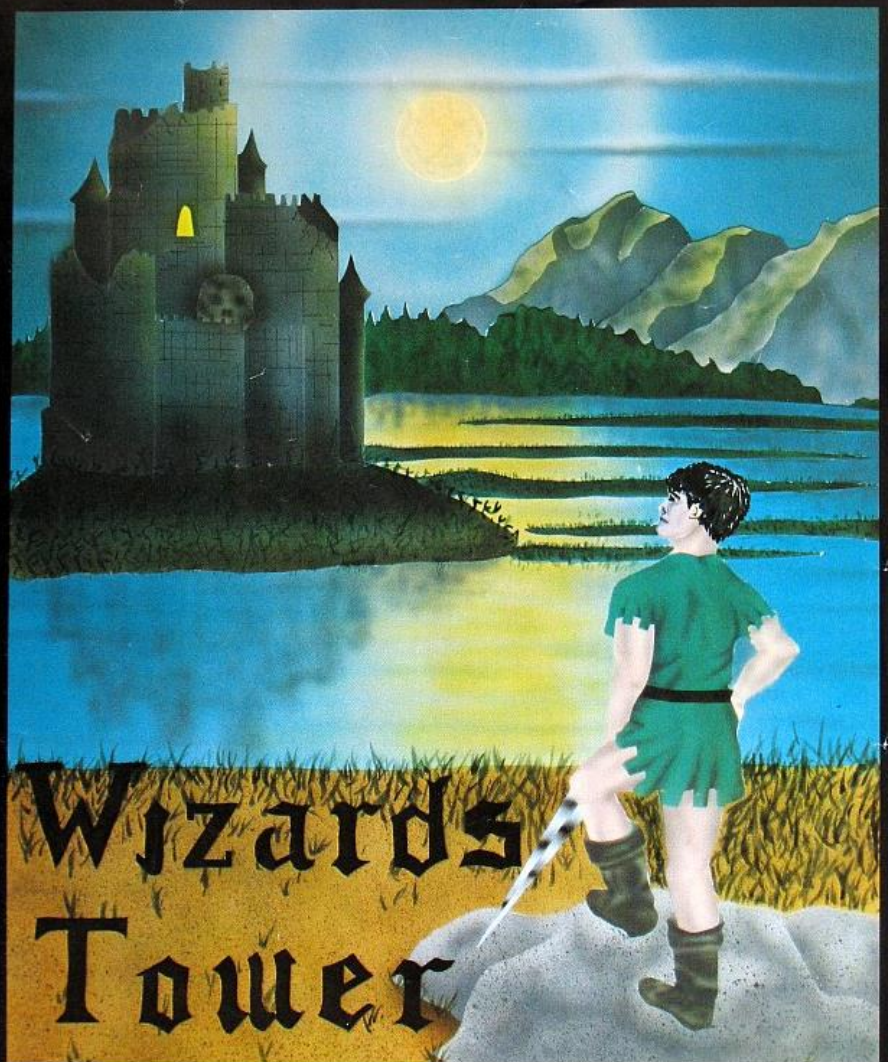


AARDVARK *Action Software*

SEE BACK OF PACKAGE FOR DESCRIPTION & SPECIFICATIONS



Wizards Tower



WIZ.TOWER 80

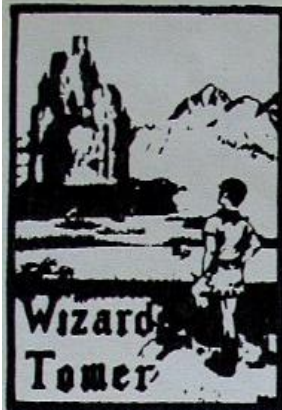


OCT. 5

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WIZARDS TOWER
A FANTASY ADVENTURE
TRS80-COLOR 16K E.B.



The wizard King Zastor ruled your kingdom for over 100 years, through the powers of the three magical talismans; the Sceptor of Speed the Ring of Strength and the Crown of Wisdom. As he lay dieng, he magically hid the three talismans in the dungeon under his tower, and protected them with magical monsters. He then charged that any who could find the three talismans and return them to town, would be proclaimed king.

Through the years many have tried, but no one has found even one of the magic talismans. Can You? This is your QUEST!! Good Luck!!!

You will be shown the title page and then after a few seconds be asked to choose your character. You may choose, Wizard, Warrior, or ELF. Each character has their own benefits and drawbacks. Though first time players are encouraged to play an ELF, as they are the middle-of-the-road character type. You may also name your character if you wish.

STRATEGY USE: Wizards cannot use weapons effectively, and Warriors cannot use magic effectively.

MAP KEY:

- Wizards tower..in the upper left corner, it may be entered only through the front door.
- Town..in the lower right corner, on CMD 64 and Vic 20 represented by a C (and there may be more than one), all other systems a buff colored square..here you may buy, sell, and return the talismans to win.
- Swamp..represented by: < > > > > :beware of swamp snakes.
 > > > >
- Mountains..represented by: ^ ^ :beware of trolls.
- The monsters..represented by G, W, B, and D.
- Treasure Chests..the purple squares.
- % = Stairs down # = Stairs up
- On TRS 80 Color use the arrows to move your character and all other systems use N, S, E, W, and the I to check your Inventory at any time. (except during battle)
- Warning, if your HIT points drop to 0 or below, you're dead!
- NOTE: your IQ controls your spell strength, your ST controls your

LOADING INSTRUCTIONS

TRS 80 COLOR - TYPE "CLOADM" - PRESS PLAY ON TAPE. PROGRAM WILL AUTORUN.

TRS 80 COLOR DISK - TYPE LOADM"NAME OF PROGRAM" - ENTER *OR JUST LOAD*

COMMODORE 64 - VIC 20 - CASSETTE - TYPE LOAD"" ,1,1 - (RETURN) AND START CASSETTE. CMD 64 USERS - PRESS COMMODORE KEY WHEN THE SCREEN RETURNS WITH THE "FOUND" STATEMENT. WHEN "READY APPEARS, PRESS THE COMMODORE KEY AGAIN. THE PROGRAM WILL AUTOSTART WHEN READY.

DISK - TYPE LOAD"" ,8,1 - THIS WILL LOAD THE FIRST PROGRAM ON THE DISK.

TI-99/4A - CASSETTE - TYPE "OLD CS1" - PRESS RETURN, WHEN "READY" APPEARS - TYPE "RUN" TO BEGIN.

SINCLAIR - TYPE LOAD"" - NO NAME IS NECESSARY. REMEMBER TO ADJUST VOLUME SETTINGS AS SINCLAIR IS TOUCHY.

SINCLAIR USERS DO NOT - REPEAT - DO NOT "RUN" AN ADVENTURE, AS IT WILL WIPE OUT THE VARIABLE TABLE. AFTER LOADING THE PROGRAM, TYPE IN "GOTO1".

ON SINCLAIR ONLY IT IS POSSIBLE TO SAVE AN ADVENTURE IN PROGRESS BY SIMPLY SAVING THE PROGRAM AS YOU WOULD A NEW PROGRAM. TO SAVE A GAME, SIMPLY BREAK THE PROGRAM, MAKE A TAPE AND THEN TYPE IN "GOTO3" TO RE-ENTER THE PROGRAM.

MC-10 - CLOAD"PROGRAM NAME" - TYPE RUN WHEN READY APPEARS.

IBM - TO BOOT THE SYSTEM, TYPE "BASICA" - INSERT GAME DISK TYPE "RUN"PROGRAM NAME" - HIT RETURN

