

# WIZARD WARZ™

## LOADING INSTRUCTIONS

**CBM 64/128 CASSETTE:**  
Press SHIFT and RUN/STOP keys together. Press PLAY on the cassette recorder.

**CBM 64/128 DISK:**  
Type LOAD\*\*\*,8,1 and press RETURN. Game will load and run automatically.

**SPECTRUM CASSETTE:**  
Type LOAD\*\*\* and press ENTER. Press PLAY on the cassette recorder.

**SPECTRUM +3 DISK:**  
Insert disk, turn on the computer and press ENTER. Game will load and run automatically.

**AMSTRAD CPC CASSETTE:**  
Press CTRL and small ENTER keys. Press PLAY on the cassette recorder.

**AMSTRAD CPC DISK:**  
Type RUN\*DISK and press ENTER. Game will load and run automatically.

**ATARI ST DISK:**  
Turn on the computer, insert disk and game will load and run automatically. When game ends the disk will automatically re-boot.

**CASSETTE USERS:**  
Please take note. Wizard Warz is a multiload game, therefore once a level has loaded, stop the cassette recorder. When you have completed a level press PLAY to load the next level. If you fail to complete either level 2 or level 3 and wish to play the game again, rewind the tape and press PLAY. You will restart the game from level 1.

## OBJECTIVE

The Player starts as a "Junior" wizard with relatively little power and few spells to start the game with. His ultimate aim is to become the chief wizard by beating the seven greatest magicians in the world.

When a monster is close its picture is displayed on the right hand side of the screen. The player picture on the left hand side is always visible, there are three different player illustrations showing at which level play has reached. When the player comes into contact with a monster in levels one and three, or selects a monster in level two, a combat arena is displayed in place of the map. The combat arena shows the player and enemy sprites and has obstacles in the form of holes in the patterned playing area.

Combat shows the two forms. The player and monsters cast and throw spells (monsters are also able to cause damage by touching the player character).

Spells can alter the vision of the target making movement and combat more difficult, cause damage to the target, prevent damage from some enemy attack, delete or steal enemy spells, alter the movement ability of the target.

The player or monster has a limited maximum number of spells. As he progresses, the player will fill up his spellbook and will have to make certain decisions as to which spells are most useful. This will depend on how skilfully the game is played. Both the player and his enemies have energy in three areas being used up by movement and spells:

PHY - PHYSICAL, SPI - SPIRITUAL, MEN - MENTAL. Energy may be regained during the game in a number of ways, such as eating food, winning combats and by transferring from category to category.

## LEVEL 1

The player moves around a large scrolling map on which are found seven cities and six monsters. Each monster is a treasure guardian and each treasure belongs to a city. When the player visits a city for the first time he will receive one food. If the player returns a treasure to the city to which it belongs he will get two food. When all six treasures have been returned to the relevant cities the player can go to the second level by visiting the seventh city.

## LEVEL 2

A series of combats which are intended to decide if the player is suitable to challenge the seven wizards. This level will allow the player to gain more spells which will be needed in the final battles. There are approximately 30 different monsters on this level that have widely differing strengths and vulnerabilities. Three of the monsters each have in their possession a magic item that any wizard must possess and only when these have been gained can the player proceed to the third and final level. The player can choose to combat the monsters in any order and as he gets to know the game, the player may decide not to fight certain monsters at all, if his strategy or style of play does not use the spell that a monster will give him as a reward for victory.

## LEVEL 3

This level will take the player into the strongholds of the seven wizards. The player will explore the wizards' den and encounter the creatures that the wizard in question keeps as guards. These monsters are new and unfamiliar to him. Eventually when the guardians have been defeated the player will meet and fight the wizard. The wizards are arranged in order of toughness.

## GAME PLAY CONTROLS

JOYSTICK PORT 1  
FIRE - Cast spell (View next monster in part 2, selection phase)

## KEYS

S - Select Page of Spell Book.  
E - Eat food (get max PHY) or Enter combat from solution phases in level 2.

T - Transfer MEN to 2 SPI.

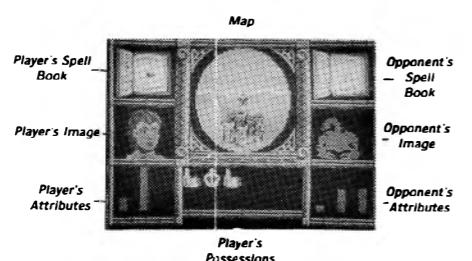
X - Erase current spell  
(or accept victory prize displayed).

V - Reject victory prize when displayed.

F - Transfer 1 SPI to 2 PHY

HELP key (Atari ST only) - Displays available options.

## SCREEN LAYOUT



## LEVEL 1

a. To begin your conquest you must select four spells. Once these have been selected you can start.

Available spells are displayed sequentially on the right hand spell book.

Press FIRE to get the spell displayed currently.

Press S to turn own spell book to a blank page before making a selection.

Press X to drop an unwanted spell.

When the player has four spells, press E to continue to the game.

You will find yourself on a rolling landscape. You can explore the landscape and will find a variety of terrain as well as towns and monsters (Monsters are represented as figures). To fight a monster place yourself near to it. To visit a town walk through it. Once you have fought and beaten a monster you will be rewarded with an item.

b. Collect and return six items (CHALICE, ORB, SWORD, CROWN, KEY AND ERMINIE) to their correct towns, then go to the seventh town to set sail for LEVEL 2.

PHY points are deducted at a rate determined by the type of terrain currently occupied by the player.

## VISITING TOWNS

Visiting the (unidentified) port has no effect unless all six items have been returned. Visiting a town, other than the port, for the first time without the relevant item, the player gets one food. If the player visits with the relevant item, it is exchanged for two food.

There are six monsters to be found on the map, each possessing one of the six items.

## COMBAT

Unless a player has cast 'FLY' he will fall through gaps in the combat map, suffering PHY damage and leaving the combat.

The player will receive no contact damage, but all opponents will reduce his PHY and/or SPI to some extent on contact.

The player will die if any of his attributes fall to zero.

Press FIRE to start a new game. (Level 1 only)

Monsters are killed if any of their three attributes fall to zero. Note that most monsters begin combat with one or more of their attributes already at zero, this means that they are immune to damage in these categories and do not count them in the above condition.

## LEVEL 2

N.B. Once defeated, a monster may not be re-selected.

a. SELECTION PHASE: Press FIRE to view monsters and E to enter combat with it.

b. When the player kills a monster, he will be rewarded with one of the following:

1. A SPELL - displayed on the right hand spell book.

Use S to turn own spell book to a blank page or unselected spell. Then either press X to accept - the spell will then be copied to the current page of the spell book (any spell already on that page is lost) or press V to reject it, getting an appropriate attribute bonus as compensation.

2. A FAMILIAR - displayed on the right hand spell book. Either press X to accept it (any current familiar is lost) or press V to reject it, getting an appropriate attribute bonus as compensation.

3. COMPLETE REJUVENATION - (i.e. to 46 pts) in one attribute category.

4. AN ITEM - added immediately to the player's inventory.

Three items: A WAND, RING AND DAGGER, are required before you may proceed to Level 3.

FAMILIARS - displayed automatically at start of each combat.

## CREATURE

	EFFECT
Cat	Owner ignores STUN
Crow	Owner always has MAXIMUM VISION
Rat	Owner ignores FEAR
Frog	Owner ignores FORGET

## LEVEL 3

The player must defeat seven Mages in order. Each Mage also has a familiar. A Mage's attributes are NOT REDUCED by his own SPELL CASTING only by damage received by the player's spells.

After defeating a Mage, the player's attributes will, if not already sufficient, be increased to match those of his next opponent.

## MAGES (in order of appearance)

	WOLF LORD	BEAR LORD	IMP LORD	OGRE LORD	GRYPHON LORD	CRYSTAL LORD	DRAGON LORD

## MONSTERS

### KEY:

P - PHYSICAL, S - SPIRITUAL, M - MENTAL

### CREATURE

	MAIN ATTR	SPELLS	CONTACT DAMAGE
WEREWOLF	P/S MED	2	MEDIUM
SNAKE	P/M LOW	1	MEDIUM
SCORPION	P MED	0	MEDIUM
GTSPIIDER	P LOW	1	LOW
TRIFFID	M V. HI	4	V. LOW
YETI	P HI	2	MEDIUM
TROLL	P V. HI	6	MEDIUM
VAMPIRE	S V. HI	6	V. HIGH
SORCERESS	M HI	10	V. LOW
APE	P MED	0	LOW
GTEELCH	P V. HI	1	MEDIUM
GTTOAD	P MED	1	MEDIUM
GTWASP	P V. LOW	0	LOW
UNICORN	M HI	6	HIGH
WARRIOR	P HI	1	MEDIUM
SKELETON	S MED	2	HIGH
SPIRIT	S HI	5	HIGH
GLOPMAN	P HI	2	MEDIUM
RATMAN	P MED	2	LOW
EYEBALL	ALL LOW	5	V. LOW
AMAZON	P/M MED	1	MEDIUM
MINOTAUR	P HI	4	MEDIUM
ZOMBIE	S MED	1	HIGH
GONGON	ALL LOW	5	HIGH
FIRE ELEMENTAL	P V. HI	2	MEDIUM
HARRY	P MED	2	LOW
GTCENTIPEDE	P MED	0	V. LOW
CTBAT	P V. LOW	0	V. LOW
GENIE	M MED	7	V. LOW
SPHERE	M HI	4	V. LOW
ARMOUR	P V. HI	2	MEDIUM
MUMMIE	S HI	3	V. HIGH
INSECT MAN	P HI	3	MEDIUM
DWARF	M V. HI	1	LOW
ELF	M MED	3	LOW
BLADES	M LOW	1	MEDIUM
CRYSTAL MAN	P V. HI	5	MEDIUM
BEAR	P HI	0	MEDIUM
WOLF	P LOW	0	LOW
DRAGON	ALL V. HI	7	MEDIUM
GRYPHON	P V. HI	4	LOW
OGRE	P V. HI	2	MEDIUM
FIRE IMP	P MED	1	LOW
MAGE	? ???	10	LOW

## SPELLS

### KEY:

M - MISSILE, R - RING OF PROTECTION, I - INSTANT S - SPIRITUAL POINTS, P - PHYSICAL POINTS, M - MENTAL POINTS

### PHYSICAL SPELLS

IMAGE	NAME	COST TYPE	EFFECT
	Slow	1p	M Slow target rate for ? seconds
	Fireball	2p	M -6 physical
	Icy Blast	2p	M -6 physical
	Rock Shower	2p	M -6 physical
	Magic Missile	1p	M -6 physical
	Spit	2p	M -3 physical
	Wall of Fire	Sp	R Stops missile PHY damage but not contact PHY damage. Can be destroyed by rock shower. damage -3 PHY on contact.
	Wall of Ice	Sp	R Stops all PHY damage. Destroyed by Fireball.
	Wall of Stone	Sp	R Stops all PHY damage. Destroyed by icy blast.

## SPIRITUAL SPELLS

IMAGE	NAME	COST TYPE	EFFECT
	Far Vision	2s	I Increases vision radius
<img alt="			

Trois articles: WAND (BAGUETTE), RING (BAGUE) et DAGGER (POIGNARD) - sont requis avant de pouvoir passer à la troisième niveau.

FAMILIARS - affichés automatiquement au début de chaque combat:

Creature	Effet
Chat	Propriétaire ignore STUN (Immobilisation).
Corneille	Propriétaire a toujours une vision MAXIMUM.
Rat	Propriétaire ignore FEAR (Peur).
Grenouille	Propriétaire ignore FORGET (Oublier).

### NIVEAU 3

Le joueur doit défaire sept mages dans l'ordre.

Chaque mage a également un familiar. Les attributs d'un mage NE SONT PAS REDUITS par son propre JET DE SORT mais seulement par les dégâts infligés par les sorts du joueur.

Une fois que le joueur a défaite un mage, ses attributs, s'ils ne sont pas déjà suffisants, seront augmentés pour égaler ceux de son prochain adversaire.

Les mages dans l'ordre dans lequel ils apparaissent:

WOLF LORD (Loup)  
BEAR LORD (Ours)  
IMP LORD (Diablotin)  
OGRE LORD  
GRIFFON (Griffon)  
CRYSTAL LORD  
DRAGON LORD

### LES MONSTERS

#### TOUCHE:

P - PHYSICAL, S - SPIRITUAL, M - MENTAL

Creature	Attributs Principaux	Sorts	Dégâts de Contact
LOUP GAROU	P/S MOY	2	MOYEN
SERPENT	P/M BAS	1	MOYEN
SCORPION	P MOY	0	MOYEN
ARAIGNEE GTE	P/BAS	1	BAS
TRIFID	M T. HT	4	T. BAS
YETI	P HT	2	MOYEN
TROLL	P T. HT	6	MOYEN
VAMPIRE	S T. HT	6	T HAUT
SORCIERE	M HT	10	T BAS
SINGE	P MOY	0	BAS
SANGSUE GTE	P T. HT	1	MOYEN
CRAPEAU GT	P MOY	1	MOYEN
QUEPE GTE	P T. BAS	0	BAS
LICORNE	M HT	6	HAUT
GUERRIER	P HT	1	MOYEN
SQUELETTE	S MOY	2	HAUT
ESPRIT	S HT	5	HAUT
CLOPMAN	P HT	2	MOYEN
RATMAN	P MOY	2	BAS
EYEBALL	ALL BAS	5	T BAS
AMAZONE	P/M MOY	1	MOYEN
MINOTAURE	P HT	1	MOYEN
ZOMBI	S MOY	1	HAUT
GORGON	ALL BAS	5	HAUT
FEU ELEMENTAIRE	P T. HT	2	MOYEN
HARPY	P MOY	2	BAS
MILLE-PATTES GT	P MOY	0	T. BAS
CHAUVE-SOURIS GTE	P T. BAS	0	T. BAS
GENIE	M MOY	7	T BAS
SPHERE	M HT	4	T BAS
ARMURE	P T. HT	2	MOYEN
MOMMIE	S HT	3	T. HAUT
HOMME INSECTS	P HT	3	MOYEN
NAIN	M T. HT	1	BAS
LUTIN	M MOY	3	BAS
LAMES	M BAS	1	MOYEN
HOMME CRISTAL	P T. HT	5	MOYEN
OURS	P HT	0	MOYEN
LOUP	P BAS	0	BAS
DRAGON	ALL T. HT	7	MOYEN
GRIFFON	P T. HT	4	BAS
OGRE	P T. HT	2	MOYEN
DIABLOTIN DE FEU	P MOY	1	BAS
MAGE	???	10	BAS

### LES SORTS

TOUCHE:  
M - MISSILE, R - ANNEAU DE PROTECTION, I - INSTANT  
S - POINTS SPIRITUAL, P - POINTS PHYSICAL, M - POINTS MENTAL

### LES SORTS PHYSICAL

IMAGES	NOM	COUT	TYPE	EFFET
Lent	Tour de Volonte	1p	M	Arrête tous sorts mental sauf "Neutralisez Magique"
	Miroir	6m	I	Le lanceur de missiles subit les conséquences (détruit par "Neutralisez Magique")
Boule de feu	Missile Magique	2p	M	-6 physical
Rafale glacee	Avalanche de roches	2p	M	-6 physical
+	Missile Magique	1p	M	-6 physical
Crachat	Crachat	2p	M	-3 physical
Mur de feu	Mur de feu	Sp	R	Arrête dégâts de missile PHY mais pas les dégâts de contact PHY. Peut être détruit par avalanche de roches.

IMAGES	NOM	COUT	TYPE	EFFET
BLEU	Mur de glace	Sp	R	Arrête tous dégâts PHY. Détruit par Boule de feu.
GRIS	Mur de pierres	Sp	R	Arrête tous dégâts PHY. Détruit par rafale glacée.

# WIZARD WARZ™

### LES SORTS SPIRITAL

IMAGES	NOM	COUT	TYPE	EFFET
Vision lointaine	Vision lointaine	2s	I	Augmente rayon de vision.
Aveugle	Aveugle	1s	M	Réduit rayon de vision.
Peur	Peur	1s	M	Retire objectif.
Mauvais oeil	Mauvais oeil	1s	M	-3 spiritual
Eclair paradisiaque	Eclair paradisiaque	1s	M	-3 spiritual
Protection/ Mal	Protection/ Mal	4s	R	Arrête tous dégâts SPI.

### LE SORTS MENTAL

IMAGES	NOM	COUT	TYPE	EFFET
Voyez Invisible	Invisible	1m	I	Permet au joueur de voir des adversaires invisibles.
Invisible	Téléport	4m	I	Rend le joueur invisible.
Volez	Torture d'Esprit	6m	I	Permet au joueur de passer au-dessus des trous dans l'écran de combat sans dégâts.
	Immobilise	1m	M	Immobilise objectif pendant 2 secondes.
	Neutralisez Magique	6m	M	-6 mental, détruits les anneaux annule Slow sur lanceur.
	Oubliez	3m	M	Adversaire oublie sort (i.e. le sort est perdu)
	Vole un sort	3m	M	Prend le sort affiché de l'adversaire; si empêché par un miroir, prenez le miroir. N.B. Le vol de sorts ne peut pas se produire si votre livre de sorts est plein. Le "Mauvais Oeil" ne peut pas être volé.
	Tour de Volonte	4m	I	Arrête tous sorts mental sauf "Neutralisez Magique"
	Miroir	6m	I	Le lanceur de missiles subit les conséquences (détruit par "Neutralisez Magique")

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Monstres überhaupt nicht zu kämpfen, wenn seine Strategie und Spielweise den Zauber sprucht, den ein Monstern ihm als Belohnung für den Sieg gibt, nicht verwendet.

### EBENE 3

Diese Ebene läßt den Spieler gegen die Festungen der sieben Zauberer antreten. Der Spieler erforscht den Bau der Zauberburgen und trifft Wesen, die der betreffende Zauberer als Wächter hat. Diese Monstren sind für ihn neu und unbekannt. Wenn der Wächter niedergeschlagen worden ist, wird der Spieler schließlich den Zauberer treffen und mit ihm kämpfen. Die Zauberer sind in Reihenfolge ihrer Schwierigkeit angeordnet.

verloren). Oder drücken Sie V, um den Spruch abzulehnen, wobei Sie dann einen angemessenen Merkmalsbonus als Ausgleich erhalten.

N.B. Ein Spruch kann nicht akzeptiert werden, solange das Buch noch auf der gleichen Seite aufgeschlagen ist.

- KLEINER HILFSGEIST - wird auf dem rechten Zauberbuch angezeigt. Drücken Sie entweder X, ihn anzunehmen (jeder derzeitige Hilfsgeist geht verloren), oder drücken Sie V, um ihn abzulehnen. Dafür erhalten Sie einen angemessenen Merkmalsbonus als Ausgleich.
- VOLLSTÄNDIGE AUFRISCHUNG - (z.B. bis 46 pts) in einer Merkmalskategorie.

- EIN GEGENSTAND - wird sofort zum Inventar des Spielers hinzugezahlt.
- Drei Gegenstände: WAND, RING UND DOLCH - werden verlangt, bevor Sie zu Ebene 3 fortschreiten können.

KLEINE HILFSGEISTER - werden automatisch zu Beginn jedes Kampfes angezeigt:

WESEN	WIRKUNG
Katze	Besitzer ignoriert BETÄUBUNG
Krahe	Besitzer hat jeweils MAXIMALES SEHVERMÖGEN
Ratte	Besitzer ignoriert ANGST
Frosch	Besitzer ignoriert VERGESSEN

### EBENE 3

Der Spieler muß sieben Magier der Reihe nach besiegen. Jeder Magier hat ebenfalls einen kleinen Hilfsgeist. Die Merkmale eines Magiers werden nicht durch den Einsatz seiner eigenen Zauber sprüche eingeschränkt, sondern nur, wenn ihm durch die Zauber sprüche des Spielers Schaden zugefügt wird.

Nach dem Sieg über einen Magier, erhöhen sich die Merkmale des Spielers, falls noch nicht ausreichend, so daß sie für den nächsten Gegner ausreichen.

### MAGIER (in der Reihenfolge ihres Auftrittens)

LORD WOLF	LORD BÄR	LORD TEUFEL
LORD MENSCHFRESSER	LORD GREIF	LORD KRISTALL
LORD DRACHE		

### SEELISCHE ZAUBERSPRÜCHER

BILD	NAME	COST	TYPE	WIRKUNG
WerteSicht	WerteSicht	2s	I	Erhöht den Sehradius
Blind	Blind	1s	M	Vermindert den Sehradius
Angst	Angst	1s	M	Zieht das Ziel zurück
Böses Auge	Böses Auge	1s	M	-3 seelisch
Himmelscher Blitzschlag	Himmelscher Blitzschlag	1s	M	-3 seelisch
Schutz/Boses	Schutz/Boses	4s	R	Verhindert jeglichen SPI-Schaden