Xsyon™ Game Manual

Updated November 18th, 2012

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Installing Xsyon

Minimum System Requirements

Prior to installing Xsyon, please ensure that your computer meets the minimum system requirements, as shown below.

Windows (XP, Vista, Windows 7)
Processor: Intel Pentium 4 3Ghz (or similar)
RAM: 3GB
Video: 512 MB Video supporting Pixel Shader 2.b
Hard Drive: 10 GB

Downloading and Installing the Xsyon client

Before you can play Xsyon™ you will need to install the game client on your computer. The game client installer can be downloaded from your account page on the Xsyon forum, which can be accessed by using the following link: https://www.xsyon.com/myaccount/member.php

Select 'Download Xsyon' under Useful Links on the Game Management page. This will download the Xsyon Installer (.zip) file. Extract and run the Xsyon Installer.exe, which will install the Xsyon Launcher in the default directory: C:\Users\Public\Games\Xsyon

Once installed, run the Xsyon.exe and connect to the client by entering your username and password, and selecting 'Patch'. All up-to-date game files will be downloaded. Once downloaded, the Xsyon launcher screen will open, again requiring you to enter username and password.

Installing DirectX®

Microsoft® DirectX® 9 is required to play this game. The installer should automatically ensure that you have the latest version of DirectX® 9.

Account Management

You can access and administer your account with Xsyon.com from the *My Accounts* page on the website. It can be accessed from the website as well as using this link:
https://www.xsyon.com/myaccount/member.php

After logging in, you will see your current subscriptions, the ability to sign up for game related newsletters, as well as download the latest version of this manual and game client. In addition the interface will let you modify your subscription, view your payment history, and change your accounts profile information. You are also able to change your account password on the edit profile page.

Troubleshooting

Having an issue? Continue reading this section to see if it can help you out.

Error: Incorrect Launcher Version
Your Xsyon™ Launcher is out of date. Download a new game client from your Account page on the Xsyon website.

Error: Could not create a file
You have a *Xsyon.exe* process already running. Open up your *Task Manager* and click the *Processes* tab. From that list, find the *Xsyon.exe* file currently running, *Right Click* and select *End Process*. Restart the Xsyon™ Launcher.

Where are the Screenshots?
By default, screenshots are place in the following folder:
C:/Users/Public/Games/Xsyon/Screenshots

The Interface is missing windows
Please delete the interface preference file located at
C:/Users/Public/Games/Xsyon/Data/Interface.xsip
Running the launcher again will then download a repaired version.

Connectivity issues or **Error: Error Parsing File at launcher**
Please be sure to check the following:-
1) Make sure firewall is not blocking.
2) Make sure router is not blocking.
3) Make sure antivirus is not blocking (disable).
4) Run as Administrator
5) Make sure DirectX is up to date (through our installer).
6) University connection may be blocking perceived peer to peer traffic (though it's not peer to peer)

Support

If your problem is not listed above, please contact Xsyon Support for further assistance.
You can email the Notorious Games' support staff at any time through the support form on the website at http://www.xsyon.com/sendmessage.php

Alternatively, you can email support directly at mailto:support@notorious-games.com

If you are in need of assistance whilst in game, you can also contact a Guide. Guides are player-volunteers who can help you to resolve simple problems. To contact a guide, type /h in the chat panel followed by your message and a guide will respond to you as soon as possible.

About Xsyon™

Jan 1st 2012

War has destroyed life as we know it. The Apocalypse is at hand!

Will you fight for justice to stop the chaos or will you join in the ranks of evil to bring upon the ultimate destruction of the earth?

Modern technology has consumed itself. War has ravaged the planet, opening a rift to another reality. The survivors of the grisly destruction rise from the ashes of ruin to encounter a world that has changed. A world that once existed only in the realm of mythology, legend and imagination has become concrete and very real. You have forgotten the past and are welcomed by a new primitive future.

With the disruption of the planet, ancient gods awake to once again exert their powers over the earth. The lords of nature have revived the wastelands, eradicating and subverting the remnants of modern technology. Creatures of mutation and mythology now populate the land. The ways of swords and sorcery have replaced the path of science and progress.
You are a survivor. Your youth was spent lost in times of war. Your memories of the past with its machines, computers, bright lights and buildings reaching for the skies are vague and ever fading, a distant and unreal dream. You grow accustomed to ancient ways that now once again rule the world.

The new world hangs in a moment of uncertainty. Though the rift in reality has called forth many benevolent gods and creatures, this truly is the time of the Apocalypse. The seven seals are about to be broken. The Four Horsemen loom over the land awaiting their chance to spread destruction and chaos. Devils and angels vie for control of their earthly battlefield.

You know nothing. You've forgotten the past and have yet to learn the future. You are a lost soul in a strange barren world with little more than the shirt on your back. Little do you know you are destined to become a hero.

Your path is one of choice. Will your actions help heal the planet or will you play a part in its ultimate doom? What will be the destiny of the Xsyon, the Promised Land?
The future is in your hands.

Creating Your Character

When creating a character, it is important to choose attributes (stats) which compliment your play-style and the crafts (skills) you would like to pursue.

Character Attributes (Stats)

You begin with 500 'Stat Points' to distribute across the various attributes. You may allocate a maximum of 90 Stat Points or a minimum of 10 in any given attribute.

Attributes are closely linked with Skills in Xsyon. For example, when crafting an item, the end product is affected by the Primary Attribute and Secondary Attribute of that particular skill. Furthermore, the attribute value also determines how many recipes you can learn in that skill.

You can gain stats by performing the skills associated with the stats, as long as the skills are not set to minus on your Skill Panel. However when you gain stats, there is a chance to lose others.

Attributes can also affect your character in other ways. The Stats in Xsyon, and their additional effects (if any) are listed below.

- **Strength** *decreases encumbrance, increases damage in combat, increases hit-points*
- **Fortitude** *reduces energy drain whilst moving and performing actions, increases hit-points*
- **Agility** *increases movement speed and combat speed*
- **Dexterity**
- **Intelligence**
- **Spirit** *increases experience (XP) gain, increases hit-points*
- **Perception** *increases 'detection', i.e. easier to see players in hide mode*
- **Charm** *increases hidden 'Luck' value, i.e. more chance of finding rare items*

Skills

When creating a character, you will select some starting skills. This gives a starting boost to level 25 in that particular skill, as well as give you a starting tool for that skill in the case of craft skills. Skills you do not choose will start at a base level of 5.

There are 6 categories of skill – Combat Skills, Action Skills, Trade Skills, Craft Skills, Construction Skills and Resource Skills. More information about skills and their uses can be found in the Skills section of this manual.
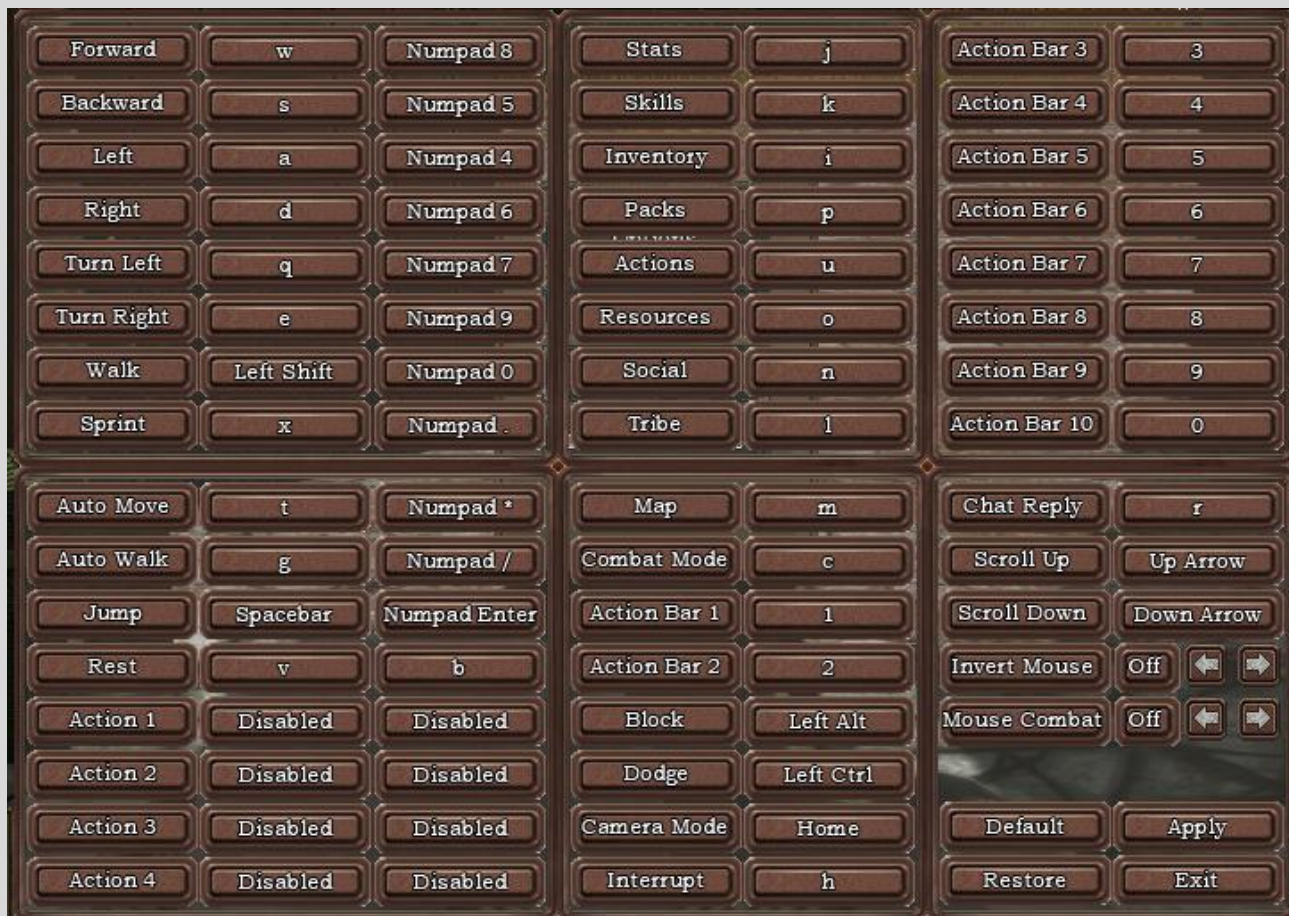
Stats & Skills Relation

	STR	FORT	AGI	DEX	INT	PER	CHA	SPI
Resources								
Fishing				P	S			
Hunting			P	S				
Logging	P		S					
Terraforming	S	P						
Scavenging						S	P	
Forestry							S	P
Foraging						P		S
Resources		S				P		
	1,33	1,33	1,33	1,33	1,33	1,33	1,33	1,33
Combat								
Unarmed	P		S					
Armed	P			S				
Parry			P		S			
Dual Wield (Future Skill)			P			S		
Block (Future Skill)	S	P						
Resist (Future Skill)		P						S
Throw (Future Skill)				P			S	
Archery (Future Skill)				P		S		
Axes	P	S						
Blades			P	S				
Clubs	P	S						
Picks	S	P						
Poles (Future Skill)	S	P						
Staves (Future Skill)			P					S
Bows (Future Skill)				P		S		
Spears (Future Skill)				P			S	
	5,00	4,67	4,33	4,67	0,33	1,00	0,67	0,67
Crafts								
Basketry			P					S
Bonecraft		P					S	
Leathercraft	P						S	
Tailoring			S	P				
Toolcraft		S			P			
Weaponcraft	S				P			
Firebuilding					S			P
Talismancraft (Future Skill)				S			P	
Masonry		P					S	
Woodcraft			P					S
Scrapcraft (Future Skill)	S					P		
Bowcraft (Future Skill)				P	S			
	1,67	2,33	2,33	2,33	1,67	2,33	1,67	1,67
Construction								
Architecture					P			S
Wainwright			S	P				
	0,00	0,33	0,00	1,00	1,00	0,00	0,00	0,33

Weight	
P	1,00
S	0,33

P = Primary S = Secondary (Thanks to Tybor for this image)

User Interface

When entering the world of Xsyon™ you will see your character as well as the user interface. The following section will describe controlling your character. The keys listed here are the default keys, which you are able to change from the *Key Binds* menu by hitting your *Esc* on your keyboard then selecting the *Bind Keys* option.

Forward	w	Numpad 8	Stats	j	Action Bar 3	3
Backward	s	Numpad 5	Skills	k	Action Bar 4	4
Left	a	Numpad 4	Inventory	i	Action Bar 5	5
Right	d	Numpad 6	Packs	p	Action Bar 6	6
Turn Left	q	Numpad 7	Actions	u	Action Bar 7	7
Turn Right	e	Numpad 9	Resources	o	Action Bar 8	8
Walk	Left Shift	Numpad 0	Social	n	Action Bar 9	9
Sprint	x	Numpad .	Tribe	l	Action Bar 10	0
Auto Move	t	Numpad *	Map	m	Chat Reply	r
Auto Walk	g	Numpad /	Combat Mode	c	Scroll Up	Up Arrow
Jump	Spacebar	Numpad Enter	Action Bar 1	1	Scroll Down	Down Arrow
Rest	v	b	Action Bar 2	2	Invert Mouse	Off
Action 1	Disabled	Disabled	Block	Left Alt	Mouse Combat	Off
Action 2	Disabled	Disabled	Dodge	Left Ctrl		
Action 3	Disabled	Disabled	Camera Mode	Home	Default	Apply
Action 4	Disabled	Disabled	Interrupt	h	Restore	Exit

By default, the keys are set up as shown below.

Q- Turn Left
W- Move Forward
E- Turn Right
R- Reply
T- Run lock
U- Actions
O- Resources
P- Packs
A- Straff Left
S- Move Backward
D- Straff Right

J- Stats
K- Skills
L- Tribe
X- Run
C- Combat mode
V- Sit
B- Lay Down
N- Social
M - Map
G - Toggle Run/Walk
Alt-Parry

The in-game interface is laid out as follows:

Gauges

Gauges are separate moving bars that show you the following detailed information about your character at a mere glance. You can move each bar separately and place them anywhere to create your own unique User interface.

Health

Players commonly refer to this gauge as your HP (Hit Points) bar. If this gauge is ever depleted, your character will fall unconscious. At which point, other characters will be able to loot your inventory, as well as perform other nefarious actions.

Faith

Faith will be used for religion, healing, and magic.

Energy

The Energy gauge represents how much stamina your character currently has. If this gauge is ever depleted your character will be forced to stop and catch their breath and wait for the stamina gauge to refill.

Swing Power

Swing power represents the amount of force you will attack with whilst in combat mode. Holding down the left or right mouse button will increase the amount of power, and your character will strike once the button is released.

Hunger

The Hunger gauge represents how hungry your character is. You should aim to keep hunger about half filled. If this gauge is depleted you will burn energy more quickly. Eating various foods will fill this gauge, and it will empty over time as you digest your food.

Thirst

The Thirst gauge represents how thirsty your character is. Drinking water will quench your thirst, slowly filling the gauge. If this gauge is depleted you will burn energy more quickly. Water is like any other resource in the game, where you will need to open your Resource tab, and *Right Click* on the drop of water to perform drinking. You can also drink from a filled waterskin.

Comfort

Comfort will give players a small increase or decrease to their performance of most actions. It will be based on the clothing you wear and weather conditions. So it might be a good idea to put on a jacket if it's cold outside.

Encumbrance

The Encumbrance gauge represents how much your character is carrying. The encumbrance gauge slowly fills as you carry more items and become more encumbered. As this gauge fills, your movements will suffer. Conversely, you may keep your encumbrance low to be swift and agile. This meter takes into account both what is in your backpacks and pouches, as well as items equipped on your character.

Chat

The Chat Panel contains a scrolling log of the system messages your character receives as well as allowing communication between characters. Text you receive will be color coded indicating the channel the text was received from. You can send your own messages pressing the enter key to allow for the entry of a message.

Pressing return again will send your message on the indicated channel marked in the brackets. You can switch channels by typing in the specific flag at the beginning of your next message followed by hitting the *Spacebar*. Some switches allow for additional parameters such as a character name. These allow messages to reach a specific audience. Local channel has a 'use range' in that if you are too far away from the target, they will not be able to see the message.

You can move the chat panel by left-clicking and dragging the scrollbar to re-position it on your screen. You can also alter the transparency of the background of the chat panel by left clicking and dragging the small circle icon on the upper left of the chat panel.

Chat Tabs

You have four default chat channel tabs, so that you can switch between channels, you may also right click at the top of each channel and customize which chat channels you wish to be able to view under each tab, by enabling the check box for each type of chat.

Chat Channel	Text Color	Keystroke
System	Orange/Red	(Xsyon Team Only)
Local	White	/s
Help	Yellow	/h
Party	Blue	/p
Guild	Green	/g
Tribe	Green	/t
Whisper	Light Green	/w [NAME]

Emoticons Bar

The Emoticon Bar contains various animations your character can perform to convey emotions. Use them in conversations with other players who are physically close to add some depth to your dialogue. Explore to find out what each icon stands for.

Hotbar

Running across the bottom left of the screen, the Hotbar is for creating shortcuts to commonly performed actions from the Action Panel. Simply drag the icons from the Action Panel with the left mouse button into one of the slots on the action bar. The Boxes are numbered in the Action Bar, and correspond to the number keys on your keyboard. While you can still Right Click the icons to begin the action, pressing the corresponding number key will also work.

The Panels

Additional information is also conveyed through various game panels that can be accessed from the interface or their respective keyboard shortcuts. These Panels all have a dedicated purpose and the following section is devoted to explaining what each panel conveys to you and represents.

Stats Panel

The Stats Panel lists your characters statistics, such as your date and month of birth to some of the more character defining traits such as strength, dexterity, intelligence, etc. The Stats Panel also displays the current base value of your stats in white, and the buffed value in green.

Born	Strength	89.0	85.0
February 1	Fortitude	85.0	81.0
	Agility	88.0	84.0
16 years	Dexterity	54.0	50.0
Height	Intelligence	54.0	50.0
176 cm	Spirit	54.0	50.0
Weight	Perception	54.0	50.0
68 kg	Charm	54.0	50.0

Skills Panel

The Skill Panel lists all of the skills your character knows, separated into groups of similar skills. It also lists the level each skill has been developed. To Open your skill panel in game you may right click its icon on the bottom right of your screen or press the hotkey 'K'.

Skills are separated into types and are listed by section as follows, Combat, Resource, Actions, Trade Skills, Craft Skills, Construction.

Each skill is listed next to your character's corresponding skill level. On the right, each skill has a button, which on mouse-over reveals the number of 'recent uses' of that skill.

The button can be clicked to allow you to click through a number of options in the skill locking system as follows:

- Normal: Skill can increase or decrease.
- Minus: Skill locked and will decay only. Stats will not gain when using this.
- Locked: Can't change. Stats will gain when using this skill.
- Plus: Can increase only. Stats will gain when using this skill.

Packs Panel

The Packs Panel represents the various containers you are carrying on your body as well as items you are carrying on your back and hands. The primary purpose of this panel is to provide quick access to your backpack and other various pouches you may be carrying. You can access the contents of the packs by a Right Click on their respective icons, which will open up their own Container Panel.

Inventory Panel

The Inventory Panel represents your character's collective inventory. You will begin managing your inventory from this screen. In the center your character is being displayed from the front. Running down either sides of the panel are slots for clothing and armor, and also various tool slots where you can carry certain types of equipment. Along the bottom are the various packs you are carrying.

You can equip clothing and armor easily by dragging it to your character or the correct slot running along the sides. You can also place certain types of tools to be carried on your character. You can equip packs along the bottom. You can un-equip any item by dragging it back into a container.

Actions Panel

The Actions Panel lists all the actions your character knows how to perform. This is filled with common actions such as foraging, fire building, and hiding. You can quickly access some of these actions by dragging them onto the Hotbar, allowing quick access with a keystroke.

Resources Panel

The Resources Panel represents the resources you are able to gather at that instant. The icons change as you travel through the world, corresponding to the natural resources around you. You can begin to gather a resource with a Right Click on its corresponding icon. Some resources however will only appear randomly on a particular surface type, referred to as a 'rare pop'.

Social Panel

The Social Panel is for managing groups of friends and foes, displaying tribe members, and eventually for managing your pets. You can invite and remove friends and foes through this panel. Online Friends and Foes are displayed in blue text.

Tribes Panel

The Tribes Panel is for creating a new, or viewing your current Tribe or Homestead. You may also Invite and Remove players, or abandon your current Tribe.

Experience Bar & Level-Up Panel

Experience is gained through the use of most actions and performing combat. Your experience bar can be found above your hot-bar buttons.

The Level-Up panel will become available when your character gains enough experience for a level.

When your character levels up there will be a plus sign at the end of the experience bar. For every level your character gains you will receive 10 more experience skill points. These can be used to increase skills as follows:

Skill 0-10 requires 1 point
Skill 10-20 requires 2 points
Skill 20-30 requires 3 points
Skill 30-40 requires 4 points Skill
40-50 requires 5 points Skill
50-60 requires 6 points Skill
60-70 requires 7 points
Skill 70-80 requires 8 points
Skill 80-85 requires 9 points
Skill 85-90 requires 10 points
Above 90 can only be raised by using the skill or performing relevant actions.

You may gain Stats, Schemes and XP by dropping XP points into skills in the same way as if you had actually raised the skill by performing the action.

Stat Adjustment Panel

You can access your stat adjustment panel via the lower plus button on your hotbar.

Once you have opened the adjustment panel you may reduce stat points from any stats you choose and re-distribute them in others.

You can however, only do this 4 times in total.

Stat adjustment points are not gained via experience, like on the XP Panel, but are given at the developers' discretion following changes to the stat/skill system to allow players to reconfigure their stats a certain number of times. This may not be intended as a permanent feature.

Stat Points	0		
Strength	85.0	⬅	➡
Fortitude	81.0	⬅	➡
Agility	84.0	⬅	➡
Dexterity	50.0	⬅	➡
Intelligence	50.0	⬅	➡
Spirit	50.0	⬅	➡
Perception	50.0	⬅	➡
Charm	50.0	⬅	➡

Cancel   Adjust Stats

Mini Map

You can display a mini map of your current location by pressing the 'M' key (by default) on your keyboard. The mini map gives important information such as current date and in game time, danger level of the area from Revenants and Animals, current season, and the temperature in game.

In addition, the mini map also shows your current zone and position in the game world. Each zone is 1020m by 1020m.

From left to right, the three position co-ordinates are:

1st Pos (X) – the distance across the map horizontally, in metres from the left hand side of the zone to the right hand side of the zone (rising from 0m in the west to 1020m in the east).

2nd Pos (Z) – the distance across the map vertically, in metres, from the bottom of the zone to the top of the zone (rising from 0m in the south to 1020m in the north).

3rd Pos (Y) – the height of the ground at your current location. A higher number means a higher elevation.

Moving around the world

You move your character using the keyboard. Moving forward and backwards are by default bound to the *W* and *S* keys. You can move your character left or right without turning by the use of strafing with the *A* and *D* keys. You can turn your character to face left and right with the *Q* and *E* keys. Finally, with some camera modes you are able to turn your character by adjusting the camera and holding the *Right Mouse Button* while your character is moving.

You can modify the rate of movement, either jogging or walking, by holding the *Shift* key. The rate of movement affects the rate at which you drain stamina. In order to toggle between walking and

jogging, press the *G* key. To sprint press the *X* key, this drains stamina more quickly, and can only be used when you have more than half stamina. In order to toggle auto-run, press the *T* key.

You can jump by pressing the *Spacebar*.

You may customize your movement controls, as well as other commands, by accessing the *Key Binding* menu from the Main Menu which you can access by hitting your *Esc* button on your keyboard.

Interacting with the world

Throughout the world are objects that you can interact with. It could be players, felled trees, or items in inventory. When your character is close enough to objects in the world, moving the cursor over an item will highlight that item underneath. A *Left Click* on a highlighted item will cause a selection ring to appear around the object; indicating that the item has been selected. A *Right Click* on a highlighted object will open a context sensitive action menu that will give you options to interact.

Containers

Containers are any item which can hold a number of other items, and include storage bins, pouches, carts, tents and canopies. Container Panels are a grid of squares where items can be placed. These types of panels appear any time you open a container, either through your packs panel or containers in the world through the right-click context menu. Container Panels opened from containers in the world will close when you move too far away, in contrast to containers which you are currently carrying.

You are able to manipulate the contents of a container by dragging and dropping various items between Container Panels. Generally, items must exist in a container or in your inventory. If you drag items in a container into the world, a prompt will be displayed asking you to confirm the destruction of the item. If you drag a container to the world, it will drop that container into the world.

Holding down your Shift key will also allow you to split up a stack of items. Just *Shift+Left Click*, select the number of items you wish to move, move your mouse cursor where you want them dropped, then *Left Click* again.
Finally, you are capable to single click move items, by first *Left Clicking* to pick up, moving your mouse, then *Left Clicking* again to drop the item where you wanted.

Permissions & Locks

Container objects have two settings, permissions and locks.
Permissions allow a specified group (tribe, friends, public, or private) to pick-up, label or destroy a container.
Locks allow a specified group (tribe, friends, public, or private) to open a container, take items or place items.

Buildings have only Locks. Container bins have Permissions and Locks. Carts have Permissions and Locks, but can only be moved by the owner. Container packs and pouches have Permissions but can't be locked.

Locks can be overridden in these cases if the player carrying the container is dead (looting) or if you have an over-riding tribal permission (access to all containers). In addition, locks and permissions to not apply to any containers off your own tribal land, except carts.

Combat

There are a number of combat and weapon skills in Xsyon, which affect the damage you character can deliver or receive (in the case of defensive skills). Increasing your combat skills also increases your character's hit-points.

- **Unarmed Combat** *affects how well your character does damage with his bare hands.*
- **Armed Combat** *covers the general use of weaponry. This is the parent skill for all of the weapons in the game.*
- **Blades** *cover the use of combat knives, katanas, swords and many more types of bladed weaponry, and deliver the fastest but least damaging attack, and have a close range.*
- **Clubs** *cover the use of wood, metal and plastic clubs. They have a medium range and swing-speed, and cause a moderate amount of damage.*
- **Picks** *cover the use of picks and shovels. They have a longer range and cause higher damage, but with a slower swing-speed.*
- **Axes** *have a medium range and swing-speed, and cause a moderate amount of damage.*

Combat Basics

Xsyon uses a twitch-based combat system, with aimed and directional attacks and defensive moves. The amount of damage inflicted or received is influenced by the direction of attack, swing-power, the area struck and the relevant skill levels of the attacker, and reduced by the defender's armour and ability to parry the attack.

Attacking

To attack, you must be in combat mode (default key 'c'). You use the left and right mouse buttons to attack with your left and right weapons accordingly. Holding down a mouse button will increase the swing power of that hand. The power of your swing is shown by the green bar that appears while swinging on your avatar, or on the yellow Swing Power gauge.

You can attack an opponent using a left swing, a right swing, a stab and an overhead attack. Side swings (left and right) have a larger arc, meaning that you can hit opponents easier while stabbing and overhead attacks have a smaller arc but allow you to aim your attack at an enemy accurately. The direction of your swing is determined by the direction your mouse is moving when you press down the attack button.

The area where your attack is landed influences the amount of damage dealt. Enemies take 150% damage when they are hit in the back and 125% damage when hit in the side.

Defending

Parrying an attack can greatly reduce the damage a successful attack will deal to you. To parry an attack, hold down your parry key (Left Alt key, by default) whilst clicking your left or right mouse

button depending on the hand you wish to use. You must have a weapon equipped in the relevant hand in order to parry.

As with attacking, the direction that you are moving your mouse when you click will determine the direction in which you will parry. The amount of damage absorbed will be determined by your Parry skill, which can be raised by successfully parrying attacks.

You can continue to move around whilst in combat mode in order to dodge attacks and out-maneuver your opponent. However, combat moves consume energy so it is important to keep close watch on your energy levels as your character will be unable to attack, defend or move if he becomes exhausted.

Mouse Combat

For a more simplistic combat set-up, you can enable 'Mouse Combat' from the Bind Keys menu available in game by pressing ESC.

Mouse combat is a more simplistic set-up which allows you to parry attacks using your mouse only, instead of holding the Parry hotkey. Mouse combat will make your left hand weapon your parry weapon while your right hand weapon will be your only attacking weapon.

Skills

Your character's actions and abilities are all governed by skills. Your skills increase over time as you use them. Once you understand the basics of a skill you will be able to start practicing and contributing to the world. This section contains short descriptions of some of the skills and how to use them.

Resource Gathering Skills

Foraging

Foraging skill is used to gather edible plants for nourishment and also to gather grass for weaving into basketry products.
High foraging skill helps improve the quality of foraged items that you gather. To gather using foraging skill, simply right click the action on your Hotbar or Actions Panel.

Foraging via the action tab does not deplete Global resources, however there is a 'cool down' on each particular area you must move approximately 5 metres between performing the action.

Foraging skill also affects the quality of any grass you gather using right click on your Resources Panel, but gathering from the same spot 4 times will deplete the resource permanently, the amount of grass resource on a particular spot is global, not personal and does not replenish over time.

Foraging also affects the quality of Seeds you extract from Cones gathered by Forestry skill, and increases the speed at which you pick up all Bundles.

Foraging is the main gathering support skill for Basketry.

The Primary Attribute and Secondary Attribute for Foraging are Intelligence and Spirit.

Fishing

Fishing skill is used to gather edible fish for nourishment, to fill your Hunger Bar.
High fishing skill helps improve the quality of fish that you catch and the frequency of catching fish.

Your character can fish next to any body of water with the proper equipment (a fishing pole) equipped in your character's right hand, via the Inventory Panel.

Right Click the fishing action in the Action Panel or on your Hotbar while facing a body of water to cast your fishing line and begin fishing.
Ensure that your left hand is empty, as you need both hands to actively fish. A Timer Bar will tick down as you perform the action.

Fishing does not deplete Global resources.

The Primary Attribute and Secondary Attribute for Fishing are Dexterity and Intelligence.

Resources
Resources Skill is used to gather raw resources, high Resource skill improves the quality of the items you pick up and the speed of your gathering rate.

Resources is the main support skill for Masonry, and is also used for Architecture, Firebuilding and Toolcraft.

To gather raw resources you must open your Resources Panel. Some raw resources will display in your resources panel, depending on the type of ground you are standing on, and you may right click to gather them. Some of the items gathered with resources skill however will only appear randomly on a spot, referred to as a 'rare pop', high Resources skill increases the frequency of these.

The Rare Resource finds are as follows:

Shells can be found on Sand. Obsidian, Quartz and Flint can be found on Granite. Chalk can be found on Dry Limestone (not riverbed Limestone, but that which can be found on a mountainside.)

Unlike most items that can be gathered via a right click on your Resource Panel, most of the items gathered by Resources skill cannot be exhausted, with the exception of Tar, which can only be gathered 4 times before the area is depleted (this amount is global, not personal).

The Primary Attribute and Secondary Attribute for Resources are Perception and Fortitude.

Forestry

Forestry skill is used to plant trees which can be harvested with Logging skill to produce Long Log and Short Log used to craft items with in other craft skills largely Architecture and Woodcraft.

Forestry Skill is used for gathering Branches, Twigs, Leaves, Needles, Cones, Seeds and Sap which will appear in the Resources Panel, when you are standing on branch ground near a living tree, and the quality of these items reflects the characters skill.

You may gather from the Resources Panel with a right click on the item you want to gather. Gathering from the same spot 4 times will deplete the resource permanently, the amount of resources on a particular spot is global, not personal and does not replenish over time.

Forestry Skill is also used for planting tree seeds and the quality of logs obtained from a tree is dependent not only on the players Logging skill, but also upon the Forestry skill of the person who planted the tree.

There are a variety of species of tree in the game world and you can view those in the Flora and Fauna section.

Forestry is the support skill for Logging, and the high quality wood produced is used within most crafts such as Woodcraft, Toolcraft, Wainwright, Weaponcraft and Architecture.

The Primary Attribute and Secondary Attribute for Forestry are Spirit and Charm.

Hunting

Hunting skill is used to gather bones, leather and animal parts for use in leathercraft and bonecraft products. A higher hunting skill improves the quality of items that you skin or dissect from animals.

Unlike most skills, hunting does not have an icon on the Action Panel, to gather using hunting skill simply Right Click and select an animal carcass and choose one of the options to skin a body part. Your character can continue skinning the animal until all of the parts are harvested, or until the carcass disappears. Only one person can skin or dissect at a time. You will need to have a combat blade equipped in your right hand via the Inventory Panel to perform this action.

Hunting also affects the quality of items you can dissect from the various body parts, and dissecting the parts also trains hunting skill.

Hunting is the main gathering support skill for Bonecraft and Leathercraft.

The Primary Attribute and Secondary Attribute for Hunting are Agility and Dexterity.

Logging

Logging skill is used to harvest Logs from trees.

To use logging skill and harvest logs you will have to equip an Axe made using Weaponcraft skill in your right hand on the inventory panel. You then approach a tree and facing it, right click the logging action on your hotbar or actions tab. Your character will chop down the tree as a timer bar ticks down. When the timer bar is done, you will have a felled tree and a stump. You may then right click on the felled tree and select either Short Log or Long log, your character will then chop while a timer bar counts down, and when completed the logs will stack in a pile. It is customary to destroy the stump by right clicking and choosing 'destroy' as the stump serves no purpose.

The quality of the logs obtained from a tree is dependent on the players logging skill, and also upon the Forestry skill of the person who planted the tree. There are a variety of species of tree in the game world and you can view those in the Flora and Fauna section.

Forestry is the support skill for Logging, and the high quality wood produced is used within most crafts such as WoodCraft, Toolcraft, Wainwright, Weaponcraft and Architecture.

The Primary Attribute and Secondary Attribute for Logging are Strength and Agility.

Scavenging

Scavenging is the resource gathering support skill for many other crafts, as many varied components can be found whilst scavenging. Leathercraft, Bonecraft, Tailoring, Toolcraft, Wainwright, Weaponcraft and Architecture all use many different scavenged items.

There are two ways to scavenge for items in Xsyon. You can right click on the scavenging action on you Hotbar or Actions Panel anywhere in the world and your character will scavenge for items. There is an area cool-down on scavenging and you will need to move approx 5m between attempts, but it does not deplete global resources.

Your character will either find an item or be informed that 'You cannot find anything useful here'. If you are on a junk pile the ratio of finds to fails will be much higher. High scavenging skill increases the ratio of finds and improves the quality of the items you find. It also increases the chance of finding very rare items.

You can also gather bundles and sort them. To gather bundles you must open your Resource Panel when standing on a junk pile and right click the resource you want to gather. There are four

types of resource available on a junk pile, Scrap Cloth, Scrap Leather, Scrap Metal and Scrap Plastic.

Gathering from a junk pile in this way does deplete resources, and will do so after 4- 8 pulls, globally, not personally.

Once you have gathered some bundles you may stack them in a pile, store them in a Cart, Tent or Canopy, or right click on them to sort them into components.

Scavenging skill determines the quality of items you sort from bundles.

The Primary Attribute and Secondary Attribute for Scavenging are Charm and Perception.

Terraforming

Terraforming skill is used to shape the land, usually in preparation for Architecture projects. You can raise, lower, level and clear the ground surface. You can also build roads. Just like architecture however, terraforming may only be performed within your own tribal area, although you are able to build roads outside of tribe lands.

The higher your terraforming skill is, the less energy you exert while performing any terrain modifications. You can use terraforming to build up the land in order to make multi-storey buildings.

To terraform, equip a shovel made by Weaponcraft in your right hand via the Inventory Panel. Right click the terraforming action in the Action Panel or on your Hotbar to open the Terrain Panel to begin.

You will need to right click one of the terrain options, to raise the land you will require dirt in your inventory, and to lower the land you will receive dirt from digging down. You cannot destroy dirt, so will need to store it somewhere but it is a valuable trade commodity.

Leveling the land does not require or give dirt, but averages the spot you are standing on, with the surrounding tiles. For example, leveled land tends to snap to the nearest .10, to get the land you are standing on to snap to this height, you will need to adjust the spot where you are standing depending on whether you need to pull the terrain up or down. To make it go up, you will need to stand where the height is above .05, to make it go down, you need to stand at a height of below .05.

The terrain panel also displays information about your current co-ordinates so you can use the height co-ordinate to aid you in adjusting the terrain to the required height.

Terraforming is a support skill for Architecture; as the ground needs to be reasonably level to create a building project.

The Primary Attribute and Secondary Attribute for Terraforming are Fortitude and Strength.

Construction Skills

Architecture

Architecture skill has a wide variety of roofs, floors, walls, gates, platforms, ramps and posts types with which you can build and design your own buildings, as well as standalone structures such as tents.

To build a project with architecture you right click the architecture action on your Action Panel or Hotbar and select a scheme. You may then select 'Start Project'. A ghost project will appear and upon right click there are 3 tabs, 'Move', 'Open Project' and 'Cancel project'. Selecting 'Move' will bring up a menu of arrows with which you can move your project.

Selecting 'Open Project' will open a craft window and you can drag and drop, or right click, the necessary tools and components in your backpack to fill the slots on the window and select 'build' to complete the project.

The terrain on which you build your project must be suitable or you will be given the message 'This slope is too steep too build', you can flatten land using the Terraforming skill. You may only construct architecture projects on your own tribe land.

You are able to dismantle built projects and receive a portion of the components back, how many components and how high a quality they are, is dependent on the level of your characters architecture skill.

Architecture projects use components largely crafted using Masonry, Basketry and Woodcraft or that are found by Scavenging and Resources Skill.

The Primary Attribute and Secondary Attribute for Architecture are Intelligence and Spirit.

Wainwright

Wainwrighting is the crafting of handcarts and handcart components. Handcarts can be used to store and transport containers (storage bins) and resource bundles. You can open a cart while pulling it by right clicking the icon in the packs panel, this allows you to load and unload without unhitching from the cart.
There are four styles of handcart - forager, trapper, pioneer and scrapper which generally require a different set of resources to construct. Unlike other skills, Wainwrighting also requires a

supporting skill depending on the style of handcart. These are Basketry for forager handcarts, Bonecraft for trapper handcarts, and Leathercraft for pioneer handcarts. Scrapper handcarts are not currently craftable, though there are some in game.

Each style of handcarts is also available in four different grades - basic, craftsman, adept and master.

Basic handcarts can hold 5 containers or resource bundles. Craftsman handcarts can hold 10 containers or resource bundles. Adept handcarts can hold 15 containers or resource bundles. Master handcarts can hold 20 containers or resource bundles.

To make an item with wainwright skill you need to right click the wainwright icon from your Action Panel or Hotbar, and then select the recipe you want to craft. You can drag and drop or right click the components and tools from your backpack and select craft to make the item.

The Primary Attribute and Secondary Attribute for Wainwright are Dexterity and Strength.

Craft Skills

Basketry

Basketry is used to weave Grass into useful items such as twine, clothing and containers.

Foraging is the support skill for Basketry.

Basketry grass products are used within many crafts such as Toolcraft, Wainwright, Weaponcraft and Architecture. Basketry containers are the most commonly used storage facility, so are highly sought after.

To make an item with basketry skill you need to right click the basketry icon from your Action Panel or Hotbar, and then select the recipe you want to craft. You can drag and drop or right click the components and tools from your backpack and select craft to make the item.

The Primary Attribute and Secondary Attribute for Basketry are Agility and Spirit.

Bonecraft

Bonecraft is used primarily to create armor from animal bones. Bone armor gives the most damage protection of all the craftable Armor, but also weighs the most.
Armour made from animal bones will carry buffs that buff one of your stats, depending on which animal was used.

Hunting is the main support skill for Bonecraft, and items found by Scavenging are also often used.

To make an item with bonecraft skill you need to right click the bonecraft icon from your Action Panel or Hotbar, and then select the recipe you want to craft. You can drag and drop or right click the components and tools from your backpack and select craft to make the item.

The Primary Attribute and Secondary Attribute for Bonecraft are Fortitude and Charm.

Fire Building

Firebuilding skill is used to craft campfires. At present these are used primarily to give light but feature in other crafts with future updates.

To build a fire, Right Click the Fire Building action in the action panel, then select the recipe you want to craft. You can drag and drop or right click the components from your backpack and select craft to make the item. After building the campfire, equip a blade in your right hand while having a piece of flint in your inventory. Select the campfire to bring up the action menu and select light.

Presently a fire will burn until it is physically extinguished, which you can do by right clicking the campfire and selecting 'extinguish', but in the future will require fuel to be added to keep it alight.

Resources Skill is the support skill for firebuilding.

The Primary Attribute and Secondary Attribute for Firebuilding are Intelligence and Spirit.

Leathercraft

Leathercraft is used primarily to create armor from leather and fur. Leather and fur can be collected by scavenging, dissecting animal hides obtained by hunting animals, or collecting and sorting Scrap Leather bundles from Junk Piles.

This Armor offers a good amount of Armor rating with less encumbrance value than bone armor. Armour made from animal leather will carry buffs that buff one of your stats, depending on which animal was used.

To make an item with leathercraft skill you need to right click the leathercraft icon from your Action Panel or Hotbar, and then select the recipe you want to craft. You can drag and drop or right click the components and tools from your backpack and select craft to make the item.

The Primary Attribute and Secondary Attribute for Leathercraft are Strength and Perception.

Tailoring

Tailoring is used to create Armor from Cloth Scraps and Cloth Fabrics which can be sorted and scavenged from Junk piles across the world of Xsyon. You can also make thread, string, twine and rope for use within many other crafts.

It uses many other scavenged items to create Tailoring Armor, such as buckles, decorations and buttons.

Tailored Armor gives a low amount of damage protection but also has very minimal encumbrance value.

Armour made from cloth will carry buffs that buff one of your stats, depending on which fabric type was used. Cloth armour can be coloured depending on which colour fabric was used, so is highly customizable.

To make an item with tailoring skill you need to right click the tailoring icon from your Action Panel or Hotbar, and then select the recipe you want to craft. You can drag and drop or right click the components and tools from your backpack and select craft to make the item.

The Primary Attribute and Secondary Attribute for Tailoring are Dexterity and Agility.

Toolcraft

Tool-crafting allows the character to create a huge variety of tools to use in other crafts and skills. Tool-crafting is extremely important in the world of Xsyon because almost every crafting skill uses some sort of tool. Tools wear down and break eventually so a steady stream of new Tools is always required no matter what the size of your tribe is.

There are four different styles of tools, Forager, Scrapper, Pioneer and Trapper, and most tools are available in each style. The style of the tool tends to determine what kind of resource is used to make it, for example trapper tools usually require bones to make, scrapper require scrap metal parts found by scavenging, pioneer use largely wooden components and forager use foraged or grass items and items gathered with resources skill, such as rock.

In addition, forager and scrapper tools add durability, whereas pioneer and trapper add a quality boost to the finished item you make with them.

There are also different grades of tool, and all of the above styles are available in each grade. The grades are basic, artisan and master. Using artisan and master tools add quality to the items you

produce while crafting with them, but you will need to have fairly high skill in the craft you are using to use those grades.

To make an item with toolcraft skill you need to right click the toolcraft icon from your Action Panel or Hotbar, and then select the recipe you want to craft. You can drag and drop or right click the components and tools from your backpack and select craft to make the item.

The Primary Attribute and Secondary Attribute for Toolcraft are Intelligence and Fortitude.

Weaponcraft

Weapon-crafting is the ability to create all kinds of different weapons such as Axes, Blades, Picks Clubs and Shovels.

Weaponcraft uses components from many other crafts especially scavenging and woodcraft, but also resource gathering, tailoring, and hunting.

Higher Quality Weapons do more damage in combat.

Many weapons also function as tools, and therefore an experienced weaponcrafter is just as important as an experienced toolcrafter.

To make an item with weaponcraft skill you need to right click the weaponcraft icon from your Action Panel or Hotbar, and then select the recipe you want to craft. You can drag and drop or right click the components and tools from your backpack and select craft to make the item.

The Primary Attribute and Secondary Attribute for Weaponcraft are Perception and Strength.

Woodcraft

Woodcraft skill is used largely to process logs harvested by logging skill into wooden components such as blocks, handles and boards for use in other craft skills, such as toolcraft, weaponcraft, wainwright and architecture. You can also make water barrels via woodcraft.

To make an item with woodcraft skill you need to right click the woodcraft icon from your Action Panel or Hotbar, and then select the recipe you want to craft. You can drag and drop or right click the components and tools from your backpack and select craft to make the item.
The Primary Attribute and Secondary Attribute for Woodcraft are Agility and Spirit.

Masonry

Masonry skill is used to make items such as bricks and mortar needed in schemes for Architecture.

Masonry uses components largely gathered with resource gathering, such as rocks and sand.

To make an item with masonry skill you need to right click the masonry icon from your Action Panel or Hotbar, and then select the recipe you want to craft. You can drag and drop or right click the components and tools from your backpack and select craft to make the item.

The Primary Attribute and Secondary Attribute for Masonry are Fortitude and Charm.

Action Skills

Hiding

You can attempt to hide your character with a Right Click on the hiding action in the action panel. Your character will become translucent and harder to spot. Your character's skill level will determine how effective it is. Hiding is canceled when you attack or are attacked. Your character's movement speed is also restricted when you are hiding.

Jumping
As noted earlier, you can press the spacebar to jump. Jumping will take a large amount of stamina, so use it sparsely when stamina is low - or you may end up a catching your breath at a very bad time.

Running
By default your character will be jogging. However, with sufficient running skill, your character will be able to sprint. Hold the X key to sprint. Be warned: Even a world-class sprinter does not expect to get far, though they do expect to get there quickly.

Swimming
When you enter the water, your character will begin to swim.
Swimming is exhausting work, but as you raise your skill, you will notice an improvement.

Skill Limits, Decay and Locks

There is a skill limit per category of skills, excluding the Action and Construction skills.
You can max roughly half of the skills in each section, and each section does not affect the other sections, for example your resource skill cap does not affect your craft skill cap or combat skill cap.
There is balanced decay on the least used 4 skills, but you can lock 2 skills in each section.

-Normal: skill can increase or decrease. Stats will gain when using this skill.
-Minus: skill locked for decay only. Stats will not gain when using this
-Locked: Can't change. Stats will gain when using this skill
-Plus: Can increase only. Stats will gain when using this skill

Schemes for Craft and Construction Skills

Schemes are unlocked through using the skill, from spending XP points to increase your skill level, or you can find them from scavenging, and either learn them or trade these with other players. Some require a certain skill level to learn, or may unlock randomly. Once a scheme has been learned you can use it in the craft window through the actions tab. There is also a scheme limit for each skill, and the stats which relate to the skill and the level of the skill affect this.

Tribes, Clans, Bands, and Homesteads

Tribe Size and Radius

There are four categories of tribe in Xsyon, determined by the number of tribe members. A 'homestead' has up to 4 members, a 'band' has 5 to 9 members, a 'clan' has between 10 and 19 members, and a 'tribe' has more than 20 members.

A tribe's land is square, with the totem at the centre. Which each new member, the radius of the tribe land increases starting from 25m for 1- 4 person homesteads, 30m for bands, 51.75m for clans, and up to 90.75m for tribes with 20 members.

As a tribe's size increases, the expanse gained per member decreases incrementally as the number of members grows.

Depending on the category of tribe, an area of land is also reserved for your tribe which will prevent other tribes from expanding into your area. A tribe cannot expand its area into another tribe's land. If your expanse is blocked by another tribe, an increase in tribe area gained by adding new members will not be awarded until the neighboring totem is removed.

The maximum area for each tribe category is 25m for a homestead, 47.52m for a band, 87.12m for a clan, and 198.75m for a tribe. As your tribe progresses through these categories, the maximum area for that type of tribe is reserved.

You will not be able to place a totem unless there is sufficient room to do so.

Starting a Tribe

The Tribe Panel is used to found or abandon a tribe, invite and remove tribe members, or view personal quests which you have accepted. The Tribe Panel can be accessed by clicking the totem-pole button in the lower-right corner of the screen or by using the hotkey (by default 'L').

If you are not already a member of a tribe, the panel below will show allowing you to found a new tribe. You will need to choose a valid Tribe name, before selecting 'Start Tribe'. Your Tribe will be founded, and you will be automatically set as Tribe Leader.

Once your tribe has been founded, you can choose the alignment of your tribe (Good, Evil or Neutral), invite and remove tribe members, abandon your tribe, and place your totem. The list of all your tribe members will show in the centre box in this panel.

Inviting and Removing Tribe Members

To invite or remove players from a tribe, you need to be Tribe Leader or to have been given sufficient privileges.

To invite another player to join your tribe, you must first left-click select the player's character and then click on the 'Invite Button'. If the other player is not already in a tribe, they will be issued with an invitation to accept or decline. If the other player is already in a tribe, you will receive a message informing you and the invitation will not be sent.

To remove another player, you can select the player's name in the list of members and click 'Remove'. You cannot remove yourself from the tribe in this way - see 'Abandoning a Tribe'.

Placing a Totem

To occupy and build on an area of land, your Tribe will need to place a totem. You will need to find a suitable piece of land, large enough for the reserved radius of your tribe (see Tribe Size and Radius) whilst not overlapping with the reserved tribal areas of neighbouring tribes.

Totems cannot be placed on the starter island, 'Founder's Island' in zone 939.

A tribe can currently only place one totem. If you abandon your tribe (see below) you will not be able to place another totem until 6 hours after the previous totem was placed.

Abandoning a Tribe

To leave a tribe, you click 'Abandon'. If you are not Tribe Leader, you will be free to found another tribe or join an existing tribe.

If you are the sole member of your tribe (Tribe Leader), the tribe will be removed from game, and you will be free to found another tribe or join an existing tribe. If you have a totem, this will disappear, and your possessions and structures will no longer be protected.

If you are Tribe Leader and your tribe has additional members, you will be removed from the tribe but the tribe will not be disbanded and the totem will remain. Leadership of the tribe will transfer to the tribe member with the next highest rank.

Totems

Totem Abandonment & Revenants

Totems will go through the following stages if no tribe members are active subscribers:

Neglected (405 game days / 45 real days): This is a final warning stage and lets other players know that your tribe will soon start to decay.

Deserted (540 game days / 60 real days): At this stage, bins and bundles left on the ground will be accessible to other players and the tribe will no longer be a safe zone. Containers can be opened but not taken.

Abandoned (675 game days / 75 real days): At this stage, the tribe is on the verge of complete removal. Containers can be taken. Buildings will be accessible and Revenant spawns will increase.

Removed (810 game days / 90 real days): At this point the Totem is removed, the land can by claimed and buildings can be dismantled. Claiming land will cause revenants to move on to other areas.

Revenants spawn at totems at or beyond the Deserted stage. Revenants haunt totems and may move on to haunt other isolated areas. Revenants can loot and equip weapons and armor from players they kill. Revenants may have armor with bonuses. Bonuses increase as they gain power.

Totem Controls

The Leader of the Tribe, Clan, or Homestead, has different Permissions that they may set up by using the Tribal Totem. To open this, highlight the Totem and *Right Click* it. This will bring up an option to open Tribe Info or Quests.
Clicking on the Tribe Info button will bring up the Totem Menu. There are 4 different tabs here.

Founders Island Tribe

Founders Island
Currently in Construction by the Guides
of Xsyon

Set as Start Location ⬜

Set Tribe Emblem

Set Main Color

Set Second Color

Founded May 22 48

Tribe Leader
GuideRaguel

Good Aligned
10 members
Currency: Dollar Bills

www.xsyon.com

Set Tribe Message

Set Tribe URL

Set Currency

| Tribe | Members | Ranks | Laws |

Tribe Information
This tab allows you to both view, as well as change different things about your tribe if you have the permissions to do so. This includes setting of your Tribal Emblem, the main and secondary Tribal Colors, setting your Tribe's Message, inputting a Message of the Day, and inputting your Tribe's URL onto the Totem. All of these can be seen by anyone who views your totem, so do not put any personal information you would like to keep private in there.

Members
This panel shows your Members List. You can use it also to Invite and Remove members from your tribe, and more importantly, set your member's ranks. You need permissions from the Tribal Leader to set ranks, and then it will only allow you to set ranks equal to or below your rank based on the number.

Ranks

This panel is used to set up ranks within the Tribe. Click on New or Edit on the right hand side, will open up a Rank Creation window, where you will set the specific permissions for that rank. If it's a new rank, set the Rank Name, as well as declare what Rank Number it will be. You are able to have 100 ranks maximum. Most of the settings in here are self-explanatory, as in, Tribe Control and Information settings allows the person to do many things using the Totem Menu. Resources is the setting to allow permissions for a member to gather resources within your area. Construction gives them permissions to build structures, roads. Terraforming sets the permissions for members to perform the Terraforming skill on Tribal lands. Quest creations allow a member rank to create quests. As of writing this manual, the Expansion, Trade, and some of the Tribe Controls settings do not have a function. They have yet to be added into the game.

Rank Creation

Member ← 100 →

Tribe Control
- ☐ Set Laws
- ☐ Set Alignment
- ☐ Access All Containers
- ☐ Access All Structures
- ☐ Create Rank
- ☐ Assing Rank
- ☑ Invite Member
- ☑ Remove Member
- ☐ Tribe Diplomacy
- ☐ Personal Diplomacy
- ☐ Declare War

Information
- ☐ Name Tribe
- ☐ Name Town
- ☐ Set Description
- ☐ Set Messages
- ☐ Set Emblem
- ☐ Set Color
- ☐ Post Notices
- ☐ Set URL

Resources
- ☑ Gather
- ☑ Chop Trees
- ☑ Fish
- ☑ Plant

Terrain
- ☑ Terraform
- ☑ Build Roads
- ☑ Clear Rocks
- ☑ Mine

Construction
- ☑ Build
- ☐ Dismantle
- ☑ Build Fires
- ☑ Place Signs
- ☑ Furniture

Expansion
- ☐ Place Totems
- ☐ Claim Land

Trade
- ☐ Set Currency
- ☐ Set Tax
- ☐ Funds Control
- ☐ Bank Control
- ☑ Auction
- ☑ Merchant

Quest Creation
- ☑ Deliver
- ☑ Hunt
- ☑ Gather
- ☐ Exploration
- ☐ Town
- ☐ Craft

Cancel **Apply**

Quests

The Questing system in Xsyon™ is purely player made. They are set up through the Totem Menu, by *Right Clicking* on a highlighted Totem. You will see the Titles, Types, and Status of all quests that are still active on the Totem. There are three options that show up on the right when looking at this window, View Quest, Create Quest, and Delete Quest.

View Quest
This option will allow you to view a quest already made by another player.
Highlight the quest you wish to view, hit the button, and you will view the details for that quest. You will see the quest name, creator of the quest, as well as the specific details of the quest. Complete the quest in order to receive its rewards.

Create Quest
This section will allow you to set up a quest if you have the permissions set for doing so by your Tribal Leader. You will input a title, a description, the type of quest it is, the goal of the quest, and finally if it is a time limited quest. At the writing of this manual, you on only able to make three different types of quests, those being Collect, Hunt, and Craft. Ensure when setting the Goal for

completing the quest that you set it up appropriately for the type of quest you set. You are not able to Craft grass, but you sure can collect it.

More Information

For in-depth information about Xsyon and the Xsyon world, including tutorials please consult the Xsyon wiki at http://www.xsyon.com/wiki

Xsyon Terms of Service Agreement

Xsyon™
Terms of Service Agreement Updated August 13, 2012
1. Terms Of Agreement:

Welcome to Xsyon!
Xsyon (the "Service") is an interactive multiplayer online game world provided by Notorious Games, a Nevada LLC. The Xsyon proprietary Game Client (the "Software") can be obtained as a free online download under the conditions of this agreement and is required for your usage of the Service.
You must carefully read the following Xsyon Terms of Service Agreement. In order to access the online game world, you must Accept all the terms of this agreement. If you Decline this agreement you will not be permitted to obtain a license or create a user account to use the Xsyon Software and Service.
By accepting this agreement you will no longer be eligible for a refund.
Your creation of a Xsyon online account and use of the Software and the Service constitutes your agreement to be bound by all terms and conditions put forth in this Terms of Service document and to comply with the established Rules of Conduct.
By accepting this agreement you accept and understand that the Service is provided "AS IS" and is in a constant state of development and evolution. The experience of the online game will change over time.
Notorious Games may, in its sole discretion, amend and modify this agreement from time to time. By accepting this End User License Agreement, you agree to the current Terms of Service and Rules of Conduct, effective immediately upon posting, as posted here.
If you have any questions regarding the terms and conditions of this agreement, please contact Notorious Games Support.
2. Account:
Accounts are established on the basis of one user per account. As the sole registered user, you represent that you are a legal adult in your country of residence. You may grant permission to one minor who may use your account instead of you, accepting full responsibility and obligation to these terms of service on behalf of the minor and full liability for all activities conducted through your account. You agree to limit your usage of this account to one person, either yourself, or a minor for whom you take full responsibility. Notorious Games reserves the right to request verification of age at any time. Failure to present proof may result in a termination of your account. Maintaining an account and compliance with this Terms Of Service agreement grants you a limited license to use the Software and the Service for your own non-commercial entertainment purposes. You may not use the Client or the Service for any other purpose or in connection with any other software. You are solely and entirely responsible for the cost of all internet and telephone access charges along with providing and maintaining the necessary hardware equipment required to connect to the Service game servers.
Account Ownership:
You agree that you have no ownership or other proprietary interest in the game account, and you further acknowledge that all rights pertaining to the account are and shall forever be owned by Notorious Games. You are granted a limited license to use the account as long as payments are in good standing and you are in compliance with the Rules of Conducts and terms of this agreement.
Account Transfers:
Notorious Games does not recognize the transfer of a user account. A newly created account is licensed only for the original registrant.
Account Security:
The account will be accessed via a secure login and password, created upon registration of a new account. You are personally responsible for maintaining the confidentiality of your login information. In the event that your login information has been breached, you must immediately contact Notorious Games Security
Termination / Suspension Of Account:
Notorious Games reserves the right to terminate or suspend any account that has directly breached the code of conduct or any part of the Terms Of Service. This right also extends to any and all accounts that are in any way connected to the offending account . Upon termination of accounts all rights granted to you under the Terms Of

Service are immediately revoked. You may suspend your account at any given point effectively removing all rights and permissions of the Terms Of Service and access to the software. Upon suspension of your account any further payments will be halted. You will not receive any refund for prepayments or loss of time caused from early suspension.

3. Subscription Fees And Payment Terms:

Your initial account payment covers establishment of a player account and one month of game access and play. A registered account is the sole responsibility of the licensed registrant. A user may register multiple accounts. To continue access to your account and the game client you are required to pay a recurring monthly fee. Subscription fees and terms are presented upon payment process. Subscription fee and terms may be changed at any time. Subscription fees are all presented in U.S. dollars and are non-refundable. Upon registration you give Notorious Games permission to automatically charge your credit card for the amount of the subscription fee. If Notorious Games is unable to process your card your account and access to the service may be instantly suspended at Notorious Games' discretion.

You, the subscriber are responsible for keeping up to date with any and all changes in fees and terms of service. Should you find such changes unacceptable you have the sole right to terminate your account at any given time with or without reason.

In the event of promotions or trial periods, payment terms will be presented at the time and applicable to the promotional period only.

4. Proprietary Rights / Ownership Rights / License / Game Content:

Notorious Games solely and exclusively owns the software, system, game and game content. The previously mentioned are all protected by copyright laws, trademarks, and other proprietary rights that have not been expressly granted herein. Game content is, includes, but is not limited to, animation, video, musical compositions, art work, visual effects, text, layout, design, sound effects and other content that is made available to you upon downloading. All user created content and items is sole property of Notorious Games. The Software and the Service are protected by United States and international copyright laws and may contain materials licensed by Notorious Games. The licensors may also enforce their rights in the event of a violation of this agreement.

By submitting any game content to Notorious Games, including but not limited to images, text and musical compositions, you represent that you have full legal copyrights for the submitted content and thereby full and irrevocable license to Notorious Games.

Virtual Items:

You agree that you have no right or title to any in game virtual content including virtual goods and currency originating in the Service. Notorious Games does not recognize any purported transfers of virtual property executed outside of the Service. You may not sell or exchange any in game items or currency for real money. Virtual in game items are the property of Notorious Games and hold no real world monetary value.

5. Rules of Conduct:

You will not display inappropriate conduct while you have access to the game and its content. Such conduct includes but is not limited to:

- 1. Any action that directly, or otherwise, interferes with server or network in such a way that was not intended by the creators.
- 2. Any action that directly, or otherwise, interferes with other game users in such a way that was not intended by the creators.
- 3. Use of third party software that would give you or anyone else an advantage of any form.
- 4. Exploitation of the Software or the Service for material gain outside of the game.
- 5. Abuse, harass, threaten another player or representative of Notorious Games.
- 6. Use of any words that are deemed offensive or threatening or that may be sexually explicit . Use of words using symbols, different languages, or different forms of writing, including internet based ones like Leet, that represent the previous mentioned words will be treated in the same way.
- 7. Organizing or becoming a member of a group that targets other players based on sex, race, religion, creed, or sexual orientation.
- 8. Failing to abide by any rules given to you at any time in any form by Notorious Games representatives.
- 9. Disseminating or seeking to obtain the personal identity or information pertaining to Notorious Games volunteer staff, including but not limited to personal character accounts used by volunteer staff. By accepting this agreement you agree to keep confidential any such information you may obtain.

- 10. Circulating false information regarding Notorious Games staff, the online game service or the development or management of Xsyon and related services.
- 11. Impersonating any member of Notorious Games, volunteer, person of authority, declare to be one, or forge proof of any form that makes it appear you are a person of staff or authority.
- 12. Violation of any real world laws or regulations.
- 13. Advertising, promoting or participating in any form of solicitation in the game world for real world gain.
- 14. Trading, purchasing, advertising, promoting or selling any product or service that is not an in game product or service.
- 15. Arranging for, or transferring pirated content of any form.
- 16. Providing or using a Xsyon emulator.
- 17. Providing false information when registering for Xsyon.
- 18. Attempting to hack or decipher Xsyon servers.
- 19. Sharing account passwords.
- 20. Abusing Global Chat as outlined below.
- 21. Encouraging others to break these rules.
- 22. Applauding, condoning or justifying the actions of others who break these rules.

Global Chat Rules

The Xsyon Service includes a Global chat feature intended for players to communicate across the game world. The purpose of this chat is to assist new players, facilitate communication between distant players, manage staff and player run events, encourage trade and generate a positive community feel.

- Criticizing the game development team, game design or features, or the Guide team. Feedback regarding game design and balance can be posted in the appropriate sections of the game Forums.Criticizing the game development team, game design or features, or the Guide team. Feedback regarding game design and balance can be posted in the appropriate sections of the game Forums.
- Discussion of other games or game services.
- Discussion of divisive real world topics including but not limited to religious and political discussion.
- Luring new players for the purpose of killing them and stripping them of their items.

Failure to follow these rules will result in temporary or permanent ban from Xsyon. A ban will result in a Termination of Service as outlined below. Interpretation and enforcement of these rules is at the discretion of Notorious Games and its representatives.

6. Privacy And Confidentiality:

Apart from certain personal information no form of communication is private. All forms of communication connected with Xsyon, both out of and in game, maybe be monitored or viewed at any time by Notorious Games personnel. While Notorious Games does its utmost to protect your personal information it is not guaranteed information will not be gathered through unlawful acts. Through the Service, Notorious Games may obtain identification information from and about your computer and its operating system, including without limitation your central processing unit, graphic cards, sound cards, hard drives, operating systems and your Internet Protocol address. This information may be gathered for the purposes of improving the Service and monitoring and enforcing the provision of this Terms of Service agreement. Notorious Games may, with or without notice, monitor, record, review, modify and or disclose your chat sessions and activities, whether by text or voice, conducted through the Service. You acknowledge that Notorious Games is under no obligation to monitor in Service chat or activities. Notorious Games may, with or without notice, disclose your Internet Protocol address, personal information, game logs and other information regarding you or your activities in relation to the Service in response to a request by law enforcement, a court order or other legal processes, or if Notorious Games has cause to believe that doing so may protect your safety or the safety of others.

7. Disclaimer Of Damages / Warranty:

The Software, System, Game and all Game Content, and all other services and material provided in connection therewith, are provided "AS IS," with all faults, and without warranty of any kind. The Game experience and content will change as intended and designed over time. You assume all risk of use and all risk associated with accessing the System and playing the Game. In no event shall Notorious Games, its affiliates, licensors or suppliers be liable to you or to any third party for any special, indirect, incidental, consequential, punitive or exemplary damages (including without limitation, lost profits or lost data), arising out of or in connection with your Account, the System, Software,

Game, Game Content, User Content, ToS, or any other services or materials provided in connection therewith, whether based on warranty, contract, tort or any other legal theory, and whether or not Games is advised of the possibility of such damages, and even if any stated remedy fails of its essential purpose.

8. Limitation Of Liability:

You expressly agree that the use of the Xsyon Software and Service is at your sole risk.

The Software and Service provided by Notorious Games are provided on an "AS IS" and "available as" basis.

Notorious Games is under no obligation to monitor in Service activities or chat. You acknowledge that you engage in Service chat and activities at your own risk.

Neither Notorious Games, its officers, directors, licensors, employees, subcontractors or affiliates shall be liable in any way for damage or loss of any kind resulting from the use or inability to use the game or service including without limitation: loss of goodwill, work stoppage, computer failure or malfunction, the loss of characters, accounts, in game inventories or user profile information, or interruptions of services including, without limitation, internet service provider disruptions, software or hardware failures or any other even which may result in a loss of data or disruption of service. In no event will Notorious Games be liable to your or anyone else for any indirect, incidental, special, exemplar or consequential damages.

Notorious Games and its associated parties does not make any representations, warranties or guarantees of any kind, whether express, implied or statutory, including, but not limited to those relating to the quality, condition, accuracy, completeness, reliability, suitability or fitness of the Software or Service.

Notorious Games and its associated parties do not warrant you will be able to access the Service at times or locations of your choosing. Notorious Games and its associated parties do not warrant that the Software and Service will be uninterrupted or error free.

Notorious Games reserves the right to refuse the registration of any account at its sole discretion. Notorious Games may prohibit the registration of accounts that appear to be placed by previously banned users, resellers or other parties deemed as potential and intentional abusers of the Terms of Service and Rules of Conduct.

Notorious Games and its affiliated parties assume no responsibility for any connection to, transmission over, or results or use of any network connection or facilities provided, or failed to be provided, in connection with the Service. You agree and acknowledge that Notorious Games and its affiliated parties are not liable for any act of failure to act by them or any other person regarding conduct, communication or connect transferred or delivered in connection with the Service.

Notorious Games shall not be liable for any delay or failure to perform resulting from cause outside the reasonable control of Notorious Games, including without limitation any failure to perform hereunder due to unforeseen circumstances or cause beyond Notorious Games\' control such as acts of God, war, terrorism, riots, embargoes, acts of civil or military authorities, fire, floods, accidents, strikes, or shortages of transportation facilities, fuel, energy, labor or materials.

9. Indemnity:

You agree to defend, indemnify and hold harmless Notorious Games, partners, affiliates, directors, officers, subsidiaries, employees, agents or suppliers, its licensees, distributors, Content Providers, and any other members related directly or otherwise to Xsyon and Notorious Games from all damages, liabilities, claims and expenses, including without limitation attorneys' fees and costs, arising from or related, directly or indirectly, to any misuse of the Service or breach of this Agreement by you.

10. Termination of Agreement:

This agreement is effective until terminated. You may terminated this agreement at any time by closing your account and removing the client Software.

By terminating your account you forfeit the right to any and all payments made for access to the Service. You agree and acknowledge that your are not entitled to any refund for any amounts paid in conjunction with the acceptance of these terms or already paid prior to the termination of agreement.

Notorious Games may terminate this agreement with or without notice in the case of your non compliance with any of the terms of this agreement or breaking the Rules of Conduct. In this case, you agree that you not entitled to a refund for any amounts already paid for the registration or use of the Service.

11. Disputes and Governing Law:

This ToS, is governed by the United States of America and the commonwealth of Nevada.

This Agreement is governed by and shall be construed and enforced under the laws of The State of Nevada, without applying any conflicts of law principles which would require application of the law of any other jurisdiction. Notorious Games and you each hereby irrevocably consent to the jurisdiction of the courts of the State of Nevada for all

purposes in connection with any action or proceeding which arises out of or relates to this Agreement and agree that any action or proceeding instituted under this Agreement shall be brought only in the state courts of Douglas County, State of Nevada.

If any provision of this Agreement is held to be invalid or unenforceable, such provision shall be struck and the remaining provisions shall be enforced.

12. Refund Policy:

Xsyon (the "Service") is an interactive multiplayer online game world provided by Notorious Games, a Nevada LLC. It is not a product purchase. There are absolutely no refunds given on the establishment of an account and subscription to the service. The service is non-transferable. The Service is provided "AS IS" and is in a constant state of development and evolution. The experience of the online game will change over time. Signing up for the Xsyon service constitutes full acceptance of these Terms of Service and in accordance with these Terms of Service, Xsyon is a changing online world affected by the players. As such the world cannot be used as a free trial. Free trials will be offered separate from the paid Xsyon Service.

The Xsyon proprietary Game Client (the "Software") can be obtained as a free online download and is required for your usage of the Service. The software is a free download provided "AS IS."

There will be no refunds issued should your computer fail to meet the minimum requirements to run the software or due to your dissatisfaction with the service.

13. Seizure Warning:

In certain cases some users may experience seizures when viewing light patterns or backgrounds on a video monitor. This can also occur in persons with no history of seizures or epilepsy.

14. Copyright Notice:

All original materials provided in conjunction with the Software and Service, unless otherwise specified, are under the sole ownership and copyright of Notorious Games LLC.

This Terms of Service agreement sets forth the entire understanding and agreement between us and you with respect to the subject matter hereof. Notwithstanding anything else in this Terms of Service agreement, no default, delay or failure to perform on the part of Notorious Games shall be considered a breach of this Terms of Service agreement if such default, delay or failure to perform is shown to be due to causes beyond the reasonable control of Notorious Games.

I hereby acknowledge that I have read and understand the foregoing Terms of Service agreement and agree that my use of the game and the service is an acknowledgement of my agreement to be bound by the Terms and Conditions of this Terms of Service Agreement.

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