

REALMS OF DARKNESS

Hint Book

by Gary Smith and Duong Nghiem

INTRODUCTION

This hint book is designed to be consulted when you find yourself stumped and/or frustrated while playing Realms of Darkness. We recommend that you do not ruin your enjoyment of the game by examining the hint book without playing the game first.

If you are stuck at a puzzle, keep in mind that every puzzle has at least one clue. The best way to discover clues is to talk to everyone and look at everything.

What's Included in the Hint Book

This hint book is divided into three sections:

1. Maps — every map in the game is included. Most of the highlights have been intentionally omitted. These include traps (pits, teleporters, etc.), puzzles, and objects.
2. Questions and Answers — a series of questions and answers divided by scenario is provided. A summary of each scenario is included at the beginning of each questions section. The questions and answers are listed separately. Each question has a corresponding answer in the answers section.
3. A description of all the special magic items is included. This means that items such as green keys and +1 daggers are not included because their uses are obvious.



STRATEGIC SIMULATIONS, INC.

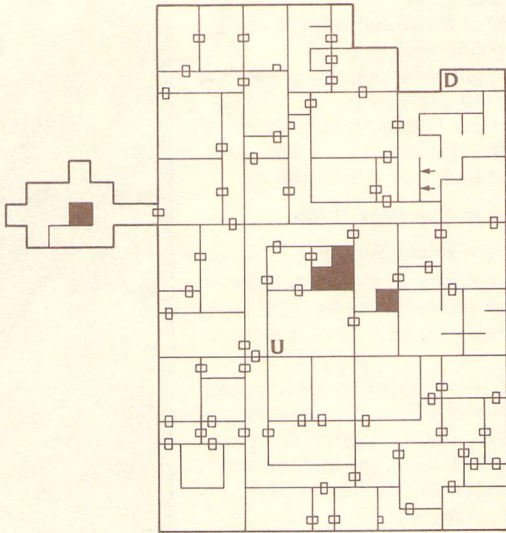
DUNGEON A

Scenario I

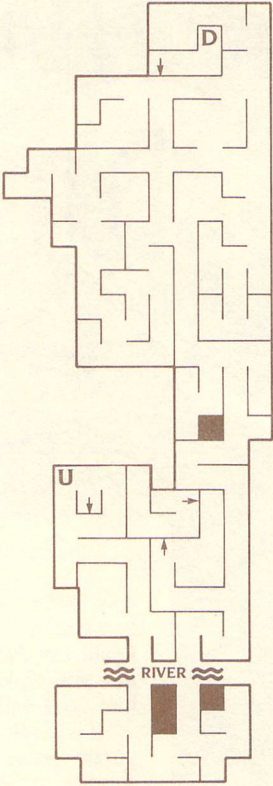
SCENARIO SUMMARY: The player must find the two pieces of the sword Zabin and have Vulcan reforge it. Afterwards, the player must return Zabin to the city guard.

1. How do I unlock the locked doors?
2. How do I remove the metal wall?
3. What do I do with the sword in the wall?
4. Which book should I ask the librarian for?
5. What do I need to do before Vulcan will reforge the sword?

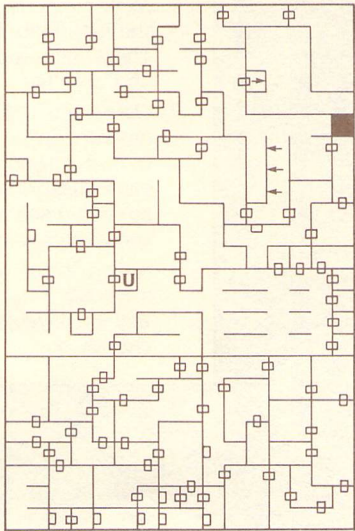
Level 1



Level 2



Level 3



LEGEND

- One way only
- U A way to get to the level above
- D A way to get to the level below

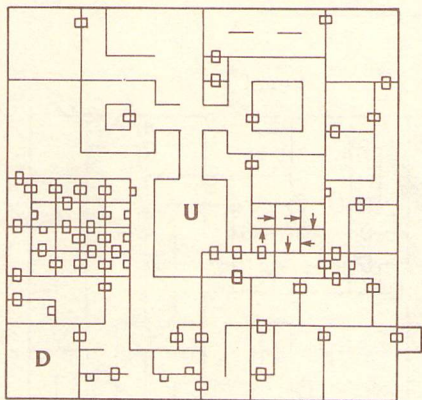
DUNGEON B

Scenario II

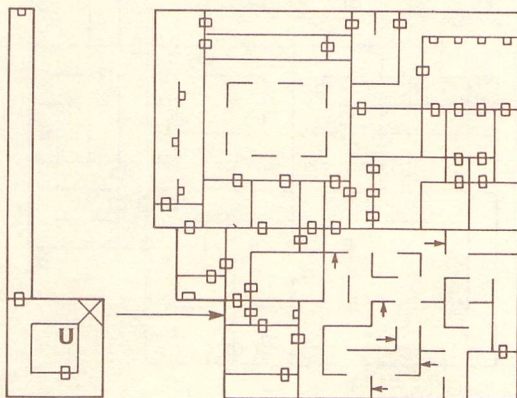
SCENARIO SUMMARY: The player is enlisted by a nobleman to destroy a cursed crystal ball. The player may either crush the crystal ball or find somebody to willingly take it.

6. How do I explore the area beyond the bright lights?
7. Where are the stairs down?
8. How do I cross the bridge safely?
9. What is the painting used for?
10. How do I impress the knight?
11. How do I remove the fog?
12. How do I get rid of the crystal ball?

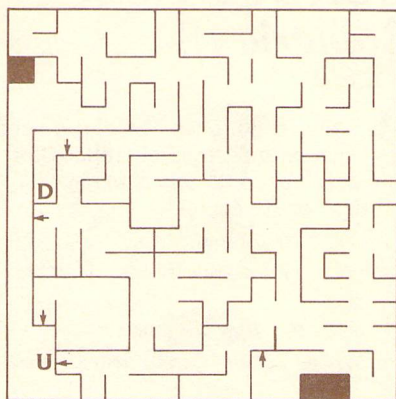
Level 1



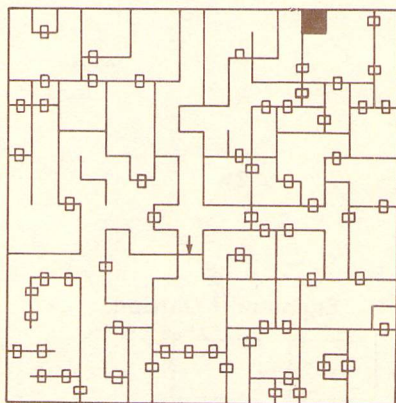
Level 2



Level 3



Level 4



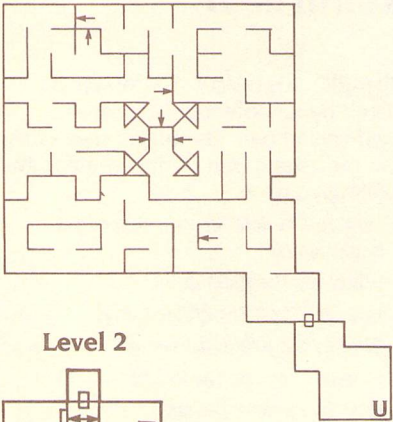
DUNGEON C

Scenario III

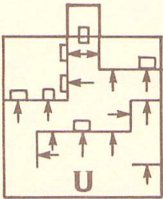
SCENARIO SUMMARY: The player needs to defeat an indestructible robot Gorth. The only way to do this is to shut off Gorth's control center.

13. Where are the stairs down?
14. What can I do with the long blades of grass?
15. How can I defeat the demon?
16. How do I disable Gorth's control center?

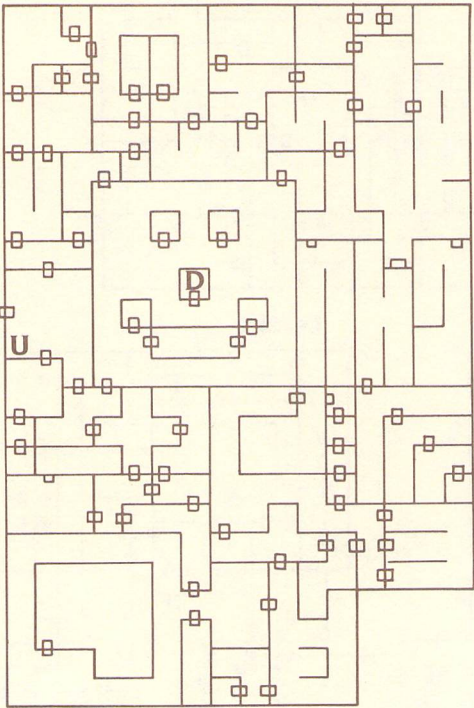
Level 1



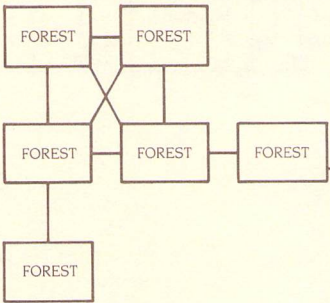
Level 2



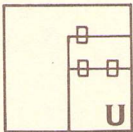
Level 3



Enchanted Garden



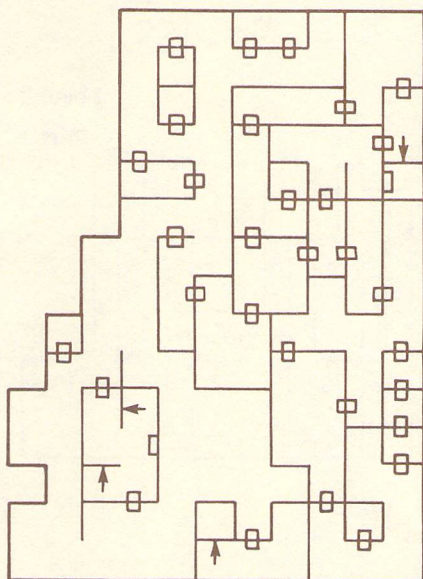
Level 4



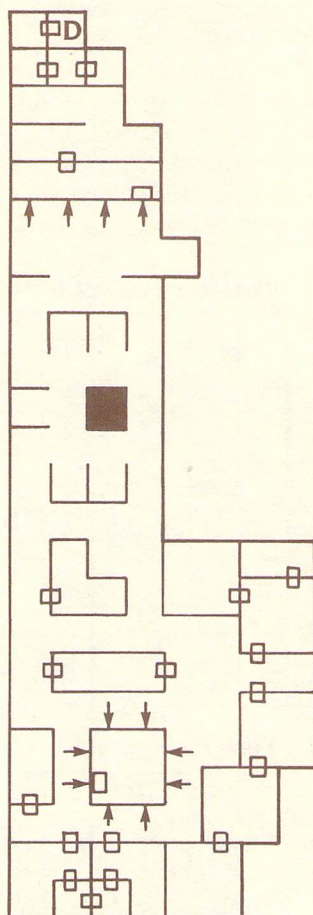
DUNGEON C

Scenario III

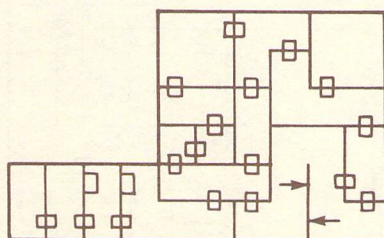
Pit A



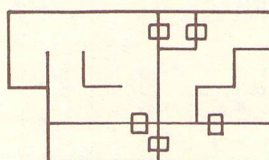
Pit B



Pit C



Pit D

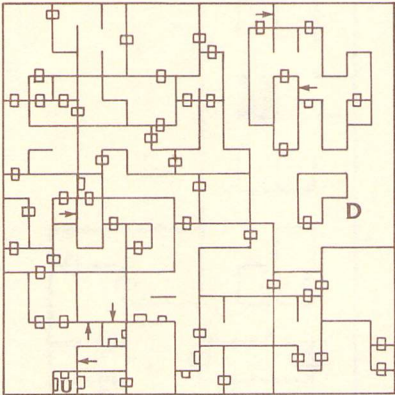


DUNGEON D Scenario IV

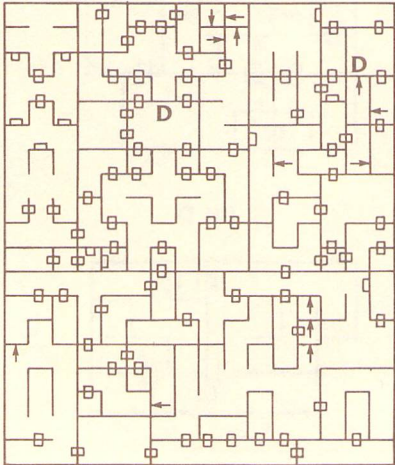
SCENARIO SUMMARY: The player is asked by a falsely accused thief to deliver a letter to his brother, who can prove his innocence. The thief's brother lives in the other city, located on the second disk (Adventure 2).

- 17. Which password should I give to the meditating man?
- 18. What do I do with the golf ball?
- 19. How can I kill the three-headed dog?
- 20. How do I cross the chasm?
- 21. How can I reach the hole in the ceiling?
- 22. How can I pass through the crack?
- 23. What do I need to put in the trophy case?

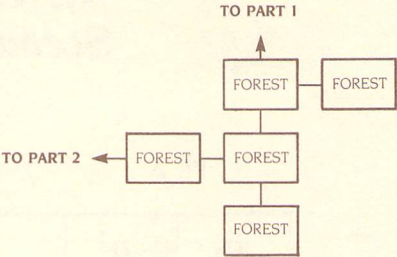
West Wing Level 1



East Wing Level 1

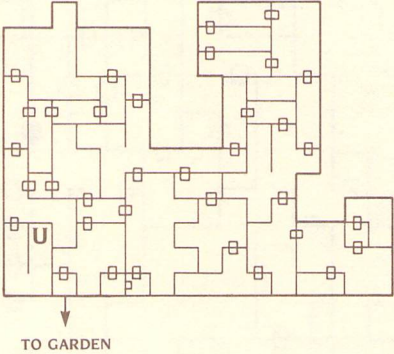


Garden



Level 2

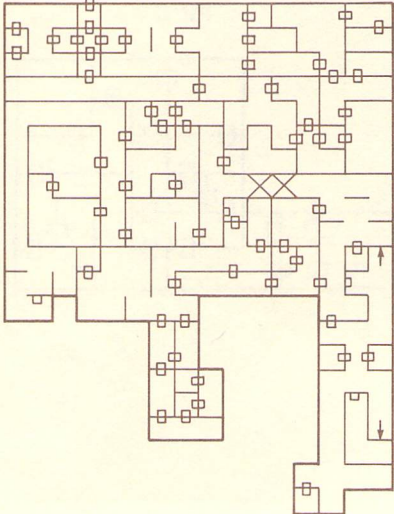
Part 1



TO GARDEN

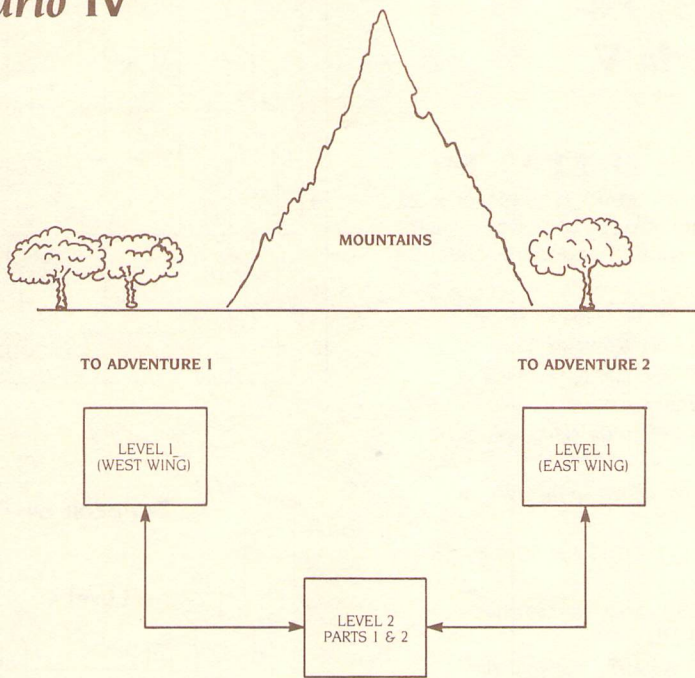
Level 2

Part 2



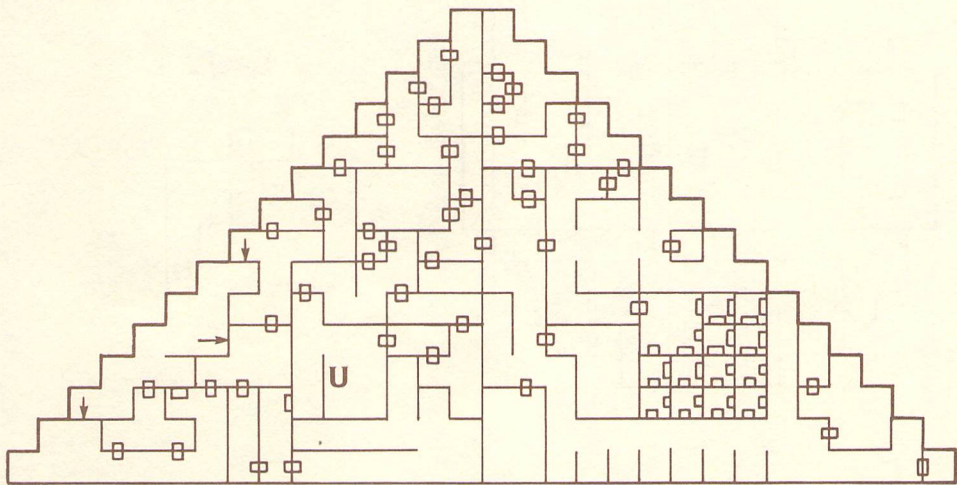
DUNGEON D

Scenario IV



DUNGEON E1

Scenario V



DUNGEON

E2, E3, E4

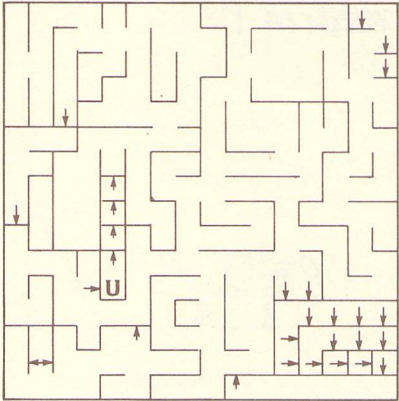
Scenario V

(Dungeons E1, E2, E3, E4)

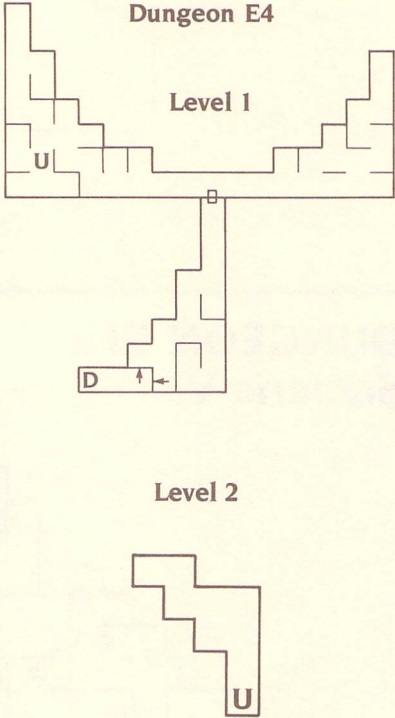
SCENARIO SUMMARY: The player must find the three shapes of power (sphere, cube, and pyramid) and merge them into a teleporter.

24. How do I get the object on the cliff?
25. How can I get across the lake?
26. What is the answer to the riddle in Dungeon E1?
27. How can I reach the shiny item in the crack?
28. What is the answer to the riddle in Dungeon E2?
29. Why won't the mild-mannered man let me proceed?
30. What is the answer to the riddle in Dungeon E3?
31. How do I reach the next scenario?

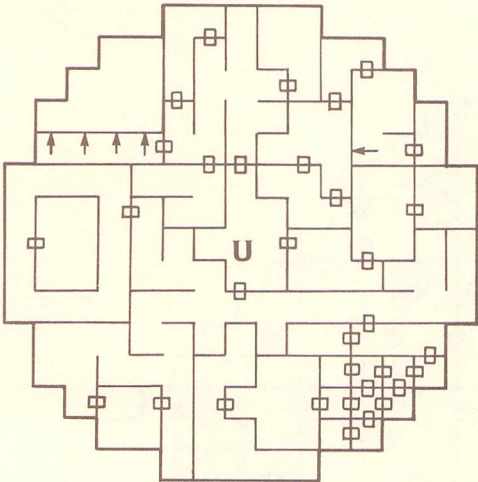
Dungeon E3



Dungeon E4



Dungeon E2



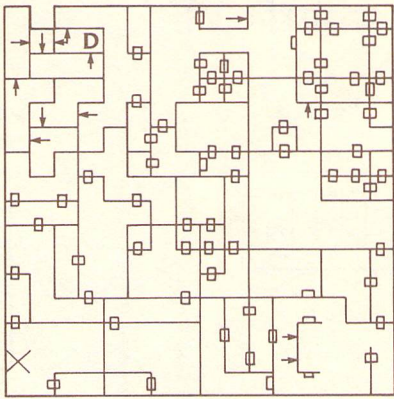
DUNGEON F

Scenario VI

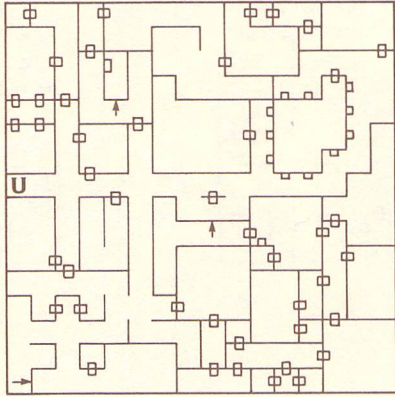
SCENARIO SUMMARY: The player uses the teleporter to go to another "world" where he retrieves the Dragon's teeth, the only weapons that can affect the Rogue Alliance.

- 32. How can the door with the welcome mat be opened?
- 33. How can I open the metal door?
- 34. How can I help the witch?
- 35. How can I break the mirror?
- 36. How can I control the elevator?

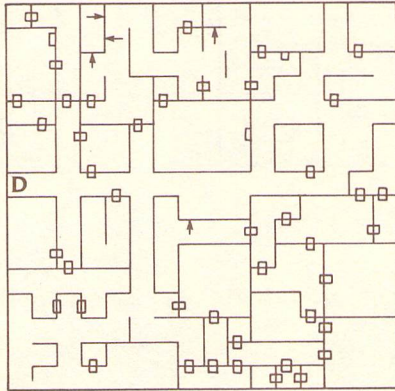
Level 1



Universe A
Level 2



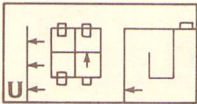
Universe B
Level 2



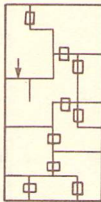
DUNGEON F

Scenario VI

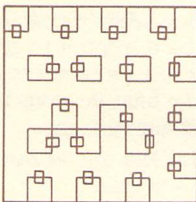
Level 3



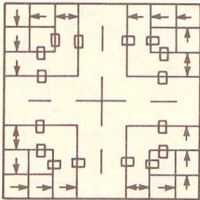
Level 4
(1 character)



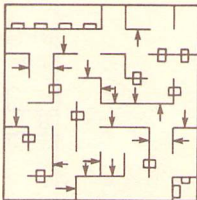
Level 5
(2 characters)



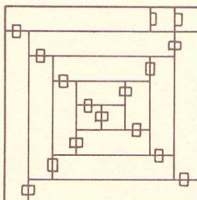
Level 6
(3 characters)



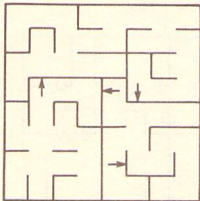
Level 7
(4 characters)



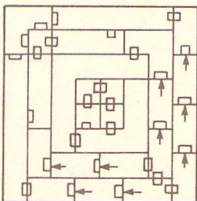
Level 8
(5 characters)



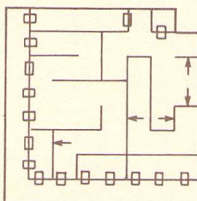
Level 9
(6 characters)



Level 10
(7 characters)



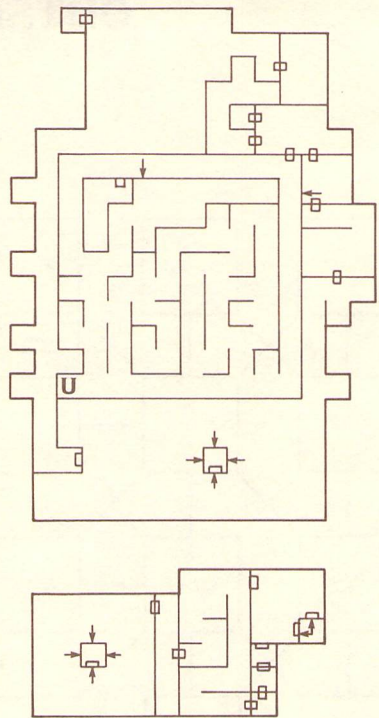
Level 11
(8 characters)



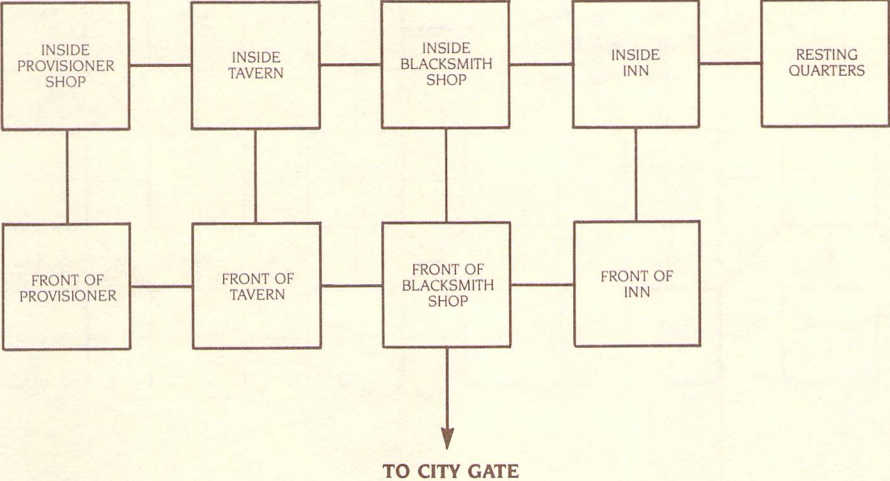
DUNGEON G

Scenario VII

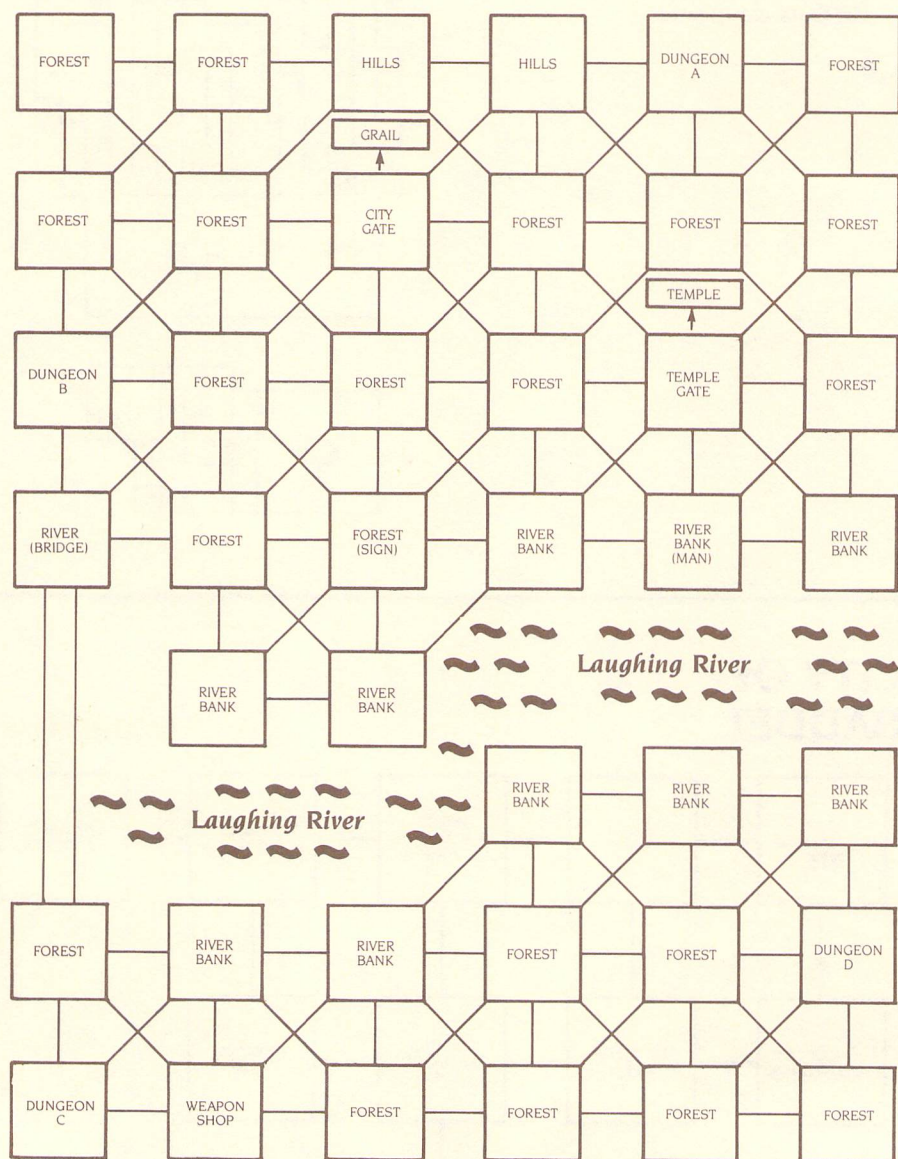
SCENARIO SUMMARY: The player needs to defeat the Rogue Alliance.
No hints are offered.



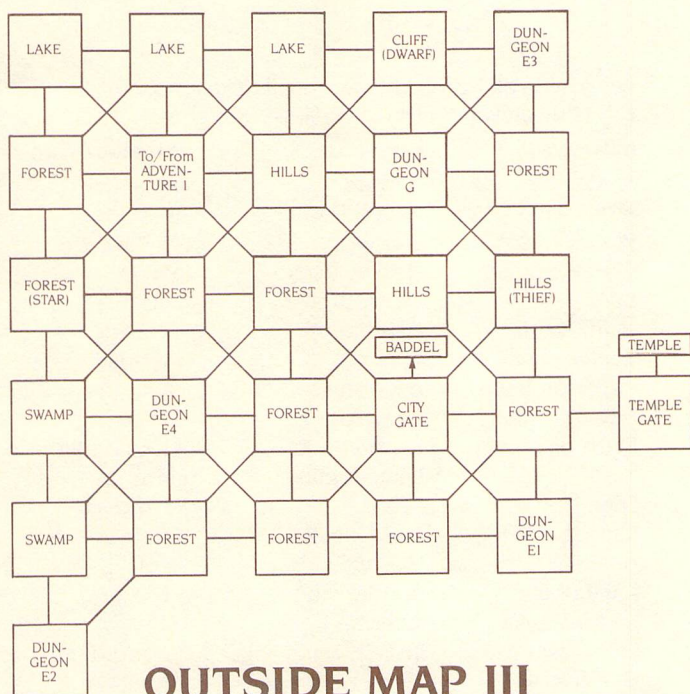
CITY OF BADDEL



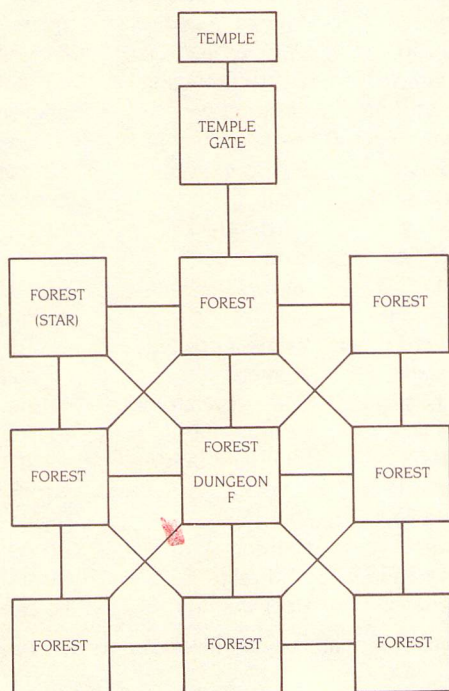
OUTSIDE MAP I



OUTSIDE MAP II



OUTSIDE MAP III



SPECIAL MAGIC ITEMS

Below is an alphabetical listing of all the magic items which can cast spells in *Realms of Darkness*.

ITEM NAME	CAST SPELL	IS EQUIVALENT TO
Arctic pole	Blizzard	+1 staff
Atom wand	Ion explosion	+1 staff
Blade of escape	Teleport	+1 dagger
Blue sky potion	Heal wounds	potion
Brick	Destruction	brick
Chilly scroll	Frostbite	scroll
Confusion cloak	Confuse	+1 cloak
Depoison balm	Depoison	balm
Devenom staff	Depoison	+1 staff
Earth ring	Earth attack	+1 gold ring
4-leaf clover	Remove curse	clover
Friendly dagger	Peace	+1 dagger
Illusion cloak	Make illusion	+1 cloak
Heal scroll	Heal wounds	scroll
Knife of life	Restore life	+2 knife
Looking glass	Reflection	glass
Loony sword	Insanity	+1 sword
Lost buckler	Restore lost levels	+1 buckler
Magic beans	Weaken poison	beans
Magic meter	Charge detection	meter
Magic wand	Party protection	+1 staff
Miner miracle	Depth detection	+1 staff
Mushroom ring	Destruction	gold ring
Old dusty ring	Restore dust	+1 gold ring
Power dagger	Fighter power	+5 dagger
Rainbow potion	Heal	potion
Rocky's ring	Earth attack	+1 ring
Safe earrings	Safety	earrings
Safety staff	Safety	+1 staff
Shocking ring	Shock	+1 ring
Spirit sword	Valhalla power	sword
Staff of flame	Flames	+1 staff
Staff of health	Cell rejuvenation	+1 staff
Staff of life	Restore life	+1 staff
* Thunderbolt	Lightning bolt	+1 staff
Unlock scroll	Unlock	scroll
Unlocking key	Unlock	key
Useful wand	Gnihton spell	+1 staff
Weather wand	Acid rain	+1 staff
White robe	Heal wounds	+3 cloak

* The thunderbolt can only be invoked outside.

ANSWERS TO QUESTIONS

1. Either feed the cheese to Ronald the Rat or search the bed to get a green key.
2. Insert the metal card (found in the goblin chief's treasure room) in the slot.
3. Turn the sword.
4. Clxvii
5. Give both parts of Zabin to one character. Stand on the square where the "V" is and shout "Magma".
6. Wear the sunglasses.
7. Rescue the dwarf's wife and return her to the dwarf. He will give you a stairs kit. Then go read the instructions in the maze. Afterwards, return to the square marked "Future home of stairs" and have the character who read the instructions carry the kit and assemble it.
8. Break up the party into two groups of four. Have one group cross the bridge at a time and re-merge into one party on the other side.
9. You bowl there (using the large black ball).
10. Either write a program (read the tome on the third level) or break-dance (read the tome on the first level).
11. Turn on the electric fan to blow it away.
12. Either drop it under the boulder, step back one square and pull the lever on the seismic device, or sell it to Mr. Chess' pawn shop.
13. Go to the square marked "Remember the robot for directions" and move right twice (through two secret doors).
14. Mow the lawn with the lawn mower to find the gold key.
15. Add the milk to the strange flask to get a bubbling flask. Go stand before the demon and shake the flask.
16. Pull the plug.
17. "Kilroy was here".
18. Play golf using the golf club.
19. Toss the bone to the dog. Note that there are two bones but only one will result in the desired action.
20. Split the party into one group of five and one group of three. Have someone in the group of five fly the magic carpet across the chasm. Split that character out of the party and have him fly back. Merge with the party on the other side and fly across chasm and merge with the rest of the party.
21. Stand under it and inflate the balloon.
22. Read the book of clouds.
23. Place the Bass shield, Bass sword, and Bass armor in the trophy case.
24. Toss the boomerang.
25. Tap the cane to the lake.
26. Triangle
27. Purchase the magic hat from Moe's magic shop. Then go to the crack and pull the rabbit out of the hat.
28. Circle
29. Because you're carrying the machine gun.
30. Square
31. Combine the pyramid, sphere and cube; this will form a teleporter. Then go to the magic star in the forest and type "Spellbinder".
32. Knock on the door.
33. Have all but one character stand before the metal door. Have the remaining character go to the lever and pull it.
34. Release the cats.
35. Wear the ugly mask.
36. Have someone who is an operator press the button. The number of characters in the elevator controls how far it descends.

QUESTIONS OR PROBLEMS?

Our main business telephone number is (415) 964-1353.

We also have a Technical Support Hotline number: (415) 964-1200, which you can call if you have problems with your disk or need a clarification of the game and/or rules.

Both numbers can be called every weekday, 9 to 5 Pacific Time.
