

## What's new in 6.0

- Released "Trouble in the Sword Lands" scenario. This scenario is easily the largest scenario ever released by Fantasoft and is sure to keep you up way past nappy time.
- You can now play third party scenarios created with Divinity directly in Realmz 6.0 or higher. To find out more about where to get third party scenarios or how to may your own point your web browser to [www.fantasoft.com](http://www.fantasoft.com) and enter the Games section and head for the Realmz section.
- Added two new menu options in the "Adventure" menu to allow you to install or remove third party scenario titles. See the chapter "Making Your Own Scenarios" for more info on this subject.
- Added a new Caste: Minstrel. For more info about the Minstrel Caste see the chapter "Character Castes"
- You can now rename your characters in the "View Character Info" screen. Just click on the characters name in the upper right hand corner and type your new name.
- Helpless characters and monsters will now be marked with a blue background during battle.
- Characters and monsters that are offscreen during combat will be denoted with a hash mark near the edge of the screen in their general direction. This is an easy way for you to tell where everybody is relative to the current character.

There is also a new preference for turning this option on or off if you don't like it.

- In addition, music in formats other than MOD or MAD are now supported. You can now play music in S3M, MTM, MED, XM, IT as well. However, it may not work 100% with these new formats so you will have to trust in luck for any particular song to work or not.

Music will now pick up where it left off when switching between areas.

## What's new in 5.1.2

- Actually, most of the changes have to deal with adding support for new features in Divine Right. However, a few of those spill over into Realmz and are supported even if they are not used.
- You can now get "Contact Info" about each scenario by selecting "About this scenario" under the apple menu when playing a scenario. This will only hold true for versions 5.1.2 of scenarios or higher.
- Added support for Scenario Restrictions. None of the standard Realmz scenarios currently have any restrictions but custom scenarios created using Divinity may have them. These restrictions may ban certain character castes or races. It may also put a limit on the number of characters that may join the party as well as the maximum level a character can be in order to join the party.
- Added support for custom designed spells, races and castes. Again, this is for those that use Divinity to create their own scenarios. If your interested in making your own scenarios then check out our web site for information on Divinity. <http://www.fantasoft.com>

## What's new in 5.1

- Changed the way the Music Menu works. Each music selection can now be in one of three states. You may have to reselect your music you want to play as a result of this change the first time you run a saved game.

OFF Music will stop when you are in this area.

⌘ Music will play in this area.

◇ Music will not change in this area, BUT if music is already playing from a different area it will continue to play.

- Added a colum to the "Spell Casting Ability" table to show which caste can or can't use scroll cases and the type of scroll case they can use.
- Data files for two new land types. Swamp and Desert. These files are used in a limited fashion in the newest version of some scenarios. They are also used by "Divine Right LE"
- Corrected a number of minor bugs.

## What's new in 5.0.5

- Changed the caste "Berzerker" a bit. They can now no longer use leather

or chain armor. They can however now use small and medium sized shields and are resistant to fire.

- Fixed a number of problems with aging as well as added support for magic items that can cause you to age or get younger. If you download the latest versions of the scenarios you can find a few Aging and Youth potions sprinkled about.
- Elves and Vampires will now get 100% of the victory points they deserve. A bug caused them to suffer from the "Over Age Penalty" thus reducing the victory points awarded them by 33%.
- Fixed a bug that would cause some castes to not get the correct amount of stamina during levelup.
- Other Minor Bug fixes. (As always)

## What's new in 5.0.4

- Bug fixes.
- Improved "Item Information" screen.

## What's new in 5.0.1

- Some kills in combat did not add to your prestige. That is fixed.
- Reveal Friends now works properly again.
- Fixed a problem with the "Identify" buttons in the treasure collection screen.
- Re-registration should now work properly on all computers.
- Places some limitations onto the number of spells that can be cast per round by various castes. See below table for current values.

### Caste Spell Casting Ability

Spell	Begins	Maximum	Maximum Spells
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# Caste

Class	At Level	Spell Level	Usable/Round
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Fighter

- 

- 

- 

Monk

- 

- 

- 

- 

Crusader

- 

Priest

7

4

Archer 1  
Sorcerer

15

2

Rogue 1 Sorcerer

15

3

Sorcerer 1 Sorcerer

1

7

Priest 2  
Priest

1

7

Enchanter<sup>2</sup> Enchanter

1

7

Evoker<sup>2</sup>  
Enchanter

1

7

Cardinal<sup>3</sup>  
Priest

1

7

Cabalist      3 Sorcerer

1

7

Berzerker      3  
•

•

•

Bard      •  
Sorcerer

20

3

1

Fencer

•

•

•

•

Marksman

•

•

•

•

Assassin

Sorcerer

15

3

1



Dabbling  
Enchanter

5

5

Battle Mage<sup>1</sup> Sorcerer

5

5

Warlock<sup>1</sup>  
Enchanter

1

7

3

## What's new in 5.0

- **New Pricing Structure For Game And Scenarios.**

- **Special note:** Characters and saved games from versions prior to 5.0 are not compatible. You will not be able to use any of your old characters and saved games with version 5.0 or higher. Major changes have taken place in both gameplay and in the way things are done under the hood. These changes make it impossible to make old characters / saved games to work or be updated to the new format. Onward and upward.
- As far as gameplay is concerned, the largest change you will notice right away is the addition of a lot of new castes. See the chapter "Creating Characters" for more info on the specific castes.
- You can now create characters starting as high as level 30.
- All newly created characters will start with basic equipment.
- Realmz now keeps track of your characters prestige. This is an overall score based on how well your character performs in battle. The better they do the higher the prestige score. You can view your prestige in the character record screen.

How prestige points are calculated:

Positive Prestige Points are calculated:

- + (Damage Given - Damage Taken) / 20 (This could be negative)
- + Hits Given
- + Attacks Dodged
- + 2 x Undead Destroyed
- + 3 x Undead Turned
- + 3 x Enemies Killed (Excluding Destroyed Undead Via Turning)

Negative Prestige Points are calculated:

- 2 x Hits Taken
- 2 x Missed Attacks
- 3 x Number of Spells Cast in Combat
- 35 x Times You Were Knocked Unconscious
- 75 x Times You Were Killed In Combat
- Running away in combat will add 200 points to your prestige penalty with a net result of -200 to your prestige score.

- All races and castes have a starting and maximum number of attacks per round. For more info on this see tables "8.0 Attacks Per Round By Caste" and "8.1 Attacks Per Round By Race" in the Appendix of tables.

- Castes capable of casting spells that have multiple attacks per round will be able to use either melee or spell casting abilities for all attacks.
- Swapping positions with another character during combat now requires 5 movement points.
- Characters are now affected by age. As they age they may gain or lose attributes. To see how age affects any specific race click the "View Aging" button during the selection of a character's race during character creation - OR- in the character statistics screen.

Each race has a maximum age they can attain. When your characters reach that age they will NOT die. (I did not want the bevy of complaints that would cause.)

Once they reach the highest age group they will no longer be affected by age as they grow older. The purpose of this is to reflect the changes your character would experience over time but I did not want to actually kill off characters when they got too old. If you like to play realistically then just end the character's career.

In addition, some monsters can now cause you to age on a successful hit. As an example, if you are hit in combat by a ghost, your character will age slightly. Just how much they will age depends on how large an attack the creature has and toughness of the creature.

Besides aging due to natural causes and as a result of encounters with supernatural creatures you can also age due to spell effects.

The Adrenaline spell will cause a character to age. The higher the power level of the spell the more he will age.

Most aging due to magical effects is uniform across races. As an example, a Goblin which can live for about 45 years will age only 75% as much due to magical effects as a Hobgoblin which can live to be 60.

- Victory Point Penalty For Overage Characters. Characters that are beyond their maximum age for their race will be penalized one third of victory points awarded. i.e. They will only get 66% of victory points they would normally get if they were below their maximum age.
- Race and Caste restrictions on items are now back in. Some items can only be used by specific races and castes. I had to remove some of those limitations a while back in order to keep things working but they are now back in.

- You can now view your characters base aging, caste and race adjustments from the "Character Record" screen. These stats are what was applied when they were initially created.
- In the past any pre-defined spells for use with the quick casting keys was lost when you started a new game or changed the makeup of the party. Now those definitions are saved with each character. If you define a number of spells for quick casting for your character those defined spells will not change unless you want them to change.
- Replaced the Enchanter spell "Discover Invisible Objects" with "Destroy or Turn Undead" This spell will allow the enchanter an attempt to turn undead as if they were a priest. No victory points are awarded for turning or destroying undead in this way nor does it garnesh the caster any prestige points.
- Note: Warlocks and Crusaders gain the ability to turn undead at higher levels. Pixies and Vampires each gain a bonus to turn undead and will have a small chance to turn low level undead regardless of their caste. This ability will not get stronger as they gain in levels unless they happen to be a caste that gains in this ability as they gain levels.