

WIZARD'S REVENGE



BACKGROUND

"It's the Evil Wizard. . . the Evil Wizard" . . . The townspeople of Bleylock shuddered as they whispered the words. It was thought that the Wizard was slain long ago in the dungeons of Weymoor Castle by a brave warrior, but now it seems he had just vanished into the forbidden zone, waiting to regain his energy force so he could come back and seek revenge on innocent victims. Since his return, a few great warriors and skilled magic-users have dared to enter Bleylock Castle's dungeons, intent on slaying the Wizard and pillaging his priceless treasures. None have ever returned. Word has it that the Wizard has incredible powers and has created a force of strange creatures to guard himself and his riches and to do his evil bidding. The townspeople have offered to pay you well should you rid them of the Wizard, but you know that the treasures in the dungeon will dwarf their meager rewards by a hundred fold. You walk up to the front doors of the Castle, intending only to inspect the perimeter. Suddenly the doors fly open and you gasp as a cold wind pulls you inside, the doors slamming shut and locking behind you. Ghastly sounds are coming from the dungeon below and death chills the very air you breathe. Empty handed and still shaking, you realize that the time has come for you to meet your destiny. . . .

GETTING STARTED

Make sure Alpha-lock is in the down position. Cassette users type RUN"CS1", press ENTER and follow the screen instructions to load. Disk users can either load during power up or type RUN"DSK1. LOAD" and press ENTER. After LOADING, the Title screen will appear, and the computer will take a few minutes to generate dungeon level one. When the "PRESS ANY KEY" prompt appears, press any key to begin level one.

INTERPRETING THE SCREEN

The large window shows a three dimensional view of the dungeon chamber you are currently in. You can also see passages and doorways for up to two chambers ahead. To the right of the window are the status indicators. The top line displays the direction in which you are now facing; north, south, east or west. The following lines are interpreted as follows:

- H: HEALTH. This is your life force value.
- S: STRENGTH. The stronger you are, the easier it will be to defeat monsters. You start with a value of 25.
- A: AGILITY. Determines your ability to dodge and strike effectively during battle. You start with a value of 25.
- T: TREASURE POINTS. You get treasure points for picking up treasures.
- E: EXPERIENCE. You get experience points for defeating monsters and picking up items.

Further down the screen on the right is displayed the current item selected from your backpack. It is always abbreviated by the first six letters. You have entered the Castle empty handed so this area is now blank.

All commands are entered from the keyboard and will be displayed following the word "ACTION?:" under the window. Below this is displayed whatever weapon and/or shield you are now holding.

THE COMMANDS

The following is a list of all commands used in the game. All commands must be followed by pressing ENTER except those marked with an asterisk (*). Hold the keys down until the "beep" sounds.

M	Move ahead.
R	Turn right.
L	Turn left.
B	Turn 180 degrees.
RM	Turn right and move.
LM	Turn left and move.
BM	Turn 180 degrees and move.
E	Display the equipment list. (The items in your backpack)
P	Pick up items.
Q	Display map. Uses two HEALTH units.
T	Locate traps. Uses two HEALTH units.
N	Go down to the next level. (From exit chambers only)
D	Drop the currently selected item.
< *	Use the currently selected item. (SHIFT) comma
A *	Attack.
. *	Select/cycle through the items in your backpack. (period)
/ *	Quick retreat. (slash)
; *	Backspace. (semicolon)

MOVEMENT

If you are facing an open passage, you can ENTER M to move into the next chamber. If you are facing a wall, you must first turn and then move. You cannot move through a chamber if a monster is present (except for the Wizard). You can retreat from a monster only by moving back to the chamber that you were previously in.

PICKING UP ITEMS

Each chamber can hold one item. The gold chests contain the Wizard's treasures and on later levels, food. The green cases contain weapons or shields, and the glowing white cases contain special treasures and magic. ENTER P to pick up an item. When you pick it up, you will be shown what it is. If it is treasure, your treasure total will increase. If you pick up weapons, special treasures or magic, they will be added to your equipment pack. Ten items can be held in your pack.

USE and DROP ITEMS

To use an item in your backpack, hold the period key (.) to select the item you wish to use, then press (<) (SHIFT comma) to use it. To drop an item, hold the period key to select the item, then ENTER D. To display all the items in your backpack, ENTER E. This command can also be used to pause the game.

WEAPONS

The better your weapon, the easier it is to kill monsters. The better your shield, the less damage you take when you are attacked. You may hold one weapon and one shield at any time. Shield names are displayed with a colon (:) preceding them. To change weapons or shields, SELECT and USE them from your backpack. The new item will replace the old one, which will be discarded.

ATTACKING

If you enter a chamber containing a monster (except the Wizard), you cannot proceed unless the monster is dead or you've used magic on him. You can retreat from the chamber (See MOVEMENT). When a monster is present, you must remember to hold the keys down until they are displayed on the screen. A monster may not attack you right away, so you may have time to pick up. If you decide to attack, press and hold A. Once a monster is attacked, he will begin attacking you and by holding A you will be guaranteed to get your hits in between his. If you successfully hit a monster, the dungeon will flash green. If the monster hits you successfully, the dungeon will flash red. Your agility determines whether hits are successful or not. You may have to hit a monster quite a few times before killing him, depending on the strength of the monster and your strength, agility and weapon. For example, if you are low on strength and agility, and have only a WHIP for a weapon and no shield, a long battle with a tough monster may kill you. Always keep an eye on your HEALTH during battle, and be ready to retreat if it gets close to zero. Watch your strength and agility also as they will drop slightly, especially against the stronger monsters. If your strength should drop below ten and you continue to attack, there is a chance that the monster will knock the weapon or shield from your hands, and you will lose it. If this happens, you may still continue to fight (using your hands), but your effectiveness will be greatly diminished. If you defeat a monster, you will gain the appropriate experience points. If you leave a chamber

during an attack, the monster will rejuvenate (except the Wizard) and will again be at full strength when you return. If you are under attack and you wish to enter commands other than the ones marked with an asterisk, don't forget to hold each key down until it is displayed on the screen and then press and hold ENTER. If you see a monster in the chamber ahead, be wary, for he may decide to run down into your location. Monsters tend to roam around a bit, so always be ready for the unexpected.

TRAPS

Any item found in a chamber may have been booby trapped by the Evil Wizard. You can search for traps by ENTERing T. Searching for traps uses two HEALTH units.

MAGICAL SPELLS and DEVICES

There are thirteen different types of magic spells and devices which can be found throughout the dungeon. Any magic listed in your backpack can be used at any time (See USE and DROP). Spells used to increase strength or agility will not increase these values past fifty.

THE MAP

ENTER **Q** to display the map. The map will appear at the right of the screen, and is oriented so that north is always at the top. You will only be shown the areas that you have already explored, which will be marked by black squares. Your position will be marked by an "X". Displaying the map uses two HEALTH units. To get back to the game, press any key.

LEVELS

The dungeon of Bleylock Castle contains five levels. The deeper you get, the harder it becomes to survive. If you are in an exit chamber, you may if you wish proceed down to the next level by ENTERing **N**. You will be asked for verification if you do this. Exit chambers are the ones with openings in the floor leading down.

The computer will take a few minutes to set up each new level. Between levels, the rest you receive will boost your HEALTH value.

RATINGS

Whenever a game ends, your rating for that game will appear at the top of the screen. This rating is based on your overall performance; time, points and health values.

WINNING THE GAME

To win the game, you must reach level 5 and kill the Evil Wizard. This is not an easy task, for the Wizard has incredible strength. Unlike the monsters, the Wizard will not gain his strength back if you leave and then return. The Wizard will also allow you to pass by him. Not all spells will work against the Evil Wizard.

To replay the game, press (FUNCTION) 4, type RUN and press ENTER.

Good luck!

WARRANTY

Rainbow Software warrants that the media on which this program is furnished will be free from defects in material or construction for a period of thirty (30) days from the date of delivery to the consumer. This program is provided on an "as is" basis and Rainbow Software will not be liable for any damages, including incidental or consequential damages resulting from the use or operation of this product. This warranty will be void if the product has been damaged by misuse, accident, neglect or any other cause not directly related to defects in material or construction.



Rainbow Software

15 ROSE STREET BROOKLYN, N.Y. 11236