

Welcome to The Realm—Sierra’s ever-evolving, online world where anything is possible. No matter what version you play, how experienced you are at role-playing games, or what you like to do when you visit The Realm, we want you to have a great experience.

History

Forty summers ago, The Realm was a thriving world of five and twenty towns and countless villages. However, the powerful forces who were once the champions of mankind have now abandoned it. Forty summers ago, the mists began, subtly at first but then more and more invasively, to crowd in upon the denizens of The Realm. Travelers reported they were unable to locate the outlying towns in the mists. Soon the mists swallowed up towns and villages farther inland. Eventually, The Realm shrunk to a tiny piece of land in the middle of the mists.

That was disturbing, but even more startling was the disappearance of all the inhabitants except humans. A few faeries and trolls could sometimes be spotted, but the elves had simply vanished. The dwarves, the giants and the orcs also disappeared. Some claim these races merely moved into the mists, where they lived their lives much as they always did in The Realm. However, this is not the case. Wherever these beings are, they are not in the swirling mists.

Many have prayed to the great forces, but for nine and thirty years there has been no answer. The mists swirled and danced upon the land, and it seemed nothing could save The Realm. In the fortieth year, however, it is whispered, someone appeared and spoke to a chosen few. And he told them what must be done to reverse the mists...

Start Screen

Play - The play button takes you into The Realm as the character you have selected. A gold frame surrounds the selected character. Choose a different character by clicking on it.

Create - The create button allows you to make a new character. You may have up to four characters at any time. Character creation is explained in more detail in the section entitled Character Creation.

Look at - The look at function lets you review your character and edit your character’s biography.

Erase - The erase button completely deletes the selected character, including the character's name and possessions, from The Realm.

Character Creation

Creating a character is fairly simple. There are four steps: naming, facemaking,

customizing and biography writing. Feel free to experiment. You have buttons that allow you to erase or edit a character. As you go through the process of creating your character, click the buttons at the bottom of the screen.

Next - Click this button when you are happy with what you have and want to move on to the next part of the process.

Exit - The exit button will let you leave character creation without creating anything.

Save - This button saves your character when you have finished creating it.

Naming, Title, and Profession

On the first screen, the profession screen, you will set your character's name, title and profession. Here are some things to consider:

Name - You may name your character anything you want, with certain restrictions. The game will not let you duplicate a name already in use, and it will not allow any profanity in a name.

Title - Your character starts with a title matching the character's profession. You may change it by using the tab key. A second tab will return you to the character's name.

Profession - Run the mouse over the button for each profession (Adventurer, Thief, Warrior or Wizard) to see a brief description. Click the mouse on the button corresponding to your preferred profession to make a selection. Each time you change professions, the character's title will reset.

Once you save your character, you cannot change the name or profession, so be sure to choose wisely.

Facemaking

You can customize your character's face by selecting from several face components. It's very unlikely you'll have the exact same facial features as another character since there are so many different ways to tailor the face. To change any of the facial components, just click on the left arrow or right arrow buttons to scroll through your options. There are not always the same number of options for male and female characters, so if you make a lot of changes and switch genders, you may not always have the same face if you switch back. After you save, you cannot make changes to your character's face.

Attributes

The next screen is where you customize your character's attributes and choose your player's combat status and alignment. Depending on what profession you choose, you have a certain number of points in the following attributes:

Strength - This is the measure of your character's physical strength and prowess. A strong

character can do more damage in combat than a weak character. Strength is a very important attribute for warriors. Strength also determines the capacity of your character to carry objects.

Intelligence - Intelligence measures how quickly and efficiently a character can learn new things. The higher the intelligence, the more successful a character will be when trying to learn spells.

Endurance - This measures a character's ability for physical exertion. The higher this attribute is, the more health a character has.

It is also on the attribute screen where you determine if you wish to combat other characters. "Yes" indicates you expect to attack others and are willing to be attacked. "No" means the other characters will not be able to attack you, nor you attack them. However, if you ever do attack another player, you will be forever open to attack.

You also choose your alignment on this screen. You can choose good, neutral or evil. Your choice of alignment may change over time if you do particularly good or evil acts or by some magical event. An evil character, for example, may change to neutral alignment if he spends enough time healing others. Your alignment directly affects the way that NPCs (computer controlled characters) interact with you. Good, law abiding citizens, may not be as forthcoming with information when confronted by an evil character.

Biography

You write your character's biography which acts as an introduction and makes The Realm richer and more interesting. Everyone in The Realm can read your biography by clicking on your character and selecting "Look At." Sierra has established some basic guidelines for what may appear in a character's name, title and biography. Profanity, vulgarity and objectionable phrases cannot be used. Players who do so risk penalties including the disabling of their accounts. (Please see the section on Player Conduct.) Unlike the other characteristics, you have the option of changing the biography at a later time.

Health

Health is the measure of your character's physical vitality. Each time you take damage of any kind your health will decrease. When your health reaches zero, your character will die. As your character increases in level, so does the total health available. When not in combat, your character will regain some lost health every two minutes. The rate which your character will heal is dependent on your total health.

Beginning The Realm

To send your character into The Realm, click the play button on the start screen. If you have more than one character, select the one you wish to play by clicking on it, then click on the play button.

Your Home

You first arrive in The Realm inside your character's house. You return here anytime you die. You may also return here voluntarily at any time by finding a Realm Gatekeeper in your home town or by casting the Home spell.

Your home consists of two rooms and a front yard. There is a strongbox in your character's bedroom to store valuables and supplies. Both the strongbox and your home's front door are protected by a password that only you know. The initial password for both is your game password. You may change the password at any time. Don't ever give anyone your password, even if they say they are a Sierra employee or a Game Master. No one else should know your password.

Game Screen

The Realm game screen has lots of different sections, tools and information. First, there is a main window, which shows your character and everything else in the room with you. This is where you watch your character move, fight and interact with all The Realm offers.

The chat window (located in the lower left of the screen) shows general gossip lines and messages sent to you. The gossip channels are constantly scrolling the conversations of others on the same channel. Although there are hundreds of channels, certain ones are dedicated to specific subjects. Channel 0 (the newbie channel) is dedicated to helping new players and asking and answering questions. Channel 1 is a general chat line where players can converse about general Realm topics. Channel 2 is an in-character channel where players verbally role-play their characters. Press F1 while in the game to get information on how to use the gossip channels.

To the right of the chat window is your character's inventory window and the game's icon bar. The inventory window shows all the items your character is carrying. You may pick up and drop items whenever you wish. The icon bar has seven buttons to assist you in playing the game. The first icon turns your cursor to the move cursor (a foot). The second brings up the action cursor (a hand). The third icon gives you access to your spells, if you have any. The fourth one governs working with other characters in your group. The fifth accesses your inventory. The sixth icon is for combat. The seventh provides access to the control panel.

There are two game cursors—move and action. The move cursor moves you around a screen. Click this cursor anywhere on the screen and your character moves to that spot. Near the edges of a screen, the cursor turns into an arrow pointing off screen, and clicking while it's an arrow moves the character to the next screen going in that direction. The action cursor lets you look at objects, memorize and cast spells, buy merchandise, walk to a house, wear clothes, equip weapons, start combat, follow other characters and pursue monsters.

Looking at Yourself

Looking at a character will show you a close-up of that person's head and biography. Looking at yourself shows your head and also a menu of the following choices:

Status - The status button shows any effects active on your character, such as spells.

Skills - Use this button to view all of the skills that you currently know.

Attributes - The attributes button shows you all of your character's basic attributes and information.

About - This is the default choice when looking at a character. It shows the biography and public information for the character being looked at.

Armor - Use this button to view the armor being worn by your character.

Consider - This button is used when looking at a potential enemy character. You will get a message that tells you whether or not you should be able to win in combat against this character.

Crimes - Use this button when you want to see all of the crimes that your character has committed.

Deeds - Use this button when you want to see all of the deeds that your character has performed.

Guild - This button will display information about a character's guild.

Exit - Use this button to return to the game.

Realm Commands

The Realm has many commands which can be executed from the keyboard. If you simply type a message, everybody in the same room with your character can see it. There are several commands you can use to send the message to different places.

/who - This creates a complete list of everyone on The Realm. Type in the first letter of the character you are looking for to jump to that section of the list.

/complain {message} - This logs an official complaint with Sierra which contains a log of recent tells, gossip and room talk that the complaining player has received where {message} is a brief description of the offending behavior.

/evict - This evicts everyone from the players house except the house owner.

/g {message} - This command sends {message} to the current gossip channel.

/t {name} {message} - This sends {message} to a character to {name} no matter where

they are on The Realm.

/gt {message} - sends {message} to everyone in your group no matter where they are on The Realm

/bow, /hug, /smile, /frown, etc {name} - This tells everyone in the same room you just bowed to (hugged, smiled at, frowned at, etc) {name}.

/e {description} - This lets you write out a custom action. The game automatically writes your name ahead of the {description}.

/ignore or /listen {name} - The */ignore {name}* command edits out all messages by a character named {name}. The commands */listen {name}* or */unignore {name}* reverses the process. */mute* and */unmute* do the same thing.

/busy or /unbusy - This refuses or allows delivery of any and all */t* messages.

/yesgossip or /nogossip - This turns gossip on and off.

/join {channel number} - This lets you join the gossip channel {channel number}.

/channel - This command displays the name of the current channel and the number of the first open channel.

/leave - This exits you from gossip (same as */nogossip*).

/name - This displays the current title of the gossip channel.

/topic - This displays a description of the discussion topic of your gossip channel.

/list - This displays a list of the active gossip channel numbers and their names.

alt+x - This is an emergency exit.

The game also saves a certain number of past messages. You can review them with the following keys: up arrow, page up, down arrow, page down, home and end.

Buying Things

You may buy clothes, weapons, armor, nourishment and supplies for your character. This helps you personalize and protect your character. Wander through the town until you see a shop you would like to enter. When you click on a shopkeeper, one of the options will be "buy." Click on "buy." You will see a large window with the name of the store at the top. As long as you are buying things, your actions will be limited. In the bottom right corner, you will see the amount of gold and build points you have yet to spend. To the left you will see categories of items you can buy. Click on the item you want to check out. You can then do one of the following:

Buy - Buy the highlighted item.

Look At - Read a brief description of the item.

Previous - Go back to the previous item or category.

Browse - Look at the contents of a given category.

Exit - Exit the shop window entirely.

When you are shopping, make sure you can use the item you wish to buy. The game will **not** warn you at purchase time that you cannot wear or use an item, but it will let you buy it.

Build Points

As your character increases in level you will have a chance to improve your skills. Build points are the currency of skills. You gain one build point each time you make a level. You increase your skills by finding and reading skill books. Each skill book costs you a certain number of build points to read and learn. Depending on the class and attributes of your character, the amount of build points it will cost to achieve a skill will vary. There are five levels of ability that you can attain in every skill: familiar, proficient, expert, master and grand master. Each new level of ability brings new possibilities to the skill as you advance.

Combat

To start combat, click on a character or monster and select the "start combat" option. Combat is limited or restricted in some areas of The Realm.

When you enter combat, you and anyone in your group are moved to a "combat screen" so bystanders won't get hurt. Anyone not involved in the fight will see a combat cloud appear in the room. Characters involved in combat will simply disappear from wherever they are on the screen. Monsters will turn and walk into the cloud.

Geography

The Realm has over four thousand screens for you to explore, including nine towns and a huge network of subterranean dungeons. Most areas surrounding your home town will be safe for you to explore, but the farther you are from the towns, the more dangerous it will be for you. Good luck...

Technical Support

The Realm doesn't use Sierra's normal technical support channels. Support will be provided through The Realm's web page at <http://www.realmserver.com> and through

email at realm.tech@sierra.com. The page contains The Realm's readme file and information sheet, which are kept updated with the latest help information. The page also provides current information about The Realm and its evolution.

Player Conduct

The Realm is designed for the enjoyment of everyone. We ask that you conduct yourself in a manner that does not detract from others' enjoyment of the game. Any behavior specifically targeted to lessen another player's enjoyment of The Realm is unacceptable. These could include, but are not limited to, the following.

Illegal Activities

Sierra reserves the right to cancel or suspend the membership of any member suspected of illegal activity. If Sierra or its representatives witness suspicious activities, Sierra may, at its own discretion, report said activities to the proper law enforcement agency. Sierra may also choose to participate in the investigation and prosecution of said activity should the activity be found in violation of local, interstate or international laws.

Abusive Name, Title or Biography

You are given a great deal of flexibility in creating your character's name, title and biography, and we encourage players to be creative. Vulgar expressions, the use of profanity, sexual innuendoes or preferences, and the names of drugs or drug paraphernalia are not allowed. Bashing (derogatory remarks about a player, Game Master or your dissatisfaction with the game, as well as outright name calling and verbal abuse) is also not permitted. Please remember, The Realm is filled with both adults and children, so keep names, titles and biographies appropriate for all ages.

Harassment

Harassment includes stalking a player, excessive jumping (repeated attacking of the same person), constant verbal abuse and sexual harassment. In general, any behavior that is unwanted, unwarranted and/or recurring will be considered harassment. Characters with an evil alignment are not excepted from our rules of conduct. There is a difference between being evil and ruining the game for others. For example, an evil warrior who randomly attacks other characters in the game is well within the spirit of play. On the other hand, an evil warrior who stalks a particular individual is in violation of the rules.

NOTE: If you are being verbally harassed, your best defense is to put the offending player on 'ignore' (/ignore <player's name>). Players who feel that they are being "harassed" or "stalked" should use the "complain" feature. Sierra will review all complaints.

Abusing the lines of Communication

Common rules of etiquette and simple courtesy are expected in all areas of The Realm. Vulgar expressions, profanity, annoying or sexually explicit terms and conversations are not allowed.

The following items are not permitted on public channels (channels 0, 1, 2 and 3):

- Profanity, cursing, and swearing. The fact that we have a profanity filter does not affect this policy.
- Scrolling or flooding (constant messages that force the text to move so rapidly that messages are unreadable)
- Pretending to be a Game Master or a Sierra employee (by name or vein of conversation).
- Racist comments. Personal attacks based on a person's race, national origin, ethnicity, gender or disability are prohibited

The same standards of conduct apply within a room. If a player wishes to lodge an official complaint against another user, then he or she must use the "complain" feature. Sierra will only investigate situations which have been documented with a player complaint. Players have the freedom to discuss whatever they wish in their own House, with one exception. Illegal activities are never permitted. Please see section II. Within a home, householder's must use the "evict" command if they cannot stop an offender from speaking about an unacceptable subject.

Note: There are 1000 channels placed at the player's disposal. Any of these may be used by the players. These are open and monitored by the player who opened the channel.

Ignoring a Game Master's Request

Game Masters will always try to act in the spirit of the game and will try to be fair. You are expected to follow the request of a Game Master, even if you disagree with the request. If you do not understand or disagree with a Game Master's request, you may speak to the Game Master at a later time or contact generalmanager@realmserver.com for an explanation.

Disciplinary Actions

You may face disciplinary action if you are found violating the rules. Repeated offenses may cause cancellation of service. In certain circumstances, a user may be locked out of the game without warning or notice of any kind. Any player who is suspended (locked out of the game) may contact Sierra at generalmanager@realmserver.com for an explanation of the lock out. You must provide your character's name and log in. Suspensions from the Realm are usually temporary and can be appealed.

Sierra's Rights and Obligations

Sierra reserves the right to make modifications to The Realm. Every effort has been made to make the Realm a stable and problem-free game. However in updating or modifying the game, it is possible your character may be altered. We will, of course, do our best to rectify the situation, but there may be times that the changes are irrevocable. The Realm is presented on an AS-IS basis, and usage of the Realm indicates acceptance of this condition and any risk it may imply. We welcome constructive criticism, suggestions, etc. Please send problems to realm.tech@sierra.com and suggestions to Suggestions@realmserver.com.