

ow, cool doc! I'd give my right eye for it! Do you want it?

No, you can keep it. Seriously though, this document is totally 100% free, just my way of saying thanx for a great game. However, there are a couple of things that you must do if you use this document.

First of all, if you haven't done it yet, **REGISTER REALMZ!** Shareware of this quality comes once in a **blue moon**, and it would be a shame to see it perish just because Tim couldn't make enough money to support it! Besides, you won't get much use out of this doc unless you register, since you won't be able to get all the cool items that are found in scenarios.

Second, if you like this compilation, drop me a line at dcil@cornell.edu and let me know. Knowing that people actually find this of use would give me an incentive to keep working on the other scenarios as well, and to do my best to keep it up to date.

About the Author

My name is Dan Ilut and I'm currently an undergrad at Cornell Univ., physics&philosophy major, and playing around with a Mac is my main hobby. I got hooked on RPGs as soon as I got Realmz, and Exile followed shortly thereafter. After playing a few Realmz scenarios, however, I started to loose track of all the items available, so I decided to gather a list of all the items from all the scenarios. That's quite an undertaking, as I was soon to realize, and since I didn't have much free time (two majors would do that to a guy) it took a while until this list started to materialize. But its finally here, (at least part of it, I still have one scenario to add) so I hope you enjoy it and find it useful.

My Other Stuff

As I said previously, I love my Mac, but I don't have the time or the patience and dedication necessary for serious programming, so my software production is limited mainly to some hacking and some documentation/localization. So if you play **SimCity2000v1.1**, check out my **\$patch** (found on all the major archives) that lets you start every new city with \$99,999,999 in the coffers. Talk about major building!

Also, there is a soon-to-be-released awesome shareware gin-rummy game, **Classic**

Gin Rummy, by Michael Terry (whom I'd like to thank for his suggestions in improving this document). I will be doing the localization in Italian and Romanian for that game, so check it out (as soon as its finished.)

People to Thank

- First of all, I'd like to thank Tim Phillips for the best game ever and for his help in getting this document together, Sean Sayrs and Jim Foley for their great scenarios, Max Fellwalker for her amazing artwork (be sure to check out her Realmz graphics page at <http://emporium.turnpike.net/Z/zen/Realmz.html>), and Jeff Vogel for **Exile** & **ExileII**, two other great games that made countless hours of my life vanish.
- Second, I would like to thank Stark for all his help in making sure that this document is error free as much as possible. Check out his **Realmz NPC Doc.**, which should be available from the same places as this document. And, of course, David Grayson for making an HTML version of this document. (And finishing it so fast! Thanx, Dave!) You can check out the web version at <http://www.seas.ucla.edu/~grayson/realmz/TOC.html>
There are many other people that contributed with suggestions and mistake reports, and my thanks go out to all of them.
- Third, I would like to thank all the Realmz&Exile gurus on comp.sys.mac.game.adventure for sharing their great wisdom with the rest of us mortals =)

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- Artwork by Max S Fellwalker is copyright 1994-1995 by her and used with her permission. You can contact Max by e-mail at destry@netcom.com, or by snailmail at:

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San Diego, CA 92160

Also, she has a Realmz graphics page at <http://emporium.turnpike.net/Z/zen/Realmz.html>.

- Some of the artwork is copyright 1994-1995 by Andy Hunter. You can contact

him at Wormius@aol.com.

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Well, that's it, folks! May the world of Realmz be your other reality!