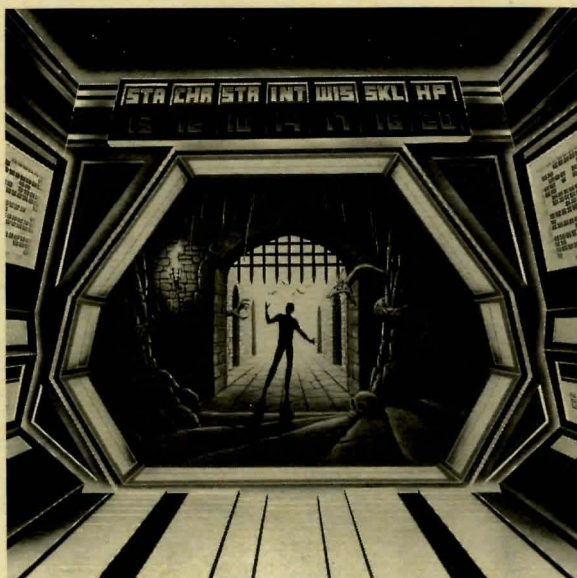


Datasoft®

PRESENTS

THE OFFICIAL ADVENTURER'S SURVIVAL HANDBOOK TO



alternate
REALITY®

The Dungeon

(for Commodore 64/128™, Apple® II Series, and Atari® Home Computers)

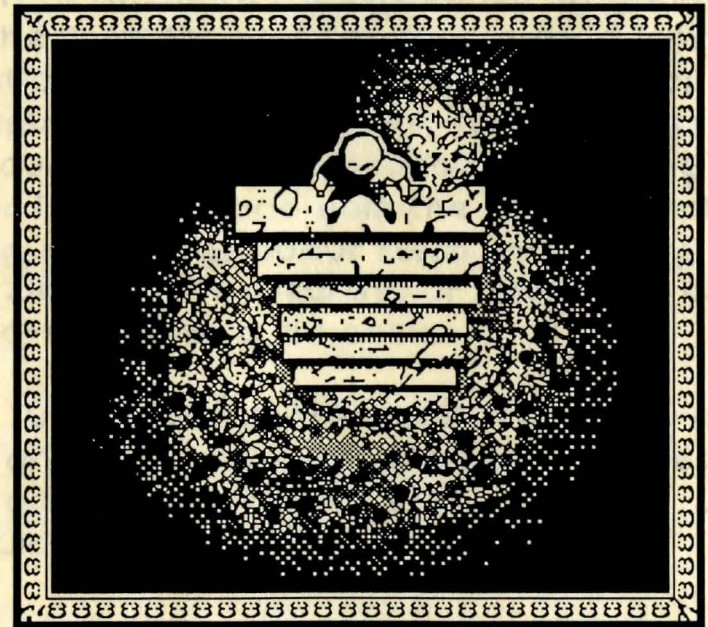
**The Official
Adventurer's Survival Handbook
To**

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REALITY**

The Dungeon

(for Commodore 64/128™, Apple® II Series, and Atari® Home Computers)

**Handbook Written & Designed By
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Illustrated By Thomas J. Clement**



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GREETINGS ADVENTURERS

Datasoft presents The Dungeon Adventurer's Survival Handbook for Commodore 64/128, Apple II Series, and Atari Home Computer users.

In The Dungeon, you find the answers to many of the mysteries of Alternate Reality: learn to navigate the blackened stagnance of the River Stonz; unearth the maddening solution to the Riddle of the Three Doors; discover a defence against the relentless Devourer and his predilection for sucking up your Treasures; and gain the ability to fall over, sing songs about farm machinery, and puzzle over the meaning of nose hairs after chug-a-lugging a six pack.

This Survival Handbook doesn't give you all the answers to The Dungeon and its quests. But you wouldn't want it to anyway . . . would you?



LIGHTING YOUR PATH

The Dungeon is an extremely dank, dark, and deadly domain. Unless you know where you're going, there's no telling what you might slip in, fall off of, or impale yourself against.

To avoid the potential embarrassment of thudding into walls or colliding with hungry neighbours, you need light. Light sources include Torches, Light Wands, Wizard's Eyes, Wizard Eye Scrolls, Potions of Infravision, Light Spells, Spells of Night Vision, and the Helm of Light.

THE MAPS

At the centre of this book are Maps of three levels of The Dungeon. A separate, larger Map of Level One is also included.

Every wall and door in The Dungeon is

included, but none of the locations are identified (it has to be a little challenging, doesn't it?). We have graciously shown the locations of all Blink Mines.

Blink Mines

Blink Mines are the little transporters which, when stepped on, take you instantly from one location to another (whether you want to go or not!). Annoying as this may seem, Blink Mines can be very useful. Once you learn where each one takes you, you'll find Blink Mine travel in The Dungeon far simpler than traipsing about on foot.

Level One Blink Mines

T transports you one grid square along the Sewer System corridor. Eight Blink Mines are located along the corridor and they're useful reference points through this sewage sea.

A takes you to 53N, 49E.

B takes you to 35N, 43E.

- C** takes you to **32N, 43E**.
- D** spins you around (you could end up facing any direction!).
- E** takes you to **22N, 18E** (in the Taurean Maze).
- F** sends you back to the beginning of the hallway.
- G** takes you to **56N, 49E**.
- H** sends you to **33N, 35E**.
- J** takes you to the Creepy Room at **56N, 54E**.
- K** takes you to the Creepy Room at **58N, 58E**.
- L** takes you to the Creepy Room **4N, 24E**.
- M** sends you to **30N, 35E**.
- Z** takes you to the Exit Room at **62N, 16E**.

Level Two Blink Mines

- N** takes you to the Debris-Littered Room at **56N, 60E**, Level One.
- P** takes you to **31N, 11E**, Level Two (the only way you can get there).


Level Three Blink Mines

- R** takes you to the Room of Confusion (this confounding chamber has no coordinates).
- S** takes you to **8N, 13E**, Level Three.

RIDDLE OF THE 3 DOORS

When you free Ozob from Prison, he tells you to solve the Riddle of the Three Doors and transports you to a corridor at **33N, 16E** (marked * on the Map).

You're facing East and there's a door directly in front of you. Enter this door and face North.

From here, you embark on an intricate journey through different rooms, each with three doors. Each door leads to a Blink Mine (marked  on the Map). Your goal here is to find the sequence of Blink Mines that takes you to the area where Acrinimiril's Tomb is found.

Alternate Reality - The Dungeon

Whenever you enter a wrong door, you land in the Reject Room (38N, 4E). If you go through a correct door, you end up in a new room facing three more doors.

Note: You'll know when you've reached the last Blink Mine room because it has four doors; one is invisible.

Once you get through the correct sequence of doors, you'll end up in a Large Room at 32N, 20E. From here, you can easily find your way to Acrinimiril's Tomb (see how much confidence we have in you?).

PLACES

Chapel

You're Evil, you're sick of having to fight every creature in The Dungeon, and you want to begin the path to righteousness. You can do it, but the price is incredibly high: all your worldly possessions, including your Guild memberships.

If you find the price of redemption more than you can bear, try this (it may or

Adventurer's Survival Handbook

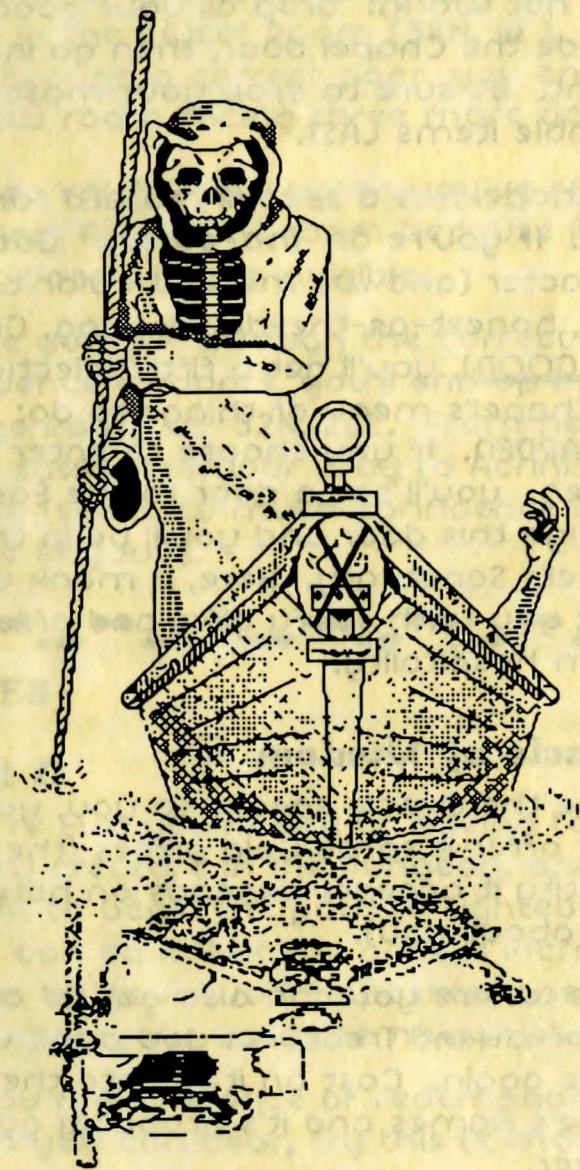
may not work): drop all your goodies outside the Chapel door, then go in and repent. Be sure to drop your most valuable items LAST.

The Chapel has a special reward for Good guys. If you're an *incredibly* Good Character (and we mean wouldn't-hurt-a-fly, honest-as-the-day-is-long, Golden-Rule GOOD), you'll get a fifth selection on the Chapel's menu of things to do: ENTER THE GARDEN. If you choose to enter the garden, you'll see a door to the East. Go through this door and you'll be in the Chapel's Sanctuary. Here, a monk will greet you with spiffy gifts and offers of warm hospitality.

The Oracle of Wisdom

Before the Oracle speaks to you, you must offer it some Gold pieces (the quantity it accepts depends on how it feels about you).

Here's where you can also get rid of any one-of-a-kind Treasures you don't want to use again. Cast an item into the Oracle's flames and it's probably gone forever.



Room of Confusion (A Maze)

You'll eventually end up in the Room of Confusion on Level Three of The Dungeon. Neither the Map Stone nor the Location Spell will give you any coordinates, since this maze is not "really" on the Map. Look for a Glowing Room to exit

River Stonz

The Ferryman's fee for crossing the River Stonz is two coppers and you can only cross during the midnight hour (hour 0); try crossing at any other time or offer the ferryman any other amount and he'll take you downstream.

PERSONALITIES

Clothes Horse

This egotistical equine is very well-dressed and expects his guests to be the same. If you're wearing something he particularly likes, he'll ask you for it (and rather insistently, too). Here's where you need to be careful, since some items you're wearing are also valuable to you.

Alternate Reality - The Dungeon

A good strategy for dealing with the Clothes Horse is to buy some trendy threads at the D & P and wear them. Some of the better duds are the Flowing Purple Cape and the Heavy Leather Jacket.

Devourer

This tentacled bandit always knows when you're carrying too many *different* items and slitheringly arrives to suck them up. If you keep superfluous objects out of your Inventory, you shouldn't have a lot of visits from this cretinous quadropus.

The Riddler & ? & ?

If you answer three riddles correctly, this gargantuan gargoyle gives you the clue to defeating the unblinking Basilisk (the Basilisk is the fearsome creature that holds the Bloodstone and bars the way to the Fatigue Fountain).

Pay attention to the rhythm of the Riddler's riddles. One of the answers fits perfectly into that rhythm and rhymes with the second line of the riddle. All answers relate to life in The Dungeon; if you don't know an answer, it's probably

Adventurer's Survival Handbook

because you haven't experienced that part of the adventure.

The Riddler also wants you to guess his name. If you can't figure it out, don't despair; you'll learn it in another scenario, then return to The Dungeon and give the answer.

SPELLS ☾ ☆ ♂

There are two areas of The Dungeon that are completely resistant to Spell-casting: the Pythoness' Maze and the Gauntlet. You can cast till you're blue in the face, but your Spells won't ever succeed in these locales.

The Spell of **Temporal Fugue** that you receive when you free Ozob from prison has two uses.

Naturally, it suspends time for your opponent during battle so you can get in a few clubbings, jabbings, or pokings with no fear of retaliation. It also lets you safely pick up dropped goodies during Encounters.

Example: You're fighting with your Sword of the Adept and it's hurled from your grasp. Just Cast Temporal Fugue, pick up your Sword, and continue the battle.

TREASURES

There are many items that can only be acquired as Treasure (they're just lying about or are found after successful Encounters). A lot of these items are discussed in detail in the *Dungeon Guide* that came with your game. Below is a list of most of the magical objects you can find in The Dungeon.

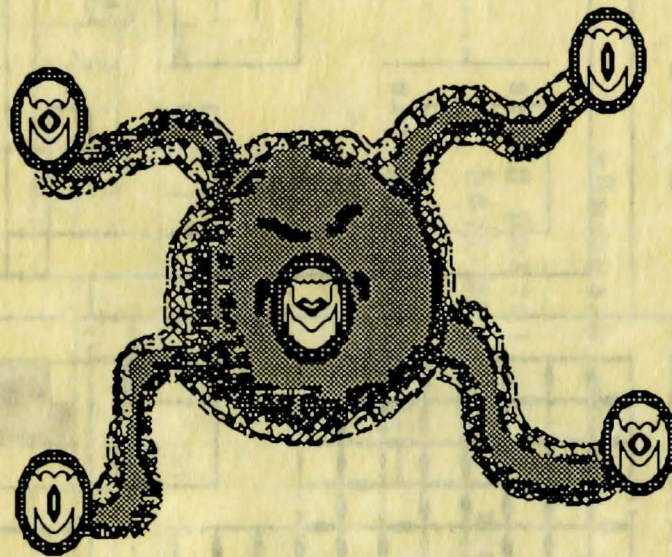
Armour

Generally, Truesilver Armour is the best overall protection you can wear, followed by Plate, then Bronze. All three of these give you Blunt, Sharp, and Fire protection.

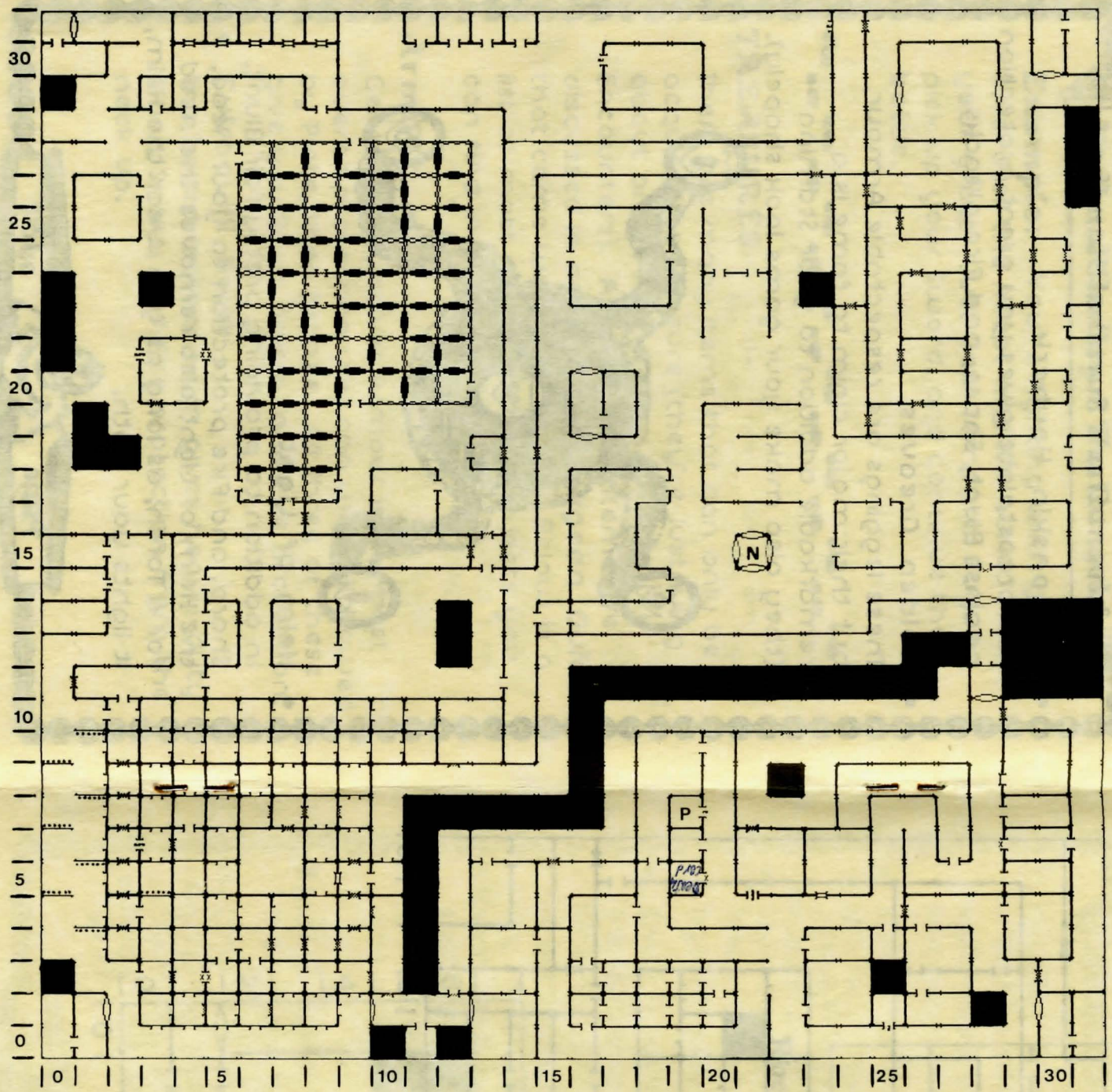
- **Cuirbouilli Helm**

This boiled-leather helm gives heavy-duty Blunt, Sharp, and Fire protection from the neck up.

- **Dragonskin Hauberk**
This breastplate gives you great protection against Blunt, Sharp, and Fire attacks.
- **Golden Greaves**
These leggings are respectable Armour, but their major claim to fame is a remarkable addition to your Stamina (they also make your gams look shapely).



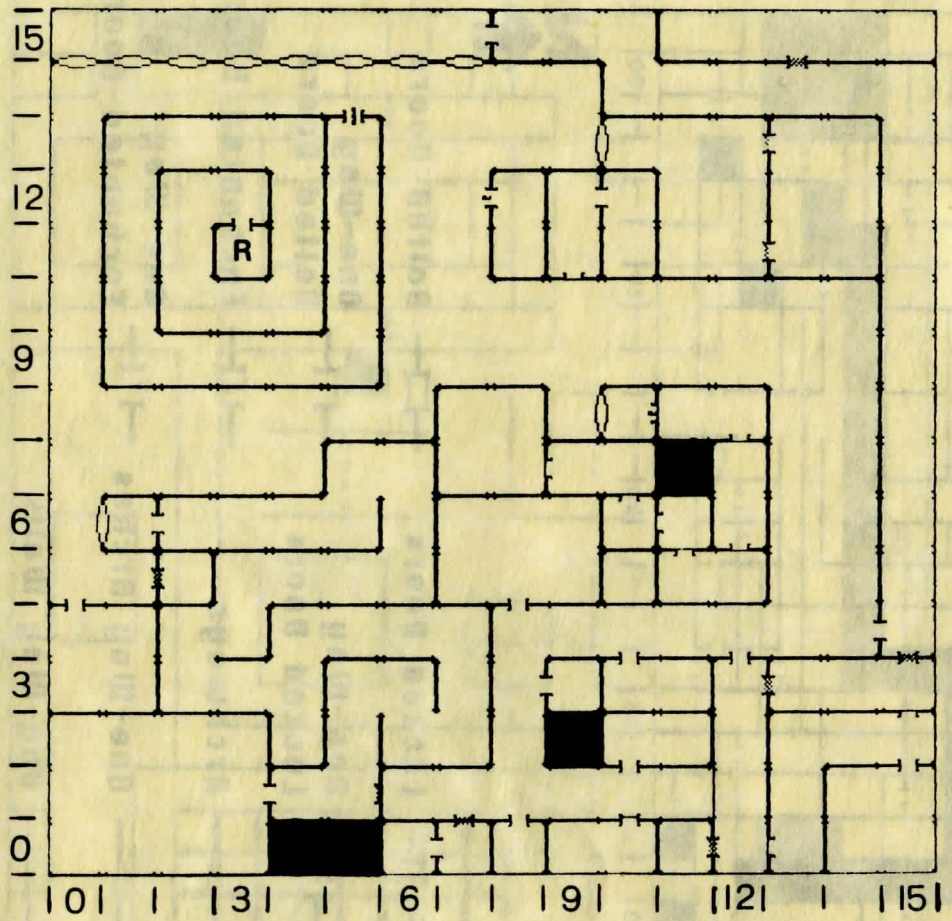
- **Helm of Light**
In addition to providing pretty fair Blunt, Sharp, and Fire protection to your head, the Helm of Light also removes the need for a Torch; as long as you wear the Helm, it lights your path.



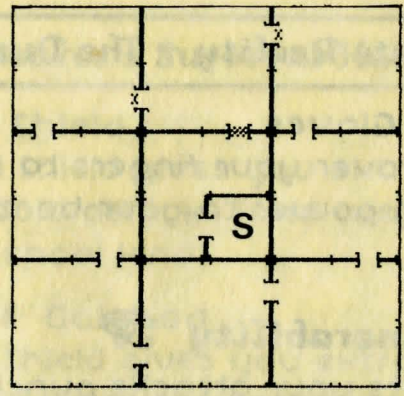
Level Two



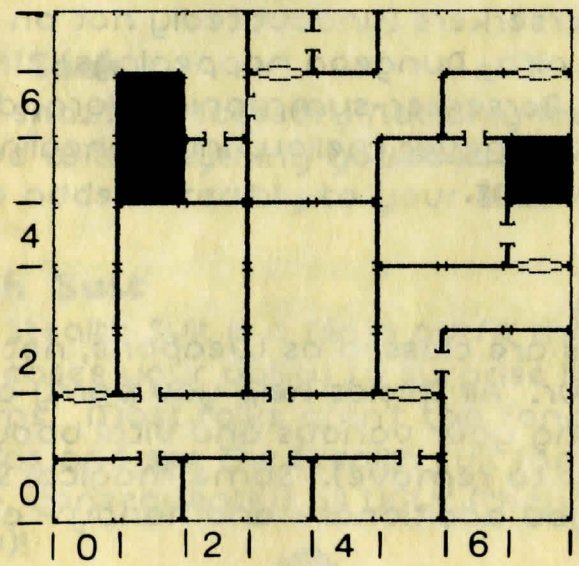
- | | | |
|----------------------|----------------------|-------------------------|
| Doors | Locked Doors | Bolted Doors |
| One-Way Doors | One-Way Locked Doors | One-Way Bolted Doors |
| Secret Doors | Archways | Enchanted Doors |
| One-Way Secret Doors | One-Way Arches | One-Way Enchanted Doors |
| | One-Way Walls | |



Level Three



Room of Confusion



Level Four

- **Panther Gloves**
Slip these over your fingers to add extra clobbering power to your bare hands.

Eye of Vulnerability

This Eye lets your attacks puncture an unfortunate opponent's Armour, hide, or Protection Spells.

Gold Horn

There are two different types of Gold Horns and only one of them restores Hit Points; the other summons eight murderous Berserkers (undoubtedly not on your list of nifty Dungeon happenings). If you find a Berserker-summoning Horn, drop it! It will never mellow into a healing instrument.

Shields

Shields are classed as Weapons, not Armour. All Shields help you parry attacks (making your various and vital body parts harder to remove). Some magical Shields give you additional - and handy - abilities.

- **Crystal Shield**
A Crystal Shield gives you extra protection against Cold attacks (and we don't mean the Aaa-choo! kind).
- **Shield of Galahad**
This Holy Shield gives you extra protection against all kinds of Weapons.
- **Shield of Mordred**
This Evil Shield gives you extra protection against all kinds of Weapons.
- **Spirit Shield**
This enchanted Weapon can be brandished for strong shielding against Mental and magical attacks.

Silver Sash

This snazzy accessory not only looks good with anything you're wearing, it also adds incredibly to your Skill.

Stealth Suit

The Stealth Suit is a Ninja outfit that increases your ability to surprise life forms. Most folks aren't too fond of Ninjas and see the Stealth Suit (and you, consequently) as UGLY (they hate you)!

FIXED ENCOUNTERS & TREASURES

Many spots in The Dungeon have "fixed" Encounters and Treasures. Once you've defeated the monster or found the Treasure at that spot, you're no more likely to have Encounters or find Treasures in that location than you are in any other place in The Dungeon.

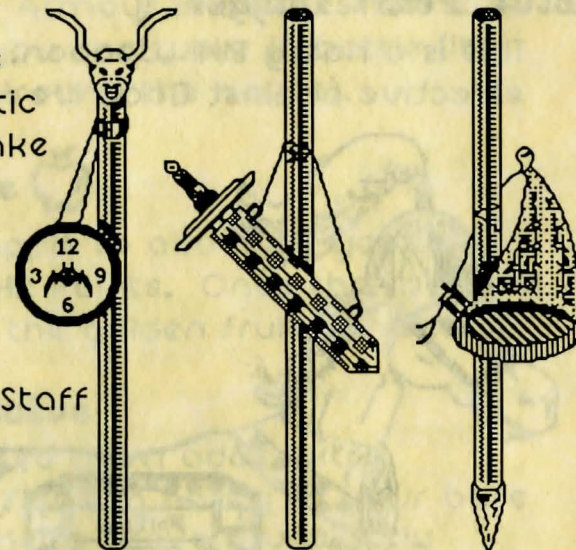
ONE-OF-A-KIND ITEMS

There are a great many unique items in The Dungeon. Some are crucial to completing quests, some make life in The Dungeon a wee bit easier, and some cause untold, unfathomable, and uncommonly icky misery.

If you lose a one-of-a-kind object, you may be able to recover it later from one of the beings you Encounter (Master Thieves often pinch these articles). However, if you throw an object into the flames of the Oracle of Wisdom, it's probably gone forever!

Acrinimiril's Staff

Collect the three pieces of this mystic Staff and take them to Acrinimiril's Tomb for a reward. Returning Acrinimiril's Staff is crucial to solving the game.



Amethyst Rod

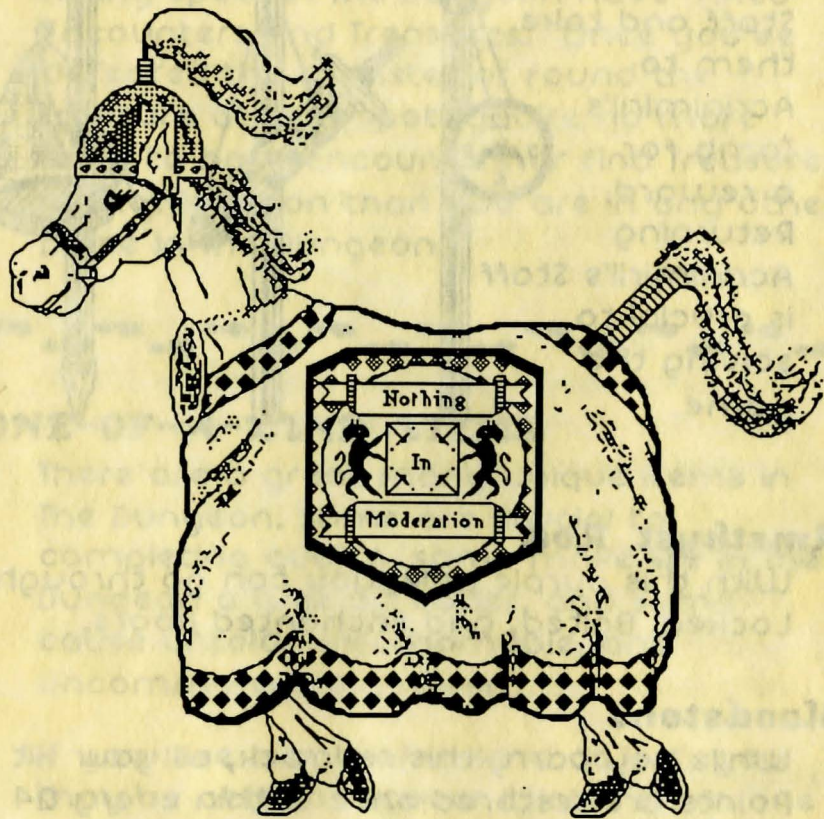
With this purple pole, you can go through Locked, Bolted, and Enchanted Doors.

Bloodstone

While you carry this red rock, all your Hit Points are restored once within every 24 AR hours. That's the good news; the very, very bad news is that the Great Dragon wants ever-so-violently to relieve you of the Bloodstone. Do yourself a favour, give it to him without a fight!

Blue Pearl Dagger

This is a nasty Evil Weapon. It's especially effective against Good life forms.



Cloak of Levitation

This cloak doesn't let you fly, but it increases your Speed so that you almost seem airborne.

Crystal Breastplate

This piece of Armour is the best torso protection you can wear in battle (it's also comfy 'round the house).

Golden Apple

Touch this Apple to add 15 to your maximum Hit Points. Once the magic is performed, the golden fruit vanishes.

Iron Palm Salve

This enchanted balm adds extra, permanent fighting ability to your bare hands and helps prevent unsightly chapping.

Junai's Sword

This is a great Weapon, though evil; while in use, it restores two lost Hit Points every AR hour.

Loadstone

You haul 16 Tons and what do you get? Nearly *Immobilized*, that's what! Once you have the Loadstone around your neck, you can't get rid of it by normal means. Your only hope is to Encounter a Healer or a Pauper and donate the rock.

Okay, so it's not your ONLY hope: you can also try to drag yourself to the Oracle and throw the burdensome boulder into the flames.

Map Stone

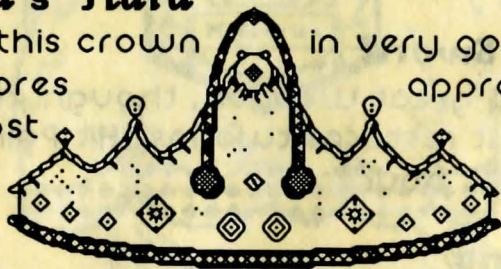
An extremely valuable bit of rock (a real "relief" to have), the Map Stone reveals your exact location in The Dungeon.

Melvin's Helm

Melvin's lost helmet is just the head ornament for spaced-out Adventurers. Wear it in poor health!

Morgana's Tiara

Wear this crown in very good health; it restores approximately four lost Hit Points per AR hour.



Mirrored Shield

Aside from being an aid to good grooming, this Shield is important as protection against specific foes on Levels Three and Four.



PAC Card

Without this mysterious Treasure, you'll never see what's beyond Death's Door.

Razor Ice

Use this sharp, icy dagger to defeat Flame Demons and other hot-tempered types.

Ring Halves/Reforged Ring

You acquire the halves of this magic Ring from the Goblin and Troll Kings. Once you have both halves, take them to the Dwarven Smithy to be reforged.

You can avoid taking the Ring halves to the Dwarf for reforging. Here's how! If you get the Goblin half first, give it to the Troll King; if you get the Troll half first, give it to the Goblin King. Now, defeat the King who has both halves and you'll get the Reforged Ring from him.

The Reforged Ring is Evil. While you carry it, you experience no Hunger or Thirst, but you also become steadily more vile (hsss).

Robin's Hood

Wear this magical cowl and you'll be harder for enemies to see (and they'll be easier for you to crush!).



Saurian Brandy

A real Adventurer's libation, Saurian Brandy makes you tremendously tipsy, but also adds to your Stamina (8 uses).

Silver Key

Keys, naturally, are for unlocking things like doors. Once used, they disappear.

There is one exception to the Key "rule": the Silver Key. Even though it never disappears, you can only use it once (and we're not telling you where)!

Six Pack

This beerish brew, though refreshing, makes you numb-nosed drunk (6 uses).

Staff of Amber

This fossilized club lets you do Blunt and Earth damage against your opponents.

Sword of the Adept

This incredible (though non-magical) Weapon lets you slash your opponents more often and with more damage than you could with an ordinary sword.



Thunder Quarrels



These ominous arrows are sharp as lightning and will make your enemies quiver. To use Quarrels, load them into a Crossbow (your Primary Weapon).

Whetstone

One of the most useful objects a Dungeon Adventurer can have is the Whetstone. Use it to repair all your in-use Weapons.

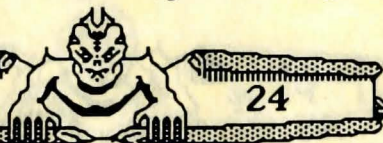
Winged Sandals

Wearing this lighter-than-air footgear adds 50 points to your Skill, greatly increases your Speed, and lets you dazzle 'em on the dance floor.

GUILD RINGS

You don't have to return to your Home Guild to recharge a Guild Ring. The other way to recharge the Guild Ring is to use it while you're carrying Crystals.

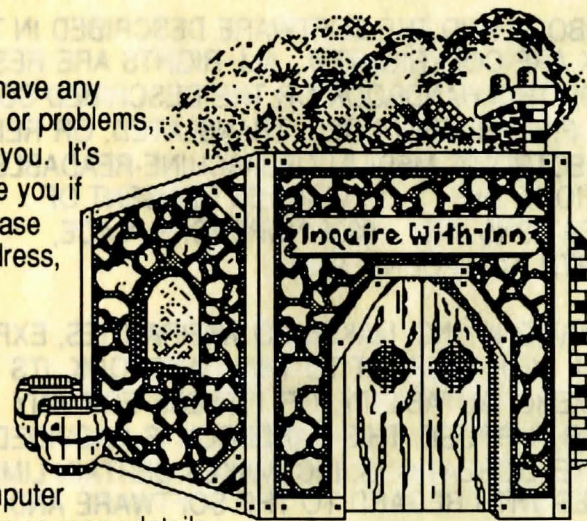
Example: 1 Guild Ring use + 1 Crystal = 10 recharge points for your Ring.



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• If you have any questions, or problems, hear from you. It's us to serve you if letter. Please name, address, type, and number.

• If you regarding be sure to which computer and give us as many details about your equipment and the trouble you're having.



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