Unregistered copies of Realmz are shareware.

Please pay if you play.

Realmz® is Copyrighted © 1994 by Tim Phillips.

Realmz is not free; it's shareware. If you play Realmz and like it, please send a check or money order for $30 to the address below. If you feel the game is worth more, please send in what you feel is fair. In return I will send you a registration code so you can personalize your copy of Realmz.

If you require a copy mailed to you on disks please send at least $35 and a note requesting a copy be mailed to you. Make sure you request a copy by mail so I don't assume you are just being overly generous.

The benefits of having a registered copy are these:

1) The about box will not appear every time you play Realmz.

2) You will be able to create characters starting as high as the 12th level in ability.

3) You will not be restricted on the maximum levels allowed to begin an adventure.

4) You will be able to play scenarios that are released in the future.

5) Your characters will be saved as they gain levels, otherwise they may only rise to level 3.

6) Your support will help ensure the continued development of Realmz and new scenarios.

Once you have registered you copy of Realmz then your copy will no longer be shareware, so please don't distribute it.

As time goes by new scenarios will become available. If you have registered your copy of Realmz then you will be able to play these scenarios. All we ask is that you pay a small fee for each additional scenario you play. These fees will range from $5 - $20 depending on the size and complexity of the scenario. You will be able to play most of the scenario before you pay. The exact method of distribution for these scenarios is still up in the air. We may mail them only to registered users, or we may make them publicly

available from the same place you may have gotten this.

I also plan on releasing a character generator/editor as a separate application in the near future.

Your characters from version 1.2** or later will be able to adventure onward with all the items and skills they have acquired in The City of Bywater.

** Due to the extreme complexity of this game there is no way to anticipate every possible problem ahead of time so I reserve the right to make whatever changes to the game and its playability at any time.   I have put in a lot of effort to make sure that I could add new features with minimal changes to the interface or file formats, but eventually a major overhaul may be required.   If that happens, I will try to include ways of converting old characters to the new format but I can't guarantee anything.

I have put a lot of work into the development of Realmz (more than I ever planned) and have decided to release it as shareware for those that hate to spend big money for a game only to find out they don't like it.   If I get enough support I will continue to improve Realmz and provide new scenarios.

See chapter 3   Registration Form   for information on how to register.

Realmz is my first attempt at creating a shareware game.   If I get strong support, I plan on releasing more scenarios and games for shareware.   If not, then I will try my hand at getting this into the commercial lanes.   Currently, I am working on developing a game similar to Realmz that is based more on high-tech weaponry than fantasy.   If high-tech is for you, keep an eye out for my next game, "New Centurians".   (It is still a long way off.)

If you have any questions, comments, suggestions, bug reports, etc., please send them c/o Correspondence to the same address as above or E-Mail us at:

America Online: Fantasoft1

Compuserve: 74163,45

Internet: Tim_P._Phillips@nrunner.mil.wi.us

If you need a reply by U.S. Mail, please include a self-addressed, stamped envelope to facilitate a quick reply with a minimum of effort on my part.

When writing about Realmz, please indicate the version number of your copy.

Bug reports and manual suggestions: Please try to be as specific as possible.   A comment such as, "It crashes all the time,"   is too vague, and will not be of any real value in correcting the problem.   Try and describe were you were and what you were doing.

I have developed a number of applications that allow me to develop scenarios for Realmz fairly quickly and easily.   In the future, I hope to allow third party developers or registered users to generate scenarios for public or private release.   (Note how 'registered' was in bold letters... hint, hint) The exact way I plan on going about this (if at all) is still up in the air, but I hope that Realmz will be a big hit with the Fantasy RPG crowd.   Please don't inquire about when I will do this.   I will let everyone know when, and if, this happens.   In any case it will be some time before that happens.

Final Note: I am currently a civil engineer who is hoping to make game development more than just a hobby.   If you would like to have some

programming done for you or are interested in employing me, please send me a letter.   Realmz was created using my trusty Mac IIsi (a slow machine), ResEdit, Think C 5.0, Inside Mac volumes I and V. and Adobe Photoshop. Hopefully,   Realmz will bring in enough $$$ to help finance some new equipment and know-how that will allow me to create even better games in the future.

I would like to thank the following people in helping to make this version of Realmz possible:

My wonderful wife, Erin Phillips, who patiently (and sometimes not so patiently) supported me by putting up with numerous weekends and evenings over the last 3 1/2 years while I worked an almost full-time second non-paying job, attempting to create this dream and make it a reality.

Pete "Mr. Vegas" Hagen: Fantasoft LLC.

Sean "Iron Ball" Sayres: Fantasoft LLC.

Glenn Gandreas: The cool font and some nifty pictures were derived from his game "Theldrow".   Look for the future release of his latest creation "Chimera".

Lance Linimon for lending a hand in the sound department.   Lance has been involved in music and sound since he began playing piano at the age of three. Not long after, he began tinkering around with tape recorders, sound effects records and Moog synthesizers. He has since made music a lifetime hobby and a possible career.   Lance has composed a great deal of music, including songs recorded by bands in which he's played an integral role as keyboardist or guitarist, a string quartet which has performed across his home state, music for a play and numerous other works. Several bands repeatedly use him as their producer and engineer on demos and local releases. He is currently preparing to work on solo material in his home studio. His influences include Dead Can Dance (which vaguely inspired Realmz's intro music), Cocteau Twins, Mission of Burma, Supercollider, Wire and Red House Painters, among many others. He can be reached at E-mail address: Linimon@delphi.com.

Lane Foulk for being the first registered owner of Realmz, and for volunteering to edit the Realmz manual.   Lane is a 9th grade math and computer teacher, 15-year veteran dungeon master, church deacon, and computer RPG addict.   Introduced to Dungeons and Dragons -AND- the Apple // computer in about 1979, the combination had him hooked. Beginning with Akalabeth, Wizardry, Bard's Tale and games of similar ilk, Lane walked the dangerously thin line between keeping a job and wife, raising two beautiful children, and trying to support the fantasy gaming habit

while maintaining some semblance of sanity.   Some would argue as to whether he's succeeded or not...   In any event, Lane graduated to the Macintosh, playtested the beta version of Realmz, and made a few helpful suggestions, correcting Tim's near-perfect spelling and punctuation!   >;-) Lane can be reached as 'Troubador' on AOL, or on the Internet at: lfoulk@lps.esu18.k12.ne.us.

The beta testers: Randy Lee, Don Henson, Neil Shapiro and Brett Pawlowski.

Also some of the others who chimed in with special insights or graphics: Chris Johnson, Terry Schussler, John H. Chrostowski, A. Wesley Reese, Andrew Dyer, Gerry Inks, Adam Neuman and Louis I. Dagen and Andy Hunter.

All Fantasy RPG'ers everywhere: For bothering to read this far.   (I don't think I would have.)