

KNIGHTS TV & COMPUTERS
108 ROSEMOUNT PLACE ABERDEEN
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INSTRUCTIONS FOR MZ-80A WIZARD'S CASTLE

Many years ago the GREAT WIZARD ZOT forged his orb of power. Later he vanished, leaving his castle filled with strange monsters, wonderful treasures, and the amazing ORB of ZOT...

CHARACTER:- You must make these decisions about yourself. RACE:- You may be an ELF, DWARF, MAN or HOBBIT. You may be male or female (be creative in your responses). You have three attributes: STRENGTH (ST), INTELLIGENCE (IQ), and DEXTERITY (DX). These may go from 1 to 18, (the higher the better). If any fall below 1 you are dead.

You also start the game with 60 GOLD PIECES (GP's). You may buy ARMOUR for 10, 20 or 30 GP's. The more you pay, the more damage the armour will absorb.

WEAPONS:- You may buy a SWORD, MACE or DAGGER, the more expensive the better. You may have one WEAPON and one suit of ARMOUR at a time. If you have 20 GP's left, you may buy a LAMP to allow you to look into adjacent rooms without going into them. FLARES:- FLARES cost 1 GP each, lighting one reveals the contents of all the rooms around your current position.

The castle consists of 8 floors with 64 (8x8) rooms on each level. If you go off the NORTH edge then you come on the SOUTH side, going off the EAST brings you on the WEST side, and going down from LEVEL 8 brings you to LEVEL 1. The only room that does not work like this is the ENTRANCE. Going NORTH from the ENTRANCE brings you out of the castle.

The rooms of the castle all contain one of the following objects or they are empty.

'E'-The entrance/exit of the castle (at 1, 4 level 1). '↑'-Stairs going up to the next level. '↓'-Stairs going down to the level below. '■'-A magic pool from which you may drink. '☒'-A chest which may be opened. '||'-A book which may be opened. 'f'-From 1 TO 10 gold pieces. 'F'-From 1 to 3 flares. 'W'-A warp which allows you to move to any room at random. 'M'-A monster. 'V'-A vendor who buys treasures or sell you armour, weapons or magic potions and a lamp, if you do not have one. If you attack a vendor you will make every vendor in the castle behave like a monster until you bribe one of them. If you kill a vendor you gain all his wares and 1 to 1000 GPs. '○'-A crystal orb into which you may gaze. 'o'-A pit down which you can fall into the room below. '♦'-One of the eight treasures.

On the map, the room you are in, is bracketed < > and with a flare you are in centre.

When you are asked 'YOUR MOVE' you must give one of the following commands:-

NORTH moves you North. SOUTH moves you South. (Remember North and South edges connect.) EAST moves you East. WEST moves you West. (East and West edges are connected). UP - Ascends stairs (there must be stairs in the room). DOWN - Descends stairs. DRINK - Drink from the magic pool, you may drink as often as you wish, but only if there is a pool in the room. MAP - Prints a map of the level you are on (unexplored rooms marked *). You may look at the map unless you are blind or fleeing from a monster. FLARE - Causes one of your flares to be lit showing nine rooms with you at the centre. LAMP - Lets you shine your lamp into a room North, South, East or West of you. Unlike flares a lamp may be used as often as you wish. OPEN - Opens the book or chest in the room you are in. GAZE - Causes you to gaze into a crystal orb. When you see yourself in a body heap you lose 1-2 points of strength. If you see the Orb of Zot, there is a 50% chance that it is correct. TELEPORT - Allows you to teleport straight to a room (you must have the Runestaff to Teleport). QUIT - Allows you to give up.

ALL COMMANDS ARE ABBREVIATED TO THEIR FIRST LETTER, EXCEPT DRINK WHICH IS 'DR'

If your IQ is above 15 you may cast a spell on a monster. The spells are:- WEB - Traps the monster in a sticky web for 2 TO 9 turns. This spell costs 1 ST point. FIREBALL - Hits the monster with a ball of flame that causes between 2 and 14 points of damage immediately. It costs 1 ST AND 1 IQ point. DEATH- SPELL - A contest of wills, whoever has the lower IQ dies at once. Very risky as monster IQ's may be above 18.

There are 8 treasures:- THE RUBY RED, Wards off the curse of lethargy. THE PALE PEARL, Wards off the curse of the leech. THE OPAL EYE, Cures blindness. THE GREEN GEM, Wards off the curse of forgetfulness. THE BLUE FLAME, Dissolves books stuck to your hands. THE NORN STONE, PALANTIR and SILMARIL have no special powers.

There are three curses:- LETHARGY, Gives the monsters the first attack and prevents you bribing them. LEECH:- Takes 1 TO 5 gold pieces from you each turn until you are broke. FORGETFULNESS:- Causes you to forget what you know about the castle.

There are many vendors around the castle who will sell you items at very much inflated prices. There are 12 types of monster in the castle, some are nastier than others, but they will all try to kill you. If you try to hit a gargoyle or a dragon, your weapon will break. Each monster has 1 TO 1000 GP's which you get when you kill it. One of the monsters also has the Runestaff. You must have the Runestaff before you can teleport. When you teleport into the room containing the Orb of Zot, the Runestaff disappears. The Orb of Zot is disguised as a warp. Entering this room causes you to move 1 room further in the same direction. If you leave the castle with the Orb of Zot you have won.

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