

SPECTRAL ASSOCIATES
141 HARVARD AVENUE
TACOMA, WASHINGTON 98466
(206) 565-8483

KEYS OF THE WIZARD

Keys of the wizard is a fast action, machine language adventure game filled with tricks, traps, treasures and creatures all of which are randomized at the beginning of each adventure so that no adventure will ever be exactly the same!

There are three different skill levels to choose from to help provide challenges for all types of players.

Skill level 1 is for the novice players and can be played in 2-6 hours. At this skill level only a few treasures are hidden, the creatures are easy to defeat, and only a few special tricks are active.

Skill level 2 is for the intermediate player and can be played in 4-10 hours. At this level, more treasures are hidden, the creatures are slightly more dangerous, and more of the special tricks are active.

Skill level 3 is for the advanced player and will take 10 hours or more to play. At this level, almost all treasures are hidden, the creatures are very dangerous, and all of the special tricks and traps are active.

The game is played in real time which means that creatures will continue to move and attack even if you do nothing.

SCREEN FORMAT

Keys of the Wizard is equipped with two viewing screens, one is the main screen which is the screen you will normally be viewing, the second screen is used to view any messages that may have scrolled off of the top of the main screen. The up and down keys will toggle between the two screens. At the top of the main screen are three protected rows of information that never scroll off of the screen. The following things are contained in this area for your convenience:

COND - Displays your current physical strength. 255 is maximum, if it reaches 0, you lose.

SCORE - Displays current score. There are 622 points possible.

L - Next to the "L" will be a number, this is the current skill level.

: - This is the marker for the real time clock. At the start of the adventure no numbers will be displayed.

Minutes are displayed to the right of the colon and hours to the left of the colon.

Each creature's name is abbreviated in inverse video with its current strength above it. A creature is considered dead when its strength reaches zero.

- * - The asterisk is the rest indicator. It is displayed to the right of the unicorn (UNI) abbreviation. Inversed video means that you may rest. Normal video means that you may not rest.

HOW TO ATTACK A CREATURE

All of the creatures have intelligence and personalities. Some will chase you, some will fight to the death and others will fight until they get weak and then run away.

The amount of damage done to a creature during an attack is based upon the following:

1. your physical strength
2. the type of weapon being used
3. the attack command used
4. which creature you are attacking
5. skill level

The amount of damage that a creature can inflict upon you is based upon the following:

1. strength of the creature
2. which creature is attacking
3. weapon status
4. rest status
5. skill level

Winning the Game:

There are 32 treasures and 662 total points possible. Dropping all of these treasures in the sanctuary will give you the required 662 points.

When maximum score has been reached music will be played and a "Win Message" will be displayed on the screen. The game will automatically enter Quiet Mode so that your winning status may be saved to tape if you wish. To exit the Quiet Mode after winning, press the "\$" key which will restart a new game.

ORSCURE VERB DEFINITIONS

Ready - used to prepare a weapon for combat. Readying a weapon will force you to drop everything except for the weapon and won't allow you to get anything until you un-ready it. During the time that a weapon is "READY", creature attacks will be less severe.

Rest - used to help rebuild your physical strength. It also causes the creatures to move at 60 times their normal speed and to recuperate at 12 times that of normal. Creatures will also do twice as much damage to you if they attack while you're resting.

Drop - Works two ways.
1. Will unready a ready weapon
2. or, drops objects onto the floor

Quiet - Temporarily halts the action of the adventure to allow the player to take a break. Current game status may be saved from this mode by pressing the ! key.

Uncle - used to quit a game at any time. You must type "\$" after typing UNCLE to start a new game.

The status of a previous game may be loaded in by pressing the ")" key. Pressing "W" will exit QUIET and resume the current adventure. When you die - you will automatically go into QUIET mode - the status of the game may then be saved on a cassette. Hitting the "\$" key in QUIET or after typing UNCLE will start a new game.

OBSCURE OBJECT DEFINITIONS

Plectrum - used to play a certain musical instrument.

Mattock - an axe like tool with a point on one side of the head and a blade on the other.

Scimitar - a large curved sword.

* * * * *

There are three objects that will wake you out of a rest before a creature attacks you if one should enter your room while your're resting. They are:

1. The Tome
2. The necklace
3. The Medallion

At the beginning of an adventure one of these objects is chosen at random and will be used during the entire adventure. Once the object is used to rouse you from a rest, it may not rouse you again for 10, 20 or 30 minutes depending on skill levels.

LIST OF VERBS

N or North	Jump	Ready	Play	Rub	Bash
S or South	Leap	Load	Rest	Get	Sprinkle
E or East	Drop	Dig	Drink	Fill	
W or West	Toss	Bury	Eat	Inv	
U or Up	Look	Push	Kick	Shoot	
D or Down	Examine	Uncle	Open	Stab	
	Read	Quiet	Unlock	Hack	

* * * * *

LIST OF WEAPONS

DAGGER	MACE
MATTOCK	SCIMITAR
DRAGONSWORD	MACHETE
PISTOL	LANCE

* * * * *

ATTACK COMMANDS

SHOOT	HACK
STAB	BASH

LIST OF CREATURES

CYCLOPS - Deadly
ORC - Deadly, will follow you if he enters a room that you have been in recently.
DRAGON - Deadly, will also follow you
BAT - Dangerous
TROLL - Dangerous
WIZARD - Dangerous
JESTER - Plays practical jokes
UNICORN- Friendly, can give clues to help you get special objects. RUB HORN

LOADING INSTRUCTIONS: Load the tape into the computer by typing CLEAR0, then CLOADM and hitting ENTER. If the game does not autostart, type EXEC and hit ENTER. To load the program from a disk, type: LOADM "DWIZARD".