ALTERED DESTINY

Type: Animated Adventure
Difficulty: Intermediate
Systems: Amiga (one megabyte); MSDOS (640K and hard disk required, 8+ MHz recommended, mouse optional; CGA, EGA, VGA, MCGA, Tandy 16-color; Ad Lib, CMS, Tandy three-voice, Roland, Casio, generic MIDI)
Company: Accolade

A case of interdimensional mistaken identity is the basis of this tale, in which you wind up being teleported to an alternate universe from which you cannot escape until the Jewel of Order has been recovered. On the bizarre planet Daltere, you'll meet an assortment of oddball characters and face a barrage of logical puzzles that often consist of two or three stages, like the Babel Fish puzzle in *Hitchhiker's Guide to the Galaxy*. It employs the interface and game system introduced in *Les Manley*, but the graphics are more detailed and colorful. And the puzzles are definitely meatier, more along the lines of the classic Infocom games (and no wonder, since *Altered Destiny* was written by Michael Berlyn, who did *Suspended* and *Cutthroats* at Infocom).

General Tips

Whenever you meet someone, such as Alnar in the Floating Village, ask about people, places and things. This will sometimes elicit a clue or names of other people, places or things to inquire about.

Walkthrough

The Floating Village

You start out at the Clearing. Walk **E** by the Two Structures. Enter door of small hut. Talk to Alnar. Take axe and sword. "Alnar, make cage." Wait. Get cage. Exit.

Tentros' Shop

W. Walk **N** under stone arch. **E**. Go down steps, **E** then **N** under troughs. Take golden tube, jar, sphere. Look at sphere. Look at all frags. **P43nt t5b2** at frags. Walk to steps.

Transporter

E. Drop sword and axe. Walk near edge of Land's End and wait for Transporter to appear. Walk on Transporter. Wait. Walk off. Go into Vindah's Divination Area. Ask about Divination, Indella bird, woods, people, places, things.

Getting Off

Return to Clearing, picking up your sword and axe along the way. Stand to the right of the front opening in the rocks. When a **9m1ll fl41t27** appears, take it.

Crossroads

Drop sword and sphere. **SE.** Move onto grass. **W S E.** (As you move through these areas, always look at anything you see.) **E S W.** Take leaf. **E N W.**

Nap Time

Walk P.J. near hammock. Sleep. Dream. Wake up (when you see boiling rocks). **P59h 74ck9.** Climb down. Cut right tree with axe. Cut left tree with axe. Walk between fallen trees. Get picture. Walk near Kaylef. Give picture. Take mirror. Climb up. Sleep. Wake up. Return to Crossroads. **NW N E.**

Weird Woods

Walk to vine. Climb up. **S.** Drop cage. **92t t71p. B13t c1g2** with **j17.** Wait (until bird is trapped). Take cage. **E.** Take shell. **W N.** Walk into still pool. Fill shell with water. Walk to vine. Climb down. Return to Crossroads.

Vindah

Stand between two tube plants on the crest of the hill. Wait for large floater to appear. Take large floater. Walk to Land's End. Drop axe. Approach edge. Walk onto Transporter. Enter Divination Area. Give bird to Vindah. Give leaf to Vindah. Wait until bird has footprinted leaf. Take leaf. Look at leaf. Exit. Return to Crossroads picking up axe along way. Drop leaf. **SW** (Cliff).

Order of the Jewel

Point tube at plate (at Cliff). Point tube at frags. Walk into mouth of cave. Point tube at plate. Drop tube. Walk **S** using the right hand path. Look at and talk to Lantra.

Give shell to Lantra. Take small pouch and large pouch. Drop small pouch. Take round crystal. **S.**

Among the Scrolls

Walk down steps and into doorway. "Towhee, give me scroll." Look at scroll. Give round crystal to Towhee. Look at picture scroll. Exit. Drop scrolls. Return to Crossroads.

Canyons of Fear

NE N. Wait until wraith dissolves. Stay on path. **N.** Wait until wraith dissolves. Save. Carefully move to leftmost northern exit. Carefully continue on the same path. Take plant.

Return to Crossroads.

Pool of Light

NW N E E. (East Woods) Walk **N** and then **E** onto path. Hoppa will appear. Wait for him to sprinkle you. Look at you. **W W N.** (Pool of Light) **W32l8 1x2.** Read message. Move forward until platform moves. Move to right until aRRaRRa falls off. Move off platform into Pool of Light.

Caves of Death

Eat plant. Read mound of stones. Walk carefully down to lowest set of steps on right. Walk down next set of steps. Throw large pouch. Walk across crystal bridge onto platform. While descending read the markings. Wait.

Floating Floor

Note loose tile to the east. Walk over to this, using only **t3l29** that are marked with **4n2 l17g2** or **f457 9m1ll c37cl29.** Walk into pool.

Return to Crossroads.

Canyon Tightrope

NE to Top of Canyon. **N N.** Save. Carefully walk to center exit to the north. Walk to center exit to north. Continue on this path. Continue on same path. Continue on same path.

Amid the Bones

W. Drop all. Take bowl. **E.** Move to rear foot of skeleton. Drop bowl. **Cl3mb 5p.** Walk **W** across webs. Walk near arrow. Take arrow. Return **E.** Continue along web until you reach starting point. Climb down. Take Kleeg. Take bowl. **W.** Take silencer. Take mirror. **E.** Return to Canyon Fork by retracing your steps. **F3ll b4wl** with **9l3m2. S S S.**

The Island

SE W S E E S W to Bottom of Hill. Turn silencer on. **S.** Wave mirror. Walk to boatman. Ride boatman. As soon as you get off the boatman, **9q522z2 Kl22g. E.**

The Hedge Maze

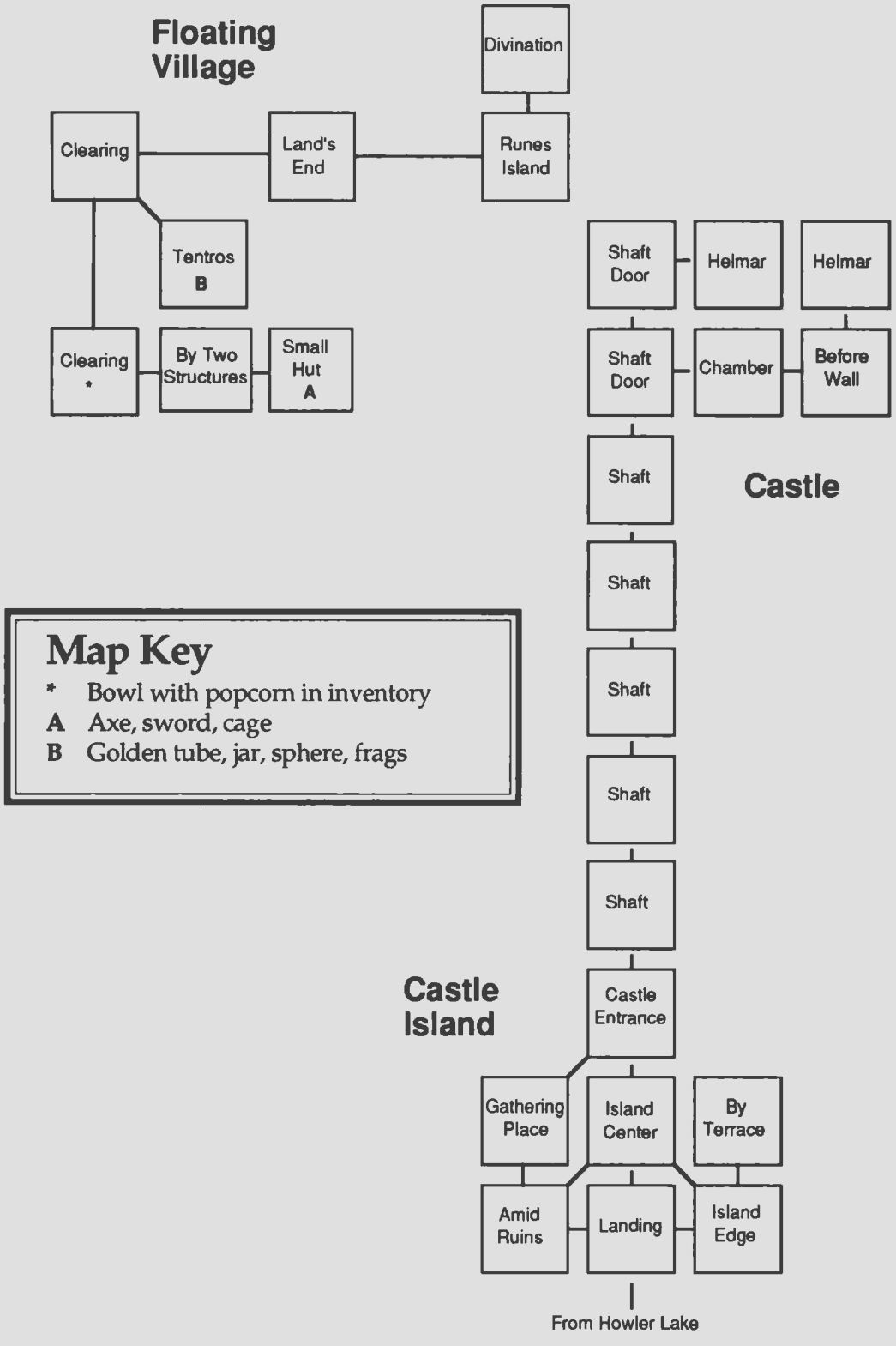
Walk into the paved, stone area. Exit **N** on the left path. **W.** Pour **9l3m2** on P.J. **W S.** Walk **N** using the left path. **N.**

The Castle

Walk near door. Unlock door with jewelled arrow. Walk into doorway. Pull rope. Wait until door appears on far wall. When even with door, type **j5mp**.

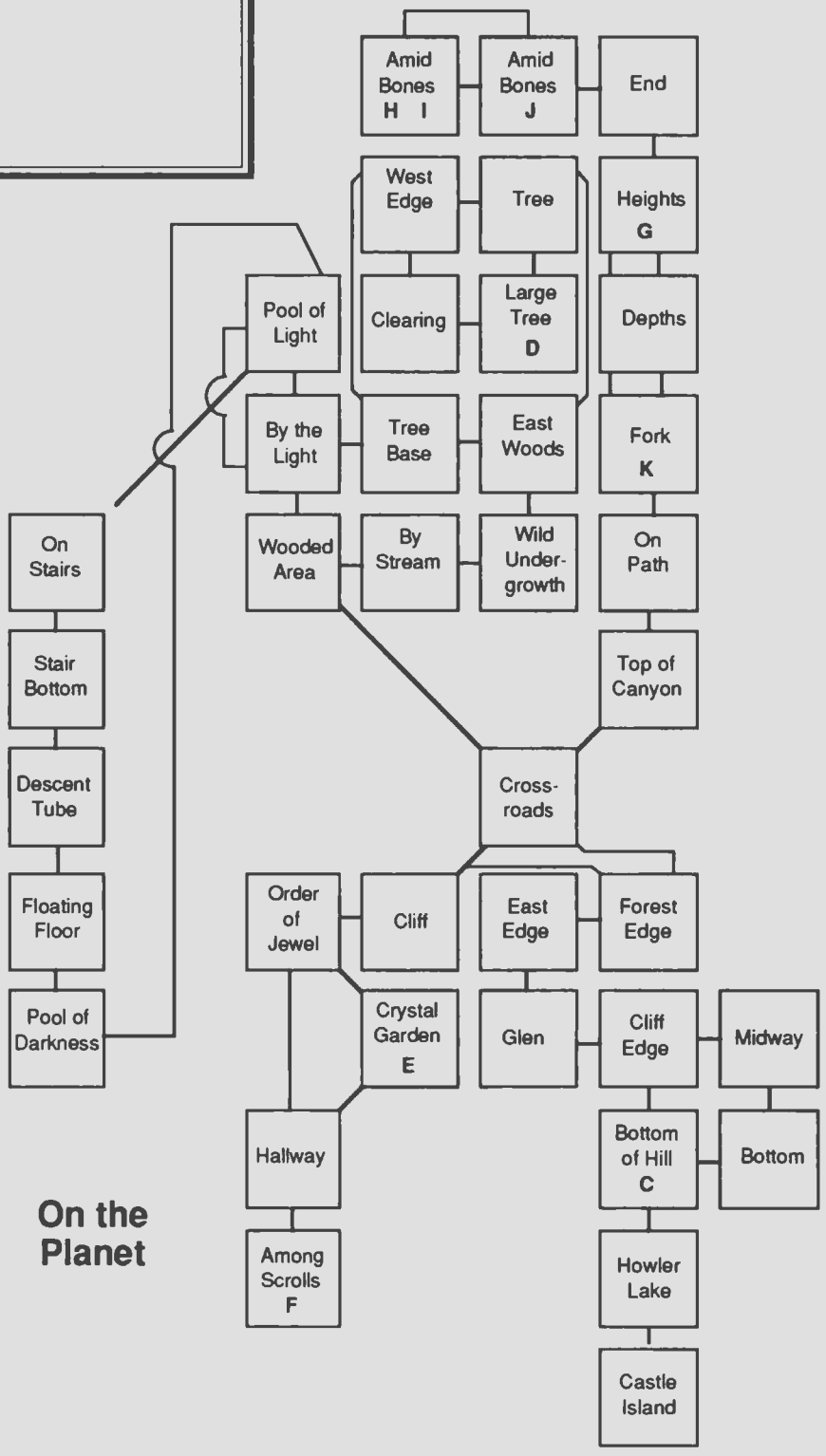
Mirrored Chamber/Helmar

E E. N through "solid" wall. When offered a weapon, choose **m37747**.



Map Key

- **C** Leaf, picture, mirror
- **D** Shell
- **E** Small pouch, large pouch, round crystal
- **F** Scroll, picture scroll
- **G** Plant
- **H** Silencer
- **I** Jewelled arrow
- **J** Kleeg
- **K** Slime



On the Planet

Some boldface words appear to be gibberish. They are key words hidden in the QuestBusters code so that you can't read them just by glancing at them (and find out something you don't want to know). A new, easier code was devised for this book. Instead of having to decode every letter in a boldfaced word, you need only decode the vowels and several of the consonants by using the following code chart:

1	=	a	6	=	y
2	=	e	7	=	r
3	=	i	8	=	d
4	=	o	9	=	s
5	=	u			