



Synergistic
Software

PRESENTS
ROBERT CLARDY'S
NEW
ACTION ADVENTURE

APVENTURE
TO
ATLANTIS



APVENTURE TO ATLANTIS

by
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**Synergistic
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I. INTRODUCTION

Apventure to Atlantis is a hybrid game, combining the best features of adventure games, arcade games, and fantasy role playing games. The adventure takes place in the distant past, during the mythic days of Atlantis. The game will never be the same when replayed, so it can be played over and over again without losing its challenge. Since a given game is indeterminately long (it's all up to you), you can save an ongoing game and continue it later. There are two basic goals to choose between: You can play to defeat the Atlanteans and accomplish your quest, or you can play for a high score. You can also determine the nature of the game, specifying that very fast reactions are needed or eliminating the arcade-like aspects altogether.

Apventure to Atlantis will run on any Apple II or Apple II Plus computer with 48K RAM and DOS 3.3. The game is enhanced if you also have a color display and game paddles, though it can be played without them.

To begin the adventure, simply insert the Atlantis diskette into your disk drive and power on your system. The documentation that follows this section provides background information, detailed instructions, and hints. The game can be played without reading this, however. You can get by with the conventions described below and the summary of hints provided on the separate hint sheet if needed.

CONVENTIONS

- RESET — Pressing RESET (or CTRL - RESET on some machines) will cause your Apple to lock up, and no commands will work. You will need to turn off your Apple and begin over. Your current game will be lost.
- ESC — Pressing the ESC key will cause a suspension of time, allowing you to answer the phone, take a needed break, etc. When you return, press any key to continue exactly where you left off.
- — The period key can be pressed to disable or re-enable the sound effects. This is handy if someone is trying to sleep or if you don't want anyone to know you're still playing.
- ? — Pressing the question mark key will provide you with a list of all commands valid at that time.
- Q — Press Q to quit playing. You will be given the option to save your game for continuation later.
- N
W — E
S
- U — Throughout the game, the screen display will always be oriented with north at the top of the screen, south to the bottom, east to the right, and west to the left.
- Use. The Use command is a versatile, general purpose command. To wave a wand, rub a lamp, cast a spell, dig with a shovel, or fire a weapon, etc. you will invoke the Use command (e.g. USE SLEEP SPELL, USE SHOVEL, etc.).

- ←, → You can use either the arrow keys or your game paddle 0 to aim your weapons.
- Space bar or Push — button You can use either the space bar or your game button to fire your weapons.
- All Commands— When issuing any command, press the letter with which the command begins. Do not press RETURN. To enter your palace, for instance, stand at the door and press 'E.' To go north, type G (for go) followed by N (for north) and you will go.
- Some commands require that you specify an object on which to act. In these cases, you must type out the object's name and press RETURN. To read a book, for instance, press 'R' for read, then type BOOK, and press RETURN. You can abbreviate object names by typing just the first four characters if you wish.
- NOTE: The road to Atlantis is fraught with many perils requiring quick reactions. When you start the adventure, you can select a reaction time that will determine how quickly your enemies will attack throughout the trek. You can even select a reaction time of 0 if you wish them to not attack until you have attacked first.
- The success of your mission can be measured in many ways. Section VII will specify how many points you receive for surviving various hazards, defeating Atlanteans, etc. In general, however, you will get more points from faster reaction times.

II. SCENARIO

Before the dawn of recorded history, the human race was contending for mastery of our world against a host of other vigorous races. The dragons and gargoyles, demons and sea serpents that are now only a part of our myths and legends were then a deadly curse on all mankind. Many of these races were larger, faster, more deadly and numerous than the human beings of the time. The unequal contest could only have resulted in the extinction of the humans, had not they begun to utilize their greater intelligence before it was too late.

The human's intelligence began to be felt in three ways. First was the development of weapons: swords, spears, crossbows, armor, etc. While this put the humans on a more equal footing with their many opponents, it was not sufficient.

The second and decisive use of intelligence was the growth of the use of Magic. The term "Magic" was used to describe any control over the subtle physical forces of the world by mental or otherwise non-apparent means. The use of Magic was the saving of the human race. As magicians, sorcerers, wizards, and warlocks spread their craft, the eventual dominance of the race of man became inevitable. The other races could not comprehend the forces being used against them.

Finally, a third facet of man's use of intelligence began to emerge and was called Science. A group of magicians on the remote island of Atlantis began researches to more exactly control the forces of nature. After centuries of work and experimentation, their powers had grown immense. With the aid of their machines, they could fly large numbers of men through the air, instead of the one or two that could be carried by magic carpets. There were machines that carried men under the water, and machines that could kill the largest dragons; machines that gave the Atlanteans great powers.

With their increasing powers, the Atlanteans became increasingly corrupt, turning from the conquest of the other races to the conquest of mankind. They began breeding the monstrous races, even developing new varieties, to aid them in their conquests. In the neighboring kingdoms, people were now threatened by the once nearly extinct monsters and the even more deadly Atlantean slavers. The Atlanteans further determined to completely stamp out the only other significant power in the world: the Magic users. Only they could threaten the Atlanteans overall goal of world rule.

It was during this time of chaos and catastrophe that the greatest surviving wizard established a safe enclave called The Sargalo. Known as The High One, he gathered wizards and warlocks and some of the scattered remnants of the still free men of his time. He then set up impenetrable barriers around The Sargalo and his island of Lapour. Within this protected realm, he hoped to build a strong army of humans, revive the powers of wizardry, and attack Atlantis to end the menace forever.

Unfortunately, before his plan could fully mature, The High One was killed and his mighty orb of power lost. Monsters once again began to appear in The Sargalo as the barriers began to fail. At this climactic instant in the long struggle against Atlantis, a new hero appeared to take up the fight and try to save humanity. Your long struggle to find the orb, return it to Lapour, and become the new High One is recounted elsewhere (see *Odyssey: The Compleat Apventure*) and need not concern us here. Now that you've become The High One, your struggle has just begun. The threat from Atlantis is growing daily. The monsters are worse than ever, and time is running out. Atlantis must be destroyed or the rest of mankind will be enslaved.

Tell us, High One, what shall we do now?!

III. BEGINNING THE QUEST

You will begin your journey at your palace on Lapour. The previous High One had several sources of information that you should consult before you begin. You must then gather the force that you will need in the quest. Since time is short, you can't recruit a massive army, but a small group of wizards and fighters might succeed. Since wizards are a contentious lot, you can't keep more than 4 or 5 working on the same project anyway.

As you know, wizards are both secretive and somewhat self-centered by nature. They will only join you if you give them something they need or desire. Once they've joined, you will need to choose a name to call them for the duration of your joint effort as no wizard will let his true name be known.

Both you personally and your party as a whole are characterized by certain traits which will determine your success or failure at various enterprises. These traits are briefly described below. The range of possible values for each is shown in parentheses.

The first four traits listed are determined by dice roll. It should be noted that while you can re-roll the dice indefinitely to get the traits you desire, it is not possible to generate a perfect person. Anyone who excels in some characteristic will inevitably be somewhat lower in others.

WISDOM (8 - 18)

Wisdom is the most important trait of a wizard. Higher wisdom will yield a greater success rate in the use of spells. Since your quest is heavily dependent on the participation of competent wizards, this is your most important characteristic, too. Wizards will frequently refuse to follow a leader less wise than they. Your own wisdom, therefore, must be high if you wish to attract wizard followers.

INTELLIGENCE (8 - 18)

Basic intelligence will give you greater success at solving problems and puzzles.

STRENGTH (8 - 18)

Strength will affect your success in battles with monsters as described in later sections.

CHARISMA (8 - 18)

Charisma is a combination of physical appearance, persuasiveness, and personal magnetism. After wisdom, this is the most important characteristic of a leader. With low charisma, wizards won't be attracted to you. Table 1 details the probability of responses made by wizards to your overtures based on your charisma.

**TABLE 1
EFFECTS OF CHARISMA**

CHARISMA OF LEADER	PROBABILITY OF RESPONSE		
	TAKES OFFERING AND LEAVES	SIMPLY LEAVES	JOINS YOU
8	20	55	25
9	20	50	30
10	15	45	40
11	15	40	45
12	10	35	55
13	10	30	60
14	5	25	70
15	5	20	75
16	0	15	85
17	0	10	90
18	0	5	95

ALIGNMENT (no limits)

Alignment is a subtle concept describing the mental bent of an individual or group. Alignment varies from negative values indicating a chaotic leaning, to positive numbers indicating a lawful leaning. Individuals with an alignment near zero are termed neutral.

Lawful versus chaotic should not be confused with good versus evil; they have nothing to do with each other. Simply stated, law dictates that order and organization are necessary and desirable, while chaos holds the opposite view. Law generally supports the group as more important than individuals, while chaos promotes individualism, freedom, and independence. A ranger, wandering the forests alone, helping wayfarers, is chaotic in nature and would be considered to be good (as opposed to evil).

Beings of opposed alignment do not work well together. If you add a free spirit to a regimented team, conflicts, poor performance, lowered morale, and possible desertions will result. Refer to discussion on Morale.

MORALE (no limits)

Morale is an intangible measure of the harmony and confidence of your group. If morale is high, all will work well together. If morale is low, there will be quarreling

and, eventually, desertions. A key wizard may leave at a most inopportune time if morale becomes sufficiently low.

Morale is a function of many factors. The most obvious is the success of your group. If you win battles, morale goes up. If you lose or sustain damage, morale goes down. Morale decreases substantially if wizards are killed; surviving wizards do tend to find that upsetting.

Another factor influencing morale is the compatibility of your group. If all its members are of comparable alignment, they will be like-minded, will tend to agree rather than argue, and morale will be high. Whenever you are joined by a wizard whose alignment is significantly different from the group average, dissension will result, and morale will decline. It is best, therefore, to check a new wizard's alignment before inviting him to join you. This can be done with the Detect Aura spell described later.

REACTION TIME (0 - 9)

Reaction time is selected at the same time that other traits are determined. It is used differently, however. You can pick any reaction time between 0 and 9. A reaction time of 0 will insure that enemies you encounter will not attack before you do. Adventurers who want a "straight adventure" should select 0 reaction time.

A reaction time of 9 will cause enemies to attack as soon as they are in range. Adventurers wanting to test fast reflexes should pick 9. Values from 1 to 8 yield varying delays. As the adventure progresses and your score increases, these delays will gradually decrease until there is none.

THE CONDITION DISPLAY

One of the commands that you can use at any time during the game is the C(ondition) command. Whenever 'C' is pressed, the display shown in Figure 1 will appear. It summarizes the condition or status of your party including the number of fighters, wizards, and most of the data described above. Where applicable, you can then press RETURN to obtain a condition display on yourself, The High One, as illustrated in Figure 2. When the adventure begins, wisdom, intelligence, etc. of The High One and the group will be the same. As you add others to your party, the group averages will diverge from The High One's condition values.

**FIGURE 1
CONDITION DISPLAY**

STATUS REPORT (RETURN = HIGH ONE)

FIGHTERS = 4
WIZARDS = 5
EXPER. = 8

WISDOM = 14
INTEL. = 15
STREN. = 16

ALIGN. = 5
MORALE = 7
SCORE = 120

FIGURE 2
HIGH ONE'S CONDITION

THE SORCERER - (YOUR NAME)

INTEL. = 16
WISDOM = 17

STRENGTH = 11
CHARISMA = 12

LEVEL = 1
ALIGN. = 3

IV. LAPOUR

On Lapour, you must now gather the small force of wizards and warriors you will need. While here, the threats you face are less fearsome than elsewhere because Lapour is still somewhat protected. The monsters listed in Table 2 may be encountered and must either be fought or run from. If you elect to fight, battle will proceed using a series of dice rolls. The outcome of each clash will depend on your strength, experience, and dice roll versus the monster's strength and dice roll. Table 3 summarizes battle outcome.

Some or all of your personal troops may be killed, but for each battle survived, your experience rating goes up, and you can always get more guards from the palace. Experience at battle will be necessary when you face the greater perils encountered after leaving Lapour, so battles should not be always avoided.

Once you have gathered the wizards you will need and have built up some experience, you must obtain a suitable craft, leave Lapour, and search for Atlantis. Obtaining such a craft is your first real test of creativity and timing.

TABLE 2
MONSTERS OF LAPOUR

APPEARANCE	TYPE	STRENGTH
	ANDROID	8*
	ORC	9
	DEMON	10
	GREAT APE	11
	GHOUL	12
	LAND SQUID	13**

*Atlantean creation.

**A misbegotten experiment of the Atlantean breeding pens, the Land Squid is a smaller cousin of the huge and dreaded air squids. Both varieties fill themselves with a gas lighter than air to hold them up and use their tentacles for propulsion and battle.

TABLE 3
BATTLE OUTCOME ON LAPOUR

YOUR EXPERIENCE + STRENGTH/6 + DICE ROLL	ENEMY CASUALTIES INFILCTED	ENEMY STRENGTH/6 + DICE ROLL	GUARD CASUALTIES INFILCTED
8	0	8	0
9	0	9	0
10	0	10	0
11	1	11	1
12	1	12	1
13	1	13	1
14	2	14	2
15	2	15	2
16	2	16	2
17	3	17	3
18	3	18	3
19	3	19	3
20	4	20	4
21	4	21	4
22	4	22	4
23	5	23	5
24	5	24	5
25	5	25	5

V. THE JOURNEY

AT SEA

The journey to Atlantis is fraught with many more hazards than exist on Lapour. Table 4 lists the creatures and beings that you may encounter and learn to deal with. Different weapons are appropriate for each, and you should use the Select Weapons command immediately after beginning your journey to see what weapons are available to you.

If the monsters attack first, or if your attack fails, your craft may be damaged or destroyed, so act quickly and surely. Damage to your craft may include an inoperable direction or speed controller, a fuel leak, or loss of instruments. If damage occurs, the affected system can be used somewhat, so keep trying. If you can land on an island, repairs can be effected.

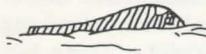
The dragons are the most deadly beast you will encounter, while warlocks are notable because they can sometimes be recruited. If they are not recruited, a Wizard's Duel ensues. (Refer to Section VIII.)

To fight off the attackers, you must first select the weapon you wish to use. Press S (for select weapon), and a list of available weapons will be displayed. You will always have crossbows and guns at your disposal, and, after you find them, you will also have some attack spells (refer to Section VIII). Select the desired weapon by pressing 1 or 2 (or 3, 4, or 5 if you have the spells). You can switch weapons at any time by just pressing the appropriate number without going to the Select Weapons display.

Once a weapon has been selected, it can be aimed using either paddle 0 or the arrow keys. Cross hairs will appear to indicate your aim if either the paddle or arrow keys are moved. You can fire by pressing button 0 or the space bar. You have a limited range, so wait until your target is close, then shoot quickly before they get you. The faster your specified reaction time, the quicker they will attack and the more points you will receive if you get them.

In general, crossbows are the preferred weapon as you have plenty of them on board. Using the ship's guns will deplete your fuel, and magic spells can be used up. Not all weapons work against all the attackers, however, so you may have to switch quickly when an attack begins. Crossbows, guns, and spells can all be used against many opponents; the exceptions are specified in Table 4. You also have bombs, selected by the Bomb command, which can be used on submarines, sea serpents and ships.

TABLE 4 ENCOUNTERS AT SEA



SUBMARINE — Altantean troop ship. They can spot you and pass the word. Should be destroyed on sight.



CYCLER — High Speed Atlantean 2-man scout ships. No weapons, but if they spot you and get away it will hurt your chances of success. Impervious to arrows.



ORNITHOPTER — Will fly up to check on you. If you do not respond with the proper code, it will attack. It can survive arrows easily and guns 50% of the time.



DRAGONS — Very, very dangerous. One blast of their fiery breath will burn your craft to a crisp. They are impervious to arrows or spells.



A variety of flying fiends such as gargoyles, harpies, and rocs. Extremely dangerous when traveling in packs.



AIR SQUID — An Atlantean generated mutation, these balloon-like creatures fill themselves with lighter than air gases and float, propelling themselves with their tentacles as regular squids do. The tentacles are strong enough to crush.



GREEN SKULL — A greenish balloon-like floating creature with a vague resemblance in shape to a skull. They propel themselves by sucking in air through a mouth-like opening and expelling it vigorously. Dangerous due to their size.



DARK DEMON — A huge black wraith-like being with wings. Its magical powers are equal to a warlock's, but it is **always** hostile. Impervious to arrows and guns.



WARLOCK — May be friendly, hostile, or just curious. Can **only** be fought with spells. He/she will know at least one powerful spell weapon. If you or he/she attacks, a Wizard's Duel ensues.



SEA SERPENT — Harmless.



MERCHANTSHIP — Seamen of your realm.

NOTE: Any weapon will work against any being listed above except as otherwise specified.

In addition to these hazards, you will need to learn to pilot your craft against the prevailing winds. Further, you have a limited fuel supply and must stop at islands along the way to replenish it. This can be done at the numerous abandoned buildings which appear on the islands. The former inhabitants of most of these have long since been enslaved by the Atlanteans, and the buildings now house nothing but trouble, so beware.

On the islands, at the buildings' entrances, you may find a few stranded survivors of the Atlantean depredations. These warriors can be recruited to replenish your depleted ranks.

IN BUILDINGS

Several reasons exist for entering and thoroughly searching all buildings you find. First, of course, you must replenish your fuel source. This can be done using the appropriate spell (see list of spells in Section VIII) at the appropriate place in the building. You'll know when the time is right. After your fuel is replenished, you can leave and continue your journey.

The buildings also contain many artifacts that are worth acquiring. Each room should be searched thoroughly to avoid missing any. Look in the corners, at the walls, at doors and stairs, on furniture, and under furniture. You might even move the furniture. Sample commands for this search would be LOOK BED, LOOK UNDER, LOOK CORNER, LOOK RUBBISH, etc. When you find something, examine it closely to determine if it is magical; you can acquire extra spells this way. You may also find items such as a rope, shovel, or candle that may come in very handy.

The last things to look for are any notes or information about the secret doors that these buildings inevitably have. Secret doors can be opened by saying the appropriate magic word in the room that the door is in. Since the Atlanteans use these buildings as refueling depots, they have left notes to help Atlantean groups find their way through. They apparently think that the lesser humans will not be able to figure out their cryptic messages and codes. They may be right, but you can try. The codes, at least, can be deciphered with a little trial and error or by using the Decoder Ring (see Section VIII). For the trial and error approach, simply shift all the letters in the alphabet one or more characters. For example TFDSFU DPEF is SECRET CODE shifted one letter.

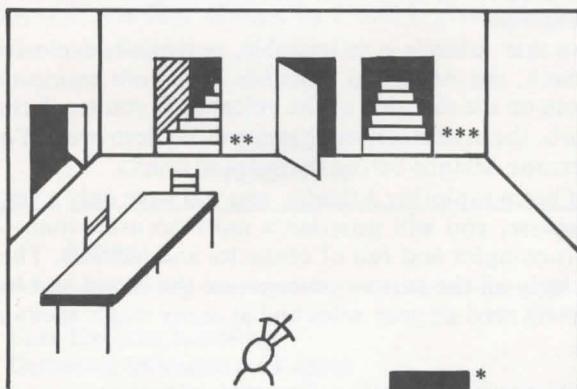
Besides a source of fuel and spells, the buildings also house many dangers. There are traps from which you must rescue any victims in your party who are caught. Troglodytes (trolls) can kill or weaken your warriors. And, there might be visiting warlocks. As with warlocks elsewhere, this may be a blessing or a catastrophe. Deal with them as you can.

Figure 3 illustrates a sample room in one of the buildings, showing doors to north, south, west, and two stairways. You will also notice that you can see the back of a warrior holding a crossbow at the bottom of the screen. This is the lead person of your force. You can select a wizard or warrior to be the leader by pressing '1' for a wizard or '2' for a warrior. Switching leaders can, therefore, be done very quickly when the need arises. If you encounter a trog, it will hesitate briefly (very briefly if you specified a fast reaction time), then attack. Before it attacks, you must aim your crossbow using paddle 0 (or arrow keys if you don't have paddles) and depress its

button (or space bar) to fire. You must be quick because the trogs are merciless. If you have paddles but would rather use the arrow keys, press P(addles) to switch from one to the other.

Both wizards and warriors can kill a trog. The warrior's arrows are recoverable, however, while a wizard's spells are not. To avoid wasting the difficult to acquire spells, you should normally have a warrior in the lead. There are times, however, when a wizard's weapons are required, such as when fighting a warlock you have encountered.

FIGURE 3
SAMPLE ROOM



*Door South
**Stairway up
***Stairway down

VI. ATLANTIS

When, at long last, you sight the volcanic island of Atlantis, your goal is at hand. If you have any doubts about whether you've found the correct island, use the Locate command. Your craft can identify Atlantis for you. If it is indeed Atlantis and if you are fully ready for an assualt (got all the spells?), you can land and try to find the Crack of Doom.

It is well known that Atlantis is an unstable, potentially explosive island. To keep the volcano in check, the Atlantean scientists have built enormous mechanisms in the Crack of Doom on the east side of the volcano. If you reach the Crack of Doom and cast in the orb, the Atlantean machines will be destroyed. You then may have only minutes to escape Atlantis before the volcano erupts.

When you first begin exploring Atlantis, you will have only a vague idea of its features. As you explore, you will generate a more accurate map. The route to the Crack of Doom is complex and full of obstacles and hazards. The Atlanteans have booby trapped nearly all the narrow passages on the island and have guard patrols everywhere. You will need all your wiles and as many magic spells as you can find to get past them all.

VII. SCORING

As your quest progresses, a running score will be kept indicating your likelihood of success. Your score is increased by your success in battles, but decreased by foolish actions you might take (such as destroying inoffensive creatures or ships) and by letting Atlantean scouts escape to carry home word of your activities.

Table 5 outlines the base score received for each of the indicated actions. The bonus score is your reaction time divided by 2 and is given for activities requiring quick reactions.

**TABLE 5
SCORING**

Where	Action	Score	Bonus
LAPOUR	Take Decoder handicap	-20	
	Defeating Monsters on Lapour	1	
AT SEA	Defeating Cyclers	5	*
	Ornithopters	5	*
	Dragons	5	*
	Warlocks	5	
	Other Flying Monsters	5	*
	Bombing Submarines	5	
	Sea Serpents	-2	
	Islands	-1	
	Water	-1	
	Submarine Escapes	-5	
	Cycler Escapes	-5	
IN BUILDINGS	Defeating Trogs	5	*
	Warlocks	5	
	Use Decoder ring	-20	
ATLANTIS	Destroy Island	1000	
	Survive	500	

VIII. THE NATURE OF MAGIC

WIZARDS AND WARLOCKS

Magic spells can only be learned and used by trained, experienced wizards. More experienced wizards can learn and use more spells. Table 6 lists the various levels of wizards and how many spells they can learn. A wizard must use his spells to gain experience and move up through the ranks. Typically the wizards you will meet on Lapour will be apprentices or conjurers while most of those you encounter elsewhere will be magicians or enchanters.

TABLE 6
WIZARD LEVELS

LEVEL	TITLE	NO. OF SPELLS
1	Apprentice	1
2	Conjurer	2
3	Enchanter	3
4	Magician	4
5	Sorcerer	5
6	MASTER WIZARD	6

There are three classes of magic spells that you may acquire to aid in your quest: **BASIC** spells, **UTILITY** spells, and **COMBAT** spells. All of the spells and their uses are listed below. The **BASIC** spells were created and compiled by the previous High One of The Sargalo, and you must, therefore, obtain them, if desired, before you leave Lapour. **UTILITY** and **COMBAT** spells are fairly common throughout the realm. Many of the spells will be useful on your journey to Atlantis, but, as much as possible, they should be saved for the final effort on Atlantis itself. Every one of them may be required to complete the quest once Atlantis has been reached.

To acquire a spell, you must find an object to which the spell has been committed. Books, scrolls, amulets, charms, vials, shields, etc. may all contain magic spells. On Lapour, you should be able to find the **BASIC** spells easily. Thereafter, however, you will need to examine each suspect object closely and use a Magic Detect spell on it to determine if it is indeed magical. Obviously, not all objects you find will be magical. Once you have located a magic spell, you can give it to one of your wizards, providing he/she is of sufficient level to learn a new spell.

Each spell can be used only a few times before it is used up. The number of uses left for each spell can be checked at any time by using the **W**(izard) command. This command will display a numbered list of the wizards with you and their current level. Pressing the number adjacent to each wizard's name will display a list of the spells he/she knows and how many uses of each spell are left.

In addition to spells, you can also get a magic Decoder Ring. It will allow you to automatically decode secret messages. When the adventure begins, you will be asked if you want a handicap. Those feeling uncertain of their abilities can request it and get the Crackerjack box with the Decoder Ring at a cost of 20 points plus 20 points for each use.

Finally, the most useful magical item of all is The High One's orb. This unique crystal can provide a limited time travelling capability. Specifically, if used at moments of utter disaster, it will transport you into the past a short distance, and you can relive the events that were so nearly fatal to you. Maybe the second time around, you won't get yourself killed.

BASIC SPELLS

Detect Aura - When used in the presence of an unknown wizard/warlock, this spell will give you an indication of his/her intelligence, wisdom, and alignment.

Magic Detect - When used while looking at an object, this spell will reveal its magical nature (if any).

Divination - The divination spell will reveal concealed information or secrets such as hidden objects, secret doors, etc.

Enchant - The enchant spell can be used to restore levitation plates. The spell can only be used successfully in the presence of a source of levitational energy.

Panic Horn - The great horn of panic has the power to drive monsters crazy with rage and fear. They will attack anything nearby. This may not be desirable if they are near you.

UTILITY SPELLS

Rope Trick - The old Indian rope trick with which you can make an ordinary rope stand rigidly upright for climbing without anything to anchor it at the top. The rope can be no longer than 25 feet but will support repeated climbing.

Levitation - The levitation spell enables the wizard to float one person straight up to a height of about 50 feet.

Teleport - A limited spell which allows the wizard to send himself alone through any intervening obstacles to a distance of about 10 feet.

Part Waters - Provides a clear path through any body or stream of relatively shallow water or other liquids (i.e. rivers - yes, oceans - no).

Penetration - The wizard using this spell can reach into any solid object and draw out anything he/she can grab. Only the wizard's arm penetrates.

Spider Climb - These magical gloves allow the wearer to climb any smooth, dry surface like a spider.

Shrink - The shrink spell will reduce the size of one individual to about 6-inches tall. It lasts about one minute then fades away.

Flame Sword - The flaming sword spell can be used to provide continuous light or to ignite small wooden objects.

Jump - The boots of jumping allow the wearer to leap tall buildings at - oops, wrong scenario. He can leap a horizontal distance of 50 feet. Vertical leaps are negligible.

COMBAT SPELLS

Invisibility - Defensive spell which turns you and your entire party invisible briefly.

With it, you can avoid being hit by Sleep spells or being seen by enemies.

Extinguish - Defensive spell which will put out fires, including a magical fireball.

Reflector - The thermal reflector is a defensive spell that will reflect any form of thermal attack, such as a fireball or freeze blast. The attacking spell is reflected back on its originator.

Sleep spell - Offensive spell which will put a number of opponents to sleep. Note:

When used against a warlock on a flying carpet, he will crash. When used against only a single being, it may be completely destructive.

Freeze blast - The freezing blast is an offensive spell which will freeze one or more opponents solid.

Ball of fire - The fireball is an offensive spell which will burn up one or more opponents.

COMBAT spells can be used against any monsters or against hostile wizards or warlocks. Since arrows and guns also work against most monsters, and uses per spell are limited, spells should be saved for use against opponents who require them. Refer to Table 4 for appropriate weapons for each type of opponent. When used against wizards or warlocks, COMBAT spells may or may not work depending upon the spell he/she uses. Combat with wizards is described in the next section.

WIZARD'S DUEL

Any time you cast an offensive spell at a wizard or warlock who is confronting you, a wizard's duel will begin. During the duel, your opponent will cast a spell, and you will simultaneously cast one of your own. The results of the duel are outlined in Table 6. Since your opponent is only a single wizard (generally with only one combat spell), you have a distinct advantage. If you survive the initial exchange, you will know his combat spell and can respond appropriately. With practice, an optimal strategy for Wizard's Duels will become apparent. As you can see from Table 7, not every exchange is decisive; the duel may continue for many exchanges or your opponent may leave.

TABLE 7
RESULTS OF WIZARD'S DUELS

SPELL USED		RESULTS	
Opposing Wizard	Your Wizard	To Opponent	To Your Wizard
SLEEP	INVISIBILITY	NONE	CANCELLED
	EXTINGUISH	NONE	SLEEPS
	REFLECTOR	NONE	SLEEPS
	SLEEP	— WEAKER WIZARD SLEEPS* —	
	FREEZE	FREEZES	SLEEPS
	FIREBALL	BURNS	SLEEPS
	INVISIBILITY	NONE	CANCELLED
	EXTINGUISH	NONE	FREEZES
	REFLECTOR	FREEZES	NONE
	SLEEP	SLEEPS**	FREEZES
FREEZE	FREEZE	— WEAKER WIZARD FREEZES* —	
	FIREBALL	CANCELLED	CANCELLED
	INVISIBILITY	NONE	BURNS
	EXTINGUISH	NONE	CANCELLED
	REFLECTOR	BURNS	NONE
	SLEEP	SLEEPS**	BURNS
	FREEZE	CANCELLED	CANCELLED
	FIREBALL	— WEAKER WIZARD BURNS* —	
	INVISIBILITY		
	EXTINGUISH		
*If strength of wizards is about the same, both will experience the result.			
**Falling asleep is deadly to a flying wizard.			

APPENDIX A SAMPLE ATLANTEAN DOCUMENT

R.M. 427389-1

6.3.2 MAINTENANCE PROCEDURES (cont.)
hours of flight, the crystalline alignment of the repulsor plates for the
gravitic neutralizer experiences phase destabilization. The progressive weak-
ening of the neutralizer's effects makes flight at higher altitudes impossible.
If not realigned immediately, lift capability will be completely eliminated.
To realign the repulsor plates crystalline structure, they must be irradia-
ted in the maintenance facilities established in deserted structures through-
out our sphere of influence. These facilities can be readily identified by the
transponder beacon placed on top of each radiation source.
The beacon will be shaped like a small idol
prevent interference
or other intruders
only

This piece of scroll was dropped by one of the invaders and is our only clue to the operation of their bizarre craft. While apparently gibberish, the incantation was deciphered by Olorand the Oracle to mean:

"The levitation spell that keeps the craft afloat will weaken. To restore the spell, a magic plate in the craft must be removed and taken before a god of the Atlanteans who will restore the spell. The Atlanteans god - houses can be found on most of the islands that they have conquered."



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