

INSTRUCTION BOOKLET

MODRETRO CHROMATIC™

DRAÇONYHM™



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IN THE YEARS FOLLOWING THE ARCHENDI-DRAGON WAR...

...the people of Archend had enjoyed an era of peace. Dragons were nigh extinct, and the wicked Zahnbala Clan had been kept at bay, due to the efforts of the trusted Yhmszindr, Kurtis.

This held true until now. The Yhmszindr is missing, and in his absence, the Zahnbala Clan go unchallenged. Monster attacks are more frequent, and rumblings can be felt emanating from the Sealed Dungeons, where the strongest dragons of the war remain dormant.

You are Kris, son of the Yhmszindr. Arising one morning after a strange dream, you learn of your father's absence, and set out to find him. Along the way, become the hero yourself, and put a stop to the wicked plot that threatens the Kingdom of Archend!



CHARACTERS

Kurtis

Coming from a long line of dragon slayers, Kurtis made a name for himself during the Archendi-Dragon War. Revered as a hero, he became the Yhmszindr; one given authority to act at his own discretion for the well-being of the Archendi, unbound by laws. In the post-war era, Kurtis' duties involve routinely inspecting the Sealed Dungeons, and occasionally thwarting the Zahnbala Clan where they appear. Kurtis lives on the west-Ragan countryside with his family, and has spent a great deal of the last decade training his son, Kris, for the fated day that Archend will need him.



Kris

Trained from a young age by his father Kurtis – renowned dragon slayer and Yhmszindr, Kris in his adolescence is remarkably skilled and resilient. He has also long shown some magical tendencies – notably a first for his bloodline. After embarking on his quest, Kris begins to hear strange callings from somewhere intangible, and finds himself able to uniquely interact with certain objects and locations.

What destiny awaits the young hero, and have it anything to do with the Yhmszindr's vanishment?



Helena

Helena met Kurtis through interfamilial connections, as she too is of a dragon slayer lineage. Having lost many to dragons, Helena eventually opted for a non-combative life, resolving to always be there for her family. As fate would have it, she fell in love with the dragon slayer Kurtis, who promised he would always come home. Despite knowing very well the capabilities of her son Kris, she will still worry as he sets out to find his father.



Rykard

The former Minister of of the Archend Royal Guild of Applied Alchemy and Magic (ARGAAM), Rykard Zahnbala was stripped of rank after the war because of a certain catastrophe which came to light. With nowhere else to go, Rykard reunited with and now leads his dishonoured clan. Fueled by a burning hatred for Archend's rulership, and for the Yhmszindr who continues to obstruct the Zahnbala Clan, he swore brutal vengeance upon them both.

Charilias III

Archend's current King. Also in power during the last decades of the Archendi-Dragon War, Charilias himself led the final charge in the Valley of Eldar. Alongside Yhmszindr Kurtis and his party, the Archendi forces were able to quell the Dragon of Blackest Night, thus putting an end to the war. Now, King Charilias oversees a land of peace from the capital, Archendria, confident in the Yhmszindr's ability to keep the streets free of danger. It pains him to go even a day without seeing his daughter, Princess Lorena, as she undergoes training for her newfound magic.



Lorena

Princess Lorena, like many before her, is heir not only to the Kingdom of Archend, but also a form of light magic that runs in her family. Upon the recent emergence of the magic bequeathed to her by her mother, the King had arranged that she receive personal training from the highest magical talent in the kingdom. It is of vital importance that she master it, as some facilities in Archend will only respond to those who wield the power of the late queen.

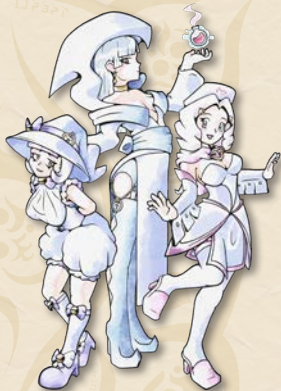
The White Witches

Blastelle, Metriya and Genessa. Graduates of ARGAAM, at the height of the war they were assigned to the Yhmzsindr's party. Discoverers of the dragon-sealing ritual, they were instrumental in many victories of the war, especially where dragons were too powerful to be slayed. Now residing in Gonrad Forest, they don white, as though in reverence to something. As trusted friends of Yhmzsindr Kurtis, they may be of help in finding him.

Born to the magical elite of the capital's Third Retention, Blastelle would eventually break free of the pretentious (in her own words, "stuffy") lifestyle she loathed upon enrollment at ARGAAM.

Palpably a genius, Metriya once had a solitary life in Nadrog before a patrolman took notice and referred her to ARGAAM. Very few know anything more about her.

A native of the once standing Gonrad Village, Genessa would first learn of magic after a wandering archeologist lent her a book. A joyous energy about her, she was quick to make friends out of Blastelle and Metriya at ARGAAM. She once claimed to have met a friendly, talking dragon as a child.



THE ARCHENDI LANGUAGE

Classical Archendi

Still preferred by many for when writing with ink. This writing system harkens back to an era before the settlement of Archend. It can often be observed to be written vertically as well as horizontally.

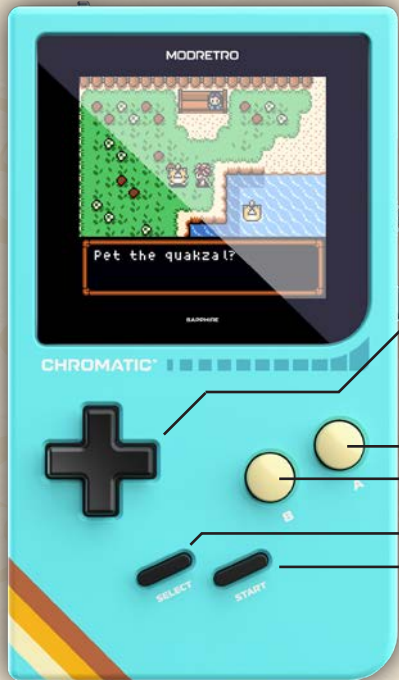
Ɱ	Ɱ	Ɱ	Ɱ	Ɱ	Ɱ	Ɱ	Ɱ	Ɱ	Ɱ	Ɱ	Ɱ	Ɱ	Ɱ
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Modern Archendi

A newer, post-settlement style of script which was originally designed for magicless engraving. It also sees use in modern day print. Its condensed appearance lends itself well to its typically horizontal writing direction.

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N	O	P	Q	R	S	T	U	V	W	X	Y	Z	
Ɱ	Ɱ	Ɱ	Ɱ	Ɱ	Ɱ	Ɱ	Ɱ	Ɱ	Ɱ	Ɱ	Ɱ	Ɱ	Ɱ
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CONTROLS



D-Pad

- Move around in the world.
- Navigate menus.

A Button

- Interact with objects and people.
- Confirm menu selection.

B Button

- Jump (platformer scenes only).
- Go back or cancel in menus.

Select

- Open and close the World Map or Dungeon Map.

Start


- Open and close the Status Menu.

FILE SYSTEM

Pressing the START Button (or the A Button) from the Title Screen will take you to the File Select Screen. From here, you can either start a new adventure from a blank File, or resume from a saved File. A saved file will display some basic current information about that adventure, such as Kris' level, outfit, and gonesences. If a Golden Dragon Statue is applied to a File's adventure, an icon denoting this will appear under the level indicator (more on this in a later section).



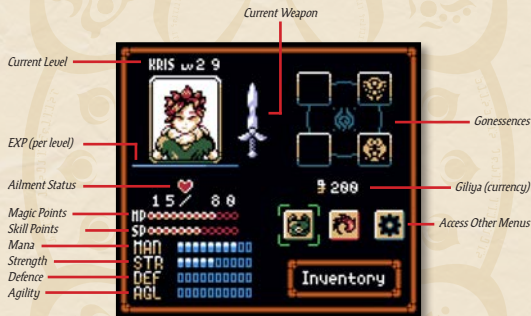
To copy or delete a File, use the respective options on the bottom (COPY/DEL). Copying a File will subsequently trigger Paste mode, whereafter the destination for the copied File can be decided. Even Files that have content can be overwritten in Paste mode. A confirmation prompt will appear before any of these actions are completed. Keep in mind that you cannot restore a deleted or overwritten save File.

Saving to a file can be accomplished by using a Shrine of Reflection while playing .

COMMON MENUS

Status Menu

The Status Menu is accessed by pressing the START Button when in the Overworld, Dungeons, or buildings. This menu will display information about Kris' current state, with more detail than the File Select Screen.



Aside from Kris' current statuses, the Inventory, Techniques Menu, and Settings can all be accessed on the lower right.

Inventory

The Inventory is where all Items are accessed. It is divided into 4 pages, labelled as Medicine, Equipment, Key Items and Keepsakes. The pages can be changed by pressing Left or Right on the D-pad when an Item is not selected. Press the A Button to select an Item to be used or equipped. Specifics on the different Items will be explored in a later section.



Techniques

The Techniques Menu provides information on Techniques, a core aspect of Battles. This menu will initially present a list of 3 categories: Attack, Magic and Skill. Magic and Skill are both lists in and of themselves, containing all Techniques available to Kris at the time of viewing. Selecting a Technique will provide its relative power, and a description, including its Status Effects. Attack refers to the generic Technique which is always available. After viewing a Technique's description, its animation will play out in the mock Battle scene above. Actual Battles will be explored in detail in a later section.



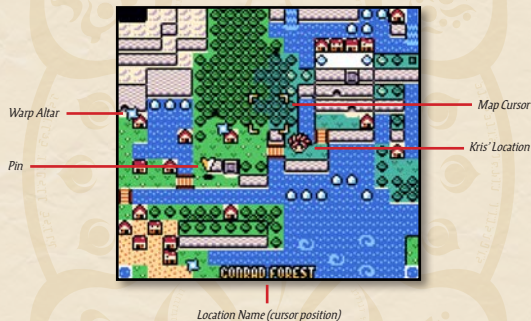
Settings

The Settings menu is where certain minor gameplay modifiers are controlled. At the bottom is a Default icon, which will revert all settings to their defaults when selected and confirmed. Settings typically pertain to other menu interactions and graphic details, and do not affect difficulty. For difficulty modifiers, see the section on Golden Dragon Statues.



Inventory

The World Map is accessed by pressing the Select Button when in the Overworld, Dungeons, or buildings. On this screen, all of the Overworld is represented. By hovering the cursor over certain key locations, a label will appear at the bottom, denoting the location. Kris' approximate current location in Archend is represented by a flashing icon of his head.



Location Name (cursor position)

Furthermore, activated Warp Altars will be seen as swirling blue orbs. Lastly, a pin can be placed anywhere on the map for quick personal reference. Pressing the A button over a Warp Altar will bring up the warp prompt, and doing the same anywhere else will bring up the pin prompt.

OVERWORLD

Soon after waking up at beginning of the adventure, Kris is free to explore a sizeable area of Archend. Buildings, towns, and dungeons are all connected via this Overworld.



The Overworld as first seen from Home.

A Shop in Dorgan Town.



Towns and People

There are people living in all reaches of Archend, and there are a few densely populated towns. No matter where Kris finds himself in the Overworld, there are people not too far away. When visiting a town, Kris can buy and sell items at Shops, save progress and recover at Inns, or get caught up in some Mini-games at Arcades. Otherwise, making a regular habit of speaking to the Archendi (the people of Archend) will prove to be helpful to Kris in his quest. They may hold vital information, or offer insight into Archend's storied history.

Warp Altars

Mysterious ancient structures are a familiar sight to the Archendi people, inspiring awe since their initial settlement in this land. Some such ancient structures are the Warp Altars, a function of which is discovered by Kris; they react to his growing collection of Dragon Scales. With sufficient amounts of them, the altars will activate, region by region, enabling Kris to warp back to them from anywhere in the Overworld. A Warp Altar will sparkle when Kris has collected enough scales to activate it, and will pulsate when active. Warping is disabled in certain Dungeons.



A Warp Altar in Dorgan Town.

Rafting and Diving

The waters of Archend can be traversed after acquiring a Raft. This is initiated by simply walking into the water from a smooth, sandy shore. With a Diving Suit, Kris can also explore the depths by pressing the A Button over a Dive Point. These will transition the game to a platformer-style swimming view. Dive Points look like suspiciously dark water that is distant from coastlines.



Water traversal, with a sandy shore and Dive Point visible.

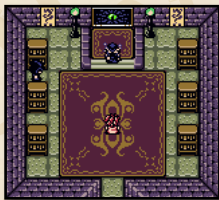
DUNGEONS



Types of Dungeons

A plethora of dungeons await Kris on his quest. Not all are necessary to explore, and this applies mostly to Challenge Dens. These small inlets dotted throughout Archend are single rooms containing brief challenges, with the majority of them being optional. Entrances to Challenge Dens are typically harder to recognize, so do keep a sharp eye out. They also tend to offer prizes upon completion. Some archaeologists ponder what fortune might befall an adventurer who finds and clears all Challenge Dens in Archend.

Major Dungeons, conversely, feature multiple rooms/scenes, and also vary more significantly in structural nature and theme. Not all Major Dungeons are interior spaces, but they are each distinct from the Overworld, with all of a Major Dungeon's rooms/scenes represented as just one small place on the World Map. Among the Major Dungeons, the Sealed Dungeons are generally the largest and most challenging.



Sealed Dungeons are signified by their unique stone entrances, which are sealed until a certain threshold of acquired Dragon Scales is met. Not all Sealed Dungeon entrances are visible from the Overworld; some may even be found within other dungeons. There is also a magical interference present in Sealed Dungeons, which prevents Kris from warping back to Warp Altars.

Most of the Major Dungeons, including the Sealed Dungeons, are a prerequisite to finishing Kris' adventure.



Puzzles

More often than not, Dungeons will have Puzzle Elements, though some may rely more on Hazards or Enemies as the main source of challenge. Some Puzzle Elements are more tangible than others, with some typical examples being various buttons or switches, special floor tiles, barriers, or movable objects. Sometimes, temporary Items such as Keys may need to be acquired in order to proceed. At other times, Kris may be required to perform a sequence that involves little or no interaction with tangible objects or inventory Items. When a puzzle's task is completed, a signature musical motif can be heard.

ENEMIES & HAZARDS



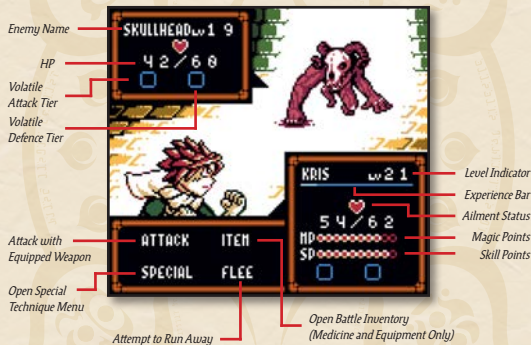
Most Enemies and Hazards are encountered in Dungeons, but in some cases, and increasingly throughout the adventure, they can be encountered out in the Overworld

Most Battles are initiated by Enemies through Real-time Behaviour. Enemies with Real-time Behaviour will often tend toward Kris' position, either directly or indirectly, via unique movement patterns or Real-time Attacks. Real-time Attacks do not cause damage to Kris – they are a state during which an Enemy can initiate a Battle. It may be that an Enemy swipes with a sword, or launches a projectile, but some enemies will initiate Battle upon simple contact. Because Real-time Behaviour and Attacks can be avoided, it is a viable strategy to do so, making for an Enemy-driven challenge that is alternative to Battles. Keep in mind however that only Battles will award EXP(Experience Points).

Hazards are miscellaneous entities that will not initiate Battles, but which unlike Enemies, will actually cause harm to Kris in real-time environments.

BATTLES

Below is a diagram of a typical Battle scene. An explanation of terms, and the flow of Battles, can be found on the pages that follow.



Level and EXP	Levels are a general indicator of the power and difficulty of an enemy. Kris' own level will increase as he gains EXP, which in turn increases his own capabilities. New Magic Techniques will be learned at certain levels, and Kris' total MP and SP will also increase with leveling.
Ailment Status	Ailments affect the HP or the ability of a combatant to make use of their turn. They are an effect of some Techniques. Paralysis and Freeze will prevent action until they are overcome, with Freeze also inflicting damage on every turn. Burn will cause a small amount of additional damage at the end of a turn, but Poison will stay until cured, inflicting damage on every turn, similarly to Freeze. Poison will stay with Kris after a Battle is over, and stays in effect in subsequent Battles, until cured. It will not cause damage while outside of Battles.
HP	"Health Points". If a combatant's HP reaches zero, the combatant is defeated.
Volatile Stat Tiers	During battle, Techniques or Items can be used to temporarily boost or diminish the Attack and Defence power of a combatant. These effects last until a Battle is over. Either stat can reach a maximum increase or decrease of 3 tiers, which is indicated by up or down arrows populated by a number of dots corresponding to the tier.
MP/SP	These are the fuel for Techniques. Magic Techniques require MP (Magic Points), and Skill Techniques require SP (Skill Points). Different techniques may require varying amounts of MP or SP. A regular Attack does not require any.



*In the lower left corner:
The 4 main Battle Options*

All Battles consist of the combatants taking uninterrupted action on a cycle, or turn. On any given turn, Kris will always act first, unless unable to act because of a Status Ailment. Between turns, Kris can choose 1 of 4 Battle Options:

Attack: Attacks with the currently equipped Weapon. Power and effect can vary with the Weapon.

Special: Opens a menu, presenting Magic and Skill as options. Skills are singular Techniques that vary with the equipped Weapon. The Magic sub-menu contains all of Kris' Spells, the total of which depends on his level.

Item: Opens the Battle Inventory, which is limited to just the Medicine page and Equipment page.

Flee: Kris will attempt to flee the Battle, taking him back to his last point of entry for the current Overworld or Dungeon scene. This might mean needing to renavigate a difficult area, and also poses the risk of running into the same Enemy again. Flee has a varying rate of success.

No matter which is chosen, only one Battle Option may be exercised per turn. This includes any unsuccessful Flee attempt.

Kris' Battle Stats also play a role in Battles. Keep in mind that these are separate from the Volatile Attack and Volatile Defence stats covered earlier. Depending on the Techniques used to defeat an enemy which causes a level-up, or Items used in such a battle, the Battle Stats will increase in varying proportions upon level-up.

Mana(MAN): Factors into the power of Magic Techniques(Spells). Stat increases by using a Magic attack to win a battle which would result in level-up.

Strength(STR): Factors into the power of physical Techniques, which includes Skills and also the generic Attack. Stat increases by using a Skill attack to win a battle which would result in level-up.

Defence(DEF): Factors into Kris' resilience to any incoming damage. Stat increases if defensive Items are used in a winning battle which would result in level-up.

Agility(AGL): Factors into Kris' chance of successfully Fleeing a Battle, and the likelihood that an Enemy will Miss when going for an attack. Stat increases by using a standard Attack to win a battle which would result in level-up.

Enemies may also have weaknesses to certain Attributes of attack. This is determined per Enemy species, rather than any perceived cross-species theme. In other words: Techniques have Attributes, but Enemies themselves do not. As such, it is not safe to assume that enemies of a similar theme would have the same weaknesses (such as all undead Enemies, or all Enemies found in the same Dungeon). Furthermore, all Enemies have a Physical(Attack and Skill) or Magical weakness, which factors into the damage they receive, just as their Attribute weakness would. The Attribute weakness and Physical/Magical weakness of each Enemy is initially unknown to Kris – close observation will be helpful for gaining the edge in subsequent Battles.

ITEMS

Medicine

Single use items that can be purchased at shops or found in chests. Some are only usable in battle, whereas others can be used in the field.

Item	Effect
 HP Potion	Replenishes 1/3 total HP.
 Large HP Potion	Replenishes 2/3 total HP.
 Super HP Potion	Replenishes all HP.
 Strength Potion	Replenishes all SP.
 Mana Potion	Replenishes all MP.
 Offensive Herbs	Increases attack by 1 stage.
 Protective Balm	Increases defence by 1 stage.
 Swift Berries	Increases agility in battles.
 Magic Powder	Prevents ailments in battles.
 Curia Shroom	Cures any ailment.
 Hartshorn Salt	Cures paralysis.
 Actiu Charcoal	Cures poison.
 Hot Tea	Cures freeze.
 Anti-Burn Spray	Prevents burn.

Equipment

Permanent acquisitions that can be swapped between, offering varying in-Battle advantages. The equipped Weapon will change the Skill that is usable in a Battle.

Weapon	Skill
 Trusty Spear	Spear Barrage
 Short Sword	True Strike
 Devious Kunai	Thousand Stingers
 Blaze Blade	Blade Blaze
 Spike Knuckles	Dazzling Meteors
 Harpoon Launcher	360 No-Hope
 Ragan's Reward	Ragan's Remorse
 Gonzzilfr's Fang	Ysdrouaal's Amends
Armour	Description
 Shadow Garb	Decreases the chance of an enemy landing a Technique.
 Thermal Armour	Increases defence power, and may burn enemies on contact.
 Diving Suit	Increases the chance of side effect infliction on enemies.
 Quakzal Cap	Increases EXP yield from battles.
 Gonzzilfr	Greatly increases defensive power.

Keepsakes

Permanent collectibles to be found on Kris' journey. They may offer additional lore context, be required to progress, or modify the game experience (see the section on Golden Dragon Statues).

Item		Description
	Diary Pages	Entries from Kurtis' diary, shedding light on his endeavours leading to his disappearance.
	Dragon Scales	Lustrous scales which react to certain locations. Sufficient quantities grant access to Warp Altars and Sealed Dungeons.
	Dragon Statues	Small statues of mysterious origin, depicting a golden, serpentine dragon.
	Trading Cards	A series of collectible cards. Each one offers some insight into its subject.

Key Items

Miscellaneous temporary or permanent items, acquired through natural progress or optional quests.

MINI-GAMES

Mini-games can be played either at Arcades, or by deploying a quakzal at a Fishing Spot. Arcades can be found in each major town (Dorgan Town, Nadrog Town, and Archendria). There is one unique Mini-game per Arcade, and the attendant in each Arcade can explain the rules of each respective Mini-game. Playing Mini-games at Arcades will award giliya (currency) or special prizes, but they also cost giliya to play. Try to continually break the high score to get the most out of Arcades!



Monster Shoot



Seal-A-Dragon

Types of Arcade Mini-Games

Monster Shoot: Shoot as many moving targets as you can before the time runs out.

Seal-A-Dragon: Smash as many dragons as you can before the time runs out.

Quakzal Fish Drop: As your quakzal, catch as many falling Fish as possible before the time runs out.

Fishing with a Quakzal

During his adventure, it is possible for Kris to acquire a quakzal. These bird-like creatures make for popular pets among the Archendi. Adept flyers and swimmers, they're also helpful as fishing aides. If Kris has a quakzal companion, it can be deployed at any Fishing Spot in Archend.



Fishing Spots will stand out in the Overworld as areas with Fish leaping out of the water. Once deployed, a platformer-style Mini-game session with the quakzal will begin. The quakzal can hold its breath until the meter at the bottom-left of the screen runs out, whereafter it will swim to the surface, ending the session. While fishing, guide the quakzal toward Fish using the D-Pad, allowing it to gulp the Fish down. Avoid the dark urchins, as contacting them will end the session early.



A Fishing Spot in the Overworld.

The number of Fish caught is displayed on the bottom-right of the screen. When the Fishing session is over, the quakzal will bring them to Kris, after which they can be sold at Shops.



A quakzal going in for the catch.

TRADING CARDS

Trading Cards are a secret Keepsake Item that can be found by various means while adventuring in Archend. By selecting Trading Cards on the Keepsake page of the Inventory, the Trading Card Gallery can be accessed. This menu is a repository of all Trading Cards that Kris has found on his adventure. The Trading Card Gallery breaks the cards up into a small handful of categories: Monsters, Dragons, and People. Each Trading Card contains some information about its subject, accompanied by some art. They may offer some lore insight for the curious adventurer!



The Trading Card Gallery.

GOLDEN DRAGON STATUES



The GDS Menu, with one statue found.

Dragonryhm, like some other role-playing games, has options for modifying difficulty, though the way of going about this is atypical. Dragonryhm features a modifiable difficulty system called the Golden Dragon Statue (GDS) System. When starting an adventure on a new game cartridge for the first time, a default, developer-intended experience is enforced on all 3 blank game Files. While playing through an adventure, it's possible for Kris to come across Golden Dragon Statues as collectible Keepsake Items. Shrouded in mystery, these statues are found by various secret means which are not obvious, and somewhat convoluted. Finding them is also part of their challenging aspect!

When a GDS is found, it will remain in that adventure's save file as a Keepsake. The memory of obtaining it will, in some way, also be retained beyond that adventure. Normally, when an adventure is completed, the player will have the option to start a new adventure on that same File. If the initial adventure had one or more GDS obtained, the player will be presented with an additional menu before starting anew; the GDS Menu.



An adventure with one or more GDS activated will show an icon under "LV" (level).

While the GDS Menu is also something able to be accessed from the Keepsake page of the Inventory in the initial adventure, it is at this point only a display for the collection. At the point before starting a new adventure on the same File, the GDS Menu is additionally used to select which statues to activate. This is the means by which the difficulty of an adventure is modified. Each GDS has a specific difficulty-modifying effect when activated, and with this, the player can customize the challenge experience in unique ways. The number of GDS that can be activated for a new adventure is equal to the number of GDS previously collected on that File, which is retained across all adventures on that File. If a GDS had been found in a previous adventure, it can also be found again as a Keepsake (for those who wish to 100%-complete an adventure while GDS is activated), and the File's cross-adventure GDS collection can be added to over multiple adventures if not all were found during a previous adventure on the same File.

If a player wishes to truly reset progress on a given File's cross-adventure GDS collection, the only way to do so is to Delete that save File. This will break the chain of GDS retention, and the GDS Menu will no longer appear as a prompt before a new adventure. It is possible to transfer a cross-adventure GDS collection to a different File entirely by using the Copy function in the File Select menu (this will also overwrite the destination file with all current adventure data from the copied File). It is recommended to keep a completed cross-adventure GDS collection on at least 1 File at all times, ready for copying, so that statues need not be recollected to be activated in new adventures on different Files. Treasure them once you've found them!

We encourage sharing tips for finding Golden Dragon Statues, and we hope to eventually see some players complete Dragonryhm playthroughs with all statues on. Best of luck!

— Dragonryhm Development Team

CREDITS

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As well as Toxa, Pau Tomàs, RichardULZ and Shin from the GB Studio community. We also thank our playtesters, Chris Maltby for starting GB Studio, and any other contributor to the software which allows games like Dragonryhm to be possible.

Developed by Spacebot Interactive®

Published by ModRetro

NOTES

Blank writing area with horizontal lines for notes.

NOTES

Blank writing area with horizontal lines for notes.

CAUTION DURING USE

1. Take a 10 to 15 minute break every hour during extended play sessions.
2. This equipment is precisely crafted. Avoid extreme temperatures, rough handling, and do not disassemble the unit.
3. Keep connectors dry and avoid contact with water to prevent malfunction.
4. Avoid using volatile solvents like thinner, benzene, or alcohol to clean this equipment.
5. Store the game in its box when not in use.

WARNING - REPETITIVE MOTION INJURIES

Playing video games for extended periods can cause discomfort in your muscles, joints, or skin. To prevent issues like Tendonitis, Carpal Tunnel Syndrome, or skin irritation, follow these guidelines:

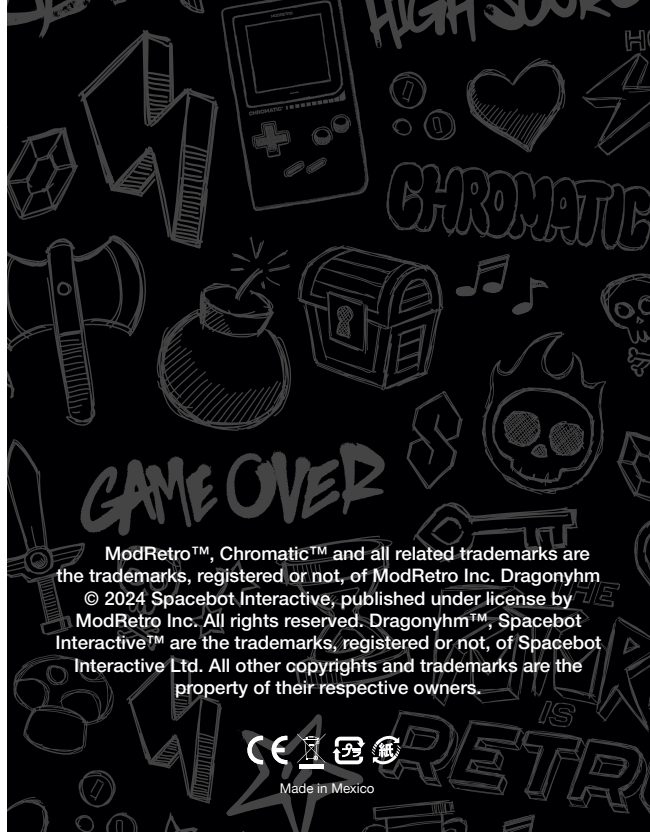
- Take a 10 to 15 minute break every hour, even if you don't feel the need.
- If your hands, wrists, or arms start to feel tired or sore, stop playing and rest them for several hours.
- If discomfort in your hands, wrists, or arms persists during or after play, stop playing and consult a doctor.

WARNING - SEIZURES

Some individuals (about 1 in 4000) may experience seizures or blackouts triggered by flashing lights, such as those in TV shows or video games, even if they've never had a seizure before. Anyone with a history of seizures, loss of consciousness, or symptoms related to epilepsy should consult a doctor before playing video games. Parents should monitor their children while they play. STOP IMMEDIATELY and seek medical advice if you or your child experience any of the following: convulsions, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, or disorientation.

TO REDUCE THE RISK OF A SEIZURE WHILE PLAYING VIDEO GAMES:

1. Sit or stand as far from the screen as possible.
2. Use the smallest screen available.
3. Avoid playing when tired or in need of sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



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