

A ROLE-PLAYING FANTASY GAME

# WIZARD'S CROWN

WITH TACTICAL COMBAT™



**SSI**

**STRATEGIC SIMULATIONS, INC.**

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**C-64™/128™**

Mini floppy disk for  
the Commodore  
64™/128™

# Perilous quest for a priceless crown

... the stolen Crown of the Emperor — bestower of knowledge and wisdom upon the Fellowship of Wizards who once ruled in Arghan. Usurped by the traitor Tarmon, Wizard of Thunder, the Crown lies imprisoned behind spell-woven walls in the shattered ruins of the once splendid city. Now eight fearless adventurers dare the perils of the cursed domain. Their quest — to wrest the Crown from captivity and restore it to its rightful bearer.

Guide this valiant band on its perilous mission in WIZARD'S CROWN, a multiple-character role-playing game. It stands out above the crowd by combining the detailed tactical battles of war gaming with the magic and mystery of a fantasy quest.

Eight pre-made charac-

ters await your orders, or you can create your own. Make them sorcerers, priests, fighters, rangers, or thieves. Endow your heroes with strength, dexterity, intelligence and other personal attributes. Arm them with a variety of weapons and skills such as magic, stealth, and healing. Then command them in encounters with the fearsome denizens of Arghan, including monsters, wraiths, and the undead. Guide the companions through a maze of streets, buildings, and dungeons, searching for clues to the ancient hiding place of the coveted Crown.

When fighting starts, you can let the computer resolve it quickly or you can personally direct it with a multitude of combat options. Challenge yourself at any of five levels of play. Capture, find, or trade a nearly limitless number of magic items to increase your chances of fulfilling the quest and claiming the promised prize — a reward of great enchantment.

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| CURRENT PARTY MEMBERS             |                  | 0/124 DAWN |
|-----------------------------------|------------------|------------|
| ID                                | NAME             | STATUS     |
| A)                                | MAGNIFICO        | HIRE       |
| B)                                | TWO SWORD BEALAR | HIRE       |
| C)                                | SWAT             | HIRE       |
| D)                                | ARENINO          | HIRE       |
| E)                                | TOLNAK           | HIRE       |
| F)                                | HELE             | HIRE       |
| G)                                | FRED             | HIRE       |
| H)                                | LORD GOODEYE     | HIRE       |
|                                   |                  | (ID)EAY 11 |
| YOU ARE AT THE INN                |                  |            |
| (G)REET NEW ADVENTURERS           |                  |            |
| (T)ELL THE MINSTREL OF YOUR DEEDS |                  |            |
| (P)RIEST THE ADVENTURERS          |                  |            |
| (C)HECK A CHARACTER               |                  |            |
| (I)MPROVE A CHARACTER             |                  |            |
| (M)AKE A CHARACTER DUT THE PARTY  |                  |            |
| (V)IEW ITEMS STORED AT THE INN    |                  |            |
| (O)UTFIT A CHARACTER              |                  |            |
| (M)OVE MONEY AROUND               |                  |            |
| EXIT THE INN                      |                  |            |

At the inn, you can see the characters for hire and the various options available to you.

| TOLNAK                    |      |
|---------------------------|------|
| CLOSE COMBAT              | 18   |
| SWORD                     | 40   |
| AXE                       | 32   |
| SPEAR                     | 10-4 |
| MACE                      | 29   |
| FLAIL                     | 13   |
| BOW                       | 23   |
| CROSSBOW                  | 23   |
| SHIELD                    | 81   |
| AWAKENESS                 | 102  |
| SCAN                      | 100  |
| SWIMMING                  | 25   |
| STEALTH                   | 100  |
| SEARCH                    | 40   |
| DISARM TRAP               | 27   |
| PICKLOCK                  | 47   |
| MAGICK                    | 20   |
| EXPERIENCE                | 21   |
| MORALE LOST               | 15   |
| PRESS ANY KEY TO CONTINUE |      |

The skill display of a pre-made character. You can also create your own.

| NAME : FRED                                                      |                    |
|------------------------------------------------------------------|--------------------|
| STR : 8                                                          | SERIOUS INJURY : 0 |
| DEX : 13                                                         | COPPER : 9         |
| INT : 16                                                         | SILVER : 7         |
| LIFE : 40                                                        | ELECTRUM : 8       |
| CURRENT EXP : 19                                                 | GOLD : 0           |
| ITEM NAME                                                        | READIED SIZE       |
| +2 VIAL                                                          | NO SML             |
| +5 STAFF                                                         | YES MED            |
| SCROLL                                                           | NO SML             |
| +2 BRACELET                                                      | YES SML            |
| +3 RING MAIL                                                     | YES LRG            |
| +1 BRACELET                                                      | YES SML            |
| (C)UP, (D)OWN, (R)EADY, (T)RANSFER, (D)ROP, (E)VALUATE, OR (X)IT |                    |

A character's status and inventory.



The grasslands around the town near the ruins of Arghan.



A tactical battle with thieves.



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