fall into a deep trance during combat so as to restore lost Mana. Many of the secrets of the dungeon have been revealed to wizards who studied the arcane lore of the runes, which were used by ancient peoples in their messages.

NOTE: Each Guild has its own distinctive color. These colors and Guilds are: brown (barbarian), yellow (knight), green (ranger), red (thief), blue (cleric) and purple (wizard).

ALIGNMENTS

Alignments represent basic philosophies of life. Your alignment can have occasional implications on items you can acquire and use, as well as certain areas of the game you should or should not enter.



HARMONY

Those who follow the way of Harmony believe in the basic order and stability of the universe. They view the deities as benevolent and wise and all peoples as honest and virtuous. They recognize the role of evil in life and are dedicated to removing it - or at least to minimizing its effects on peoples' lives. Those who are one with Harmony are usually unpretentious and very generous by nature.



CHAOS

Those who follow the way of Chaos believe the universe is basically inchoate and incapable of being understood by mere mortals. They view the deities as aloof and indifferent and all other people as self-centered and ungovernable. They know that those who believe that good will inevitably triumph are shortsighted, and while they do not intentionally act evil, they are accustomed to evil happening to them. Those who live by the code of Chaos are usually independent and forethoughtful.

MAGIC SPELLS

Magic spells fall into three categories. Attack spells (shown in red) damage the enemy. Some attack spells affect one enemy, some affect a group of enemies, and some affect all enemies. Defense spells (shown in green) offer protection from attack. Modifier spells (shown in blue) affect your abilities.

Spells cost Mana to cast. Over time, your spells will become increasingly more powerful and will cost more Mana to cast. You will be warned if you do not have enough Mana to cast a spell. If you have no Mana, you cannot cast any spells.

Note that spells cast on monsters and rogues that modify them or put debilitating states on them will last throughout a combat.

You may notice that, while modifier spells have longer durations at higher levels, defense spells have shorter durations at higher levels. The defense spells known to residents of Twinion at this point in time are far less effective than other spells known to the outside world.

ATTACK SPELLS

BACKFIRE

Backfire is used against one enemy magic caster. The spell may cause the enemy's next attack spell to be reduced in effectiveness or to rebound on the caster. As the spell increases in level, it becomes more likely to cause a backfire. Backfire is an expensive spell to cast, but it can severely reduce damage from magic. Make sure that the enemy you select uses magic, or the spell will be wasted.

BLAST

Blast is used against one enemy. It creates a powerful explosion that causes extensive damage to the target. As the spell increases in level, it causes more damage. Blast is an expensive spell to cast.

CONTROL

Control changes the allegiance of the enemy to your side and causes them to attack their former allies.

As the spell increases in level, it controls more enemies. At levels 1 to 6, it affects one enemy. At levels 7 to 11, it affects one group of enemies. At level 12, it affects all the enemy. Control is an expensive spell to cast, especially at its highest level, but it can give you time to heal yourself while the enemy fight among themselves.

CURSE

Curse is used against one group of enemies. It temporarily reduces the enemies' physical combat capabilities and the damage they cause. It does not affect enemies casting magic. As the spell increases in level, it makes the enemy even less effective in combat. Curse is moderately expensive to cast, but it can turn even the most powerful enemies into weaklings.

DEATH DARTS

Death Darts attack all enemies. A barrage of barbed missiles cause massive damage to all opponents. As the spell increases in level, it causes more damage. Death Darts are very expensive to cast.

DISSIPATE

Dissipate attacks one group of ghosts or undead. It causes damage to the dead enemies and is particularly useful against those undead that are difficult to hit with weapons. As the spell

increases in level, it causes more damage, and starting at level 5, it prevents undead from paralyzing party members. Dissipate is inexpensive to cast.

FIREBALL

Fireball attacks one group of enemies. A ball of fire bounces back and forth among the enemy, causing great damage. As the spell increases in level, it causes much more damage. Fireball is very expensive to cast.

HAIL

Hail attacks all enemies. A cloud appears above the enemy and pelters them with large hailstones, causing limited damage. As the spell increases in level, it causes moderately more damage. Hail is one of the least expensive spells, but the damage it causes is modest.

LIGHTNING

Lightning attacks a single enemy. A flash of lightning strikes the enemy, doing moderate damage. As the spell increases in level, it does moderately more damage. Lightning is inexpensive to cast, but the damage it causes is modest.

PETRIFY

Petrify temporarily turns one enemy to stone.

While petrified, the enemy is unable to attack. Petrify is inexpensive to cast.

POISON CLOUD

Poison Cloud attacks one group of enemies. A venomous cloud envelops the group and does limited damage when it first poisons them. The poison continues to reduce the enemies' Health until it is removed. As the spell increases in level, it causes more damage. Poison Cloud is moderately expensive to cast.

STORM WIND

Storm Wind attacks one group of enemies. Violent winds do moderate damage to the enemy. As the spell increases in level, it causes more damage. Storm Wind is inexpensive to cast, but the damage it causes is modest.

DEFENSE SPELLS

AURA

A glowing sphere encases you, temporarily absorbing damage from magic attacks and improving your Agility. As the spell increases in level, it absorbs more damage. It protects your whole party when playing on-line with other players. Aura is inexpensive to cast.

ENERGY FIELD

The field absorbs damage from physical attacks. As the spell increases in level, it absorbs more damage. It is most useful when playing on-line with other players because it protects your whole party. Energy Field is moderately expensive to cast.

SHIELD

The magic shield appears in front of you and absorbs some damage from physical attacks. As the spell increases in level, it absorbs more damage. Shield is inexpensive to cast.

LIGHT SHROUD

A shroud of pure light forms around you and absorbs physical damage from ghost and undead attacks. As the spell increases in level, it absorbs more damage for a longer time and prevents the undead from inflicting such physically draining effects as poison and paralysis. Light Shroud is inexpensive to cast.

MODIFIER SPELLS

BLESS

This benediction temporarily increases your effectiveness in combat. As the spell increases in level, it increasingly enhances your Attributes for a longer time. Bless is moderately expensive to cast.

CURE

Cure removes such debilitating effects as poison, paralysis, and petrification. As the spell gains in level, the chances of removing debilitating states increases in likelihood. Cure is inexpensive to cast.

HEAL

Heal restores Health to you. As the spell increases in level, it restores more Health. At low levels, the spell is inexpensive to cast, but it becomes moderately more expensive at higher levels.

REFRESH

Refresh is not as effective as the Heal spell, but it can be very useful during combat when you are low on mana. Refresh is an expensive spell to cast. It is primarily useful when playing on-line with other players, because it affects all party members.

RESIST

Resist temporarily enhances your resistance to enemy magic by reducing damage and increasing Agility. As the spell increases in level, it lasts longer, decreasing damage from magic attacks and making the member more capable of resisting a spell. Resist is moderately expensive to cast.

TELEPORT

Teleport allows you to leave the dungeon. It can be cast only when you are not in combat. Teleport is expensive to cast at lower levels, but becomes very inexpensive at higher levels. If you teleport out of the dungeon, you can re-enter the dungeon at the point where you left, IF you use the LOWER dungeon entrance.

RESUSCITATE

Resuscitate is useful only when playing on-line with other players. It affects one member of your party. It restores a dead party member to life with reduced Health and limited Mana. As the spell increases in level, it restores more Health and Mana to the revived party member. Resuscitate is the most expensive spell to cast.

TRUE SEEING

True Seeing allows you to detect items of interest in the dungeon, which are shown on the small overhead map. The spell lasts until you move. As the spell increases in level, the radius of detection expands in all directions. True Seeing is inexpensive to cast.

SKILLS

Each Guild has four unique skills associated with it. You acquire these Guild skills automatically as you rise in Experience Level. You will also learn some skills from the five other Guilds, and if you are lucky, you may acquire other skills in the dungeon.

Barbarian Guild skills are shown in brown. Knight Guild skills are shown in yellow. Ranger Guild skills are shown in green. Thief Guild skills are shown in red. Cleric Guild skills are shown in blue. Wizard Guild skills are shown in purple.

Skills either work automatically or must be used. Skills that work automatically - such as weapon skills - are shown in a darker tint of the Guild color. These skills take effect immediately once they are acquired. Some of these automatic skills are effective only when you are the leader of a party. Others take effect only if you are using an appropriate weapon type.

Skills that must be used are shown in a lighter tint of the Guild color. You must actively select such a skill to make it work. During combat, it takes one Round to select a skill.

BARBARIAN GUILD SKILLS

ATHLETICS

Athletics are a basic part of the Barbarian Guild's training and include proficiency in boxing, wrestling, and gymnastics. They improve Agility and Initiative. This skill is automatic and takes effect as soon as it is learned.

CLUBS / AXES

Clubs/Axes are the weapons of choice for the Barbarian Guild. A person with this skill has increased Strength and does more damage when wielding an club or axe. This skill is automatic and takes effect when you are armed with the appropriate weapon during combat.

BERSERKER

Berserker is a form of madness that is encouraged by the Barbarian Guild. A fighter becomes increasingly more destructive in physical combat when this madness is invoked. However, there is a tradeoff, for the berserker is less concerned about defending his/her person and takes more damage from physical attacks. This skill must be selected and can be used only during combat.

PURSUIT

Pursuit is the ability to deter enemies from fleeing from a combat. As a barbarian becomes a better warrior, he/she has a better chance of preventing the enemy from escaping. This skill must be selected and can be used only during combat.

you play on-line with other players, this skill affects all party members in combat when you are the leader.

FENCING

Fencing is taught to all knights because the sword is the preferred weapon of the Guild. A person with this skill has increased Strength and does more damage when brandishing a blade weapon. This skill is automatic and takes effect when you are armed with the appropriate weapon during combat.

BINDING

Binding is the ability to heal minor wounds by using whatever items and herbs are at hand during combat. It restores a limited amount of Health. This skill must be used, and the target of the healing must be selected. It can be used only when you are in combat.

KNIGHT GUILD SKILLS

LEADERSHIP

Leadership is one of the basic requirements for a knight. It gives a knight a better sense of battle tactics and makes attacks more efficiently. It increases your Strength, Defense and Initiative. This skill must be selected. When

INTIMIDATE

Intimidate is the fame acquired by a knight for his/her many feats of chivalry. The fame of a knight is known to intimidate all opponents, causing them to attack more slowly and to flee more readily. This skill must be selected and can be used only during combat.

RANGER GUILD SKILLS

ARCHERY

Archery is taught to all rangers because the bow is the preferred weapon of the Guild. A person with this skill has increased Strength and does more damage when using a bow. This skill is automatic and takes effect when you are armed with the appropriate weapon during combat.

FURTIVENESS

Furtiveness is the ability to weave in and out of combat, so as to attack all the enemy, wherever they are in a battle order. This skill allows a person to attack the enemy in the back row, and it increases the person's Strength and damage done by such attacks. This skill must be selected and can be used only during combat.

READ TRACKS

Read Tracks is the ability to detect the presence of potential opponents in the dungeon by studying their spoor. The more proficient a person is with this skill, the further away the opponents can be detected. This skill must be selected and it is used outside of battle.

STAMINA

Stamina is demanded by the Ranger Guild for all its members, because life in the wilderness can be so fatiguing. It reduces the amount of damage taken during physical combat. This skill is automatic and takes effect as soon as it is acquired.

THIEF GUILD SKILLS

BARD

Bard is the ability to sing enchanting songs in the midst of battle. The strange music often throws one group of enemies into confusion, making them slower to attack and more willing to flee. This skill must be selected and can be used only during combat.

DETECT

Detect is the ability to find traps before they go off and to locate secret doors. As a person grows more proficient in this skill, he or she is more likely to spot such traps and doors. This skill must be selected, and it is used only outside of combat.

LOCKPICK

Lockpick is the ability to open stubborn locks. As a person grows more proficient in this skill, he or she becomes more adept at opening locked doors. This skill must be selected, and it is used only outside of combat.

PICKPOCKET

Pickpocket is the ability to steal an item from an opponent even in the thick of battle. As a person grows more proficient in this skill, he or she is more likely to take an item. This skill must be selected and can be used only during combat.

CLERIC GUILD SKILLS

MARTIAL ARTS

Martial Arts are a basic part of the Cleric Guild's training and include proficiency with exotic weapons from far lands. A person with this skill has improved Strength and does more damage when using a katana or nunchuka. This skill is automatic and takes effect when you are armed with the appropriate weapon during combat.

DEFLECT MAGIC

Deflect Magic is the ability to turn away incoming attack spells. It reduces damage from magic attacks and increases your Agility. This skill must be selected and can be used only during combat. At levels 1 to 6, it affects one member of your party. When playing on-line with other players, it affects your entire party at levels 7 to 12.

MEDIC

Medic is the skill of healing taught to all clerics. It removes debilitating states - poison, paralysis, and the like - from a party member either during or after combat. This skill must be selected, and the target of the healing must be selected.

REVERIE

Reverie is the ability to momentarily withdraw into oneself so as to draw in Mana from the surroundings. The amount of Mana restored is limited, but it can be a lifesaver during battle. Using this skill lowers the person's Initiative for the rest of the combat. This skill must be selected and can be used only during combat.

WIZARD GUILD SKILLS

CHANNEL

Channel is the ability to focus one's use of Mana in combat, making magic attacks more powerful against a single enemy. It both increases the amount of damage done and reduces the ability of the enemy to resist a spell. The skill must be selected and can be used only during combat.

DEEP TRANCE

Deep Trance is the ability to fall into a reverie during the heat of battle so as to draw in Mana from the surroundings. The amount of Mana restored is rather limited. The skill must be selected and can be used only during combat.

RUNE READING

Rune Reading is the ability to translate the ancient mystic symbols found in the dungeon. As a person grows more proficient in this skill, he or she can automatically translate more runes. This skill must be selected, and it is used only outside of combat.

STAFF

Staff is the weapon skill taught to all wizards because staves are the preferred weapon of the Guild. A person with this skill has increased Strength and does more damage when using a staff. This skill is automatic and takes effect when you are armed with the appropriate weapon during combat.

SOUND AND MUSIC

You should have at least 601,000 bytes of free memory to run both sound and music. The program will alert you if it does not detect enough memory. If you have only the PC Speaker, you will be able to get only audio cues.

There are enhanced sound effects when you use the Roland MT32 sound card or the SoundBlaster card.

ABOUT PLAYING ON-LINE

Yserbius and Twinion, multi-player editions, are accessible only when you play on-line through The ImagiNation Network. They are included to help familiarize you with what to expect when you log on to the most sophisticated on-line multi-player role playing game available today.

THE TAVERN

Here you will find other players with whom you can chat and decide to form parties. Party formation takes place inside the dungeon.

From the Tavern you can chat with up to 10 players at a time. Just click on the names of the players you wish to talk to. Players in the Tavern and the Guild Hall have their names in color; players in the dungeon have grayed-out names. When the chat box is active, you can use the mouse to position the cursor in the text to edit it. You can also use the left and right arrows to scroll through your message. Press HOME and END on the numeric keypad to go to the beginning or end of a message. Hold down the CONTROL (CTRL) key and press the left or right arrow to go back one word or forward.

Use BACKSPACE or DELETE to delete letters. If you use the numeric keypad, make sure the NUM LOCK is off.

The POSTS button brings up the Yserbius bulletin board where you can read and post messages to fellow adventurers.

The SORT button is used to separate players into smaller groups by name, guild, race, etc. You can then view these sorted groups by using the SHOW SORT button.

The OPTIONS button allows you to customize your screen color, save your character, post a complaint, or leave Yserbius by returning to the The ImagiNation Network map or DOS.

The PLACES button takes you back to the Yserbius map.

COMMUNICATING

You can communicate with any other player in your MedievalLand™ area. (The location in ImagiNation where you'll find Yserbius and Twinion.)

First, type the name of the player you wish to talk to, making sure you spell the player's name correctly. Type a colon (:) after the name, then type your message. To send the message, press the ENTER key. For example, you could type: "Mordred: I am in the Dungeon Entrance waiting for you."

When you're in a party, just type a message and everyone in your party will receive it. If you follow a name with 2 colons (::), the message will be sent to the addressee and everyone in your party.

Pressing the F1 function key brings up the name of the last person you sent a message to. You can back up through 10 names by pressing the F1 key repeatedly.

PARTIES

Parties are formed and disbanded inside the dungeon. To form a party:

1) Select the map icon at the bottom of the screen, which brings up the small overhead map of the dungeon.

2) Move into the same spot as the player you want to join.

3) Select the PARTY button to the right of the map. You will see the names of all the players in your space.

4) Click on the name of the player you wish to join. The player you selected is now the leader of your party. Other players enter your party by joining the same leader. A party can include a maximum of FOUR players. To leave a party bring up the overhead map, click on the PARTY button, and select the LEAVE PARTY option.

Clicking the "ALLOWED" button in the PARTY window changes it to "MUTED" and prevents other players from joining your party.

CHALLENGE COMBAT

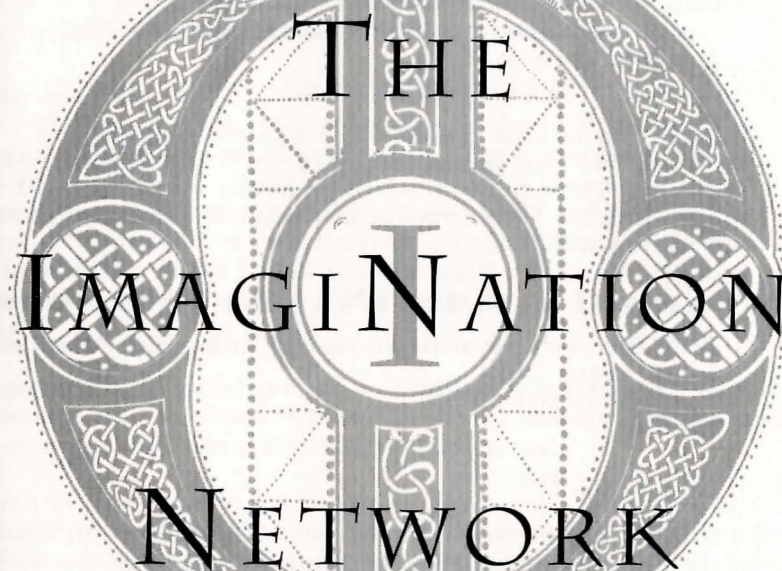
When your party encounters other players you can issue a combat Challenge, which is an offer to do combat with the other party. To challenge another party, open the MAP, select "VIEW OTHERS", then select "CHALLENGE", and then click on the party you want to fight. Challenge combat lasts until all members of one party die or one side flees. Paying off on wagers is a matter of honor among dungeon adventurers. You enter the game with the Challenge combat "MUTED" and must click this button to read "ALLOWED" before engaging in combat with other players

One more thing:

Whether playing the on-line version or the stand-alone game, all characters you create are completely portable and may be used with either!

For more information about becoming a member and logging into The ImagiNation Network, see the section for The ImagiNation Network; or call 1-800-IMAGIN-1. Remember, provided through this purchase you can play 30 free hours on-line through The ImagiNation Network.

Hope to see you on-line soon!



THE IMAGINATION NETWORK

INTRODUCTION

Welcome to the world's first and best electronic entertainment community! The ImagiNation Network is more than just a network of people playing games, it is a place; a neighborhood of people who talk, listen, meet old and new friends, and always have lots of fun.

The ImagiNation Network is so easy to install and use, that this Quick Start Manual is probably all you'll ever need. However, if you want more detailed instructions, just print the manual(s) you need by clicking on the button located inside of the Town Hall.

INSTALLING OR UPGRADING THE IMAGINATION NETWORK

1. Insert The ImagiNation Network Disk #1 in drive A: or B:
2. Type **A:** or **B:** (whichever drive Disk #1 is in) and press ENTER.
3. Type **Install** and press ENTER.
4. Follow the on-screen instructions.

NOTE: Do the same to insert your local access phone number. Pressing the F1 key displays a nationwide list of local network access numbers which can be selected by moving the cursor. Call 1-800-IMAGIN-1 if you need further help with The ImagiNation Network installation.

TO START THE IMAGINATION NETWORK

1. Type CDTSN (or whichever sub-directory, into which The ImagiNation Network was installed) and press ENTER.
2. Type TSN and press ENTER.
3. Have fun!

IMAGINATION™

The ImagiNation Map appears once you're connected to The ImagiNation Network. This map is a representation of the on-line community that is The ImagiNation Network. It provides easy access to all of the areas of The System. Just click your left mouse button on the areas you'd like to go to, and like magic - you're there! If you need help, just click the right mouse button, and the appropriate Help Screen will pop up.

Town Hall is at the center of ImagiNation. It's where you can find help and information about The ImagiNation Network, your membership, or your account.

The Post Office is where you can read and send electronic mail (E-Mail) to other members.

The Clubhouse is where you can play popular board games in a variety of Constant Companion "rooms." The names of these rooms may suggest the group or activity that the room appeals to, but all games can be found in all rooms, and everyone is welcome everywhere.

The Phone Booth in front of the Clubhouse is where you can locate an ImagiNation Network friend if he or she is on-line.

SierraLand™ is the electronic amusement park of ImagiNation. It features a variety of action/arcade style games for the kid in all of us.

MedievalLand™ contains the fantasy role-playing game The Shadow of Yserbius™ where you can match your skill against the dragons, monsters and dangers within a maze of dungeons. Play it alone or with other ImagiNation Network role-players to conquer the challenges and solve the riddles of the dungeons.

LarryLand™ is an area for Adults Only! Play casino games or socialize in Lefty's Bar with bargames or idle chit-chat. LarryLand is sure to provide endless hours of fun for adults on The ImagiNation Network. There are two distinct types of areas within LarryLand, Restricted and Unrestricted. In Unrestricted areas, adult language and subject matter may be discussed openly and freely. In Restricted areas, the normal rules and standards of etiquette and language will be enforced as in other areas of The ImagiNation Network. A screen will be displayed upon entering any LarryLand area that clearly defines the type of area you are about to enter.

Important Note: A special password capability is provided for parents who wish to prevent access to LarryLand by minors. Please use a unique and secure password that is not known to minors if you wish to prevent access.

The Mall is where you can order various items, many at substantial discounts, through The ImagiNation Network. When you enter The Mall, you'll see a list of "store fronts" or products/services available. Click on the item you're interested in and you will get a description of the item and a form that will allow you to place your order.

The Airport, represented by the plane above Town Hall, will provide a way to get to new "Lands" that are not represented on the Main Map of ImagiNation. When "Lands" are added to The ImagiNation Network, clicking on the Airport will bring up a menu of places that you can "fly to", allowing for easy and unlimited expansion and enhancement of The ImagiNation Network.

The Schoolhouse will contain educational and entertaining games ("Edutainment") geared for elementary through college level learning, while having fun at the same time! One of these games, Rocket Quiz™, currently exists in SierraLand. As more are added to The ImagiNation Network, the Schoolhouse will come alive with games and features that will allow adults and children alike to learn while having fun.

YOUR ON-SCREEN PERSONA

The first thing you need to do before playing The ImagiNation Network is to create your on-screen persona. SierraLand, MedievalLand, LarryLand and Constant Companion® all have different FaceMaker™ persona creation programs. The pictures you create are distinctly different for each land, reflecting the appropriate atmosphere. You may have multiple personae for each area, which can represent different identities of yourself, or other family members or friends.

As you click on a room or area you'd like to go to, a screen will appear that has previously created and saved personae in it - or in the case of a new user, a blank area that you can fill with personae. Click on CREATE and type in the name and other information for each persona. Then select the face shape, hair, clothing, etc. to represent the image you'd like others to see. In some areas, you also specify your skill level at the various games in that area.

You can select up to four interests or hobbies so new friends can get to know you when they "look" at you on-line. When you're finished creating a persona, click on SAVE. Now when you enter The ImagiNation Network area, the persona you created will appear. You can also delete old personae or modify existing ones. When you're ready to play, click on the persona you want to use and then click on PLAY. You'll have the option of selecting the games you're interested in playing during that session. These will appear in your persona as check marks next to the selected games.

THE WAITING ROOM

The room you'll enter after you click on PLAY from the persona screen is called the Waiting Room. You'll see rows of nameplates (your ImagiNation Network neighbors in that room) and a column of command buttons on the right side of the screen. Waiting Rooms are the meeting places of The ImagiNation Network. Here you can chat with your new and old friends, invite people (or be invited) to play games, or go off to private chat or conference rooms.

The Shadow of Yserbius works differently from other areas in The ImagiNation Network. In this game, you create your persona and then enter the Main Map of the game. Here you can enter the Waiting Room in the Tavern and talk with other adventurers, or go directly to the Guild Hall or dungeons. Please print and review the on-line manual for this game by selecting PRINT DOCUMENTATION in the Town Hall.

THE GO TO BUTTON

This button allows you to easily move around the system. You can access ANOTHER PLACE (another room or area within the "Land" or Clubhouse you're in), the BULLETIN BOARD, HINT BOARD or A CONFERENCE ROOM or to select A PERSON in the game.

CONFERENCE ROOMS

These are rooms where specific topics are being discussed. Many conferences are regularly scheduled on The ImagiNation Network on a variety of topics. Check the list of conferences posted in the Town Hall to see if any are of interest to you. If you have any questions about conferences, or would like to start a conference of your own, please ask any SysOp. Inside a conference room, messages appear in the text area at the center of the screen. You can see a list of who is in the conference room by clicking on the box with the faces in it.

BULLETIN BOARD

The Bulletin Boards are located in all of the Constant Companion rooms, and cover many different topics. Different rooms and areas have different topics, so be sure to check them all for a topic in which you're interested. You can use the buttons to look through the 1ST message, END (last) message, PREVIOUS MESSAGE, and NEXT MESSAGE on a Bulletin Board. You can also click on POST MESSAGE to add your own thoughts. Don't be shy! Speak up on The ImagiNation Network's Bulletin Board system!

THE HINT BOARD

This board is invaluable to those who play adventure games from the Sierra family. When you GO TO the HINT BOARD, you will see a list of buttons, with one button for each of the game series or miscellaneous categories. Click on one of these buttons and you'll see a list of areas for hints for that game. Keep on following the narrowing topic tree downward until you find the questions and answers for your problem. Hints can also be saved to your disk for future reference.

CHAT ROOMS

Rooms where groups of people can talk simultaneously while looking at each other's personae are called Chat Rooms. You can enter a Chat Room either through an INVITE or a WATCH. You will see the persona of every other person in the room during your chat. Unless you click on WHISPER?, everyone in the room "hears" your message.

ELECTRONIC MAIL

With electronic mail you can receive electronic letters from other ImagiNation Network members. With the Sierra Stamps™ option, you can also write and send letters to your ImagiNation Network friends. It works just like the Post Office, only more quickly and reliably. Letters can be written on-line or "loaded in" as an ASCII text file from your disk. Clicking on SAVE THIS LETTER allows you to print a letter or save it to your disk. It's easy to send and read letters, but if you need help just click on HELP.

SELECTING PEOPLE

Selecting people on The ImagiNation Network is how you tell the system that you would like to look at, talk to, or play with one or more people. Just click on their nameplate and it will turn from yellow or green (not selected) to red (selected). You can then click on LOOK to see their profile or click on TALK to type a message to them. Another way to see a user's persona is just to click the right mouse button on their nameplate. When people are engaged in games or other activities, an icon appears on their nameplate indicating that activity. These features operate differently in The Shadow of Yserbius. Please print and read the manual for details.

TALKING TO PEOPLE ON THE IMAGINATION NETWORK

Talking to people on The ImagiNation Network can be done either by selecting someone and clicking on TALK. As soon as you start typing, a message box appears. You cannot type a message of more words than will fit in this box, although you may type as many messages as you like. Everyone that you have selected (shown in red) will see any message you type, so if you're typing a private message, make sure that you have selected only the one person to whom you wish to speak.

The ImagiNation Network allows you to spice up your messages with special symbols like a smiley face, sad face, or heart. These symbols can let people know your mood or inflections, such as happy, sad, joking, or even if you're being sarcastic. Press the ALT key and any number from 1 to 0 on the top row of your keyboard to enter one of these symbols in a text message.

MAKING FRIENDS

Making friends and playing games on The ImagiNation Network go hand in hand. There are a few games on The ImagiNation Network that you can play alone. They will appear if you click on PLAY with no one selected. If you want to invite people to play with you, simply select the person or people with whom you'd like to play, then click on INVITE. A game choice window will pop up. Click on the game button you want and the system will automatically invite all of the people you have selected (highlighted in red).

HANDLING INVITATIONS

Accepting or declining an invitation is also easy. Simply click on ACCEPT or DECLINE when you receive an invitation. If you accept, you will automatically be put into the game screen. If you decline, you can also attach a brief explanation. You can also LOOK at the persona of the person who is inviting you to a game before you accept or decline.

WATCHING GAMES

Watching a game in progress is possible by selecting the player you want to watch and clicking on WATCH. A message will be sent informing the player that you want to watch. They may choose to allow you to watch, or not to watch. When watching, you can talk to the players, but do not reveal information about the game or talk so much that it interferes with their game or you may be kicked out by one of the players. You may, of course, leave at any time.

THE IMAGINATION NETWORK SYSOPS

The ImagiNation Network SysOp staff is a group of experienced and knowledgeable members who are available to help you by answering questions or directing you to people or activities on The ImagiNation Network that may interest you. You will almost always find a SysOp in The ImagiNation Network Help Room in the Clubhouse. Just say hello and tell them that you are a new member and they'll make sure that you have a great time from that moment forward.

DIALING IN AND SIGNING ON

Dialing in and signing on to The ImagiNation Network is quick and simple. The first screen that you'll see after typing "TSN" in the correct sub-directory is the Dialing screen. If you have chosen the Secured password method, you will be asked to enter your password before your system attempts to connect to The ImagiNation Network. If you choose the Unsecured method, your password will be automatically sent to The ImagiNation Network during log-on. If you receive an error message on this screen, follow its instructions. If you still have a problem, please quit and call 1-800-IMAGIN-1 to resolve the problem.

THE IMAGINATION NETWORK MEMBER SERVICES

Each time you log-on to The ImagiNation Network, you will see your billing status on this first screen. Please read the information in this notice carefully before continuing with your log-on. If it is not correct, or you do not understand the charges indicated, please QUIT the log-on at that point and call 1-800-IMAGIN-1 with any questions. If you continue, you will be liable for all charges incurred during that session.

The ImagiNation Network Member Services is available at 1-800-IMAGIN-1 to help you with any problems or questions from 6:00 AM to 10:00 PM (Pacific time) 7 days a week. Call Member Services if you need any assistance installing or using The ImagiNation Network. Having the following items available when calling will allow us to help you as quickly as possible:

1. Your Member ID Number.
2. Computer Type and Speed.
3. Local Access Number.
4. Modem Manual (or make, model and baud rate).

GETTING HELP ON-LINE

Getting help on-line is easy. For general help, simply click on HELP located in the OPTIONS control panel. For help on a specific item, simply point at the item and click on the right mouse button (on a one-button mouse, hold down the [shift] key while clicking on the item). For live on-line help, go to The ImagiNation Network Help Room accessible through the Clubhouse or through NEW MEMBER ORIENTATION in Town Hall. During most times, you'll find a SysOp there, ready to answer questions, introduce you to others with similar interests or otherwise help you have fun. During off-hours, leave a message in ASK MEMBER SERVICES and someone will get back to you as soon as possible.

GAME INSTRUCTIONS

Detailed game instructions are available through PRINT DOCUMENTATION located within Town Hall. You can also use a word processor or text editor to view the documentation on-screen. Just look for the files in your TSN sub-directory with ".DOC" file extensions. If you have any questions, just call an ImagiNation Network Member Services at 1-800-IMAGIN-1.

THE IMAGINATION NETWORK ETIQUETTE

Etiquette and proper conduct are as important to our electronic community as they are in your home town. When talking with others, please treat them as you would like to be treated. Obscene or abusive language will cause an immediate termination of your access rights and membership. Even in the areas of LarryLand where risque language and subject matter is allowable, abusive or harassing behavior is never acceptable. When playing games with other people, good sportsmanship is expected of all.

Whenever you receive a message on The ImagiNation Network, one of the buttons you can click on is the COMPLAIN button. If you would like to complain about an abusive, obscene or harassing message, clicking on the COMPLAIN button will allow you to add your objection or comments and will then send the message to a The ImagiNation Network SysOp. Please be aware, however, that complaints are not taken lightly and nuisance complaints may be cause for disciplinary action.

ELECTRONIC PAYMENT OPTION

- Q** Exactly how does the Electronic Payment from Checking Account Option work?
- A** The ImagiNation Network uses a service that cooperates with your bank through the Federal Reserve System. Just complete the Member Registration form and check off the Electronic Payment option box. This authorizes The ImagiNation Network to have only the amount of your monthly ImagiNation Network bill automatically deducted from your checking account on the day it is due. You will see the deduction on your monthly bank statement.
- Q** What are the benefits of using the Electronic Payment from Checking Account Option?
- A** If you don't have or don't want to use a credit card to pay your ImagiNation Network bill, the Electronic Payment from Checking Account Option saves you the time, hassles and money of writing and mailing a check each month.
- Q** Is it safe to give The ImagiNation Network this kind of access to my checking account?
- A** Absolutely! No one actually has access to your account except you and your bank. In fact, consumer safeguard regulations are stricter when you use the Electronic Payment option than when you write a check.
- Q** What if I cancel my ImagiNation Network membership or change my mind about how I'd like to pay my bill?
- A** No problem. Just call 1-800-IMAGIN-1 and we'll make the appropriate adjustment. You can replace the Electronic Payment Option with Credit Card or Direct Billing at any time.

MEMBERSHIP OPTIONS

BASIC MEMBERSHIP \$12.95 per month.

Includes 30 hours of Evening/Weekend† access to The ImagiNation Network Constant Companion - including all basic card/board games: bulletin board; conference, chat and waiting rooms; and your own mailbox.

†Evening/Weekend access is available from 6:00 PM through 7:00 AM, Monday through Friday; all weekend (6:00 PM Friday through 7:00 AM Monday); and all day on certain holidays. Daytime Access is from 7:00 AM through 6:00 PM, Monday through Friday, and is \$7.00 per hour. All times are members' local times.

MEMBER VALUE PACKAGES (MVP)

Includes Basic Membership plus extended Evening/Weekend access hours plus Sierra Stamps option plus optional "Lands."

60 Hour MVP Membership... Call 1-800-IMAGIN-1 for details.

90 Hour MVP Membership... Call 1-800-IMAGIN-1 for details.

120 Hour MVP Membership... Call 1-800-IMAGIN-1 for details.

Unlimited Hours MVP Membership... Call 1-800-IMAGIN-1 for details.

OPTIONAL SERVICES

SierraLand **\$4.00* per month**

Great arcade and action games for the entire family, including Red Baron,® PaintBall and Minigolf - and much more.

LarryLand **\$4.00* per month**

For Adults Only!

Play Blackjack, Poker, Slots, Roulette and socialize in the casino.

MedievalLand **\$4.00* per month**

Battle dragons, demons and evil spells in the dungeons of a medieval castle. This is where you can play Yserbius and Twinion on-line.

Sierra Stamps **\$2.00* per month**

Allows the sending of electronic mail to other members on The ImagiNation Network. Includes an unlimited supply of stamps for sending electronic mail throughout The ImagiNation Network. Extra mailboxes for other family members (or different personae) are available for \$5.00 each per month.

*Introductory Pricing

Direct Billing **\$2.50 per month**

To have a bill mailed to you each month, instead of charged directly to your credit card or checking account.

Weekday Access **\$7.00 per hour**

Access to The ImagiNation Network from 7:00 AM through 6:00 PM, Monday through Friday.

Above rates current as of 9/1/93.

TERMS AND CONDITIONS

The ImagiNation Network is much more of a neighborhood than a network of computer game players. You should treat others on the network with the courtesy and politeness you would use in any other public place. Abusive, lewd or obscene language or suggestive remarks WILL NOT be tolerated in any way and is cause for immediate removal from The ImagiNation Network system without notice. An appeal must be made by phone to The ImagiNation Network headquarters to get back on the system.

The ImagiNation Network does not warrant that service on The ImagiNation Network will be uninterrupted or error-free. The ImagiNation Network is distributed on an "as is" basis without any express or implied warranties. Neither The ImagiNation Network nor Sierra On-Line will be liable for any damages arising out of any use of, or inability to use, The ImagiNation Network. The ImagiNation Network and Constant Companion® are protected by federal copyright law and international treaty.

You may not modify or adapt The ImagiNation Network or translate, decompile, or reverse-engineer software running on The ImagiNation Network. You will indemnify The ImagiNation Network against liability for your use of The ImagiNation Network and any violation of these rules. You may install The ImagiNation Network onto as many computers as you like, however, only one at a time may access The ImagiNation Network using one account number. In addition, you are responsible for any and all charges incurred by anyone using your account number (which should be kept secret) or by anyone using your original version of The ImagiNation Network or any copies.

THE IMAGINATION NETWORK CAN MODIFY THESE GUIDELINES AT ANY TIME BY POSTING THE REVISED GUIDELINES ON THE IMAGINATION NETWORK. USE OF THE IMAGINATION NETWORK INDICATES YOUR UNDERSTANDING AND AGREEMENT TO COMPLY WITH THESE GUIDELINES.

IMPORTANT NOTES

All monthly membership and optional charges are billed at the beginning of each billing period. Other charges are billed at the end of each billing period.

All hourly rates billed in increments of one minute.

All rates apply in Continental U.S. only. For Hawaii, Alaska, Canada and other international rates call 209-642-0800.

A small group of access numbers provided require an additional charge. If you are calling this type of access number, you will be warned of the charge on-screen. You may wish to choose another access number to call.

The ImagiNation Network is distributed on high density diskettes only.

If a portion of your session occurs during Weekday time, you will be charged \$7.00 per hour for your entire session, even though most of your session may have occurred in Evening/Weekend Time.

Members are responsible for any phone message units, long distance or other charges incurred while using The ImagiNation Network. Please check with your local or long distance telephone company.

The ImagiNation Network reserves the right to change features, rates or specifications, or offer additional services or features for an additional charge, at any time with 30 day notice, which can be posted on-line or mailed.

An account may be put on inactive status for up to 90 days if requested in writing in advance. Access to The ImagiNation Network is temporarily suspended, but mailboxes and other features stay active. All monthly fees are suspended during this period except for an account maintenance fee of \$4.95 per month.

Taxes applicable where required.

SYSTEM REQUIREMENTS

The current shipping version of The ImagiNation Network requires a 16-mhz (or faster) 286 (or better) IBM compatible computer with hard disk drive, 640-kb memory (at least 580 kilobytes available), a 1200 baud or faster modem, EGA or VGA graphics and Microsoft compatible mouse or equivalent. Some games may not perform adequately on slower computers or at slower baud rates. Red Baron® and PaintBall require a 386SX or better and 2400 baud modem. The Shadow of Yserbius™ requires VGA graphics. It is also recommended that all memory resident programs be removed from memory before running The ImagiNation Network. WINDOWS 3.X compatibility requires at least 386SX with 4 megabytes of RAM running in Enhanced Mode.

Windows is a trademark of Microsoft Corporation
Red Baron is a registered trademark of Dynamix, Inc.

TECHNICAL HELP

(MS-DOS only)

You may receive one or more of the following messages when playing your Sierra game or during installation. The following paragraphs show the possible error messages in bold with explanations and solutions detailed afterwards.

CRC ERROR: This message means you have a bad disk. It stands for Cyclic Redundancy Check, a way to check for disk errors. See "The Sierra No Risk Guarantee" for more information on disk replacement.

DATA ERROR READING DRIVE A or B: This message means you have a bad disk. See "The Sierra No Risk Guarantee" for more information on disk replacement.

GENERAL FAILURE READING DRIVE A or B: This message means you probably have a low density floppy drive and are trying to read incompatible high density disks.

YOU NEED "____" MORE BYTES OF FREE MEMORY AVAILABLE TO RUN THIS GAME: This message means that there is not enough free memory to successfully run the program. You may need to boot your system with a Boot Disk. See BOOT DISK INSTRUCTIONS on the following pages.

SECTOR NOT FOUND READING DRIVE A: (While reading any MS-DOS game disk) This message means you have a bad disk. See "The Sierra No Risk Guarantee" for more information on disk replacement.

MEMORY REQUIREMENTS

Sierra programs require a large amount of memory (RAM) in order to function properly. If you are encountering difficulties and want to see how much memory is available through MS-DOS, type: MEM[ENTER]. **PLEASE NOTE:** MS-DOS USERS WILL NEED TO TYPE CHKDSK [ENTER] RATHER THAN MEM. An example from a typical system is:

Largest executable program size 584K (597,842 bytes)

If the "Bytes Free" line is below 593,920 (580K), please use a boot disk. (Minimum memory requirements may vary per game.) Note: Some games require expanded memory (EMS). If your game requires EMS memory and the MEM command does not indicate any EMS memory available, run the install program and choose to make a bootable floppy or follow the instructions on creating a boot disk on the following pages.

BOOT DISK INSTRUCTIONS

Booting your computer system with a Boot Disk before you play your Sierra game will keep any TSR (Terminate-and-Stay-Resident) programs from being loaded into memory.

BOOT DISK CREATOR

Your program contains an option to create a boot disk automatically for you. To use this option, run the install procedure from either your game sub-directory or from your STARTUP/Disk 1 program disk and select the "Make Bootable Floppy Disk" option. Follow the on-screen prompts to complete the boot disk procedure. Once your boot disk is made, follow the steps in the "Technical Tips" section of this manual. If the boot disk feature does not function properly, try following the Manual boot disk instructions below.

CREATING A BOOT DISK MANUALLY

PLEASE NOTE: The format command must be used with care to avoid erasing all stored information on your hard disk. Please follow the instructions on the following pages exactly.

Formatting From A Hard Disk

1. Insert a blank disk into Drive A:
2. At the C: prompt, type: `FORMAT A: /S [ENTER]`.

Note: If your A: drive is a 3.5" high density drive, using a low density disk, type: `FORMAT A: /S/T:80/N:9 [ENTER]`.

Note: If your A: drive is a 5.25" high density drive, using a low density disk, type: `FORMAT A: /S/T:40/N:9 [ENTER]`.

3. Follow the DOS prompts.

Formatting From A Diskette Drive

1. Insert your original MS-DOS system disk in Drive A:
2. At the A: prompt, type: `FORMAT A: /S [ENTER]`
3. When prompted, insert a blank disk into Drive A: and follow the DOS prompts.

NOTE: If you are going to use a mouse with your Sierra game, please refer to the mouse driver section prior to making the Boot Disk.

MOUSE DRIVERS

If you will be using a mouse to play your Sierra game, you must copy your mouse driver onto your Boot Disk. There are two types of mouse drivers available: `MOUSE.SYS` and `MOUSE.COM`. The following is a step by step instruction on locating and loading the mouse driver in either the `CONFIG.SYS` OR `AUTOEXEC.BAT` file.

1. **LOCATING THE MOUSE DRIVERS:** If you do not know where the `MOUSE.SYS` or `MOUSE.COM` files are located, the command below will assist you in the locating these files. For users of DOS 5.0 or above, type the following at the `C:\>` prompt:

```
DIR \MOUSE /S [ENTER]
```

This command will allow you to search all sub directories for a file called `MOUSE`. If the system locates a file called `MOUSE`, it will display the path where the mouse files are located. For instance, if the `MOUSE.SYS` file is located in a `C:\MOUSE` directory, the system will display the following message:

Directory of C:\MOUSE

MOUSE SYS	55160	03-10-92 3:10a
MOUSE COM	56408	03-10-93 6:00a

If the system does not locate a mouse, your mouse driver may have a different name or these files may not be currently installed on the system. Some other common names for mouse drivers are `IMOUSE`, `GMOUSE`, and `HPMOUSE`. The mouse driver files may also be copied directly from the floppy disk packaged with your mouse. For information on the proper name for your mouse, check the owners manual which came with your mouse.

2. **COPYING THE MOUSE DRIVER:** Once you have located the mouse driver, you will need to copy it to the boot disk. In this step, we are assuming that the mouse drivers were located in the `C:\MOUSE` directory as shown in the step above. To copy the `MOUSE.SYS` file to the boot disk, type the following at the `C:\>` prompt: `COPY C:\MOUSE\MOUSE.* A: [ENTER]`

Please substitute the appropriate path and file name for your mouse driver in the command line above. You should then see a message indicating that one or more files were copied.

CREATING A BOOT DISK

FOR MS-DOS BELOW 5.0

Now you need to create a CONFIG.SYS file for your boot disk.

CREATING A CONFIG.SYS FILE

1. Insert your formatted blank disk into Drive A:.
2. Type: A: [ENTER]
3. Type: COPY CON CONFIG.SYS [ENTER]
4. Type: FILES=20 [ENTER]
5. If you are using the MOUSE.SYS file to load your mouse, add the following line to the CONFIG.SYS: DEVICE=MOUSE.SYS [ENTER]
6. Press the [F6] key, then press [ENTER]. You should see the message: 1 File(s) copied.

Now you need to create an AUTOEXEC.BAT file for your boot disk.

NOTE: If you are using DOS 4.0 or 4.01, and your hard disk partition is greater than 32 megabytes, you may get a warning message which mentions SHARE.EXE. You may ignore this message; SHARE.EXE is not required by Sierra products.

CREATING AN AUTOEXEC.BAT FILE

1. Type: A: [ENTER]
2. Type: COPY CON AUTOEXEC.BAT [ENTER]
3. Type: SET COMSPEC=C:\COMMAND.COM [ENTER]
4. Type: PROMPT \$P\$G [ENTER]
5. Type: PATH=C:\DOS [ENTER]
6. If you are using the MOUSE.COM file to load your mouse, add the following line to the AUTOEXEC.BAT: MOUSE [ENTER]
7. Press the [F6] key, then press [ENTER]. You should see the message: 1 File(s) copied.

FOR VERSIONS OF MS-DOS 5.0 AND ABOVE

Now you need to create a CONFIG.SYS file for your boot disk.

CREATING A CONFIG.SYS FILE

FOR 286 COMPUTERS WITH 1 MEG OR GREATER

1. Insert your formatted blank disk into Drive A:.
2. Type: A:[ENTER]
3. Type: COPY CON CONFIG.SYS [ENTER]
4. Type: DEVICE=C:\DOS\HIMEM.SYS [ENTER]
5. Type: DOS=HIGH [ENTER]
6. Type: FILES=30 [ENTER]
7. Type: BUFFERS=30 [ENTER]
8. Type: STACKS=0,0 [ENTER]
9. Type: BREAK=on [ENTER]
10. If you are using the MOUSE.SYS file to load your mouse, add the following line to the CONFIG.SYS: DEVICE=MOUSE.SYS [ENTER]
11. Press the [F6] key, then press [ENTER]. You should see the message: 1 File(s) copied.

Now you need to create an AUTOEXEC.BAT file for your boot disk. Please follow the AUTOEXEC.BAT instructions on the next page (LV I).

CREATING A CONFIG.SYS FILE

FOR 386 OR 486 COMPUTERS

1. Insert your formatted blank disk into Drive A:.
2. Type: A: [ENTER]
3. Type: COPY CON CONFIG.SYS [ENTER]
4. Type: DEVICE=C:\DOS\HIMEM.SYS [ENTER]
5. Type: DEVICE=C:\DOSEMM386.EXE RAM 1024 [ENTER]
6. Type: DOS=HIGH,UMB [ENTER]

7. Type: FILES=30 [ENTER]
8. Type: BUFFERS=30 [ENTER]
9. If you are using the MOUSE.SYS file to load your mouse, add the following line to the CONFIG.SYS: DEVICEHIGH=MOUSE.SYS [ENTER]
10. IMPORTANT NOTE: If you are using MS-DOS 6.0 with Doublespace disk compression, please add the command below to the CONFIG.SYS. If you are not currently using the Doublespace disk compression utility, skip the command below and continue to step 14: DEVICEHIGH=C:\DOS\DBLSPACE.SYS [ENTER]
11. Press the [F6] key, then press [ENTER]. A ^Z should appear and you should see the message: 1 File(s) copied.

Now you need to create an AUTOEXEC.BAT file for your boot disk.

CREATING AN AUTOEXEC.BAT FILE

FOR 286, 386 OR 486 COMPUTERS

1. Type: COPYCON AUTOEXEC.BAT [ENTER]
2. Type: PROMPT \$P\$G [ENTER]
3. Type: PATH=C:\DOS [ENTER]
4. If you are using the MOUSE.COM file to load your mouse, add the following line to the AUTOEXEC.BAT:

For 286 Computers

Type: MOUSE [ENTER]

For 386 or 486 Computers

Type: LH MOUSE [ENTER]

5. Press the [F6] key, then press [ENTER]. You should see the message: 1 File(s) copied.

IMPORTANT!! After you have created a Boot Disk, you must REBOOT your computer with the disk. Leaving the boot disk in Drive A:, press [Ctrl]-[Alt]-[Del] at the same time. Your computer will now reboot, with a: as the default drive. Type c: [ENTER] to change back to your hard disk. Then type **CD SIERRA** [ENTER] to change to the Sierra directory. Follow the instructions in the manual to start the game, and have a great time!

Boot Disk instructions for other DOS formats are also available for downloading from the Sierra BBS [U.S. (209) 683-4463 or U.K. (44)734 304227]. The file below contains instructions for a variety of systems. After downloading this file, select the set of instructions that will match your system best.

BBS FILE NAME: BDALL.EXE

If you have created a Boot Disk and booted your system with it before playing your Sierra game and your problem is still evident, something else may be wrong. Following are some trouble-shooting tips that Sierra's Technical Support Department recommends.

QUICK TROUBLE-SHOOTING TIPS

1. Boot your system with the Boot Disk you created.
2. Delete Yserbius and Twinion from your hard drive and then reinstall the game under a Boot Disk environment.
3. If you are experiencing any form of program hesitation or lockups during game play and are using a Sound Blaster or compatible sound card, the following information is a temporary solution to have you up and running quickly. For Sound Blaster or compatible sound card users, run the install procedure from the game sub-directory and select the "Ad Lib" or "PC Internal Speaker" option for music. Please Note: This temporary solution does not give you the option to hear the sampled sounds or the speech that may be available in your game. For correct sound card functionality, a call to Sierra On-Line's Technical Support or your sound card manufacturer's Technical Support is recommended.
4. If you continue to encounter difficulties with your program, please refer to the "Technical Support" section on the following page for available options concerning contacting Sierra On-Line's Technical Support Department.

TECHNICAL SUPPORT

All Systems

Technical assistance is only a telephone call away. Call (209) 683-8989 in the U.S. or (44)734 303171 in the U.K. for convenient, person-to-person service. If you prefer, you may request assistance by Faxing (209) 683-3633 in the U.S. or (44)734 303201 in the U.K. or by mail. If you choose to write or fax us with your request, please give us detailed information on both your computer system and the nature of your problem. In addition, please include your address and telephone number should we need further information. See page (LXII) for Technical Support Services address and telephone numbers.

*Answers to our most frequently asked questions are available through our Sierra BBS (U.S. only).

“ROBO TECH”

Sierra On-Line's Automated Technical Support Representative

Sierra On-Line, in our commitment to provide the best Customer Service in the industry, offers a 24 hour automated Technical Support Line. “Robo Tech”, our automated Technical Support Representative, has answers to our most frequently asked technical questions and is available by calling our Technical Support Line at (209) 683-8989.

In the U.K., although there is no automated voice response system at this time, technical answers to many questions are available on the Bulletin Board, (44)734 304227. Or you may speak to a Technical Support Representative at (44)734 303171 Monday through Friday, 9 a.m. to 5 p.m.

CUSTOMER SERVICES

The best customer service in the industry... “You don't just buy our games, you buy the support of the whole company.”

Sierra On-Line is dedicated to helping their customers with each and every question or problem. Whether it's memory shortages, software compatibility, or any other issue that has to do with their products, Sierra will go to any length to solve, repair and guarantee your satisfaction.

Customer Service

Direct your inquiries to the Customer Service department for issues pertaining to returned merchandise, back orders, defective merchandise, company policy, and general game information. See page (LXII) for Customer Service address and telephone numbers.

TECHNICAL SUPPORT FOR I.N.N.

If you are encountering difficulties with The ImagiNation Network version of Yserbius or Twinion, please direct your inquiries to 1-(800)SIERRA1. If you are encountering difficulties with the off-line version of Yserbius or Twinion, please direct your inquiries to the Technical Support Department if your question is regarding hardware and software compatibility issues that are specific to Sierra games (i.e., sound card configuration and memory management). If you choose to write or fax us with your request, please give us detailed information on both your computer system and the nature of your problem. In addition, please include your address and telephone number should we need further information. See page (LXII) for Technical Support Services address and telephone numbers.

ORDERS

Order games or hardware directly from Sierra On-Line, redeem coupons, use special discounts, or get a list of software dealers in your area where you can purchase Sierra games. See page (LXII) for Order Services address and telephone number.

PATCH DISKS

If you have spoken to a Sierra Technical Support Representative or have read about an available patch disk in our InterAction Magazine, please send in your request for a patch (repair) disk to the “Patch Disk” address on the following pages. Please let us know the game and disk size you are having problems with. See page (LXII) for “Patch Disk” address and telephone numbers.

HINTS

Game hints are available by phone, hint books (orders available through the Sierra Sales Department), through the Sierra Bulletin Board Service (209 683-4463) or by mail (see address on the following page). If you want an immediate response, you can call our 24 hour Hint Line at: 900-370-5583. In the U.K., call (44)734 304004.

\$.75 each minute. Long distance charges are included in the fee. U.K. customers will be charged the normal rate for U.K. telephone calls. Callers under the age of 18 must get their parent's permission before calling the hint line. **ABSOLUTELY NO HINTS WILL BE PROVIDED THROUGH OUR CUSTOMER SUPPORT LINES.** At this time, the automated hint system is only available within the United States. all contents are copyrighted by Sierra On-Line and may not be reproduced in any form without express written permission.

THE SIERRA NO RISK GUARANTEE!

If you find that you need to send for replacement diskettes, send the original disk #1 in the size you need (3.5" or 5.25") to:

U.S.

Sierra On-Line

P.O. Box 485

Coarsegold, CA 93614

Attention: RETURNS

EUROPE - U.K.

Sierra On-Line Limited

Attn: Returns

Unit 2, Theale Technology Centre,

Station Road

Theale, Berkshire RG7 4AA

United Kingdom

Be sure to include a note stating your computer type, and the size of diskette you need (5.25" or 3.5"). We will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days there is a \$10.00 (£6.00) charge for 5.25" or 3.5" diskettes.

THE PROMISE: We want you to be happy with every Sierra product you purchase from us. Period. If for any reason you're unhappy with the product, return it within 30 days for an exchange or a full refund... **EVEN IF YOU BOUGHT IT RETAIL!** (hardware ordered direct must be returned within 10 days.)

THE ONLY CATCH: You gotta tell us why you don't like it. Otherwise we'll never get better. Send it back to us and we promise we'll make things right. (If you bought it at a retail outlet, please send your original sales receipt).

WRITE IN TO SIERRA SERVICES

To ensure prompt and efficient service, direct your requests to the appropriate department below:

CUSTOMER SERVICE	TECHNICAL SUPPORT	ORDERS
SIERRA Customer Support P.O. Box 600 Coarsegold, CA 93614-0600	SIERRA Technical Support P.O. Box 800 Coarsegold, CA 93614-0800	SIERRA Sales Dept. P.O. Box 978 Coarsegold, CA 93614-0978
1-800-SIERRA-5	(U.S.) Monday-Friday 8:15 a.m.-4:45 p.m. Call (209) 683-8989 Fax (209) 683-3633	For direct orders: Call 1-800-326-6654 Fax (209) 683-4297
EUROPE (U.K.) Sierra On-Line Limited Unit 2, Technology Centre Station Road, Theale, Berkshire RG7 4AA United Kingdom	EUROPE (U.K.) Monday-Friday 9:00 a.m.-5:00 p.m. Call (44) 734 303171 Fax (44) 734 303201	Intl. orders: Call (44) 734 303171 Fax (44) 734-303201

TECHNICAL SUPPORT

All Systems

Technical assistance is only a telephone call away. Call (209) 683-8989 in the U.S. or (44).

PATCH DISKS	HINTS	REPLACEMENT DISKS
SIERRA Dept. 10 P.O. Box 485 Coarsegold, CA 93614-0485	SIERRA Hint Dept. P.O. Box 200 Coarsegold, CA 93614-0200	SIERRA Fulfillment Dept. P.O. Box 485 Coarsegold, CA 93614 Attention: RETURNS
		24 hour Hint Line: U.S. 900-370-5583 \$.75 each minute
		EUROPE U.K. (44)734 304004

Sierra Technical Support is also available through:

Sierra BBS: U.S. (209)683-4463 or U.K. (44) 734 304227
CompuServe-GAMAPUB, Section 11

Prodigy

(for Sierra: Technical Support ID- WBWW55A)

(for Dynamix: Technical Support ID- WBWW55B)

America Online

GENie-Games RoundTable (page 805, category 22) or private e-mail to
SIERRA.SUP



CREDITS

YSERBIUS

Designed and Developed by:

YBARRA PRODUCTIONS, INC.:

Scot Amos, Karl Buitter, Mark Dickenson, M. S. Dunhour, Mike Dunhour,
Roy Eltham, Botu Green, Mike McAulay, Leonard Micko, Michael
Moore, Andy Riedel, Donna Taylor, Andrew Townsley, Joe Ybarra

Opening Sequence and Additional Artwork:

Fred Butts

Music and Sound Effects:

Aubrey Hodges, Russell Lieblich

Sound Driver:

John Miles

Special Thanks:

Ken Williams, Wendy Barlow, Sharon Chercowy, Paul Lavelle,
The ImagiNation Network testers, and all our friends at
The ImagiNation Network and Sierra On-Line

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TWINION

Designed and Developed by:

YBARRA PRODUCTIONS, INC.:

Scot Amos, Wendy Barlow, Fred Butts, Sharon Chercowy,
Mark Dickenson, M.S. Dunhour, Roy Eltham, Botu Green, "Tawn"
Lawler, Biard MacGuineas, Mike McAulay, Leonard Micko, Michael
Moore, Andy Riedel, Donna Taylor, Andrew Townsley, Joe Ybarra

Music and Sound Effects:

Russell Lieblich

Sound Driver:

John Miles

YPI Playtesters:

Bob Blee, Carlos Flores, Paul Lavelle, "Fuzz" Lokajicek,
Alisa Shaeftbauer, Rich Waters

Special Thanks:

Ken Williams, The ImagiNation Network testers, and all our friends at
The ImagiNation Network and Sierra On-Line

YSERBIUS/TWINION DUNGEON TEMPLATE

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ROOM _____

LEVEL _____

Note: These pages are provided for you to use or make copies of to chart your way through the game.

SQUARE #

NOTES

This image shows a single page of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper appears to be from a notebook or a standard sheet of stationery. There is no handwriting or other markings on the page.

YSERBIUS/TWINION DUNGEON TEMPLATE

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ROOM _____

LEVEL _____

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SQUARE #

NOTES

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper appears to be part of a notebook or a set of loose-leaf papers, as there's a slight shadow on the left edge suggesting it's bound. The lighting is even, and the paper has a clean, unlined appearance except for the ruling lines.

