

WIZARD'S DOOM



FOR THE TI-99/4A

EXTENDED BASIC

32K MEMORY

DISK SYSTEM

BACKGROUND

Many decades of peace have passed since the realm was tormented by the Evil Wizard... First he was slain in the dungeon of Weymoor Castle, and then in the dungeon of Bleylock Castle, both times by brave and mighty heroes. All the good folk of the realm prayed and hoped that he was gone forever... Alas, it was not to be. The Evil Wizard has returned by means sinister and unknown. People now whisper that he cannot be truly killed, for he has achieved some terrible mastery over life and death in his travels in the forbidden zone. He has claimed the dungeon of ruined Maldred Castle to fulfill his malevolent designs and wreck vengeance upon all that opposed him. Strange fell creatures have been seen abroad at night, emerging from the dungeon depths to plague the innocent and bring valuable treasures back to the Wizard. The King has offered a great reward to the would-be slayer of the Evil Wizard, but such wealth is nothing compared to what the Wizard possesses... Since his return, many great warriors and skilled magic-users have entered the dungeon, seeking to kill the Evil Wizard once and for all and lay claim to the vast store of riches he possesses. None have ever returned to the light of day. And now it is your turn.

You approach the dungeon's dark malodorous entrance, with only a few simple weapons and spells at hand to fight the forces of evil. As you enter the darkness the doors slowly swing shut behind you and an evil cackle arises from the depths... You grimly move forward to find your destiny...

GETTING STARTED

Make sure the ALPHA-LOCK key is in the down position. Insert the disk into your DSK1 drive and insert the Extended BASIC cartridge. Press 2 twice from the Master Title Screen and the game will auto-load. You can also type RUN "DSK1.LOAD" at the command-prompt in Extended BASIC. Please leave the disk in the drive while playing; the game will load data from the disk during gameplay. After loading, you will see a title screen. The next screen will ask if you wish to restore a prior game or start a new game. Press 1. The next screen will allow you to select a class. After making your selection the computer will take a few minutes to generate dungeon level one. When the "PRESS ANY KEY" prompt appears, press any key to begin.

CLASSES

There are three classes to choose from:

WARRIOR: Very strong with average agility and low wisdom. A warrior can use the best arms and armor, but are unable to cast spells. If you are playing for the first time, a warrior is the easiest to play.

MAGIC-USER: Very wise but physically weak with average agility. A magic-user has great magical power and rely on spells for combat and defense. They only use simple weapons and wear light armor. They begin with the BOLT and WARD spells in their spellbook. A magic-user is the most challenging class to play.

ADVENTURER: Average strength and wisdom, but very agile. An adventurer is a jack-of-all-trades, master of none. They can use most weapons, wear most armor, and also cast spells. They begin with the BOLT spell in their spellbook.

Every class begins with a STICK for a weapon, which will be discarded whenever a better weapon is found.

INTERPRETING THE SCREEN

The large window shows a three-dimensional view of the dungeon chamber you are currently in. You can also see up to two chambers ahead. To the right of this window are status indicators. The top line displays the direction in which you are now facing: north, south, east or west. Below this, the following statistics are listed:

H: HEALTH. This is your life force value.

M: MAGIC. This is your magical power value.

S: STRENGTH. Determines how much damage you can inflict with a successful attack.

A: AGILITY. Determines your ability to dodge and strike effectively during battle, as well as disarm traps.

W: WISDOM. Determines how powerful your spells are, as well as your ability to discover traps, inscribe scrolls and examine items.

E: EXPERIENCE. Your overall level of power. You get experience points for picking up treasure, defeating monsters and disabling traps.

Below these statistics, the current selected item in your backpack is displayed. It is abbreviated to the first four letters, preceded with its type letter and a colon. If you are playing a spellcasting class, you will also see the current active spell, abbreviated by the first six letters. Near the bottom, if you have any active effects on you, they are displayed as a list of letters. (See STATES).

All commands are entered from the keyboard and will be displayed following the word "ACTION?:" under the window.

SAVING/LOADING

You can save your game any time you are not in combat by pressing FCTN-9. This will prompt you to enter a path and filename; the default is DSK1.GAME. You can restore your game in progress by pressing 2 after the title screen and entering the filename.

THE COMMANDS

The following is a list of all commands used in the game. All commands are activated by pressing the key indicated. A “beep” will sound with each command.

F	Move forward.
R	Turn right.
L	Turn left.
B	Turn 180 degrees.
E	Display the items in your backpack.
S	Display the spells in your spellbook.
P	Pick up items.
M	Display map.
T	Look for traps on items in the chamber.
C	Cast the current active spell.
I	Inscribe the currently selected scroll into your spellbook.
X	Examine active item.
N	Go down to the next level. (From exit chambers only)
D	Drop the currently selected item.
A	Attack.
U	Use the currently selected item.
1,2	Select/cycle through the items in your backpack.
9,0	Select/cycle through the spells in your spellbook.
/	Quick retreat. (slash)
FCTN-9	Save game

MOVEMENT

If you are facing an open passage, you can press F to move into the next chamber. If you wish to go down a passage to your left or right, you must first turn to face that direction and then move forward. You cannot move forward through a chamber if a monster is present. You can retreat from a monster, which moves you back to the chamber you were previously in. The Evil Wizard, while immortal, will arrogantly allow you to pass by him.

PICKING UP ITEMS

Each chamber can hold one item. Chests contain the Evil Wizard's treasures. Crates contain weapons, armor, or shields. Magic items appear as a bottle, scroll, ring or gemstone. Press P to pick up an item. If it is treasure, your experience total will increase. If you pick up any other item they will be added to your equipment pack. Fifteen items can be held in your pack.

USE and DROP ITEMS

To use an item in your backpack, hold the 1 or 2 keys to cycle through the items in your backpack until you find it. Press U to use it. To drop an item, press D.

EQUIPMENT

To display all the items in your backpack, as well as your equipped weapon, armor, shield and ring, press E. This command can also be used to pause the game. You cannot view your equipment list while in combat. You can also sort your backpack's contents by pressing S. You may hold one weapon, wear one suit of armor, wield one shield and wear one ring at any time. To change weapons, armor, shields and rings, select and USE them. The new item will replace the old one, which will be stored in your backpack.

EXAMINE

Any item in your backpack can be examined to determine its nature or how powerful it is. The higher your wisdom and experience the more likely you'll be successful. If you fail, you must either wait until you're more experienced or wise, or use it to reveal what it is.

INSCRIBE

You can copy spells into your spellbook by pressing I when a scroll is the active item. Your wisdom and experience determines if you are successful. If you fail, the scroll is destroyed.

SPELLS

If you are playing a **MAGIC-USER** or **ADVENTURER** class, you have a spellbook that contains all your known spells. You can select your active spell by pressing 9 and 0 to cycle through the list. You can view your spellbook by pressing S. You can also re-arrange spells in your spellbook to keep your most used spells closer together. When you **CAST** a spell magic points are consumed; the exact amount used is determined by your wisdom and experience. Magic points are regained through either magical items or by descending to the next level of the dungeon. To get new spells into your spellbook, you must find scrolls in the dungeon and inscribe them (See **INSCRIBE**).

There are fifteen different spells in the game. Some examples are:

BOLT : Fires a magical bolt of energy at a monster, inflicting damage.

WARD : Generates a magical shield around you, warding off attacks.

DISARM : Disarms an active trap on an item in the chamber with you.

HEAL : Restores **HEALTH**.

LOCATE : Uncovers the entire dungeon map.

STATES

Through spells, potions, and monster attacks, you can suffer or benefit from several different effects. When affected, the status is listed below your active spell, using the indicated letter. Some states conflict with one another and won't occur at the same time. All effects wear off as you move around, or as you descend to the next dungeon level.

POWERED (P): You inflict double damage with physical attacks.

SHIELDED (S): You have magical evasion that improves your chance to dodge attacks.

ARMORED (A): You have magical protection that reduces the amount of damage you take upon a successful attack.

NUMBED (N): You have a reduced chance to hit and evade in combat.

WEAKENED (W): You inflict only half damage with physical attacks.

CURSED (C): You are extremely unlucky; everything you do will be plagued with bad luck.

ATTACKING

If you enter a chamber containing a monster, you cannot proceed past it unless the monster is dealt with. You can retreat from the chamber and fight the monster later (See MOVEMENT). A monster may not attack right away, so you may have time to retreat before they decide to. If you decide to attack, press and hold A. Once a monster is attacked they will begin attacking you. Keep the A key held down to guarantee you get your attacks in-between theirs. If you successfully hit a monster, the monster will flash. If a monster hits you, the screen will flash red. If the monster uses a special ability, the screen will flash magenta and you'll be told the effect it had. Your agility and experience determine how accurate your attacks are, and your strength and weapon how much damage you can inflict. You may have to hit a monster quite a few times before killing them. Always keep an eye on your HEALTH during battle, and be ready to retreat if it gets close to zero. If you are CURSED, there is a chance that the monster will knock your weapon or shield from your hands, and you will lose it. If you defeat a monster, you will gain the appropriate experience points, and the monster may drop an item on the floor. If you retreat from the chamber after combat has started, the monster will rejuvenate and will be at full strength when you return. Also, monsters in chambers adjacent to yours may decide to move in to investigate. If there is a monster in the chamber ahead of you, it appears as a vague shadow. Don't stand idle for too long!

MONSTERS

There are over twenty different monsters in the dungeon of Maldred Castle. As you progress to the deeper levels, the stronger the monsters become. More powerful monsters have special abilities which they occasionally use in combat. Some are also immune to certain spells while others are more vulnerable. And in the deeper levels, monsters are immune to non-magical weapons, or can bypass non-magical armor and shields with their attacks. Always be ready for the unexpected!

MAGICAL ITEMS

There are over thirty different scrolls, potions, and magical items that can be found throughout the dungeon. Initially, they are identified only by their type. To determine what they are, you must examine them (See EXAMINE). There are four different classifications of magical item:

POTION (P): A magical potion that is (usually) beneficial.

SCROLL (S): A piece of parchment with a spell written on it. These can either be used (casting the spell from the scroll) or inscribed into your spellbook.

RING (R): A magical ring that grants an effect as long as it's worn. You can only wear one ring at a time.

GEM (G): A gemstone imbued with a powerful enchantment.

Items that increase Strength, Agility or Wisdom will not increase them past 8. Rings are an exception to this; they grant a bonus on top of your natural attributes.

ARMS AND ARMOR

There are forty different weapons, armor and shields which can be found in the dungeon. Examining them will reveal how powerful they are (See EXAMINE).

WEAPONS (W): The stronger the weapon the greater amount of damage you can inflict upon a hit. Weapons that are described as **MAGIC** are necessary to hurt more powerful monsters.

SHIELDS (B): Shields and cloaks provide a bonus to your ability to dodge an attack. Shields described as **MAGIC** are needed to evade powerful monster attacks.

ARMOR (A): Armor reduces potential damage from a monster strike. Armor that is described as **MAGIC** will be needed against the more powerful monsters.

TRAPS

Any item found in a chamber may have been booby trapped by the Evil Wizard. You can search for traps before picking it up by pressing T. The higher your wisdom and experience, the more likely you will be able to find a trap. If a trap is found, you are asked if you wish to disarm it. The higher your agility and experience, the better chance you have of disarming it safely. If you fail, the trap is set off.

THE MAP

Press M to display the map and your current level. The map is oriented so that north is always the top edge. Unexplored chambers are shown as checkerboard boxes. The exit chamber down to the next level is shown as a dot. Your position is marked with a red square. To return to the game, press any key. You cannot view your map while in combat.

LEVELS

The dungeon of Maldred Castle contains six levels. The deeper you go, the larger the dungeon level and the harder it becomes to survive. Exit chambers contain a passage leading down. If you are in an exit chamber, you can proceed to the next level by pressing N. You will be asked for verification to do this. The computer will take a few minutes to set up the next level. Between levels, the rest you receive will boost your HEALTH and MAGIC values and end any active effects.

RATINGS

Whenever a game ends, your rating will appear at the top of the screen. This rating is based upon treasures collected, monsters slain, chambers explored and if you were victorious against the Evil Wizard.

WINNING THE GAME

To win the game, you must reach level 6 and kill the Evil Wizard. This is not an easy task, for the Wizard has incredible strength and magical power. He cannot be permanently killed until you have discovered the secret of his immortality. Unlike other monsters, the Wizard will allow you to pass by him, at least until you have made him vulnerable. After that, you fight until one or the other is dead...

After either your victory or defeat, you will be prompted if you wish to play again. Press Y to start a new game. Pressing N will return you to the BASIC prompt.

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.



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