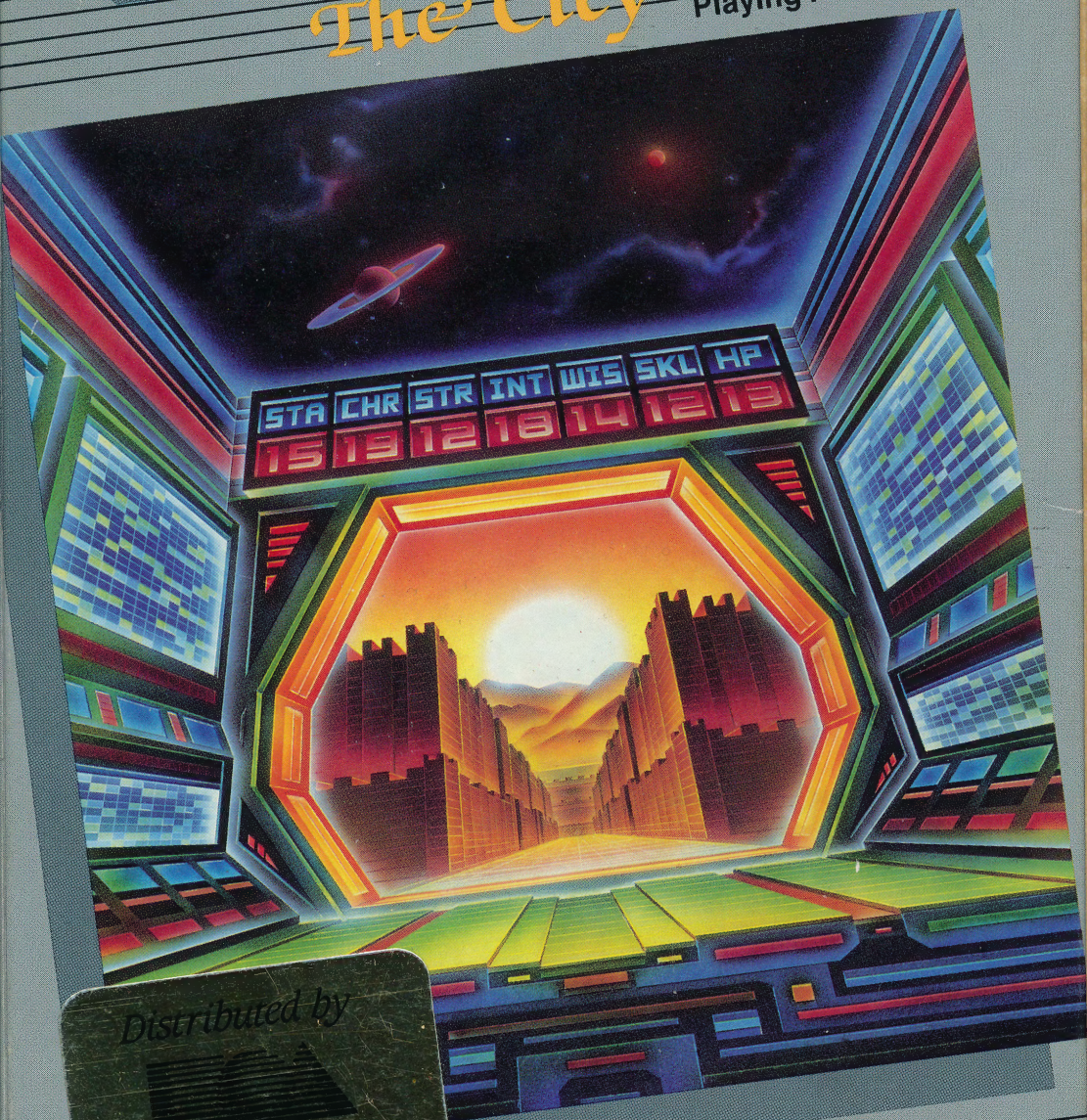


alternate REALITY[®]

The City

The Ultimate Role-
Playing Fantasy Game



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The City

Kidnapped by an alien spaceship, you find yourself in a room with only one exit. Through this opalescent doorway is The City of Xebec's Demise. Overhead is a panel displaying constantly-changing numbers. At the moment you pass through, the numbers freeze. Whatever levels of Stamina, Charm, Strength, Intelligence, Wisdom, Skill, and Wealth you begin your adventure with are determined at this point.

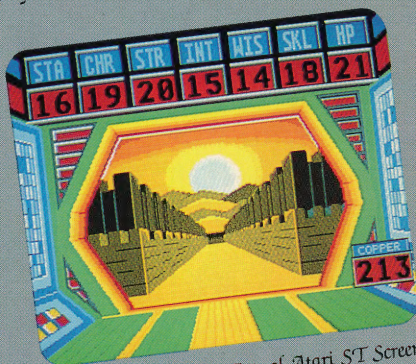
Mystery and danger await you in the maze of streets. Be wary; not everyone is friendly! Eat and drink in taverns, where clues are often found in the hearty songs you hear. Battle deadly enemies, uncover marvelous treasures, and learn dark secrets.

You must improve yourself physically, mentally, morally, and financially in The City in order to reach your ultimate goal in the Alternate Reality series: return to Earth or seek revenge on your abductors.

- Features:
- role-playing fantasy game
 - original music
 - three dimensional scrolling
 - combined keyboard and joystick action
 - characters developed in The City can be used in all future installments



Actual Atari ST Screen



Actual Atari ST Screen

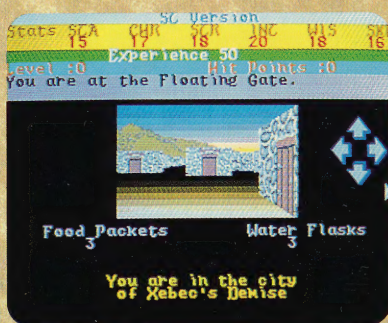
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The City

One brave traveler to The City of Xebec's Demise left this brief record for the unsuspecting souls he knew would follow him through the Floating Gate.

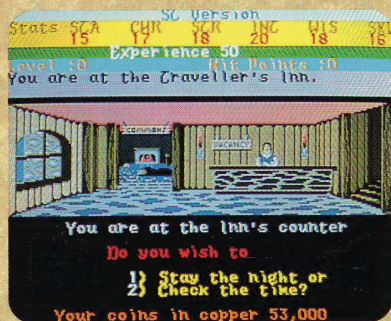


Day Three

I never believed in extraterrestrial life before this. But, judging from what I've seen, there are myriads of inhabited planets in the universe. Earth isn't the only world that's been plundered by the strange ship that brought me here.

The night sky is most curious. Nothing looks familiar. There are stars, but none I recognize. I hear the same story from others. Perhaps we're in another Solar System altogether!

I found out quickly that it's not good to wander around alone after dark. There are many lifeforms whose intentions are unquestionably evil. Fortunately, I had enough money to check into an Inn.





Day Ten

I picked up a cursed sword today and was in an awful state. I finally located the 'Thieves' Guild and, for a fee, they removed the curse.

One of the Guild members said my sword was very nice, but I didn't seem to have much fighting knowledge. He recommended I get some training at a Weapons School.

Day Fifteen

I'm glad I haven't lied to or cheated anyone since I've been here. Word gets around pretty fast. In a Tavern today, I spoke to another newcomer. He told me fantastic stories about his adventures here. I was taking it all in, when the Tavernkeeper called me to one side and cautioned me. He said the man was already known in The City as a liar and that I'd do well not to believe everything I was told. He said an honest man would prove himself.



Day Twenty

This place is full of stories and legends. There are tales of dragons, demons, and other beasts that live in caverns beneath The City. One creature I've heard a lot about is the Night Stalker. No one I've spoken to has seen it, but everyone agrees that it's a horrible, powerful beast that prowls the streets at night.

Today I met a man I'll never forget. He had no physical strength, but possessed incredible charm. I think he was a very wise man. He gave me a riddle he said will help me gain my freedom:

*Closest to is farthest from,
 lest with you've brought that which to come.
 Past this you need not know a thing,
 save where to go...you've what to bring.*

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The City

**The Ultimate Role-
Playing Fantasy Game**

Destiny[®]

alternate **REALITY**[®] The City

Apple[®] Macintosh[™] Reference Card

Apple Macintosh game designed and programmed by Jim Ratcliff and Rick Mirsky

Original game concept by Philip Price

Graphics by Steve Hofmann

Music by Gary Gilbertson

Documentation by Kathi B. Tremblay

Important: *It is crucial to read the enclosed Guidebook before loading the game.*

Requirements

- Apple Macintosh computer (256K)
- Mouse (optional)
- *Alternate Reality - The City* game disk
- Blank disk (Character Disk)

Note: Make sure the game disk is Write Protected. Do not Write Protect your Character Disk. Use the Macintosh operating system to make backup copies of your Character Disk.

Getting Started: Insert *The City* into Drive 1 and turn on the computer. The game loads automatically. **Note:** If you have two disk drives, use Drive 2 for your Character Disk.

Character Decision Menu: The Character Decision Menu offers four options:

Hit **N** to become a New character

Hit **E** to resume an Existing one

Hit **I** to Initialize a Character Disk

Hit **T** for a Temporary character

Press I to Initialize a disk for use as a Character Disk. As prompted, remove the *Alternate Reality* disk from Drive 1 and insert a blank disk. Press SPACE BAR to format or ~ to cancel. If you have two drives, place the newly-initialized Character Disk in Drive 2 and replace *The City* disk in Drive 1.

Press N to create a New character. As prompted, type a character name (up to 31 letters) and press RETURN. The next prompt is *Verify your name*. Type the name again and press RETURN. You're prompted to remove the AR disk and insert a Character Disk (with two drives, leave *The City* disk in Drive 1, the Character Disk in Drive 2). You can store up to eight characters on a Character Disk, but can only play with one at a time.

Press T for a Temporary character. Follow the prompts, pressing RETURN after each response. You can't save this character, but it's useful for getting into *The City* quickly to look around and get the feel of the game. You don't need a Character Disk for a Temporary character.

Press E to resume an Existing character from a previous venture into *The City* Type the ID number corresponding to the name you're using. Follow the prompts.

If you make a wrong selection from the Character Decision Menu, press the ~ key (top left on Keyboard). If you make an error when typing a character name, just hit RETURN when the program asks you to verify the name.

After selecting from the Character Decision Menu, you're at the portal to *The City* (existing characters go straight into the game at this point). To enter, press the SPACE BAR.

To Save a Character: Press S. Follow the prompts. If you don't save your character to disk, you'll lose it when you turn off the computer.

Be sure to save a character regularly during gameplay. After saving, take time to make a backup copy of your Character Disk. This way, if you lose a good character in battle or from disease or other misfortune, you won't have to start from scratch!

To resume play with a saved character, reload *The City* and select E at the Character Decision Menu.

Compass: Finding your way around is simplified by using a compass, available for purchase at Shops in *The City*. Say NO when a shopkeeper asks if you want to see his wares. He then offers to sell you a compass. Once purchased, the compass appears at the left of your screen. The direction you're heading is always topmost on the compass and the arrow always points North.

Mouse Control: At the right of the screen there are four large arrows. The left and right arrows are for turning left or right; the top and bottom arrows are for moving forward and backward. Move the Mouse cursor to an arrow and press the button. This highlights the arrow and you move or turn in the direction it's pointing. You can use the Mouse to enter Shops, Banks, and other establishments, but you must use the **X** or down Arrow key to exit (see below).

Keyboard Control: Movement via the Keyboard is accomplished using the **I**, **J**, **X**, and **L** keys. **I** moves your character forward, **X** moves you backward, **J** is for turning left, and **L** is for turning right. If your Keyboard has Arrow keys, you may use them for movement: the up Arrow moves you forward, the down Arrow moves you backward, the left and right Arrows turn you left or right.

Whenever you move in any direction, the large arrow at the right of the screen (corresponding to the direction you're going) is highlighted.

To enter a Shop, Bank, or other establishment, press **I** or the up Arrow. Press **X** or the down Arrow to exit.

You also use the Keyboard to interact with businesses, review and position your belongings, and during Encounters.

- In a business or during an Encounter, a menu at the bottom of the screen displays your options. Each option has an inverse number or letter. To choose, press the appropriate character.
- Press the **<** (back) and **>** (forward) keys to get a full account of your condition. These keys cycle through all the menus describing your wealth, weapons, armour, magic, etc.
- Some commands you need aren't shown on any menu (press **?** to get a list of these commands at any time during the game):

Press C to Cast a Spell;

Press D to Drop an item or check your inventory;

Press G to Get an item you've dropped or discovered;

Press U to Use an item or check your inventory;

Press W to switch Primary and Secondary Weapons;

Press P to Pause the game (any key to continue);

Press S to Save a game (follow the prompts).

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The City



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The City

Guidebook to The City

Written by
Kathi B. Tremblay

Welcome to *The City of Xebec's Demise*. Read this Guidebook before entering; it gives vital pointers to help you survive. The separate Reference Card gives instructions for using your computer to enter *Alternate Reality*.

A Map of *The City* is included in your package. The Floating Gate in the centre of the Map is surrounded by Granite Bank, Best Bargain Store, Best Armourers, and Tail of the Dog Tavern. Use this as a base for exploring and mapping the rest of *The City*. Also enclosed is an artist's rendering of major City sites that may be useful in your mapping efforts.

There are many establishments in *The City*. This list will help you in your travels: 15 Shops; 7 Inns; 14 Taverns; 3 Banks; 4 Smithies; 2 Healers; and 12 Guilds. The *City* game doesn't allow you to interact with Weapons Trainers and some other institutions. Also, you'll discover entrances that require the use of a disk you don't yet have. *Alternate Reality - The City* is designed to be expanded. Future additions include *The Dungeon*, *The Arena*, *The Palace*, *The Wilderness*, *Revelation*, and *Destiny*.

In addition to the game, you need a blank disk to use as a Character Disk. Without a Character Disk, you can't save a game.

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You're kidnapped by an alien spaceship and find yourself in a room with only one exit. Through this doorway you see *The City of Xebec's Demise*. An energy field moves across the opening. Overhead is a panel with constantly-changing numbers. The moment you step through the door, the numbers freeze. This sets your levels of *Stamina*, *Charm*, *Strength*, *Intelligence*, *Wisdom*, *Skill*, *Hit Points*, and *Wealth*. The higher these beginning Stats, the better your chances of surviving in *The City*.

During the first few days, you're extremely vulnerable to foul play (of which there is an annoying amount). The safest area is near the *Floating Gate*. Of course, safety isn't your only consideration; there are benefits to discover in the more dangerous locales (cheaper food and lodging, better treasures, etcetera).

Keep a low profile until you're familiar with the ways of *The City*. And, avoid Encounters with life forms that are obviously superior (don't tease a Wizard during these early days!). **Note:** Save games and backup your Character Disk regularly.

Once you're familiar with *The City Square* (the area marked on the enclosed Map), it's time to be more daring and explore further afield.

The object of your sojourn in *The City* is to become oriented to Alternate Reality, build your Stats, and become the sort of Adventurer who can survive hardships, fight heroic battles, and solve the quests presented in *The Dungeon* and subsequent adventures.

Stats The values at the top of the screen show all you know for certain about your Character. Increasing them is crucial for your development. Stats are increased by certain Potions, by a first visit to any Guild, and by moving up a Character Level. *Charm*, *Strength*, and *Intelligence* also improve with use.

Experience is gained through Encounters with life forms in *The City* (you start the game with Experience points and Character Level at 0). The more Encounters you survive, the more Experience points you gain. When Experience builds to somewhere between 250 and 300, you move up a Character Level (all your Stats influence how many Experience points you need). When you move up a Character Level, you usually gain other Stat points as well. Each Character Level requires twice as many Experience points as the one before.

Stamina is important if you're to survive. This Stat determines your health, endurance, and how long you can hold up in battle.

Charm determines how other life forms react to you. If you aren't "charming" enough, you're more likely to be attacked without provocation. Bribing an opponent is easier for a "charming" Character; and the battle tactic of *charming* (an evil act - see *Encounters*) requires a great deal of Charm. The more you use these tactics, the higher your Charm level becomes.

Strength is very advantageous when fighting. The stronger you are, initially, the better, since you enter *Encounters* armed with nothing but your bare hands. Later, when you acquire Weapons, how well you're able to use them depends on Strength (and Skill). Strength also determines the size and number of objects you can carry. Fighting prolonged battles in which you're ultimately the victor improves your Strength.

Skill helps you avoid blows from an adversary. It also helps in wielding certain close-combat weapons during battle: Short Swords, Daggers, Stillettoes, and the like.

Intelligence enhances your Wisdom and is crucial for *tricking* your enemies (see *Encounters* - this is an evil act). Using your Intelligence helps to increase it.

Wisdom is for discernment. When you find a Treasure, Wisdom is the Stat that helps you discover whether it's Cursed, Magical, or Mundane (see *Treasure*). It's also important when you're trying to decide whether or not a Potion is one you want to quaff (see *Potions*).

Hit Points are very important: the more you have, the harder you are to kill! As you build Strength and Experience, you also build Hit Points.

You are closely monitored! Many things, including your personality, are constantly being taken into account by the computer. But the Stats on the screen don't tell the whole story.

Physical Speed When you enter one Guild (discover which one for yourself!), you are given an increase in Speed. That is the only time you'll ever know exactly how high this Stat is. Speed controls how fast and easily you can escape undesired *Encounters*.

Moral Alignment You enter The City with Neutral morality (neither Good nor Evil). It's up to you to develop your personality. The City is designed to be harder on Evil Characters than on Good ones (although, as in "real" life, it's often difficult to see the whole picture).

Evil acts include things such as *charming* and *tricking* Good or Neutral life forms, or *attacking* them with no provocation.

To develop a Good Character, you must really be on your toes! Try to avoid battles whenever you can, especially with Good life forms. Be careful about which Guilds you join and what sorts of Spells you use. The straight and narrow is not an easy path!

Time A City year has twelve months, 30 days in each. There are 24 hours in a day, divided into 12 hours of darkness and 12 hours of light (allowing for dusk and dawn). Each AR hour is equal to approximately 4 actual minutes. However, when you're sleeping in an Inn, working, or attending classes at a Guild, time passage is (thankfully) speeded up so you don't spend forever waiting to wake up, finish work, or get out of school!

Weather Rain, cold, and heat can hit at any time in The City. The weather can affect your Stats if you aren't dressed properly, so it's a wise idea to ensure that you're adequately protected against the elements. If you spend too much time in the rain, for example, without proper attire, a bad cold could be the consequence! Heatstroke or a chill are other possible results of being unprepared. Being out in severe weather can make you tire more easily, too; and heat definitely produces thirst!

Mapping Use the 64 x 64 grid in the centre of this manual for building your Map of The City. It's a good idea to make photocopies of the grid and keep the original intact (everyone makes mistakes!).

If you look closely at The City's walls, you'll notice faint, vertical lines, six "steps" apart. The distance between these lines corresponds to one square on the grid.

In the daytime, you can use the position of the sun to keep track of which direction you're going. At night or when it's raining, you need a Compass (see *Compass*).

Secret Doors and One-Way Walls A Secret Door looks like a regular wall, but you can walk through it (accompanied by a whooshing noise and an odd melody). One-Way Walls are visible on one side; you can pass through the invisible side, but trying to go through the visible one will only prove embarrassing!

Objects How much you can carry depends on Strength and Stamina, plus the size and weight of the items you're lugging. Check your inventory occasionally to see how efficiently you're managing your objects. Otherwise, you may be unpleasantly surprised when items your Stats don't allow for start falling on the ground.

You can drop objects at any time during gameplay (press **D**). Any item you drop can be picked up again (press **G**), if it hasn't been stolen by Thieves or whisked away by magic.

Carrying objects is not the same as using them. Press **U** and follow the prompts to use an item. This goes for absolutely anything you carry, except a Compass (it's always in use, if you own it).

Some objects are listed in your inventory permanently, whether you actually possess them or not. If you aren't sure whether you own an item, try to use it.

Clothing You enter The City with a minimum of clothing. Although this arrangement is fine for hot summer afternoons, you could be in real trouble if there's a sudden cooling trend or a rainstorm. Shops offer clothing in all price ranges and weather-protection values. Use common sense in deciding which items of clothing to buy.

Aside from its advantages in protecting you from the elements, clothing also has a "dapper" value. Some life forms you Encounter are influenced by the style, fabric, or colour of what you wear.

To wear an article of clothing, press **U** and follow the prompts.

Food Packets and Water Flasks As you step through the portal into The City, you see that you've been supplied with three Food Packets and three Water Flasks. These are important staples as you will become hungry and thirsty in your travels and may not always be near a Tavern.

To use a Food Packet or Water Flask, press **U** and follow the prompts. Replenish your stock at a convenient Tavern.

Compass This is the single most important item for a new Character to own in The City. Without a Compass, it's very easy to get lost. As soon as you enter The City, go to the nearest Shop (if it's closed, come back the instant it's open). Tell the shopkeeper you aren't interested in his stock and he will offer to sell you a Compass. Buy it!

Once purchased, your Compass is displayed at the left of your screen. The direction you're heading is always topmost on the Compass; the arrow always points North.

Treasure Treasure (found lying about or acquired after a successful Encounter) takes many forms: Watches, Gems and Jewels, Money, Weapons and Armour, and Potions. All Treasure, except Money, is potentially Magical or Cursed. Magical items are usually very valuable; Cursed items can be a source of great despair.

Watch Usually, to find out the time, you must go into an Inn. However, there will be occasions when you aren't near an Inn and could use a good Watch.

A Watch is a precious commodity in The City; you can't buy it in a Shop, but must find it in Treasure or after an Encounter. To use your Watch, press **U** and follow the prompts.

Gems and Jewels These valuable items aren't legal tender in The City, but they can be exchanged for Money at any Bank. Some Banks offer more than others (occasionally, Gems or Jewels are absolutely worthless).

Money Currency in The City is in Gold, Silver, and Coppers. One Gold piece is worth 10 Silvers; one Silver is worth 10 Coppers. Naturally, carrying your money in Gold and Silver is easier than carrying it all in Coppers. When you find yourself with more cash than you can easily tote, open a Bank account. Just be sure to keep enough currency in your pocket for food and lodging.

Weapons and Armour Even if you abhor violence, you need a Weapon for self-defence and Armour for personal safety. Some creatures in The City will attack you no matter how nice you are.

There are three ways to acquire Weapons and Armour:

1. Finding them after an Encounter;
2. Finding them after uncovering a Treasure;
3. Buying them from a Smithy.

When you defeat an opponent in an Encounter, you won't always get the Weapon he was fighting with or the Armour he was wearing. Often, they were broken in battle, or were magical and simply disappeared!

Always examine Weapons or Armour carefully before picking them up. The more Intelligent and Wise you are, the easier it is for you to tell if these Treasures are Magical or Mundane (normal). Magical means they have special properties: they're very valuable or they're Cursed. Once you pick up a Cursed item, you can't drop it; you need help to get rid of it (see *Guilds*).

Weapons and Armour come in a variety of types. Any item's value in battle is determined by many factors, including: the type of creature you're fighting; whether or not your battle accoutrements are Magical; and your levels of Strength and Skill.

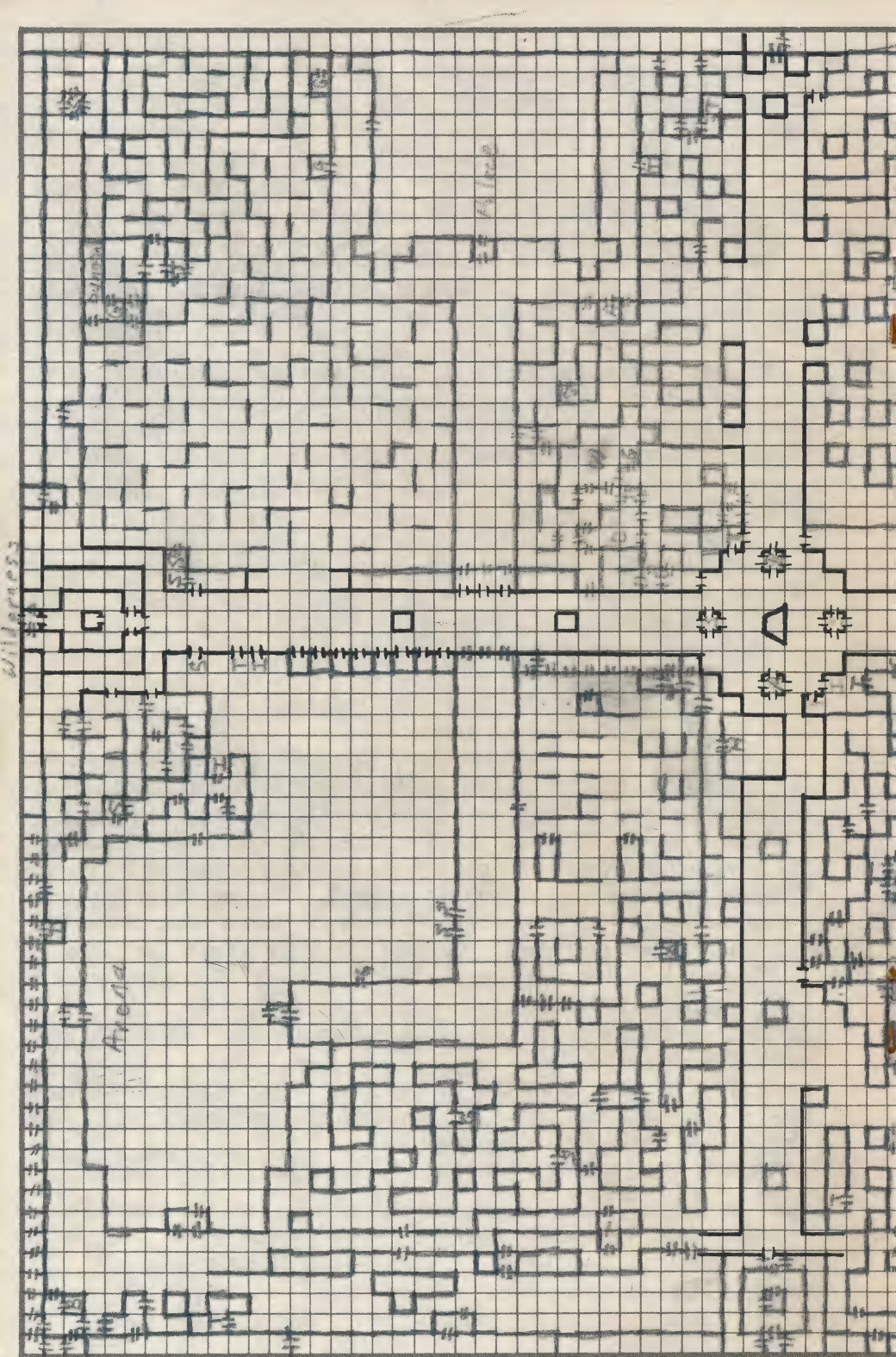
Armour comes in pieces that protect body parts: head (helmets, caps), torso (breastplates, mail coats), legs (greaves), and arms (gauntlets). To use Armour, you must use each part specifically.

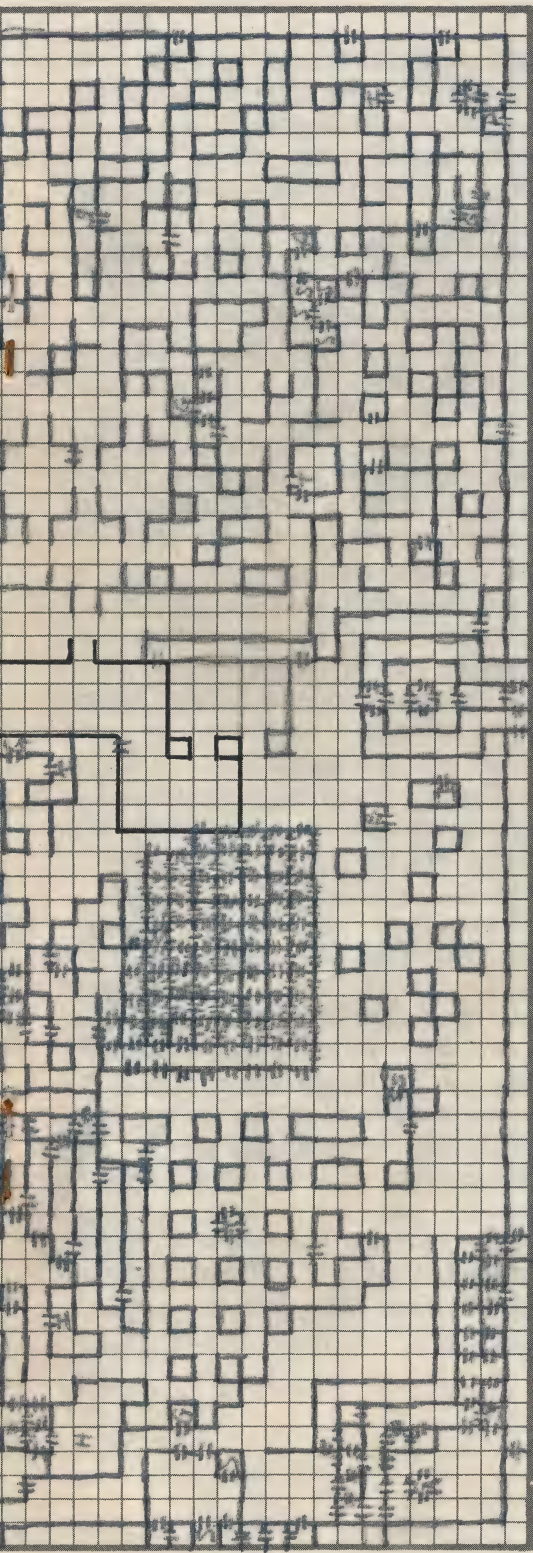
Press **U** to use a Weapon or piece of Armour (follow the prompts).

Willes

Area

Willes





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The City

Here are a few points that will help you determine the value of certain armaments: A Longsword is a better Weapon than a Dagger; a Flamesword is the most effective of any Sword; Shields come in all sizes and shapes, the Tower Shield being the most defensive; any Mail offers more protection than Quilted or Leather Armour; Plate Armour is more effective than Mail (Crystal Plate is the strongest!).

If, while carrying the maximum load, you find a Weapon you want, drop one of the Weapons you already have in order to pick up the new one.

Weapons, even Magical ones, can wear out or break. If you notice that a formerly formidable Weapon is no longer doing the same job in Encounters, it's probably time to discard it and find or buy another.

Potions Some Potions are beneficial in advancing your Character. Others are just the opposite. When you find a Potion, examine it for colour. For more information, taste, then sip it. Each sip or taste tells you a little more about the Potion. You can then save the Potion for later or quaff it to get it's full effect. **Caution:** Sipping a Potion can cause you to receive some of the Potion's effects (though not as strongly as if you quaffed it). To use a Potion you've saved for later, press U and follow the prompts.

Potions of Delusion or Drunkenness are two of the worst; they aren't deadly, like Poisons, but they won't go away by themselves (many Potions are time-limited). When you're under the effect of these Potions, you can't navigate properly, your Stats aren't at all what they appear, and you're very susceptible to being attacked by unfriendly life forms. Find a Healer!

There are also Potions, such as Treasure-Finding and Invulnerability, that make the Potion-taking risk truly worth the trouble. The effects of these Potions usually wear off after awhile.

Employment Part-time jobs may be available to you (if you meet the qualifications) at Inns, Taverns, and Banks. There is a minimum wage (depending on the job), but part-time workers do not receive any benefits or job security; job availability, duration, and wages are all determined solely by the "boss." You decide whether to accept or reject the job offer.

Some jobs are more strenuous than others, but all result in some degree of fatigue. There is also the risk of on-the-job injury (you can lose Hit Points); danger is directly related to the type of work (and there's no Workmen's Compensation!).

Bellhops, Janitors, and Desk Clerks are the jobs available at Inns. You must have a certain level of Strength to work as a Bellhop. Stamina is important for a Janitor's job, Charm for the Desk Clerk position.

Bouncers, Hosts, and Dishwashers are in demand at Taverns. Strength is the main criteria for Bouncers, Hosts must have Charm, and a Dishwasher has to have enough Skill to avoid breaking the glassware.

Guards, File Clerks, and Coin Rollers are necessary at Banks. Bank jobs pay more than any others, but they also have higher requirements. A Guard needs both Strength and Stamina; a File Clerk needs high Intelligence as well as Skill; and a Coin Roller must be Skilled and honest (Evil Characters need not apply).

Inns Inns offer lodging - for a price. They're also Time and Date information centres. When you sleep in an Inn, you're offered several choices of accommodations. The better the room, the faster you're likely to rebuild lost Hit Points. You use up nourishment while sleeping, so be careful about sleeping 'round-the-clock; it's humiliating for an adventurer to die in his sleep!

Taverns When you buy food and beverage at a Tavern, you automatically consume them. The exception is when you buy Food Packets and Water Flasks. These must be used (press U) in order to be beneficial. It isn't necessary to be in a Tavern to use Food Packets or Water Flasks.

Make friends in Taverns by buying rounds of drinks for the house. Everytime you buy a round, you endear yourself further to the Tavernkeeper and his customers. This comes in handy if you're broke and hungry and enter a Tavern where you're known.

Pay attention to food items you purchase. Some of them not only satisfy your immediate hunger, but also add Food Packets to your inventory! If an item you want (Food Packets, for example) isn't on the menu, come back in an hour (AR time) after the menu changes.

Taverns serve alcoholic beverages; but, as in real life, drink only in moderation. If you're drunk, movement is hampered, manipulating screens is difficult, and you can even black out! Find an Inn and sleep it off.

Banks Banks offer investment plans for your money. The higher the interest rate, the greater the risk. It's a good idea to spread your fortune between the Banks and account types; don't put all your eggs in one basket!

Banks are exchequers where you can sell Gems and Jewelry. But they have regular hours; you can't do business in the middle of the night!

Smithies As you approach a Smithy, you may hear the Smith hammering away on his anvil. This helps if you're trying to find one of these establishments that's hidden away in an obscure corner of The City.

Smithies offer a variety of Weapons and Armour (these are never Magical or Cursed and inventories change hourly, AR time). Prices (and quality!) vary greatly, so haggling is essential. However, don't be misled; the items for sale in Smithies aren't the only Weapons in The City. Many items you find after Encounters or as Treasures are not available in any Smithy.

Shops Enter a Shop and you're offered a menu of the shopkeeper's wares. All manner of Clothing is available for sale. Try to bargain for a lower price, but don't insult the shopkeeper or he will ask you to leave! Say NO when he wants to show you his stock and he'll offer to sell you a Compass.

If the Clothing you're looking for is not available, try another Shop. Or, come back later; shopkeepers update their stock every AR hour (when you aren't on the premises).

Guilds The first time you enter a Guild, you're rewarded with Character-enhancing knowledge. For a fee, any Guild will help you get rid of Curses.

You may also join a Guild, but they are very particular about accepting new pledges. Don't expect to be welcomed as a member on your very first visit. Each Guild has certain Stat and Character Level requirements for membership candidates (these include the Stats at the top of the screen, as well as Physical Speed, Moral Alignment, and other Stats that you can't see). Requirements are different for every Guild.

You can belong to as many Guilds as will accept you; membership is for life.

Spells Once you're accepted into a Guild, you're given the opportunity to learn a Spell. You must attend classes on a specified number of consecutive days in order to learn the Spell. These classes last 8 hours (AR time), so you can become hungry, thirsty, and tired while learning. If you miss a day of class, you have to make it up.

Each Guild has a limited number of Spells that it can teach. The Guild "director" selects which Spell you're allowed to learn and will never offer you classes in a Spell that you already know. The quantity of items you're carrying necessarily limits the number of Spells you can acquire.

When you Cast a Spell, there's no guarantee it will work! The more you use a particular Spell, the more your ability to use it increases (just as Strength improves with fighting); the better you know the Spell, the more likely it is to have an effect. Casting Spells makes you tired, so use them with care. **Caution:** Spells can backfire and cause you to lose Hit Points.

Poison When poisoned, you sustain initial Hit Point and neurological damage in line with the strength of the Poison. If you're lucky enough to find a Potion that cures Poison, drink it! Otherwise, find a Healer right away! Your Stats will continue to go down until you eventually die.

There are four ways of being poisoned:

1. Swallowing poisonous Potions;
2. Being clawed by a poisonous creature;
3. Being bitten by a poisonous creature;
4. Being stung by a poisonous tail.

Disease Left untreated, Disease is almost always fatal. Contracting a Disease results in Hit Point and neurological damage in line with the severity of the infection (although, some Diseases don't show effects until several days have passed - an incubation period). If you get a Disease, drink a Potion that Cleanses or seek out a Healer. If you're clawed or bitten in an Encounter, find a Healer to prevent possible infection.

There are three ways to contract Disease:

1. Contact with bacteria from Mold and Slime;
2. Being clawed by a Diseased creature;
3. Being bitten by a Diseased creature.

Encounters It is common to Encounter other life forms. Some areas of The City have a higher probability of Encounters than others. Also, Encounters are more common at night and when it's raining than they are on sunny afternoons.

The five categories of Encounters are listed below, in the order most favourable to you:

1. You surprise a life form;
2. You notice a life form (before it sees you);
3. You see a life form (at the same time it sees you);
4. You are noticed by a life form (before you see it);
5. You are surprised by a life form.

In an Encounter, you are given several options (do nothing at all and you'll be attacked):

- 1) Attack your opponent. You move offensively, while maintaining a decent defence;
- 2) Trick an opponent if you're Intelligent. You aren't prepared for defence if a Trick fails; plus, it's an evil act if used against a Good or Neutral life form;
- 3) Charm an opponent if your Charm level is high (also an evil act);
- 4) Offer an item to a life form, if you have something he'll accept. (a good act that may even save your life);
- 5) Leave to get out of the Encounter. Sometimes, this is the only solution;
- 6) Lunge at your opponent; this is a two-handed blow that lands with great force. If it fails, you have virtually no defence.

You may also (whether or not you're in an Encounter):

- C** Cast a Spell (if you know any);
- D** Drop an item or check your inventory;
- G** Get an item you've dropped or discovered;
- U** Use an item or check your inventory;
- W** Switch Primary and Secondary Weapons;
- P** Pause the game (this suspends all time and activity - press any key to continue);
- S** Save a game (follow the prompts).

Tailor your Encounter strategy to fit your condition and the kind of life form confronting you. It's easier to trick a Warrior than a Master Thief. Don't expect to charm or trick mindless life forms; you'd look pretty silly trying to charm Mold!

Healers Healers can: Restore Sight (heal Drunkenness); Restore Clarity (remove Delusions); Cleanse Poison; Diagnose Diseases; Cure Diseases; and Heal Wounds (both Major and Minor).

If you've been hit during an Encounter or become ill or poisoned, see a Healer as soon as possible. There are some effects of Disease or Poison that don't show up right away, so don't wait!

Like doctors everywhere, Healers charge a fee for their services. The prices usually go up on successive visits, but there's a way around this inflation: Wait 24 hours (AR time) and return. The prices should go back down to a reasonable level.

Occasionally, you'll visit a Healer and discover that he isn't in! When this happens, you just have to find The City's only other clinic, or wait until the Healer comes back from his rounds.

Life Forms There are many life forms in The City. Some are Good and some are Evil. The good guys are usually out on the streets during daylight hours and the evil ones at night and in the rain. The music accompanying the appearance of a life form gives you a clue to its alignment: heavy, foreboding music indicates an evil being; lighter, more cheerful sounds mean the Encounter is of a friendlier nature.

Below is a list of some of the beings you may Encounter in The City.

Paupers have no ambition or have met with some catastrophe that has put them in dire straits.

Commoners possess no special skills or distinctions. This is your class when you first enter The City.

Merchants work hard to keep The City's economy healthy. You usually see these capitalist types on their way to or from wheeling-and-dealing.

Couriers deliver messages and parcels.

Guards police The City. Don't cross them! If you're being attacked by Guards, it probably means you've become evil.

Gladiators fight in the Arena games.

Noblemen live in the Palace and are fond of Arena games. Rich and powerful, they're attended by private Guards when out in public.

Dwarves resist many Poisons and Magic Spells, have excellent night vision, and are terrific close-combat fighters.

Mages and other magical types dwell in The City. Most are associated with Guilds or other learning institutions. Acolytes, Novices, and Wizards belong to this category.

Thieves take anything that isn't nailed down! They abound in The City and each has his own criminal specialty (Muggers, Cutthroats, etc.).

Assassins strike swiftly, without warning. One blow can be the end of even the strongest Character.

Giant Rats and Wolves carry Rabies and love to share it by biting and clawing you.

Brown Mold and Black Slime leave you with horrible Diseases that are neither diagnosed nor cured easily.

Imps lash out with long, dagger-like, poisonous tails. They're nasty creatures; avoid them!

Dragons attack with claws and flame. There are Blue Dragons and Green Dragons, small and large. They usually can't be defeated with ordinary Weapons, so use caution!

Wraiths, Ghosts, Spectres, and Zombies hover menacingly. They're Evil creatures that require a stout heart in any adventurer who Encounters them.

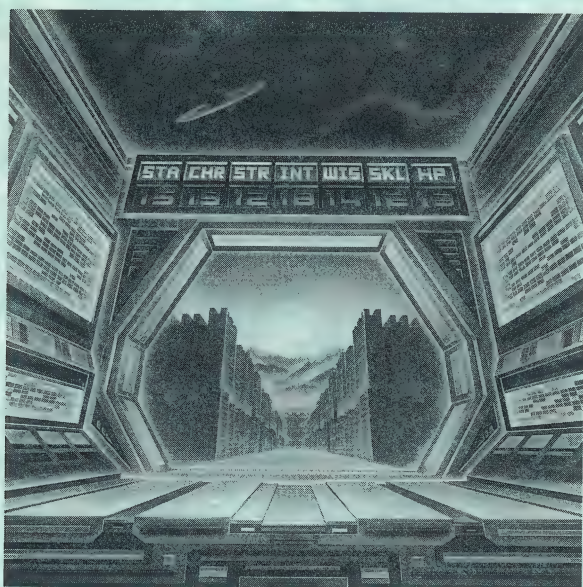
Night Stalker is a legendary creature of the night. It's an extremely powerful beast that no one can be sure doesn't exist.

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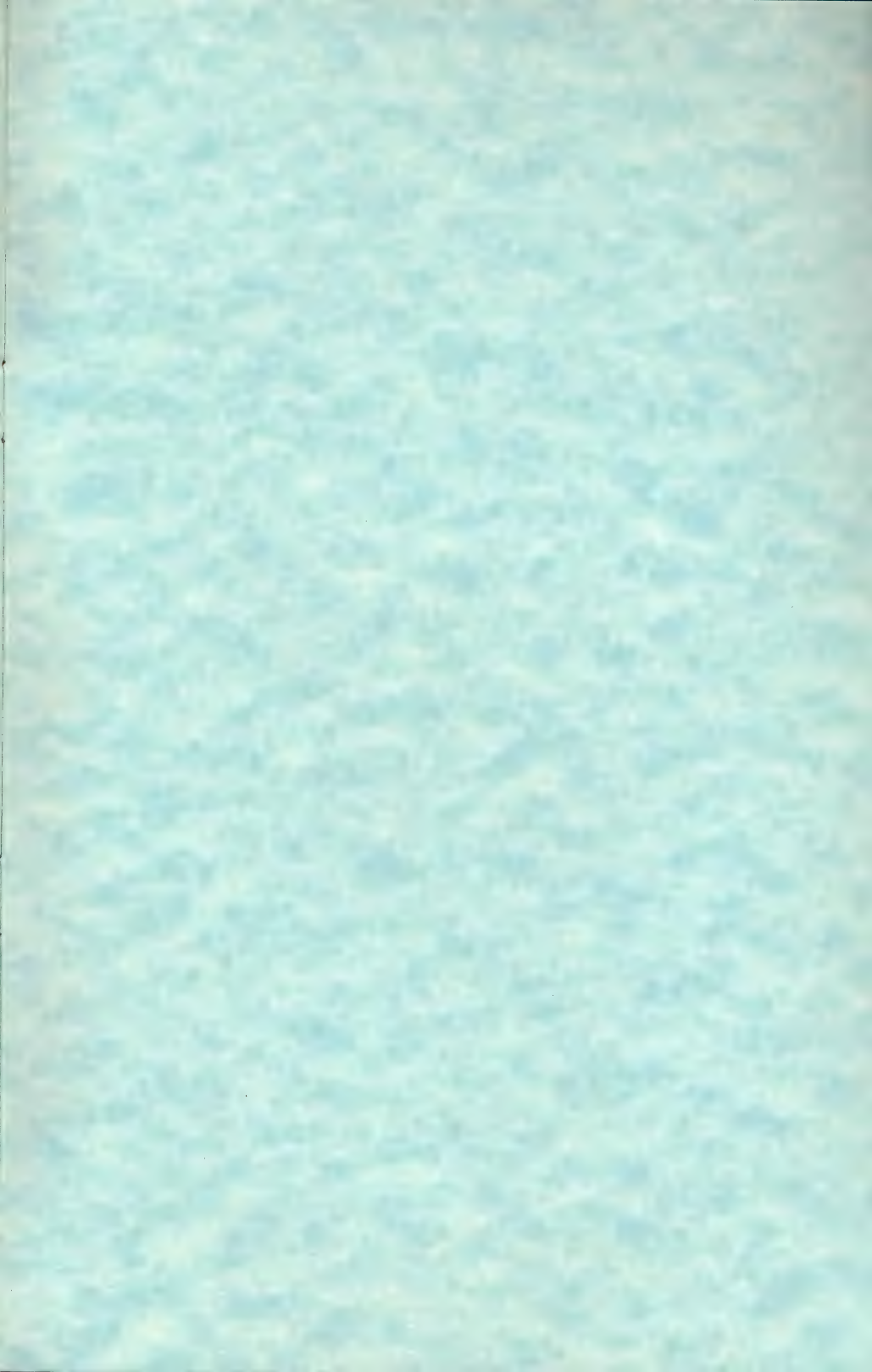
PRESENTS

THE OFFICIAL ADVENTURER'S SURVIVAL HANDBOOK TO



alternate
REALITY®
The City

(for Atari®ST™, Apple®Macintosh™, and IBM®PC computers)



**The Official
Adventurer's Survival Handbook
To**

**alternate
REALITY[®]
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(for Atari[®]ST[™], Apple[®]Macintosh[™], and IBM[®]PC computers)

Handbook

Written & Designed By Kathi B. Tremblay

Edited & Illustrated By Thomas J. Clement



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----- Alternate Reality — The City -----

Datasoft presents this special edition of the Alternate Reality Adventurer's Handbook for **Atari ST, Apple Macintosh, and IBM PC** users!

The purpose of **The City** game is to become familiar with the world of Alternate Reality, build up your Stats, and develop a truly awesome Character that can handle itself in any sort of situation. This exercise will prepare you for the more demanding adventures you'll have in **The Dungeon**.

For those of you already familiar with **The City** from playing other computer versions, remember that it's a different game on your ST, MAC, or IBM! About the only thing that remains the same is the Map (and there are some minor differences even there!).

BACKING UP

- When a Character dies in **The City**, the only way you have of "resurrecting" it is by using your backup Character Disk, so make backups regularly.
- There's only one way to backup an ST or Macintosh Character Disk: Drag the icon of the Drive that your Character Disk is in to the icon of the backup disk. **If you try to copy by files, you will not get a backup of your Character!**

TIME

- When we mention hours and minutes in this Handbook, we're referring to AR time: **1 Alternate Reality Hour = 4 Earth Minutes.**

STARTING A NEW CHARACTER

- **Caution:** Players who begin the game too aggressively won't get very far. Remember, you enter **The City** with fairly low Stats and are in no position to attack everything in sight (at least, not without being snuffed). Use caution and common sense during Encounters.
- Getting started isn't easy. It's a good idea, if you're lucky enough to enter the portal with high Stats, to stop and save that Character immediately. Make a couple of backups, then reload and play. That

way, if your "novice" Character gets rubbed out, you've still got those great Stats saved on another disk!

STATS

- All Stats are set on a scale from 0 to 255 (except Experience and Hit Points).
- The Stats the computer sets at the beginning of the game include those seen on the screen plus several other Stats that you don't see: Moral Alignment, Physical Speed, Treasure-Finding, and Noticeability.
- Strength, Intelligence, Wisdom, Skill, Stamina, and Charm increase randomly and may move up one point each time you go up a level (they also might not budge, so don't get your hopes up!).

Moral Alignment

- When you first go through the Portal, your Moral Alignment is Neutral (128).
- As in real life, it's much easier to reduce your Moral Alignment than it is to improve it (becoming Good takes a *long* time!).
- Every evil act reduces your Alignment, until it reaches the ultimate low (the big 0). The lower you let your Alignment drop, the harder it is to return to the straight and narrow.
- To develop a Good Character or reform an Evil one, remember:
 - ◇ Always offer gifts to the Poor;
 - ◇ Work at Jobs as often as you can;
 - ◇ Never be the first to attack, unless you're *absolutely* sure the creature you've Encountered is evil;
 - ◇ Never Trick or Charm anything but *evil* life forms;
 - ◇ Don't join evil Guilds.
- There's no way to find out exactly what your Moral Alignment is, but you can get a strong clue by trying to join Guilds. **Example:** You try to join the Thieves' Guild and they tell you your Character is too low (meaning you're too rotten, even for Thieves!). Your Alignment must be lower than 64 for you to be rejected by the Thieves, so you know you're well on your way to moral ruin.

----- Alternate Reality — The City -----

Physical Speed

- Physical Speed is set when you go through the Portal. As you go up levels, your Speed increases by 1.
- If your Speed is too slow, you're plodding prey for belligerent beasts. Also, most Guilds won't allow "poke-alongs" to join them.
- The Blue Wizards enhance your Speed when you first visit their Guild. At that time, these accommodating, sky-clad mystics will also tell you exactly how fast you are. Interestingly, this is the only Guild that doesn't have a minimum Speed requirement for new members (it *does* have a *maximum* allowable Speed, however!).
- On the average, it takes about 6 "steps" to travel one grid-square of distance in **The City** (see **Mapping**). As your Speed increases or decreases, the number of steps also changes.
- Many factors affect Speed. Shivering in the cold doesn't make for swift travel (so keep warm clothing handy). You can also be slowed down considerably by carrying too heavy a load or from being tired, hungry, or thirsty.

Treasure-Finding

- Treasure-Finding is the Stat that defines how likely you are to get Treasure after Encounters.
- When you first enter the game, your Treasure-Finding Stat is set at 0. This doesn't mean you won't find goodies; it just means the odds of finding them are slim.
- Treasure-Finding Potions and Spells increase your Treasure-Finding Stat. Spells, although time-limited, increase it more than Potions. As you find Treasure, the value of this Stat decreases (you use it up).

Noticeability

- Noticeability is set when you go through the Portal and is increased or decreased by Potions and Spells.
- This Stat controls the frequency of Encounters; the higher the Noticeability, the more Encounters your Character faces.

WEATHER AND CLOTHING

- The weather in **The City** can change from Hot to Warm to Cool to Cold to Rainy. If you aren't dressed for the climate, your Stats can be adversely affected.
- If you're wearing too many clothes in warm weather, you'll get hot and thirsty. The best solution is to remove clothing (and sometimes Armour) until you're no longer hot.
- Getting cold makes you tired and slow. If you can't afford to buy enough clothing to keep warm, go inside a Shop, Tavern, or Inn until the weather improves.
- Rain can make you cold, so you need a good Raincoat.
- A Fur-lined Cloak has the highest insulation against cold weather and a Dragonskin Raincoat is best against precipitation (it isn't flame-resistant, though!). A Fur-lined Raincoat is the ideal all-weather garment.



INVENTORY

- Your Inventory is the list of objects and Spells that you carry. When you find or buy items or learn Spells, they become part of your Inventory.
- Checking your Inventory can leave you vulnerable to surprise Encounters. To avoid this, cycle through this list while in an Inn, Tavern, or Shop.

----- Alternate Reality — The City -----

- If you carry too heavy or too many objects (based on your Strength), you'll tire easily, move slowly, and have difficulty escaping enemies. You may even become Immobilized! The solution is to drop some heavier objects until you're no longer over-burdened.
- Some items are permanently listed in your Inventory whether you own them or not (Food Packets, Water Flasks, etc.). The quantity you have is listed next to the name of the item.
- Keys, Crystals, and Rings are listed in your Inventory, but you won't find them in **The City**. They're listed so you'll have a place to put these objects when you find them in **The Dungeon** and other scenarios.

MAPPING

- When mapping **The City**, look for vertical lines on the walls. The distance between these lines corresponds to one square on the 64 x 64 map grid provided in the Guidebook that came with your game.
- Buy a Compass in any Shop. You'll need one since it's easy to get turned around, especially at night or in a maze.
- Pause the game while planning your next move or when drawing on your map (this keeps nasties from sneaking up on you!).
- There's a more complete map in the center of this Handbook for those of you who have given up ever figuring out the whole thing on your own. However, we haven't eliminated all the mapping challenges: every wall and door in **The City** is included, but none of the *locations* are identified -- that's up to you!



----- Adventurer's Survival Handbook -----

- Begin counting co-ordinates at the bottom, left-hand corner of the grid and count the first square as 1N, 1E.
- The following is a list of names of **The City's** establishments.

SHOPS

Adventurers Outfitters
 Best Bargain Store
 Betelgeuse Sales
 Da Place! (2 locations)
 Exclusive Outfitters
 General Store
 Honest Trader
 Merchant's Grotto
 Pauline's Emporium
 Rocky's Emporium
 Smiley's
 Special Imports
 Sunset Market
 Warrior's Supplies

INNS

Green Boar
 Lazy Griffin
 Midnight
 Royal Resort
 Sleeping Dragon
 Traveller's
 Warrior's Retreat

TAVERNS

Black Devil
 Club Babylon
 Dancing Nymph
 Flaming Dragon
 Happy Hunter Rest Stop
 Last Stop
 Lost Oasis
 Lost Tears
 Lusty Lloyd's
 Misty Mountain
 Mom's Bar
 Screaming Siren Bar
 Tail of the Dog
 The Club

SMITHIES

Best Armourers
 Knight's Armourers
 Occum's Weaponsmith
 Sharp Weaponsmiths

BANKS

First City
 Gram's Gold Exchange
 Granite

HEALERS

Alpha Omega Healers
 One Way Soothers

MISCELLANEOUS

Acrinimiril's Gate
 Arena
 Dungeon Entrance (2)
 Floating Gate
 House of Ill Repute
 Jack's Fitness Academy
 Maximum Casino
 Palace

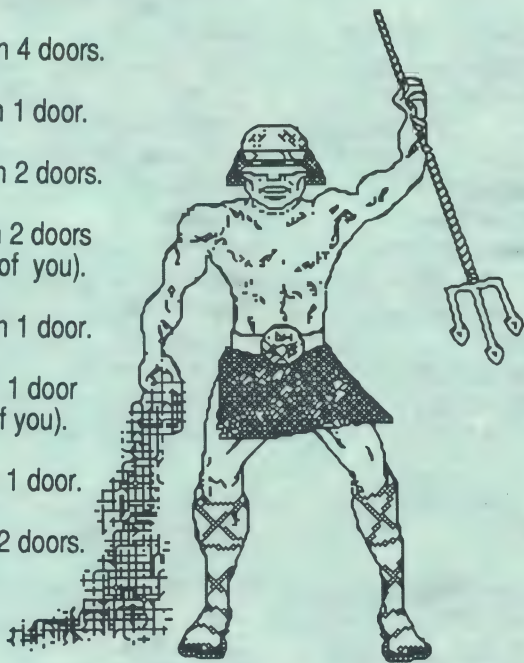
- Below is a list of co-ordinates to all 12 Guilds. The Stat each Guild increases on your first visit is given in parentheses.

Order	(INT)	50N, 58E	Green Wizards	(STA)	43N, 12E
Light Wizards	(WIS)	5N, 3E	Thieves	(SKL)	35N, 44E
Physicians	(Hit Points)	15N, 6E	Chaos	(CHA)	60N, 51E
Law	(WIS)	50N, 62E	Red Wizards	(STR)	15N, 48E
Blue Wizards	(Speed)	48N, 19E	Assassins	(Hiding)	3N, 56E
Star Wizards	(STR, HitPts)	12N, 28E	Dark Wizards	(CHA)	22N, 34E

Alternate Reality — The City

Directions To The Star Wizards' Guild

- A compass is mandatory before beginning the maze that leads to the Star Wizards' Guild! Begin at co-ordinates 10N, 21E (at the end of the long hallway that has doors down both sides - don't go past the end of the hall!).
- Face East. Go through 9 doors.
- Face North. Go through 4 doors.
- Face West. Go through 1 door.
- Face North. Go through 2 doors.
- Face West. Go through 2 doors (Smiley's Shop is West of you).
- Face South. Go through 1 door.
- Face West. Go through 1 door (Smiley's is now North of you).
- Face South. Go through 1 door.
- Face West. Go through 2 doors.
- Face North. Go through 2 doors.
- Face West. Go through 1 door.
- Face South. Go through 4 doors.
- Face East. Go through 5 doors (the fourth one is a secret door) and you'll be inside the Star Wizard's Guild.



TAVERNS, BANKS, SHOPS, & SMITHIES

- If you're still hungry or thirsty after eating and drinking, you *obviously* didn't eat or drink enough! Water is cheap and two or three drinks usually do the trick for thirst. Food is more expensive; if you haven't much cash, try a bowl or two of Chili. Pemmican adds a Food Packet to your collection.

- Buying several "rounds for the house" earns you friends in that Tavern (but has no effect on your overall Moral Alignment). If you're hungry, thirsty, and broke, head for the Tavern where you've previously made friends. Your pals there will take pity and help you. Of course, you could take a minor chance and drop all your wealth just outside the Tavern door then go inside *pretending* to be needy (no one would know the difference!).

- Banks offer varying prices for Jewels and Gems. Sometimes one Bank will tell you something's worthless, while another Bank will give you a good price.

- Bank Jobs pay better than any others in **The City**; they're also the most difficult to qualify for (especially the Coin Roller position, which requires extremely high morals!).

- If you consistently offer a Shopkeeper less money than he wants for his goods (or even if you just offer the bare minimum), he'll eventually start calling you names (ouch!) and may even refuse to deal with you (worse ouch!). Of course, this only applies to the particular Shop where you've caused "trouble" and doesn't affect your Moral Alignment.

- Blacksmiths are very temperamental guys. **Example:** You go in, see a Smith's wares, and leave without buying anything. The next time you show up, Mr. Smith will likely cuss you out (this doesn't affect your Moral Alignment).

LIFE FORMS

- Since establishing a Good Character is high on the priority list for many of you, you need a fool-proof way of recognizing which life forms are evil and, therefore, fair game (attack 'em!). Each creature has its own musical accompaniment and this should clue you in to its alignment; however, neutral life forms are often difficult to discern by this melodic method.

- The 18 creatures listed below are the *only* ones that are evil (as if their names didn't tip you off already!):

Assassin	Orc	Giant Rat	Black Slime	Spectre	Imp
Gnoll	Troll	Wolf	Ghost	Zombie	Ghoul
Goblin	Nightstalker	Brown Mold	Wraith	Gremlin	Skeleton

----- Alternate Reality — The City -----

- As you can see, the list has no Thieves, Cutthroats, etc. (those are neutral-aligned life forms). Hobbits, Dwarfs, and Giants are good creatures (many of you have asked about them). Even Dragons are *not* evil!
- Sometimes, offering items to life forms you Encounter is beneficial. For example, offer a Merchant five Silver pieces and he may give you a Watch in exchange!
- Remember, it's OK to fight good and neutral life forms, but *only* if they attack first (don't ever Trick or Charm them though)!

ENCOUNTERS

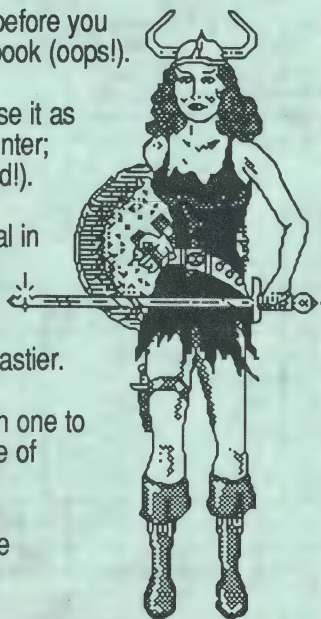
- Your chances for Encounters are greatest when you first exit from a Tavern, Inn, or other establishment (shifty characters always hang out around doorways).
- The Arch-Mage and his minions (Acolytes, Apprentices, Novices, and Wizards) are lawful life forms. Killing them is bad news (unless they attack first).
- Ghosts are nasty creatures. They strike with a Bone-Chilling Touch that can decrease your Strength (*not* a time-limited effect, by the way)! The only defense against the Bone-Chilling Touch is the *combination* of three Potions: Invulnerability Power, Invulnerability Mental, *and* Invulnerability Cleric).
- The best way to eliminate a Ghost is with a Spell (you figure out which ones). Tricking or Charming may work, also. But a low-level Character would be better off to steer clear of these ectoplasmic entities!
- Tricking and Charming are evil acts. However, using these techniques against *evil* life forms won't hurt your Moral Alignment (it's okay to fight fire with fire!).
- Some messages you receive during battle (Diseased, Paralyzed, etc.) flash briefly on the screen, then disappear. This means that the hit you received from your opponent did something more than mere Hit Point damage. "Diseased," in this case, doesn't mean you have an ailment; it usually means you've been hit with the Bone-Chilling Touch. "Paralyzed" means your opponent gets to try to hit you twice in a row before you get to hit back.

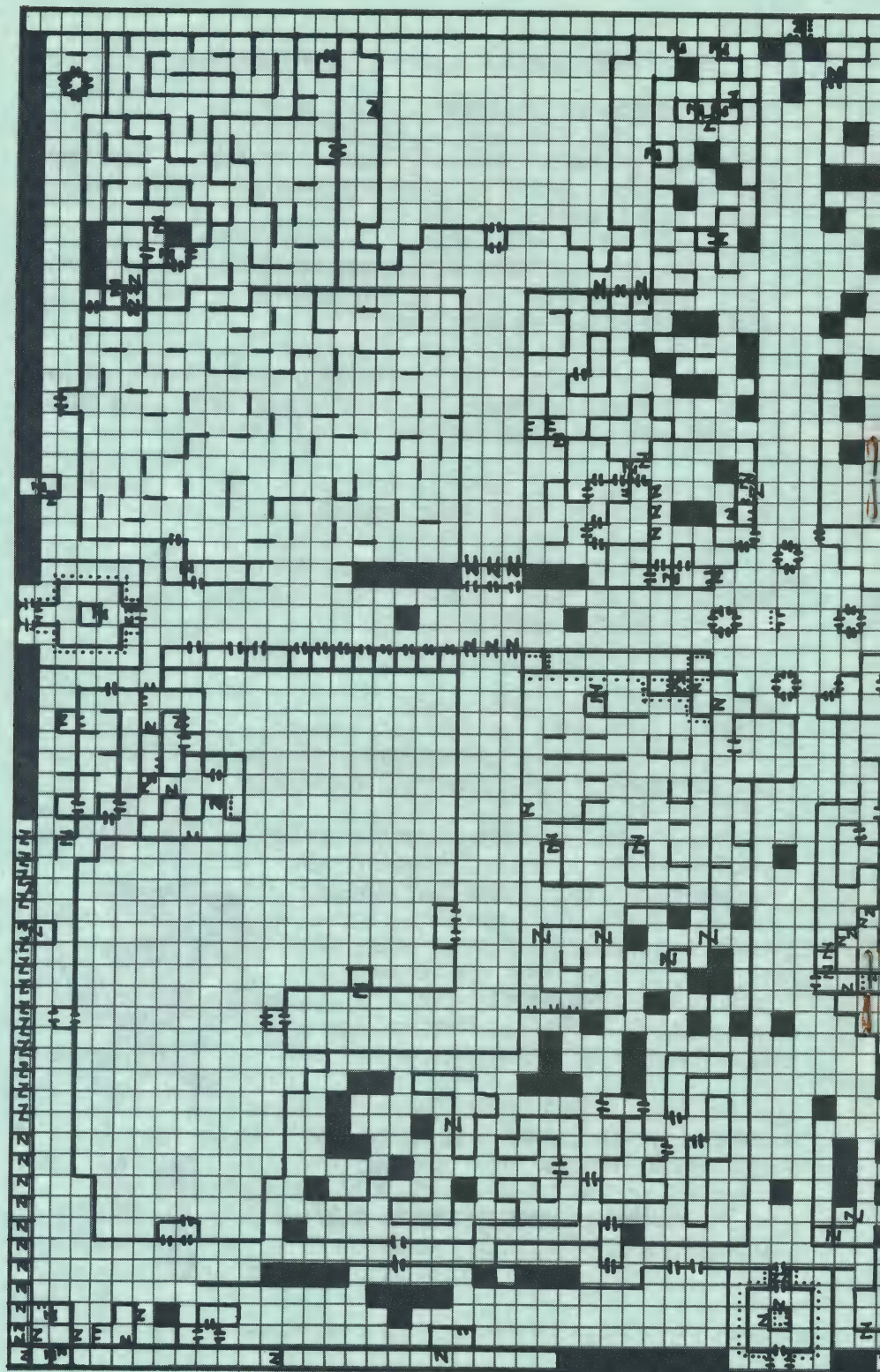
DISEASES & HEALERS

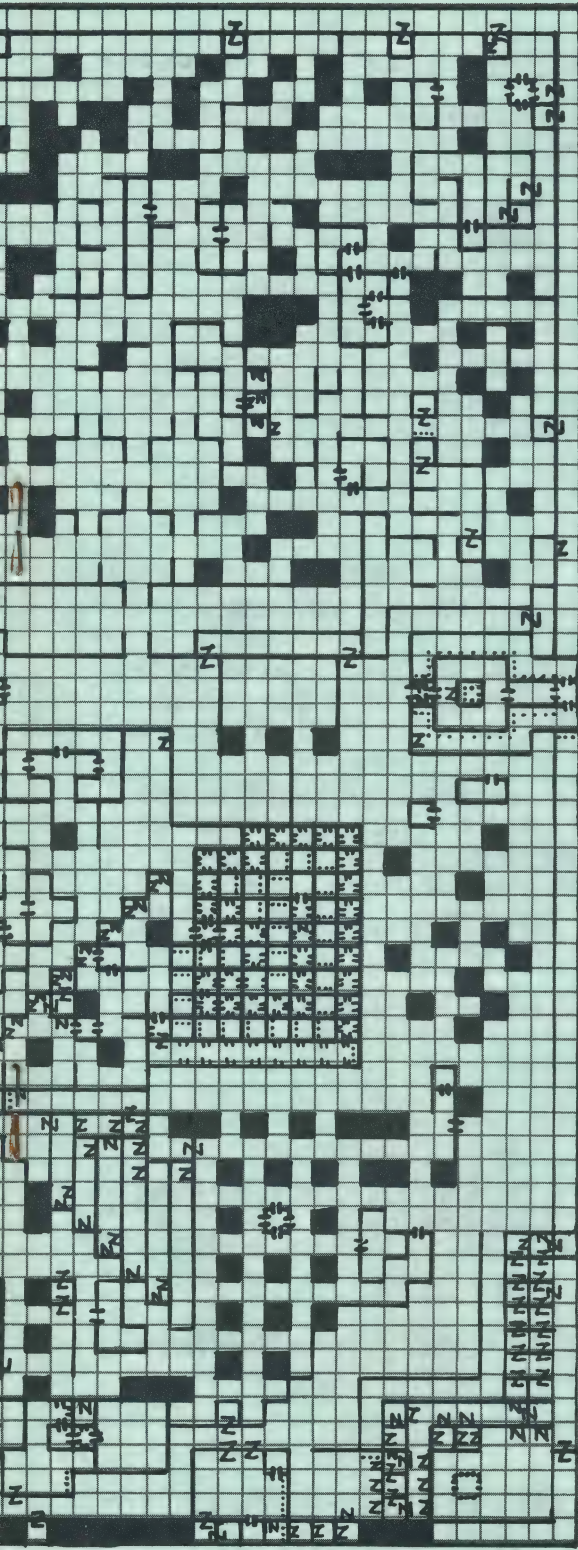
- You can be infected with nasty Diseases by Brown Mold, Giant Rats, Black Slime, and other nauseating creatures. Find a Healing Potion or go to a Healer.
- Diseases have incubation periods; you can be walking down the street, minding your own business, and suddenly become ill from a scratch or bite received two or three days earlier.
- If you suddenly find your Hit Points dropping off 10 at a time, with no indication of Poison or Disease, you've been *slimed* by the Black Slime sometime in the past and are now dying. Find a Healer fast!
- "Restore Clarity" (an option at the Healer) is to cure Delusions. "Restore Sight" will be used in a later installment.
- You've probably noticed that the Healers get more expensive each time you use them. Their prices will go back down in 24 hours, *if* you can stay away from Healers that long.

WEAPONS AND ARMOUR

- You can't examine Weapons and Armour before you pick them up; this was an error in your Guidebook (oops!).
- Once you acquire a Weapon, press **U** to use it as your Primary Weapon (don't wait for an Encounter; you want to be prepared *before* you're attacked!).
- The only Weapon that shows up as Magical in your Inventory is the Flamesword. However, aside from being somewhat effective against Ghosts, the Flamesword isn't quite as awesome as it sounds. Other Weapons are nastier.
- No Weapon is the "ultimate." Decide which one to use based on your Strength, Skill, and the type of creature you're battling.
- The best Armour depends on the foe you're combatting and the Weapon he's wielding.







Map of The City

- |— Doors
- |— One-Way Doors
- Z— Secret Doors
- N— One-Way Secret Doors
- One-Way Walls



----- Alternate Reality -- The City -----

- Shields do *not* act as Armour; they increase your ability to "parry" an attack (which you do automatically).
- The *only* way to find out which Weapons and Armour work best in an Encounter is by trial and error. There are so many variables in the game that a comprehensive list of cause and effect is impossible.
- Weapons and Armour have weight. If you try to use items that are too heavy for you, they won't work very well. Also, carrying too many heavy pieces really slows you down. Use logic to determine which things are heaviest (Plate Armour is heavier than Elfin Mail, a Battle Ax is heavier than a Short Sword, etc.).

CURSES

- There are two items that may be Cursed: Weapons and Armour.
- You only discover Weapons or Armour are Cursed when you try to use them; the Curse then becomes a Personal Curse that sticks with you even if you drop the item!
- One of three things happens when you use a Cursed Weapon or piece of Armour: 1) All Weapons become useless -- you can carry them, but you can't wield them; 2) All Armour becomes useless -- you can carry it, but you can't wear it -- any Armour worn when you become Cursed falls off your body and returns to your Inventory; 3) All your Clothing becomes useless (same effect as with Armour).
- The only way to get rid of a Curse is to find a Guild and pay to have the Curse removed!

POTIONS

- There are 44 different Potions in The City. Life forms in the Ghost and Wizard categories are the most likely to carry Potions.
- The only way to get a Potion's effects is to Quaff it.
- Some Potions are time-limited. They show up under your "Active Magic" menu after you've imbibed them and their effects won't usually last more than a few hours.

- Stat-changing Potions (Treasure-Finding, Intelligence, Fleetness, Slowness, etc.) won't show up on your "Active Magic" menu. They cause actual modifications to your Stats.

- Below is a list of Potions and what they do:

- ◇ Water, Fruit Juice, Mineral Water, and Milk may quench thirst, but they have no other effects.
- ◇ Salt Water and Vinegar bring on thirst.
- ◇ Wine, Spirits, and Potions of Inebriation cause Drunkenness. To sober up, cast a Spell of Removing Alcohol, see a Healer, or sleep it off at an Inn (it may take a few hours!).
- ◇ Potions of Delusion cause you to see odd things happening to your Stats. Get rid of Delusions by seeing a Healer or casting a Spell of Clear Vision.
- ◇ Poison causes initial Hit Point damage, then continues to affect your Stats until you die. Get rid of Poison by seeing a Healer, drinking a Potion of Curing Poison, or Casting a Spell of Removing Poison.
- ◇ Acid's effects don't last (unlike Posion), but Quaffing Acid could kill you if your Hit Points are low.
- ◇ Potions of Cleansing heal Diseases.
- ◇ Potions of Healing Wounds do just what they say they do! How completely your wounds are healed depends on the strength of the Potion.
- ◇ Potions of Weakness, Slowness, Dumbness, and Ugliness reduce your Strength, Speed, Intelligence, and Charm by 2 points.
- ◇ Potions of Strength, Fleetness, Intelligence, and Charisma increase your Strength, Speed, Intelligence, and Charm by 1 point.
- ◇ Protection+1 and Protection+2 act as temporary Armour (90 minutes' worth).

----- Alternate Reality — The City -----

- ◇ Invulnerability Earth, Air, Water, Fire, Power, Cleric, Mental, Sharp, and Blunt add temporary (8 hours) protection from certain types of Weapons and Magic (sorry, no list -- this is another spot for trial and error). This doesn't mean you can't be hurt by these elements; it simply gives you a better chance of escaping injury.
- ◇ Treasure-Finding increases your "invisible" Treasure-Finding Stat. The effect of one Treasure-Finding Potion may be small; it could take several of these to significantly increase your ability to find Treasure.
- ◇ Noticeability makes other life forms pay more attention to you and, therefore, increases your chances of having Encounters. Unnoticeability has the opposite effect. The only way to counteract one of these kinds of Potions is to Quaff one of the other kind.
- ◇ Invisibility makes you invisible to any life forms except magical and elemental types (Wizards, Ghosts, Imps, etc.). Become visible again by standing out in the rain, undressed (if that isn't becoming "visible," what is?).

• When you find a Potion, Examine it, then Taste it, and then Sip it. The results help you decide whether or not to proceed. Potions are unstable and can "POOF!" at any time.

• Below, all Potions are categorized by color, taste, and safety level (♥ is SAFE; ♦ indicates CAUTION; ♠ means UNSAFE; "Inv." means "Invulnerability"):

AMBER PLAIN ♥Curing Poison SOUR ♦Spirits

BLACK ACIDIC ♥Inv. Fire ALKALINE ♥Inv. Water
BITTER ♦Delusion DRY ♥Inv. Power
PLAIN ♥Inv. Sharp; ♥Inv. Mental; ♥Fleetness
SALTY ♥Inv. Air SOUR ♠Strong Poison; ♥Inv. Earth
SWEET ♥Inv. Blunt; ♥Inv. Cleric

CLEAR ACIDIC ♠Acid; ♥Cleansing BITTER ♥Unnoticeability
DRY ♥Mineral Water; ♥Invisibility
PLAIN ♥Water SALTY ♦Salt Water

GREEN SOUR ♥Healing Minor Wounds SWEET ♠Ugliness

----- Adventurer's Survival Handbook -----

ORANGE	<u>PLAIN</u> ♦ Inebriation <u>SOUR</u> ♥ Protection +2 <u>SWEET</u> ♠ Dumbness; ♥ Protection +1
RED	<u>ACIDIC</u> ♦ Vinegar <u>BITTER</u> ♥ Strength <u>DRY</u> ♦ Wine <u>SWEET</u> ♠ Deadly Poison; ♥ Fruit Juice; ♥ Treasure-Finding
SILVER	<u>BITTER</u> ♠ Weak Poison; ♥ Intelligence <u>PLAIN</u> ♥ Healing Major Wounds <u>SWEET</u> ♥ Charisma
WHITE	<u>ALKALINE</u> ♠ Poison; ♥ Milk <u>BITTER</u> ♠ Slowness <u>SALTY</u> ♥ Healing All Wounds
YELLOW	<u>BITTER</u> ♠ Noticeability <u>DRY</u> ♠ Weakness <u>PLAIN</u> ♥ Healing Wounds

GUILDS

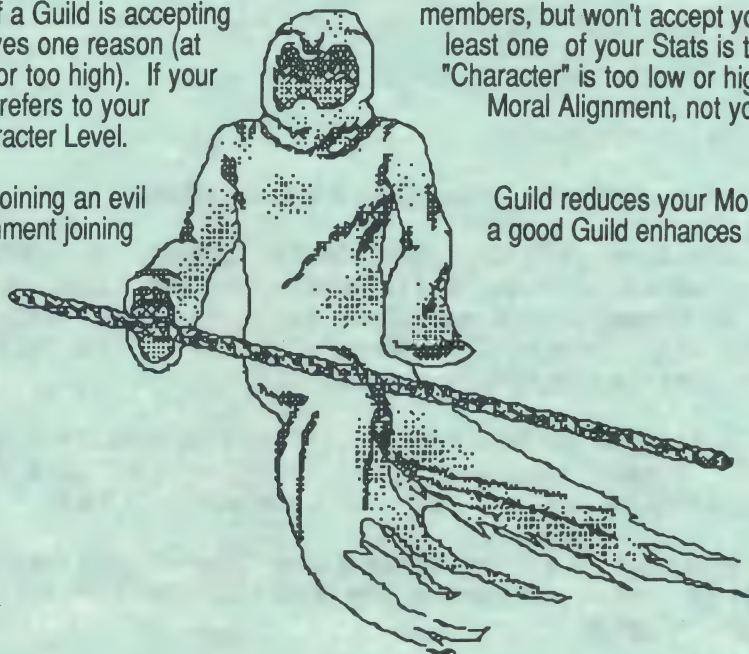
- Guilds don't take members every day. If you ask to join and the response is, "I'm sorry, but we're not accepting applications at this time," just try again another day (going back later on the same day won't do you any good!).

- If a Guild is accepting it gives one reason (at low or too high). If your that refers to your Character Level.

members, but won't accept you, least one of your Stats is too "Character" is too low or high, Moral Alignment, not your

- Joining an evil Alignment joining

Guild reduces your Moral a good Guild enhances it.



----- Alternate Reality — The City -----

• Below is a list of all the Guilds with the minimum Stats required to join them. Where two figures are given, the second number is the maximum allowable Stat; otherwise the maximum is 255. The Guilds are in order, from the most "moral" to the most evil.

<u>GUILD</u>	<u>STR</u>	<u>INT</u>	<u>WIS</u>	<u>SKL</u>	<u>STA</u>	<u>CHA</u>	<u>SPEED</u>	<u>ALIGNMT</u>	<u>LEVEL</u>
Order	20	28	0	25	24	26	16	176	7
Law	18	26	26	22	20	24	15	152-208	6
Light	10	24	22	18	10	20	18	144	5
Physicians	10	26	24	26	23	20	15	128-244	6
Blue	0	0	15	0	0	15	0-40	120-192	4
Star	18	26	24	24	20	22	17	120-176	5
Green	26	15-30	15-30	22	24	18-40	17	96-160	4
Thieves	20	20	0	24	18	15	18	64-128	3
Chaos	15	15	23	15	23	25	15	64-128	3
Red	15	22	18	24	15	23	18	48-127	4
Assassins	25	25	18	26	24	22	18	16-112	5
Dark	25	25	23	21	23	19	19	0-64	6

SPELLS

- The main reason for joining a Guild is to learn its Spells.
- When learning a Spell, you must attend Guild classes a set number of consecutive days until the Spell is learned. If you miss a class, make it up the following day. A make-up day doesn't count toward enhancing your ability to use the Spell; it's merely a "review." For maximum knowledge of a Spell, don't miss any classes!
- Just because you know a Spell doesn't mean you know how to use it well. Practice, practice, practice! Each time you cast a Spell successfully, the better your chances are of succeeding with it again.
- Each Spell has a limited number of uses. When a Spell's used up, it may still show in your Inventory (one of life's little mysteries), but you'll have to relearn it!

- Casting Spells makes you very tired very fast. If you've been without sleep or nourishment for a long time, Spell-casting could be fatal!
- The *only* way to find out which Spells are effective against which life forms is by trial and error. The game has too many variables for us to provide a comprehensive list of cause and effect.
- The effects of many Spells are time-limited.
- Weather Spells aren't time-limited, but their effects will eventually be counteracted by **The City's** normal weather conditions.
- Curing Thirst, Curing Hunger, Purification, Removing Poison, and Removing Alcohol only work at the time you use them; they don't provide immunity to future thirst, hunger, Disease, Poison, or Drunkenness.
- The following is a list of Spells by category, their effects, and the Guilds that teach them (* indicates time-limited Spells -- time limits are in parentheses and are in AR time):

<u>STAT SPELLS</u>	<u>GUILD</u>	<u>EFFECT</u>
Dexterity*	Law, Thieves, Assassins	Adds 5 Skill Points (90 minutes).
Endurance*	Green	Doubles Stamina (2 days).
Glamour*	Star	Adds 10 Charm Points (90 min).
Intelligence*	Order	Adds 5 Intelligence Points (90 min).
Luck*	Star	Increases Treasure-Finding (12 hrs).
Noticeability*	Light, Thieves	Increases Encounter frequency (8 hrs).
Physical Speed*	Light, Star, Thieves	Increases ability to escape (30 min).
Stamina*	Physicians	Adds 5 Stamina Points (90 min).
Strength*	Physicians, Law, Green	Adds 5 Strength Points (90 min).
Wisdom*	Order	Adds 5 Wisdom Points (90 min).

----- Alternate Reality — The City -----

<u>WEATHER SPELLS</u>	<u>GUILD</u>	<u>EFFECT</u>
Continual Light*	Light, Order, Thieves, Red	Works only in The Dungeon (12 hours).
Fair Weather	Order	Makes rain stop.
Heat	Red	Conjures up warm weather.
Stormy Weather	Blue, Chaos	Makes rain.
<u>HEALING SPELLS</u>	<u>GUILD</u>	<u>EFFECT</u>
Clear Vision	Light	Cures Delusions.
Curing Hunger	Green	Cures all hunger.
Curing Thirst	Green	Cures all thirst.
Heal Major Wounds	Law, Physicians, Order, Assassins	Restores up to 16 lost Hit Points.
Heal Minor Wounds	Thieves	Restores up to 5 lost Hit Points.
Heal Moderate Wounds	Green	Restores up to 8 lost Hit Points.
Purification	Physicians	Cures all Diseases.
Removing Poison	Physicians	Cleanses all Poisons.
Removing Alcohol	Physicians	Cures all Drunkenness.
<u>ARMOUR SPELLS</u>	<u>GUILD</u>	<u>EFFECT</u>
Deflect Weapons*	Star	Turns aside many Weapons (45 min).
Energy Shield*	Light	Protects against Power Weapons (45 minutes).
Flame Shield*	Red	Protects against Ice Weapons (45 min).
Ice Shield*	Blue	Protects against Fire Weapons(45 min).

Adventurer's Survival Handbook

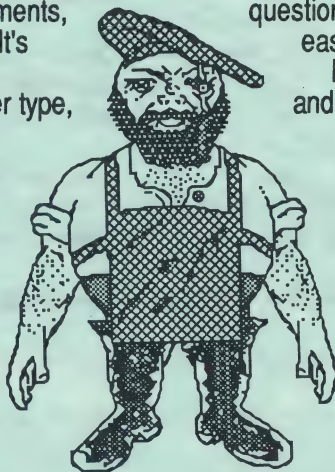
Force Field*	Physicians	Adds magical armour-type
Iron Flesh*	Order	protection (45 minutes).
Stone Flesh*	Green	

<u>WEAPON SPELLS</u>	<u>GUILD</u>	<u>EFFECT</u>
Blindness	Light, Dark, Assassins	Decreases opponent's Skill.
Confusion	Law, Chaos	Makes opponent's Intelligence go to Ø (you can't Charm or Trick him).
Fear	Dark	Makes opponent try to run away.
Fireball	Star, Red	Does the greatest damage to "fire- damagable" creatures (experiment to find which ones fit this definition).
Flame	Red	
Hotfoot	Red	
Imprisonment	Law	Decreases opponent's Speed.
Inflict Moderate Wounds	Chaos	Does moderate damage to opponent.
Inflict Serious Wounds	Dark, Assassins	Causes major damage to opponent.
Numbness	Blue	Decreases opponent's Skill & Speed.
Paralysis	Dark, Chaos, Assassins	Makes opponent unable to move for 3 "turns".
Poisoning	Chaos, Assassins	Makes opponent continually lose Hit Points (every 20 AR minutes).
Slowness	Blue, Chaos	Slows opponent's ability to escape.
Water Hammer	Blue	Causes major damage to opponent.

IMPORTANT INFORMATION

- If you have any comments, want to hear from you. It's you if you write a letter. name, address, computer type,

- If you write regarding to specify which and give us as many about your equipment you're having.



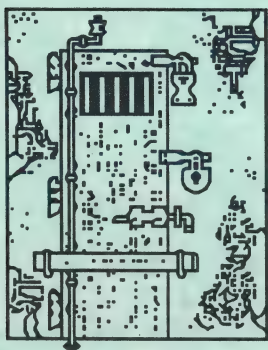
questions, or problems, we easiest for us to serve Please include your and telephone number.

a problem, be sure computer you have details as possible and the trouble

- Send all correspondence to:

Datasoft - Alternate Reality
Customer Service
19808 Nordhoff Place
Chatsworth, CA 91311

Coming
Soon...



.....The
Dungeon

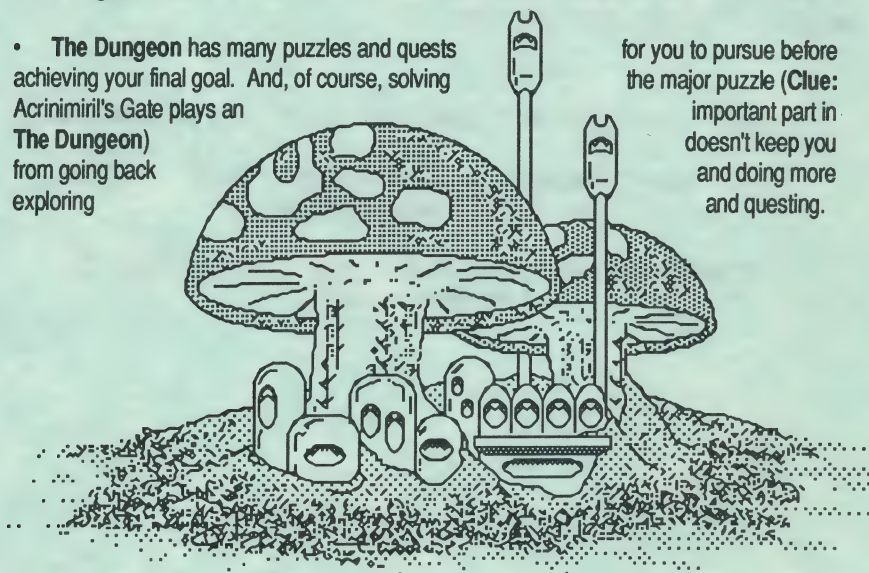
- **The Dungeon**, the second installment in the Alternate Reality series, has four levels to explore, each more perilous than the last. Each level you descend brings you closer to solving the enigma of Alternate Reality. Discovering an important piece of this puzzle is the major quest in **The Dungeon**.

- Naturally, you'll be able to take your City-developed Character into **The Dungeon**, with all the Stats, Weapons, and wealth you've managed to accumulate. Or, if you prefer, you can start a brand-new Character in **The Dungeon**.

- Many of you wonder who or what Xebec was, how his (or its) demise came about, and why a City was named after him (or it). This is an important clue to the whole Alternate Reality series, so you must find the answer yourself. **Hint:** Look in a good dictionary for a major clue (or a bad dictionary for **no** clue). You'll learn more about this mystery in **The Dungeon**.

- **The Dungeon** has many puzzles and quests achieving your final goal. And, of course, solving Acrinimiril's Gate plays an **The Dungeon**) from going back exploring

for you to pursue before the major puzzle (**Clue:** important part in doesn't keep you and doing more and questing.



NOTICE

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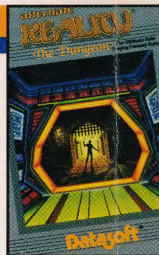
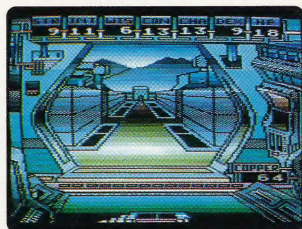


dataSoft



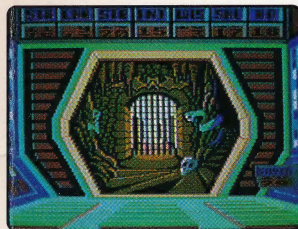
Alternate Reality® - The City

A role playing fantasy game in which you are abducted by a spacecraft and find yourself in a room with only one exit. Through this doorway you see The City. Overhead the panel displays constantly changing numbers representing levels of character. At the moment you pass through the portal the numbers freeze. In The City you will encounter all sorts of strange and wonderful beings. The sun rises and sets, rain falls, and secret doors lead you into unexpected perils and delights.



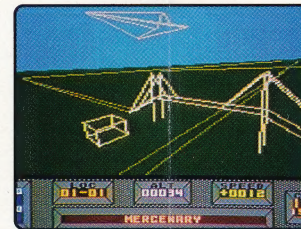
Alternate Reality® - The Dungeon

Beneath the City of Xebec's demise lies The Dungeon, whose dank, gloomy corridors hold many of the secrets to your existence in Alternate Reality. Four levels to explore; multitudes of new monsters; quest upon quest; and strange forces, take you further toward your ultimate goal: return to Earth or seek revenge on your captors.



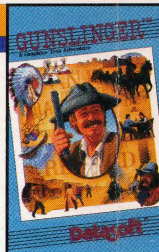
Mercenary™ - Escape from Targ

A unique flight simulation and adventure in high speed, 3D vector graphics. You have crash landed on Targ and your ship is beyond repair. The Palyars, peaceful inhabitants of Targ, are at war with the Mechanoids, and both sides want to hire you. Explore the Central City, the Underground Complex, and the Orbiting Colony Craft, as you try to Escape from Targ.



Video Title Shop™

Combine your VCR or video camera and home computer system to create specialized video productions for home, school or business. Choose from a variety of font styles and sizes, create borders, and edit your work until it meets your own standards. Import picture back-drops from popular graphics paint programs, scroll screens, fade-in/fade-out capability.



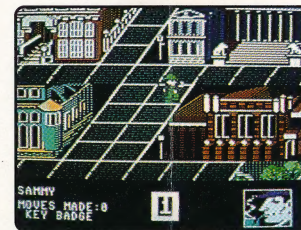
Gunslinger™

Your goal is to rescue your best friend from a jail in Mexico while eluding all six Dalton brothers who are trying to settle an old score. In this graphics-text adventure you come face-to-face with the perils of the old West in a ghost town, Indian village and an army fort. Can you survive long enough to rescue your friend before he's hung?



221 B Baker Street®

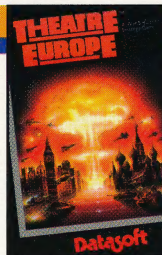
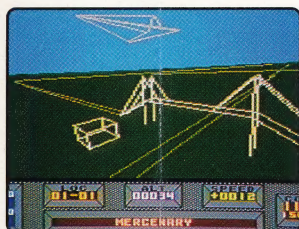
An animated graphics mystery adventure. Begin game play at the address of the world famous detective, Sherlock Holmes. Travel through the streets and alleyways of Victorian London, gathering clues that will lead to the solution of 30 of the most intriguing cases ever faced by Holmes and Watson. Up to four players or teams can test their skill.





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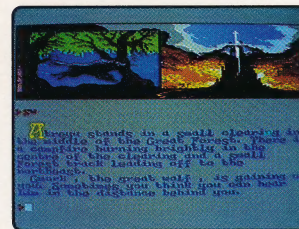
Theatre Europe™

The ultimate strategy war game that puts you in the position of Commander-in-Chief of either NATO or the Warsaw Pact. The battlefield is all of Europe. You command a vast array of forces and weapons, including nuclear warheads. Take part in each battle as a fighter pilot, tank commander, ground soldier or helicopter pilot. The survival of Europe is in your hands!



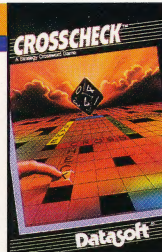
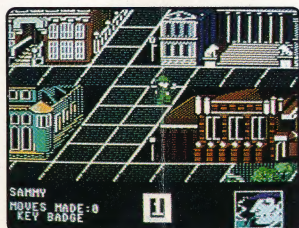
The NeverEnding Story

This graphics-text adventure game, based on the book and film, is set in the land of Fantasia, a world facing extinction by the "All Consuming Nothing." Join Rockbiter, Teenyweeny, and Nighthob in the quest to save the Kingdom and rescue the Empress. Travel over the deserts of Fantasia on Falkor, the Luckdragon. But don't dawdle, or Gmork the Werewolf will be upon you.



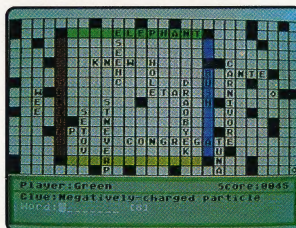
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Crosscheck™

The ultimate challenge for crossword and word game fans. The object of the game is to build a continuous word chain from the center of the board out to your "home base". Use your own words or build with another player's. Word length is determined by spinning an on-screen die, but placement on the board is up to you. Word skills are important, but so is strategy.



Mind Pursuit™

Test your level of intelligence and knowledge of trivia on three different skill levels - true/false, multiple choice or fill-in-the-blanks, for children and adults. On-screen game board option utilizes animated characters. Music and graphics clues vary the game play and provide additional challenge.



	Catalog Number	C-64/128	Atari	Apple II	Amiga	Atari ST	Macintosh	IBM/PC
ENTERTAINMENT								
Alternate Reality - The City	1445	•	•	•	•	•	•	•
Alternate Reality - The Dungeon	1455	•	•	•				
Mercenary*†	1525	•	•			•		
Theatre Europe*	1550	•	•	•				
Gunslinger	1540	•		•				
221 B Baker Street†	1510	•	•	•				
Crosscheck*†	1515	•	•	•				•
The NeverEnding Story*	1505	•	•	•				
Mind Pursuit†	1500	•		•				
The Goonies*	1495	•	•	•				
Zorro*	1490	•	•	•				
Bruce Lee*	1220	•	•	•				•
Conan	1420	•	•	•				
UTILITY								
Video Title Shop	1545	•	•					

*Indicates Commodore & Atari floppy format.

†Supplemental Game Disks available.

COMING SOON!

SARACEN™

During the Holy Crusades the brave and adventurous young soldiers of the Christian world travelled to the "Holy Land" to fight the infidel Saracens. Your goal as the Crusader, Ilan, is to seek out and destroy the evil Saracen in 100 mind-boggling mazes of increasing complexity and difficulty. A game of fast action and strategy designed to keep you riveted to your computer for hours on end.

BISMARCK™ - The North Sea Chase

On the evening of May 24, 1941, HMS Hood took a direct hit in her magazine. Of the 1415 men on board, only 3 escaped alive. Bismarck claimed the victory. You command Bismarck or the Royal Navy against the computer. Varying difficulty levels and game speed; "set battles" option; air reconnaissance and weather forecasting variables challenge your skills.

BLACK MAGIC™

The great kingdom of Marigold has been enslaved by the black magic of the evil warlock, Zahgrim. You represent the last hope to defeat Zahgrim's evil magical reign. As you set out on a seemingly impossible task to seek the one magical secret

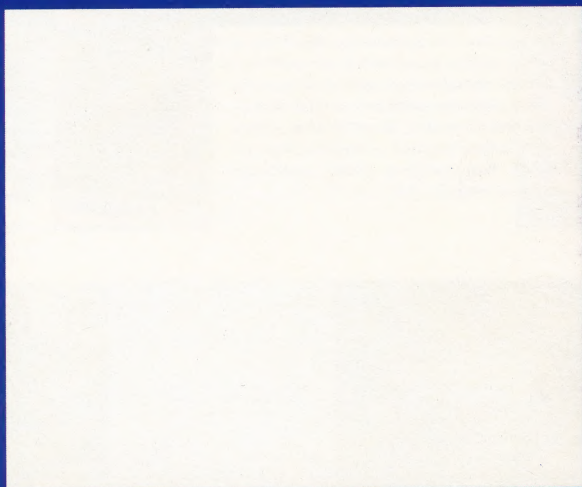
that will destroy Zahgrim, you must overcome all the minions of the warlock and grow in experience while searching for this magical secret. Through 100 screens of intense action and challenging puzzles you must search out and destroy Zahgrim.

TOBRUK™ - The Clash of Armour

This north African city was a key port to Mediterranean strategy, and vital to any supply in the desert war. Against all the odds, by July 1942, Field Marshal Rommel of the German Afrika Korps, had crashed through the Gazala line, taken Tobruk, and forced the British back into Egypt. His next target was Egypt itself, the key to Britain's presence in Africa. You command the German Afrika Korps against the computer -- are you as good as Rommel?

SWORDS & SORCERY™

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