

wizard™

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ariolasoft 

COMMODORE 64

128 Compatible

A Magical Action Strategy Program
With Built-In Construction Set

TO LOAD

Turn on your disk drive, turn on your computer. Insert the disk. Now type; LOAD "AS";8,1. Press RETURN. Plug your joystick into Port 2.

Two introductory screens will now appear followed by a title page and a main menu. Use your joystick to choose from the menu and press FIRE when ready.

Note that WIZARD saves the top 10 scores to disk. If you want to erase the high scores, hold the COMMODORE key down while the two introductory screens are being displayed.

SPECIAL KEYS

- RUN/STOP – Pause/Resume a Game
- Q – Return to Menu (Quit)
- 1-9 – Set run speed
- SPACE or FIRE – Cast Spell

GAME PLAY

In spite of its many features and challenges, WIZARD is a simple game to

learn. Choose "PLAY THE GAME" on the main menu. Now you have 6 game options: BEGINNER, INTERMEDIATE, ADVANCED, EXPERT, CUSTOMIZED and MYSTERY. Use joystick to select your option and press FIRE when ready. Now select the number of players using the joystick and press FIRE when ready. Decide which speed you require and hold down the relevant number and press FIRE. Remember 9 is the fastest. Wait until the screen is fully displayed before removing your finger. To change the run speed, press and hold a number key, during a screen load, before the Wizard appears in a cloud of smoke. Your status is displayed at the bottom of the screen. Note: the keys on the status report show the number of Wizards left. Extra Wizards beyond 9 are not shown.

The joystick controls the WIZARD's movements. Pulling right moves right, pulling left moves left, etc. By pulling down you can make the WIZARD 'duck' into a crouch position. Holding the FIRE button down and moving the joystick left, right or up, the

WIZARD will jump. By holding the FIRE button down and pulling the joystick down, the WIZARD can cast magic spells.

When on ropes the WIZARD only moves up or down but can jump off left or right. Ladders work similarly but some movement to left or right is possible without falling off.

Certain objects are harmful to your WIZARD – burning fires and skull & crossbones must be avoided at all costs. When your WIZARD moves into a magic portal, you will be transported in the direction indicated by the arrow in the portal.

To finish a level and move on to the next, you must find the key and take it to that level's keyhole. Some more advanced levels may have hidden keys and keyholes and you must take certain treasures to make them appear.

To cast spells either press SPACE or FIRE and pull the joystick down. Certain spells are cast in a direction. For example the fireball spell can be cast left, right, up or down.

Examine the arrow in your status display and use your joystick to change its direction. Spells are acquired by taking the key. The status display will show which type of spell is available and, when you have the key, the number of spells you have acquired.

SCORING

To score points you must take treasures which are worth from 50 to 750 points, depending on the difficulty of the level and the type of treasure. Completing a level quickly gives you a bonus from 50 to 1200 points. For every 10,000 points you acquire, you will receive a bonus WIZARD. You also receive bonus WIZARDS everytime you complete 10 consecutive levels. If your score is high enough you may get into the top 10 list and receive a title from WIZARD down to APPRENTICE. Enter up to 16 letters for top score and up to 3 initials for the remaining scores by using the keyboard.

WIZARD™

by Steven Luedders & S. A. Moore

Jump and climb through WIZARD's forty dazzling screens in your quest for magic and treasures. Duck under deadly arrows and avoid the lava troll's horrible grasp as you grab the key and run on to your next thrilling adventure. Slip down sliding staircases, shimmy up ropes or ladders and throw a magical fireball at one of WIZARD's many fully-animated villains. Catch an elevator to the top of a wall and dart through sliding gates as you reach for sparkling diamonds, gleaming bars of gold and glistening pearls. Points shimmer on the screen as your score increases...will you become one of the top ten Wizards? Pick up your joystick and find out!



SPECIAL FEATURES

- 1-6 Players
- 4 Difficulty levels
- 6 Game Options
- 10 Selectable Play Speeds
- Spell Casting
- Construction Set Included
- Choose From 20 Fiendish Creatures
- 40 Different Screens

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COMMODORE

AS 1501Z



Joystick required

Cover Picture by Alan Craddock.

Screen shots taken from Commodore version.

This package contains a Construction Set Manual.

