

WIZARD'S CASTLE

SYSTEM REQUIREMENTS: 64K RAM, Disk Extended Basic, one disk drive.

LOADING INSTRUCTIONS: Place the Wizard's Castle diskette into drive 0 and type RUN"WCAST". The program will autostart and you will be ready to go. If you have Disk Basic version 1.1 or version 2.1 or higher you may type DOS to load and start the game. **WARNING:** Do not place ANY other files onto the Wizard's Castle master disk. Doing so may make the master disk inoperable.

TROUBLE: If the program will not autostart or does not load properly for any reason, return it to your dealer. If the problem was not caused by user abuse and it is returned within 30 days of purchase, he will replace the diskette free of charge.

SPEECH CAPABILITY: Wizard's Castle will talk to you if you have a Tandy SPEECH/SOUND cartridge installed in your Color Computer system.

COLOR COMPUTER 3 COMPATIBILITY: Wizard's Castle has been made to operate on a Color Computer 3 with or without an RGB monitor. To make Wizard's Castle display colors on an RGB monitor, simply press the <shift> and the <=> keys any time after the game has started. To set the colors back to the artifacting mode, press <shift> and <*>. You may change color modes as often as you wish.

HOW TO PLAY

Wizard's Castle is a high-resolution, graphic adventure game filled with traps, tricks, treasures and creatures of all types which are randomized at the beginning of each adventure so that no two adventures will ever be the same. You must successfully maneuver through or around the traps and tricks and defeat the creatures in order to obtain the treasures which are required in order to win (see how to win below). There are three different skill levels to choose from in order to provide challenges for all types of players.

SKILL LEVELS: Skill level I is for the novice player and can be played in 1-4 hours. At this level the creatures are easy to defeat, experience points are easier to obtain, beneficial tricks happen more often, dangerous traps happen less often or not at all and your strength increases naturally at a high rate. Skill level II is for the intermediate player and can be played in 4-10 hours. At this level the creatures are slightly more dangerous, experience points do not come quite as easily, beneficial tricks happen fairly often, dangerous traps happen more often and your strength increases naturally at a slower rate. Skill level III is for the advanced player and will take 8 or more hours to play. At this level the creatures are difficult to defeat and all game functions are at their highest level of difficulty. Small physical strength losses will occur during movement and your natural strength increases are very small.

METHOD OF PLAY: The game is played by typing two word verb/noun commands. This will cause the game to take actions determined by the command which you have entered. Wizard's Castle is a real time game, however, which means that the game may take certain actions itself without any input or command from you. Most of the real time effects will manifest themselves in the movement and attacks of the creatures. While most of the commands require two words, there are some which only require one. Following is a list of these special commands:

NORTH (N)	SOUTH (S)	EAST (E)	WEST (W)
TELEPORT	BACK	FREEZE	UNCLE
HELP	DIR	INV	

The top half of the screen will display a graphics picture of the area in which you are currently located. The bottom half of the screen is used for text descriptions and command entry. The top line of this text window is protected from scrolling and will display the following information:

COND - Displays your current physical strength. Maximum is 255 and if it reaches zero, you lose.

SCORE - Displays the current number of points obtained.

EXP - Displays the current number of experience points obtained.

HOW TO ATTACK A CREATURE: To attack a creature you must first possess one of the 4 possible weapons (axe, crossbow, sword or club). Next you must READY the weapon for combat by typing READY followed by the name of the weapon you wish to use. Finally, you must use the appropriate attack verb (hack, stab, shoot or bash) followed by the name of the creature that you wish to attack.

All of the creatures have intelligence and a personality. Some will chase you, some will fight to the death and others will fight until they get weak and then run away.

The amount of damage done to a creature during an attack is based upon the following:

1. Your physical strength.
2. The type of weapon being used.
3. The attack command used.
4. Which creature you are attacking.
5. The current skill level.

The amount of damage that a creature can inflict upon you is based upon the following:

1. The strength of the creature.
2. Which creature is attacking.
3. Weapon status (readied or not readied).
4. Skill level.

The Wizard has many special powers including that of resurrection. Any creature that you kill (including the wizard) can and will be resurrected in the near future, so watch out!

SCORING POINTS: There are two different types of points which may be accumulated: SCORE and EXPERIENCE points. Score points are the basis of your score (suprise, surprise) and experience points are a measure of how tough and battle tested you are. Experience points are obtained by performing normal actions during the course of the game and they are required in order to be able to perform certain feats during the course of the game. In other words, you may be required to have a certain number of experience points before you are allowed to attempt to do some actions. There are 24 objects which will award you score points if you take the object and present it to the King by dropping it at the entrance to his castle. This action may also award you a small amount of experience just as certain heroic actions may also award you score points in addition to the regular allotment of experience points. When you drop coins for the King, he will immediately take them (sounds like Congress doesn't it) but there will always be more coins to be had somewhere in the realm (which doesn't sound like Congress).

BUYING POINTS: It is possible to buy points of either type. You must have at least 100 points of the type which you will use to pay for the type which you are buying and the exchange rate is 50%. For example, if you wish to "BUY EXPERIENCE" then you must have at least 100 score points and the purchase of 25 experience points will cost you 50 score points.

WINNING THE GAME: In order to win the game, you must find the princess, free her and TAKE her with you. Hint: the Wizard must be dead for you to be able to free the princess.

LIST OF VERBS

NORTH (N)	DROP	UNCLE	RUB	ZAP
SOUTH (S)	TOSS	FREEZE	FILL	BUY
EAST (E)	READ	DRINK	INV	SAVE
WEST (W)	SWIM	OPEN	SHOOT	LOAD
LOOK (L)	ARM	UNLOCK	STAB	DIR
EXAM	PLAY	SPEECH	HACK	DEL
TELEPORT	EAT	CLIMB	HELP	SAY
UNREADY	TAKE	UNTIE	BASH	BACK
READY	GET	TIE		

LIST OF WEAPONS

CROSSBOW	CLUB
SWORD	AXE

ATTACK COMMANDS

SHOOT	HACK
STAB	BASH

LIST OF CREATURES

CYCLOPS - Very strong and deadly.
BADGER - Extremely fast and dangerous.
UNICORN - Friendly, never attacks.
DRAGON - May follow you and is deadly.
WIZARD - Very powerful and dangerous.
GNOME - May steal treasures from you.
TROLL - Slow moving, but dangerous.
ORC - May follow you and is deadly.

OBSCURE VERB DEFINITIONS

READY - Used to prepare a weapon for combat. Readying a weapon will force you to drop everything except for the weapon and won't allow you to get anything until you unready it. During the time that a weapon is ready, creature attacks will be less severe.
UNCLE - Used to quit a game at any time.
DIR - Shows all games saved on the disk.
LOAD - Loads a saved game from the disk. LOAD must be followed by at least one space and the name of the file to load, i.e. LOAD WIZGAME1.
SAVE - Saves the current game status on the disk. SAVE must be followed by at least one space and the filename in which you wish to save the data.
DEL - Deletes a saved game from the disk. DEL must be followed by at least one space and the name of the file to kill.
SPEECH - Toggles the speech feature on or off.

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Clues for Wizard's Castle may be purchased from Spectral Associates for \$3.00.