

OUTER WORLD

User Guide

**Backstory**

Welcome to your new home! If you are reading this, let me be the first to congratulate you on the beginnings of your life as an adventurer and, in addition, welcome you to the world of Outer World. In this game, you play as an apprentice under a high mage. You are highly regarded in your community and you have a great grasp on your magical powers. Unfortunately, today you have found yourself in a bit of a predicament. After a long session of magic practice, you wanted to get a few extra hours of studying in. As the old saying goes, though, you should be careful what you wish for.

Due to your apprenticeship with a high mage, you were allowed access to some of the finest magic libraries in all of the land. Unfortunately, not all of the spells in said libraries were labeled, nor did all of them work properly. Sometime after dinner, you went to one of the libraries and happened to find an ill-labelled teleportation spell which had not yet been completed. With naught but your training staff, tattered robes, and wild curiosity, you cast the spell, opened up a portal to another dimension, and end up getting sucked through.

After a brief portion of unconsciousness, you woke up to find yourself in a small, non-descript shack. Wandering for a little bit, you were able to find the villagers in the town and, thankfully, were able to communicate to them. From them, you learned that you were now on the Outer World, that you would not be able to use magic as freely as you had back in your homeland, and that in order to get back home, you would have to travel the land, harvest the planet's elements, and learn the teleportation spell from the fabled elders of space and time. Armed with little knowledge of what to do, you have set out for your journey. This is where your user guide comes in. With it, your journey will be much easier.

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**Controls**

W or up arrow …............................................................................................................... .Move up

A or left arrow ….............................................................................................................. Move left

S or down arrow ............................................................................................................ Move down

D or right arrow............................................................................................................... Move right

Q …..................................................................................................... Move diagonally up and left

E ….................................................................................................... Move diagonally up and right

Z …..................................................................................................Move diagonally down and left

C …...............................................................................................Move diagonally down and right

Enter …....................................................................................................................... Action button

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**Game Guide**

The major point to Outer World is that its campaign allows for the user to freely roam and complete events in the order that they choose. In order to complete the game, the user must go to each town and speak with each mayor. Each mayor will have some problem specific to their town. Once the player fixes the town's problem, they are rewarded with the essence that town is based off of. For example, if you were to go to the water town, they would tell you that there is a hydra that has been plaguing the outskirts of their town. After defeating the hydra, the mayor will give you the essence of their town, which would be the essence of water. If you gather all four of these essences, being the earth, wind, water, and fire essences, you can either go to the endgame map. Alternatively, if you wish to do so you can talk to a specific set of NPC's to get alternate endings. If you choose to go to the endgame map, you have to go through a set of boss battles in order to collect the final two essences, the space and time essences, in order to be able to conjure up a proper teleportation spell.

**Alternate Endings**

The player has a choice of a unique ending at the end of the game. The game is won once your character is able to return home. There are, however, alternate endings in which you can choose to stay and live in the Other World. In addition, there is a joke ending which the developers put in. That ending is a secret, though!

**Overworld**

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**ASII Character Representations**

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c..............................................................................................................................................Clouds

b...........................................................................................................................................Boulders

r....................................................................................................................................................Fire

u..............................................................................................................................................Bushes

w...............................................................................................................................................Water

/\.................................................................................................................................................Trees

#............................................................................................................................................Pathway

m.............................................................................................................................Mountain Range

f...........................................................................................................................................Waterfall

0,=,-,+,| ....................................................................................................................................Walls

! …................................................................................................................................Locked Door

A-Z ….............................................................................................NPC's (Non-Player Characters)  
(A = Apothecary, B = Blacksmith, I = Innskeeper, M = Mayor)

**Appendix**

Due to formatting issues with Microsoft Word and LibreOffice's Excel Spreadsheets, the items list, the spell list, and the bestiary list will all be included in the folder along with this user report. These excel spreadsheets are intended to be references for the user to check when battling, going through the game, or otherwise.