

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

To get vital information on any character or monster in combat, hold down the command key, and click on any monster or character. 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 can then click on the monster's icon (1) in the info block to bring up additional information on that monster (or character). You can also click on the conditions (10) or items (11) buttons to reveal that information as well. If you want quick information on the monster's attacks only, you can click on the little button labeled Attacks (6).

If 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.)

To scroll around the combat screen using only keys, you can either hit the 'S' key on the keyboard to center the screen on the cursor, OR you can hold the option key down as you hit the arrow keys (or number keys on the keypad) to move the screen around.

Shortcuts Usable at Any Time If you click on (10) Conditions or (11) Items buttons while holding the command key, a popup menu will show you the items or conditions of ALL the characters in the party, not just the current character. This will hold true ANY TIME you see the conditions or items buttons.

Frequently Asked Questions

Q: What do I gain by registering?

A: The following are some of the many benefits of registering:

- 1) You will be able to finish the remainder of the first scenario, "The City of Bywater".
- 2) The 'About Realmz' box will not appear every time you play Realmz.
- 3) You will be able to create characters starting as high as the 30th Skill Level in ability.
- 4) You will not be restricted on the maximum levels allowed to begin an adventure.
- 5) You will be able to playtest scenarios that are released in the future.
- 6) You will be able to play third party scenarios created with Divinity™
- 7) Your characters will be saved as they gain levels, otherwise they are limited to achieve skill level 7 as a maximum, and only be able to start any new adventure at the 3rd skill level.
- 8) You will be able to turn the option of 'Fumbling Weapons' and 'Unique Items' off, if you so desire.
- 9) You will be able to select higher difficulty levels and harder monster sets.
- 10) The sense that you are helping to support the production of quality shareware at a time when such products are in notoriously short supply. You also are gaining 'ownership' of a product which you have acquired by honest means. (And honesty is always its own reward!)

Q: Will I get any new scenarios by mail?

A: Not automatically. When we release new scenarios they will be uploaded to our web site.

<http://www.fantasoft.com>

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.

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 scenario driver, and it just sort of came together without a main theme.

Q: I have already paid my \$20 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 a large amount of effort on our part. Your continued support will make the job of creating new scenarios beneficial for both of us. Registered owners of Realmz will be able to playtest a good portion of new scenarios before having to register; but without that support, the incentive for us to create new scenarios would simply not be there.

Q: How do I get characters I got from a friend into my copy of Realmz?

A: To import a character, put the character's files in the "Character Files" folder. Launch Realmz and select 'Begin New Adventure'

Now click the IMPORT button. You can now locate each character you wish to import into your copy of Realmz.

Q: How do I change gold into gems, this stuff is getting heavy?

A: Money changing is allowed only when you are standing on a shop or temple. Walk onto a shop or temple and click the "Money" button. Now

"Pool" all your money. You will notice that the button with the little bag of gold will be active. By clicking and holding this button, you can trade 115 gold for 1 gem worth 100 gold. You lose a little in the deal, but even shop keepers need the opportunity to earn a livelihood.

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

A: You can find tip sheets on America Online, CompuServe and our web site.

Q: How can I rotate spells such as Plane of Force?

A: Press the return key during targeting.

Q: Where to I get third party scenarios to play with Realmz?

A: To make your own scenarios and even sell them as shareware you need Divinity. You can learn more about Divinity from our web site as well as download scenarios already created by others at: www.fantasoft.com