Ya3dag
The Manual

Based on V2.12 release of November 24, 2019

Edition history

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1. Story

Your are about to complete the studies on the local school for adventurer. After years of learning and lots of sweat you take the final examinations. If you pass the tests, you can hit the road to exercise the learned. Your reputation in the guild of adventurers depends on the number of treasures you bring back.

You travel to many destinations. Only the fittest survive. Depending on your skills and strength you may be able to master the numerous risks.

The village Golmbach is the home of the adventurer. There's a shop for adventure requirements, a bank for your account, some places for one's leisure time and the travel agency. The travel agency is the starting point for your way into the far world.

2. Setup

When you start Ya3dag, an introduction sequence of the game will begin. At
any time, press any key to pull up the Main menu.
Use the up and down arrow keys to navigate, and press the Enter key to
select. Use the left and right arrow keys to change settings. Alternatively
use the mouse to navigate and press the left mouse button to select. Use the
left and right mouse button to change settings.

2.1 Main Menu

Each Main menu function brings up a list of secondary menu items. If you have
problems using the secondary menu selections, please refer to the message
banner at the bottom of the screen.

Play Ya3dag: Start a new game with a specific skill level, load, or save a
game.

Multiplayer: Start a network server, join a network server, or change your
character information.

Options: Select the language, customize your keyboard or mouse, adjust your
audio, and change your game play control options.

Display: Adjust screen modes and settings.

Game: Select one of the installed games.

Quit: Exit the game from here.

2.2 Play Ya3dag

Start new game
Select this to start a new single player game.
Under New Game, you select a name and a variety of skill settings that range
from really easy to nearly unbeatable. Each skill setting adjusts reaction,
health, power, and number of the monsters you'll face.

Name: Enter your name or nickname. The game uses this name when it speaks
with you. The name is also used for entries in the hall of fame.

Easy: For those who like it.
Medium: Most people should start Ya3dag at Medium skill.
Hard: For those who need it.

Load game
Select Load Game to pull up the load game menu. The first name on the list is
an auto-saved game. Selecting this puts you back at the start of the last
level you entered. Use the arrow keys to move down to the game you wish to
load and press the Enter key.

Save game
Select Save Game to access the save game menu. Using the arrow keys, move
down to an empty slot, or one you don't mind writing over and press the Enter
key to save. Ya3dag will generate a name for you with title of the level and
the current time.

Credits
Ya3dag credits and thanks for support, ideas, code fragments or other things
to the one named (and also to the unnamed).

2.3 Network

See elsewhere in this manual.

2.4 Options

Select the language, adjust your audio settings, change your mouse options, customize your keyboard settings, and restore all your control settings to their defaults.
Below the description of some settings.

Language: Language used in the game and for some of the menus. The author of this game will only maintain English and German. A new language can easily be added. To copy some text files in the language sub directory is sufficient.

Fonts: Select one from the available fonts for the game/hud, the console or the menu.

GUI screen size adaptation: Adjustment of the font heights and GUI images to the resolution of the screen. Default is ‚Automatic' adaptation.

Mouse Speed: This allows you to adjust your mouse sensitivity. The higher you set this the faster your character will turn in relation to mouse movement.

Sound Quality: Select low quality for 11 kHz sound and high quality for 22 kHz sound. Using low sound quality may increase the performance of Ya3dag on your machine.

Always Run: Set this to Yes if you do not want to hold down the Run button

in order to move quickly.

Invert Mouse: This gives your mouse "airplane-style" controls. This means that pushing the mouse forward "noses down" and pulling it back "noses up." Some people prefer this control technique.

Lookspring: Returns your view immediately to straight ahead when you release the look up key, look down key or mouse look. Otherwise, you must move forward for a step or two before your view snaps back. Lookspring does not work while you are underwater.

Lookstrafe: If you are using the look up or look down key, then this option causes you to sidestep instead of turn when you try to move left or right.

Freelook: With this option enabled you no longer have to press the mouse look key to look up and down while using the mouse.

Key bindings: Selecting this option will bring up a second menu that lists all of the game controls. Use the arrow keys to move through the list. Press the Enter key to select a control to change. Press the appropriate key or mouse button that you wish to use for that control. If you want to go back to the original controls, go to the previous menu and select Reset Defaults.

2.5 Display

Here are controls for changing screen resolution or video mode, brightness,
screen size, window or full screen mode, texture quality, 3D rendering and
other settings. To change an option, simply arrow to that option, then press
the right or left arrow keys to adjust. Then, after making all of your
adjustments, arrow to 'apply' and press ENTER. You can also press enter when
on an individual setting to make that option take effect immediately. When
changing video settings, Ya3dag may blink from the screen, or the game
console may appear. This isn't unusual. After a moment of this, the game
should resume normally. Once you hit 'apply' to commit all of your changes,
the game will reload the map to incorporate the new settings, and this will
take some time as well.
Below the description of some settings.

Video Mode: Many video modes are available to you through this menu. Your
system may not support many of the video modes provided by Ya3dag.

Fullscreen: This selects fullscreen or windowed rendering.

Brightness: The brightness slider controls the brightness of the screen. Its
effects are immediate under software. Select Apply after modifying the
brightness.

Viewdistance: This setting has the greatest influence on the display
performance.

Apply changes: Selecting this option "applies" any modifications you make to
your video configuration.

Texture Quality: This slider determines the overall crispness of textures
with OpenGL renders. Better quality often results in lower performance.

3D rendering: Experimental! Select colored glasses or side by side view.

Try the other gimmicks in this menu.

2.6 Games
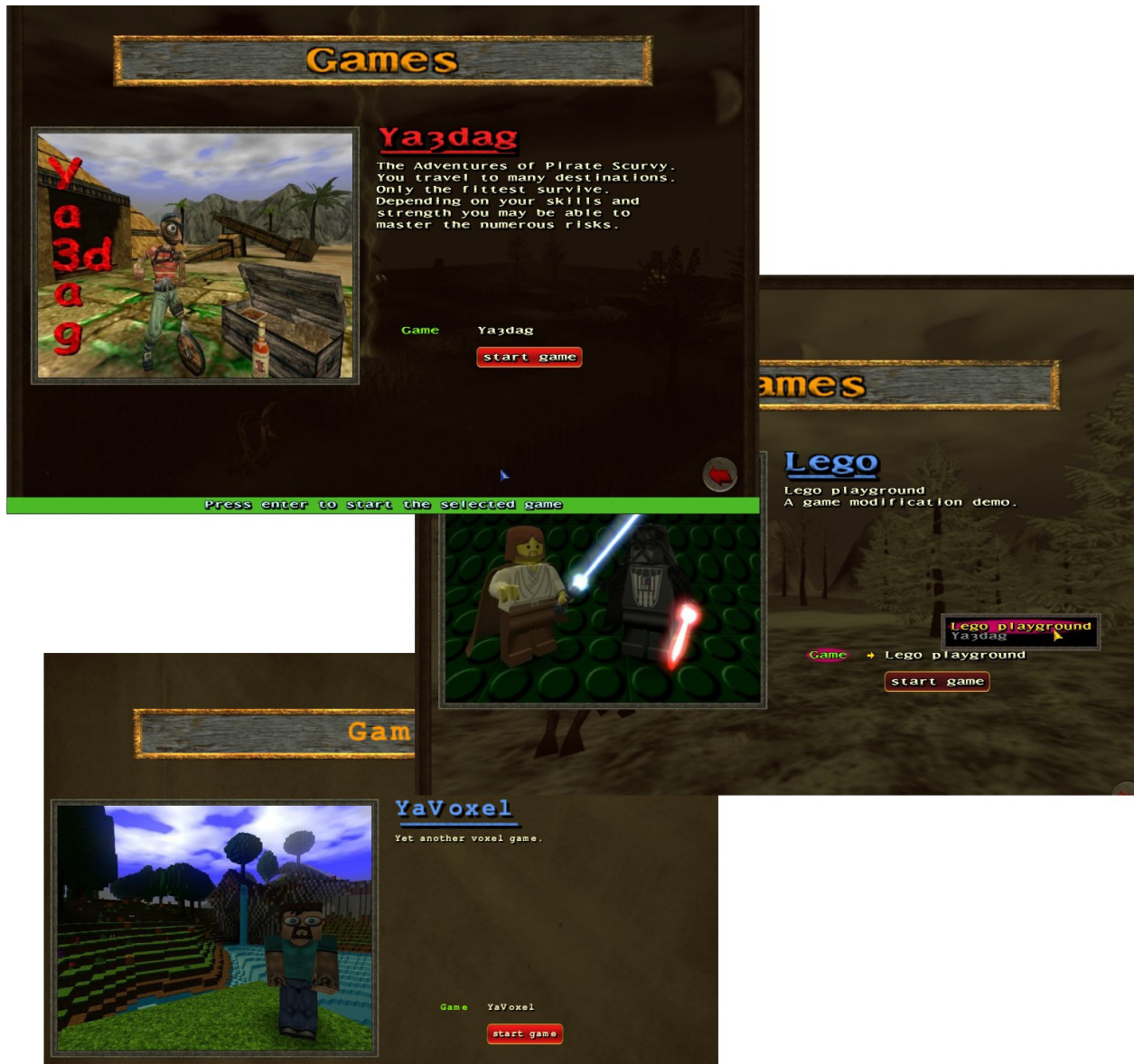
Choose from one of the installed games.

Game: The left / right arrow key or the left / right mouse buttons selects one of the installed games. You get a preview image and a brief description of the selected game.

Start game: Press the enter key or the left mouse button to start the selected game.

3. Gameplay

3.1 On-Screen information during gameplay

Cursor/mouse look mode: You can switch between cursor and mouse look mode
with the 'L' key. In **cursor mode** some of the hut icons can be used as
buttons. Click them with the mouse. Also most of the InGame Dialogs can be
operated with the mouse.
In mouse **look mode**, use the mouse (as usual) to look around.

Status Bar: Your status is shown as icons floating in your view at the right
of the screen. There is an indicator for your health, mana, money, currently
selected item or weapon, current weapon and ammo for the current weapon,
armor.
When you pick up something new, an icon will briefly appear at the bottom of
the screen with a picture of that item.

Clock: Shows the time of day. Useful for time-based tasks.

Compass: The compass is displayed when you carry the compass icon in the
inventory with you.

Hotbar: You have quick access to 9 items. Press a number key (1 … 9) to
select one of the displayed items. The green number is the number of items
you own. Open the inventory to rearrange the icons in the hotbar.

Quick menu buttons: This icons are only visible in **cursor mode**. Click them
with the mouse to open the inventory, the books, or to open to the main menu.
The ‚eye' icon will switch to mouse **look mode**.

Messages: Ya3dag will talk to you from time to time. Some messages appear at the top of the screen. These are non-critical, and tell you that you've picked up an object, or you've died in an interesting fashion (multiplayer games). Certain messages will appear in the middle of the screen. These are always important, and you do not want to ignore them! Examples are "You Need the Red Key" or "Crouch Here," etc.

Inventory: The inventory is the menu that the player uses to manage items they carry. It is opened and closed by pressing the tabulator key. Use the mouse the manage the items. Also items can be crafted here.

Hotbar: Commonly used items are stored here. The selected item is used by the player. Change selection with the mouse wheel or the keys 1 .. 9.

Help: Press the F1 key to access the book of the first help. This details your level location, enemy ratio and number of secrets found.

Books: Sometimes you find a book. The books contain useful tips or background information. Books are opened with the b key. Navigate through the books with the [,], Enter and Escape keys. Also the mouse wheel is usable here.

Other dialogs are the **inventory**, the **skills**, the **jobs/quests** and the **recipe book** dialog. See below for more.

Console: Pressing the shift + escape key will pull down the Console window. This is a special area that lists all of the game messages, and allows you to give Ya3dag commands that cannot be entered through the menu. For more information on the Console, please refer to other manuals. Close the console with the escape key.

Dialogs: Start a dialog with an actor (or NPC) by jostle against the actor (walk in the actor or touch the actor with your player figure). Navigate through the dialogs with the [,], Enter and Escape keys. Also the mouse wheel is usable here.
Change in the **cursor mode** to operate the dialogs with your mouse.

Messages: Messages from actors always have the name of the actor on top. This type of message will disappear with time, with the escape key or by walking away. Other messages disappear when a particular job is finished.

3.2 Inventory

The **inventory** is the menu that the player uses to manage items they carry. It is opened and closed by pressing the tabulator key. Use the mouse the manage the items.
The inventory consists of 27 storage slots, 9 hotbar slots, and an off-hand slot. Items in the hotbar slots can be selected during play using the the mouse wheel or the keys 1 .. 9. Use the mouse to rearrange the items.
The stacking quantity depends on the item. Most items stack up to a maximum of 64 in one slot.
Stacks can be grabbed by pressing left click on the stack, and split by pressing right click. While holding a stack in the inventory, left click will place the full stack in the slot, and right click will place just one item.
The **off-hand** can use the item it holds when there are no usable items on the main hand (e.g. swords). Weapons that can use different ammunition (crossbow or missile launcher) prefer the ammunition in the off-hand slot.
The 2x2 crafting grid is used for item production. Pressing the green book with the mouse opens recipe book dialog. This shows all available recipes.

3.3 Other dialogs

Skills: Your skills improve in the course of the game. The range for a skill is from 0 to 100. In some situations you need a minimum value for a skill. Use the n key to open/close this dialog.
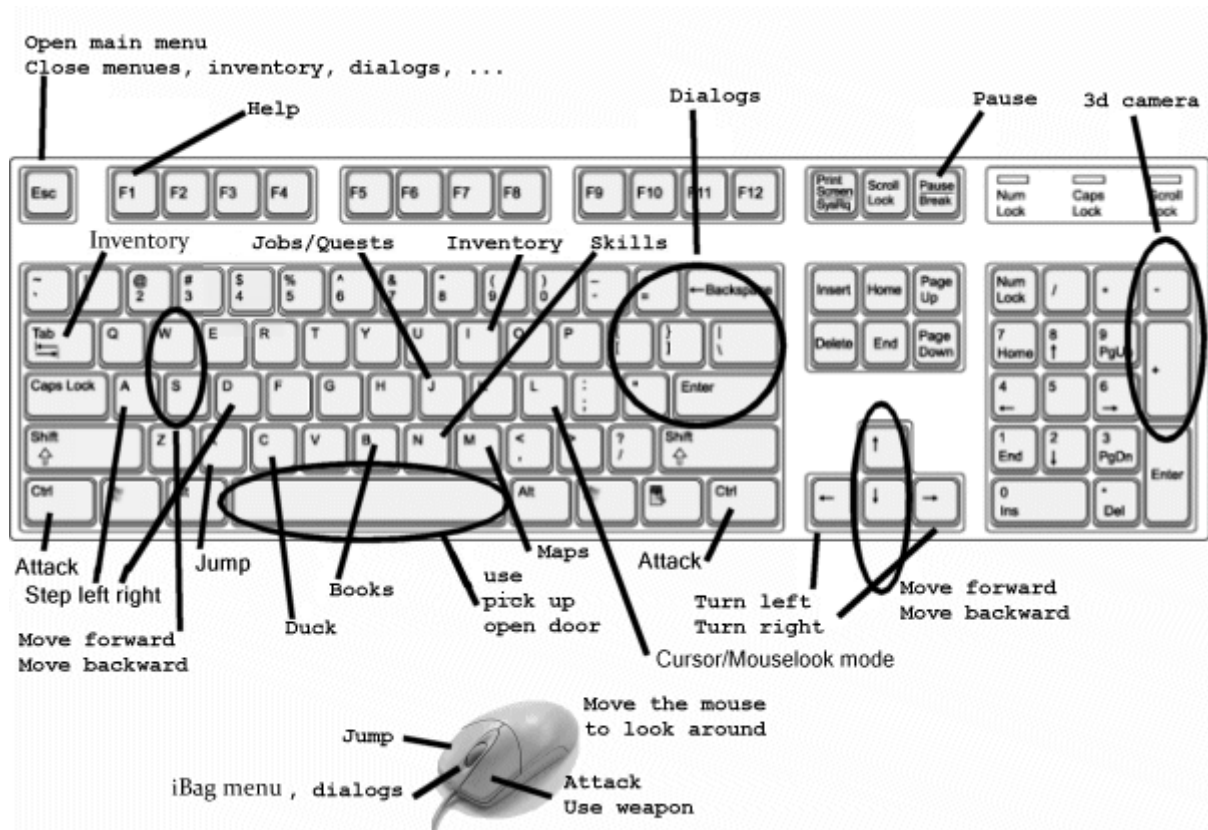
Jobs/Quests: This dialogue will be opened as soon as a new job or quest is given to you. Use the j key to open/close this dialog.

Recipe book: Recipes are crafted in the inventory (or other crafting dialogs). Recipes will be collected as well as other items. First, all ingredients of the recipe must be in possession of the player. After that, the new item can be manufactured.
This dialog displays all the recipes that are present. The availability of the ingredients is also displayed.
The dialog opens if the green recipe book is pressed (for example in the Inventory dialog).

Map: This dialogue will be opened as soon as a new job or quest is given to you. Use the m key to open/close this dialog.

Keys/Mouse: Use square brackets ([]) keys or the mouse wheel to scroll through the choices. Press the enter key or the mouse wheel to execute a highlighted selection. The backspace key goes one menu level back. Use the escape to close each of the menus.

3.4 Keyboard, mouse and getting around

Open main menu
Close menues, inventory, dialogs, ...

Help

Dialogs

Pause   3d camera

Esc | F1 F2 F3 F4 | F5 F6 F7 F8 | F9 F10 F11 F12 | Print Screen SysRq | Scroll Lock | Pause Break | Num Lock | Caps Lock | Scroll Lock

Inventory   Jobs/Quests   Inventory   Skills

Attack
Step left right

Jump

Move forward
Move backward

Duck

Books

use
pick up
open door

Maps

Attack

Cursor/Mouselook mode

Turn left
Turn right

Move forward
Move backward

Move the mouse
to look around

Jump

iBag menu , dialogs

Attack
Use weapon

Walking: Use the four arrow keys, the **AWSD** keys or the mouse to walk around. To walk steadily forward, hold down the **up arrow** or the **A**. Turn left or right with the **left** or **right arrow** keys, or by sliding your mouse in the desired direction.

Running: To run, simply hold down the left Shift key to increase your speed. If you prefer to always run during the game, open the Main menu, then the Controls menu, and select Always Run.

Shooting: Tap the left mouse button to fire. Hold the shooting key down to keep firing.

Looking Up and Down: Move the mouse around as if it was your head movement.

Swimming: While underwater, aim yourself in the direction you wish to go and press the forward key to go in that direction. Unfortunately, as in real life, you may lose your bearings while underwater. Use the jump key, normally the right mouse button, to kick straight up towards the surface. Once on the surface, tread water by holding down the jump key. To get out of the drink, swim toward the shore and you can either jump up onto the land or walk straight out if it is shallow enough. There is always a way out of water, but you may have to submerge even deeper in order to find it.

Ducking: Tap the **C** key to duck and move forward to crawl. Tap the jump key to get into an upright position. It is also possible to avoid rockets in this manner. You may notice some monsters have learned this trick.

Jumping: Tap the right mouse button to jump. You jump farther if you're moving forward at the time or if you're running. You jump higher if you're moving up a slope.

Strafing: Hold down either Alt key while the left or right arrow key is pressed and you will side-step in that particular direction. This is perfect for avoiding incoming missiles, rockets, or gun blasts from enemies. If strafing don't work on your game, pleas configure it in the menu Options,

section controls, customize controls. Change **sidestep** to the ALT key.

Picking Up Objects: To pick up items, weapons, and power-ups, go close it, look at it and press the spacebar. If you are unable to pick something up, it means you already have the maximum amount possible for that object, you or your rucksack is full.

3.5 Dying

Each time you enter a level Ya3dag automatically saves the game. When you die, press the Enter key to pull up the Load Game menu. Select the first game name on that list to restart at the beginning of the last level you entered.

4. Network

Ya3dag's **Network** (or **Multiplayer**) allows multiple players to enter a game together, over the Internet or on your local area network.

Currently there is only one multiplayer game available in Ya3dag. A kind of Catch-game. Missing players will be replaced by bots.

Network MENU
Join network server: Allows you to search for and join a game.
Start network server: Allows you to launch your own server.
Player setup: Allows you to customize your appearance.

4.1 Join network server

Under the "Join network server" menu are two options that will help you locate and join in network games. The first is "address book", which is used to store and recall the IP addresses or hostnames of Internet servers. The second option you have is "search for servers", which will display a list of servers running on your local area network as well as any you have entered into your address book.

To add servers to your address book, simply move down to an available spot and type in the hostname or IP address of the server. To join a server that is listed in your address book highlight that server and hit ENTER.

To search for and connect to a server on your local area network simply select SEARCH FOR SERVERS, then press ENTER on any of the servers that appear under "connect to...".

4.2 Start network server

The start network server menu option is for configuring and launching a
Ya3dag server. There are many options in Multiplayer Ya3dag, which make the
game behave differently. When you have finished choosing all the options
listed below, hit ENTER on BEGIN to launch your server. Once the server is
running other players can join your game.

Initial map: This allows you to select a map for your server.

4.3 Player setup

These options will allow you to personalize your player character, thus
changing how other players see you in the game. Once you are satisfied with
your player settings hitting ESC will move you back up a level to the
Multiplayer Menu, saving your player setup.

Name: This sets the name of your player. This way when you frag someone,
they'll know who did it!

Model: This allows you to select whether your player model.

Skin: Skins give your player a unique look.

Handedness: Switches your weapon between right and left hand views. Also
allows a center aligned mode where no weapon is drawn. Center is often easier
to aim, and because no weapon is drawn the game will run faster.

A note on SERVERINFO: If you pull down the console (hit the ~ key) and type
SERVERINFO you will get back a list of the current settings for the server
you are connected to. This list includes such things as map name, server
name, time and frag limits.