

WIZARD CONSTRUCTION SET

Insert for Cassette
AS 12012

HOW TO BUILD YOUR OWN LEVELS

Your WIZARD cassette comes with a special construction set program, giving you the ability to build your own levels. To get into the construction program, simply choose "CONSTRUCTION" from the main menu, instead of "DEMONSTRATION" or "PLAY THE GAME". When the construction program has been loaded, a title screen will be displayed asking you to insert your screen tape. At this point, insert your own cassette for saving or changing the levels you create. Use a blank cassette for this purpose. After your cassette is inserted, check to see that a joystick is plugged into control port 2. Then press FIRE to begin building levels.

The program will first ask you for a SCREEN NUMBER from 0 to 99. This number is very important as it will determine the difficulty category and scoring of your level. Levels 0 through 9 are BEGINNER levels, 10 through 19 are INTERMEDIATE, 20 through 29 are ADVANCED, and 30 through 39 are EXPERT. Levels 40 through 99 are reserved as CUSTOMIZED levels. Note that when you choose the MYSTERY game option, the computer will select a random level from the next 3 levels until level 39 is reached, when it will repeat level 39. Thus, if you design a level and give it a screen number greater than 39, the level would never come up if the MYSTERY option was chosen. If you plan to choose the MYSTERY option with your cassette, you MUST have levels 0 to 39 saved on your cassette. Note that up to 100 levels may be saved on a single cassette. If you design more levels, simply use another cassette!

For your first screen, choose screen number 0. Type 0 and press (return). The program will then ask if this is a new level. If you want to design the level from scratch, answer YES. Otherwise make sure that side two of the program tape or a previously created screen tape is inserted in the cassette drive and rewound. If you do not do this the program will try to load the screen off tape and just hang up. You have the following options available from the main construction menu:

- (f1) MONSTERS: Allows you to set up the creatures on your level.
- (2) SPELLS: Choose which spell your wizard will be able to use on the level, and how many.
- (f5) EDIT SCREEN: Use your joystick to place bricks, staircases, ladders and ropes on the screen!
- (f7) WIZARD: Select the wizard's starting position for the level.
- (f8) COLOURS: Pick the colours of your screen.

In addition, there are other editing options:

- CTRL S : Save your level to cassette.
- CTRL L : Load a level from cassette for editing or changing.
- CTRL X : Exit the construction set program and go back to the game.
- SHFT CLR : Erases all the monsters currently on a level, allowing you to choose new ones.

The first thing to do when building a level is to edit the screen. Press (f5) to enter the screen editor. The border colour will change from black to brown and a new menu will be displayed. The line directly beneath the row of bricks shows what type of object will be drawn. Use (f1) to move forward through the list of objects; use (f2) to move backwards through it. Hold the shift key down and press CLR to erase all of the objects on the screen. Use CTRL X to exit the screen editor and return to the main construction menu.

To draw an object on the screen, move the cursor with the joystick and press FIRE to place the displayed object under the cursor. Use the DELETE key or the 'space' object to erase objects under the cursor. There are some simple rules to keep in mind when building your levels. No objects may be placed in the leftmost or rightmost columns of the screen. The top line cannot be used for objects. Each level MUST have at least one key and keyhole, or there will be no way for the wizard to get through the level. Up to 16 treasures and 16 fires can be displayed on a level. There is practically no limit to the number of portals, keys, keyholes, etc. that you can

draw on a level. When you have finished drawing your level, press CTRL X to return to the main menu.

the next thing to take care of is positioning the wizard. Press (f7), then use your joystick to select the wizard's position. The wizard's feet should rest directly above a brick. If you start the wizard in midair, the level will be completely useless. If you are careful, you can start the wizard on a rope or ladder. Press FIRE when you are finished positioning the wizard.

Now choose the wizard's spells by pressing (f3). The program will ask for a SPELL TYPE, numbered 0 to 11. Spell types are as follows:

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|-------------------|---|
| 0. FIREBALL: | Kills any monsters that it hits. |
| 1. MAGIC MISSILE: | Kills any monsters that it hits. |
| 2. DISINTEGRATE: | Kills any monsters that it hits. |
| 3. ENCHANTMENT: | Kills any monsters that it hits. |
| 4. FREEZE: | Temporarily freezes monsters that it hits. |
| 5. INVISIBILITY: | Makes the wizard invisible and invulnerable. |
| 6. TELEPORT: | Magically transports the wizard from place to place. |
| 7. FEATHER FALL: | Safely drops the wizard down to the next BRICK. |
| 8. LEVITATE: | Safely lifts the wizard up to the next brick. |
| 9. HASTE: | Speeds up the wizard and all monsters. |
| 10. SLOW: | Slows down the wizard and some monsters. |
| 11. NONE: | Choose this spell for those levels on which you do not want the wizard to have a spell. |

After choosing the spell type, decide how many spells (up to 9) to give the wizard.

If you want to change the colours of the objects on your screen, press (f8) to call up the colour menu. You can choose the colours for your ladders, ropes, bricks, and portals. The colours of the key, keyhole and inner portals are

fixed automatically. Use the function keys and colour/shift keys to change the colours. When you make your choice, press (return).

Finally, you must set up the monsters for your level. You can have up to six (6) monsters on a level. Each monster is assigned a number from 0 to 5. To set up monsters, press (f1) from the main construction menu and enter the number (0 to 5) of the monster you want to set up. You may pick from 20 types of monsters provided in the construction set, and change the colours of your monsters once you have it set up. Use the joystick to set the starting position. You can change all of these from the "monster menu" using the function keys and the joystick. Press (f1) to select the monster's type. The computer will tell you the current monster type (if any), and allow you to change it. Enter a number from 0 to 20 to change the type:

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|----------------------|------------------------------------|
| 0. NONE (no monster) | 11. SLIDING GATE |
| 1. ARROW | 12. LAVA TROLL (his hand only) |
| 2. BAT | 13. ROLLING ROCK |
| 3. GHOST | 14. GIANT RAT |
| 4. EVIL WIZARD | 15. SCORPION |
| 5. WITCH | 16. SLIME |
| 6. FALLING ROCK | 17. GIANT SPIDER |
| 7. ELEVATOR (safe) | 18. SHADOW LORD |
| 8. LAVA | 19. THIEF (steals treasures) |
| 9. PIT | 20. WIZARD'S CAT (eats giant rats) |
| 10. TRAP DOOR | |

After you choose the type, the program offers you a choice of setting defaults (ordinary colours, etc.) for the monster, or leaving the colours and other monster features alone. Press the space bar to set up the SPRITE TYPE, COLOUR, and ANIMATION LENGTH for the monster. If you want to set these yourself, press (return). Use (f3) to choose new colours for the monster:

- | | |
|---------------|-----------------|
| 0. BLACK | 8. ORANGE |
| 1. WHITE | 9. BROWN |
| 2. DARK RED | 10. LIGHT RED |
| 3. CYAN | 11. DARK GREY |
| 4. PURPLE | 12. MEDIUM GREY |
| 5. DARK GREEN | 13. LIGHT GREEN |

- 6. DARK BLUE
- 7. YELLOW

- 14. LIGHT BLUE
- 15. LIGHT GREY

To increase the challenge, you may want to have monsters that are darker, less visible colours. DO NOT use CYAN (colour 3), as all monsters that are this colour will not move or affect the wizard!

After changing the colour of the monster, you may want to change its appearance. For example, suppose you wanted a level with falling cats instead of falling rocks. Select monster type 6 (falling rock type), but press (return) instead of the space bar. then press (f5) to select the sprite type. The computer will ask for a SPRITE NUMBER from 0 to 127. The sprite numbers are listed at the end of this section. The sprite number for the cat is 87. Enter 87 and press (return). Press (f7) to set up the ANIMATION LENGTH for the falling cat. There are two cat sprites in the list of sprites, so set the animation length to 2. Now you have a falling cat on your level! Press FIRE on the joystick to get back into the main construction menu. Note that you do not have to use the joystick to position arrows or falling rocks.

Now you are finished building your level. Hold the CTRL key down and press S to save the level to cassette. When saving you must save the screens sequentially. This is because the program searches for the end of the previous screen before saving. The ONLY exception to this is screen 0, so make sure you have rewound your tape before saving screen 0. The computer will ask for the screen number again, so type in 0 and press (return). then enter the title of the screen, up to 20 characters long. Press (return) and the level will be saved to your cassette. Do NOT save any levels on your WIZARD game cassette! You will be able to save up to 100 levels on a single cassette. If you want to remove a level from your cassette, you must save another level on top of the unwanted level. If you don't have a level to save on top of the unwanted level, create one with just a key and a keyhole to fill the gap.

To play levels that you have saved, type CTRL X from the construction menu. The WIZARD title page will be displayed again, and the main menu will be displayed. Insert the WIZARD game cassette, and rewind to the start of side 1

and select "PLAY THE GAME". The game program will load and another menu will come up, offering the six game options from Beginner to Mystery. If you choose BEGINNER, level 0 would be loaded first; if you choose INTERMEDIATE, level 10 would be loaded first, etc. Just BE SURE to insert the cassette that you have your customized levels saved on before you press the FIRE button to start playing.

MONSTER SPRITE TYPES AND ANIMATION LENGTHS

Monster Type	Sprite Type	Animation Length
1. Arrow	101 or 103	0
2. Bat	57	3
3. Ghost	54	0
4. Evil Wizard	51	3
5. Witch	56	0
6. Falling Rock	106	3
7. Elevator	104	2
8. Lava	111	2
9. Pit	94	2
10. Trap Door	96	3
11. Sliding Gate	99	0
12. Lava Troll	81	2
13. Rolling Rock	109	2
14. Giant Rat	85	2
15. Scorpion	90	3
16. Slime	76	4
17. Giant Spider	64	3
18. Shadow Lord	47	3
19. Thief	60	2
20. Wizard's Cat	87	2
- Hailstone	84	0
- 16 Ton Weight	115	0
- Falling Brick	50	0
- Fireball	118	2

These sprites can be used in place of the falling rock for some fun variations.

TROUBLESHOOTING

If you build a level and cannot play it, there are several things that could have gone wrong. Did you actually save the level with the CTRL S command? Did you save the level on the correct cassette? What number did you use to save the level? Remember, if you number a level from 0 to 9, you must select BEGINNER to play it. INTERMEDIATE levels are 10 to 19, ADVANCED are 20 to 29, and EXPERT are 30 to 39. CUSTOMIZED game option will play levels 40 to 99 consecutively, starting with level 40. therefore level 40 must be your first customized level if you intend to use the CUSTOMIZED option.

Remember that your customized cassette must remain in the cassette deck while you play the game. However, you absolutely must re-insert the game cassette if you want to exit the construction program and play the game or vice-versa.

If your construction set program refused to load from the main menu, you more than likely have a defective or damaged cassette.