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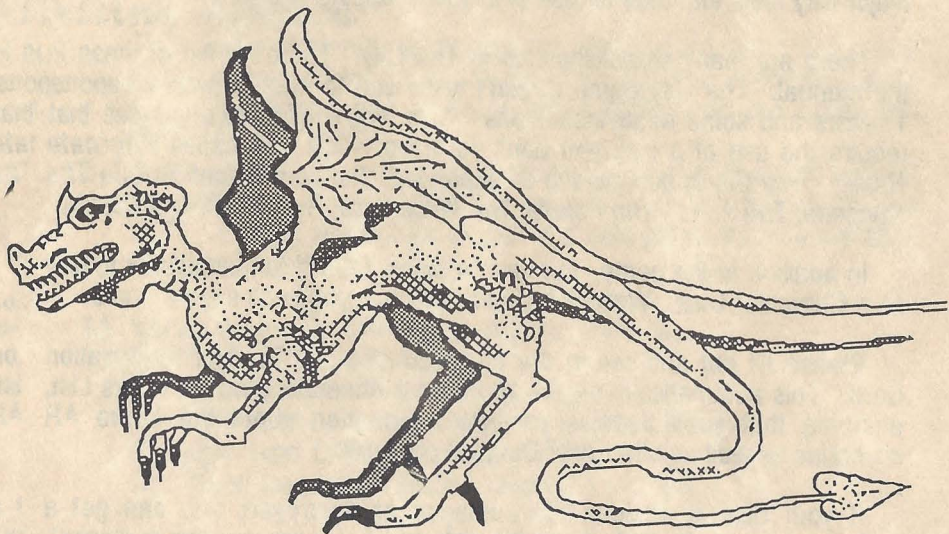
*The City*





# Guidebook to The City

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## Alternate Reality – The City

TRS-80™ Color Computer game programmed by James Garon  
Original game concept by Philip Price  
Game Graphics by Bonita Long-Hemsath and Steve Hofmann  
Music by Gary Gilbertson

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## GREETINGS

Welcome to *The City of Xebec's Demise*. Read this Guidebook before entering; it gives vital pointers to help you survive.

A Map of The City is included in this manual. 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. There's a list of these in the manual. 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. This is because *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, OS9™ formatted disk to use as a Character Disk. Without a Character Disk, you can't save a game.

Please fill out and return the enclosed Datasoft Product Registration Card. This automatically places you on our Alternate Reality Players List, ensuring that you'll receive preview information about the future AR scenarios as well as other new Datasoft products.

If your disk is accidentally damaged or destroyed, you can get a replacement copy for \$15. Send the disk, proof of purchase (box or receipt), and a cheque or money order to:

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## Requirements

- TRS-80 Color Computer
- Compatible disk drive
- TV or video monitor
- Two blank disks
- Alternate Reality—The City game disk
- OS9 (Level 1 or Level 2)

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

## Getting Started

1. Turn on TV or monitor and computer. Boot your Level 1 or Level 2 OS9 system and format two blank disks (refer to your OS9 user's manual). Name one of these disks **CITY** and the other one **ARCHACTIONS**.
2. Again referring to your OS9 user's manual, make a backup copy of your Alternate Reality—The City game disk on the disk you named **CITY**. Put the original game disk in a safe place and use the copy for gameplay.

### **If you only have one disk drive:**

- A. Place **CITY** disk in drive.
- B. When you see the prompt **OS9:**, type:  
**CHD /DØ;CHX /DØ/CMDS** and press ENTER.
- C. Now, type **CITY** and press ENTER.
- D. When the game is loaded, follow the prompts.

### **If you have two disk drives:**

- A. Make sure OS9 disk is in drive Ø and **CITY** disk is in drive 1.
- B. When you see the prompt **OS9:**, type:  
**RENAME /D1/CMDS/DEVICE.NAME DEVICE.NAME.DØ**  
and press ENTER.
- C. Type: **RENAME /D1/CMDS/DEVICE.  
NAME.D1 DEVICE.NAME** and press ENTER.
- D. Remove disks from the drives. Put the **CITY** disk in drive Ø and your **ARCHACTIONS** disk in drive 1.
- E. Type: **CHX /DØ/CMDS** and press ENTER. Then, type: **CITY** and press ENTER.
- F. When the game is loaded, follow the prompts.

### **If you have a hard disk:**

Copy everything from the **CITY's** **CMDS** directory onto the hard disks' **CMDS** directory (refer to your OS9 user's manual for instructions).

Once you're familiar with the opening sequence, you can press the **SPACE BAR** to bypass it.



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## Character Decision Menu

The Character Decision Menu offers two options:

- N) Become a NEW Character
- E) Resume an EXISTING Character

**Press N to create a New Character.** As prompted, type a Character name (up to 31 letters) and press RETURN (to correct a typing mistake, press the left arrow). **Note:** The first time you do this using a new Character Disk, you'll be prompted **NOT A Character DISK. USE IT ANYWAY? Y/N.** Press Y to continue.

With one disk drive, you're prompted to remove the **AR** disk and insert a Character Disk (with two drives, leave the **AR** disk in drive 0, the Character Disk in drive 1). You can store up to ten Characters on a Character Disk, but can only play with one at a time.

**Press E to resume an Existing Character from a previous venture into The City.** Follow the prompts until you see a list of saved Characters. Type the ID number corresponding to the name you're using.

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## Entering The City

After selecting **N** 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 UP arrow.

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## To Save a Character

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

*You must use the same Character disk to save the game as you did for the Character Decision menu!*

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!



**Note:** You can't save a Character while indoors or during an Encounter.

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

## Keyboard Control

Movement is accomplished using the Arrow keys: 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 the Up Arrow key. 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.

Here are some important commands that aren't shown on any menu ("exploring" means walking around in The City when you're not in an establishment, Encounter, or other sort of interaction).

- C** Cast a Spell (only during Encounters or when exploring);
- D** Drop an item or check your Inventory (only during Encounters or when exploring);
- G** Get an item you've dropped or discovered (you can't pick up anything during an Encounter);
- U** Use an item or check your Inventory (only during Encounters or when exploring; you can't eat or drink during Encounters);
- W** Switch Primary and Secondary Weapons (only during Encounters);
- P** Pause the game (this suspends all time and activity; press any key to continue);
- S** Save a game (only when exploring).



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## 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 highlighted on the compass.

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## Prologue

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 are 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.

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## Stats

The values at the top of the screen show all you know for certain about your Character. All Stats (except Experience and Hit Points) are set on a scale from 0 to 255. 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 Ø). The more Encounters you survive, the more Experience points you gain. When Experience builds to somewhere near 250, you move up a Character Level. When you move up a Character Level, you usually gain other Stat points as well. Each Character Level requires approximately 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 vital when you're fighting. The stronger you are, initially, the better, since you enter The City armed with nothing but your bare hands. Later, when you acquire Weapons, your expertise with them depends on Strength and Skill. Strength also determines the size and number of objects you can carry. Prolonged battles in which you're ultimately the victor may improve your Strength.

**Intelligence** is crucial for casting Spells. Tricking enemies also depends on this Stat, but Tricking is an evil act (see *Moral Alignment*).

**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.

**Wisdom** is 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. When your Hit Points drop to Ø, you're dead! As you build Strength and Experience, you also build Hit Points.



**Note:** You are closely monitored! Many things, including your personality, are constantly being taken into account by the computer. The Stats the computer sets at the beginning of the game include several that you don't see: Moral Alignment, Physical Speed, Treasure-Finding, and Noticeability.

### **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). It's much easier to reduce your Moral Alignment than it is to improve it (becoming Good takes a *long* time).

To develop a Good Character or reform an Evil one:

- Always offer gifts to the Poor;
- Never be the first to attack unless your opponent 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 (see **Guilds**).

### **Physical Speed**

Speed controls how fast and easily you can escape undesired Encounters. When you first visit the Blue Wizards' Guild, you're given an increase in Speed. That's the only time you'll ever know exactly how high this Stat is. As you move up levels, your Speed increases by 1.

### **Treasure Finding**

This Stat defines how likely you are to get Treasure after Encounters. Treasure-Finding Potions and Spells increase your Treasure-Finding Stat (Spells, although time-limited, increase it more than Potions do). As you find Treasure, the value of this Stat decreases (you use it up, but not to the point of *never* finding Treasure).

### **Noticeability**

Noticeability controls the frequency of Encounters; the higher the Noticeability, the more Encounters your Character faces. This Stat is increased or decreased by Potions and Spells.



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## Getting Around in The City

When you first arrive in The City, you're standing before the Floating Gate (this is The City side of the mysterious Portal you passed through). The time is around 6:00am (AR time), you are naked except for a simple white breechcloth, and you have three Food Packets and three Water Flasks in your possession.

### 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 or attending classes at a Guild, time passage is (thankfully) sped up so you don't spend forever waiting to awaken or get out of school!

### 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!). To be consistent with the Map co-ordinates in this manual, start numbering the grid in the lower, lefthand corner and label the first square **1 North, 1 East**.

In the daytime, you can use the mountains to keep track of which direction you're going. At night, 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. 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!

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## Items & Treasure

How much you can carry depends on Strength, plus the size and weight of the items you're lugging. Check your inventory occasionally to see how efficiently you're managing your objects.

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 (if you own it, it's *always* in use).

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.

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

### **Clothing**

You enter The City with a minimum of clothing. If you prefer to be better-dressed, Shops offer clothing in all price ranges.

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 highlighted on the Compass.



## 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 two ways to acquire Weapons and Armour: finding them after an Encounter or 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!

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.

Once you acquire a Weapon, press **U** and use it as your Primary Weapon (follow the prompts). Don't wait for an Encounter; you want to be prepared *before* you're attacked!

No Weapon or Armour is the "ultimate." Decide which one to use based on your Strength, Skill, and the type of creature you're battling. Trial and error is the *only* way to find out which battle accoutrements work best in a particular situation.

Shields do *not* act as Armour; they increase your ability to "parry" an attack (which you do automatically, when necessary).



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.).

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.

## Potions




There are 41 different Potions in The City. Life forms in the Ghost and Wizard categories are the most likely to carry 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. You can then save the Potion for later or *quaff* it to get it's full effect. 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.

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!).



# Places

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

## 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 day (when you aren't on the premises).



## 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.

If you're still hungry and thirsty after eating and drinking, you *obviously* didn't eat or drink enough! Water is cheap, and two or three drinks (or 1 Water Flask) usually do the trick for thirst. Food is more expensive; if you haven't much cash (and no Food Packets), try a bowl or two of Chili. Pemmican adds a Food Packet to your collection.

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 (however, this has no effect on your overall Moral Alignment). This comes in handy if you're broke and hungry and enter a Tavern where you're known.

If an item you want to buy (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 and manipulating screens is difficult. Find an Inn and sleep it off.

## Smithies

Smithies offer a variety of Weapons and Armour (these are never Magical or Cursed and inventories change daily). Prices (and quality!) vary greatly, so haggling is essential. But be warned, 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).



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 are not available in any Smithy.

## **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. The prices they offer vary; sometimes one Bank will tell you something's worthless, while another Bank will give you a good price for the same item!

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## **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.

If you ask to join a Guild and the response is, "I'm sorry, but we're not taking 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 members, but won't accept you, it gives one reason (at least one of your Stats is too low or too high).

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



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

Below is a list of all the Guilds with the Stats required to join them. 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



## **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 shop 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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## **Spells**

Once you're accepted into a Guild, you're given the opportunity to learn a Spell. 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.



You must attend classes on a specified number of consecutive days in order to learn a Spell. These classes last from 2 to 5 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. The make-up day doesn't count toward enhancing your ability to use the Spell; it's merely a "review."

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. 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 what life forms is by trial and error.

Spells of Curing Hunger, Curing Thirst, 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.

**Caution:** *Spells can backfire and cause you to lose Hit Points.*

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>HEALING SPELLS</u>	<u>GUILD</u>	<u>EFFECT</u>
Clear Vision	Light	Cures Delusions.
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.
Removing Alcohol	Physicians	Cures all Drunkenness.

<u>ELEMENTAL SPELLS</u>	<u>GUILD</u>	<u>EFFECT</u>
Continual Light*	Light, Order, Thieves, Red	Works only in The Dungeon (12 hours).



<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).

<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).
Force Field*	Physicians	Adds Magical Armour-type protection (45 minutes).
Iron Flesh*	Order	
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 Flame Hotfoot	Star, Red Red Red	Does the greatest damage to "fire-damagable" creatures (experiment to find which ones fit this definition).
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.

## **Poison**

When poisoned, you sustain initial Hit Point and neurological damage in line with the strength of the Poison. Your Stats will continue to go down until you eventually die. Find a Healer right away!

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, 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's common to Encounter other life forms. Encounters are more dangerous at night 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 may 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) Lunge at your opponent; this is a two-handed blow that lands with great force. If it fails, you have virtually no defence;
- 0) Leave to get out of the Encounter. Sometimes, this is the only solution.



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!

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## 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.

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## 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.

The 18 creatures listed below are the *only* ones that are Evil:

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



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.



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

**AMBER** 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 BITTER ♥ Unnoticeability  
DRY ♥ Mineral Water 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

**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



- 🍷 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.
- 🍷 Acid's effects don't last (unlike Posion), but Quaffing Acid could kill you if your Hit Points are low.
- 🍷 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).
- 🍷 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.

**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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## **Epilogue**

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.





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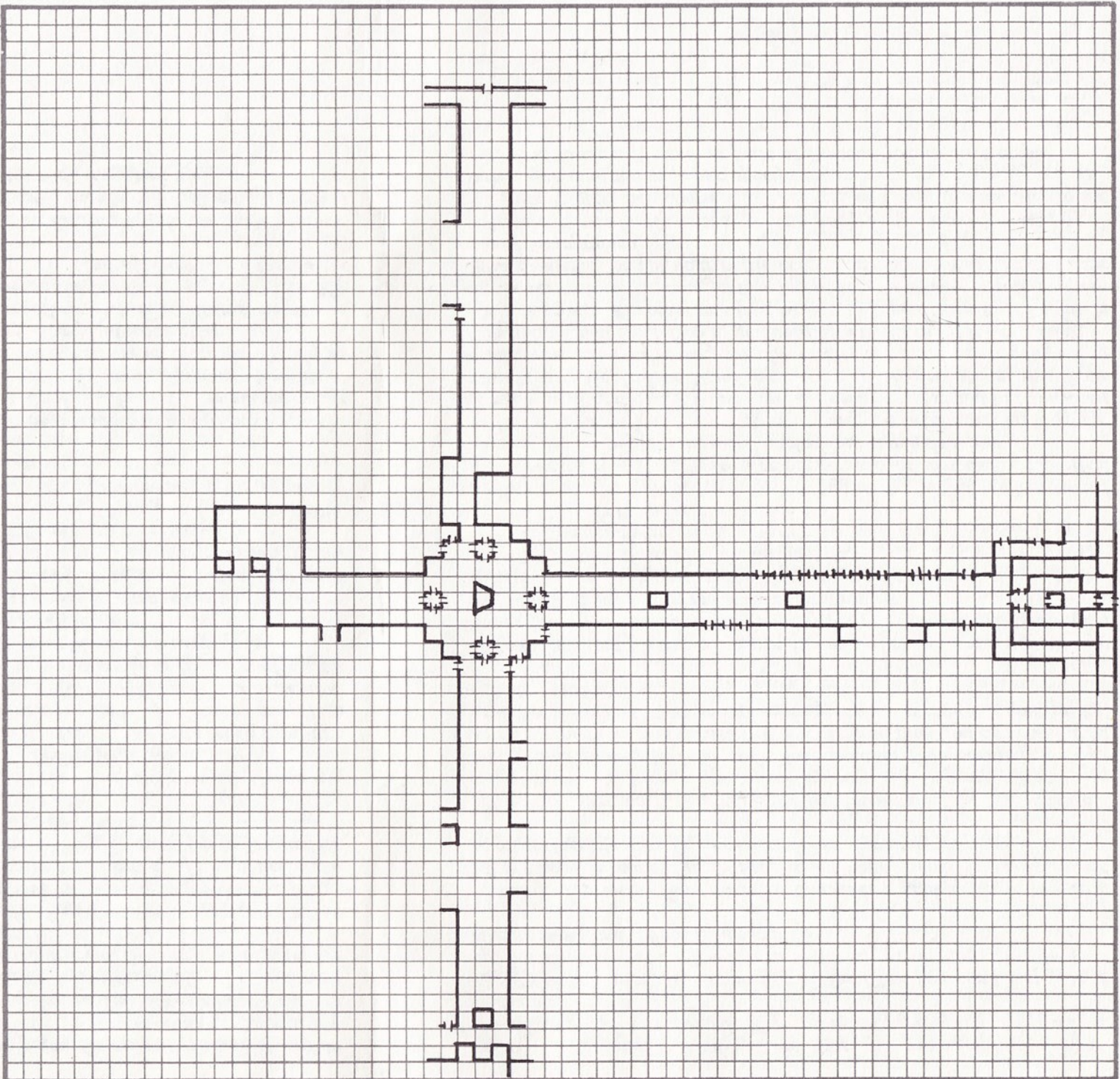
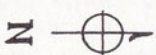




*The City*



# The City





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