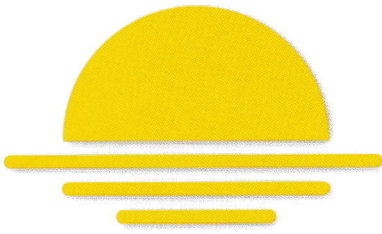


The
LOST
World



Player's Guide



Stichting Sunrise

Sunrise Magazine ➡ FutureDisk

Sunrise Foundation stopped its Magazine as you probably know. However to keep informed of the latest Sunrise news read FutureDisk. As agreed with FutureDisk we remain indepent from eachother. We have many plans to keep MSX alive as long as possible.



Games subscription

To take a games subscription you are ensured from good games at reasonable prices. We try to do this on regular base. However this is not always possible. Programmers need time to finish the product. You have to buy at least two games. After that you can quit anytime.

Hardware

We sell hardware from Sunrise Swiss and from now on also own products.

Moonsound (extra SRAM on request)
GFX9000 • VIDEO9000 • IDE
SLOTEXPANDER WITH 8 SLOTS
RS232C (UART 16550 BASED) • PAL ENCODER

Sunrise BBS

Many info to download. As well as patches/updates.
SYSOP: Haiko de Boer. From Holland out call

0512-3834 58

and add the international code for Holland

Software

We have more:

- SONYC
- ORACLE
- The Witch's Revenge
- Own cases for own productions

And many more...



More detailed info:

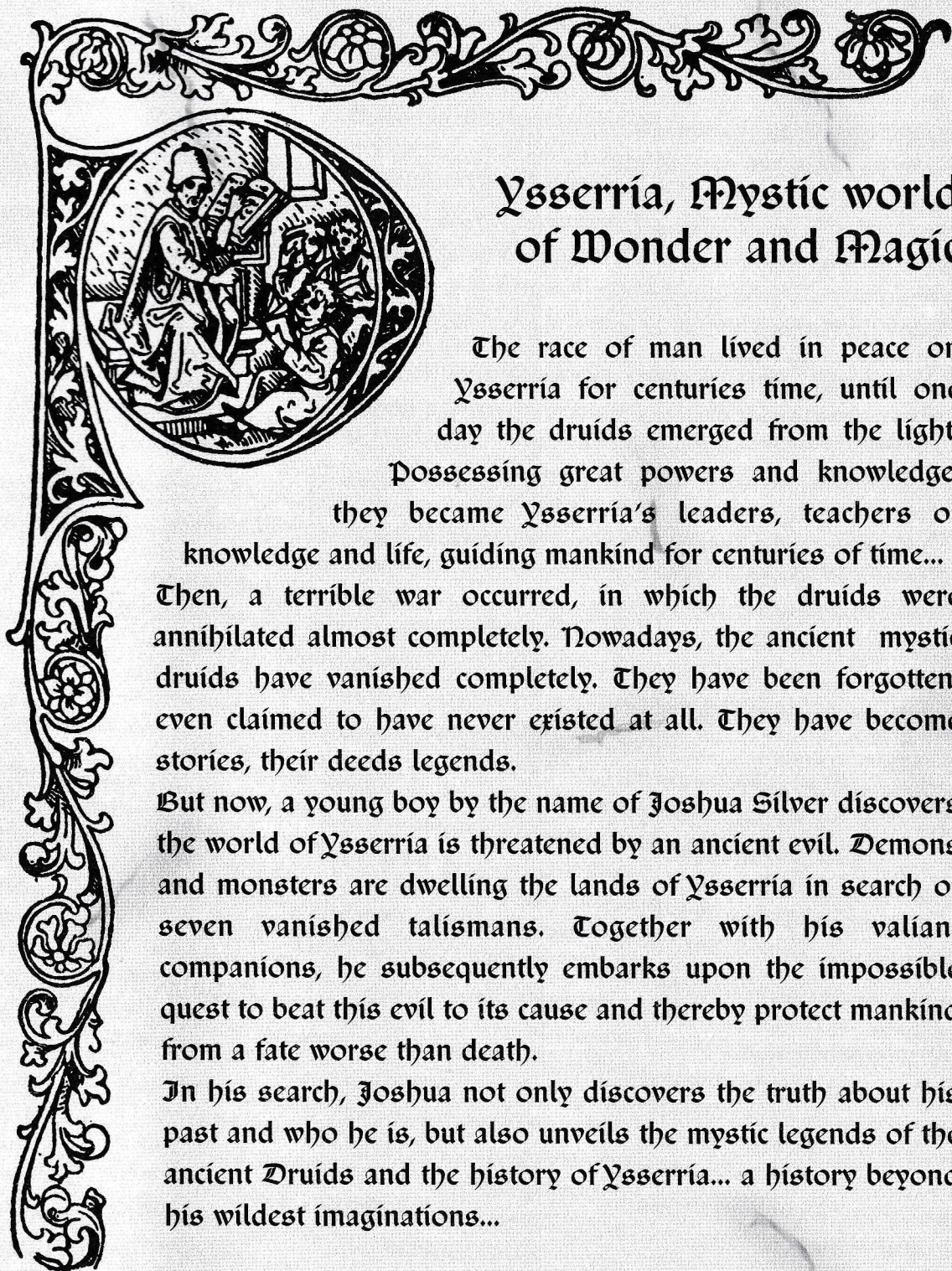
**Stichting Sunrise • POBOX 61054
2506 AB Den Haag • Holland**

the spanish magazine

hnostar

hnostar@ctv.es
www.ctv.es/USERS/hnostar

hnostar
APARTADO DE CORREOS 168
15700 SANTIAGO DE COMPOSTELA
SPAIN



Ysserria, Mystic world of Wonder and Magic

The race of man lived in peace on Ysserria for centuries time, until one day the druids emerged from the light.

Possessing great powers and knowledge, they became Ysserria's leaders, teachers of knowledge and life, guiding mankind for centuries of time... Then, a terrible war occurred, in which the druids were annihilated almost completely. Nowadays, the ancient mystic druids have vanished completely. They have been forgotten, even claimed to have never existed at all. They have become stories, their deeds legends.

But now, a young boy by the name of Joshua Silver discovers the world of Ysserria is threatened by an ancient evil. Demons and monsters are dwelling the lands of Ysserria in search of seven vanished talismans. Together with his valiant companions, he subsequently embarks upon the impossible quest to beat this evil to its cause and thereby protect mankind from a fate worse than death.

In his search, Joshua not only discovers the truth about his past and who he is, but also unveils the mystic legends of the ancient Druids and the history of Ysserria... a history beyond his wildest imaginations...

Contents

THE WORLD OF YSSERRIA

Map	4
Topography	5
History	5

THE LANDS OF YSSERRIA

THELY	
<i>Map</i>	6
<i>Topography</i>	7
<i>Villages</i>	7
FERNANDO	
<i>Map</i>	8
<i>Topography</i>	9
<i>Towns and villages</i>	9
CALLAHORN	
<i>Map</i>	10
<i>Topography</i>	11
<i>Mysterious locations</i>	11
<i>Towns and villages</i>	11
ARAD DOMAN	
<i>Map</i>	12
<i>Topography</i>	13
<i>Villages</i>	13
SALDEA AND THE NORTHLAND	
<i>Map</i>	14
<i>Topography</i>	15
<i>Towns and villages</i>	15
CHELESTRA	
<i>Map</i>	16
<i>Topography</i>	17
<i>Mysterious locations</i>	17
<i>Towns and village</i>	18

PLAYING THE GAME

CHRONOLOGICAL HISTORICAL FACTS	20
MAGIC	20
<i>Scroll Magic</i>	20
<i>Magical Spell</i>	20
<i>Sorcery</i>	20
TOWNS AND VILLAGES	21
BUYING AND SELLING ITEMS	21

THE GAME MENU

SPELLS 22
OBJECTS 22
EQUIPMENT 22
DROP 22
VIEW STATUS 23
SET PLAYER 23
SYSTEM MENU 24
QUIT GAME 24

BATTLING THE EVIL

THE BATTLE MENU 25
MAGIC IN BATTLE 26
CURSES 26
THE HIERARCHY OF METAL AND WEAPONRY 27
EXPERIENCE AND GOLD 27

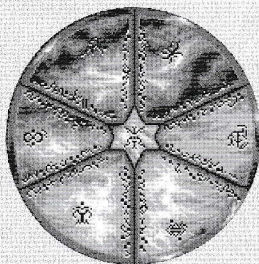
APPENDICES

APPENDIX A: SPECIAL ITEMS OF YSSERRIA 28
 Herbs and potions 28
 Scrolls 29
 Rare and enchanted weapons 30
APPENDIX B: MAGICAL SPELLS 32
APPENDIX C: GLOSSARY 33

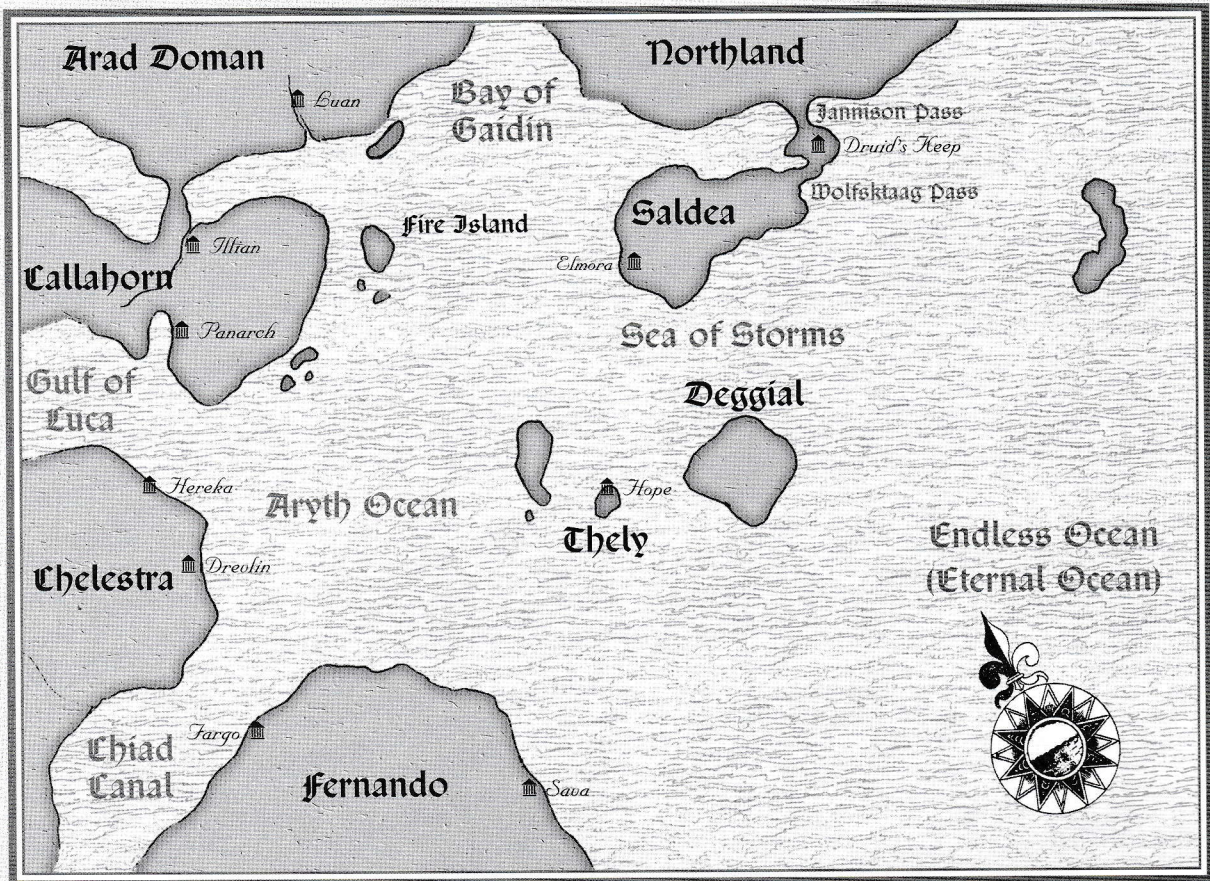
GENERAL INFO 19

SERVICE PAGE 19

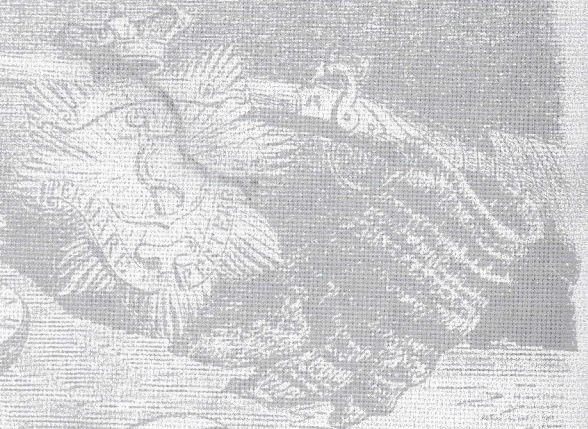
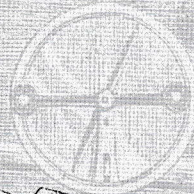
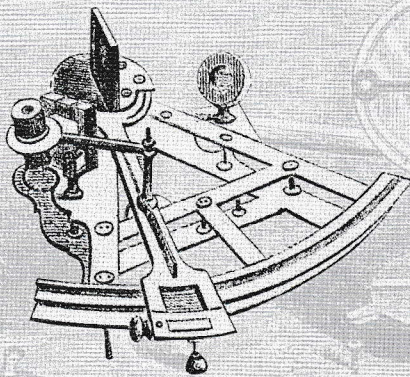
CREDITS 36



Ysserria



There is not much certainty about Ysserria's history. History was never recorded until the druids emerged, so long ago now. The druid's themselves were an enigma of their own, and people had little interest in history; the result is that little is known about the history, and even the existence of the druids is doubted by many.



The World of Ysserria

Topography

The World of Ysserria consists of various lands. The map on the page shows the various lands and their locations.

The known part of Ysserria consists of 8 main lands: Deggial, Thely, Fernando, Chelestra, Callahorn, Arad Doman, Saldea and The Northland. Surrounding these lands are various uninhabited small islands. In the center of these lands lies a vast ocean, known as the Aryth Ocean. A part of this ocean is also referred to as the Sea of Storms.

To the east, an even vaster ocean lies, generally known as the Endless Ocean or the Eternal Ocean, which has never been navigated in Ysserria's history.

Between Fernando and Chelestra lies a large canal, that runs farther south than any ship has ever sailed and returned. It is known as the Chiad Canal.

North of Chelestra and south of Callahorn, lies a body of water, an extension from the Aryth Ocean, which is known as the Gulf of Luca, excellent fishing waters according to many.

Another interesting extension of this vast ocean is located between the lands of Arad Doman and the Northland, known as the Bay of Gaidin. An interesting isle lies at the foot of this bay, referred to as Fire Island.

History

There is not much certainty about Ysserria's history. History was never recorded until the druids emerged, so long ago now. The druid's themselves were an enigma of their own, and people had little interest in history; the result is that little is known about the history, and even the existence of the druids is doubted by many.

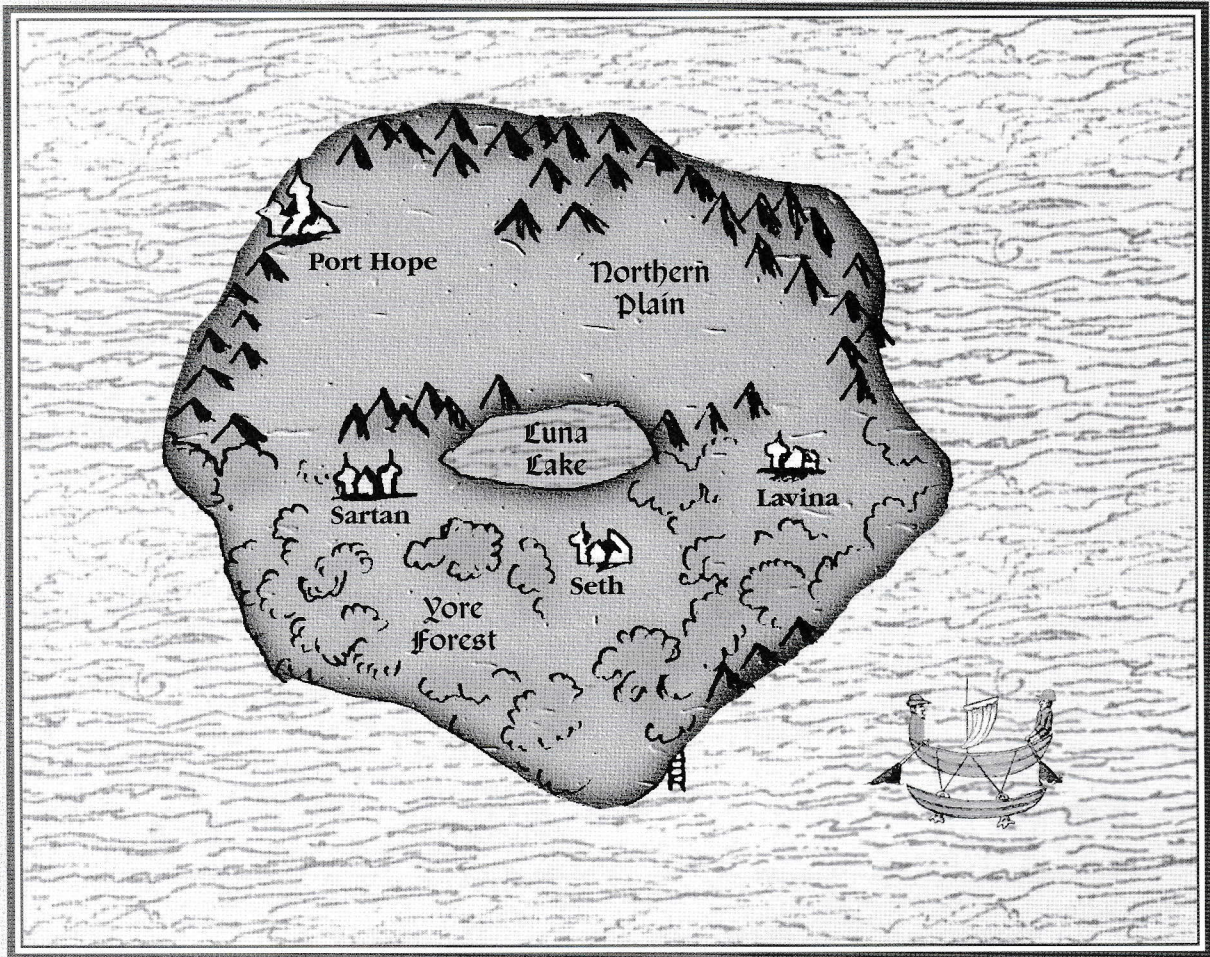
Although the druids recorded the history (an art that was succeeded by various scribes after their disappearance) the truth of this history is also doubted by many.

In the recorded history there is mention of Sorcery, black magic, two great wars, wonders performed by druids, secret magical weapons. All these marvels have become legends, not remembered by anyone, and believed to be just stories by the majority of the people.

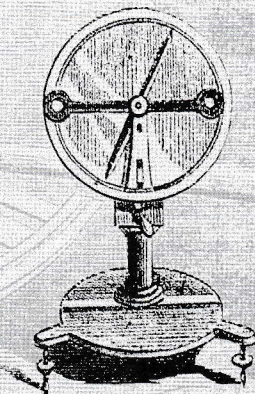
History before the druids is even more blurred, since no recordings have been made from those periods in time. However, the Druids had made extensive studies about the history of Ysserria, and in their secret scrolls, word has been found about an even greater enigma than the druids themselves: The Creatures of Fairy, and the War of the Shadow, stories that have gone beyond legend, stories that have faded to myth.

During the game, the history of Ysserria is slowly unraveled.

Thely



Although the people there live completely by their own rules, the island Thely is in fact part of the kingdom of Deggial and therefor under the central rule of King Damodred the third, king of Deggial.



The lands of Ysserria

Thely

A small island in the Sea of Storms. Although the people there live completely by their own rules, the island Thely is in fact part of the kingdom of Deggial and therefor under the central rule of King Damodred the third, king of Deggial.

Topography

The island is roughly divided into a south and northside. The southside contains solely of forest and shrubbery, and is known as the Yore Forest. The northern part though consists of moor and mountains. There is one large mine located on the isle, the Vatos Gold Mine, long since exhausted and closed for nearly three decades. There are stories told about this cave hiding some dark and bloody secret. In the middle of the isle there is a large lake known as the Luna Lake, a body of sweet water that is the main source of they's drinking water.

Villages

There are four villages located on the isle.

Seth

Located in the Yore Forest and merely a small village of small importance.

Sartan

Located in the Yore Forest. It used to be a minetown for the Vatos Gold Mine, but when the mine was closed down the town began to wither.

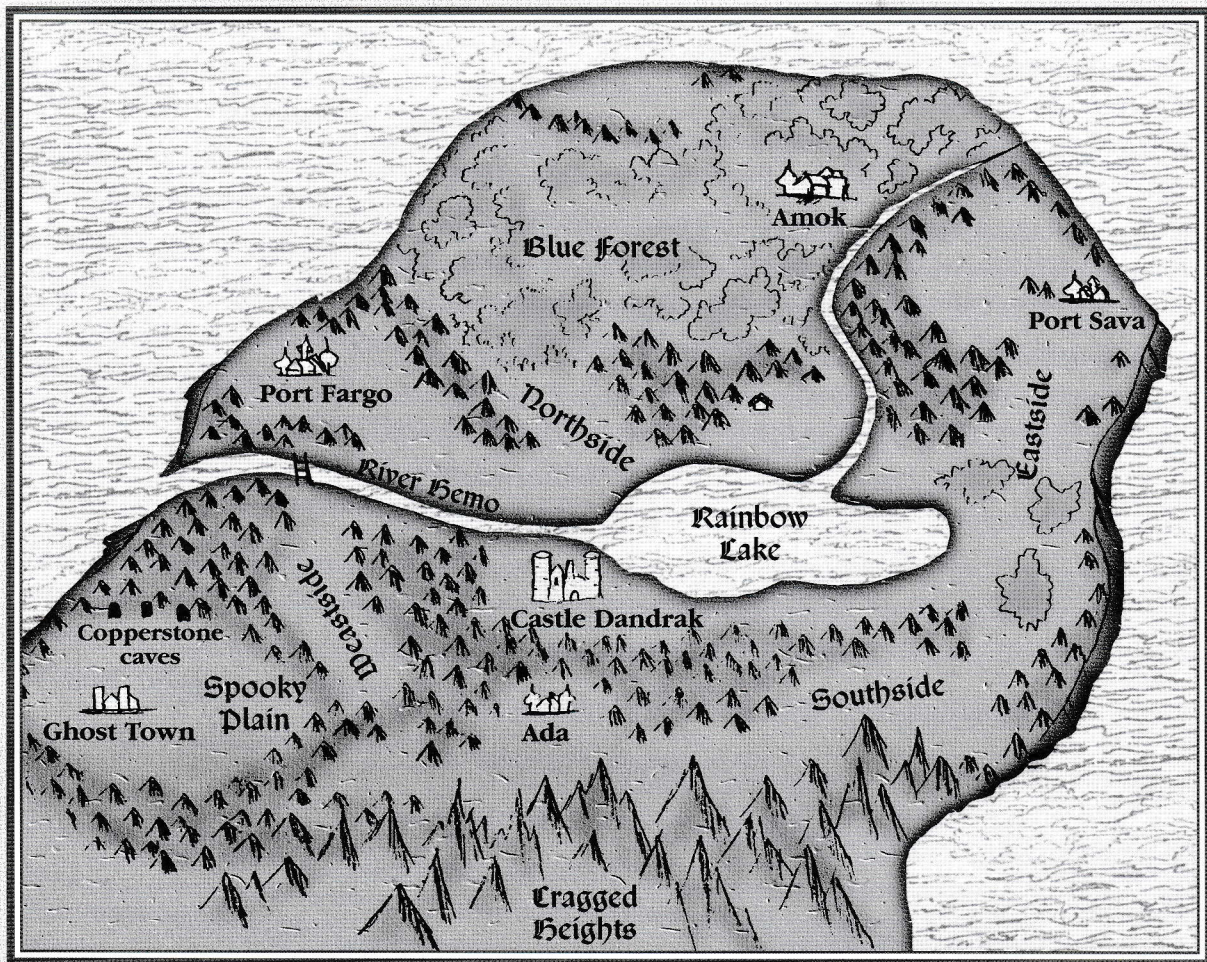
Lavina

A small farm village located in the Yore Forest.

Hope

They's only port, this town is located on the Northwest cape on the Northern plane. The port is the only link with the outside world, and ferrylines between various islands arrive and depart there. Although the port is of small importance to the rest of the world, for Thely it is the main village.

Fernando



On the Westside lies a mysterious barren plain, known among Fernando's inhabitants as the Spooky Plain. The abandoned town located here is simply referred to as Ghost Town.

The mountains in the Spooky plain are pierced with various caverns, old abandoned quarries, known as the Copperstone Caves.



The lands of Yserria

Fernando

One of Yserria's largest countries, it is located in the southern part of the Aryth ocean. Containing mostly of large plains bordered by high mountains, it is known for its dull-looking countryside. The land is famous for its wine, which is shipped throughout Yserria. The land is under the central rule of King Jardin, High king of Fernando.

Topography

The inhabitants of Fernando have divided the various plains into four parts, quite simple named them Northside, Eastside, Southside and Westside.

The country is bordered on the southside by a range of high-peaked mountains, called the Cragged Heights. It generally sets a strong border between Fernando and the lands farther south, which have rarely been traveled.

On the Westside lies a mysterious barren plain, known among Fernando's inhabitants as the Spooky Plain. The abandoned town located here is simply referred to as Ghost Town. The mountains in the Spooky plain are pierced with various caverns, old abandoned quarries, known as the Copperstone Caves.

From west to Northeast, a large river runs through the country with a large lake, the Rainbow Lake, at its center, the River Hemo

The northern part of the country is forest, with trees that seem to emanate some bluish glow, explaining the name Blue Forest, as it is called.

Towns and villages

Amok

A small farm village located in the Blue Forest

Port Fargo

A large port on the western cape, of great importance to Fernando. A ferryline runs between Port Hope on Thely isle and Port Fargo on Fernando. The ferry from port Drevlin arrives here, although it departs in port Sava.

Ada

Located on the southside, a small village of little importance.

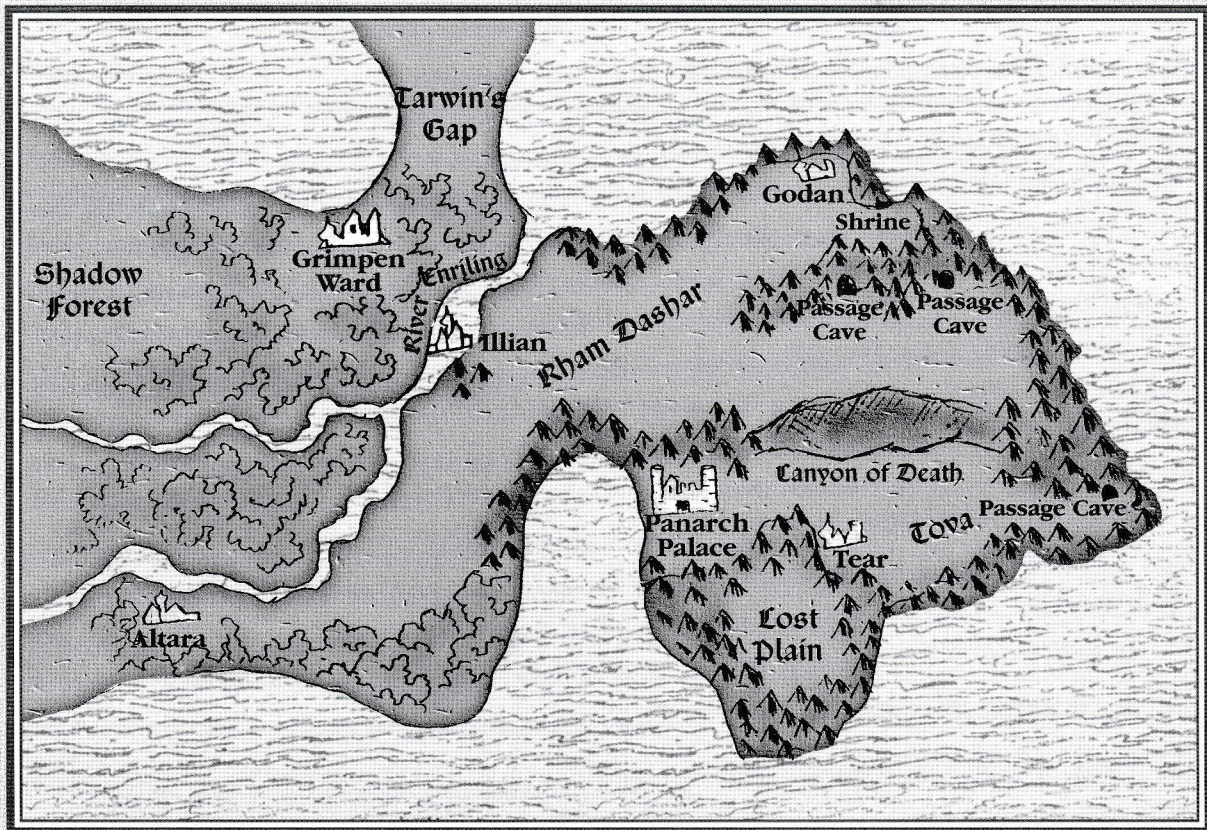
Castle Dandrak

Fernando's castle, home of King Jardin., built in a strategic position with mountains to the south and west and the lake to the north.

Port Sava

Fernando's second port. A ferryline to Port Drevlin in Chelestra departs here.

Callahorn



If men would be able to fly like a bird over mountains and rivers, they would be able to reach the plain that lies across the mountains south of Tear, but as it is, that part of the land has been cut off for eons of time by high-peaked mountains, and is therefor called the Lost Plain. It is rumored that a mysterious tower stands here, but it has never been proven.



The lands of Ysserria

Callahorn

Although the land of Callahorn consists for the most part of hot deserts surrounded by high mountains, the lands is beautiful in a strange way. There are a few famous towns in Callahorn worth seeing for everyone, such as the Island Port Illian and the Stairs of Tear. The land is ruled by king Xar and his queen, the lady Moiraine.

Topography

The westside of Callahorn is completely covered in forest, called the Shadow Woods. From deep within these woods, the River Enrilin has its origin and runs through the land to the northern shores.

The land is connected to the land Arad Doman by a small stroke of land, called Tarwin's Gap.

If men would be able to fly like a bird over mountains and rivers, they would be able to reach the plain that lies across the mountains south of tear, but as it is, that part of the land has been cut off for eons of time by high-peeked mountains, and is therefor called the Lost Plain. It is rumored that a mysterious tower stands here, but it has never been proven.

The northern province of Callahorn is named Rham Dashar, while the southern province was named Tova, after the first king of Callahorn.

Somewhere to the north lies a small mysterious cavern, filled with water. The people named it The Shrine for some peculiar reason.

Mysterious locations

One particular abomination of nature can be found in Callahorn, in the form of an enormous Canyon, splitting the land in two like an enormous sword-cut wound. Some call this canyon the Abyss of Death. It is enormously deep, though none knows exactly how deep. Small faint sparks of light can be seen at the very bottom, flickering, indicating that, somehow, something thrives at that very floor.

That something strange is going on with that canyon is not doubted by anyone, for there have been many attempts for building a bridge to connect Rham Dashar to Tova, and everytime, the bridge has been mysteriously destroyed. The only way to pass from north to south now is through the Callandra Passage, a cavern connecting the two plains.

Towns and villages

Panarch

The royal village of Callahorn, in which the palace stands. Unlike the castles or palaces in the other countries, the famous Panarch Palace is located in a town.

Tear

One of Callahorn's jewels, this town is famous for its original location, build against steep cliffs, with small plateaus connected by stairs, creating the effect of variation in level, beautifully done, ingeniously build. A town worth visiting. Throughout the town are various entrances to the Mine of Tear, for the town is an industrial mining town.

Godan

A small village of little importance

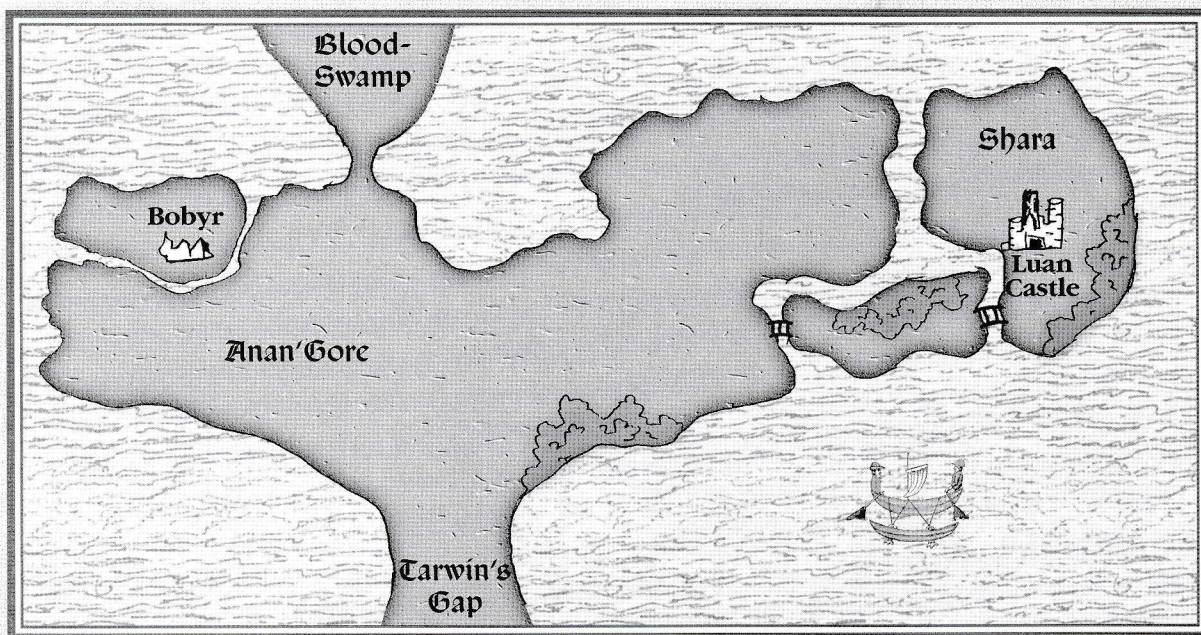
Illian

The second jewel of Callahorn, this breathtaking port was entirely build on wooden poles, set in the river Enrilin, done in such an ingenious way that the city really takes your breath away at first sight. A town worth visiting.

Altara

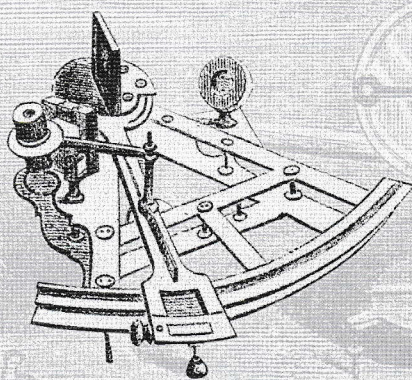
A small farm village, located on the edge of the Shadow Forest.

Arad Doman



The northern part of Arad Doman is covered completely in an enormous swamp, the BloodSwamp.

It wouldn't be Ysserria if this Swamp hadn't some evil legends at its very source. What these legends are, no-one really knows, but they have something to do with an ancient abandoned abbey, somewhere deep in the swamp, and dangerous monks, bloodlusting creatures.



The lands of Ysserria

Arad Doman

Connected to Callahorn by Tarwin's Gap, this northern land is not well-liked among inhabitants of the other countries, however the reason for this resentment is veiled in mystery, for in its way, Arad Doman is a beautiful land. The strange thing of Arad Doman is that it always seems to be autumn there, the trees and shrubbery coloring red and orange, the landscape barren. The land is ruled by King Aethan.

Topography

One thing that could have something to do with the resentment for Arad Doman, is the BloodSwamp. The northern part of Arad Doman is covered completely in an enormous swamp, the BloodSwamp. It wouldn't be Ysserria if this Swamp hadn't some evil legends at its very source. What these legends are, no-one really knows, but they have something to do with an ancient abandoned abbey, somewhere deep in the swamp, and dangerous monks, bloodlusting creatures.

Beneath the lands of Arad Doman, the earth is pierced like cheese with enormous caverns, all connected, running beneath the entire surface of the land. For fear of collapses, this cavern has been barred by several heavy doors.

Arad Doman is divided into two provinces: the largest one is named Anan'Gore. The second, much smaller one is Shara, a small island where Luan Castle is located.

Villages

Boby

Village located in the western parts of Arad Doman, in Anan'Gore

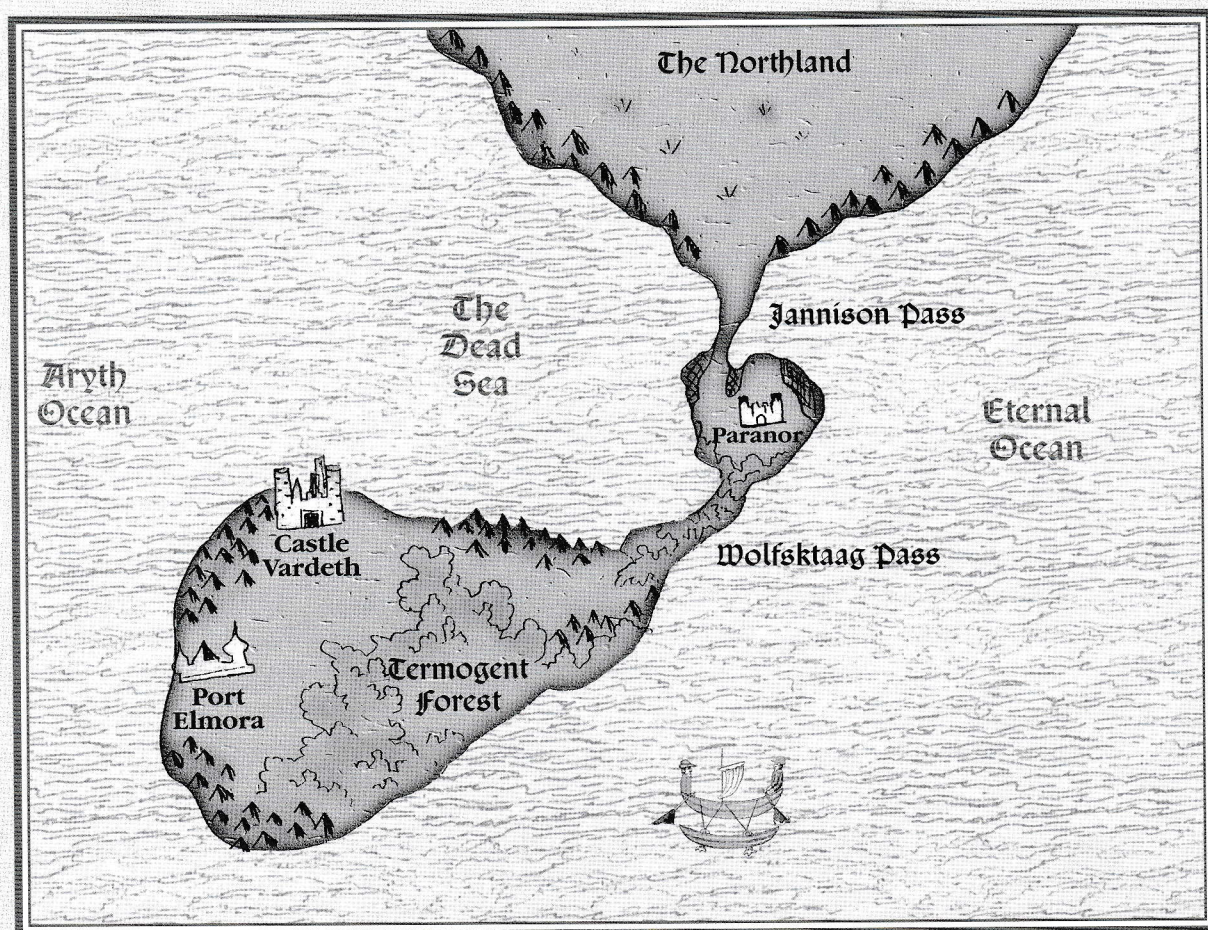
Luan

The high city of Arad Doman, where the Castle is located. Luan is not well-liked by others, for reasons of their own.

Grimpen Ward

This dirty town is not actually located in Arad Doman, nor in Callahorn, but somewhere in between, in the Shadow Forest, before Tarwin's Gap. Its location somehow suits the town, for as it is located in a no-man's land, Grimpen Ward is home to the worst scum of the earth, thieves, cutthroats, rapists, you name it. Throughout the years, it has become some sort of haven for the lawless, the runaways, and the fugitives. If any wits still survive somewhere in those adventurer hearths, you stay away from this evil place.

Saldea and The Northland



Probably the two most famous lands of all, Saldea the most well-loved, The Northland the most notorious, these lands are located north/east in the Aryth Ocean, and are connected to each other by two small strokes of land, the Wolfsktaag Pass and the Jannison Pass.



The lands of Ysserria

Saldea and The Northland

Probably the two most famous lands of all, Saldea the most well-loved, The Northland the most notorious, these lands are located north/east in the Aryth Ocean, and are connected to each other by two small strokes of land, the Wolfsktaag Pass and the Jannison Pass. In between these two passes lies a small peninsula, on which the ancient Druid's keep is located. Saldea is ruled by the beloved king A'Lan, while the Northland is supposed to be dominated by the Warlock Lord, now imprisoned for eternity.

Topography

While in Saldea the countryside shows much similarity to that of Arad Doman, traveling farther up north results in coldness, biting wind, harsh weather. When finally, through the two passes, one reaches the Northland, he finds himself surrounded by a landscape of barren emptynesses, ice and snow, surrounded by high white mountains.

A main part of Saldea's land is thick forest, the Termogent Forest it is called. The small bay between the Northland and Saldea is called the Dead Sea, where treacherous ice peeks and the freezing water are dangerous elements of this silent sea.

Towns and villages

Port Elmora

Saldea's port, and one of the three most important of Ysserria, next to Illian and Port Drevlin. The town is also designed to withstand many sudden attacks, for Port Elmora probably is the most important town of Saldea, probably even more important than the castle itself, at least, to enemy eyes. When Port Elmora falls, Saldea will be lost, for no help can arrive anymore from across the seas, no messages or calls for help can be send to the various countries, as was done during the Second Great War. Port Elmora was therefor designed to house many refugees.

Castle Vardeth

The proud castle of Saldea, it is the strong home of King A'Lan and his household. Some people have heard secret rumors of some underground hidden passage, leading from Vardeth to Elmora, but if this is true, no-one knows.