Rainbow Software

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WIZARD'S LAIR

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FOR THE T199/4A
EXTENDED BASIC

BACKGROUND

An Evil Wizard has taken residence in the dungeons of Weymoor·Castle. It is rumored among the townspeople that strange creatures have been seen in the vicinity, and panic has started to set in as they wonder what will happen next. A few brave souls have dared to enter the castle, some of them skilled warriors, some magic-users, but none have ever returned. Word has it that the Evil Wizard has great powers, and that he's created his own force of fierce monsters to guard his treasures and keep intruders out. The townspeople have offered to pay you well should you rid them of the Evil Wizard, but you know that their reward would be nothing compared to the incredible riches that belong to the Wizard. Armed with only a long wooden stick and a few minor spells in your equipment pack, you cautiously take your first step into the unknown. . . . .

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 ENTER:" prompt appears, press ENTER 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 next line down is your current score. The following lines are interpreted as follows:

C: CONSTITUTION. This is you overall health value.

S: STRENGTH. The stronger you are, the easier it will be to defeat monsters. You start with a value of 2.

L: LUCK. Similar to strength but not as reliable. You start with a value of 2.

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 last piece of equipment on your equipment list. It is always abbreviated by the first three letters. You entered the Castle with a Vanish spell in your pack so this area now displays VAN.
Near the bottom right is displayed the current level you are on; LV=1. 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. You have entered the Castle with a STICK and no shield.

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 and move. (Retreat)
A*	Attack.
P	Pick up.
DM	Display map.
DE	Display the equipment list. (The items in your backpack)
T	Locate traps. (Locate spell must be in effect)
N	Go to the next level.
U	Use the most recently picked up item.
U1,U2	Use a specific item from the equipment list.
D	Drop the most recently picked up item.
D1,D2	Drop a specific item from the equipment list.
;	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 however by pressing B, providing that you haven't made any turns since entering the chamber.

PICKING UP ITEMS

Each chamber can hold one item. The gold chests contain the Wizard's treasure. The green cases contain weapons or shields, and the glowing white bottles are 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. Values are: Lead,0; Brass,25; Silver,100; Gold,300; Diamonds,500. If you pick up weapons or magic, they will be added to your equipment pack. Ten items can be held in your pack.

USE and DROP ITEMS

ENTER U to use the most recently picked up item (the one abbreviated at mid-screen right). To use a different item, ENTER U and the item number. You can find the item number by displaying the equipment list. For example, ENTERing U3 causes item number three to be used. ENTER D to drop the most recently picked up item. To drop a different item, ENTER D and the item number. An item will be dropped only if the chamber is already empty.

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 (:) preceeding them. To change weapons or shields, ENTER the appropriate U command. The new item from your equipment list 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 may retreat from the chamber by pressing and holding B. 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. You may have to hit a monster quite a few times before killing him, depending on the strength of the monster and your strength, luck and weapon. For example, if you are low on strength and luck, and have only a STICK for a weapon and no shield, a long battle with a tough monster may kill you. Always keep an eye on your Constitution during battle, and be ready to retreat if it gets close to zero. Watch your strength and luck also as they will drop slightly, especially against the stronger monsters. If your strength should drop to zero 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 **A** or **B**, don't forget to <u>hold</u> each key down until it is displayed on the screen and then press and <u>hold</u> 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**, providing that your LOCATE SPELL value has not reached zero. You have entered the Castle with a LOCATE SPELL value of four, and it is decreased by one every time you ENTER **T**. Whenever you use a new LOCATE SPELL, the value it is currently at will be increased by twelve.

MAGICAL SPELLS and DEVICES

There are ten different types of magic spells and devices which can be found throughout the dungeon. Any magic listed on your equipment list can be used at any time by ENTERing the appropriate **U** command. Spells used to increase strength or luck will not increase these values past four.

THE MAP

ENTER **DM** to display the map. You can also enter this command from the equipment list screen or from the "PRESS ENTER:" prompt which appears prior to game play before each new level. The top of the screen will display the direction you are facing and the amount of time units which have elapsed. The map itself is oriented so that north is always at the top. The unexplored chambers are shown as magenta boxes and the explored chambers as light blue boxes. Your position is marked by a black box. To get back to the game, press ENTER. If you wish to view the equipment list from this screen, press **DE** and then ENTER.

LEVELS

The dungeon of Weymoor Castle contains four levels. The deeper you get, the harder it becomes to survive. You may at any time proceed to the next level by ENTERing **N**. You will be asked for verification if you do this. There is also a time limit for each level. When the time is up, you will automatically be sent to the next level. Try not to waste time, the clock is running even when no keys are being pressed. The following is a list of the number of chambers and time limits for each level:

LEVEL 1	Chambers=24	Time units=60
LEVEL 2	Chambers=31	Time units=75
LEVEL 3	Chambers=38	Time units=90
LEVEL 4	Chambers=45	Time units=105

The computer takes a few minutes to set up each new level. If you run out of time on level 4, the game ends.

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 4 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!