wizard

Wizard

by S.A. Moore & Steven Luedders

Welcome to WIZARD

Congratulations! You have just purchased the finest in gaming excitement from Progressive Peripherals & Software...WIZARD, the most entertaining action fantasy game available for your home computer! Play WIZARD and experience its 40 amazing screens, each a new challenging adventure. You control Wilfred the Wizard, guiding him past vicious monsters and treacherous traps in your quest for magic and treasure. Jump over pits, duck under sliding gates and dodge falling rocks as you reach for the key to take you to the next thrilling level! Hop on the elevator or slide down a staircase to acquire gleaming bars of gold, glowing chalices and glistening pearls. Can your ingenuity and quick thinking get you through all forty levels? You may even become the number one WIZARD!

WIZARD also features a construction set program which allows you to create totally new levels of you own. You can save up to 100 levels on a disk! When one disk is full, just use another. With WIZARD, the possibilities are endless!

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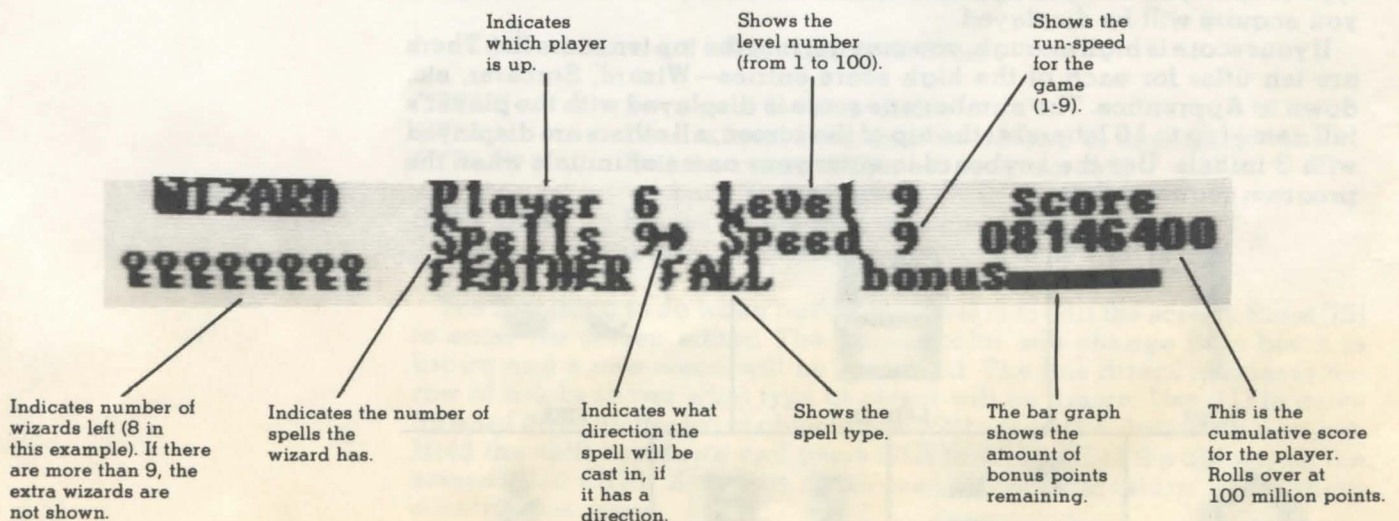
How to Load and Run WIZARD

Turn your computer and disk drive on. Insert the WIZARD disk into your disk drive, type LOAD "WIZ", 8, 1 and press [return]. The rest of the load is automatic. Two introductory screens will come up before the title page, and after the title screen, the main menu will be displayed. At this point, you will have three choices: DEMONSTRATION, PLAY THE GAME and CONSTRUCTION. Plug a joystick into control port 2 and move it up or down to select the desired program. Press FIRE when you have made your choice.

The DEMONSTRATION shows three sample screens and some of the monsters that you can encounter while playing WIZARD. Watch and enjoy!

Note that WIZARD saves the top ten scores to disk. If you want to erase the high scores, hold the commodore key (on the lower left of your keyboard) down while the two introductory screens are displayed as the game loads.

How to Play WIZARD

In spite of its many features and challenges, WIZARD is a simple game to learn how to play. Choose "PLAY THE GAME" on the main menu and wait for the program to load. You will then have 6 game options: BEGINNER, INTERMEDIATE, ADVANCED, EXPERT, CUSTOMIZED, and MYSTERY. The inexperienced player should definitely select BEGINNER. Press FIRE on the joystick to lock in your choice for game option. Next, select the number of players by moving the joystick. Up to 6 people can play WIZARD. Press FIRE when you have made your selection. You are now almost ready to play. Decide what speed you want to play at (9 is the fastest, 1 is the slowest) and hold down the corresponding number key. Press FIRE as you hold the key down. Wait until the screen if fully displayed before taking your finger off the key. Your wizard will appear in a cloud of smoke after the level is fully drawn (a small purple figure with a little pointy hat). Your status will be displayed at the bottom of the screen:

Indicates which player is up.

Shows the level number (from 1 to 100).

Shows the run-speed for the game (1-9).

WIZARD

Player 6   Level 9   Score
Spells 9   Speed 9   08146400
FEATHER FALL   bonus

Indicates number of wizards left (8 in this example). If there are more than 9, the extra wizards are not shown.

Indicates the number of spells the wizard has.

Indicates what direction the spell will be cast in, if it has a direction.

Shows the spell type.

The bar graph shows the amount of bonus points remaining.

This is the cumulative score for the player. Rolls over at 100 million points.

Use a joystick plugged into control port 2 to control the wizard's movement. Pulling right moves right, pulling left moves left, etc. By pulling down, you can make the wizard 'duck' into a crouch position. When you hold the fire button down and move the joystick left, right, or up, the wizard will jump! By holding the fire button down and pulling the joystick down, the wizard can cast magic spells! Spell casting is covered in greater detail later in this section.

The wizard will move differently in certain situations. When you are on a rope, for example, only up and down movement is possible. However, you can jump left or right off ropes. Ladders work similarly, although you can move a little to the left or right on a ladder. Certain objects on the screen are harmful to your wizard—burning fires and skull & crossbones must be avoided at all costs! When your wizard moves into a magic portal, you will be transported magically in a direction indicated by the portal. By experimenting, you will soon become familiar with WIZARD's responsive joystick control.

To score points, you must take treasures. Treasures are worth from 50 to 750 points, depending on the difficulty of the level you are playing and the type of the treasure. You can also score points by completing a level quickly and being awarded a bonus from 50 to 1200 points. For every 10,000 points you acquire, you will receive a bonus wizard. You also receive bonus wizards every time you complete ten consecutive levels.

To finish a level and move on to the next, you must find the key and take it to the keyhole on the level. Some more advanced screens may have hidden or concealed keys and keyholes, and you must take certain treasures to make them appear!

Use the RUN/STOP key to pause a game in progress. The 'Q' key will jump back into the main menu. To change the run speed, press and hold a number key BEFORE the wizard appears in a cloud of smoke. Hold the key down while the disk loads the level; don't release it until the wizard appears. When you choose a speed, it will stay the same until you change it.

To cast spells, either press the space bar or press the FIRE button and pull the joystick down. Certain spells are cast in a direction. For example, the fireball spell can be cast left, right, down or up. Examine the arrow on the screen in your status display. The arrow moves with the wizard, so if you want to throw a fireball at a monster to the right, tap the joystick right and press the space bar to launch the spell!

Spells are acquired by taking the key. Your display will show you what type of spell you can get, and when you take the key the number of spells you acquire will be displayed.

If your score is high enough, you may get into the top ten score list. There are ten titles for each of the high score entries—Wizard, Sorcerer, etc. down to Apprentice. The number one score is displayed with the player's full name (up to 16 letters) at the top of the screen; all others are displayed with 3 initials. Use the keyboard to enter your name or initials when the program requests them.

ROPE	LADDER	FIRE

PORTAL	TREASURES	KEY	KEYHOLE	SKULL & CROSSBONES
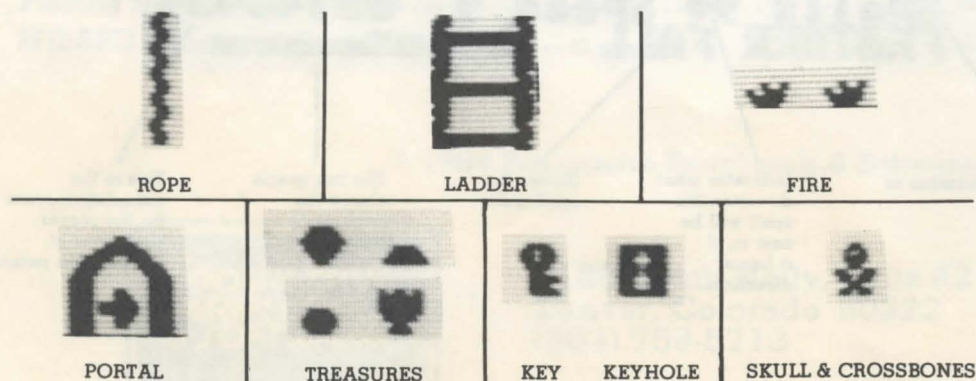
How to Build
Your Own Levels

Your WIZARD disk 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. At this point, insert your own disk for saving or changing the levels you create. Use a blank, newly formatted diskette for this purpose (refer to the VIC 1541 User's Guide for instructions on formatting a diskette). After your custom disk 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 0 to 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 customized disk, you MUST have levels 0 to 39 saved on your disk. Note that up to 100 levels may be saved on a single diskette. If you design more levels, simply use another diskette!

For your first screen, choose screen number 40. This is the first in the CUSTOMIZED series. Type 40 and press [return]. The program will then display the construction menu. You have the following options available from the main construction menu:

[f1]	MONSTERS:	Allows you to set up the creatures on your level.
[f2]	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]	COLORS:	Pick the colors of you screen.

In addition, there are other editing options:

CTRL S	:	Save your level to disk.
CTRL L	:	Load a level from disk 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 color 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 a 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:

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 colors of the objects on your screen, press [f8] to call up the color menu. You can choose the colors for your ladders, ropes, bricks, and portals. The colors of the key, keyhole, and inner portals are fixed automatically. use the function keys and color/shift keys to change the colors. 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 colors of your monster 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:

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			

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

0.	BLACK	8.	ORANGE
1.	WHITE	9.	BROWN
2.	DARK RED	10.	LIGHT RED
3.	CYAN	11.	DARK GRAY
4.	PURPLE	12.	MEDIUM GRAY
5.	DARK GREEN	13.	LIGHT GREEN
6.	DARK BLUE	14.	LIGHT BLUE
7.	YELLOW	15.	LIGHT GRAY

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

After changing the color 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 disk. The computer will ask for the screen number again, so type in 40 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* disk. Do NOT save any levels on your WIZARD game disk! You will be able to save up to 100 levels on a single disk. If you want to remove a level from your disk, 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 disk 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. Select the CUSTOMIZED option, which will load level 40 first. 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 disk that you have your customized levels saved on before you press the FIRE button to start playing.

If you have designed levels that you feel are outstanding, please send in a disk with the copy of the levels for the WIZARD level-building competition. If your level is chosen as one of the top 20 we receive, you will be sent a complimentary copy of the WIZARD EXPANSION SET and you will receive personal recognition in the manual. Entries must be received by September 31, 1984 to be accepted. Due for release in Fall 1984, the Expansion Set will feature a new construction set program with expanded advanced features, the top twenty levels from the competition, and twenty other all-new levels! Use your imagination, get together will your friends and invent your own exciting WIZARD levels!

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	These sprites can be used in place of the falling rock for some fun variations.
- 16 Ton Weight	115	0	
- Falling Brick	50	0	
- Fireball	118	2	

Troubleshooting

Section A: CONSTRUCTION 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 disk? 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. If a level doesn't load, check the directory of your customized disk. From the BASIC OPERATING system, insert your customized disk, then type LOAD "$", 8 and press [return]. When the file loads, type LIST and [return]. If you are trying to load and play level 30 there should be a file called "L30T" in your directory. If there is no such file, the save was unsuccessful due to a previously mentioned problem or equipment malfunction.

Remember that your customized disk must remain in the disk drive while you play the game. However, you absolutely must re-insert the game disk if you want to exit the construction program and play the game or vice-versa. WIZARD will print out disk error messages, and this is a common potential cause.

If your construction set program refused to load from the main menu, you more than likely have a defective or damaged disk. Progressive Peripherals and Software will replace defective diskettes.

Section B: GAME TROUBLESHOOTING

If you have trouble loading and running your WIZARD disk, the problem could be either a defective or damaged diskette, or poor disk drive alignment. Progressive Peripherals & Software will replace any defective diskettes; if this doesn't correct the loading problem, then your disk drive must be checked out for problems.

If the scores aren't saved correctly on your disk, the problem could be related to overheating in your disk drive or a worn-out game disk. This problem may occur after extensive play using certain defective 1541 disk drives.

Other problems you have, such as turning your computer on, getting a picture on your TV or operating your disk drive are beyond the scope of this manual. Refer to the appropriate manual for assistance.

Playing Hints and Examples

WIZARD is not a difficult game to learn, but it is tough to master! Don't give up if you have trouble learning how to jump or cast spells. These features take some getting used to. Soon you will be moving the wizard smoothly and swiftly all over the beginner levels, grabbing treasures with ease and racking up high scores. At this point you will be ready to move on to greater and greater challenges. WIZARD's expert levels are serious challenges of your quick thinking and coordination. If by some miracle you master all forty levels, you can build levels even more challenging for yourself! WIZARD's game construction feature keeps you from tossing the game onto a shelf with other games and feeling disappointed.

When playing, remember that your wizard is able to jump fairly far up, left or right. You must be careful when jumping down not to jump too far. In addition, walking on a brick with even only one space underneath is sure to be fatal. Do not walk off ladders or shimmy down ropes that have too much empty space beneath them! Avoid monsters, trap doors, pits and other dangerous objects. Whenever possible, use magic portals to move around, as your wizard is safe while using these.

To give you a boost, here are four examples of play—one for each of the Beginner, Intermediate, Advanced and Expert Levels.

Beginner Level (1): PLAYGROUND

Playground is a good level to learn movements on. Practice jumping, climbing, magic portals, and riding elevators. Elevators are handy but can be dangerous at times. Be especially careful getting off and on the elevators. Make sure your wizard stays as close to the center of the elevator as possible. Notice the sliding staircase in the top center of the screen. Sliding stairs won't kill the wizard, but the consequences of the slide can be grim. On your demonstration is a level called "Hot Stuff" with sliding staircases that slide the wizard right into a pit of bubbling lava! Use the PLAYGROUND to educate your wizard; practice passing under the sliding gates on the level. Don't let the gates slam on wizard's head!

Intermediate Level (11): HAUNTED CASTLE

Like many other levels, this appears somewhat intimidating at first. In actuality it isn't as difficult as it looks. You must act quickly on this level, however. Head for the key by moving to the right immediately and taking the right portal to the rope. Jump when you're near the rope to grab onto it. Shimmy up to the next rope and jump straight up to grab the key. You now have several very useful levitate spells! Avoid the bat and grab as many treasures as you can. Then go back down to where you started (this time you have to slip under the gate) and use the same procedure to get to the

keyhole. By using your levitate spell liberally, you can get to the keyhole with a minimum of danger. Dodge the ghost and head for the keyhole. Grab as many treasures as you safely can. To get the treasures above the trap door, use your levitate spell and move left and right while you float up! Jump before you're too close to the top of the castle or you'll be stuck there and the bat will get you!

Advanced Level (21): ROCK 'N' ROLL

A quick look should remove any doubt that this level is advanced. Only quick action will save the wizard from being crushed into a purple pancake by approaching rolling rocks. Jump into the left arrow portal on the bottom and get the key right away. Move up the ladder and be careful of the falling hailstones. Note that some of the bricks on the level blink on and off. Be very careful when walking over the bricks that blink! Again, use portals frequently and make for the ladder on the right-hand side of the screen to exit the level. Quick thinking and reflexes will save you from frustration and futility on this advanced level.

Expert Level (31): LADDER LAND

Ladder Land is an unusual level with a few nasty twists. Three of the ladders rapidly disapear at the beginning of the level as intelligent homing hailstones seek your wizard out. Run for the key right away to get two magic missile spells. You'll notice that there are four keys on this level. Your spells must be conserved and accurately used against the malignant hailstones, or your wizard will be trapped or cornered by the relentless inhabitants of Ladder Land. Use the portals for safety and don't even try to take the treasure surrounded by the skull and crossbones. The most effective strategy is to blast the hailstones immediately, grab the treasures and move on to the next challenging expert level. Good luck!

We appreciate any comments or suggestions you have regarding WIZARD.

WIZARD FEATURE SUMMARY

GAME FEATURES

RUN/STOP .... Pauses Game
Q .... Return to Menu (Quit)
1 to 9 .... Set Run-Speed
SPACE BAR .... Cast Spell

CONSTRUCTION FEATURES

Main Construction Menu

[f1] .... go to monster menu
[f3] .... set up spells
[f5] .... enter screen editor
[f7] .... position wizard
[f8] .... set up level colors
CTRL S .... save level to disk
CTRL L .... load level from disk
CTRL X .... exit to main menu
SHFT CLR .... erase all monsters

Screen Editor Menu

[f1] .... select object (forward)
[f2] .... select object (reverse)
SHFT CLR .... clear screen
CTRL X .... exit to main
construction menu

Monster Menu

[f1] .... set monster type
[f3] .... set monster color
[f5] .... set monster sprite
[f7] .... set animation length

Level Colors Menu

[f1] .... ladder color
[f3] .... rope color
[f5] .... magic portal color
[f7] .... set brick color

To clear the high score file, hold the commodore key down while the main menu is being loaded.