

# alternate **REALITY**

## The City

### Amiga® Reference Card

Amiga game designed and programmed by Jim Ratcliff

Original game concept by Philip Price

Graphics by Bonita Long-Hemsath and Steve Hofmann

Music by Gary Gilbertson

Documentation by Kathi B. Tremblay

**Important:** It's crucial to read the enclosed Guidebook before playing the game.

### Requirements

- Amiga computer (512k)
- TV or video monitor
- Mouse or Joystick (optional)
- Blank disk (Character Disk)
- The City game disk
- Kickstart™ (version 1.2 or later; only necessary with Amiga 1000)

**Note:** Make sure the game disk is Write Protected. Do not Write Protect your Character Disk.

### Creating a Character Disk

Use the Amiga Workbench™ to initialize a disk to use as a Character Disk (follow the instructions in your *Introduction to Amiga* manual for initializing disks). When you create your Character Disk, name it **ARCHAR**. You can save up to eight Characters on a Character Disk, but can only play with one at a time.

### Getting Started

Turn on the computer and TV or monitor (if prompted, insert Kickstart 1.2 at this point). When you're prompted to insert a Workbench disk into the drive, insert Disk 1 of The City. The game loads automatically.

**Note to Amiga 1000 users:** Kickstart *must* be installed in your computer before you can load The City.

Once you're familiar with the opening sequence, you can press any key to bypass it and go directly to the Character Decision Menu.

## 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 **T** for a Temporary Character

**Press N to create a New Character.** If you wish to keep this Character, you must have a formatted disk ready with fewer than 8 Characters saved on it. As prompted, type a Character name (up to 31 letters) and press RETURN. Follow the prompts until you're at the portal to enter The City.

**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 Character number (1-8) corresponding to the name you're using. Follow the prompts.

**If you make a wrong selection from the Character Decision Menu or an error when typing a Character's name, press the ESC key.**

## To Enter the Portal

After you've created a new Character, you're taken to The City's portal. To enter, press the SPACE BAR (this sets your Stats).

## To Save a Character

Save your Character when you're ready to stop playing or when you've built it up to a level you want to keep (you can save up to eight Characters on a Character Disk). Press **S** and follow the prompts. If you don't save your Character to disk, you'll lose it when you turn off the computer.

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

## Backing Up

After saving, take time to make a backup copy of your Character Disk. You can do either a disk copy *or* a file copy (see your *Introduction to Amiga* manual), but make sure the backup disk is named **ARCHAR**.

## 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 either 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 down Arrow key or a Joystick to exit (see below).

## Joystick and Keyboard Control

Use a Joystick for quick movement through The City. Push up on the Joystick to move forward, pull back to move backward; move the joystick left or right to turn left or right.

Movement via the Keyboard is accomplished using the Arrow keys 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 using either a Joystick or the Keyboard, 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, push up on the Joystick or press the up Arrow key. Pull back on the Joystick or press 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 a flashing number or letter. To choose, press the appropriate flashing 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):
  - C** Cast a Spell (you can't cast Spells in the Inn);
  - 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 (press any key to continue);
  - S** Save a game (you can't save games during Encounters).

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