

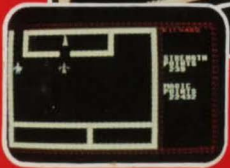
C16



Melbourne
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The Wizard & the Princess

CLIFFORD RAMSHAW



A
MULTI - PART
ADVENTURE

The game is in five parts, the first part is loaded using LOAD and then RUN. As you finish each part the next part is automatically loaded. Or you can LOAD and RUN each part individually.

Controls are standard throughout the game:

- @ — up
- : — left
- ; — right
- / — down
- space — thrust sword

To aid the player in his quest, he has been given the mystical ring of fire — an artifact forged long ago to bring about the destruction of the then young wizard. This will enable the casting of the following spells:

- | | | |
|-------------------|------|--------|
| 1. Cure wounds | uses | 10 pts |
| 2. Sleep monster | | 20 pts |
| 3. Prayer | | 30 pts |
| 4. Lightning bolt | | 40 pts |
| 5. Fireball | | 50 pts |

Note that the ring will be destroyed upon the death of the wizard. Spells will not work in the presence of the dragon, due to his enchanted nature, and a prayer spell will not work once the castle has been entered.



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C16 THE WIZARD & THE PRINCESS

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A lightning bolt may be used to knock down a wall in the labyrinth. It is important to note that a fireball burns everything in the immediate area — only the ring protects the player, and even this may fail.

Spells are cast by pressing the appropriate number key.

The game is completed once the player takes the Princess over the troll's bridge.

STAGE ONE

You must travel through an obstacle course of mountains and trees to get to a castle. In this stage, you are assaulted by:

- wolves
- orcs
- trolls

weapons available are as mentioned in the spells above.

- e.g. press - 2 : put the monster to sleep
and cut his throat
4 : send a lightning bolt
5 : send a fireball

As well, press spacebar will result in you thrusting your sword.

- When not engaged in combat you may press - 1 : to increase your strength
3 : to pray and receive
guidance

STAGE TWO

You must destroy the dragon with your man, using the keys to move him. You can only kill him by stabbing him in the one vulnerable area of his body.

STAGE THREE

Move through a maze of corridors to an exit. You are in the maze and your field of vision is as if from within the maze. Movement backwards through the maze is not possible, i.e. slash key is not used.

STAGE FOUR

Move through a set of rooms and survive attack by monsters. When all the monsters are destroyed the princess is released from her prison.

STAGE FIVE

Take the princess out of the castle via the drawbridge. Move your man and the Princess backwards and forwards with : key and ; key respectively. While you take her across the bridge, rocks are dropping from the sky. You must dodge these. You must also fight a two-headed monster. When you kill him and get across the bridge, you will have completed your mission and rescued the princess.

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The Wizard and the Princess is a multi-part graphic adventure. The game is divided into five parts and you must use arcade skills to negotiate each level. Your task is to find the evil Wizard's castle, defeat the guardian dragons, negotiate the labyrinth passages, and rescue the princess from the clutches of the Wizard and his monsters. But beware! The return journey is just as perilous.

VIC 20 The Wizard and the Princess, by the same author, was a consistent number one bestseller. It was voted Best Adventure game for 1984 by Commodore Games.



Classification:
Graphic Adventure

Features:
Five part Adventure

Level:
Beginners to Intermediate

Completion time:
Weeks

Made in U.K.

*The Wizard
& the Princess*

