

Dear ALTERNATE REALITY Adventurer:

Your response to THE CITY has been fantastic! Here are some comments from players:

"The combination of Graphics and gameplay is unexcelled."  
"Best game I've played so far. I like its expandability."  
"Very artistic effort."  
"Excellent game...keep it up!"  
"This is one of the best programs in my home. Thank you."  
"Keep making great adventure games."  
"Just a few months ago I was saying I wish someone would make a game like this...and here it is!"  
"Please release all the other games in the series. I will buy them all."  
"Hurry with the sequels!"

We know you're anxious to get the next episode, THE DUNGEON. It's in the works right now, scheduled for release in September this year.

THE DUNGEON is a world shrouded in mystery. As you travel through this subterranean realm, you find that it feeds off your terror and serves it back to you. Rounding a corner may put you face-to-face with the substance of your nightmares. Rich treasure and exciting adventure await you beneath THE CITY. Are you strong enough to take the risk?

When THE DUNGEON is conquered, you're ready for the challenge of THE ARENA. For the first time, you see and control yourself in actual combat. Learning new techniques and gaining fighting experience here enables you to return to THE DUNGEON and gain even greater rewards. If you survive your first contest, you have the privilege of mingling with the martial arts scholars who live in THE ARENA. There is much to learn from them as they have spent more time in ALTERNATE REALITY than anyone else.

THE PALACE brings you to the pinnacle of life in THE CITY. Your trials and travels have finally earned you the right to become one of

the nobility. The Castle and other upper-class establishments are now open to you. You may buy property in THE CITY and have a home to return to at night. No more storing your treasures in shaky Banks or sleeping in Inns. Your social standing continues to grow, your knowledge and strength increases, until you are ready to travel into the wide world.

THE WILDERNESS takes you beyond the gates of THE CITY and leads to the mountains that have tantalized you ever since your arrival. You travel over hot deserts, through thick forests, perhaps even over water, until you reach the rocky goal. On the way you encounter many strange life forms. Some have interesting news for you, others are not so friendly. You cannot climb the mountains, but there is a way in.

REVELATION begins where THE WILDERNESS ends. The answers to all your questions about ALTERNATE REALITY are now revealed. You make startling discoveries and prepare yourself for the final step.

DESTINY is the last episode in the adventure. Here you must make the ultimate moral decision: return to Earth or seek revenge on your kidnappers.

These ALTERNATE REALITY episodes will be available for Atari, Apple II, Commodore 64/128, IBM PC/PCjr, Amiga, Atari ST, and Macintosh computers.

We thought a player's group would be a good way for you to share with each other the experiences and knowledge you've gained playing ALTERNATE REALITY. If you're interested in an AR Club, please send your name, address, and any suggestions you have to:

DATASOFT - Alternate Reality  
19808 Nordhoff Place  
Chatsworth, CA 91311

We look forward to hearing from you.



TO QUAFF OR NOT TO QUAFF  
(Help with Potions in Alternate Reality)  
by  
Salin Wauthra

It was the middle days in the month of Final Reaping. I had just removed my sword from the belly of a Giant Rat when I noticed an injured Commoner but a few steps away. He had deep scratches in his arms and face. Surely the Rat I just encountered had seen this fellow first. As I bent down to remove his purse, he began to speak. "I have no money, only these potions. I know little of potions...take them."

I thought it was curious. Here was an unfortunate wretch who had the misfortune to tangle unsuccessfully with an obviously rabid creature, and as he lay bleeding and infected, was willing to give away his only real chance at survival. Now mind you I am no saint, but at this moment I realized that it would be prudent to pass along some of my knowledge of potions to others. I enjoy a good fight with a healthy, wealthy humanoid. If there were more of them around during the daytime, I'd not have to spend so much time taking chances at night searching for treasure.

Now, I have no intention of telling you everything I know of potions; however, that which follows is truthful and should save you money. You can thank me by carrying that money with you as you travel about the city. Someday we'll meet and you can...will...pay me back.

First off, if you fear you've contracted a disease you should Quaff a CLEAR potion that tastes ACIDIC and appears SAFE. If you find you've been poisoned, a PLAIN tasting AMBER potion is what you want. Battle wounds can be healed by a number of potions ranging from minor help with SOUR GREEN potions, to complete cures with WHITE SALTY potions. I have personal experience with some forty-odd potion types. I've just revealed the secrets of ten percent of that number.

In case you're wondering, I found none of the Commoner's potions to be of any value to him. We opened them together. There was one very nice SOUR ORANGE one... I quaffed it.

[about the author]...

Salin Wauthra, abducted from the planet Earth in April of their year 1985, is an 11th Level character with well over 300,000 experience points. He enters encounters with a longsword purchased from Knights Armorers, while his defensive posture is built around a Tower Shield and Chainmail won in battle. He maintains low interest bearing accounts in all three city Banks, with balances of approximately 50,000 coppers per Bank.

Wauthra's stats are as follows: Stamina, 23; Charm, 28; Strength, 50; Intelligence, 32; Wisdom, 27; Skill, 23.

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