

# WIZARDS CASTLE





### WIZARD'S CASTLE FOR THE MZ-700

Many years ago the Great Wizard Zot forged his orb of power. Later he vanished, leaving his castle filled with strange monsters, wonderful treasures and the amazing ORB of ZOT ....

**Character:** You must make these decisions about yourself: **Race** - You may be an ELF, DWARF, MAN or HOBBIT. You may be male or female (be creative in your responses). You have three attributes: **STRENGTH (ST)**, **INTELLIGENCE (IQ)** and **DEXTERITY (DX)**. These range from 1 to 18 (the higher the better) but if any fall below zero then you are dead.

You also start the game with **60 GOLD PIECES (GP's)**. You may buy **ARMOUR** for 10, 20 or 30 GP's. The more you pay, the more damage the armour is able to absorb.

**WEAPONS:** You may buy a sword, mace or dagger, the more expensive the better. You may have one weapon and one piece of armour at a time. If you have 20 GP's left, you may buy a lamp which allows you to look into adjacent rooms without entering them. **FLARES** cost 1 GP each, lighting one reveals the contents of all the rooms around your current position.

The Castle consists of 8 floors with 64 (8x8) rooms on each level. If you go off the North edge then you come out on the south side, going off the East edge brings you on to the west side and going down from level 8 brings you to level 1. The only room that does not work like this is the entrance; going North from it brings you out of the castle.

The rooms of the castle either contain one of the following objects or they are empty.

'E' - the Entrance/Exit of the castle at (at 1,4 level 1). 'U' - Stairs going up to the next level. 'D' - Stairs going down to the next level. 'A' - A magic pool from which you may drink. 'X' - A chest which may be opened. 'I' - A book which may be opened. 'F' - From 1 to 100 GP's. 'F' - from 1 to 10 flares. 'W' - A warp which moves you to a random room. 'M' - A monster. 'V' - A vendor who will buy your treasures and sell you useful merchandise if you so wish. If you attack a vendor, you will make every vendor in the castle behave like a monster until you bribe one of them. If you kill a vendor you gain all his wares and 50 to 1000 GP's. 'C' - A crystal orb into which you may gaze. 'O' - A pit which you fall down into the room below. 'T' - One of the eight Treasures.

**COMMANDS:** **NORTH** moves you north. **SOUTH** moves you south. **EAST** moves you east and **WEST** moves you west. **UP** ascends stairs (but there must be stairs in the room). **DOWN** descends stairs. **DRINK** lets you drink from a magic pool. You may drink as often as you wish but only if there is a pool in the room. **MAP** displays a map of the level you are on (any unexplored rooms are marked). You may look at the map unless you are blind or fleeing from a monster. **FLARE** lights one of your flares if you have any and displays nine rooms with the one you are in at the centre. **LAMP** lets you shine a lamp North, South, East or West of your current location. Unlike flares, a lamp may be used as often as you wish. **OPEN** allows you to open the book or chest in the room you are in. **GAZE** lets you gaze into the crystal orb. If you see yourself in a bloody heap you lose 1-2 points of strength. If you see the orb of zot, there is a 50% chance that the given location is correct. **TELEPORT** allows you to teleport to any room in the castle (but you must have the **RUNESTAFF** to teleport). **QUIT** allows you to give up.

If your IQ is above 15 you may cast a spell on the monsters when you are fighting them. The spells are: **WEB** - traps the monster in a sticky web for 2 to 9 turns. This spell costs 1 strength point. **FIREBALL** hits the monster with a ball of flame that causes between 2 and 14 points of damage immediately. It costs 1 strength and 1 IQ point. **DEATHSPELL** - A contest of wills, whoever has the lower IQ dies at once. This is very risky as a monster may well have an IQ greater than 18.

There are 8 treasures: the **RUBY RED**, which wards off the curse of **LETHARGY**. The **PALE PEARL**, which removes the curse of the **LEECH**. The **OPAL EYE** can cure blindness. The **GREEN GEM** wards off the curse of **FORGETFULNESS** and the **BLUE FLAME** dissolves any books stuck to your hands. The **NORN STONE**, **PALANTIR** and **SILMARIL** have no special powers.

There are three curses: **LETHARGY** gives the monsters first attack and prevents you from bribing them. **LEECH** takes 1-5 gold pieces from you every move until you are broke. **FORGETFULNESS** makes you forget one of the rooms you have explored every turn.

There are many vendors around the castle who will sell you items at very inflated prices. There are 12 types of monster in the castle, some of which are deadlier than others, but they will all try to kill you. If you try to hit a Gargoyle or a Dragon, your weapon may break. Each monster has a hoard of 50 to 1000 GP's which you gain when you kill it. One of the monsters also has the runestaff which you must have before you can teleport. When you teleport into the room containing the ORB of ZOT, the **RUNESTAFF** disappears. The ORB and ZOT is disguised as a warp. Entering this room causes you to move one room further in the same direction rather than to a random location. To win the game, you must leave the castle with the ORB of ZOT.

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Also available for the MZ-700 from KNIGHTS SOFTWARE

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KNIGHTS (MZ-07WIZA)

The ultimate in adventure type games - choose whether you wish to be an elf, dwarf, human or a hobbit. Visit the castle's 512 rooms, fend off 12 types of monster, find 8 treasures and the Orb of Zot. Cast spells, avoid the curses, drink from magic pools, trade the treasures you find for extra strength, dexterity and intelligence. Can you find the Runestaff and Teleport to the Orb of Zot and then leave the castle safely with the gems and gold.