

NOVASOFT

P.O. BOX 201
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WIZARD'S DEN

Requires 64K
Disk only \$22.95

LOADING INSTRUCTIONS:

Disk - RUN"BOOT". After loading, a color test screen will be displayed. Press Reset for the proper color; press the Spacebar to continue. Next, the options menu appears. Press: <K> to use keyboard (or will default); <J> to use joysticks; <I> to go to the Information page (press Enter to return to the main screen); <E> to enter the maze and begin play.

DESCRIPTION:

Object of the Game - To recover the Gem of Damocles stolen by the Evil Wizard! It is believed to be hidden in the Wizard's Den. To recover the Gem, you must dare to fight your way through eight huge levels of mazes and dangers. Beware, not everything is as it seems. The Wizard's magic is strong and he can make you see things that don't exist and not see things that do exist! Think clearly and don't stray from the path for if you do...it's certain death!

Keyboard/Joystick Option Description - To play by keyboard: Use the arrow keys to move in the desired direction. Press the Spacebar to fire; the Spacebar may be held down for constant fire. Press <P> to pause the game and any key to restart the game. Press <S> to turn the sound on and off. Press <Q> to quit the game. Press <Clear> to use the magic potion. This function kills all monsters on the screen!

To play by joystick: Use the right joystick to move in the desired direction. Press the right joystick button to fire; hold it down for auto-fire. Press the left joystick button to use the magic potion. Use the <P>, <S> and <Q> keys as described above.

If you have selected the joystick option, all the keys in the keyboard option function as well. For example, you could use the Clear key as the magic potion rather than the left joystick button. This may come in handy if the warrior goes into an area that is a tight squeeze for him.

Items - To pick up an item, run over it with the warrior. A description and picture of each item is in the Information section. Available items and their functions are as follows:

Food Jar	+300 health	+1,000 score
Ring	+1 shot power	+500 score
Wine	+150 health	+100 score
Potion	+1 magic power	+5,000 score
Sword	allows an extra shot on the screen	+10,000 score
The Gem of Damocles	wins game	+5,000 000 score

Status - Status is displayed in the upper left corner while the game is in progress. Hint: It is important to watch your status closely because some monsters, like a "Skully", can stun the warrior with his powerful attack. The only way to kill a monster once you are stunned is to use a magic potion.

Meaning of Status is as follows:

GODLIKE	Health	20,000+	
POWERFUL	Health	10,000 - 19,999	
GREAT SHAPE	Health	4,000 - 9,999	
GOOD SHAPE	Health	3,000 - 3,999	
BRUISED	Health	2,000 - 2,999	
POOR SHAPE	Health	1,000 - 1,999	
BADLY HURT	Health	500 - 999	
VERY WEAK	Health	200 - 499	
NEAR DEATH	Health	1 - 199	
DEAD	Health	0	
STUNNED LGT	Warrior Stunned Light	- Unable to fire	*
STUNNED MED	Warrior Stunned Medium	- Unable to fire	*
STUNNED HVY	Warrior Stunned Heavy	- Unable to fire	*

Monsters - Servants of the Evil Wizard. Following is a list of the monsters with an explanation of each category after that.

<u>Name</u>	<u>Hit Points</u>	<u>Damage Caused</u>	<u>Stun?</u>	<u>Score</u>
Troll	20	180	no	+1,000
Spook	2	41	no	+100
Squid	10	100	no	+200
Skully	50	200	yes	+2,000
Pith	30	150	no	+700
Balrog	255	255	yes	+15,000
Frogy	5	250	yes	+5,000

Name: The Evil Wizard's name for each of his servants.

Hit points: Number of power factors needed to kill the monster. For example, a Spook has 2 HP. To kill the Spook, the warrior would have to hit the monster twice if his shot power was 1. If his shot power was 2 or greater, one shot would kill the monster immediately.

Damage: Damage caused is the amount of health that is subtracted from the warrior's health each time that the monster strikes the warrior. A hit is followed by a "thud" sound while the game is in progress.

Stun: Stun is the ability that certain powerful monsters possess which makes the warrior unable to fire after the creature strikes him. Watch out - these can be deadly if they trap you and you don't have a potion.

Score: The number of points rewarded for a successful kill of this type of monster.

Levels - When the game starts, the warrior is standing in the doorway of his lord. The warrior must search out the means to progress from one level to the next. For example, in the first level, the method is to walk up the steps of the temple located at the bottom left of level one. Walk the warrior up the steps and enter the temple. The disk drive will "whirr" as a new level is loaded. After level one, large teleporting arrows can be found that when walked upon cause the teleportation to a new level. The names of levels are as follows: 1) The Dark Woods, 2) Inside the Temple, 3) Enter the Caverns, 4) The Wizard's Maze, 5) The Deep Caverns, 6) The Marble Caves, 7) The Lost Keep and 8) The Wizard's Den.

Regarding the Solution - Try to avoid fighting as much as possible as it drains health away that may be needed later. There are a variety of paths that will lead to the final level and victory. The amount and types of monsters one meets during a game is entirely up to Lady Luck. It will take many games for even the experienced Adventurer to solve "The Wizard's Den"!