LUCIFER'S REALM
by Jymm Pearson and Norm Sailer, Graphics by Rick Incrocci
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INTRODUCTION TO LUCIFER'S REALM

"LUCIFER'S REALM" starts with you in a hospital on your deathbed.

You hear the doctor telling the nurse "he will die very soon".
You go to the wrong place, but amazingly enough, Satan, for the
first time since humanity, gives you an option to go to Heaven.

If it was easy, Satan would have done it himself, and since
eternity is a pretty long time, he knows it will take a long time
to complete the adventure.

You should be warned: If it was easy, it wouldn't be any fun.
In "Lucifer's Realm", commands don't always work as on earth,
also, you must be forwarned that even if Satan allows you to go
to Heaven, you must get permission to go. GOOD LUCK!

LOADING THE GAME
ATARI - "Lucifer's Realm" will run on any Atari 800 or 800
compatible personal computer with at least 48k of user memory.
The diskette is formatted for use without the basic cartridge.

COMMODORE 64 - Insert disk - type Load "Loader",8,1.

APPLE //+,//e,//c - Insert disk and boot up in the normal manner.

HINTS
It will be necessary for you to map out this adventure. It's big
and easy for you to get lost. Although there are no mazes as such
in "Lucifer's Realm", there is a section that will require
extremely careful mapping. Some of the objects that you will find
are used in more than one location. We encourage you to examine
all objects you find, as this will help you determine their use.
Almost everything you find has a purpose.

MOVING AROUND LUCIFER'S REALM
Remember, you are in hell. "Lucifer's Realm" recognizes two word
commands to be input as a verb followed by a noun; for example
"climb edge". You must type in the full words, no abbreviations.
In Hell, Directions can be different, try many combinations.
Movememts are controlled by typing in directions such as "Go
North" or "Go East", "up, or down". "Lucifer's Realm" uses a
variety of nouns and verbs and you should try to use them in
different locations. Here is a list of some of the commands used
in "Lucifer's Realm". IF ONE DOES NOT WORK -- TRY ANOTHER
Example: If open door does not work -- try "climb door".

Some of the verbs and nouns that you might try include:

GET	EAST	KILL	LOOK	OILCAN	CLUB
MOVE	WEST	THROW	INSERT	DISK	WAX
OPEN	UP	TALK	PUT	LAMP	PEWS
CLIMB	DOWN	LISTEN	CRYSTAL	SKULL	ALTAR
SOUTH	PULL	PUSH	DAGGER	ROPE	CORPSES
NORTH					

You will find that in "Lucifer's Realm" you have to do a lot of back-tracking (going back from room to room) in order to achieve the desired result.

To see what items you are carrying, look under "Inventory". When you enter the various locations of the adventure, you will get a complete description of that location. Pay attention to _every_ _word_, also look at _all_ items.

SAVING THE GAME
Since you are already dead, you cannot get killed (figuratively) as you go through "Lucifer's Realm". If you make a mistake that would kill you in a regular adventure game, you will re-start the game. The wise adventure player saves games often so that he or she does not have to start from scratch. To save a game, make sure you have "Side A" in the disk drive and type in "Save Game". To restore game, type in "Load Game".

HINT SHEETS
We will be happy to send you a hint sheet of "Lucifer's Realm" or even a specific hint if one is requested. We ask that you include a stamped, self-addressed, long envelope if you wish a response. SORRY, BUT NO HINTS WILL BE GIVEN OVER THE TELEPHONE -- AND YOUR REGISTRATION CARD MUST BE ON FILE IN ORDER TO RECEIVE A HINT SHEET.

DISKETTE GIVING YOU TROUBLE?

If you have trouble booting or running the disk, you have one of the following problems: 1) the disk drive is out of adjustment, 2) there is bad RAM in your computer, or 3) you have a bad diskette. Most often, the problem will be your drive speed adjustment. Your dealer can adjust your drive speed for you.

If your diskette fails to boot within 90 days of original purchase, return it to American Eagle Software, Inc. for free replacement. After 90 days please include $5.00 to cover handling and postage. Warranty does not cover mishandling or physical abuse of diskette. There is a $10.00 charge for replacement of program disk unless covered in the above warranty.

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