Melbourne House
software for the standard

VIC 20
The Wizard & the Princess

by Clifford Ramshaw
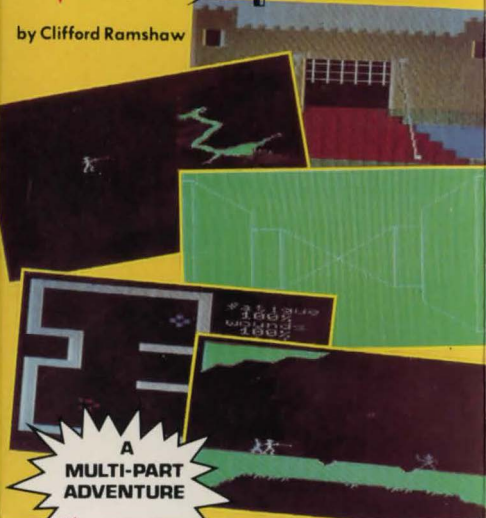
To play THE WIZARD AND THE PRINCESS: Place the cassette in your recorder in the usual manner, and press down the PLAY key. Press SHIFT and the RUN/STOP key together. (This automatically allows the program to be loaded and to be run). Do not press any other keys on your cassette recorder, and do not stop the cassette. The programs on this cassette will control the cassette recorder, and will load each successive chapter of this adventure as required.

If you have additional memory attached to your VIC 20 you will need to remove it in order to play THE WIZARD AND THE PRINCESS.

THE WIZARD AND THE PRINCESS:

CHAPTER 1: ENTERING THE CASTLE: Your first task is to locate the castle of the Evil Wizard. As you look about you, the countryside looks calm, belying the hardship that has been imposed by the Wizard.

The way to the castle is treacherous, and you must be careful not to step off the path, as otherwise you are sure to fall down the cliff.

Controls are:

L — turn to the left
R — turn to the right
F — move forward.

CHAPTER 2: SLAYING THE EVIL DRAGON: Once inside the castle gates, a ferocious fire-breathing dragon confronts you! Armed only with a short sword, you face this danger alone.

The dragon is old and wily, and many years of battle have toughened his skin against mere swordship. Fortunately, there is a weak spot in his defense: his throat is not covered by heavy scales like the rest of his body.

You must risk being burned alive to reach the dragon and stab him in the throat.

Controls are:

W — move up
X — move down
A — move left
D — move right

CHAPTER 3: FIND YOUR WAY THROUGH THE LABYRINTH: The way inside the castle is not at all straightforward! A large maze has been erected to prevent you from reaching the inner sanctums of the castle.

There is no obvious threat here, except for the danger of losing one's way and starving to death!

It is probably a good idea to draw a map of the labyrinth, so that you will not find yourself continuously going in circles.

Controls are:

R   — turn right
L   — turn left
F   — move forward

CHAPTER 4: FIND THE PRINCESS AND RESCUE HER: You are now in the inner sanctum of the castle itself. Mad dogs and monsters roam along the rooms and corridors of this area, and the Evil Wizard is holding the Princess captive.

You will have to explore each room, until you find the Princess. Monsters will challenge you as you go through these rooms, and you will have to slay them.

Be careful in your battle. These monsters are dangerous and your strength will weaken. If your fatigue or your wounds are reduced to zero, you will be unable to go further.

Controls are:

R   — turn right
L   — turn left
F   — move forward
T   — thrust at the enemy

CHAPTER 5: ESCAPE FROM THE CASTLE: Your mission is nearly at an end, but you still face the final task of escaping from the castle.

The Wizard's last faithful servant, the troll, is guarding the bridge, the only escape from the castle. On all sides, the castle, released from the influence of the Wizard, is crumbling and rocks are falling down on you.

You must avoid all the falling debris, and engage the troll in battle. Your mission is successful only when you reach the far side of the bridge. Be careful: the troll will kill you if he is allowed to get too near to you for too long.

Controls are:

A   — move left
D   — move right

MOVING ON TO THE NEXT CHAPTER: At the end of each chapter, the program will instruct you on how to move to the next chapter.

If you should have problems solving any particular chapter or if you should want to skip that chapter, you can break out of the program by pressing the RUN/STOP key. This will stop the execution of the program.

To move on to the next chapter press SHIFT and the RUN/STOP key. This has the effect of loading the next chapter and running it.

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software for the standard VIC 20

The Wizard & The Princess

THE WIZARD AND THE PRINCESS is a multi-part graphic adventure for the standard VIC 20! Written by Clifford Ramshaw, this program will show you the extent of the possibilities for the VIC 20, both in terms of graphics and in terms of going beyond the memory limitations of the standard machine. Your task is to find the evil Wizard's castle, storm into it, defeat the dragon who guards the gate, find your way through the labyrinthine passages, and rescue the princess from the clutches of the Wizard and his monsters. As if that wasn't enough, the troll guarding the bridge will not let you escape out of the castle, and you must slay him before your rescue can be successful.