Realmz™ Manual 1.6.2

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Unregistered copies of Realmz are shareware.
Please pay if you play.

This manual MUST be present in the same folder as Realmz for Realmz to run.   DO NOT throw it away.

Realmz is not free,   it's shareware.   If you play Realmz and like it, please fill out the registration form in chapter 3 of this manual and send it in with your registration fee.   In return we will send you a registration code so you can personalize your copy of Realmz and gain some additional benefits.

You may pass along copies of this version of Realmz as long as you pass along only complete unregistered copies, with all files in an unaltered state. You may not charge for Reamlz for any reason.   You may post it to BBS's, Internet ftp sites and On-Line services, but may not charge for it in any way other than normal charges associated with connection time.   You may not distribute Realmz on any form of media such as floppy disk or CD Rom without permission from Fantasoft to do so.   If you would like to request permission to do so you can contact us at: Fantasoft1@aol.com

If you want a copy of the most recent version mailed to you on disks check the appropriate spot on the registration/order form in chapter 3.

   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 a large portion of scenarios that are released in the future before you decide if you like it or not.

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 your 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 a large portion of these scenarios.   All we ask is that you pay a small fee for each additional scenario you play before you can finish it.   These fees will range from $10 - $20 depending on the size and complexity of the scenario.   The method of distribution for these scenarios as it stands now is by the shareware method. We will distribute them to the major pay services and ftp sites on the Internet.

[Realmz represents four years of intensive effort, and is a quality work. Please do not alter, hack or clone this program except for YOUR OWN private use!   Shareware programs as elegant as this one come along only 'once in a blue moon'!   Please do not undermine the shareware concept by keeping this program and not paying for it.   I encourage you to support Mr. Phillips' efforts by registering your copy, and by sending your comments and messages of encouragement to him!   Let a sense of integrity and honesty be your guide in this matter.   Sincerely, L.E.F., Manual Editor]

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.

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 (For bug reports on Realmz/Assault)

 Compuserve: 74163,45   (For bug reports on Prelude)

        Internet: Fantasoft1 (For bug reports on Realmz/Assault)

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

Bug reports and manual suggestions: ALWAYS include the version of Realmz you have.   A lot of things change and without the version number it is pretty tough to verify the problem.   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 along with your system configuration and any inits/extensions you may have been running.

I would like to thank the following people in helping to make 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 4 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 Andreas: The cool font and some nifty pictures were derived from his game "Theldrow".   Not to mention that Theldrow was a big motivator for me to start Realmz.   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 RPGer, church deacon.   Introduced to 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.)

About This Manual

This manual is not perfect.   It's pretty extensive as far as most game manuals go and I have tried my best to include just about anything an avid player of Realmz could every want to know.   As time goes by I will add new sections to explain new features as they become available.   You may have noticed that some of the text has odd breaks or large amounts of space between some of the paragraphs.   That is to help it print correctly on some printers.   I can't promise that it will print perfectly on yours, but I have done the best I can.

Other Fantasoft Products

EXILE: Escape From The Pit v1.0 is another release by Fantasoft.   Exile was created by Spiderweb Software and is the brainchild of Jeff & Shirley Vogel. You can find Exile on America Online, Compuserve and many of the major ftp sites on the internet such as ftp.sumex-aim.stanford.edu, ftp.umich.edu or any of the mirror sites for those ftp sites.

You may also order the shareware version direct from Fantasoft for $5.

You may use the registration/order form in chapter 4 of this manual to register for Exile.

Shamelss Plugs

Plug 1)

The nifty character portraits were done by Karl Janot.   He is an honest to god, 'Starving Artist'.   If you need artwork done of just about any kind, please give him a call at the phone nubmer below or contact him at home by mail.   He really needs the money!

Karl Janot
10132 - 83 Avenue
Edmonton, AB., Canada
T6E 2C5

Phone: (403) 433 - 1003

Plug 2)

Fantasoft, the makers of Realmz, and Spiderweb Software present a new, full-length, fantasy role-playing shareware game for the mac:

"exile n. 1. Enforced removal from one's native country. 2. The state or circumstance of being in Exile."

Above ground, there is only one nation: The Empire. That's all it's called. What need is there for fancy names when there's only one game in town?

The Empire maintains order at all costs. Misfits, magical creatures, and petty criminals of all sorts are unwanted, and the Empire has one tried and true way of disposing of them...

They are sent through a one-way teleporter into the Underworld. And you are considered misfits.

There are hundreds of miles of tunnels under the surface world, filled with creatures fantastic and mundane, all scrabbling for the same limited food and limited space. It is into this hostile,war-ravaged land that you are sent to find your fortune. Or just try to survive.

Exile is a shareware full-length fantasy role-playing game. It boasts intricate game machinery and an enormous, highly detailed world. Among its features:

*   An enormous cave system, filled with special encounters and almost 80 towns and dungeon levels.

*   Many, many people to talk to and puzzles to solve.

*   Multiple game objectives. Win the game in one way, or several.

*   Elegant, skill based character generation system. No character classes - customize your characters as much as you want.

*   Full auto-mapping.

*   Ultima-like top-down view.

*   First half of game available, at full functionality, without paying. Play many of the towns and dungeons for free.

*   _Extensively_ tested and debugged. You may be my customer, but you won't be my beta tester.

Exile is $25 shareware. It requires System 7, a 13" monitor, and 256
color quickdraw (it will run with 16 colors, but the graphics will be
very ugly.). It takes up 3 MB on disk and requires 2 MB RAM.
It will run on AV machines, but is extremely unreliable on the IIcx
(I am   looking to remedy this in future versions).
A hint booklet is available for $5.

- Jeff Vogel
Keeper of Exile
Spiderweb Software