

Wiz = Mate[™]
presents

MEGAMAN

Data Disk



© 1982

by

Louis Simmons & Dick Hodgkins

Requires 48K 1Disk Dos 3.3

Apple Computer

game of

WIZARDRY (™)

BEFORE BEGINNING

Please return your warranty registration card.

It allows you to receive fast backup service if your disk gets damaged.

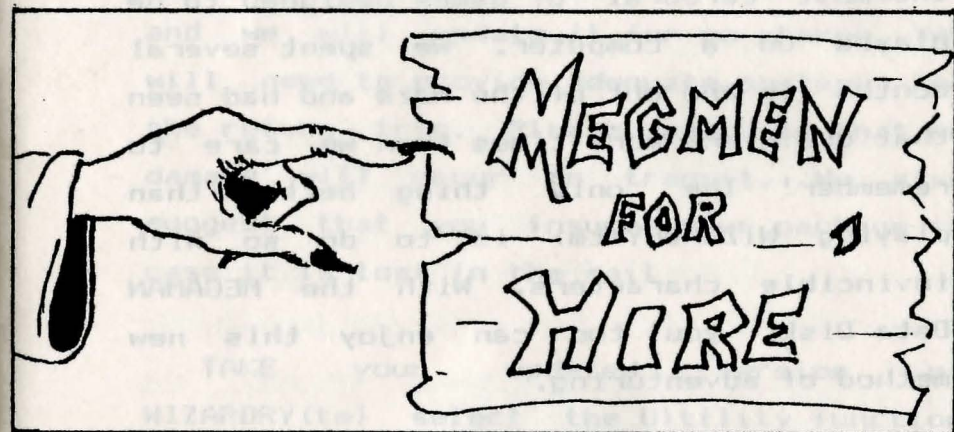
Thank you for your cooperation.

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WELCOME to the world of MEGAMAN! No longer is it necessary to stand by with a helpless feeling as the Monsters of the Maze of the Mad Overlord dispatch your party to the stones of the Graveyard! In fact the only way you will ever see that scene is if you mess up the coordinates during a spell of MALOR and end up in solid rock! This can and did happen to the authors, one day, as they were a bit too hasty in their departure from the lower reaches of the Maze.

BEFORE BEGINNING

WIZARDRY(tm) is, to our way of thinking, the most cerebral of games designed to be played on a computer. We spent several months in and out of the Maze and had seen that graveyard more times than we care to remember! The only thing better than playing WIZARDRY(tm) is to do so with invincible characters. With the MEGAMAN Data Disk, you too can enjoy this new method of adventuring.

MEGAMAN is not a game or senario. It is a print utility enhancement and a data transmission disk. With it YOU will create your own custom senario..

FIRST, you must possess one of the later versions of WIZARDRY(tm) having an expanded U)tility function. With this updated version you can M)ake a new senario, and R)ecover characters without the old 10 year penalty. Should you have one of the older versions, we suggest you go to the Dealer from which it was purchased and ask him to update your version. Most will be willing to do so at no charge. If this is not the case and you dont have a friend possessing

one of the newer versions with the U)pdate capability, you can send us your original and we will update it for no charge. You will need to provide adequate postage for the return trip. Please pack so that no damage will occur in transit. We also suggest that you insure your package in case it is lost in the mail

TAKE your updated version of WIZARDRY(tm) select the U)tility function and M)ake a new senario. In doing this use a freshly formatted disk. We dont want to take the chance that there is any garbage on it prior to this operatrion. Once the new senario has been completed, reboot the Boot Side of the master disk and select the S)tart the game function. Flip it over and boot the master senario, then, insert your new senario hit <return> and go to the T)raining Grounds. at the prompt type the name WIZMATE1. The system will respond stating that this character does not exist and ask if you desire to create one. Answer "Y". You will then be taken to the place where all characters are created. Select a GOOD alignment, HUMAN for race, and cause

GOOD alignment, HUMAN for race, and cause the character to become a FIGHTER. At that point you will be asked if you want to accept this character. Type "Y" and you will be returned to the T)aining Grounds where you will repeat the process by using the name WIZMATE2. Follow the previous instructions until you have created 20 characters: WIZMATE1 through WIZMATE20. Note that there is no space between the numbers and the names!

"What's with those Turkeys?" "I don't want a bunch of characters named WIZMATE!"..Do it anyway! Those names will automatically be altered as will everything else, in short order. Remove the new senario from the drive.

Put the MEGAMAN disk into the drive and reboot. After reading the Title page, etc. you will be given some directions involving the use of a printer. IMPORTANT: if you do not have a printer and you accidentally select the printer mode by pressing "Y" you will cause a system malfunction and your computer will hang.. If this happens turn

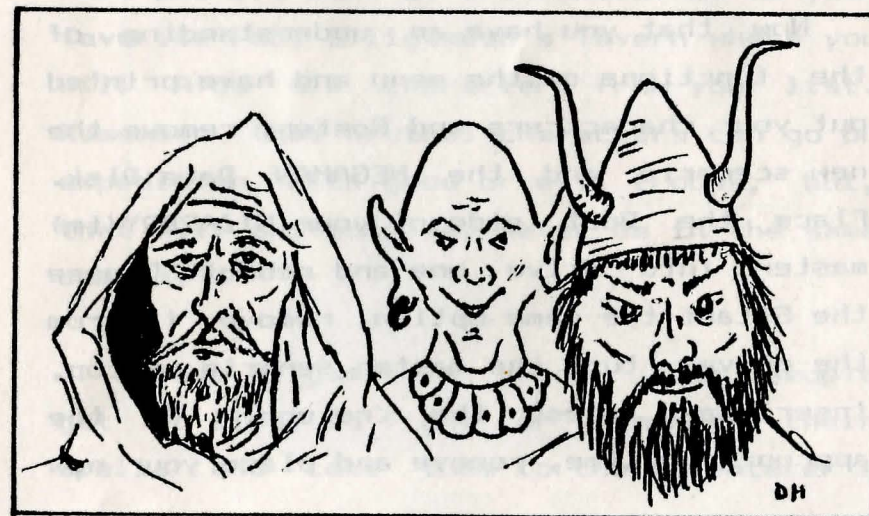
it correctly. Having done this you will be presented with the option Menu:

WIZMATE MEGA-MEN PROGRAM:

ENTER SELECTION: --U,S,P,*,F--

- (U) BUILD THE MEGA-MEN ON MY SENARIO
- (S) SEE (PRINT) MY CHARACTER
- (P) PRINT THE MEGAMEN
- (*) PRINT A ROSTER OF MY SENARIO
- (F) FETCH AND PRINT ALL MY CHARACTERS

Provisions have been made for you to use both drives of your system should you be fortunate enough to have two. In that case, place the new senario in drive #2. If you have a 1 disk drive system, remove the MEGAMAN disk and replace with your new senario.



Make the (U) selection, and ZOWIE! If you have a printer this is the time to select (P) PRINT THE MEGAMEN. Make certain that your printer is on and the paper is properly adjusted. It will print out all 20 MEGAMEN with each in a format which will be familiar to you. After this has been completed, we suggest that you also employ the (*) selection and get a Roster of your MEGAMEN. The (S) selection can be used to have an individual print out of any character on this or any other senario.

The (F) selection will call up and print the characters on any of your non-MEGAMAN senarios.

Now that you have an understanding of the functions of the menu and have printed out your charactrers and Roster, remove the new scenario and the MEGAMAN Data Disk. Place the Boot side of your WIZARDRY(tm) master into drive one and reboot. Choose the S)tart the game option, remove it from the drive, turn the master senario on top, insert and press the <return>. At the appropriate time, remove and place your new

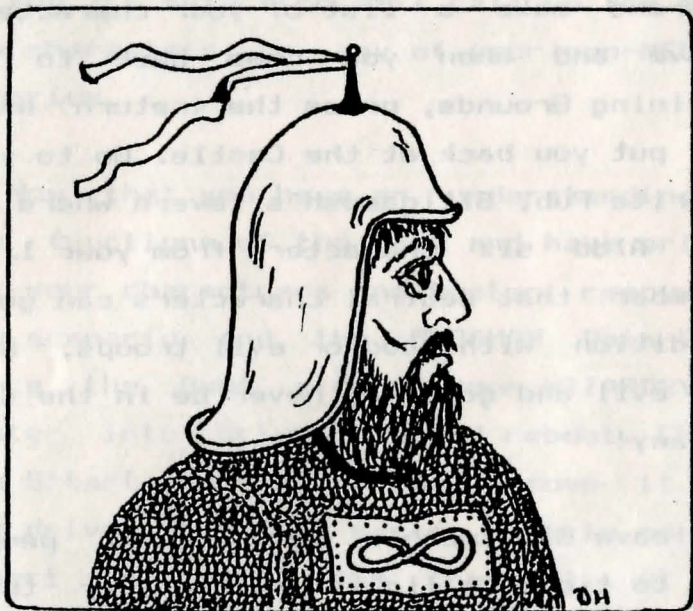
senario that you have just created into the drive and press return.

If you utilized the printer option, leave the Castle and go to G)ilgamesh's Tavern (have one for us, please!) and A)dd six characters of your choice from the roster that you have just printed.

If you do not have a printer, leave the Castle and E)nter the T)raining Grounds. type *ROSTER at the prompt, and you will be provided with 20 MEGAMEN. Take a piece of paper and make a list of your characters. L)eave and when you come back to the T)raining Grounds, press the <return> which will put you back at the Castle. Go to your favorite Pub, G)ilgamesh's Tavern where you will A)dd six characters from your list. Remember that neutral characters can go on expedition with good or evil troops, but, that evil and good may never be in the same company!

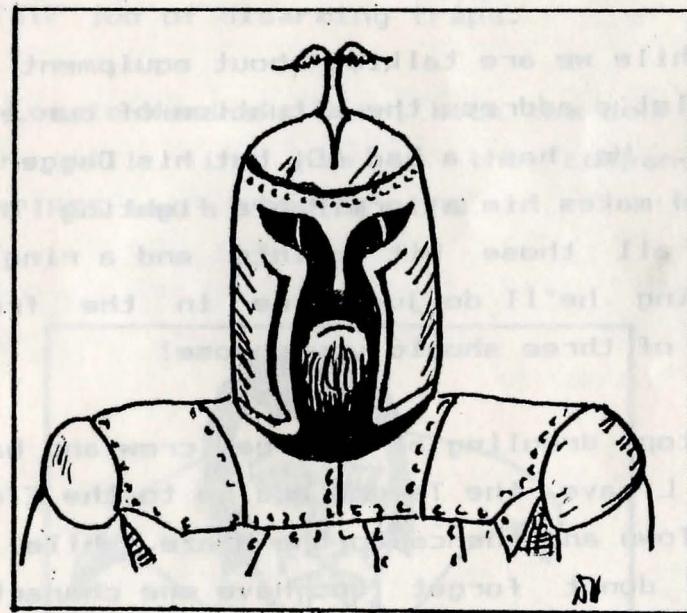
L)eave Gilgamesh's before your people get to tipsy to fight or remember their spells and take them to the A)venturer's

Inn. Let each one enter and rest using the "A" selection. When you do this the first time, you'll swear that we have done something that has caused your computer to hang. "Darn Programmers!" "I never did trust those \$#%&"*!"..Relax, everything is fine. It just takes a bit for the 6502 processor to cram in those TILTOWAIT, MALOR, and other goodies in your characters' Spell Books. It's also a pretty good workout of its math function calculating all of those experience points needed to progress to the next level!



SIR LOUIS

Leave the Inn and go back to Gilgamesh's and look at each member. Of course, if you printed out your MEGAMEN at the onset you have hard copy to study. This is a good time to take a few moments and really meet your crew...G-A-D-S!!! What are these creatures??? WE guarantee that you haven't seen the likes of these, before!



SIR RICHARD

Have you ever seen that many Gold Pieces?? OK, make sure that your crew is properly equipped using the lavish equipment that you now have! A word of warning - Do not

equip a NINJA permanently! At the first go round equip him with the ring of healing, then re-equip and press the return at each prompt, leaving him bare. Unequipped, he will have an AC of -248! And as far as fighting gear, forget it! the edge of his caloused hand is good for a kill in almost every instance.

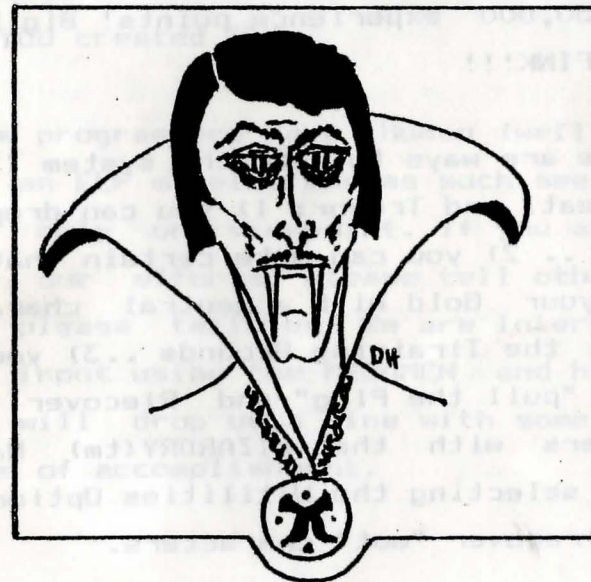
While we are talking about equipment and AC, let's address the situation of our evil Mage. He has a bad AC, but his Dagger of Speed makes him a formidable fighting man. With all those hit points and a ring of healing he'll do just fine in the front rank of three should you choose!

Stop drooling at your new crew and have them L)eave the Tavern and go to the E(dge of Town and thence to the M)aze. While in camp don't forget to have one character cast a S)pell of MAFORFIC. L)eave the camp and enter the maze prepared to kick some tail!!

You'll really get a kick out of watching the LORDS fight with the Blade

Cuisinart!.."Hit 10 times for 148 Damage" "Monster dies..!" When you discover a treasure box have a LORD, BISHOP, or PRIEST cast a C)alfo to determine the trap, if any. Use a NINJA, if possible, to D)isarm the trap. He was a THIEF before he became a NINJA, and as everyone knows, a THIEF never forgets his trade! In a pinch, a LORD does a fair job of disarming traps.

Locate Werdna's lair, kick the door, and you will find him in the company of VAMPIRES and a VAMPIRE LORD.



Let the first row all fight Werdna, have one of the back row fellows cast a Zilwan at the VAMPIRE LORD, and someone else cast a TILTOWAIT which will take care of the VAMPIRES and any flies that happen to be buzzing around your CRT!

EUREKA! You did it! You saved the day for the Empire and have THE Amulet. Remember, however, that note just as you reached the lowest floor? it said, "TREBOR SUX!..Well, we couldn't agree more. This nerd takes away the Amulet (it was his after all) your Gold and your Armour. Being a kindly soul, he does award the survivors with 250,000 experience points! Big Deal! What a FINK!!!

There are ways to beat the system (label that cheat) and Trebor: 1) you can drop the Amulet .. 2) you can make certain that you leave your Gold with a neutral character back at the Training Grounds ..3) you can simply "pull the Plug" and Recover your characters with the WIZARDRY(tm) Master Disk by selecting the Utilities Option and using Recover "out" characters.

Well, we hope that you find your expeditions into the Maze of the Mad Overlord more to your liking. You can use the Utilities on your WIZARDRY(tm) Master Disk to Transfer MEGAMEN (as long as the don't have a Blue Ribbon in their possession. This applies only to Senario #1. At the time this was written, the Knight of Diamonds(c) senario was not out in its final form, so it is impossible for us to truly say whether the MEGAMEN will work there, or not. You may, of course, choose to rename some, or all of the characters. After all it is your senario and YOU created it!

We programmers are Human (well one is, I'm an ELF myself) and as such see things from only one viewpoint. If you are happy with our efforts, please tell others; if not, please tell us! We are interested in your input using the MEGAMEN and hope that you will drop us a line with some of your tales of accomplishment.

Finally, here at WESTBANK, we are busy on two new projects: one is code named "Deathstar!"(c) while the other is code named "Campaigns & Conquests!"(c). All of the registered owners of MEGAMAN Data Disk (don't forget to return your warranty card) will be given advance notice of our progress.

Thanks for buying our wares, it was a real kick for both of us to bring it to you through all those long night hours..

Dick Hodgkins (The ELF)

Louis Simmons (Human?)

WESTBANK SOFTWARE

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