A Tale in the Desert

A Massively Multiplayer Online Roleplaying Game by eGenesis

Game Manual

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New Lands

The sun was setting after another hot day in Egypt. The drumbeats of messengers announcing the Pharaoh's opening of the new lands were still ringing in Maya's ears. And already the settlers had filled the lands as far as the eye could see. And word was that many more were on their way. The landscape was dotted with the first signs of civilization. Buildings built from the sweat of the settlers, with nothing but their bare hands and the most basic tools. But the majestic Universities and their Schools in the backdrop gave a promise of wonders to come. Wonders that she and the others had only dreamt of, but were now going to achieve as a people. She would remember that sight for years to come.

On impulse, she decided to take the road south, away from the tall banners and towards the less crowded parts. People there had started more planned and elaborate camps, some of them had bonfires and kitchens already. A few were showing others around, helping them out and others were returning from exploring the outer reaches of the lands. But they were all getting ready. Ready for the Pharaoh's visit the next day.

The Pharaoh was returning from recently acquired lands. Rumor had it that his architects were clearing the lands at this very moment, making them hospitable for civilized people. Some even said that some grand palaces and pyramids were being constructed!

Darkness slowly fell and the people finally gave in to their needs for sleep. Maya didn't hear a sound as she made her way back.

A Voice of Dissent

Maya awoke to the sounds of people hurrying past her tent. The Pharaoh had arrived. She hurriedly made her way to the crossroads, and was just in time to see him approach. The sight really surprised her, as the Pharaoh was dressed in an ordinary workman's clothes with no gold or gems or jewelry of any kind. But when the Pharaoh spoke, people listened. As they were doing now.

"My friends. We embark upon a great journey to conquer these lands. Not with armies and war, but with hard work and dedication. We will not wield swords and spears, but will fight the elements with unity and progress. I will stand beside you and we will shoulder our burdens together as we work to achieve these goals."

A roar of laughter was heard from the crowd, and many heads turned to see who it was. Though not as many as Maya had expected. "Step forward, Stranger" said the Pharaoh. "Show your face. Or are you a coward who prefers to fight from the shadows?"

As the Stranger moved forward, a space cleared around him. "I am no coward. Nor am I a liar. But, I have lived with those around me, and know you to be a hypocrite. You are nothing but an oppressive dictator. You abandon your people at the mercy of these wild lands. You have built us schools and universities, yes. Yet you extort such vast donations and fees from us in the name of research and tuition. All this when you live your life in luxury with riches beyond what we dream of. And yet, you claim to be a friend. I could not but laugh at it. Stop oppressing us with your rule. Laissez faire!"

The Challenge

Maya expected the Pharaoh's face to go white with rage. But the Pharaoh was no ordinary man. His expression grew only more determined, if it changed at all. And he replied.

"Do not speak such vicious lies. The people know how much I work for them. They know what I sacrifice each day. Do not sow seeds of discontent among us. We are a society. We stand united in all we do. You cannot succeed in creating discord among us. We will work together, work hard, and perfect the Seven Disciplines of Man. A few trouble makers like you may appear. But we will take all that in our stride."

"You know, I am beginning to feel that you may really believe that! All right, I shall take you up on that. I challenge you to demonstrate Egypt's unity and it's perfection in the Seven Disciplines. I shall work with each Discipline's universities to create Seven Tests. Pass them all and build monuments to each Discipline, and you will convince me. But meanwhile, I shall not be idle. I will be working to show the people that none of what you claim is true. May the best man win."

With that he walked off. And whispers in the crowd began to get louder. The Pharaoh looked around and reassured the people by telling them that the Stranger was powerless against a united people. Maya's spirits began to rise again, and she began looking forward to making some sweet onions and to find a mate for her new sheep Pluffy.

Little did she suspect how things would turn out to be.
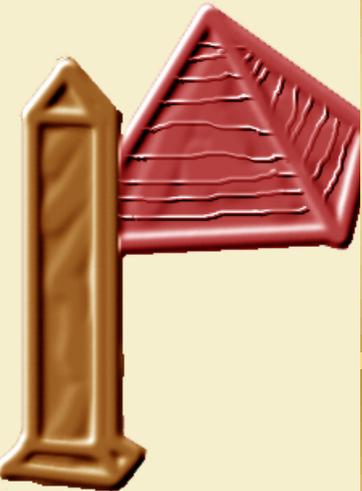
Getting Started

To acquire and get started with the game, follow the following instructions:

1. Visit the ATITD website at http://www.atitd.com

2. Download the ATITD client.

3. Install the client.

4. Run the Launcher (eLaunch.exe) to autopatch. It may take a minute to patch the client to the current version.

5. Select a graphics-mode and server. (Select the "Auto-Select" graphics option unless you are having problems with your graphics.) The English and German servers are completely separate, so choose carefully.

6. Subscribe to a payment plan, and create a character on the selected server.

7. Login and play!

Your First Time in Egypt

Upon immigration, you will be automatically assigned a starting position. Each part of Egypt has a unique flavor to it. But they are all balanced and you can lead a good life wherever you are. You could pick a different starting location (by clicking yourself and choosing a new starting spot from the navigation menu) if you like, though it is not recommended. It's a huge country and you could end up running across all the stunning landscape for hours if you make the wrong choice. However, if you want to play with your friends, make sure you all start at the same location.

Your starting position is assigned so that you have a good chance to find a mentor upon arrival. Mentors are more experienced players who teach you the basics of the game. Unless you are the fiercely independent type, make sure you find a mentor as soon as possible, as most mentors' interests in teaching you drop after you become a citizen. When you meet a mentor, you not only get a teacher, but also a friend who introduces to other friends, who could make all the difference after you settle down. If you don't see one right away, run around a bit and ask for mentors. You will find many people happy to help you. In case you want to continue without a mentor, look up the appendix for details on what you need to do to start a good life in Egypt. However, remember that mentors can do much more for you than the manual can.

Mentors are motivated to teach you and get you started with the game. If you are satisfied with their teachings, please build them a mentor shrine and tell them where it is. If they come and meditate at your shrine, they get one leadership point. With the leadership points, some rewards can be purchased at the School of Leadership. Mentoring is hard work. So reward your mentor well if they teach you well.

◆ Find a mentor as soon as you enter Egypt. They are your guiding hand.

◆ Learn as much as you can about Egypt and its people. Knowledge is power here.

The Basics

Things a good mentor will teach you include:

≫ *Game interface*: Controlling the camera and your avatar, using buildings and objects, and the basic menu and its functions.

≫ *Resources*: How to gather and use resources, and how to manage your inventory.

≫ *Navigation*: How to use the map and the compass, and where the nearby schools and universities are.

≫ *Setting up camp*: What you need to build your first buildings, and how to build them.

≫ *Fabrics*: How to grow, rot and process flax to make twine, rope, canvas, linen, etc.

≫ *About other people*: Where you will be able to find help, public buildings, traders and guilds that you may want to join.

≫ *The Seven Disciplines*: What are the disciplines and how you can advance in them.

Basic resources that you gather or make will include grass, straw, wood, sand, mud, slate, clay, silt, thorns, bricks, and boards. You can also gather cactus sap and some rare resources like red and white sands at this stage, but you cannot use them until later.

The rest of the manual will give you brief introductions on all the above topics, but there is no better way to learn than to play the game.

◆ Explore your location for a bit and find out what is available.

◆ Look for a nearby School of Architecture for your basic skills.

◆ Press F3 to get a mini-map, and F4 for a compass pointing north.

Your Camp

Once you have some basic skills, you should consider setting up your own camp, which will soon consist of various workshops, ranging from forges to pottery wheels. When deciding where to set up your camp, make sure you will have a good supply of most of the basic resources within a short walk. Also make sure to be within walking distance of some of your important schools and universities.

If you prefer to be around a lot of other players, we would recommend settling a short distance away from them. This is usually a good idea to prevent crowding or other unpleasant situations that you will not appreciate in the future.

Some players may prefer to settle in a spot with few people, possibly a nice nook hidden away in a beautiful landscape. While you can definitely based at such a spot, remember that this game relies heavily on social interaction to be more fun and interesting.

Some of the first buildings you may want at you camp include a wood plane, a chest and a kiln. Though these will help you make only bricks and boards, these bricks and boards will be the fundamental components of the bigger and more complex buildings you will make. Once you get your clothworking skills from the School of Arts and Music, you may want to build a flax comb, distaffs and a loom.

Remember that any building you build may get obsolete as Egypt's technology level rises. So if you start a camp at a later stage, you may want to skip some of these buildings and go directly to the better buildings.

You will not need to have all types of buildings in your camp. Products from expensive buildings can be traded for, or there may be public buildings available at someone else's camp. For instance, you may be able to trade for flywheels, and skip the mason's bench!

◆ Remember to scout got a good spot before you establish your camp. You do not want to end up totally isolated or have your camp overcrowded.

◆ The world is constantly developing. Just because an area is barren one day doesn't mean that it will be so the next.

The Seven Disciplines

The objective of A Tale in the Desert is to build the ideal civilization by perfecting the Seven Disciplines of Man. Each discipline is unique in its own special way.

✳ To perfect Art, you must create works of genuine beauty for your fellow players to judge.

✳ To perfect Leadership, you must wisely govern your fellow players.

✳ To advance in Conflict, you must master the duel, a test of wits, not strength.

✳ To advance Architecture, you must build monuments that tower over your fellow players.

✳ To progress in Worship, teams of players must master beautiful but complex rituals.

✳ To progress in The Human Body, you must maximize your strength and endurance.

✳ To achieve perfect Thought, you must master the sphinx's riddles.

Perfecting the seven disciplines will not be easy. The Stranger is at work, trying to prevent the Egyptians from doing this and turn them against their Pharaoh.

The outcome of the game depends solely on the players. The storyline will revolve around what the players do. How they go about building their own cities, how they choose their own leaders, and and how they face the stranger's challenges. If they can organize themselves and negotiate for what they need, Egypt will flourish.

Schools and Universities

By now, you will have settled in your basic camp and will on the path of progress. The buildings you make with your basic skills will give you better commodities that you can use to make life more comfortable or to learn more skills at the local school. But that can take you only so far.

Just as each of the Seven Disciplines have several schools teaching their unique skills, they also have Universities with the Discipline's technologies. The skill system at a school is simple. You buy a skill by paying the prescribed tuition. But at universities, the community needs to get together and contribute to the research of newer technologies. Once all the research donations are complete, the university researches the technology for a while, and then releases the associated skill. Once released, these can be learnt for free by anybody.

Other than this, the universities allow individuals to achieve individual progress in their disciplines. To do this, citizens of Egypt must first initiate themselves into the discipline. The directions on how to be initiated will be provided at the relevant university. Once the initiation is complete, the disciplines tests will be open. These too need to be taken at the universities and will consist of tasks designed to prove accomplishment in the test's discipline.

By passing many tests within a discipline, a player may prove his/her accomplishment in that discipline. But all-rounders may want to finish a variety of tests in different disciplines to demonstrate their versatility.

Remember that some tests may be very difficult to finish, and are not for everybody.

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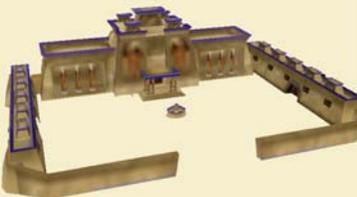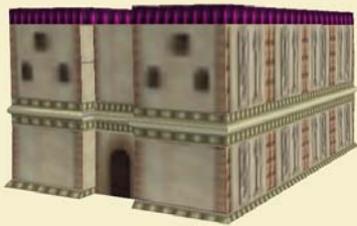
Guilds

For a game whose defining aspect is social interaction, long-term cooperation of groups of people will undoubtedly be necessary. A giant leap towards achieving greater cooperation was made when a law allowing guilds was introduced. The guilds worked so well and became so integral a part of the game that it was made a feature in the game.

Guilds provide two main advantages to a group of friends. Firstly, they get to share their buildings. The buildings can be accessed by anyone else from the guild. For this reason, you must allow only players you trust into the guild. Secondly, guilds have their own chat channel. Any message typed in this channel is broadcast to everyone in the guild. This makes it easy to organize and work on larger or multiple projects.

Being in a guild allows you to specialize in your own set of tasks while allowing you to dabble in and reap the benefits of others' specializations.

To join a guild, you will need to locate their guild hall, and apply there for membership. Any elder in the guild can accept your application.

To create a guild, you need a small construction site (that can be made if you have the large project management skill from the school of architecture). At the site, you will need to build a guild hall of any size (maximum number of members) you choose. Once you choose the size, the site specifies the number of bricks and boards you will need to load on the site. After loading the materials, the guild hall is built. The guild hall's size can be upgraded at any time by adding the required resources.

◈ If you consider yourself more of a team player, or are just feeling lonely. You should think about joining a guild.

Laws

One of the defining aspects of the games is the lawmaking system. It allows the citizens of Egypt to improve their lives by imposing rules they choose on the society. The laws make the game very flexible. In fact, laws can be passed that change lawmaking itself.

In order to make a law, a citizen first makes a petition at the University of Leadership (a.k.a. City Hall). The petition is written in plain English. Once the petition is made, the citizen gathers the required number of signatures by asking other citizens to read and sign his/her petition by clicking on him and choosing the Legal menu. Once this is done, the law is put to vote over all of Egypt for a period of one week. Any citizen can visit a voting booth during this week and cast his/her vote. A simple majority among voters passes the law.

When making a law, the following need to be kept in mind. Laws cannot change the laws of Physics. Such laws will be ignored even if passed. Laws can be vetoed by the Pharaoh on technical grounds or in case he feels that the law alienates a big group of players from the game. If a law is dubiously worded with a hidden meaning, only the obvious meaning will be implemented by the developer team. However, this does not mean that a law whose consequences were not guessed will be vetoed. Laws also don't affect the stranger and the tests he has devised. He is not under the control of Egypt's legal system.

While lawmaking is a powerful tool to improve society, it must be used responsibly. Clever laws can be used to grief players. So when you vote on a law, please read it thoroughly and think of all the implications. If you are unsure about a law, discuss it well on the official forums (at http://www.atitd.net) or on the official IRC channel (#atitd on irc.stratics.com:6667).

◆ Do you want to see a change happen in society? Start a petition!

Rest and Relaxation…

Egypt definitely isn't all hard work. People can have more than their share of entertainment, as they have a variety of games and hobbies to choose from. A very small sample of these include:

⚘ *Scarabs*: Grow beetles that look scary or beautiful… or both!

⚘ *Wine*: Grow and pick your very own strains of grapes and make the best wines in Egypt.

⚘ *Exploring*: Run around the vast lands and find breathtaking scenery and rare resources or life forms.

⚘ *Sculptures*: Make your own sculptures by assembling anything you can catch hold of.

⚘ *Beer*: Roast barley and make beer; get the best yeast in Egypt to help you out.

⚘ *Cooking*: Make the tastiest foods from an unbelievable range of ingredients.

⚘ *Fireworks*: Stun your audience with your designer fireworks made with this unique blend of Science and Art.

⚘ *Animals*: Like pets? Raise them! Feed and take care of camels, sheep, beetles, rabbits, snakes and more. Or fish at your favorite hole.

⚘ *Gardening*: Tend to and grow fruits or vegetables like grapes, cabbage, garlic, leeks, carrots and onions.

⚘ *Decoration*: Have an eye for beauty? Decorate your camp with mirrors, torches, light boxes, etc.

⚘ *Crossbreeding*: Create newer and better varieties of plants… just for fun, or to sell them.

⚘ *Mini-games*: Engage in combats of wit with your friends, or your enemies.

⚘ *Contests*: Take part in Egypt-wide contests to earn skills and prizes otherwise unavailable.

⚘ *Minting*: Make and promote your very own currency.

The activities keep improving and increasing in variety as Egypt gets advanced and newer techs allow pursuit of more and more goals.

✦ Don't overwork yourself. Try a more social activity in your spare time when you are feeling burnt out. Perhaps you will become Egypt's greatest cook or wine brewer!

✦ Don't be afraid to explore. You might find amazing locales, new friends, rare mushrooms, or even scarabs and animals!

Tests

While building your own camp and entertaining yourself can be a lot of fun, tests are how Egypt will prove its accomplishments in the Seven Disciplines. Each disciplines will unlock seven tests when Egypt gets ready to face them. Once you pass a discipline's initiation, you can take any test at the corresponding University and proceed to complete it.

As you advance through a discipline by passing tests, your title will change. For example, if you pass one test in worship, you become a Student of Worship. After the second, you become a Prentice of Worship. If you pass two tests in another discipline too, you become a Prentice of two. When someone clicks your avatar, your highest title is displayed.

Examples of some tests are:

א   *Test of Trust (Leadership)*: You are asked to store 500 debens of iron in a ritual vault, lock it with a combination, and entrust 10 leaders with the combination. You then stay away from the vault for a certain period. You pass the test if when you return to the vault, all the 10 people you chose had been trustworthy and not stolen the treasure from the vault.

א   *Test of Obelisk (Architecture)*: To pass this test, you will need to build an obelisk that towers over any other obelisk ever built in your part of the world.

א   *Test of the Bedouin (Human Body)*: This tests how much you wander around and explore the land of Egypt. Several altars are hidden away among the mountains, valleys, grasslands and deserts. You will need to indicate your presence at as many of these as possible by anointing the altar with cactus sap.

Mini-games

In-game entertainment further includes games that constitute Tests, and games organized by players with or without the contest organization tech from the University of Thought.

The Tests of Conflict include games such as Tug, Witagog and Heket's rake. These games have very simple rules, the gameplay can involve very intricate strategy when good players play.

The Test of Telepathy (Tug) is possibly the simplest game of all. It involves 2 players pulling a cart of iron ore to their sides; pulling being accomplished by the players betting points at each turn. Both initially start off with fifty points each, and can bet as much of the remaining points as they like each time. Whoever bets the larger number pulls the cart one step. A player wins if the cart is 4 steps towards his/her side at any time, or anywhere on his/her side after both players' points have been exhausted.

Witagog is a board game with beetles, where you give your beetles various attack and defense powers and move them around the board to destroy your opponents beetles. Heket's rake is based on the popular game Philosophers' Football or Phutball.

The Rites of Conflict are different card-based games based on the same idea. Each of the 2 players receives a set of cards, which consist of warriors and weapons. The players then take turns to place their cards in one of 3 fields. At the end, the warriors pick up weapons from their fields and the winner of at least 2 of the 3 fields is declared the winner of the game. The different rites of conflict vary in how the packs of cards are decided.

Takeskot, a Test of the Human Body, is a team-based game. Two teams run in a maze trying to pick up, steal and load crystals at the targets.

Detailed rules of all these games can be found in the playguide section of ATITD.com and the gameguides section on ATITD.net.

Immigrant Guide: Interface

The game interface is very intuitive and is almost completely point-and-click. Below is a typical screenshot from the game. The important components are shown.

Icons

Avatar

Widgets

Chat area

Basic directions:

⚠ Move mouse pointer to left/right end of window to rotate camera, and to top/bottom to zoom camera.

⚠ Click anywhere on the ground to walk towards that point.

⚠ Click on any object or building to interact with it.

⚠ Just type any message to chat. To switch between channels, click on the tab above the chat.

Immigrant Guide: Basics

This guide is designed to give the new immigrant enough details to get started, if they choose to not learn from a mentor. If you find a bug, or get totally lost, use thee Special menu by clicking on your avatar to summon a GM.

bellah, Student of Two
Plant…
Drop…
Navigation…
Appearance…
Emote…
Populous…
Projects…
Ranks…
Special…
Takeskot…
Tests…

Utility…

Every person comes into the system with black clothes. Change them using the Appearance menu.

Again, the F3 menu brings up a handy map, and the F4 menu provides an arrow pointing North.

Egypt is a diverse society: every immigrant has the ability to make basic items that are needed at every step of the game, and therefore contributes to society. As you learn new skills, you can contribute in greater ways.

Every project begins with basic resources. Refer to the Icons page on the Interface appendix for some pictures to help in identifying resources. Begin by finding some grass and sand. Pick up 10 sand, and run around and pick up 20 grass. Watch your inventory window change as you pick up new resources.

Next move to a nearby body of water. Use the up arrow on the mud icon, instead of typing in an amount. See how 100 mud was added to your inventory? While near water, zig zag around the bank, and pick up 20 slate. This will be harder to find as there is no visual clue. Keep at it, persistance is the key to slate!

Immigrant Guide:
First Skills

While you are looking for slate, dry your grass into straw. Drop your grass in piles of 10, and they will turn brown as they dry. Don't forget to pick up your straw, as anyone can pick it up. Also, be aware that the system does a periodic sweep clearing items left on the ground for 15 minutes or more.

Next, find a few trees. Unlike other resources, there is no icon for wood gathering. Simply click on the tree to gather the wood available. Different trees give different amounts of wood. After Egypt becomes sufficiently advanced, your neighbours may be willing sell or give you an axe. Axes can double your wood production per tree.

Once you have 20 straw, 10 sand, 30 mud, 20 slate, and 10 wood, use the map and find your way to a School of Architecture (S.Arch on map, or SoA in slang). This will be a rather large rectangular building.

Click on the building and learn Stone Blade Fabrication. Using the avatar menu, choose special and Forge a Stone Blade. Making stone blades requires a skill check, which improves with use. Make 2 stone blades. Then learn Carpentry and Brick Rack Construction from SoA.

While there, attempt to learn Pottery. This will provide a jug to collect water and clay. Clay can be kind of rare, so check around. Water is collected near water, and clay is frequently close, but not at water. In your spare time, collect 2 clay and purchase the pottery skill.

A quick note on weight and bulk: notice your inventory has these totals listed at the top. This is because (unless strengthened by food or other means), a person can only carry 500 weight or bulk. If you have more, you will either need to drop something, or make a chest to store excess stuff.

Immigrant Guide: Making Camp

Whooo hooo, time to hit camp, and build your first buildings! This doesn't have to be a permanent camp, but it can be. If you choose to move later, be nice and tear down your old buildings, so you don't overcrowd the place for others.

Bricks and boards are the basics that make up most buildings. They are our next step!

All buildings are created by using the Projects menu on your avatar. Build a wood plane, and plane at least 4 boards. If your blade breaks, you will need more slate and stone blades to repair it. Now build a brick rack.

Click on the brick rack, and make some bricks. After a minute or two, your bricks will change color, and be able to be removed from the rack. Pick them up, and make at least one more set. Finally, be sure to pick up your rack, as they are picked up with the 15 minute sweeps.

Immigrant Guide:
Beyond Citizenship

By now, you should have met all the requirements for citizenship. Ask your mentor, for a status check if you haven't gotten the message yet. Citizenship provides many perks, including creating and voting on laws. After you have been in Egypt for 90 minutes, build your mentor a shrine if you feel he helped, and tell him/her where it is.

Your next set of skills will lead to linen, rope and canvas, the main fabric products in Egypt. First, visit School of Art and Music (S.Art or SoAM) and ask for some flax seeds. Flax grows on grass, so find a grassy area to plant your flax.

Click on yourself and select plant. A flax plant will appear at your feet. Soon, flowers will grow, as shown in the second picture. Eventually, weeds will oppear as in the third picture. When this happens, weed the plant twice. Finally, the flax will be ready to harvest (there is no visual clue).

You will notice that you have one less flax seed. To grow more seeds, just skip weeding and allow the flax to go to seed. Then the plant should produce a seed every 2 or so minutes, for a total of around 4 seeds. Keep a few seeds in a chest.

Immigrant Guide: Clothwork, etc.

Once you have mastered seed production and stored 5 seeds for safekeeping, make 20-60 flax plants (flax is processed in units of 10). Then head back to SoAM to purchase flax processing. Then rot the remaining flax using your special menu near water. An orange float holding your flax appears in the water. It will rot in 20 minutes. Use 10 rotten flax to learn clothwork at SoAM.

You will notice more buildings available on your projects menu. You will want to start with a flax comb, small distaff, and a student loom (in that order). You will need thorns which can be gathered from a pink bush (just like a tree) for a flax comb. Flax combs allow you to take the rotten flax and process it into straw, tow, and lint. At this point store lint in a chest until you need linen. Tow process in a distaff into twine. Twine is used to make both rope (on the distaff) and canvas (on a loom). Keep twine unprocessed until you know you need rope, or you may end up making an excess of one. As Egypt progresses, look to upgrade to a hackling rack and a Hand Loom.

In your exploration, I hope you found silt. This is found in piles of 10 near water, frequently on a bridge. Gather around 100 to get started, and remember the spawn points!

The next building you will want to make is a box kiln. Kiln construction can be purchased at SoA for 12 bricks. This building will allow you to fire firebricks to make a true kiln (more efficient and lasts longer). Firebricks are another basic building material. They are made in a brick rack, but require the second step of firing.

Interface: Icons

Icons are used for basic resource gathering and a few other functions. Here is a list of some common icons:

Gather grass. Limit: 1 per tile. Available at grassy terrain.

Gather sand. Limit: Unlimited. Available at sandy terrain.

Gather mud. Limit: Unlimited. Available near water.

Gather slate. Limit: 1-3/tile. Available at random tiles by water.

Gather water. Limit: Empty jugs. Available near water.

Gather clay. Limit: 1. Available at clayey terrain with water in jugs.

Goals window. To review tests and initiations (after citizenship).

More icons will be added to your interface when you learn skills such as fishing and dowsing.

Interface: Avatar Menu

Clicking on your avatar gives you a menu that lets you perform various important functions. A brief description of these is given below. Again, the menu keeps evolving as you progress through the game.

�籾 *Drop*: Allows you to drop items in your inventory onto the ground.

�籾 *Navigation*:

☥ *Waypoint Travel*: Set and travel to waypoints (on learning navigation skill)

☥ Set *Leadership Home*, and pray for direction to various locations including the home.

☥ Bring up the *Compass* or the *Mini-map*.

�籾 *Appearance*: Choose avatar model, height and colors.

�籾 *Emote*:

☥ Perform various social *emotes*.

☥ Change your *running* speed.

�籾 *Projects*: Construct buildings.

�籾 *Special*:

☥ Perform special actions, such as forging a stone blade.

☥ Call a Game Master (only if you have no other way out!).

The *Utilities* menu is discussed on the next page.

Interface: Utilities Menu

While the other menus let your avatar do various things in the game, the utilities menu is where you exercise control over the game client software. Under utilities, you will find:

- Options: *Camera*: Change camera type.

- Options: *Chat-related*:

  - Set your chat box size.

  - Set options to minimize or show chat boxes.

- Options: *Interface*:

  - Change camera speed.

  - Allow minimization of widgets and action icons.

  - Allow immigrants to start the game at your location.

- Options: *One-click*: Set options to streamline tasks.

- Options: *Video*: Set video/graphics options.

- Options: *Sound*: Set sound options and volume (duh).

- *Log out*: Stop playing and return to login screen.

- *Quit*: Close game window.

Once you become familiar with the basic interface, we encourage you to play around with the settings and tweak the game settings and decide what settings you are comfortable with.

Interface: Commands

Some hotkeys and commands (that can be typed in the chat window) are available for special tasks. Below is a list of known commands:

General purpose camera	F5
Explorers' camera	F6
Builders' camera	F7
Dueling camera	F8
Video record	Alt-A (1.5 GB RAM recommended)
Screenshot	Alt-C
Cycle chat box down	F9
Cycle chat box up	F10
Lock camera	Alt-L
Models visible/invisible	Alt-S
Reload graphics	Scroll lock
Change password	/password <new passwd> <new passwd>
Whisper	/tell <name>
Open a private chat channel	/chat <name>
Get info on a player	/info <name>
Find the time in Egypt	/time
Check crowding in new system.	/crowd1
Check crowding in old system.	/crowd2
Go AFK	/afk

Tips

✦ Find a mentor as soon as you enter Egypt. They are your guiding hand.

✦ Learn as much as you can about Egypt and its people. Knowledge is power here.

✦ Trade is a great option when you cannot produce something efficiently. Make many friends who can help you with this.

✦ Don't be afraid to explore. You might find amazing locales, new friends, rare mushrooms, or even scarabs and animals!

✦ Both specializing in a trade and being a jack of all trades have their advantages. Try them both!

✦ The world is constantly developing. Just because an area is barren one day doesn't mean that it will be so the next.

✦ Focus on a variety of disciplines early on to discover which suits you most. Something that a person enjoys can be completed faster than anything he/she does not.

✦ Don't overwork yourself. Try a more social activity in your spare time when you are feeling burnt out. Perhaps you will become Egypt's greatest cook or wine brewer!

✦ If you consider yourself more of a team player, or are just feeling lonely. You should think about joining a guild.

✦ Do you want to see a change happen in society? Start a petition!

✦ Finally, the golden rule: Have a great time!

Useful Links

http://www.atitd.com: Official game website.

> This site includes latest news releases from EGenesis, play guides, and the HUGE map of Egypt.

http://www.atitd.net: Comprehensive fan site.

> This site includes the official forums, up to date news, game guides, editorials and more. The center for information and discussions on the game.

http://www.egyptbay.com: Fan site dedicated to trading.

> Post details of what you want, what you want to sell, your prices, where you can be found, etc. Your one stop shop for ATITD resources.

irc://irc.stratics.com/atitd: Official IRC channel

> Chat with other players and the developers of this great game! (If the link does not work, use your IRC client connect to irc.stratics.com through port 6667 and join #atitd)

System Requirements

Minimum:

Pentium 400MHz or Equivalent

192 MB Ram

3D Accelerator

Recommended:

Pentium 700+

256 RAM or Greater

Nvidia Geforce video card

Credits

On the Nile:

Andrew "Teppy" Tepper : Lead designer

Josh "Nekhmet" Yelon: Lead Developer

James (AmenRa), Joe (SickJoe), Ed (EdTut), Geoff (GeoffTut),

Ricardo (Potiphar), Brian, and Samara : Artwork

On the manual:

K. "it" Gopalakrishnan, Joshua "Caedar" Yearsley,

Frank "DiGuru" Rademakers, Christine "Bellah" McCormick

with help from the rest of the ATITD.net staff

A Tale in the Desert

A Massively Multiplayer Online Roleplaying Game by eGenesis

"This game has renewed my faith in massive multiplayer online games"

-Gamer's click

Have you ever wondered how it would be to live in Ancient Egypt? To be part of the civilization that built so many wonders? Well, now you can. In A Tale in the Desert, you can relive those times and unravel their secrets. Build your own pyramid, help rule the country by passing laws and advising the Pharaoh, see how far you can make the civilization advance, or just explore the land and make friends.

"Players who enjoy using their brains will definitely need to check this one out."

-RPG vault

A Tale in the Desert (ATITD) is a groundbreaking MMORPG with rich variety in gameplay, that lets you build kingdoms from ground up, actively interact with your fellow-people, and live in a diverse society where you can do pretty much anything; be a merchant, a courier, a builder, an artist, a cook, an explorer, a strategist, a king... or everything. In fact if you find your very own part that hasn't been provided for, pass a law to do it! But wait till you start playing before you decide. The choices are overwhelming.

"I think ATITD could well be the surprise MMORPG hit when it is released"

-Stratics

The game will last one year for each telling. Each new telling will show how the Pharaoh and the Stranger face off with the people of Egypt as the weapons, the battleground, and the stakes.

"One has the feeling of being in something special when they enter this world"

-Just-RPG