

COMMODORE 64

# Wizardry



THE EDGE

12/13 Henrietta Street, Covent Garden, London, WC2E 8LH  
The Edge is a division of Softtek International Ltd.

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By Steven Chapman

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author of Quo Vadis

**HEDGE**

## ACKNOWLEDGEMENTS

This game was written during 8 months of 1985 by Steven Chapman.

The unique 'movie like' sound track in this game was composed by Alphinwood and rights to use the sound track were arranged via Rocksoft.

Our thanks to Susan Rowe for her superb cover artwork.

Our thanks to Ian Chapman for his assistance and patience.

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## AN INTRODUCTION

Welcome to **Wizardry**. Wizardry is a whole new kind of 3-dimensional graphic adventure. If you've ever played 'Dungeons & Dragons' then the style of play in Wizardry will be familiar to you. You will be tested both for your ability to use spells (and find them!) and to do battle in one-to-one combat with various Demons, Wraiths, and Elementals.

The musical sound track is rather special too. It has been carefully created by professional musicians and you will find that in true 'movie' style the music will reflect what is going on in Wizardry. So listen hard to the music and you'll be able to gain some useful hints.

We trust that you will have as much pleasure playing Wizardry as its writer Steven Chapman did in creating it.

The Edge  
London, Autumn 1985

## WIZARDRY

### The Trials of a Sorcerer's Apprentice

Drinn was quite sure of one thing, that he should never have contemplated becoming a sorcerer!

On the occasions when the Loremaster allowed him time to reflect on his state, Drinn could not help but think that life was once so much easier for him. The problem was, well, a high quality one. Drinn had been chosen as the 'bright star' of all of the Loremaster's pupils.

Drinn had left his home in Cthelea on the day of his Seventeenth birthday, as was traditional for one chosen to the apprenticeship at the Loremaster's castle in the Plains of Degthal.

Now after barely two years as an apprentice Drinn was the chosen one, standing in preparation for the Loremaster's trial. If Drinn could pass this test of his newly acquired skills then he would become the youngest Lore-adept in the history of the Land!

"Young man you have done well, but I must warn you that the task ahead of you is far from being a simple one", the Loremaster said, "for until this day this trial has only ever been taken by apprentices much older and experienced than yourself. But I have confidence in you!

"In a few moments you will be transported into '**The Castle of Illusions**', a place where you will meet every kind of demon and your skills both in fighting and sorcery will be tested to the full.

"Your task is straightforward, for you shall simply have to seek out the prime Elemental in this minor city of illusions, and destroy it with a single spell. Simple did I say?! I mislead you, for this will be one of the hardest tasks of your life.

"You shall enter the Castle with a supply of spells in your possession, and of course a goodly supply of Fireballs and your trusty sword. And I will reveal to you that there are other spells to be found around the castle as well — but use them with care and forethought!

"This too I will tell you, that the Castle has been split up into a number of sections surrounding the hidden location of the Prime Elemental that is your final goal. Each section is protected by a very special 'Guardian', which will require all your skills to despatch.

"Good luck! This could be your finest hour!"

And even as the old man spoke, Drinn was aware that the world seemed to shimmer brightly and then suddenly he found himself looking at a stone corridor inside the Castle of Illusions — facing the first door of a very long quest...

## PLAYING WIZARDRY

### LOADING THE GAME:

Cassette version; Press the RUN/STOP and SHIFT keys and let the tape run. Wizardry will then load in using a turbo-loader system, and the game will start automatically upon loading completion.

Disk version: The game is loaded by entering LOAD"\*\*,8,1 and will start automatically when loading is completed.

### CONTROLS:

This game is mainly played using a joystick (in PORT 2). You will be able to control Drinn using the joystick as well as using the fire button to cast spells, fire fireballs, etc. The joystick is also used to fight with your sword.

SPACE BAR

START GAME

KEYS 1 & 2

SCROLL FORWARD &  
BACKWARD THROUGH  
INVENTORY & CHOOSE  
OBJECT/SPELL

COMMODORE

UNLOCK A DOOR

SYMBOL KEY

(GO TO NEXT ROOM)

CTRL

RE-START GAME

### JOYSTICK CONTROLS

The usual left, right, forward, backward movements allow Drinn to move around the 3-D landscape of the Castle's interior.

**Fire button:** use to cast a spell or, say, fire a fireball. The button generally 'uses' or 'activates' whatever you have currently selected in your inventory (highlighted in light blue). Note that many spells, weapons, etc can only be used once (the sword is re-useable, though). So use them with care!

## PLAYING WIZARDRY

You are the apprentice Drinn facing the trials of your Loremaster in The Castle of Illusions. You will encounter many demons, wraiths, and other obstacles and puzzles in your search for the Prime Elemental. You will require every ounce of your skills as both a warrior and a sorcerer!

**Fighting:** To fight using your sword first select it (using keys 1 or 2), and then whilst holding down the fire button wiggle your joystick rapidly left and right whilst in contact with your foe. You will see Drinn's sword arm in action, and your success in combat will be indicated by the number of 'HITS' you achieve — your opponent's success is indicated by the number of 'WOUNDS' you receive (see the display at the bottom of the screen).

**Casting Spells:** Some spells require you to use them fairly accurately. Remember that if you are casting a spell at something (rather like firing it as you send it forth from your finger), then it is a good idea to line yourself up on one of the lines etched into the flooring. If you are successful in using a spell then you become filled with energy for a while and your tunic will turn purple. You can thus easily tell if your casting of a spell was successful or not. Similarly, if you activate something or tread on a magic glyph, etc, then success here will also be indicated by the change in colour of your tunic. So again, watch for that!

**Gaining assistance:** Unlike a text adventure, there is no 'help' command as such. However, you may find that the 'TELL TALE' spell is often worth casting. But be careful not to waste these spells — they can be your only way of determining how to despatch a Guardian other than by very laborious trial-and-error.

**General playing tips:** As mentioned above, try not to waste spells — it can often be better to out-run a foe than to use a spell. Frequently fighting with your sword can be a good option, but in some cases this can be disastrous as some opponents are, well, very strong indeed. To re-gain your energy you will find the 'HEAL' spells useful — but again, don't waste them. Useful objects and spells are often found in the caskets, but that is not always the case...Beware!

**Music:** Listen carefully to the sound track — it will often give vital clues as to what danger you're in, what to do, etc.

## DON'T READ THIS!

What follows is a guide to getting through the first section of The Castle of Illusion. Wizardry can be a complex and very challenging game to play, but its complexity is such that if you are having trouble 'getting started' you would be well advised to 'cheat' on the first section by reading the following. However, do try to play Wizardry from 'cold' first. It contains many complex puzzles whose solutions are not always immediately obvious — even when you've solved them! So if you encounter problems in the initial stages, perhaps the following will assist...

## Getting past the Minotaur...

1. Start from the very beginning of the game.
2. Go through the first door into the first main corridor, and then visit the first room on the right. Avoiding the spider (or using some method to halt his advance or kill him — experiment!), use the 'TELL TALE' spell to discover what spell is applicable to use where in this room.
3. The spell you want is hidden in a chest, well let's say about as far way as you can go at this moment...
4. Bring the spell back to this room (with a skull on the wall) and use it — remembering to stand accurately on one of the floors lines when casting the spell.
5. If you are successful (your tunic turned purple, yes?), then return to where you found the spell you just used. There you should find a secret entrance has been opened...go in...
6. Again, 'TELL TALE' will assist you in taking the next step — "walk right into it" (that's a clue).
7. You will appear elsewhere in the Castle, and here you want to come down the corridor and take the first door (lower side of corridor).
8. Get up to the far end of the corridor (upper right) and (as the 'TELL TALE' would have told you) you will find a rather useful glyph...
9. Now go back out the way you came in, turn right to enter a new room, use the magic door to go to another chamber, and then through the door there and you should now be able to get back to the first main corridor.

10. Now you should find a secret door has appeared close to where your quest began — enter and standing in the centre of the room you might try using a 'FIND IT' spell.

11. Found it? Good. Now you know what the 'TELL TALE' spell was trying to tell you in the first main corridor when it spoke of the Minotaur!

12. Go to the Minotaur, use the spell, and you're on to the next section of the castle.

Now you've only around 70 or so areas left to play and solve!

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