

alternate  
**REALITY**<sup>®</sup>  
The City

**Atari<sup>®</sup> ST<sup>™</sup> Reference Card**

Atari ST game designed and programmed by Rick Mirsky and Jim Ratcliff

Original game concept by Philip Price

Graphics by Steve Hofmann

Music by Gary Gilbertson

Documentation by Kathi B. Tremblay

**Important:** *It is crucial to read the enclosed Guidebook before loading the game.*

### **Requirements**

- Atari ST computer (512k)
- Mouse or Joystick (optional)
- Compatible disk drive (1 or 2)
- Blank disk (Character Disk)
- TV or video monitor
- *Alternate Reality - The City* game disk

**Note:** *Make sure the game disk is Write Protected. Do not Write Protect your Character Disk. Use the ST operating system to make backup copies of your Character Disk.*

### **Getting Started**

1. *If you have a machine with ROM-based GEM<sup>™</sup> (the operating system is always in the computer), just insert Side 1 of *The City* into Drive A and turn on the computer. The game loads automatically.*
2. *If your computer has RAM-based GEM (you use a system disk to boot the machine), insert the GEM disk into Drive A and turn on the computer. Once GEM is loaded, remove the disk and insert Side 1 of *The City* into Drive A. Double-click on the Drive A icon, then open the Auto Folder. Double-click the AR file and the game loads.*

*You can use the second method to load *The City* from the Desktop, regardless of your operating system. **Note:** If you have two disk drives, use Drive B for your Character Disk. To use Drive B, you must turn on both drives and ensure that there is a disk in each before booting the machine.*

**Character Decision Menu:** The Character Decision Menu offers four options:

- Hit **N** to become a *New* character
- Hit **E** to resume an *Existing* one
- Hit **I** to Initialize a Character Disk
- Hit **T** for a *Temporary* character

**Press I to Initialize a disk for use as a Character Disk.** As prompted, remove the *Alternate Reality* disk from Drive A and insert a blank disk. Press **SPACE BAR** to format or **ESC** to cancel. If you have two drives, place the newly-initialized Character Disk in Drive B and replace *The City* disk in Drive A.

**Press N to create a New character.** As prompted, type a character name (up to 31 letters) and press **RETURN**. The next prompt is *Verify your name*. Type the name again and press **RETURN**. You're prompted to remove the *AR* disk and insert a Character Disk (with two drives, leave the *AR* disk in Drive A, the Character Disk in Drive B). You can store up to eight characters on a Character Disk, but can only play with one at a time.

**Press T for a Temporary character.** Follow the prompts, pressing **RETURN** after each response. You can't save this character, but it's useful for getting into *The City* quickly to look around and get the feel of the game. You don't need a Character Disk for a Temporary character.

**Press E to resume an Existing character from a previous venture into The City.** Type the ID number corresponding to the name you're using. Follow the prompts.

**If you make a wrong selection from the Character Decision Menu,** press the **ESC** key. If you make an error when typing a character name, just hit **RETURN** when the program asks you to verify the name.

After selecting from the Character Decision Menu, you're at the portal to *The City* (existing characters go straight into the game at this point). To enter, press the **SPACE BAR**.

**To Save a Character:** Press **S** to save your character. Follow the prompts. If you don't save your character to disk, you'll lose it when you turn off the computer.

Be sure to save a character regularly during gameplay. After saving, take time to make a backup copy of your Character Disk. This way, if you lose a good character in battle or from disease or other misfortune, you won't have to start from scratch!

To resume play with a saved character, reload *The City* and select **E** at the Character Decision Menu.

**Compass:** Finding your way around is simplified by using a compass, available for purchase at Shops in *The City*. Say **NO** when a shopkeeper asks if you want to see his wares. He then offers to sell you a compass. Once purchased, the compass appears at the left of your screen. The direction you're heading is always topmost on the compass and the arrow always points North.

**Mouse Control:** At the right of the screen there are four large arrows. The left and right arrows are for turning left or right; the top and bottom arrows are for moving forward and backward. Move the Mouse cursor to an arrow and press either button. This highlights the arrow and you move or turn in the direction it's pointing. You can use the Mouse to enter Shops, Banks, and other establishments, but you must use the down Arrow key or a Joystick to exit (see below).

**Joystick and Keyboard Control:** Use a Joystick for quick movement through *The City*. Push up on the Joystick to move forward, pull back to move backward; move the joystick left or right to turn left or right.

Movement via the Keyboard is accomplished using the Arrow keys for movement: the up Arrow moves you forward, the down Arrow moves you backward, the left and right Arrows turn you left or right.

Whenever you move in any direction using either a Joystick or the Keyboard, the large arrow at the right of the screen (corresponding to the direction you're going) is highlighted.

To enter a Shop, Bank, or other establishment, push up on the Joystick or press the up Arrow key. Pull back on the Joystick or press the down Arrow to exit.

You also use the Keyboard to interact with businesses, review and position your belongings, and during Encounters.

- In a business or during an Encounter, a menu at the bottom of the screen displays your options. Each option has a flashing number or letter. To choose, press the appropriate flashing character.
- Press the < (back) and > (forward) keys to get a full account of your condition. These keys cycle through all the menus describing your wealth, weapons, armour, magic, etc.
- Some commands you need aren't shown on any menu (press ? to get a list of these commands at any time during the game):

**Press C** to Cast a Spell;

**Press D** to Drop an item or check your inventory;

**Press G** to Get an item you've dropped or discovered;

**Press U** to Use an item or check your inventory;

**Press W** to switch Primary and Secondary Weapons;

**Press P** to Pause the game (press any key to continue);

**Press S** to Save a game (follow the prompts).

# Datasoft®

19808 Nordhoff Place, Chatsworth, CA 91311 / (818) 886-5922

Datasoft is a registered trademark of IntelliCreations, Inc.

Alternate Reality is a registered trademark of Paradise Programming, Inc.

ST is a trademark and Atari is a registered trademark of Atari Computer, Inc.

GEM is a trademark of Digital Research, Inc.

© 1986 IntelliCreations, Inc. All rights reserved. Printed in USA.