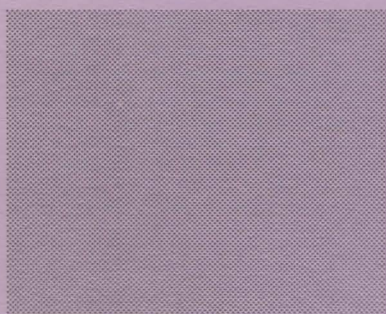


Wizard's End



*A Multi-Player game
for the Adventure
Module*



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Wizard's End

INTRODUCTION:

It's late at night, and your master, the wizard Glive, whom you have been studying under, has hastily left, leaving you in charge of keeping his store clean. With the little money you have managed to save these past four years, you decide to eat a meal of crevel, tasty, and a delight to the pallet, considering your meals lately have consisted of grub mash for ever so long. The only place in town to get a real crevel dish is at the Green Dragon Inn, expensive, and you will most likely have to eat dirt for the rest of your life, but well worth the price.

The streets of Portown are packed with a frenzy of miners, sailors, and the ever present militia. One of the largest DWP transport ships ever built is docked and being loaded for this single night only. As you approach the Inn, the crowds thicken, and the noise is deafening. Soon the battle to get into the Inn will begin.

Just as you are about to make it through the front entrance, you feel a strong pull on your cloak. You resist, but to no avail, as you are dragged through the crowds and around the corner into the dark alley beside the Inn. As if your luck wasn't bad enough, now you stand facing that sleazy, low down, no good, shady, contemptible, back stabbing thief, and his sidekick Ape. Ok, so he did save your life that one time, and you've been paying for it ever since.

T: "Have I got a deal for you," he whispers.

W: "Where have I heard that before," you think to yourself.

T: "Wiz, you owe me a big one, and this is a big one ... the biggest, but you've got to come now," he whispers.

W: "What is it this time?" you say loudly.

T: "Not so loud. Not here. It's not safe. Follow me!"

As Ape grabs your arm, you are dragged deeper into the back alleys of the city. Finally he stops behind a tall stack of old crates, pulls out the gem of light that you made for him, and delicately reaches into one of the many pockets of his robe and brings out what appears to be an old piece of a torn scroll.

T: "Take a look at this, I don't know the language! It may be magical."

He whispers so low you can barely understand what he is saying. You grab the parchment, and begin to unfold it.

T: "Gently! It's very old, and falling apart," he cries out.

As you gently spread out the parchment and begin to examine it, you notice that it is old, burned, torn, and stained with blood on both sides. You cast the spell of read magic, but the wording, or what you can see of it, remains unchanged.

T: "Well, is it magical writing? Is it real, old, or what?"

He shakes your arm fervently.

W: "No," you reply. "There is no magical writing on the parchment, no magic at all. What makes you think there would be magic on this parchment, anyway? Where did you get this?"

T: "Questions like those are best left unanswered, my friend," as he pats you on the arm. "The parchment looks like a map of Portown, but everything is out of place, the wrong size. All I know for sure is that it's real."

W: "The map's for real. It shows this area a long time ago. Look here at these numbers in the corner. They are a date. I would say about 1187, which fits the layout of the rest of the map. This letter that looks like an E is really an N, which makes this word here the name of the tower, 'Zenopus'."

T: "He was the one who built that tower on top of the ruins of that castle a long time ago, right?"

W: "Yes, he thought he could control treasure hunters from excavating the ruins, and finding the wealth of the castle before he did."

F: "Didn't he go up in flames?"

W: "Flames, yes, but not natural fire. Anyway, the treasures of that old castle are stories for little children, not you and me. Since that great earthquake that followed the tower fire, no entrance has been found into the underground reaches of the castle."

T: "Look at that mark right there. It shows where the old entrance was. If we hunt around a little we could find that entrance, I just know it!"

After a lengthy argument, you figure they will never find that entrance, and you will only be gone a couple of days at most.

W: "Before we can get to that entrance, we will have to get out of the city. That northern route requires a pass from the garrison, and there's no way they are going to give us one, especially you, thief."

T: "I've already got that worked out. I know where there is an opening in the wall. We can sneak out tonight."

W: "What about this little area right here? We'll need an army to get through all those goblins, orcs, and who knows what else."

T: "That's why we have Ape."

W: "Ape is big and powerful, but there are a lot of them."

F: "I eat goblins for breakfast," responds Ape, as he pounds on his chest.

W: "Fine, but listen good; this evens the score between us, understand?"

T: "Ok, Wiz. This makes us even, but let's go before it gets light. We stand a better chance in the dark up there."

As you pass through the worst part of the thieves quarters, you begin to rethink your decision to go, but prodding by Ape keeps you going. It takes hours to get through the north end of town, not to mention the time it took to find that opening in the wall. Once outside the city, your progress seemed effortless, until Ape stepped on a sleeping kobold. The cry of the kobold must have stirred some primitive emotion deep within Ape. With a great yell, he charged the center of the kobold camp. With a keen eye, the thief and you notice that all attention was on Ape. Looking at each other, you both decide to support Apes right flank. From the far right flank, you were able to witness the entire battle, unobserved. At first, you would have wagered on the kobolds, but apparently, they were taken completely by surprise. Soon Apes crazy charges, and wild frantic attacks, had the kobolds fleeing in all directions. So throwing on some dust, and ruffling your cloths, you charge in to rescue Ape. With great effort you settle Ape down enough to continue on.

By morning you reach the ruins, and begin searching for that lost entrance. After hours of searching, you sit down and begin to use your head. With the thief and Ape trying to dig up everything in sight, you climb on top of the highest pile of rubble you can find, near the mark on the map. As you peer and study each pile of rocks, you notice a little shimmer from one not to far away. That shimmer brings back memories

of the first trick Glive played on you, with an illusionists spell. Upon closer examination, you discover that this pile of rubble is not real, as your hand passes through a portion of it.

W: Yelling as loud as you can, "Hey! Look at this."

T: "A trick! I fell for a cheap trick!"

F: "Can I do that Wiz?", he says, as he swings his fist at it.

T: "What are we waiting for? Let's go!"

And with a mighty yell, he leaps into the illusion, and disappears.

F: "Wait for me, little buddy!", yells Ape.

And with a mighty yell, he leaps into the illusion, and disappears.

W: "You know guys, these are stairs."

As you gently, and cautiously step down, it becomes deathly silent, and a feeling of doom comes over you...

LOADING WIZARD'S END:

Wizard's End is a game for the Adventure Module. Before you can load it, you must place the Adventure module in your cartridge port, and turn on the computer (and any peripherals). Press any key to advance beyond the title screen, and select the Adventure Module from the Main Option list. After advancing beyond the Scott Adam's Adventure title screen, you will be asked to "enter the database". If you are loading the disk version, place the disk in drive one and type "DSK1.WIZARDSEND" and press ENTER. If you have the cassette version, place it in your cassette recorder, make sure it is fully rewound, and type "CS1" and press ENTER. Follow any on-screen cassette loading instructions.

After the game has loaded, you will be asked if you wish to load a saved game - if you have previously played *Wizard's End* and saved your progress you can restore your game here, otherwise enter "N" for "No".

ENTRY SCREEN:

When you load an adventure data base created by David Bishop, the first thing you will see is the entry screen. The top line of the screen is the title of the game. The line below that gives useful information about the game.

G 2 This is the number of the game. My games are numbered sequentially starting with the first one I have created. *Wizard's End* is the second adventure game that I have created for the Adventure cartridge.

L 3 This number indicates the number of difficulty levels that can be played. Success is only meaningful when the highest level is selected.

D 5 This number indicates the difficulty level rating of the highest playing level.

N 3 This number indicates the number of characters playing the game.

P 1,4 The first number indicates which part of a multi-part game you are about to play. The second number indicates how many parts there are to the game. This is the first part of a four part game.

V 1.01 The number to the left of the decimal point indicates the version of the game that you are about to play. The number to the right of the decimal point indicates the revision of this version. This game is version 1 at revision 1.

SPELL EXPLANATIONS:

A general sample of magic-user's spells are presented here in exactly the same format. These are brief explanations and descriptions. More complete descriptions of spells are given in the *ADVANCED DUNGEONS & DRAGONS PLAYERS HANDBOOK*. Note that there are computer limitations, and all spells are not used in all of the games. Also note the slight difference in the material components needed.

Range (R) is shown in inches or as "touch (T)", which indicates the caster must physically contact the recipient of the spell with their hand. Note that a character's level (/L) may affect any or all the parameters of a spell.

Duration (D) is given as number of turns (T), rounds (R), permanent (P), or simply "instantaneous (I)," as in the case of a lightning bolt which lasts only a brief moment.

Area of Effect (A) shows how large an area the spell covers, or how many creatures (C) it will affect. Unlike range, this is not changed by the 3 to 1 effect between outdoors and indoors adjustment. Width by length or diameter.

Components (C), as previously mentioned, are verbal (V), semantic (S), the need for hand movement, and/or material (M). This indicates which components are part of the spell.

Casting time (CT) shows the number of melee rounds (R), or segments (S) of a melee round, required to cast the spell. Some spells require additional time and preparation.

Saving Throw (S) tells whether by luck, chance or situation the spell has any effect, reduced effect, completely negated (N), or has special (SP) requirements.

MAGIC-USER SPELLS

DETECT MAGIC

LEVEL: 1 C: V,S
R: 0" CT: 1 S
D: 1 T/L S: NONE
A: 5" X 6"

When this spell is cast, any object radiating a magical aura in the direction faced (60 degrees), can be seen.

LIGHT/DARK

LEVEL: 1 C: V,S
R: 6" CT: 1 S
D: 1 T/L S: NONE
A: 4"

This spell causes excitation of molecules so as to make them brightly luminous (about that given off by a dim torch). The reverse, causes darkness.

MAGIC MISSILE

LEVEL: 1 C: V,S
R: 6" + 1"/L CT: 1 S
D: SP S: NONE
A: 10 sq. feet

This spell creates one or more magic missiles which dart forth from the magic-user's fingertip and unerringly strike their target.

PROTECTION FROM EVIL/GOOD

LEVEL: 1 C: V,S,M
R: T CT: 1 S
D: 2 R/L S: NONE
A: 1 C

This spell acts as if it were magical armor upon the recipient. This increases armor class by 2, and adds 2 to their saving throw. A 3' circle is drawn around the recipient with powdered iron and silver/blood (EVIL/GOOD).

READ MAGIC/UNREADABLE

LEVEL: 1 C: V,S,M
R: 0 CT: 1 R
D: 2 R/L S: NONE
A: SP

This spell allows the magic-user to read magical inscriptions on objects - books, scrolls, weapons and the like - which are unknown to him. The material component is a clear crystal or mineral prism. The reverse spell components are a pinch of dirt and drop of water.

SHIELD

LEVEL: 1 C: V,S
R: 0" CT: 1 S
D: 5 R/L S: NONE
A: SP

This spell causes an invisible barrier to exist in front of the caster. It provides AC 2 protection and adds 1 to a character's saving throw.

SLEEP

LEVEL: 1 C: V,S,M
R: 3" + 1"/L CT: 1 S
D: 5 R/L S: NONE
A: 3"

When this spell is cast, it causes a comatose slumber to come upon one or more creatures. The material component is a pinch of fine sand, rose pedal, or a live cricket.

CONTINUAL LIGHT

LEVEL: 2 C: V,S
R: 6" CT: 2 S
D: P S: NONE
A: 3"

This spell is similar to the light spell, except it lasts until negated, and its brightness is very great (almost daylight).

DETECT EVIL/GOOD

LEVEL: 2 C: V,S
R: 6" CT: 2 S
D: 5 R/L S: NONE
A: 1" path

This spell will discover emanations (alignment) of evil/good creatures or objects.

DETECT INVISIBILITY

LEVEL: 2 C: V,S,M
R: 1"/L CT: 2 S
D: 5 R/L S: NONE
A: 1" path

This spell makes invisible objects visible to the magic-user. The material components are a pinch of talc and a small sprinkling of powdered silver.

INVISIBILITY

LEVEL: 2 C: V,S,M
R: T CT: 2 S
D: SP S: NONE
A: 1 C

This spell causes the recipient to vanish from sight (normal or infrared). The spell will last until broken (dispel magic, etc.) or the recipient attacks any creature. The material component is an eyelash and a bit of gum Arabic mixed together.

KNOCK

LEVEL: 2 C: V
R: 6" CT: 1 S
D: SP S: NONE
A: 10 sq. feet/L

The knock spell will open stuck, held, wizard-locked doors. It will also open barred or otherwise locked doors. It causes secret doors, trick opening boxes or chests to open.

STRENGTH

LEVEL: 2 C: V,S,M
R: T CT: 1 T
D: 6 T/L S: NONE
A: 1 C

This will increase the strength of the recipient. It affects each class differently and does not exceed race limitations. The material component is a few hairs from a particularly strong animal - ape, bear, ox, etc.

WIZARD LOCK

LEVEL: 2 C: V,S
R: T CT: 2 S
D: P S: NONE
A: 30 sq. feet/L

When a wizard lock spell is cast upon a door, chest, or portal, it magically locks it.

DISPEL MAGIC

LEVEL: 3 C: V,S
R: 12" CT: 3 S
D: P S: NONE
A: 3" cube

When this spell is cast, it negates or neutralizes the magic it contacts. It does not affect enchanted items like scrolls, wands, rings, etc.

FIRE BALL

LEVEL: 3 C: V,S
R: 10" + 1" /L CT: 3 S
D: I S: 1/2
A: 2"

A fireball is an explosive burst of flame, which detonates with a low roar, and delivers damage proportional to the level of the magic-user who cast it. The fireball generates heat, not pressure. Making a saving throw reduces the damage by half. The material component is a tiny ball composed of bat guano and sulphur.

HOLD PERSON

LEVEL: 3 C: V
R: 12" CT: 3 S
D: 2 R/L S: N
A: 1 to 4 C

This spell immobilizes creatures. Only specific creature types are affected.

INFRAVISION

LEVEL: 3 C: V,S,M
R: T CT: 1 R
D: 12 T + 6 T/L S: NONE
A: 1 C

This allows the recipient of the spell to see in the infrared spectrum up to 6". The material component is an agate or the pitch of a dried carrot.

LIGHTING BOLT

LEVEL: 3 C: V,S,M
R: 4" + 1"/L CT: 3 S
D: I S: 1/2
A: SP

Upon casting this spell, the magic-user releases a powerful stroke of electrical energy which causes damage of 1 to 6 points for each level of the caster. The material components of the spell are a bit of fur, amber, crystal or glass rod.

ALIGNMENT:

There are five behaviors in AD&D, and they are grouped into nine alignments that describe a character's general way of life. The five behaviors described in the extreme are:

LAWFUL: This behavior focuses on laws to govern everyone, and not on individual freedoms.

CHAOTIC: This behavior is the opposite of lawful. The freedoms and rights of the individual are greater than societies needs.

GOOD: This behavior seeks to be constructive and helpful to all.

EVIL: This behavior is the opposite of good. Pleasure, and power are desired at any cost.

NEUTRAL: This behavior tends to balance the opposing behaviors to maintain the status quo.

The alignments are generated from a map that mixes the five behaviors. This mixing forms nine overlapping areas, as follows:

| | | | |
|---------|-----------------|--------------------|--------------------|
| LAWFUL | LAWFUL EVIL | LAWFUL NEUTRAL | LAWFUL GOOD |
| NEUTRAL | NEUTRAL EVIL | NEUTRAL NEUTRAL | NEUTRAL GOOD |
| CHAOTIC | CHAOTIC EVIL | CHAOTIC NEUTRAL | CHAOTIC NEUTRAL |
| | EVIL | NEUTRAL | GOOD |

Those of lawful-evil alignment would belong to some form of a criminal organization. Those of chaotic-evil alignment would be your average street pick-pocket, a loner. A thief with a neutral-good alignment would be more like a locksmith than a thief. Those of the chaotic-good alignment rely on their own talents and skills for success, and security, but attempt to live in harmony with those around them (the social structure of the USA in general, is based on this idea). Those of the lawful-good alignment rely on laws that govern a society as a single unit. The parts that make up the unit are formed and fitted to meet the needs of the whole. Societies based on true communism or a theocracy represent this alignment.

Naturally, there are all variations and shades of tendencies within each alignment. Your actions within the game determine any drifting of your alignment. If your alignment drifts so much as to change, very bad events could take place. Consider a cleric with a very jealous god. If his cleric suddenly switched over to his hated rival's alignment, oops, there goes another party.

ADDITIONAL INFORMATION:

THE MONETARY SYSTEM

Starting money is determined by the class of your character. This amount is used to purchase the equipment you think your character will need.

The basic unit of exchange is the gold piece (gp hereafter). There are coins of lesser and greater value, and these are shown on the table below. It is also common to use gems of various sorts and values as coin.

10 COPPER (cp) = 1 sp
20 SILVER (sp) = 1 gp
2 ELECTRUM (ep) = 1 gp
1 PLATINUM (pp) = 5 gp

Thus:

200cp=20sp=2ep=1gp=1/5pp

It is assumed that the size and weight of each coin is relatively equal to each other coin, regardless of type. There are banks, jewelers and gem merchants who will buy, sell, trade and loan in the game for a price. All objects in the game have weight and volume (bulk), and containers like flasks, sacks, and scabbards have capacity.

ARMOR

Armor, along with the use of a shield, is the basis for determination of how easily a character can be struck by an opponent's weapon. Other factors modify this, of course. Dexterity and magical effects are the two principal modifiers.

Shields raise (numerically lower) armor class (AC) by 1 (5%), but assumes attack from the front. There are generally three sizes of shields: small medium, and large. A small shield can block one blow in a melee round, whereas a large shield can block three blows. A table of armor types is given in the following table:

ARMOR CLASS TABLE

| ARMOR TYPE | AC |
|---------------------------|----|
| NONE | 10 |
| SHIELD ONLY | 9 |
| LEATHER/PADDED | 8 |
| STUDDED LEATHER/RING MAIL | 7 |
| SCALE MAIL | 6 |
| CHAIN MAIL | 5 |
| SPLINT/BANDED MAIL | 4 |
| PLATE MAIL | 3 |

WEAPONS

The type of weapons a character can use is regulated mostly by their class, and caution should be used when buying or using a particular weapon. There is a penalty for using weapons you are not proficient with. Depending on the size of the creature, a weapon may be more or less efficient. All missile weapons (like arrows) have range and fire rate limitations.

TIME

Time in the campaign is very important. Time costs characters money in support, upkeep, and wage payments. It takes time to adventure, heal, memorize spells, learn languages, build strongholds, create magic items - a very long time in the last case.

In adventuring below ground, a turn in the dungeon last 10 minutes. In combat, the turn is further divided into 10 melee rounds, or simply rounds. Rounds are subdivided into 10 segments, which are used to measure spell-casting time. Thus a turn is 10 minutes, a round is 1 minute and a segment is 6 seconds.

Outdoors, time is measured in days, divided into daylight (movement) and night (rest) periods.

DISTANCE

The ratio of outdoor to indoor distances is 3 to 1. Distance is measured in inches, where 1" is 10 feet.

MOVEMENT

The movement rate in a dungeon is 1" in a turn while exploration or mapping are in progress. Movement is 5 times greater otherwise; if fleeing movement is 10 times greater.

LIGHT

Infravision, the ability to see radiation in the infrared (heat) spectrum, is an ability possessed by most creatures dwelling below ground and nocturnal animals. However, as many creatures can only see in normal light, some sort of light-generating device is necessary for activities in dungeons or at night. Infravision is negated in the presence of normal light. The table below gives the properties of the usual light sources:

| SOURCE | RADIUS | DURATION |
|-------------------|--------|----------|
| TORCH | 4" | 6 TURNS |
| LANTERN | 3" | 24 TURNS |
| MAGIC DAGGER | 1" | INFINITE |
| MAGIC SHORT SWORD | 1.5" | INFINITE |
| MAGIC LONG SWORD | 2" | INFINITE |

ENCUMBRANCE

The weight and bulk of what you carry will slow you down and tire you out sooner. The maximum load you can carry will determine your encumbrance. You will note most magical items have very little weight. Weight is usually stated in gold pieces, where 10 gold pieces equals 1 pound.

MEANING OF LEVEL

In AD&D the term level is used generally. There are three basic meanings or uses: character skill, difficulty, or height/depth position.

CHARACTER LEVEL

This is used to indicate how skilled the character is in its profession. Beginners generally start at level 1. As they gain experience, their level increases. How high a level can be obtained is determined by their profession, race, and events during game play. Most characters encountered in a town will not have even the most basic training in adventuring skills, and therefore will have a level of 0. Encounters (also called monsters) have a difficulty rating (skill level) called Hit Dice (HD). The higher the HD number, potentially the more formidable they are to the party.

DIFFICULTY LEVEL

All games created have what is called a playing level range. A rating such as: LEVELS 3-5, means that the game is designed to be played by a party of characters whose average level is in the range of 3, 4, or 5. Most games also have party size limits.

HEIGHT/DEPTH POSITION

Level is also used to indicate where you are in the game vertically. A game level is similar to a floor number of a high rise building. The lobby is referred to as the first floor, and the floor above the lobby is referred to as the second floor. Likewise, basement floors are also numbered, except they may have negative floor numbers to indicate they are below ground. In adventure games the term level is used in place of the term floor. Generally speaking, the higher the level number is, the more difficult it will be to pass through or conquer that level. Difficulty on a level can be achieved by either making the encounters tougher or weakening the party, or both. A single-level game does not imply that there is no vertical movement.

EXPERIENCE POINTS

In AD&D a character's skill level is increased through the accumulation of experience points (XPs). The DM assigns XPs to encounters, problems, behavior, and objects. As a character overcomes encounters, solves problems, exercises his class skills, and gains treasures or wealth, XPs are awarded to the character. When a character has accumulated the minimum required XPs, the DM at the proper time will increase the character's level with all the benefits that that entails. Take note: XPs are like a two-edged

sword, which cuts both ways. They can be taken away just as easily as acquired with all the losses that that entails.

For more detailed information of AD&D refer to the ADVANCED DUNGEONS AND DRAGONS PLAYERS HANDBOOK.

GAME RESTRICTIONS:

Since *Wizard's End* is controlled by a computer, a great deal of the possibilities described above can not be implemented, especially in only 13,000 bytes of memory with no disk storage capabilities. To compensate for this, the game scenario is built or modified to the competition format. In this format, characters are pre-generated to fit the game; that is, their skills and abilities are averaged to match the problems they will face. No advancement in skill (experience points) nor keeping the character after completion of game play is allowed. The game system is further modified when it comes to spell casting. Instead of having magic-users maintain a spell book, use a spell, rest and re-memorize the spell, spells are rated with a cost to use or spell points. When a spell is cast, instead of forgetting the spell, points are subtracted from the magic-users hit points. In *Wizard's End*, if the magic-user casts the magic missile spell, then 2 points will be subtracted from his hit point total, just as if he had received 2 points of combat damage except that there is no physical damage.

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