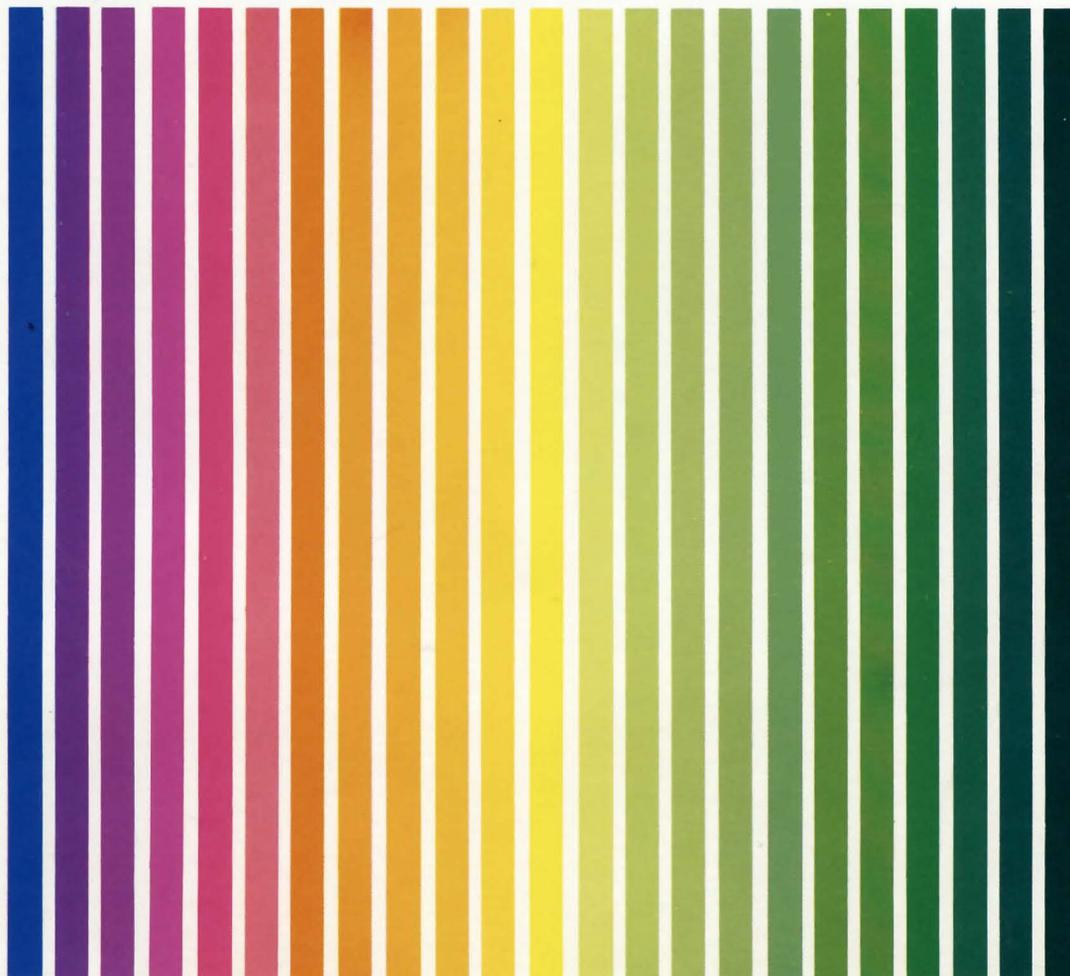


# APX ATARI® PROGRAM EXCHANGE



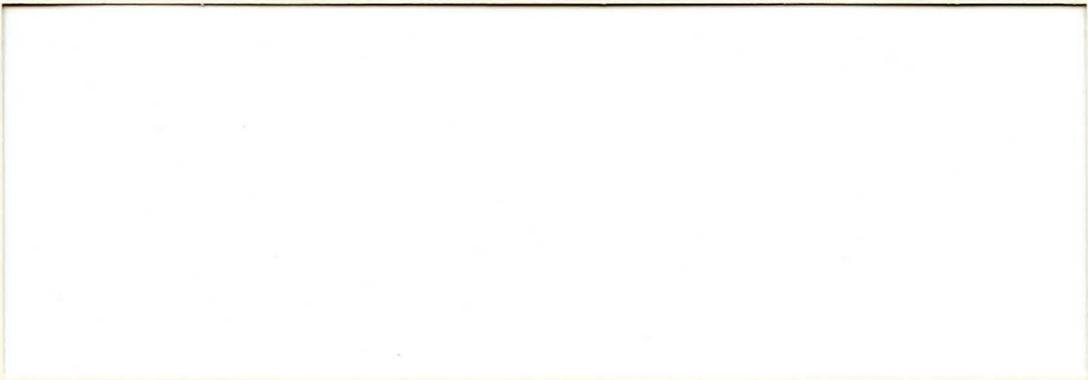
Max Manowski

## **WIZARD'S REVENGE**

Escape the wizard—if you can!  
a text adventure game (preteens and up)

Diskette: 24K (APX-20054)

User-Written Software for ATARI Home Computers



Max Manowski

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# WIZARD'S REVENGE

Escape the wizard-if you can!  
A text adventure game (pretens and up)

Director: 24K (AF-X-20034)

Distributed By  
ATAI Program Exchange  
**WIZARD'S REVENGE**

by

Max Manowski

Program and Manual Contents © 1982 Max Manowski

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ATARI 830™ Acoustic Modem

ATARI 850™ Interface Module

Printed in U.S.A.

## GAME OVERVIEW

You have made a powerful wizard very angry. As punishment, he has placed you in a strange land. Your goal is to escape from here and get back to the normal world alive. The wizard has placed many traps in your way to prevent your escape, but you can avoid them all! He has even placed a few hints here and there to help you find your way safely out.

You type all commands from the keyboard in normal English sentence structure, such as, "I will now head to the north." The adventure has a certain amount of randomness. For example, useful items aren't always found in the same place from game to game.

WIZARD'S REVENGE belongs to the family of games called Adventure. These are maze games in which descriptions of your current surroundings display on your TV screen. This version of Adventure uses text, accepts free-form instructions from you, and contains a few sounds.

## REQUIRED ACCESSORIES

24K RAM  
ATARI 810 Disk Drive  
ATARI BASIC Language Cartridge

## CONTACTING THE AUTHOR

Users wishing to contact the author about WIZARD'S REVENGE may write to him at:

1204 LaFromboise Street  
Enumclaw, WA 98022

## GETTING STARTED

### Loading the game into computer memory

1. Turn on your disk drive.
2. When the BUSY light goes out, open the disk drive door and insert the WIZARD'S REVENGE diskette with the label in the lower right-hand corner nearest to you.
2. Insert the ATARI BASIC Language Cartridge in the (Left Cartridge) slot of your computer.
3. Turn on your computer and your TV set. WIZARD'S REVENGE will start automatically.

### The first display screen

The game title and copyright notice will display, along with a brief, mood-setting description and some helpful information:

WIZARD'S REVENGE  
COPYRIGHT 1981  
BY MAX MANOWSKI

```
-----  
|YOU HAVE MADE A POWERFUL      |  
|WIZARD VERY ANGRY. HE HAS     |  
|PUT YOU INTO A STRANGE LAND  |  
|WITH NOTHING BUT THE CLOTHES  |  
|THAT YOU ARE WEARING.        |  
-----
```

YOUR OBJECT IS TO GET OUT OF THIS  
STRANGE LAND.  
YOU MAY TRY ANYTHING YOU WANT  
TO GET OUT OF THIS MESS. IF  
YOU CAN'T THINK OF ANYTHING ELSE  
TO TRY, THEN JUST TYPE THE WORD HELP.  
BE WARNED, USING 'HELP' CAN  
BE DANGEROUS!!!  
OTHER USEFUL WORDS ARE INVENTORY  
AND LOOK. PRESS RETURN TO START

## LAYING WIZARD'S REVENGE

You can type in any standard English sentence and you'll receive a reply. If you find yourself becoming confused, try drawing a map of your wanderings.

If you're stumped and want a suggestion concerning what to do, type

HELP

You encounter objects in some locations. You might want to take some of these with you for use elsewhere. If you need to recall the list of objects you currently have, type

INVENTORY

To recall the description of your immediate surroundings, type

LOOK

## REPLAYING THE GAME

You can interrupt the game and start over by typing

QUIT

The program will ask you if you want to play again. If you want to start over (from the title screen), type Y. If you want to end your session, type N and you'll return to the READY prompt in BASIC.

## REPLAYING THE GAME

You can interrupt the game and start over by typing

REPLAY

The program will ask you if you want to play again. If you want to start over from the first screen, type Y. If you want to end your session, type N and you'll return to the

READY prompt in BASIC.

READY prompt in BASIC.

READY

## HELP

You encounter objects in some locations. You might want to take some of these with you for use elsewhere. If you need to recall the list of objects you currently have, type

LIST

If you're stumped and want a suggestion concerning what to do, type

HELP

To see the description of your immediate surroundings, type

LOOK

To see the description of your immediate surroundings, type

LOOK

## INVENTORY

To see the description of your immediate surroundings, type

LOOK

You can interrupt the game and start over by typing

REPLAY

The program will ask you if you want to play again. If you want to start over from the first screen, type Y. If you want to end your session, type N and you'll return to the

READY prompt in BASIC.

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Santa Clara, CA 95055

## Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our

instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

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2. If you have problems using the program, please describe them here.

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3. What do you especially like about this program?

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4. What do you think the program's weaknesses are?

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5. How can the catalog description be more accurate or comprehensive?

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6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

- \_\_\_\_\_ Easy to use
- \_\_\_\_\_ User-oriented (e.g., menus, prompts, clear language)
- \_\_\_\_\_ Enjoyable
- \_\_\_\_\_ Self-instructive
- \_\_\_\_\_ Useful (non-game programs)
- \_\_\_\_\_ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

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8. What did you especially like about the user instructions?

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9. What revisions or additions would improve these instructions?

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10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

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11. Other comments about the program or user instructions:

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From

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[seal here]



