

# ALTERED DESTINY™

## *Amiga Clue Book*



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## TABLE OF CONTENTS

INTRODUCTION: How To Use This Clue Book .....	1
PART ONE: Clues .....	2
PART TWO: Answers .....	15
PART THREE: How to Score Points .....	31
PART FOUR: Maps & Notes .....	34

## INTRODUCTION:

### *How To Use This Clue Book*

**Part One** is for players who don't like to be slapped in the face & shown things. It focuses on the most perplexing puzzles that the average player will encounter in *Altered Destiny*, then offers aid in the form of a series of clues.

These clues don't necessarily give you *everything* — for example, you may get help with one puzzle in a particular area, yet miss important objects needed to solve another, later puzzle. But **Part One** does offer a way to complete the game without being spoon-fed answers from a crystal bowl.

**Part Two** offers the straight solutions to all of the puzzles in *Altered Destiny*. This section walks you to the final solution, screen-by-screen, in a most expedient manner. Only The Desperate may use this section. All others will be hunted down and publicly humiliated.

**Part Three** gives you a list of all the things you need to do to achieve a perfect score of 350.

**Part Four** gives you a map of the game, and some blank pages for note-taking.

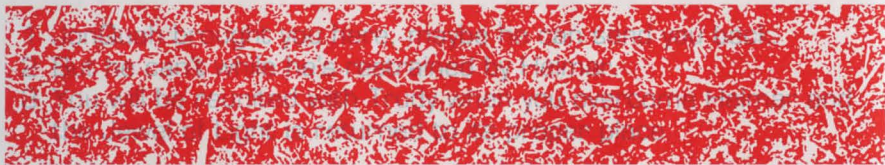
## **PART ONE: Clues**

The section below lists the stickiest problems P.J. Barrett will face in *Altered Destiny*, then offers a series of clues to help you solve them. These clues are numbered in a column, and each successive clue reveals a little bit more — descending from quiet, subtle hints to aggressive pointing and yelling.

The clues are hidden under the weird red space slime that we smeared on the pages. Just place the enclosed **window viewer** over the stated problem, then slide it slowly down over the red area. The first clue will appear. Read clues one at a time, in sequential order from top to bottom.

### **FLOATING VILLAGE**

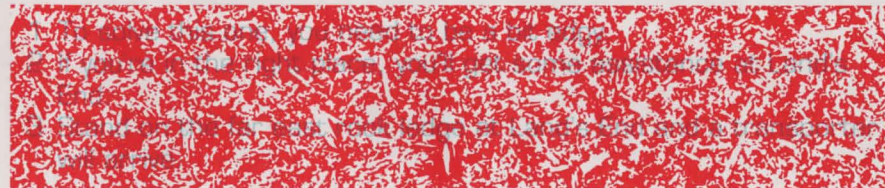
**Problem:** Will I ever get back to see Trudy?



**Problem:** How can I get down from the Floating Village?



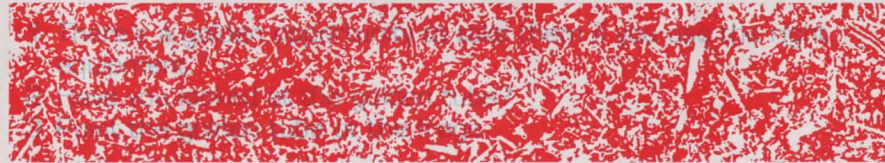
**Problem:** Hey, there's another floating island! How do I get over there?



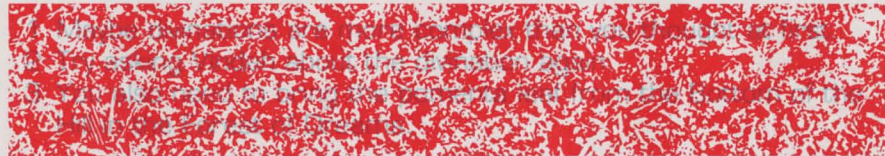
**Problem:** I keep getting this sinking feeling when I step on the transporter.



**Problem:** How can I take the frags from Tentro's shop?

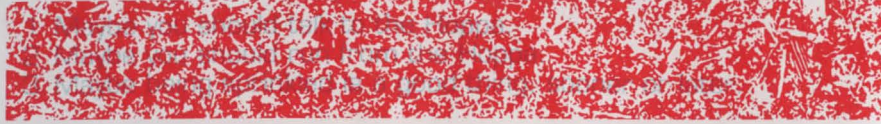


**Problem:** I've brought Vindah the requested wildlife, but he's not divining. Now what?



## **WEIRD WOODS**

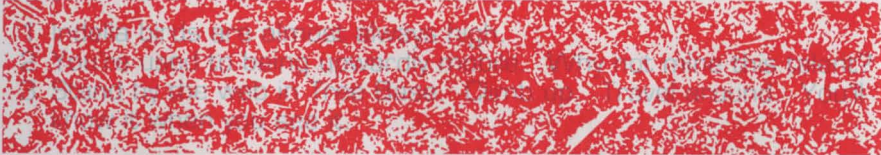
Problem: How can I prevent the Hoppa from sprinkling me?



Problem: I've heard of living in harmony with nature, but this is a bit much. How do I keep from "taking root"?



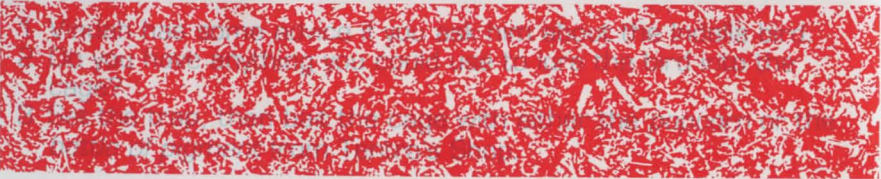
Problem: Where is the Indella bird hiding?



Problem: Where can I find a bird-holding device?



Problem: I've got a great place to put the bird, but the bird won't come within reach. Now what?



## **FOREST OF DREAMS**

Problem: What is it that the chief pomenta plant wants from me?



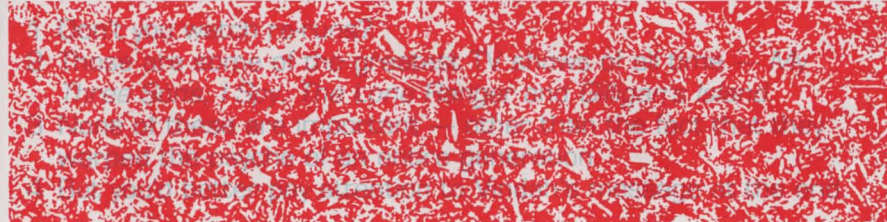
Problem: All this walking is making me tired. Isn't there somewhere I could get some rest?



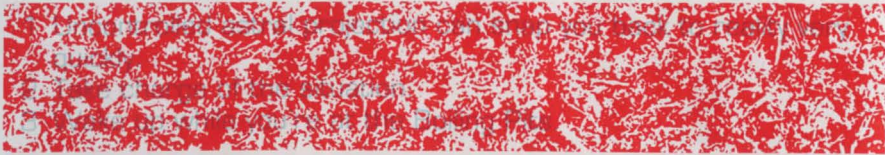
Problem: I keep snoozing. What's the point?



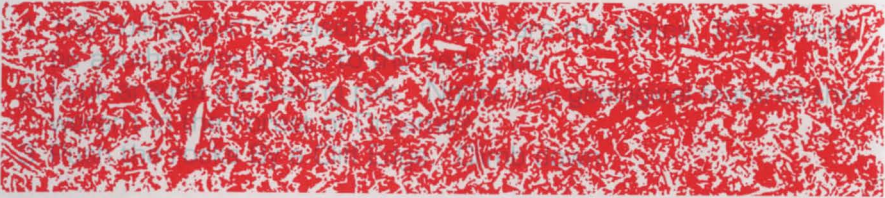
Problem: What are those arcane symbols in P.J.'s dream? Is it some kind of ancient, iconic code?



**Problem:** This pit place looks pretty interesting. Can I stick around?



**Problem:** I keep taking my last gasp in the green mist. Help!



**Problem:** That poor, sobbing creature! How can I help her?

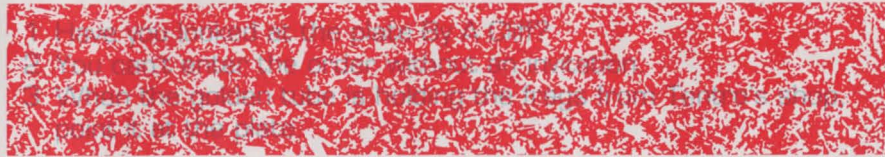


**Problem:** I want to get back to reality!



## **ORDER OF THE JEWEL**

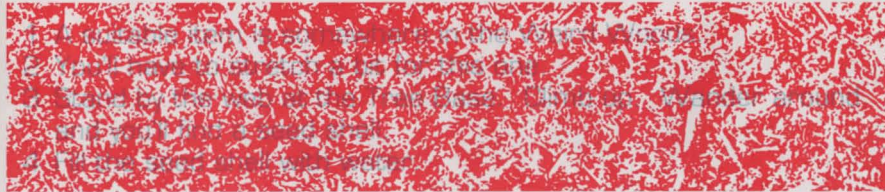
**Problem:** This is a very exclusive group! How do I enter?



**Problem:** Lantra seems stubborn about giving away her possessions.



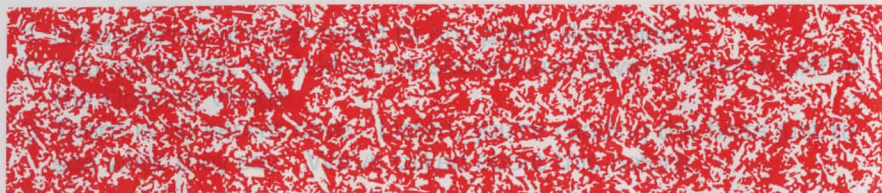
**Problem:** I've seen lots of what Lantra needs but I don't have anything in which to carry it.



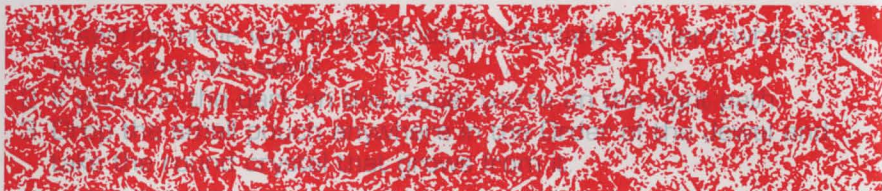
**Problem:** I'm not able to take a scroll.



Problem: The scrollworms keep taking my leaf. How can I stop them?



Problem: What good is this small pouch?



Problem: I got the scroll from Towhee. But it doesn't contain the horticultural information I need.



Problem: That Guardian of The Order really burns me up.



## ***CANYONS OF FEAR***

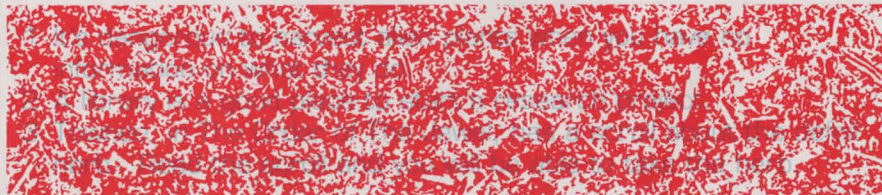
Problem: The wraiths keep overwhelming me. How can I defeat them?



Problem: What can I use to take away some slime?



Problem: I see an interesting plant, but I can't take it.



Problem: I can't reach the arrow.



Problem: A horde of ravenous scavengers keep putting a damper on my day.



Problem: That Kleeg really upsets my balance. What can I do?

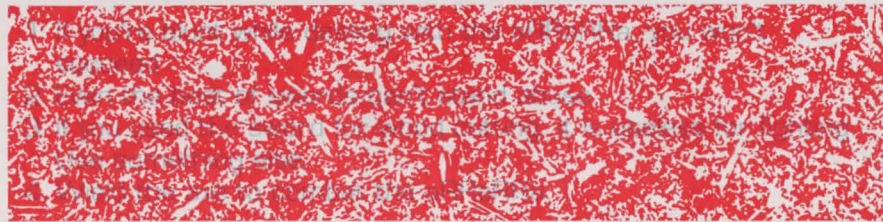


### ***CAVES OF DEATH***

Problem: An axe-wielding bad guy keeps killing me. How can I win?



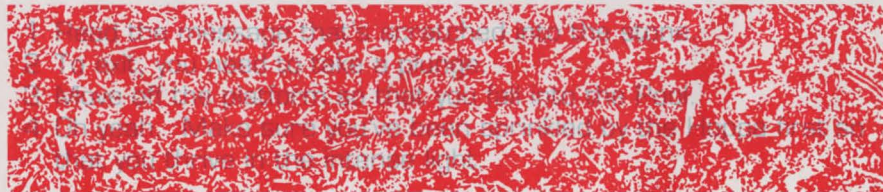
Problem: I'm using a finely crafted blade, but the aRRaRRa isn't getting the point.



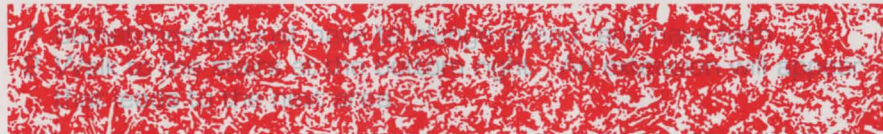
Problem: Where is the switch that turns off the light?



Problem: I'm suspended over the Pool. How can I leave?



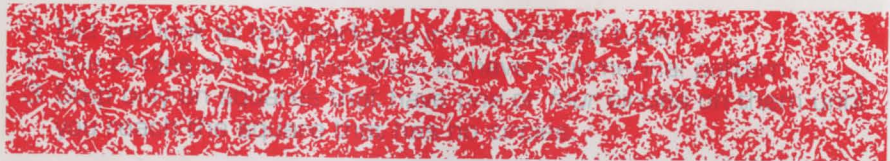
Problem: Well, here I am On The Stairs. But there appears to be no exit.



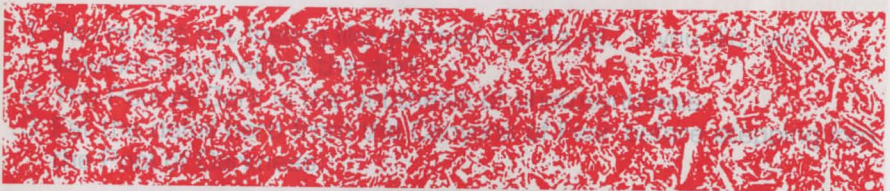
Problem: The clamchops like me all too well.



Problem: How can I continue beyond the floating floor?

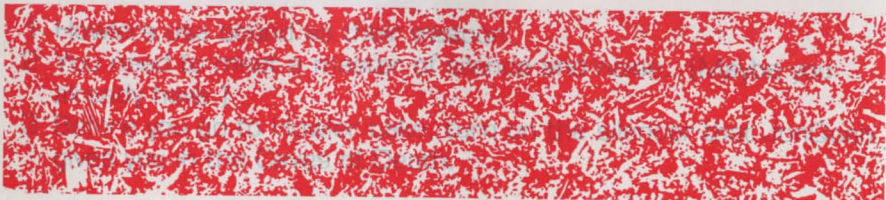


Problem: I keep withering away in the dark.



### **HOWLER LAKE**

Problem: I don't have the foggiest idea how to keep the Howlers from killing me.

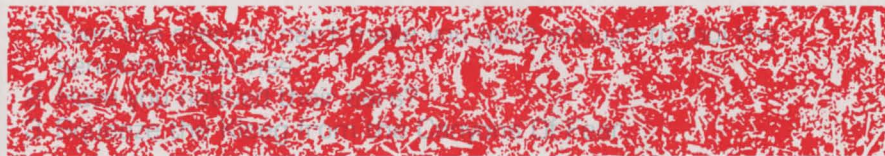


Problem: How can I get from the causeway to the island?

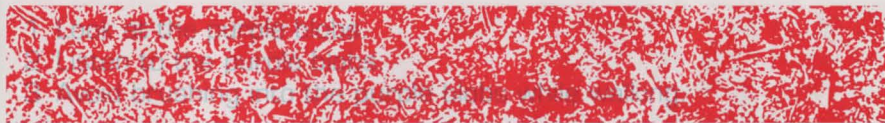


### **CASTLE ISLAND**

Problem: These noisomes are deathly annoying.



Problem: Geez, I just don't react well to the purple blobs.



Problem: The leech trees want more than I can give. What can I do?



Problem: The front door of the castle is locked!





## INSIDE THE CASTLE

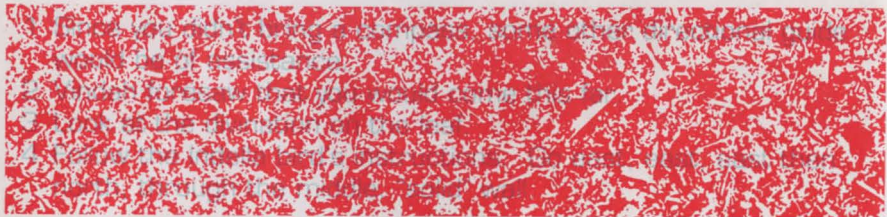
Problem: Is this a one-room castle?



Problem: I don't even have a chance against Helmar.



Problem: An amazing maze. How do I find my way out?



Problem: I've got a shot, but I still lose this most important confrontation with Helmar.



## PART TWO: Answers

This section charts a direct path to the "solution" for *Altered Destiny*. The path takes you from section to section, listing everything you must do in the correct order. Note that anything written in CAPITAL LETTERS indicates a command that you must actually type — remember, though, that the game recognizes *any* combination of upper/lower case letters when you type a command.

The answers here are presented in efficient "chronological" order. As a result, you may miss certain moments that aren't necessary to physically complete the game, yet add depth and richness to *Altered Destiny's* "story." In other words: This is a graphic adventure. So be *adventurous*. Explore everything.

Also remember that in order to complete the game, you will have to guide P.J. through some scenes *more than once* — hence, you will find certain scenes listed below several times. Thus, if you want the "solution" to a particular scene, be sure to check **Part Two** thoroughly for *all* references to that scene.

### Clearing



### By Two Structures



### Small Hut



By Two Structures, South Side



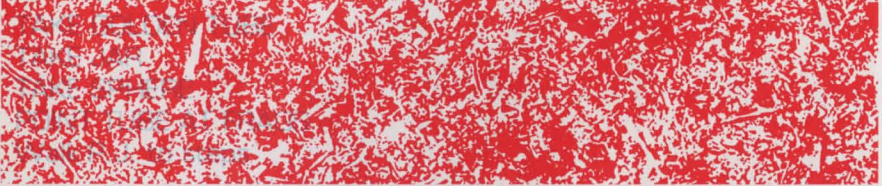
Clearing



By Two Structures, North Side



Tentro's Shop



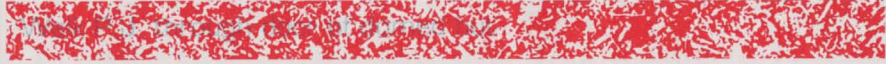
By Two Structures, North Side



Clearing



By Two Structures, South Side



Small Hut



By Two Structures, South Side



Crossroads



Edge Of The Forest



Eastern Edge



In A Wooded Glen



By A Cliff Edge



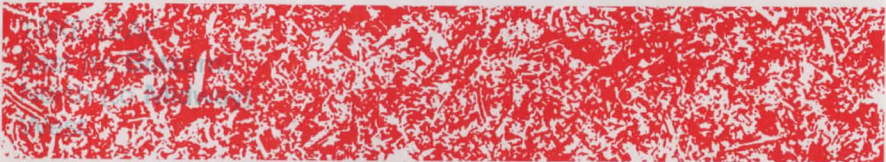
Midway



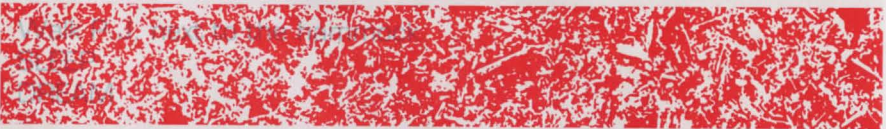
Bottom



Bottom Of Hill



By A Cliff Edge



Boiling Pits — By A Cliff Edge



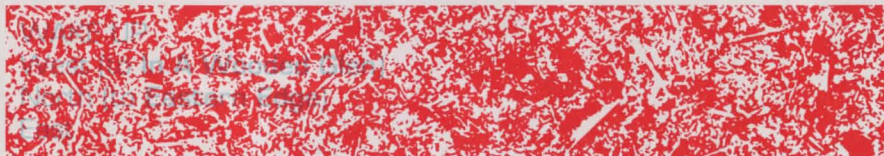
Boiling Pits — Bottom Of Hill



Boiling Pits — By A Cliff Edge



By A Cliff Edge



Edge Of The Forest



Crossroads



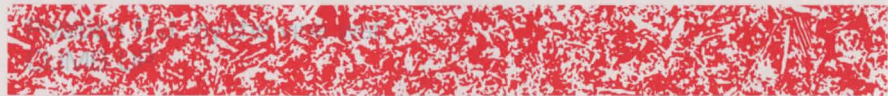
A Wooded Area



By The Light



Tree Base



Terrace, West Edge



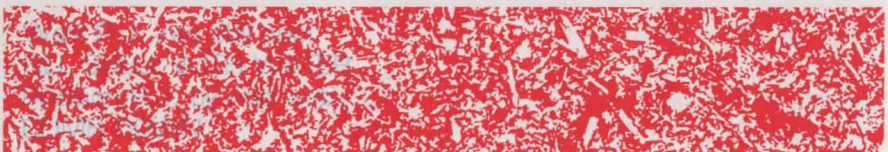
Terrace Clearing



By A Large Tree



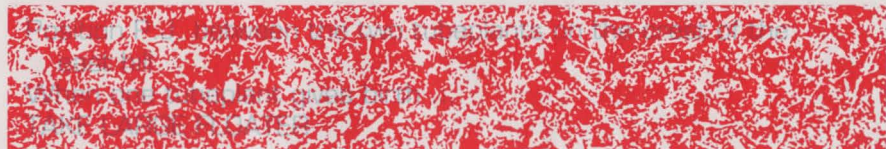
Terrace, West Edge



Tree Base



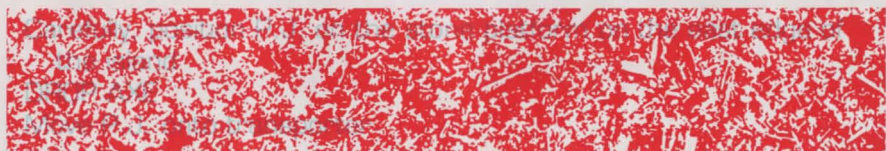
Crossroads



A Clearing



Land's End



Runes Island



Runes Island



Land's End



Crossroads



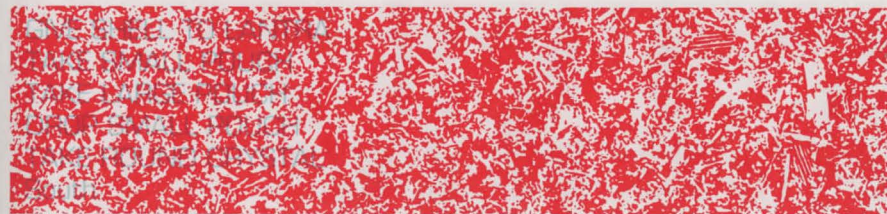
By A Cliff



Order Of The Jewel



The Crystal Garden



Hallway



Among The Scrolls



Hallway



Order Of The Jewel



By A Cliff



Crossroads



Top Of A Canyon



On A Path



Canyon Fork



Canyon Depths



Canyon Heights



Crossroads



Eastern Woods



Pool Of Light



On The Stairs



Bottom Of The Stairs



Descent Tube



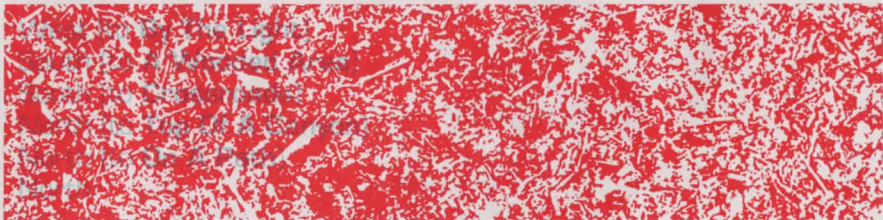
Floating Floor



Pool Of Darkness



Pool of Light



Canyon Fork



Canyon Depths



Canyon Heights



Canyon End



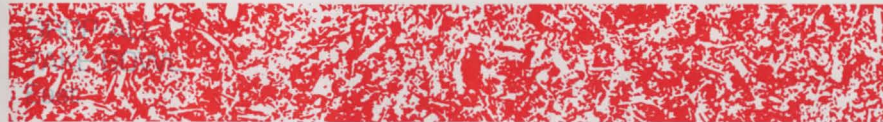
Canyon Heights



Amid The Bones



Amid The Bones (Skulls)



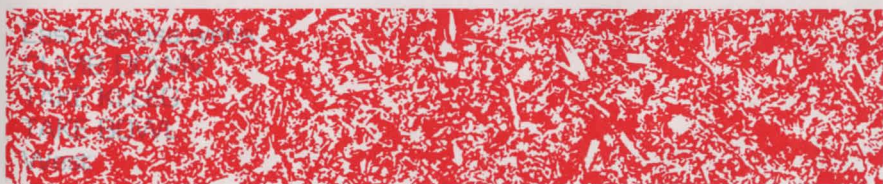
Amid The Bones



Amid the Bones (Skulls)



Amid The Bones



Amid The Bones (Skulls)



Amid The Bones



Canyon Fork



On A Path



Top Of A Canyon



Crossroads



Bottom Of Hill



Howler Lake



By A Landing



Island Edge



Island Center



Amid The Ruins



Gathering Place

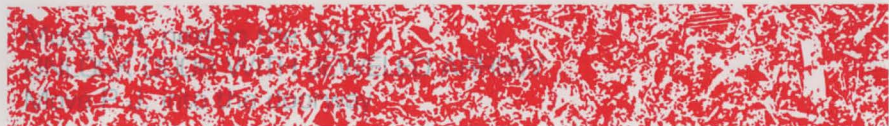


Island Center





### Castle Entrance



### Castle Bottom



### In A Shaft



### In A Chamber



### HELMAR

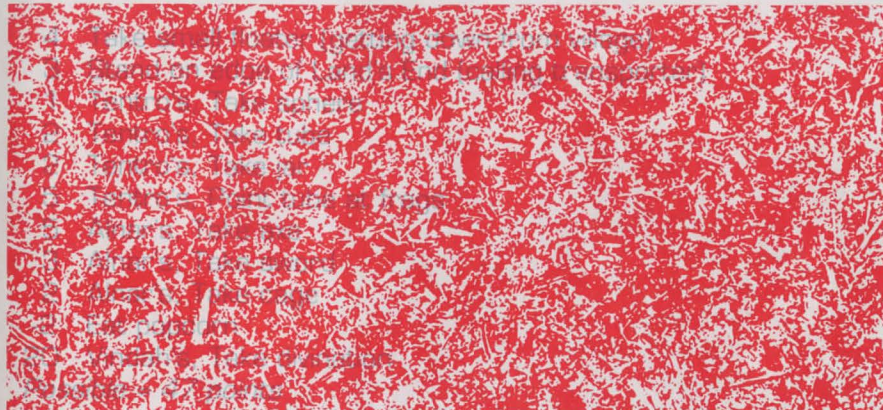


### End of Game.

## ***PART THREE: How To Score Points***

This section lists, section by section, all of the things you must direct P.J. Barrett to do in order to earn points. Total possible = 350 points.

### Village Area



### Crossroads



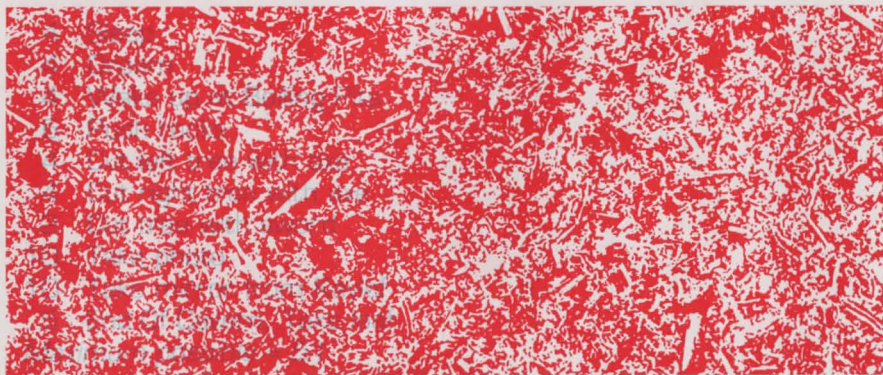
### Order of the Jewel



Canyons of Fear



Forest of Dreams/Boiling Pits



Caves of Death



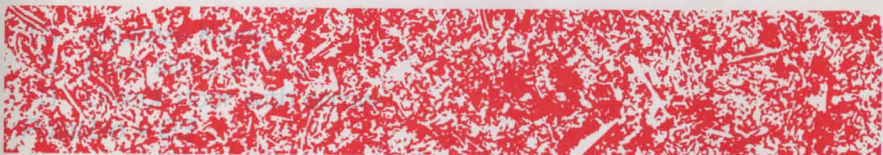
Weird Woods



Howler Lake



Castle Island



Castle



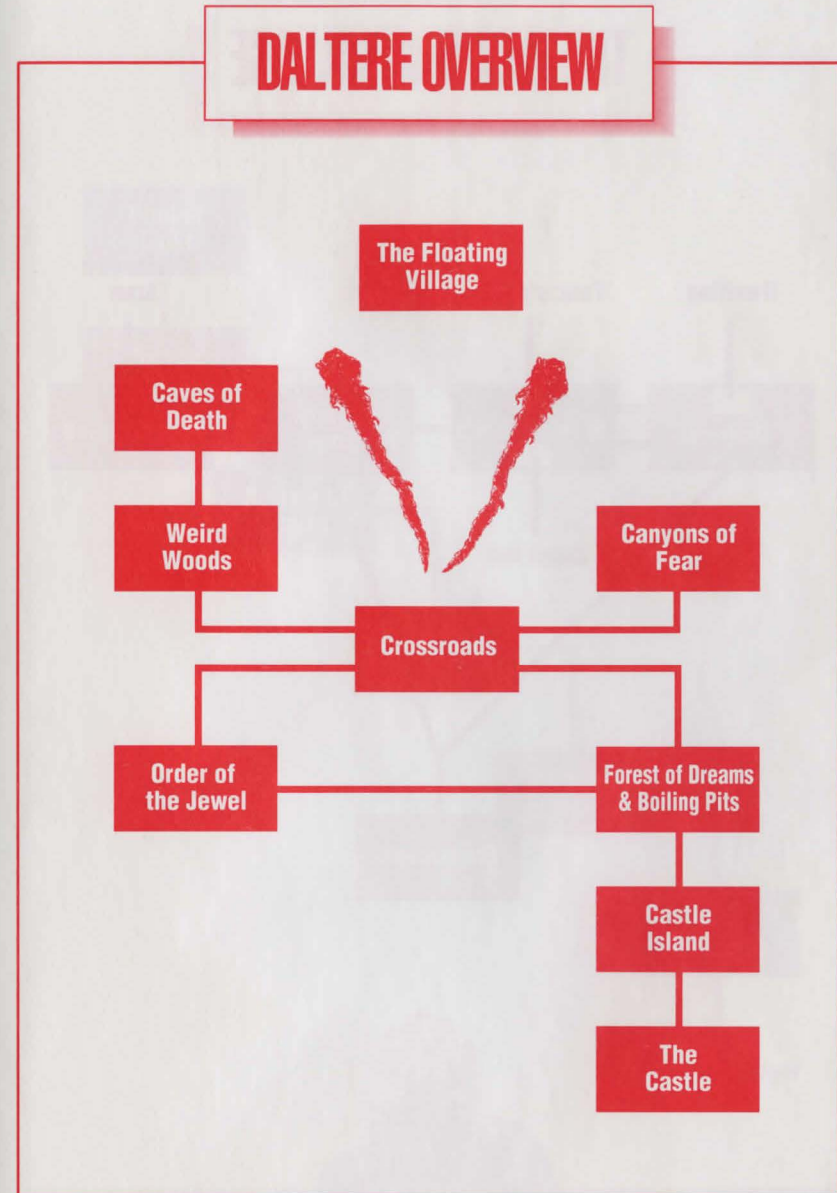
## Part Four: Maps & Notes

Before you shout "Eureka! Maps!" and go flipping like a maniac through the following pages, heed this warning: While maps do in fact display all of the "passageways" from scene to scene, they do not indicate places where you must do something *special* in order to successfully negotiate a passageway.

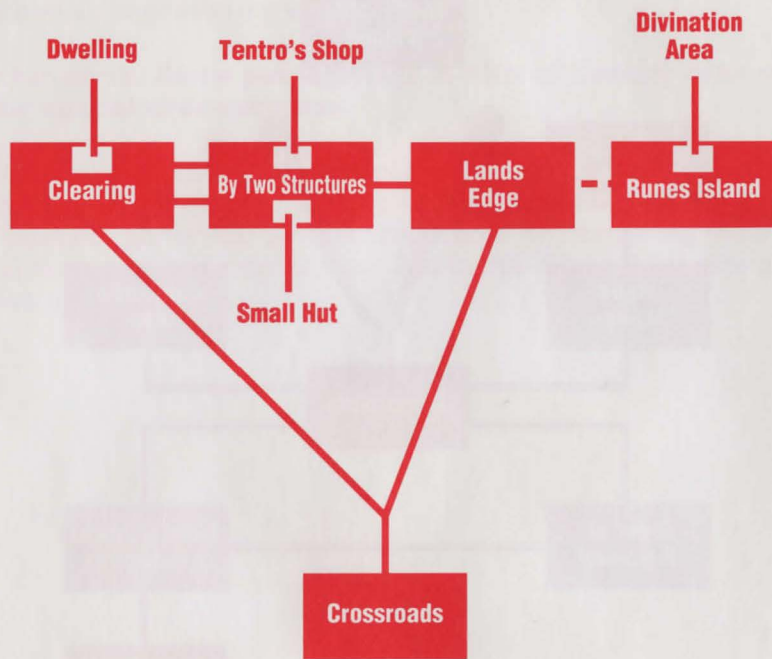
In other words: **Some passageways in *Altered Destiny* open only under special circumstances.**

So if a map tells you a passageway exists, but your gameplay won't reveal it, then it's possible you are missing an important object. Or you have not performed a necessary action. Or something like that. If you're really stuck, refer to Part Two in this cluebook for ultimate answers.

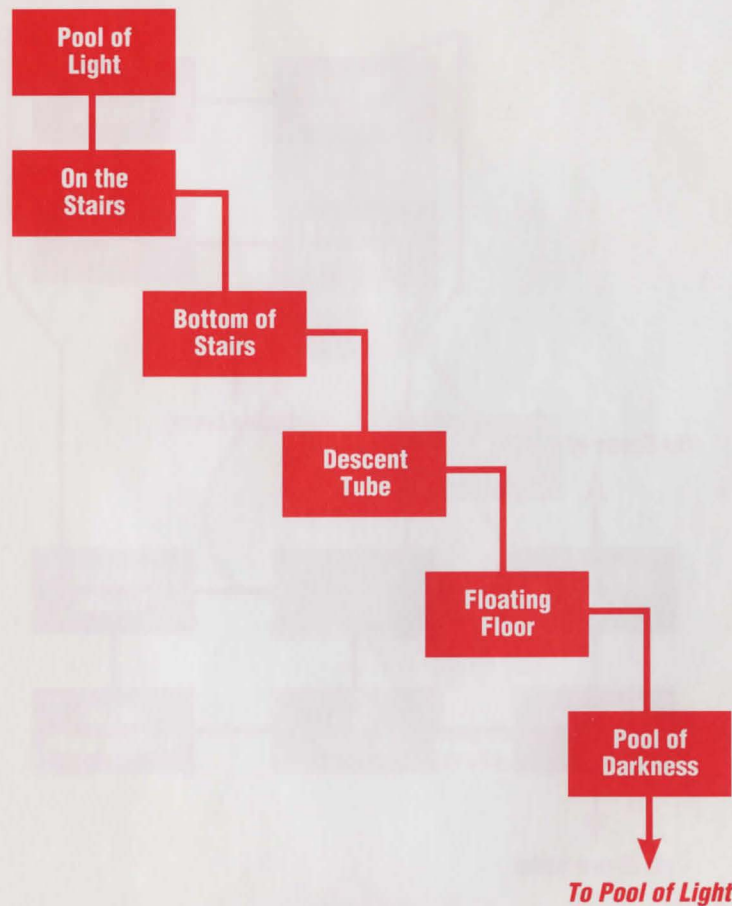
## DALTERE OVERVIEW



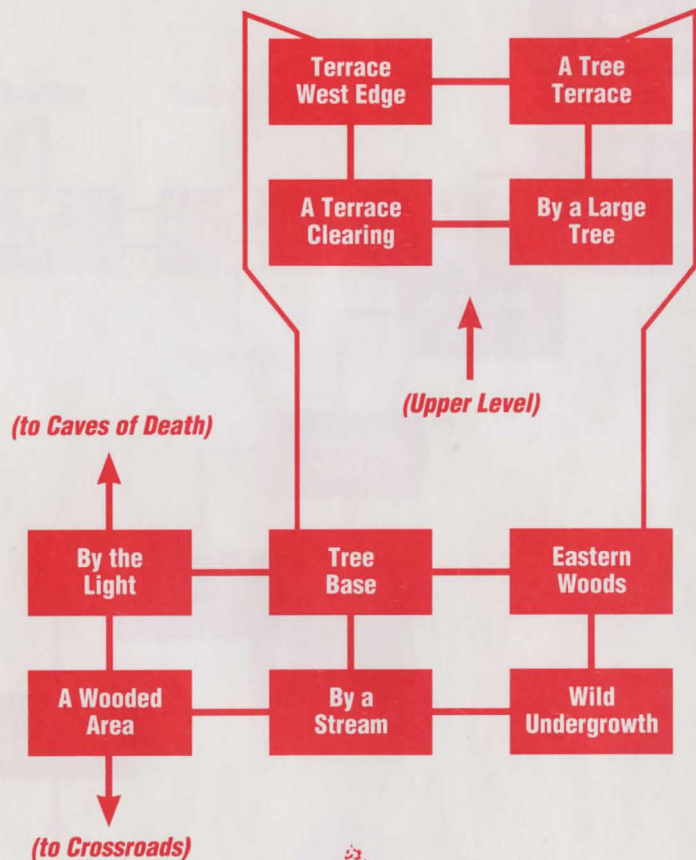
# THE FLOATING VILLAGE



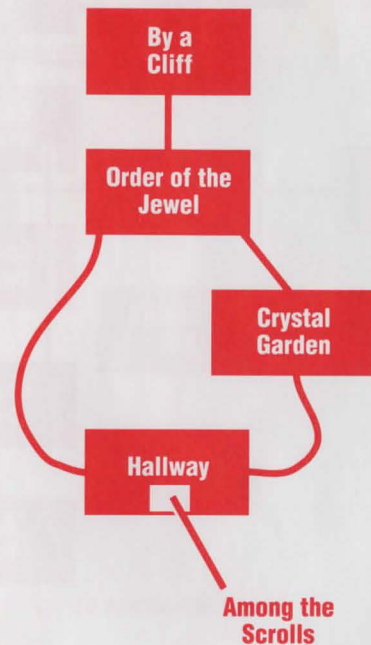
# CAVES OF DEATH



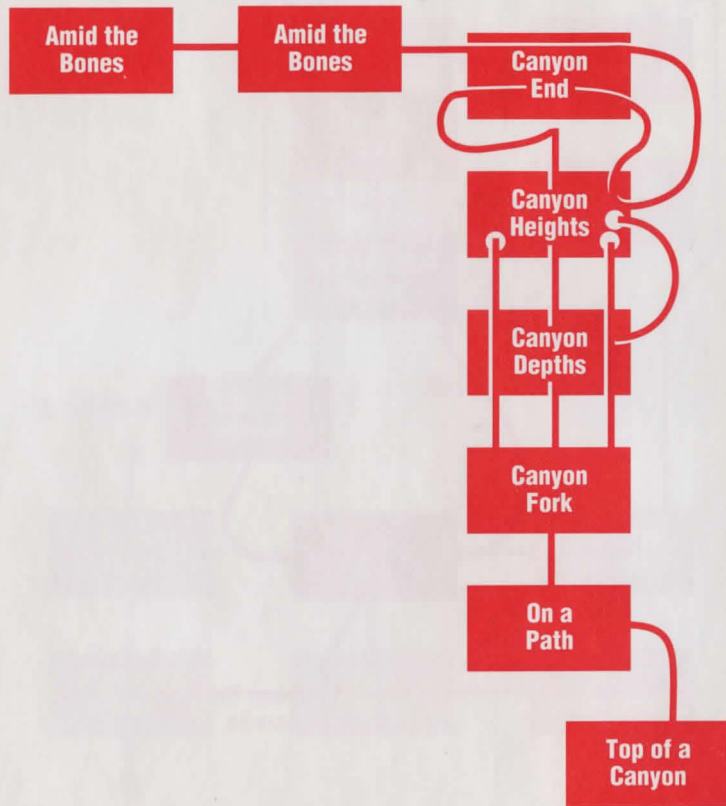
# WEIRD WOODS



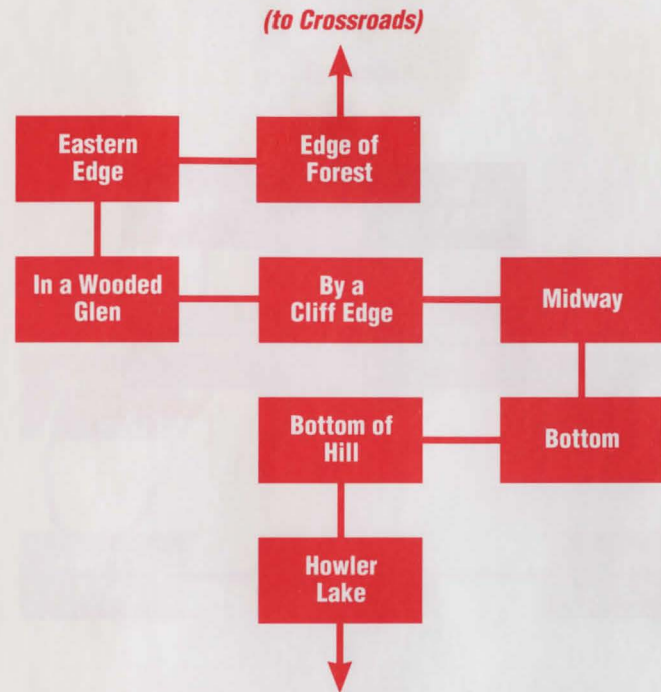
# ORDER OF THE JEWEL



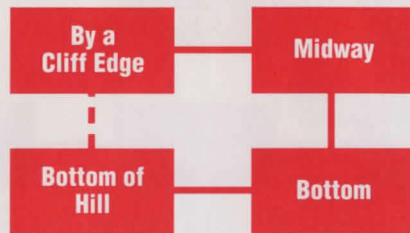
# CANYONS OF FEAR



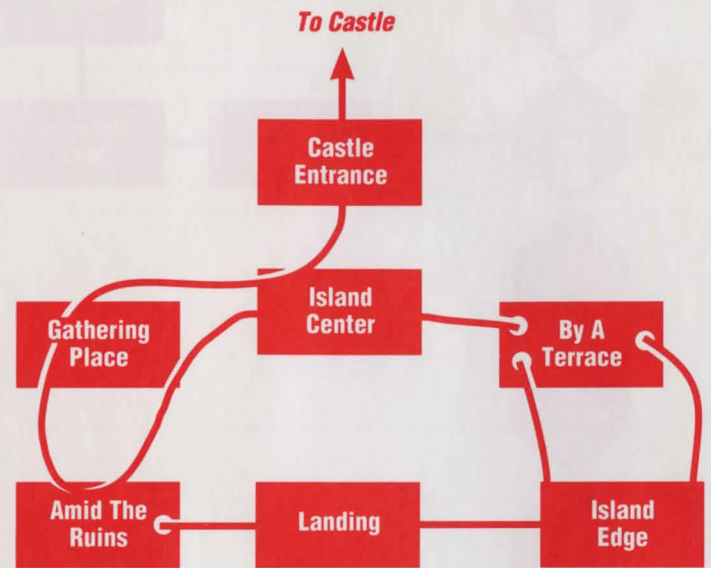
# FOREST OF DREAMS



# BOILING PITTS



# CASTLE ISLAND







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