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WIZARD'S CASTLE is a fantasy game about equal in complexity to the several versions of "adventure" which are now available for microcomputers and is very large "basic" program in its own right. Unlike adventure, the castle randomly stocked for each game, which means that winning one does not detract from playing future games. At present, there are versions of WIZARD'S CASTLE for the Exidy Sorcerer, Trs-80, Hp-2000 and HEATH H-8/H-89 computers.

BACKGROUND HISTORY

Many cycles ago, in the Kingdom of N'DIC, the gnomish wizard ZOT forged his great *ORB Of POWER*. Soon after doing this, he vanished, leaving behind his vast subterranean castle filled with esurient monsters, fabulous treasures, and the incredible *ORB Of ZOT*. From that time hence, many a bold youth has ventured into The WIZARD'S CASTLE. As yet, *NONE* has ever emerged victorious.

INTRODUCTION

WIZARD'S CASTLE is a computerized simulation of one of the most common and popular fantasy motifs - the lone adventurer's quest within an immense underground labyrinth. Each game is separate from all others, so the game is a challenge even after you have won several times. Each game will result in a win or a loss, depending on a player's skill and luck. The instructions which follow explain the rules and all options of the game. If at any time, however you are not sure of what to do - experiment. The program is designed to prevent invalid inputs.

CHARACTER CREATION

At the start of each game, you will be asked a number of questions about what type of character you will have. You **MUST** make choices about the following :

- RACE** You may be an **ELF**, **DWARF**, **MAN**, or **HOBBIT**. Each race starts with a total of 32 points (except hobbits, who only get 28), but they are distributed differently for each race.
- SEX** You may be **MALE** or **FEMALE**. Both are equal in ability and in the number of points. Be **CREATIVE WITH YOUR RESPONSE**.
- POINTS** Each character starts with a number of points for the attributes of **STRENGTH (ST)**, **INTELLIGENCE (IQ)**, and **DEXTERITY (DX)**. In addition, there are some other points which you may distribute between these three attributes as you wish.

Your **ST**, **IQ**, and **DX** may be any number from 1 to 18. If any of the three drops below 1, you have died. For all three attributes, the larger the numerical value, the better. Each character also starts the game with 60 gold pieces (**GP's**) with which to purchase some, none, or all of the following items :

- ARMOR** You may buy **PLATE ARMOR** for 30 **GP's**, **CHAINMAIL** for 20 **GP's**, or **LEATHER** for 10 **GP's**. You can wear only one suit of armor at a time. The **MORE EXPENSIVE** the armor, the **MORE DAMAGE IT WILL ABSORB**.
- WEAPON** You may buy a **SWORD** for 30 **GP's**, a **MACE** for 20 **GP's**, or a **DAGGER** for 10 **GP's**. You can only carry a single weapon at a time. The **MORE EXPENSIVE** the weapon, the **MORE DAMAGE IT DOES TO THE VARIOUS MONSTERS**.
- LAMP** If, after selecting armor and a weapon, you have 20 **GP's** or more left, you may buy a lamp for 20 **GP's**. Having The lamp will allow you to look into an adjacent room without having to enter it.
- FLARES** If, after all other purchases, you have any money left, you may buy flares for 1 **GP** each. Lighting a flare reveals the contents of all the rooms surrounding your current location.