

Datasoft®

PRESENTS

**THE OFFICIAL
ADVENTURER'S SURVIVAL HANDBOOK
TO**



alternate
REALITY®
The City

(for Commodore 64/128™, Apple® II Series, and Atari® Home Computers)

The Official
Adventurer's Survival Handbook
To

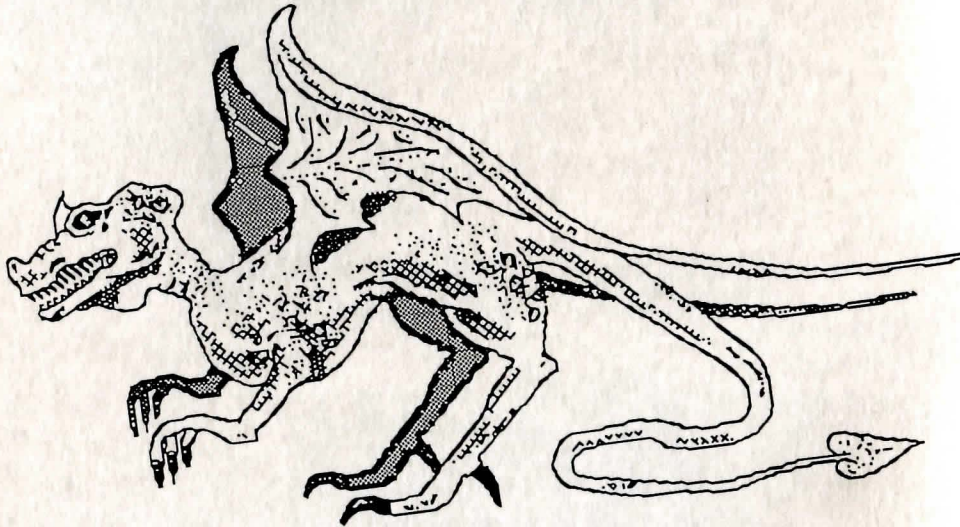
alternate
REALITY
The City

(for Commodore 64/128™, Apple® II Series, and Atari® Home Computers)

Handbook

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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 Commodore 64/128, Apple II Series, and Atari Home Computer 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**.

SAVING CHARACTERS

- Always save your Character on the same Character Disk you used to create it. Save backup Characters on the backup Character Disk. Switching disks in mid-stream will eventually cause you to lose your Character.

Cautions For Commodore Users ONLY

- Whenever you're prompted to insert the Character Disk, *always* remove any disk from the drive and turn the drive off and on, once, before inserting the Character Disk (SX-64 owners, press the drive reset button). Just to be safe, also do this after removing the Character Disk and before reinserting the game disk.
- When you're backing up your Character Disk, turn the drive off and on *every* time you change disks during the backup procedure (be sure there's no disk in the drive when you turn it off!).
- Write-protect your game disks (*never* write-protect your Character Disk, of course).

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.
- Use the backup program provided on your game disk or any fast-copy program to make Character Disk backups.

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 you don't see: Moral Alignment, Physical Speed, Treasure-Finding, and Noticeability.
- Strength, Intelligence, Wisdom, Skill, Stamina, Charm, and Physical Speed 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!).

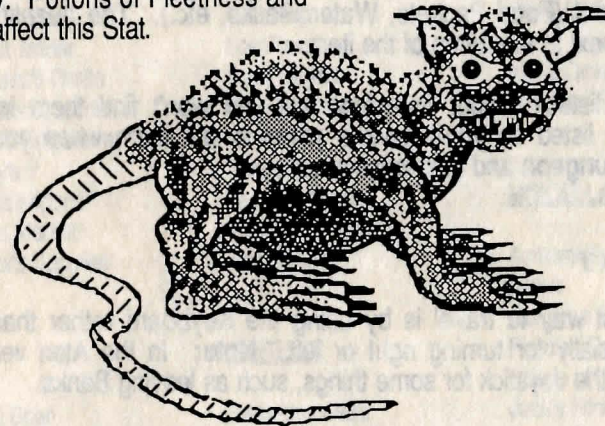
Moral Alignment

- When you first go through the Portal, your Moral Alignment is Good.
- As in real life, it's much easier to reduce your Moral Alignment than it is to improve it.
- 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:
 - ◇ 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.

Physical Speed

- Physical Speed is set when you go through the Portal.
- If your Speed is too slow, you're plodding prey for belligerent beasts.
- 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.
- You can be slowed down considerably from being tired, hungry, or thirsty. Potions of Fleetness and **Slowness** also affect this Stat.



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 0. This doesn't mean you won't find goodies; it just means the odds of finding them are slim.
- Treasure-Finding Potions increase your Treasure-Finding Stat. 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.
- This Stat controls the frequency of Encounters; the higher the Noticeability, the more Encounters your Character faces.

INVENTORY

- Your Inventory is the list of objects you carry. When you find or buy items, 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.
- 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.
- 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 them when you find them in **The Dungeon** and other scenarios.

MOVEMENT

- The easiest way to travel is by using the Keyboard rather than the Joystick, especially for turning right or left. **Note:** In the Atari version, you *must* use the Joystick for some things, such as leaving Banks.

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!
- 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

Adventurer's 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

TAVERNS

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

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

INNS

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

SMITHIES

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

GUILDS

- You can't join Guilds or cast Spells in **The City**, but you'll get the chance to do both in **The Dungeon**.

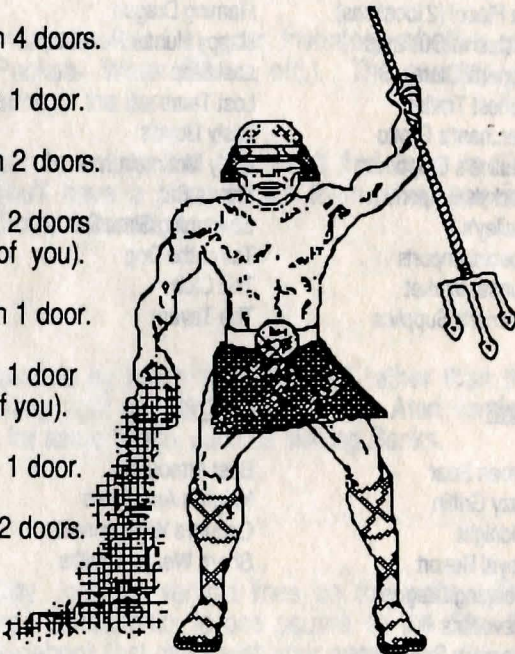
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Below is a list of co-ordinates to all 12 Guilds. The Stat each Guild increases on your first visit is given in parentheses.

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

Directions To The Star Wizards' Guild

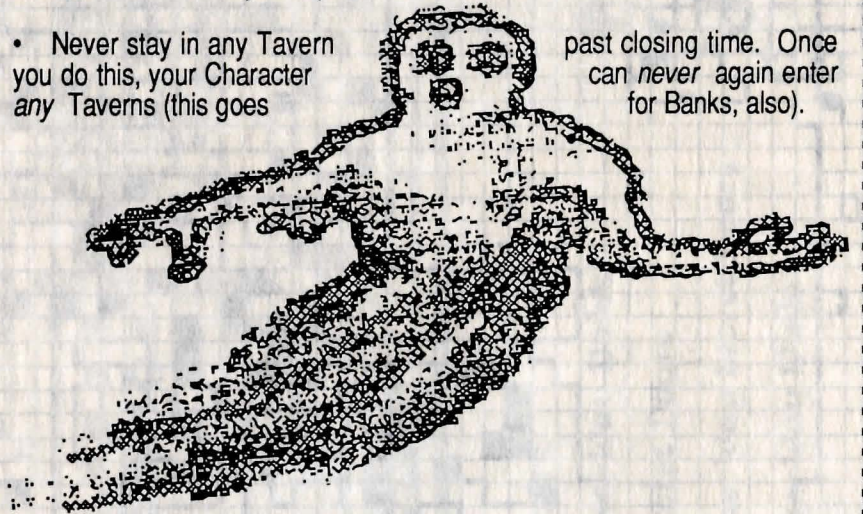
- A compass is mandatory before beginning the maze that leads to the Star Wizards' Guild! Begin at 10N, 21E (the end of the long hallway with doors down both sides - don't go past the end of the hall!).
- Face East. Go through 9 doors.
- Face North. Go through 4 doors.
- Face West. Go through 1 door.
- 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.



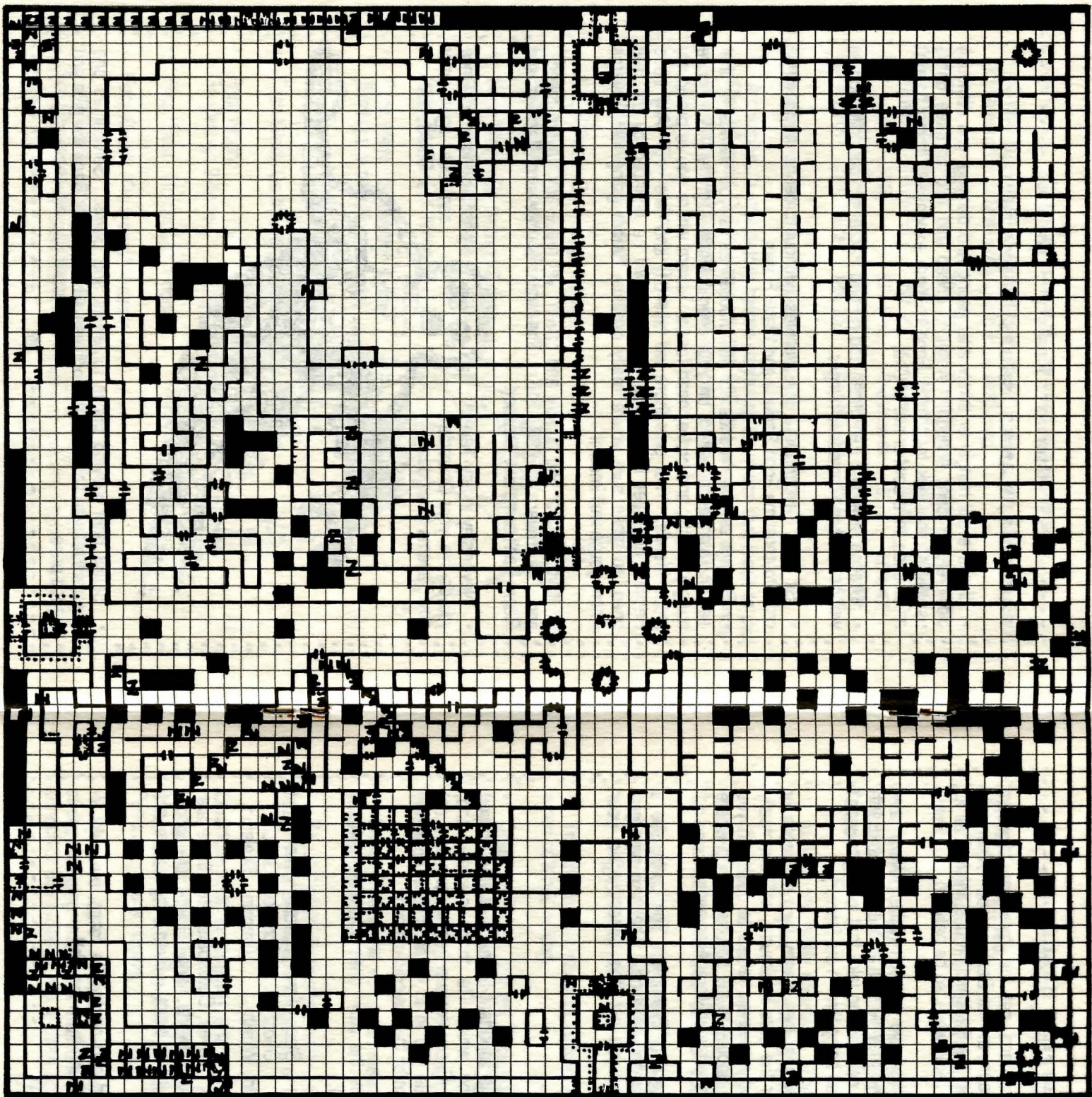
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TAVERNS, BANKS, SHOPS, & SMITHIES

- 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.
- Dragon meat and Pemmican add a Food Packet to your collection as well as satisfying immediate hunger.
- Sit in a Tavern for a few minutes (without ordering anything) in order to consume Food Packets and Water Flasks.
- 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. Any Food Packets or Water Flasks you're carrying will be replaced by the free ones, so make sure you're really destitute before going into Taverns where you're well known!
- If you're poor and hungry and haven't yet made any Tavern friends, find The Tavern at 63N, 21E. The water is free and Packets and Flasks don't come any cheaper!
- Never stay in any Tavern you do this, your Character any Taverns (this goes past closing time. Once can *never* again enter for Banks, also).



- 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.



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

Map of The City



- Sometimes you'll enter a Bank and get the message "Account Failure," whether you have an account at that Bank or not. When this happens, you won't be able to leave the Bank until it has finished all its calculations for the failure (this could take awhile, so be patient!).

- After Year Two (AR time), Banks have a much higher failure rate. The first time in a Bank in Year Two may tie you up for an hour (Earth time). Go in the morning so, if the calculations take that long, you won't be in the Bank at closing time (and risk being thrown out forever).

- 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 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

- Establishing a Good Character is important to many of you, so you need a fool-proof way of knowing 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 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

- 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!

- 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 at night and when it's raining.

- 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 decreases your Strength (*not* a time-limited effect, by the way!)

- The best way to eliminate a Ghost is with a magical Flamesword. 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!).

- Tricking is a method of distracting your enemy so you can kill him when he's not looking.

- Charming is an evil act because it involves pretending to be a life form's friend while stabbing it in the back!

- If your Charm Stat is low, you'll be attacked often (you don't look friendly!).

- Never Disengage when you meet a Thief or Mugger; he'll steal your possessions.

- Be careful in Encounters with Assassins. One critical blow can be fatal, no matter how strong you are or how many Hit Points you have!

DISEASES & HEALERS

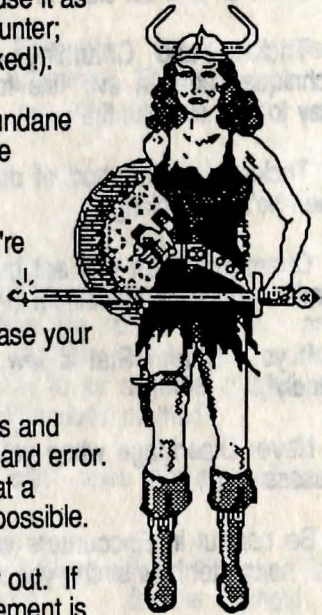
- You can be infected with nasty Diseases by Brown Mold, Giant Rats, Black Slime, and other nauseating creatures. Find a Healing Potion or go to a Healer.

- 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 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

- 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!).
- Any magical Weapon is better than its mundane counterpart. But a magical Flamesword is the single most powerful Weapon in **The City**.
- The best Armour depends on the foe you're combatting and the Weapon he's wielding.
- Shields do *not* act as Armour; they increase your ability to Parry an attack.
- 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 can break or wear out. If you discover that a formerly formidable implement is no longer doing its job, replace it with one that works.



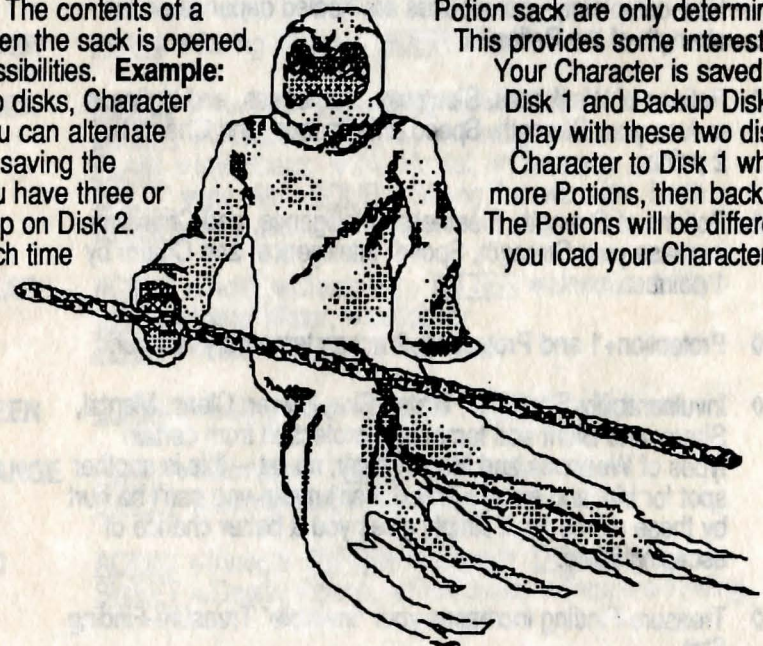
CURSES

- There are two items that may be Cursed: Weapons and Armour.
- If your Wisdom is high enough, you may be able to discover if Weapons or Armour are Cursed *before* you pick them up; examine them carefully.

- While you're wielding a Cursed Weapon or wearing Cursed Armour, you'll be severely handicapped in battle.
- You can't drop a Cursed Weapon or piece of Armour. The only way to get rid of the Cursed object is to find a Guild and pay to have the Curse removed!

POTIONS

- There are 44 different Potions in The City. Gremlins are the most likely creatures to carry Potions.
- You can become Poisoned, Drunk, Deluded, etc., on just the first Sip of a Potion. But the only way to get a Potion's full 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.) cause actual modifications to your Stats.
- The contents of a Potion sack are only determined when the sack is opened. This provides some interesting possibilities. **Example:** Your Character is saved on two disks, Character Disk 1 and Backup Disk 2. You can alternate play with these two disks by saving the Character to Disk 1 when you have three or more Potions, then backing The Potions will be different you load your Character. You can alternate play with these two disks by saving the Character to Disk 1 when you have three or more Potions, then backing The Potions will be different you load your Character.



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- 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, see a Healer.
- ◇ Potions of Delusion cause you to see odd things happening to your Stats. Get rid of Delusions by seeing a Healer.
- ◇ Poison causes initial Hit Point damage, then continues to affect your Stats until you die. Get rid of Poison by seeing a Healer or drinking a Potion of Curing Poison.
- ◇ Acid's effects don't last (unlike Poison), 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.
- ◇ Invulnerability Earth, Air, Water, Fire, Power, Cleric, Mental, Sharp, and Blunt add temporary 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.

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- ◇ 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.
 - To use a Potion you've saved for later, press U (you can't do this during an Encounter).
 - 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
- ORANGE** PLAIN ♦Inebriation SOUR ♥Protection +2
SWEET ♠Dumbness; ♥Protection +1
- RED** ACIDIC ♦Vinegar BITTER ♥Strength DRY ♦Wine
SWEET ♠Deadly Poison; ♥Fruit Juice; ♥Treasure-Finding

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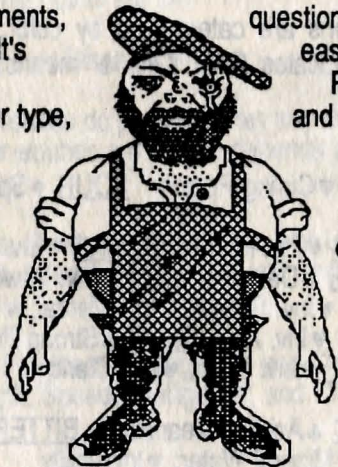
SILVER BITTER ♠ Weak Poison; ♥ Intelligence
PLAIN ♥ Healing Major Wounds SWEET ♥ Charisma

WHITE ALKALINE ♠ Poison; ♥ Milk BITTER ♠ Slowness
SALTY ♥ Healing All Wounds

YELLOW BITTER ♠ Noticeability DRY ♠ Weakness
PLAIN ♥ Healing Wounds

IMPORTANT INFORMATION

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



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

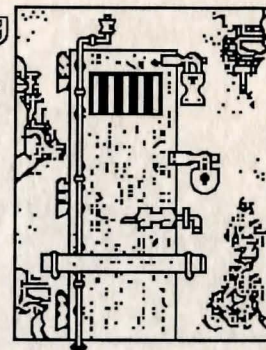
• If you write regarding to specify which and give us as many about your equipment you're having.

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**.

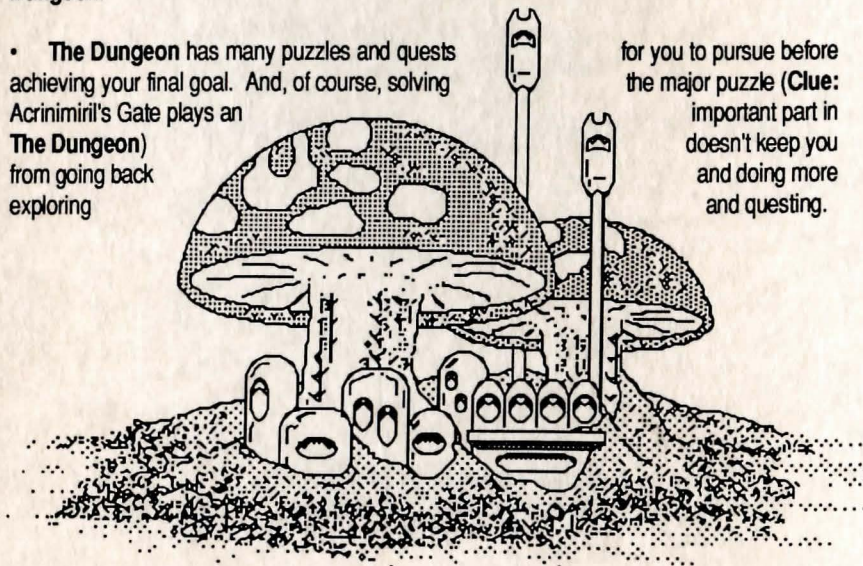
• Naturally, you'll be able to take your City-developed Character into **The Dungeon**, with all the Stats, Weapons, and wealth you've managed to accumulate (subject to approval by **The Dungeon** customs office, of course). Or, if you prefer, you can start a brand-new Character in **The Dungeon**.

• In **The Dungeon**, you'll be able to join Guilds, cast Spells, and even discover what your Moral Alignment is and how to improve it!

• 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.



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