

## Starting A New Adventure

This manual is rather in-depth and covers many aspects of the game that you are not required to know to have fun. It is intended for those who really want to get into the nuts and bolts of creating characters and watching them progress. If you just want to jump in and start adventuring, you can use some pre-generated characters included with Realmz. Otherwise, you will need to generate new characters, called player characters or PCs. To start a new game, select the name of the scenario you wish to play in the Adventure menu. Then select Begin New Adventure from the Game menu. To generate a new PC, select Generate New Character from the character menu. See CREATING CHARACTERS for more information on creating new PCs.

To play Realmz, you must first form a party. A party consists of up to 6 PCs banded together to adventure in the world of Realmz. Once you have created the PCs you wish to be in the party, you may then form the party by selecting Begin New Adventure in the game menu. Also, you must select the scenario you wish to play. Only one scenario is included with this The City of Bywater. It will already be selected.

Each scenario will have a recommended number of experience levels to begin the adventure. As you add PCs to the party, the total number of experience levels of the party is compared to the recommended number. If you begin the adventure with less than the recommended amount, you will earn experience at a faster rate to account for added difficulty. The opposite is also true. If the party has more levels than the recommended number, then PCs will earn experience at a slower rate. Each scenario also has a maximum number of levels. The City of Bywater has a recommended number of levels of 6 and maximum levels of 8. What this means is that you may start with any number of PCs with a total of up to 8 levels of experience. However, the game is balanced to be played with only 6 levels of experience.

NOTE: Registered copies DO NOT have a maximum level limit as stated above. The rate at which you gain experience will decline as you add more PCs so if you add too many you will be hard pressed to gain levels.

To add a PC to the party select the PCs name (It should turn yellow) and click ADD.

To remove a PC from the party select the PC and click DROP.

ERASE will delete a PC from the list of possible PCs FOREVER, and remove his

character file from your hard drive. Never do this unless you are quite sure you do not want this PC anymore.

Done will band the party together and start you on the road to adventure.

Import will allow you to add characters created from a different copy of Realmz. To import a character put the character file in the Character Files Folder, start the game, select Begin New Adventure and click the IMPORT button. Then type the character's name in the box provided. This will add the PC's name to the list of available PCs.

Difficulty level will adjust the difficulty of battles and the rate at which PCs will gain experience. The game remains the same, but monsters will be tougher or easier. The amount of experience and monetary treasure will also vary by the difficulty level.

## What makes a good party

A good party will consist of a well-balanced mix of characters. Too many of any one type of character is doomed to failure. Each class of character has its strong and weak points. See CHARACTER CLASSES in the Creating Characters chapter for a description of the various classes, together with their various strengths and weaknesses.