

ALTER EGO™

A Fantasy Role-Playing Game About Life

Conceived and Created by
Peter J. Favaro, Ph.D.

Complete Instructions for the Apple® II series, IBM® PC/PCjr, TANDY® 1000, Commodore® 64™/128™, and
Apple® Macintosh™.

ACTIVISION
HOME COMPUTER SOFTWARE®

Alter Ego was designed and written by Peter J. Favaro, Ph.D.

Produced by James Charne

Apple and IBM versions programmed by Kottwitz & Associates, Kerry Shetline and William Kubeck

Macintosh and Commodore versions programmed by Unimac, Inc., E. C. Horvath

Additional programming by Mark Hahn

Original graphics by Jersey Cow Software Company, Inc.

Macintosh graphics adapted by Peter J. Favaro, Ph.D.

Creative consultants: Sarah Kortum & Allan Lundy, Ph.D.

This manual was written by Elizabeth Metzger Armstrong with contributions by Peter J. Favaro, Ph.D., and James Charne.

Special thanks to Lawrence Schick, Vincent Solimine, Jr, Allison Hale, Theresa Favaro, Peter Patel, Garry Kitchen, Sam Nelson, Patricia Daley and Vince Desi for their contributions.

Because of the authenticity of the life experiences explored in the program, **Alter Ego** contains explicit material which may not be suitable for computer users under the age of 16.

Parental discretion is advised. Players have the option of skipping these experiences.

© 1986 Activision, Inc.

Commodore 64[™]/128[™] are trademarks of Commodore Electronics Ltd. Tandy[®] is a registered trademark of Tandy Corp. IBM[®] PC[™] and PCjr[™] are trademarks of International Business Machines Corp. Apple and Macintosh are trademarks of Apple Computers Inc.

ALTER EGO

Here's a chance to replay your life again and again, each time with a different personality. This time around, you can be a wealthy entrepreneur who will do anything to get ahead. Or take on the life of a broke, but happy poet. Or fulfill your dream of being the most popular person in your high school with a date book filled up for the next five years.

In **Alter Ego**, YOU create the character you want to be—your "alter ego"—and then live out your alter ego's life from birth through old age. So be a kid again, get back at all those snobs from high school, do all those things Mom and Dad wouldn't let you do or go back and marry that long-lost love you let get away.

With **Alter Ego**, you play the game of LIFE.

WHAT YOU CAN DO WITH ALTER EGO

Alter Ego is a fantasy role-playing game. It presents you with a series of "life experiences"—episodes—which take you through a simulated lifetime in seven life stages: birth and infancy, childhood, adolescence, young adulthood, adulthood, middle adulthood and old age.

Here's what you can do:

- Create a character. Base it on your own personality, that of someone you know or one you've always wanted but never dared to be.
- Live out your fantasies without the risks.
- Play alone or in a group.
- Live through hundreds of realistic life experiences, from infancy to old age.
- Relive your childhood, your adolescence—any stage you wish.
- Be an instant adult.
- See the world from your kids', your parents' or your spouse's eyes.
- Take a break from life, then pick it up again where you left off.

The computer keeps "score" of how you are doing, just in case you thought nobody was noticing.

TABLE OF CONTENTS

INTRODUCING ALTER EGO	1
The Making of Alter Ego. Male and Female Versions. It's Only a Game. The Game Voice and Alter Ego's Biases. Life in the Fast Lane.	1
PLAYING THE GAME OF LIFE	1
The Life Map Screen	2
A GAME OF ALTER EGO	3
The Personality Profile	3
Life Stages	3
Life Experiences	5
Life Choices	7
Staying in Character	10
Your Alter Ego's Life Status	10
Financial Joys and Woes	12
Taking a Break From Life	12
GETTING STARTED FOR THE APPLE II	13
Loading Instructions. Beginning the Game. The Controls.	13
GETTING STARTED ON THE IBM PC/PCjr AND TANDY 1000	14
Loading Instructions. Beginning the Game. The Controls.	14
GETTING STARTED ON THE COMMODORE 64/128	15
Loading Instructions. Beginning the Game. The Controls.	15
GETTING STARTED ON THE APPLE MACINTOSH	17
Loading Instructions. Beginning the Game. The Controls.	17
GAME PLAY	19
Escaping from an Episode.	19
Stopping the Game. Saving a Game. Resuming a Game.	19
CRIB SHEET	20
ALTER EGO CONTROLS CHART	21

INTRODUCING ALTER EGO

THE MAKING OF ALTER EGO

In order to provide players with a cross section of experiences from life in general, rather than the author's life alone, **Alter Ego's** creator, psychologist Dr. Peter J. Favaro, interviewed hundreds of men and women about their most memorable life experiences. He examined the interviews and looked for common experiences, then chose the experiences that many people shared.

The scoring in **Alter Ego** is based on evaluations by Dr. Favaro and a group of fellow psychologists. In Dr. Favaro's own words, "We feel that from any one response, it is almost impossible to give an accurate picture of someone. We also feel that, given the fact that a person makes several HUNDRED responses while playing **Alter Ego**, we have a better chance of guessing what that person might be like."

MALE AND FEMALE VERSIONS

Because men and women have different kinds of experiences while growing up, **Alter Ego** has a male version and a female version. This doesn't preclude women from playing the male version or men from playing the female version. After all, it's just another way to create an "alter ego." This manual has been written to apply to both the male and female versions. Each version is sold separately.

IT'S ONLY A GAME

The world in which **Alter Ego** operates is based on the real world, but **IT IS NOT THE REAL WORLD.**

Alter Ego is first and foremost a game. It was designed to be entertaining, not clinical. There are certain insights that can be gained from playing the game, but life improvement or self-analysis should never be the goal of playing.

Throughout the game, you will be asked to respond to episodes. Remember that your responses belong to your alter ego. So be as wild and crazy or sweet and gentle as you like.

Although many of the comments made in the game ring true to life, take them with a grain of salt. Remember, it's only a game.

GAME VOICES: YOUR CONSCIENCE AND THE NARRATOR

There are two voices that will be talking to you throughout your alter ego's life. The voice that makes comments directly to you is your "conscience." The voice that evaluates you and reviews your life is the "narrator."

The narrator is almost a separate character, with very definite opinions about the choices your alter ego makes.

Keep in mind that the narrator's comments are designed to challenge you, to provoke different response patterns and provide unexpected surprises in your life.

LIFE IN THE FAST LANE

Alter Ego lets you make choices and take chances you might not otherwise have in real life.

In the real world, nearly everyone acts recklessly from time to time without suffering the consequences. But people who regularly make reckless choices are likely to pay the price.

Alter Ego works the same way. If you're going to live a reckless life, be prepared to accept the possible (or inevitable) consequences.

PLAYING THE GAME OF LIFE

The object of **Alter Ego** is to step into the role of an alter ego and live through his or her life. After loading the game, you'll be asked to complete a personality profile questionnaire and pick a life stage at which to begin the game.

As you advance through each life stage, you'll "live through" true-to-life experiences called "episodes" by picking symbols located on a Life Map Screen. These symbols represent either "life experiences" (social, intellectual, emotional, physical, familial and vocational) or "life choices" (high school and college, risks, relationships, work, major purchases, marriage and family).

You'll be asked to respond to episodes by picking moods and actions or answering questions.

The choices you make throughout the game mold the behavior and personality of your alter ego. They will also determine the directions his or her life will take and the kinds of experiences he or she will have. It's a lot like traveling "the highway of life." Each time you get to an intersection, you decide which way to turn or if you want to turn at all—just like real life, with all its twists and turns.

Alter Ego keeps records of how you are doing in 12 separate characteristics: Calmness, Confidence, Expressiveness, Familial, Gentleness, Happiness, Intellectual, Physical, Social, Thoughtfulness, Trustworthiness and Vocational. At any time during the game you can check your alter ego's characteristics on a "Status Screen."

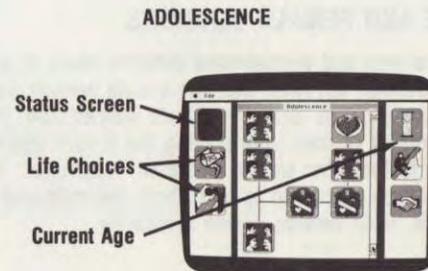
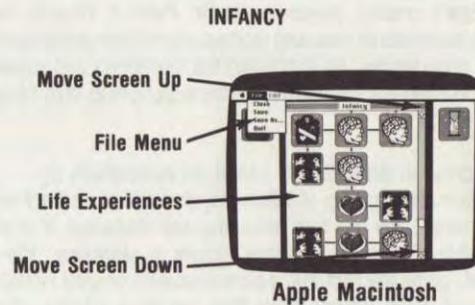
You'll also get a chance to build up your resources—by earning money at a job, receiving gifts, investing wisely and winning prizes. After the CHILDHOOD stage, you'll also have to cope with living expenses and impulsive spending habits. You can check the state of your resources throughout the game.

THE LIFE MAP SCREEN

The Life Map Screen is the "road map" of your life. As you grow older, this screen will reappear each time you enter a new life stage.

1. The "Life Experiences" symbols are located in the **middle** of the screen. They contain life's "unexpected little surprises" over which we have little or no control.
2. The "Life Choices" symbols are located on the sides. They include experiences that give you a little more control over your life, such as whether or not to have a relationship or an

affair, get married, attend college or apply for a job. Since life gets more complex above the BIRTH AND INFANCY stage, the number of choices you'll be able to make as you get older will increase and vary. You'll notice new symbols on the screen as a result.



A GAME OF ALTER EGO

THE PERSONALITY PROFILE

Every time you begin a new game of **Alter Ego**, you must first complete a personality profile, a series of statements to which you must respond "true or false." There are no "right" or "wrong" answers. Your answers will be used only as the basis of your alter ego's personality when he or she enters the world.

You'll be given three options for answering the questions:

1. **SELECT MY ALTER EGO'S PERSONALITY.** This method is recommended. It lets you fill in the answers from scratch. This is the most thorough way to play the game, because you get to choose your alter ego's personality yourself.
2. **LET THE COMPUTER SELECT MY ALTER EGO'S PERSONALITY** means the program will automatically assign a random personality for your alter ego. This is the quickest method to advance into the game. However, you will miss out on the opportunity to give your alter ego the start in life that will make it yours alone.
3. **LET THE COMPUTER SELECT MY PERSONALITY, THEN LET ME EXAMINE OR EDIT IT** means the computer fills in all the answers, but you can change them or leave them as is. Once the computer has answered all the questions for you, you may want to look through to make sure your alter ego has answered the questions just as you would want.

If you choose to have the computer assign a random personality for you, the game will begin. If you choose to complete the profile yourself or review/edit the computer's answers, you must complete it before beginning the game.

Just as there is a certain amount of unpredictability in each of our personalities at birth, so too is there unpredictability in your alter ego's personality. Even if you answer the questions in the profile the same way for each game you play, your alter ego is not likely to have the same personality twice.

Caution: Once you begin the game your alter ego's personality profile is fixed. So, before you begin, it's a good idea to go back and review your answers.

LIFE STAGES

THE SEVEN STAGES IN ALTER EGO

1. BIRTH AND INFANCY
2. CHILDHOOD
3. ADOLESCENCE
4. YOUNG ADULTHOOD
5. ADULTHOOD
6. MIDDLE ADULTHOOD
7. OLD AGE

Each life stage has its own set of life experiences and life choices. As you get older, you'll find new, previously-unavailable experiences and life choices. For example, this game doesn't let you attend college until you're past the ADOLESCENCE life stage.

Each of the disks for **Alter Ego** contains two or three life stages. No matter at which life stage you start, once you begin the game you must proceed through each life stage chronologically from that point. To mold your alter ego's character as fully as possible and get the most fun out of the game, it's best to start at BIRTH AND INFANCY, but you can begin your alter ego's life at any stage.

Your Status Screen will begin at the same life stage from which you choose to begin the game.

At the end of each life stage, the game "narrator" will ask if you want to continue or stop. If you choose to continue, you'll automatically enter the next life stage. If you want to stop, you'll have the option of saving the game at that point, to be retrieved at a later time, or quitting the game entirely.

TESTS

In the CHILDHOOD life stage you'll be given several "tests" as a way of evaluating your alter ego's grammar school education. Remember, this is your alter ego taking these tests, so answer them the way you think he or she would respond.

Pssssssst! You'll find a crib sheet
at the back of this manual.

YA GOTTA GROW UP

In **Alter Ego** you cannot prolong your adolescence—or any other life stage—however much you try (at least not chronologically). As soon as you reach a certain age, you must continue to the next life stage, unless you decide to stop the game. And you can't go back in time without starting a new game.

You'll complete a life stage only after you reach the minimum age for the next sequential life stage. You can check your age any time by picking the status screen symbol ().

If you play through all the life experiences at one life stage and still haven't advanced to the next stage, spend some time with the life choices. You will have to play a "fair share" of life choice symbols, particularly in life stages 3 through 7 (above the CHILDHOOD stage), to reach the age necessary to move to the next stage.

The chart below lists experiences typical for each life stage. Think of them as guidelines, rather than strict sets of experiences. After all, life is filled with little unexpected surprises.

ALTER EGO LIFE STAGES

Stage	Experiences
BIRTH & INFANCY	Love and support from parents; nourishment; learning appropriate ways to get attention; learning how to control aggressive impulses; sharing attention with siblings and other family members; learning to crawl, walk upright and speak.
CHILDHOOD	Initial moves toward independence; going to school alone; getting good grades; controlling behavior in class; making friends; developing first opposite-sex relationships; managing an allowance.
ADOLESCENCE	Acceptance by a peer group; first date; initial career decisions; first job; managing money; acquiring first trappings of success (clothes, records, etc.); controlling possible self-destructive impulses and resisting temptation; managing the stress of physical changes; accepting rejection; rebelling against authority.
YOUNG ADULTHOOD	Deciding on a career; finding a place to live; developing long-term, opposite-sex relationships; acquiring initial trappings of adult financial success (automobile, house, etc.); deciding whether to remain in college or try to find a job; marriage decisions.
ADULTHOOD	Managing stress in long-term relationships; resisting the temptation of outside relationships; learning to tolerate bad habits of friends and lovers; decisions on raising a family; acquiring the trappings of adult success (home, better car, vacations); disciplining children; managing fatigue; taking care of body; dealing with feelings of getting older; possibly dealing with first major illness; managing job-related stress.
MIDDLE ADULTHOOD	Coping with family problems; raising children; maintaining and improving career; preparing for retirement; renewing relationships; managing older children.
OLD AGE	Remaining active and healthy; reacting to societal pressures to "act old;" remaining financially secure and physically healthy.

LIFE EXPERIENCES

HAVING EXPERIENCES

In *Alter Ego* the "Life Experiences" symbols represent major areas of life experience. Since it's difficult to place an experience in just one category, you'll find that some overlap. The symbols give you only a general sense of what you might expect to find underneath.

You'll only get **one chance** to play through a specific life experience. Sometimes you'll have to meet certain requirements before you can have a life experience. For example, the game might check your relationship status. Some social symbols will allow "singles" only, while others will request "couples only."

Each life stage has a limited number of experiences. Once you

live through them, they're gone from the current game, and you won't be able to go back and relive these experiences again.

How to Pick Experiences

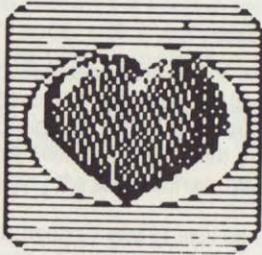
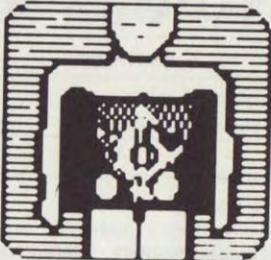
Alter Ego will permit you to pick experiences in any order; however, they are arranged in a general ascending chronological order. Follow the path upward in each life stage. Experiences further up the screen are more typical of older people than those lower on the screen.

It is unlikely that you'll be able to play through all the episodes available in a given life stage. As soon as you reach a certain age, your time runs out for that life stage, and you'll have to move on.

AREAS OF LIFE EXPERIENCE

Symbol	Area	What it Means
	SOCIAL	Experiences that involve etiquette, manners, interpersonal interaction, social skills, making friends and the like.
	INTELLECTUAL	Experiences that reflect both "book smarts" and common sense.

AREAS OF LIFE EXPERIENCE

Symbol	Area	What it Means
	EMOTIONAL	Situations that reflect characteristics of your alter ego's personality, as displayed on the status screen (calmness, confidence, expressiveness, etc. See page 11 for a complete list.)
	PHYSICAL	Experiences related to self-care or physical health.
	FAMILIAL	Experiences with your mother, father, siblings and other relatives. These will determine, in part, your own effectiveness as a parent.
	VOCATIONAL	Experiences that happen to you at work. They are bound to have an effect on your earning power.

LIFE CHOICES

Making Choices

Unlike the "Life Experiences," you can play the "Life Choices" again and again during one game, whenever you feel the need to influence a certain area of your life (maybe you want to raise your intellect or come out of your shell and have a relationship).

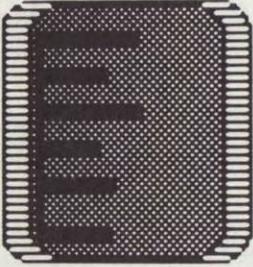
You'll find a different episode each time you go back to a life choice symbol. The symbol doesn't disappear after you play it, but there is a limit to the number of times you can go

back to that symbol.

Not all life choices are available to you at all times. For example, if you're a male, you can't become engaged unless you have the resources to purchase your fiancée a ring. In fact, you can't even become engaged unless you have a steady. You won't get a girlfriend unless you first meet someone and ask her out; even if you ask, she may not go out with you if your social skills aren't high enough.

As in life, you can't avoid making "life choices" in **Alter Ego**. Otherwise, you won't be able to grow up.

AREAS OF LIFE CHOICE

Symbol	Area	What it Means
	STATUS SCREEN	Tells you where you stand in 12 criteria (See page 11). Gives your marital status and age, what material possessions you have collected and what kind of job you currently hold. This is your "life score."
	LIFETIME	Gives your current age.

AREAS OF LIFE CHOICE

Symbol

Area

What it Means



HIGH SCHOOL

Experiences that would normally happen in high school.



RISKS

You can choose to take risks or not, but you never know what it could lead to. Risk-taking may even be dangerous and lead to an early demise. Here you'll be asked only if you want to STOP or CONTINUE.



RELATIONSHIPS

You can make a date, break a date, become the guy or girl about town or opt for a bit of romance. This symbol is full of potential for finding that mate for life.



WORK

When you want to apply for a job, your personality and job qualifications will be reviewed. Even if you have the right skills, the job may be filled. In this area, perseverance pays off.

AREAS OF LIFE CHOICE

Symbol

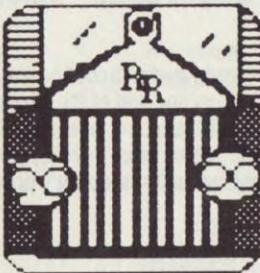
Area

What it Means



COLLEGE

These contain college experiences.



MAJOR
PURCHASE

One way to increase your social status is by purchasing the trappings of success. These may include electronic gadgets, cars, boats or other material possessions. If you don't have cash, you can opt for an easy credit plan.



MARRIAGE

After you have met that special someone, you might want to settle down with your love for a life of marital bliss.



FAMILY

After you've been married for a while, you might want to bring a bouncing bundle of joy into the world. After the blessed event, you may have to suffer through many of the things that you made **your** parents suffer through.

LANDING A JOB

Whenever you select the WORK symbol from the life choice symbols, you'll be given a list of jobs from which to choose and be asked to identify a job for which you want to apply. To land any job, you must have earned the necessary skills and attributes required by the job.

For example, in ADOLESCENCE you may want to be a drug store clerk, which requires a certain degree of social skills, trustworthiness and intelligence. Even if you have high ratings in the social and trustworthiness areas, an intelligence rating that was too low would keep you from getting this job.

Don't get discouraged if you get rejected the first time around. You'll just have to work a little harder to strengthen your weak areas.

Note: If you drag your feet, you may find that the job you want has already been filled.

STAYING IN CHARACTER

Occasionally, you may respond to a question only to have the game narrator tell you "that didn't make sense." This may happen to you more often in the earlier life stages.

This is because **Alter Ego** expects you to put yourself in an age-appropriate role and act "in character." For example, in the childhood life stage, if you make a response that seems out of character or inappropriate for a young child, the narrator will tell you to try another set of responses. If you pick a set of choices like "PUNCH HIM IN THE FACE and TELL HIM THAT YOU LOVE HIM," the narrator will tell you "bad choice."

Sometimes you'll find that none of the choices available are ones you'd pick and that they don't "fit" your character. Not to worry. Since people are so complex, it is impossible to provide everyone with the exact choice they would pick. You'll just have to compromise a little and choose a response that comes close to the one your character would choose.

YOUR ALTER EGO'S LIFE STATUS

Throughout the game, your life will be analyzed by either your "conscience" or the game's "narrator." At the end of each life stage, this voice will assess your life to that point, based on 12 criteria, located on a "status screen." These are outlined below.

These characteristics are measured on a continuum. This means that, as you acquire points on one end of the continuum, your score on the opposite end of that continuum decreases. For example, if you have a high "confidence" score, you'll probably be told you don't suffer from a "self-doubt" problem.

STATUS SCREEN CHARACTERISTICS

Characteristic	What it Means
CALMNESS	Your ability to remain cool under stress. (The opposite of "calmness" is "anxiety.")
CONFIDENCE	How sure you are about the decisions you make. (The opposite of "confidence" is "self-doubt.")
EXPRESSIVENESS	Your ability to say what is on your mind and get what you want, without hurting someone else's feelings. (The opposite of "expressiveness" is "withholding.")
FAMILIAL	Your relationship with your mother, father, siblings and other relatives. Your success will influence your effectiveness as a parent. (You'll be measured by how good or bad your relationships are on a high-low scale.)
GENTLENESS	A measure of your mildness and tenderness. (The opposite of "gentleness" is "hostility.")
HAPPINESS	A measure of how seriously you take life and how positively you view the world. (The opposite of "happiness" is "sadness.")
INTELLECTUAL	Measures "book smarts" and common sense. (Here you'll be measured from high to low.)
PHYSICAL	Your general physical health and well-being. (You'll be measured from high to low.)
SOCIAL	Your success in social skills, etiquette, manners, interpersonal interaction and making friends. (You'll be measured from high to low.)
THOUGHTFULNESS	Your ability to think before you act and, indirectly, your sense of judgment. (The opposite of "thoughtfulness" is "impulsiveness.")
TRUSTWORTHINESS	Your honesty and sense of ethics. (The opposite of "trustworthiness" is "deviousness.")
VOCATIONAL	Your ability to work at a job. (You'll be measured on a high-low scale.)

STATUS SCREEN PROGRESS

Anything above 50 means your alter ego is on the strong side in that area; anything below 50 indicates you're on the weak side in that area. For example, if your Gentleness characteristic is 25%, it probably means you've chosen rather aggressive responses up to that point in your life.

Every time you make a response in **Alter Ego**—by choosing an episode, mood or action or answering a question—you may affect more than one score. Some scores may go up; some may go down. For example, if you cheat someone on a business deal and make tons of money, your happiness score may go up, but your trustworthiness score may go down.

These scores affect the options you'll have throughout your life. The computer will check each characteristic score and present you with opportunities, depending on your previous responses.

Scores are not necessarily "good" or "bad." As in real life, some characteristics are better suited to certain situations than others. You'll find that each end of the continuum for each characteristic offers advantages and disadvantages.

In **Alter Ego**, you can't have it all. Even if you live the life of a saint (with only an occasional slip), you'll never reach 100 points on every characteristic. It's up to you to decide what's important.

For example, if you maintain a low gentleness score throughout the game and you come to a situation where you have to ask someone politely for a favor, you may not be granted that favor. Being low in gentleness means that your aggressiveness is high. So you are unable to ask nicely for the favor. But when it comes to applying for a job, low gentleness means high aggressiveness and a greater likelihood of getting the job.

Affecting Your Status Scores

You can affect your status scores by the way you respond and by making life choices. For example, you can strengthen characteristics by combining life experiences with life choices. Let's say that you are trying to get a date by selecting the RELATIONSHIPS symbol (). But the game voice keeps telling you

that the girl or guy isn't interested. What's a poor social out-cast to do?

A wise strategy might be to select the SOCIAL symbol () several times. Play through the episodes and then go back to the RELATIONSHIPS () symbol when you've increased

your social status. You may find that potential mates are very forgiving after you have improved your social behavior.

But remember, it's not enough just to play through the SOCIAL symbol a few times if you don't improve your ways. If you take the time to learn some social graces, your social score will improve.

FINANCIAL JOYS AND WOES

Once you are past childhood, you will have to contend with living expenses. (Sorry, there's no avoiding it.)

Throughout the game, the program automatically deducts a percentage of your salary (if you have a job) and/or resources for every year past childhood.

If your alter ego is impulsive, the program assumes he or she is a free-spending type of person and automatically deducts a higher proportion.

Always check the Status Screen for an update on your Resources and Impulsiveness. Remember, Impulsiveness is the opposite of Thoughtfulness. If you have a low Thoughtfulness score, it means your Impulsiveness is high.

TAKING A BREAK FROM LIFE

If you grow tired of "life," you can always "take a break," save the game and then pick up your life later right where you left off. Or if you just can't take it anymore (perhaps you're getting bored with your chosen alter ego and want to create a new character), you can call it quits. Refer to the chart on page 21 for instructions for how to take a break.

GETTING STARTED ON THE APPLE II

- Use either joystick or keyboard to play **Alter Ego**.
- If you are using a joystick, use button 0 to confirm selections; use joystick button 1 to move between life choices and life experiences on the Life Map Screen and to escape from an episode.

Note: Generally, joystick button 0 is the button closest to you and joystick button 1 is the one farthest from you when the cord is running out the back of the joystick. The placement of these buttons may vary from joystick to joystick.

- If you are using the keyboard, either type I (move arrow up), J (move left), K (move right) and M (move down) or press the arrow keys to move the arrow, then press the space bar to make a selection. Press **esc** to move between the middle and side symbols and to escape from an episode.

LOADING INSTRUCTIONS

- Insert **Alter Ego** Disk #1, label side up, into the disk drive. If you're using a joystick, insert the joystick into the joystick port.
- Turn on the computer and monitor or TV.

BEGINNING THE GAME

- After the title screen appears, type in any name for your alter ego and then press RETURN.
- Type "J" for joystick or "K" for keyboard.

Next you'll choose a method for completing the personality profile questionnaire. A screen will display these options:

Select my own personality.
Let computer select my personality.
Let computer select my personality then let me examine or edit it.
Load a previous game.

- Move the cursor (arrow) to the box next to the choice you want and press joystick button 0 or the space bar.
- You may load a previous game only if you have saved one and want to continue that game where you stopped. To do so, select "load a previous game" and then pick a game from the list which will appear on the screen.
- To complete the questionnaire, use the joystick or keyboard to choose your answers (true or false). Then press button 0 or the space bar to record your answer.

After filling in the box next to your answer, the computer automatically moves to the next question.

- The arrow will automatically move to CONTINUE when you get to the bottom of a page. To move to the next page of the personality questionnaire, press joystick button 0 or the space bar.
- To return to the previous page (to review a question or change an answer), move the arrow to REVIEW at the top of the page and press joystick button 0 or the space bar.
- On the last page of the questionnaire, the arrow automatically moves to BEGIN GAME after you answer the last question. Press joystick button 0 or the space bar to begin the game.
- Use the joystick or type I and M or press the arrow keys to pick a stage of life at which to begin the game. Press joystick button 0 or the space bar.
- Follow the on-screen instructions for switching and/or turning over the disk, if necessary.
- If you begin at BIRTH AND INFANCY, the last screen you see before beginning the game is the "baby" screen. That's you!
- Press joystick button 0 or the space bar. You are now ready to be born.
- If you begin at any age later than BIRTH AND INFANCY, your life will begin at the Life Map Screen.

THE CONTROLS

- Use the joystick or keyboard to move the arrow around the Life Map Screen to pick a symbol. Once you have selected a symbol, press joystick button 0 or the space bar.
- Move the arrow along the lines connecting the screen symbols to move from one symbol to another.

Not all the symbols are displayed on the screen at any one time.

- To uncover additional life experiences above the top of the screen, move the arrow to the top of the screen and either press the up arrow key or move the joystick up.
- To uncover more life experiences below the bottom of the screen, move the arrow to the bottom of the screen and press the down arrow key or move the joystick down.

GETTING STARTED ON THE IBM PC/PCjr & TANDY 1000

Use the keyboard to play **Alter Ego**. Press the arrow keys to move the cursor (an arrow) and the space bar to make a selection.

Note: You can play **Alter Ego** with or without an IBM color graphics card. Without a graphics card, you will see text instead of symbols on the Life Map Screen.

LOADING INSTRUCTIONS

- Insert your Disk Operating System (DOS) disk into the disk drive. Turn on your computer, the drive and monitor or TV.
- When the drive stops spinning and you see the a> message, remove the DOS disk from the drive and insert **Alter Ego** Disk #1, label side up, into the disk drive.
- Type: **ALTEREGO** and press RETURN.

BEGINNING THE GAME

- After the title screen appears, type in any name for your alter ego and then press RETURN.

Next you'll choose a method for completing the personality profile questionnaire. A screen will display these options:

- Press **esc** or joystick button 1 to switch from the middle to the side symbols.
- Press **esc** or joystick button 1 again to switch back to the symbols in the middle of the screen.
- When you get the symbol you want, press joystick button 0 or the space bar.
- To respond to an episode, point to your answer and then press joystick button 0 or the space bar.

Select my own personality.

Let computer select my personality.

Let computer select my personality then let me examine or edit it.

Load a previous game.

- With the arrow keys, move the arrow to the small box next to the method you want, then press the space bar.
- You may load a previous game only if you have saved one and want to continue that game where you stopped. To do so, select "Load a previous game" and then pick a game from the list on the screen.
- To complete the questionnaire, use the arrow keys to choose your answers (true or false) then press the space bar. This is the same way you picked a questionnaire method, described above.

After filling in the box next to your answer, the computer automatically moves to the next question.

- The arrow will automatically move to CONTINUE when you get to the bottom of a page. To continue to the next page of the personality questionnaire, press the space bar.
- To return to the previous page (to review a question or change an answer), move the arrow to REVIEW at the top of the page and press the space bar.
- On the last page of the questionnaire, the arrow automatically moves to BEGIN GAME after you answer the last question. Press the space bar to begin the game.
- Press the arrow keys to pick a stage of life at which to begin the game, then press the space bar.

-
- Follow the on-screen instructions for switching the disk, if necessary.
 - If you begin at BIRTH AND INFANCY, the last screen you see before beginning the game is the "baby" screen. That's you!
 - Press the space bar. You are now ready to be born.
 - If you begin at a stage later than BIRTH AND INFANCY, your life will begin at the Life Map Screen.

THE CONTROLS

- Use the arrow keys to move the arrow around the Life Map Screen to pick a symbol. Once you have selected a symbol, press the space bar.
- Move the arrow along the lines connecting the screen symbols to move from one symbol to another.

Not all the symbols are displayed on the screen at any one time.

- To uncover additional life experiences above the top of the screen, move the arrow to the top of the screen and press the up arrow key.
- To uncover more life experiences below the bottom of the screen, move the arrow to the bottom of the screen and press the down key.
- Press **esc** to switch from the middle to the side symbols.
- Press **esc** again to switch back to the screen symbols (life experiences) in the middle of the screen.
- When you get to the symbol you want, press the space bar.
- To respond to an episode, point to your answer and press the space bar.

GETTING STARTED ON THE COMMODORE 64/128

Use the keyboard or a joystick. (The joystick must be plugged into port #2.) Move the joystick or press the arrow keys to move the cursor (a black arrow). Press the joystick button or RETURN to make a selection. Press RUN/STOP to escape from an episode.

LOADING INSTRUCTIONS

- Turn on your computer, disk drive and TV or monitor.
- Insert **Alter Ego** Disk # 1, label side up, into the disk drive.
- If you have a Commodore 128, type: GO 64, then press RETURN. When the screen prompts you to answer "yes" or "no," type "Y."
- Type: LOAD "*", 8,1 and press RETURN.

Note: The rest of the Commodore 64/128 instructions assume you are using a joystick. If you're using the keyboard, press RETURN when the manual tells you to press the joystick button.

BEGINNING THE GAME

- When the title screen appears, select "BEGIN A NEW GAME" or "RESUME A SAVED GAME."
- You may load a previous game only if you have saved one and want to continue that game where you stopped. If you load a previous game, you'll next pick a game from a list of saved game files on the screen.
- If you begin a new game, type in any name for your alter ego and then press RETURN.

Next you'll choose a method for completing the personality profile questionnaire. A screen will display these options:

Select my own personality.

Let computer select my personality.

Let computer select my personality then let me examine or edit it.

- Move the arrow to the method you wish to use and press the joystick button.
- To complete the questionnaire, move the arrow to the answer of your choice (TRUE or FALSE) and press the joystick button. After pressing the joystick button to register your answer, the computer automatically moves to the next question.
- The arrow will automatically move to CONTINUE when you get to the bottom of a page. To continue to the next page of the personality questionnaire, press the joystick button.
- To return to the previous page (to review a question or change an answer), move the arrow to REVIEW at the top of the page and press the joystick button.
- On the last page of the questionnaire, the arrow automatically moves to BEGIN GAME after you answer the last question. Press the joystick button to begin the game.
- The seven stages of life automatically appear on the screen. Move the arrow to the stage of life at which you wish to begin the game and press the joystick button.
- Follow the on-screen instructions for switching and/or turning over the disk, if necessary.
- If you begin at BIRTH AND INFANCY, you'll see a baby symbol on a screen. That's you! Press the joystick button to begin the game.
- If you begin at a stage above BIRTH AND INFANCY, your life will begin at the Life Map Screen.

THE CONTROLS

- Move the arrow around the Life Map Screen to pick a symbol. Once you have selected a symbol, press the joystick button.

Not all the symbols are displayed on the screen at any one time.

- To uncover additional life experiences above the top of the screen, move the arrow to the top of the screen, above the three center columns of symbols (life experiences), and either press the up arrow key or move the joystick up.
- To uncover more life experiences below the bottom of the screen, move the arrow to the bottom of the screen, below the three center columns of symbols (life experiences), and press the down arrow key or move the joystick down.
- When you get to the symbol you want, press the joystick button.
- To respond to an episode, point to your answer and then press the joystick button.

GETTING STARTED ON THE APPLE MACINTOSH

Use the mouse to move the cursor (an arrow). Press the mouse button and then release it to make a selection. (This is called "clicking the mouse.") Move the arrow to switch back and forth between the middle and side symbols automatically. To escape from an episode, click the mouse over the "Escape" box, located on the lower right corner of the screen.

LOADING INSTRUCTIONS

- Plug the mouse into the mouse port.
- Turn on the computer, then insert Alter Ego Disk #1 into the disk drive.

You'll see the title screen, followed by the welcome screen.

- Point the arrow at "New Game," "Resume Game" or "Quit."

If you pick "New Game," you'll be asked to enter your name and then pick a method for filling out the personality profile questionnaire.

If you pick "Resume Game," you'll see a list of the games you've saved. Click the mouse over the game you want. Click over **Open**, then follow the screen instructions for switching disks, if necessary.

If you pick "Quit," the computer ejects the disk from the drive.

BEGINNING THE GAME

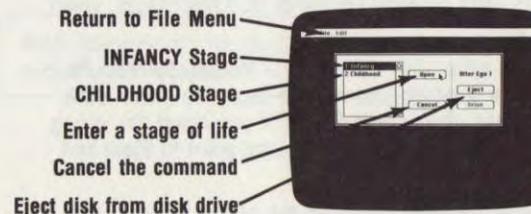
- You'll be instructed to "Please enter your name." Type any name for your alter ego, then press RETURN.

- Move the arrow to the questionnaire method you want and click the mouse.

The method you chose will be highlighted.

- To complete the questionnaire, point the arrow at the small circle next to the answer you want for each question (true or false) and click the mouse. The circle next to the answer you chose will be filled in.
- You'll find one question on a page. To turn the page, move the arrow to **Next** and click the mouse. To return to a previous page, move the arrow to **Previous** and click the mouse.
- On the last page, you'll see the phrase **Begin Game**. Move the arrow to **Begin Game** and click the mouse.

A Menu Screen will appear:



Infancy is highlighted, indicating that it is the stage at which you will begin the game.

- To begin the game at BIRTH AND INFANCY, move the arrow to "**Open**" and click the mouse.

The Life Map Screen will appear with one symbol—a baby, ready to be born. That's you.

- Point the arrow at the baby and click the mouse. The screen will disappear and some text will appear.
- Move the arrow to "Continue" and click the mouse.

When you have finished playing the birth episode, the life map screen will reappear. The baby symbol will be gray, indicating you have played through that episode.

Note: Each time you complete a life experience, the symbol turns gray, indicating that you've used up that experience for this game. No life experience symbol may be played more than once in one game.

- To begin at the CHILDHOOD stage, move the arrow to **Childhood**, click the mouse, then select **Open**.
- To begin at a stage above **CHILDHOOD**, move the arrow to **Eject** and click the mouse to eject Disk #1 from the drive.
- To start life at the ADOLESCENCE or EARLY ADULTHOOD stages, insert Disk #2. To start at the ADULTHOOD, MIDDLE ADULTHOOD or OLD AGE stages, insert Disk #3.
- When either disk #2 or #3 is loaded, point to the life stage at which you want to begin the game, click the mouse, then select **Open**. (If you insert the wrong disk by mistake, don't worry. Just point to **Eject** and click the mouse.)
- Follow the instructions on the screen to begin the game.

THE CONTROLS

- Use the mouse to move the arrow to the symbol you want—either a middle or side symbol.
- Press the mouse button once to confirm your choice. The symbol will be highlighted, and the episode will begin.

- To respond to an episode, move the arrow to the circle next to the answer you want and click the button. The circle will turn black.

- Episodes take up more than one screen. To move to the next screen, move the arrow to **Continue** and click the mouse.

- To uncover additional symbols:

1. Move the arrow to the "up" arrow located just to the right of the mid-screen symbols and hold the mouse button down until you uncover additional symbols.

or

2. Move the arrow to the small square to the right of the symbols, press the button and (with the button held down) slide the square up or down.

Sometimes all the text in an episode won't fit on the screen. Here's how you can tell:

1. After you make your choices, the **Continue** box does not appear.

or

2. The text goes all the way to the bottom of the screen.

To "scroll" the text (move the text up and off the screen, so you can read the rest of the episode or question), move the arrow to the up-and-down arrows or to the small white square to the right of the middle symbols. Click the mouse to scroll the text.

- To eject a disk from the drive, press **⌘** and **SHIFT** simultaneously, then press **1** or select the **Eject** option on the screen that lists the stages of life available on that disk.

GAME PLAY

This section covers additional game play instructions. For most operations, you'll find easy-to-follow, on-screen instructions.

For instructions not covered on the screen or for instructions specific to your computer system, refer to the chart on page 21 or the system-by-system instructions on pages 13 to 18.

ESCAPING FROM AN EPISODE

Alter Ego lets you escape from an episode any time you change your mind about wanting the experience you have selected, entered and begun reading.

You can escape from an episode by hitting a "panic button." These are described for each system in the chart on page 21, under "Escape from an episode."

Whenever you escape from an episode, the symbol covering the episode will disappear from the screen, and you won't be able to go back to it during the game. You'll then return to the Life Map Screen.

Remember, if you lead a reckless life, be prepared to suffer the consequences. If your choices lead to your demise and you want another chance at life, hit the "panic button" when you see your death announced on the screen.

STOPPING THE GAME

You can stop the game at any time, but you must do so while you are between episodes.

SAVING A GAME

Since it takes many hours to get through life in **Alter Ego**, it's a good idea to save your game at regular intervals.

You'll save all games on the program disk (Disk #1, label side up) and only when you are between episodes. When necessary, follow the instructions for switching or turning over the disk.

You can save a game either in the middle or at the end of a life stage. After you save your game, you'll return to the point at which you left off.

RESUMING A GAME

Once you save a game, you can later pick up your life where you left off.

Note: You cannot save, resume or end a game in the middle of an episode.

CRIB SHEET

WHO IS THE INVENTOR OF THE TELEGRAPH?

S. Morse

WHO WAS THE AUSTRIAN-BORN FOUNDER OF THE ETHICAL CULTURE SOCIETY?

Adler

WHO TAKES OVER AS PRESIDENT IF BOTH THE PRESIDENT AND THE VICE-PRESIDENT DIE?

Speaker of the House

WHO FOUNDED THE AMERICAN FEDERATION OF LABOR?

Samuel Gompers

WHO WAS THE FIRST VICE PRESIDENT OF THE UNITED STATES?

John Adams

WHO WAS THE FIRST RULER TO CONSOLIDATE THE SLAVIC TRIBES?

Rurik

WHICH OF THESE SCIENTISTS IS CREDITED WITH THE DISCOVERY OF OXYGEN?

Priestly

WHO WROTE THE GREAT GATSBY?

F. S. Fitzgerald

WHO IS THE FOUNDER OF MODERN CHEMISTRY?

Louis Pasteur

WHO IS THE FOUNDER OF MODERN PSYCHIATRY?

S. Freud

WHO WAS THE FIRST AMERICAN IN SPACE?

Alan Shepard

ALTER EGO CONTROLS

	Apple II	IBM PC & PCjr.	Commodore 64/128	Macintosh
Control	Keyboard or joystick	Keyboard	Keyboard or joystick (alone or together)	Mouse
Disk swapping?	Yes	Yes	Yes	Yes
Disk flipping?	Yes	No	Yes	No
Move cursor	I, J, K, M arrow keys Joystick	Arrow keys	Arrow keys Joystick	Mouse
Make selection	Space bar Joystick button 0	Space bar	RETURN Joystick button	Click mouse
Travel "highway of life"	Must move along lines	Must move along lines	Move cursor	Move cursor
Move between middle and side symbols	esc Joystick button 1	esc	Move cursor	Move cursor
Escape from episode	esc	esc	RUN/STOP	"Escape" box
Save game	Control S	Control S	RUN/STOP save option	"Save" "Save as" on File Menu
Maximum # games can save on program disk (Disk # 1 label side up)	4	4	5	10
Resume old game	"Load Previous Game" from questionnaire method screen		"Resume Old Game" from title screen	"Resume Game" on File Menu

CRIB SHEET

ALTER EGG CONTROLS

Control	Control	Control	Control	Control
Control 1	Control 2	Control 3	Control 4	Control 5
Control 6	Control 7	Control 8	Control 9	Control 10
Control 11	Control 12	Control 13	Control 14	Control 15
Control 16	Control 17	Control 18	Control 19	Control 20
Control 21	Control 22	Control 23	Control 24	Control 25
Control 26	Control 27	Control 28	Control 29	Control 30
Control 31	Control 32	Control 33	Control 34	Control 35
Control 36	Control 37	Control 38	Control 39	Control 40
Control 41	Control 42	Control 43	Control 44	Control 45
Control 46	Control 47	Control 48	Control 49	Control 50
Control 51	Control 52	Control 53	Control 54	Control 55
Control 56	Control 57	Control 58	Control 59	Control 60
Control 61	Control 62	Control 63	Control 64	Control 65
Control 66	Control 67	Control 68	Control 69	Control 70
Control 71	Control 72	Control 73	Control 74	Control 75
Control 76	Control 77	Control 78	Control 79	Control 80
Control 81	Control 82	Control 83	Control 84	Control 85
Control 86	Control 87	Control 88	Control 89	Control 90
Control 91	Control 92	Control 93	Control 94	Control 95
Control 96	Control 97	Control 98	Control 99	Control 100

LET'S GET TO KNOW EACH OTHER

We're working hard to design the kind of computer software you want. And we'd love to hear your comments. So drop us a note at the address below, and we'll put you on our special mailing list. If you'd like to find out about our newest computer software, call 800-633-4263 ANYTIME ON WEEKENDS. In California, call (415) 960-6044/5 (WEEKDAYS ONLY).

Write to:

Consumer Relations
Activision, Inc.
P.O. Box 7287
Mountain View, CA 94039

COPYING PROHIBITED

This software product is copyrighted and all rights are reserved by Activision Inc. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Copying, duplicating, selling or otherwise distributing this product without the express written permission of Activision are violations of U.S. Copyright Law and are hereby expressly forbidden.

ACTIVISION LIMITED 90-DAY WARRANTY

Activision Inc. warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase.

This warranty is limited to the recording medium containing the software program originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. If the recording medium should fail after the original 90-day warranty period has expired, you may return the software program to Activision Inc. at the address noted below with a check or money order for \$7.50 (U.S. currency), which includes postage and handling, and Activision will mail a replacement to you. To receive a replacement, you should enclose the defective medium (including the original product label) in protective packaging accompanied by: (1) a \$7.50 check, (2) a brief statement describing the defect, and (3) your return address. EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANT OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OF CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

WARNING

Any attempt to duplicate this product may damage it. Such damage is not covered by the warranty. Please see next page for complete warranty. U.P.S. or registered mail is recommended for returns. Please send to:

WARRANTY REPLACEMENTS
Consumer Relations
Activision, Inc.
2350 Bayshore Frontage Road
Mountain View, CA 94043