

Datagsoft®

PRESENTS

THE OFFICIAL ADVENTURER'S SURVIVAL HANDBOOK TO



ultimate
REALITY®
The City

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

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

**alternate
REALITY[®]
The City**

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

Handbook

Written & Designed By Kathi B. Tremblay

Edited & Illustrated By Thomas J. Clement



Datasoft is a registered trademark of IntelliCreations, Inc.

Alternate Reality is a registered trademark of Paradise Programming, Inc.

ST is a trademark and Atari is a registered trademark of Atari Computer, Inc.

Macintosh is a trademark and Apple is a registered trademark of Apple Computer, Inc.

IBM is a registered trademark of International Business Machines, Inc.

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

Adventurer's Survival Handbook

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.

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

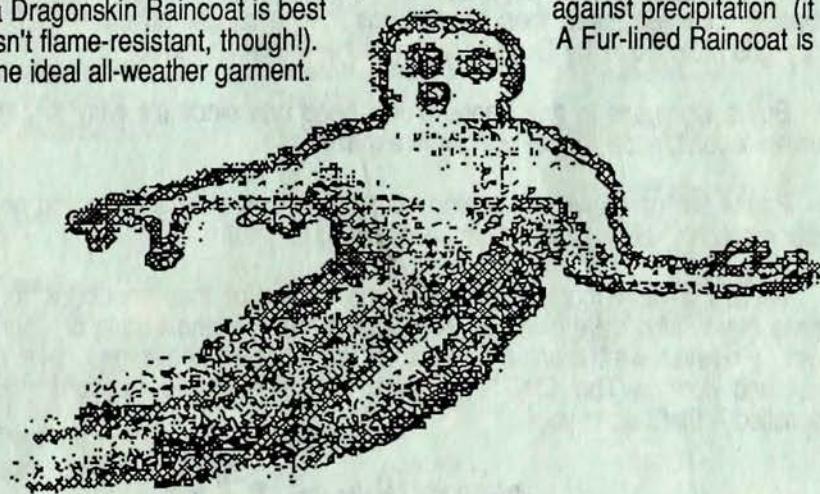
- Treasure-Finding is the Stat that defines how likely you are to get Treasure after Encounters.
- When you first enter the game, your Treasure-Finding Stat is set at 0. This doesn't mean you won't find goodies; it just means the odds of finding them are slim.
- Treasure-Finding Potions and Spells increase 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.

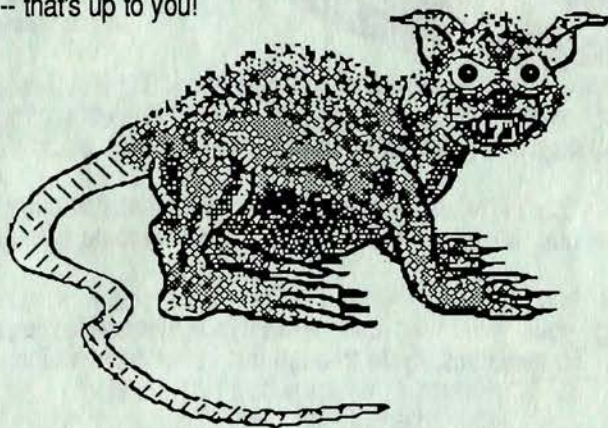
MAPPING

• 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

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

BANKS

First City
Gram's Gold Exchange
Granite

HEALERS

Alpha Omega Healers
One Way Soothers

MISCELLANEOUS

Acrinimirl'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

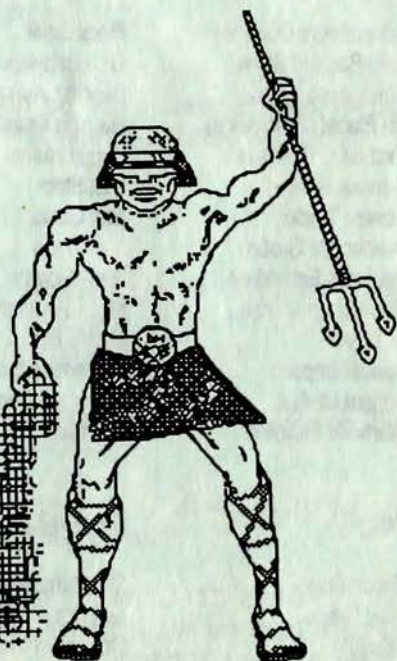
Best Armourers
Knight's Armourers
Occum's Weaponsmith
Sharp Weaponsmiths

• 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 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

- 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

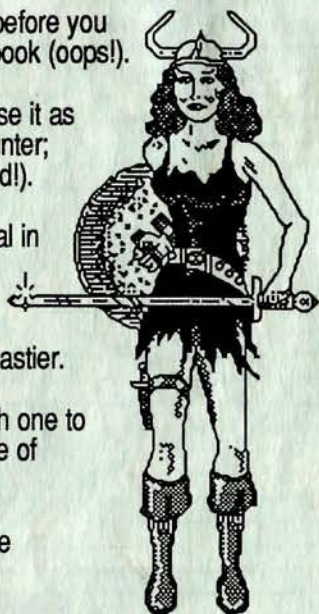
- You can't examine Weapons and Armour before you pick them up; this was an error in your Guidebook (oops!).

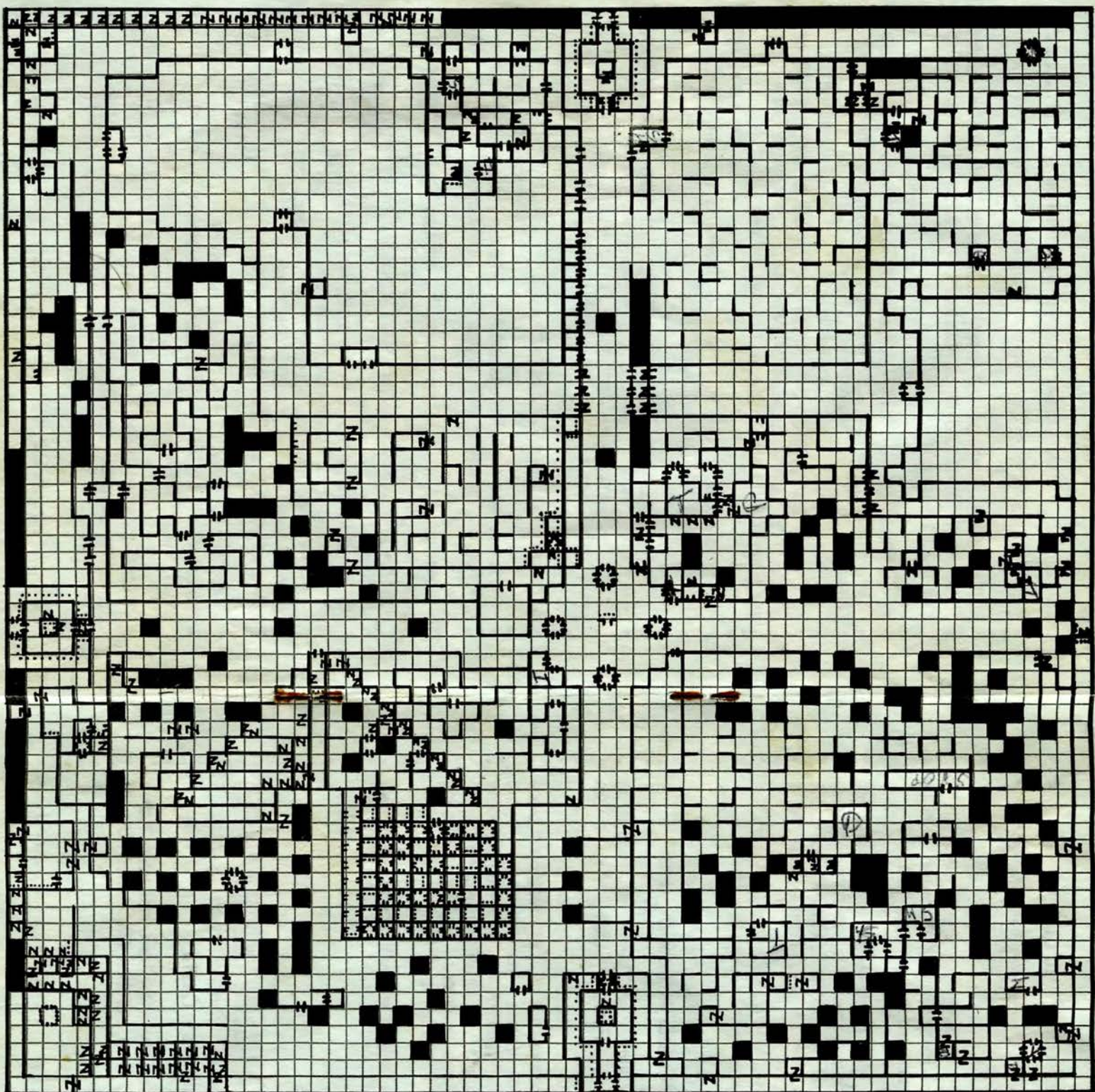
- Once you acquire a Weapon, press **U** to use it as your Primary Weapon (don't wait for an Encounter; you want to be prepared *before* you're attacked!).

- 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.





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

Map of The City



----- 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.

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

- 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 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

GUILDS

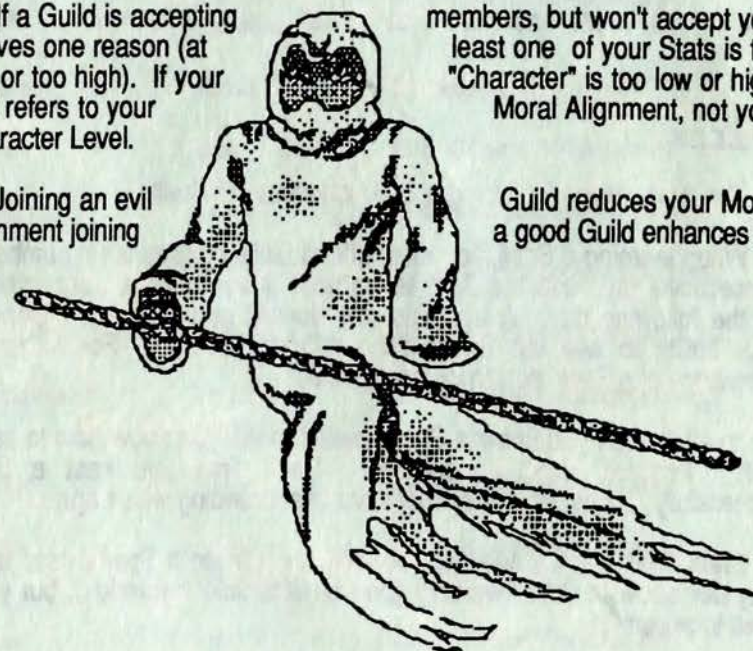
• Guilds don't take members every day. If you ask to join and the response is, "I'm sorry, but we're not accepting applications at this time," just try again another day (going back later on the same day won't do you any good!).

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

• Joining an evil Alignment joining

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

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.

GUILD	STR	INT	WIS	SKL	STA	CHA	SPEED	ALIGNMT	LEVEL
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!

Adventurer's Survival Handbook

- 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):

STAT SPELLS	GUILD	EFFECT
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).

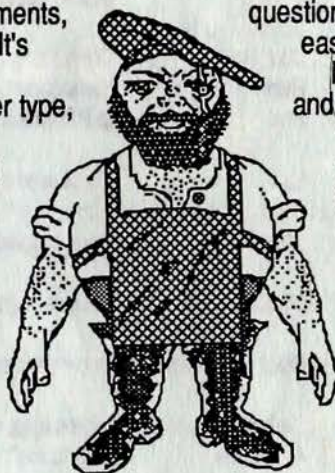
Adventurer's Survival Handbook

Force Field*	Physicians	Adds magical armour-type 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	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.



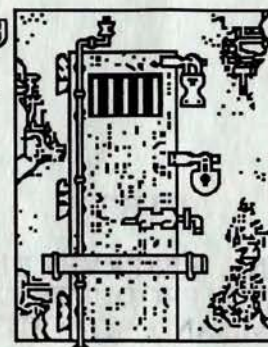
questions, or problems, we easiest for us to serve Please include your and telephone number.

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

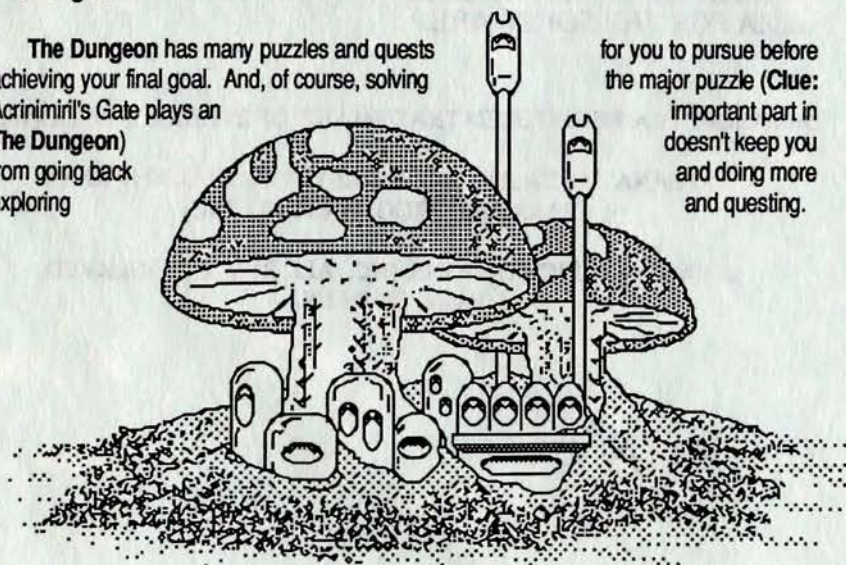
- **The Dungeon**, the second installment in the Alternate Reality series, has four levels to explore, each more perilous than the last. Each level you descend brings you closer to solving the enigma of Alternate Reality. Discovering an important piece of this puzzle is the major quest in **The Dungeon**.

- 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 Acrinimirl'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

INTELLICREATIONS, INC. RESERVES THE RIGHT TO MAKE IMPROVEMENTS IN THE PRODUCTS DESCRIBED IN THIS HANDBOOK AT ANY TIME AND WITHOUT NOTICE.

THIS HANDBOOK AND THE SOFTWARE DESCRIBED IN THIS HANDBOOK ARE COPYRIGHTED. ALL RIGHTS ARE RESERVED. NO PART OF THIS HANDBOOK OR THE DESCRIBED SOFTWARE MAY BE COPIED, REPRODUCED, TRANSLATED, OR REDUCED TO ANY ELECTRONIC MEDIUM OR MACHINE-READABLE FORM WITHOUT THE PRIOR WRITTEN CONSENT OF INTELLICREATIONS, INC., 19808 NORDHOFF PLACE, CHATSWORTH, CALIFORNIA 91311.

INTELLICREATIONS, INC. MAKES NO WARRANTIES, EXPRESS OR IMPLIED, WITH RESPECT TO THIS HANDBOOK, ITS QUALITY, MERCHANTABILITY, OR FITNESS FOR ANY PARTICULAR PURPOSE. THIS HANDBOOK IS PROVIDED "AS IS." INTELLICREATIONS, INC. MAKES CERTAIN LIMITED WARRANTIES WITH REGARD TO THE SOFTWARE AND THE MEDIA FOR THE SOFTWARE.

DATASOFT IS A REGISTERED TRADEMARK OF INTELLICREATIONS, INC.

ALTERNATE REALITY IS A REGISTERED TRADEMARK OF
PARADISE PROGRAMMING, INC.

© 1987 INTELLICREATIONS, INC. ALL RIGHTS RESERVED.
PRINTED IN USA.

Datasoft®