Handy Dandy Shortcuts

Check for new shortcuts each time a new version of Realmz is released.

Combat Shortcuts

To view the general direction of ALL monsters and PCs in combat press 'R' on the keyboard.   Lines will originate from your current PC to each PC and monster in combat.   Thus, you will know in what direction the enemy lies.

To get vital information on any PC or monster in combat, hold down the âŒ˜ key and click on any monster or PC.   Their information block will appear in the lower right of the screen.   If you let up on the mouse button the info block will remain.   You may then click on the monsters icon (1) in the info block to bring up additional information on that monster (or PC).   You may also click on the conditions (10) or items (11) buttons to reveal that information as well.   If you want quick information on the monsters' attacks only, you can click on the little button labeled Attacks (6).

f you have a missile weapon equipped or if your current melee weapon is capable of casting spells, you can click on the items icon (2) to use/cast that item.   This is only available if the icon is placed on a raised button.   (The picture above is NOT such an example.)

Shortcuts Usable at Any Time.

If you click on (10) Conditions or (11) Items buttons while holding the âŒ˜ key, a popup window will show you the items or conditions of ALL the PC's in the party, not just the current PC.   This will hold true ANY TIME you see the conditions or items buttons.

Frequently Asked Questions.

Q: What do I gain by registering?

A:

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 are limited to achieve level 3 as a maximum.   They will still continue to rise in ability within any one game, but if you begin a new adventure they will be reduced to level 3.

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

Q: Will I get any new scenarios by mail?

A: NO.   When we get new scenarios done they will be distributed to America On-Line, Compuserve and other services to include the internet.   If you want a copy sent to you by mail we will mail you a disk with the latest versions of ALL available scenarios for $5.   Note: These will be the unregistered versions.   You will still have to register each scenario to play the entire scenario.   Fill out the order form in chapter 3 OR send us your mailing address and $5 to:

Fantasoft, LLC
c/o Orders
P.O. Box 1844
Waukesha, WI 53187-1844

Q: How do I delete a character from the party or replace them with someone new once the game has started?

A: Select Modify Party   under the character menu.   This will bring up the same screen you used to assemble the party.   You will not be able to change the difficulty level, but you will be able to replace the members of the party. The only limitation is that you cannot add any more experience levels than the party already has.   For example, if you had 6 characters each at the 2nd level of experience, then you can only have a maximum of 12 levels of experience within the new party.   So make sure you have generated all characters that you wish to add, BEFORE entering this screen.

Q: How do I know when I have completed the scenario The City of Bywater.

A: You won't.   The City of Bywater has no main goal.   You will find many smaller quests within the scenario, but none will end the game.   You can continue to adventure for as long as you wish.   You may find that as you adventure further away from the city, the adventure is actually quite large. The reason there is no goal in The City of Bywater is because I created it as I was programming the game as a whole and it just sort of came together without a main theme.

Q: I have already paid my $30 to register.   Why should I continue to pay for each scenario?

A: The whole idea behind Realmz is that you can take your characters from one scenario to the next and see them grow in ability.   Each scenario takes a long time to create and is no small amount of effort on our part.   Your continued support will make the job of creating new scenarios beneficial for both you and us.   Registered owners of Realmz will be able to play a good portion of new scenarios before having to pay; but without that support, the incentive for me to create new scenarios would simply not be there.

Q: What improvements are planned for Realmz?

A: Once the ball gets rolling on this I would like to make the dungeons have a 3D perspective and would like to incorporate the ability for people to play via Modem or Appletalk.   In this case you could assign the control of different PC's to different people or maybe even assign the control of the monsters to another player.   (This network idea is probably a ways off as it stands now.)

Q: How to I get PC's I got from a friend into my game of Realmz?

A: To import a character put the characters 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 characters name to the list of available characters.

Q: How do I trade gold into gems, that stuff is getting heavy?

A: Money changing is allowed only when you are standing on a shop or a temple.   Walk onto a shop or temple and then click the "Money" button. Now "Pool" all your money.   You will notice that the button with the little bag of gems spilling out of it will be raised.   By clicking and holding this button you can trade 115 gold for 1 gem that is worth 100 gold.

Q: Are there any tip sheets to help me find my way around?

A: Currently there is a tip sheet for "The City of Bywater"   You can find it on America Online or CompuServe or most of the major ftp sites that carry Mac games.   There are no such sheets for "Prelude To Pestilence" or "Assault On Giant Mountain"   yet.