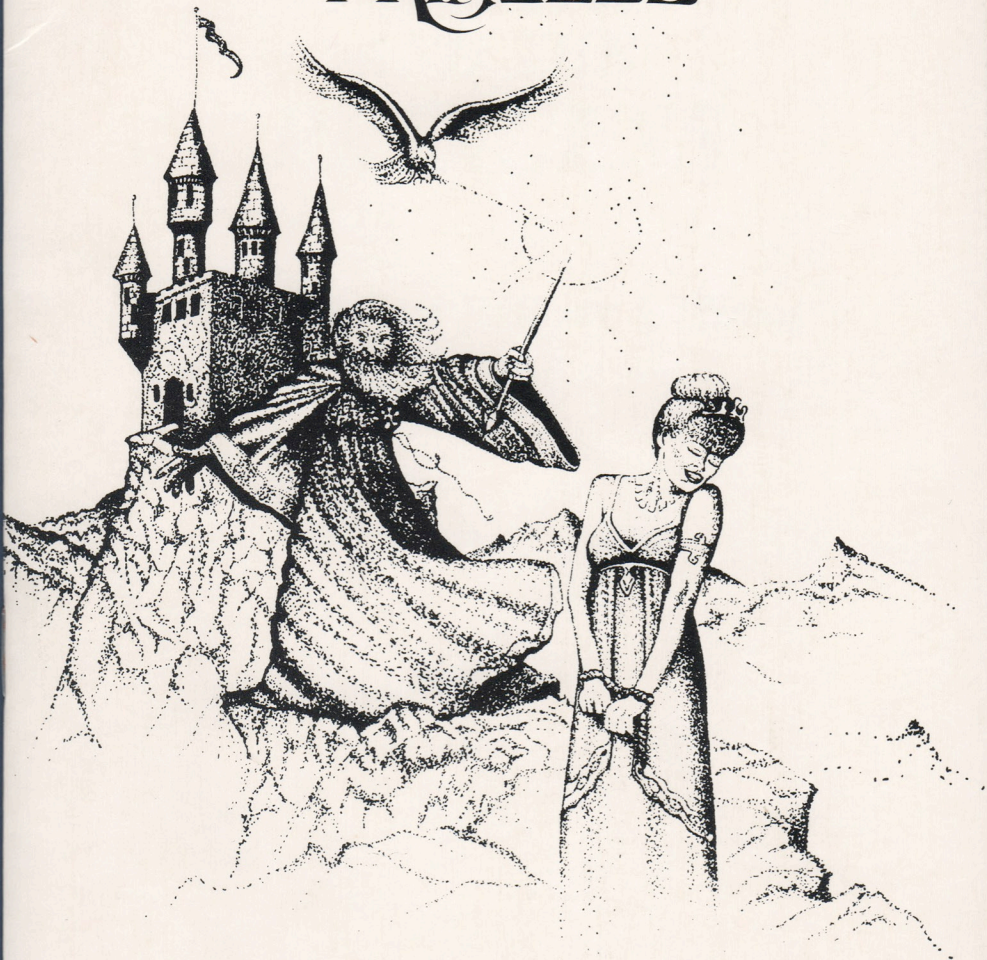


WIZARD AND THE PRINCESS[®]



**WIZARD[®]
AND THE
PRINCESS**

By Ken and Roberta Williams

*H*is bearded chin rested on his fists, a forefinger pointing toward his temple.

At a glance he appeared an old man, withered and wiry. But something shone from his eyes - secrets, dark secrets, evil secrets. And he began to speak:

"It was a time beyond history that I, Harlin the Malevolent, evil wearer of wizardry, faced the wanderer.

"Spells fell to bravery and cunning, and the fair Princess Priscilla was rescued.

"I called on the elements and created deserts and mountains to cross, oceans to sail and chasms to span.

"But I'd underestimated the wanderer's resourcefulness. Through logic and luck, he overcame my magical obstacles.

"He plotted his path meticulously, leaving no avenue unturned, no setting unexamined. He learned the passwords that magically opened paths where none existed.

"I conjured up all the evil and dangerous creatures within my powers to block his way.

"Still he pressed onward. His possessions were few to begin, but he learned quickly to use what he found along his way - sticks and stones, apples and crackers - to defeat my beasts of diversion.

"Finally, I took shelter behind my magic. At last, I believed, the wanderer was defeated. I rested too easily. In the final hours of his search, he made his way through the corridors of my castle and solved my magical mysteries.

"The princess was rescued; I was beaten.

"But I do not accept defeat forever! My magical powers remain intact - just as strong, just as evil.

"I can reverse the sands of time with a single spell and face a new adventurer - and this time I won't lose!

"Well then, my foolish friend, I offer the challenge. Should you accept, your only possessions will be a flask of water, a loaf of bread, a blanket and a knife.

"Many have tried to defeat me; only one has succeeded.

"So, you accept! Well then, welcome to the beginning of your end!"

With a boisterous cackle, he faded into time, only to be replaced by a vision far more fair: the Princess Priscilla.

"What the wizard Harlin warns is true - his magic is powerful and the obstacles great.

"But the journey is far from impossible. I can only offer you a computer and a few words of encouragement. All else you must do on your own."

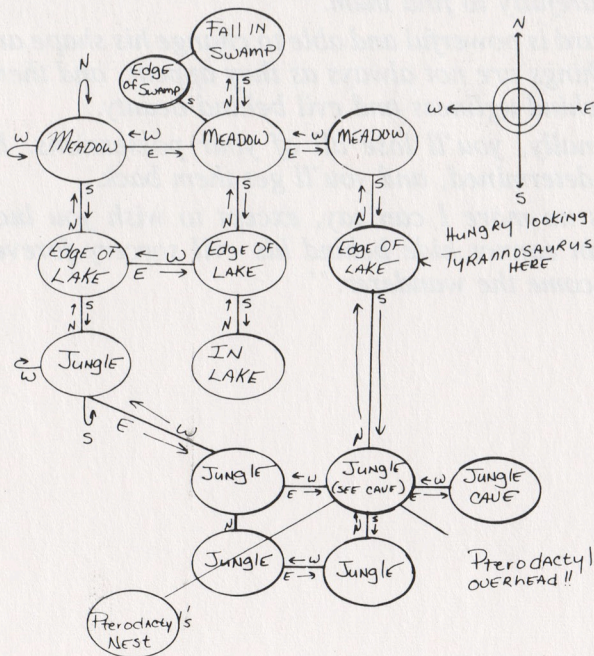
PLOT YOUR PATH OR PERISH

“The road to Harlin’s castle is long and the path confusing. You’d be wise to mark your progress on a map. Show where you’ve been and what you’ve done along the way.

“Take special care to map when you’re in a maze - the bane of all adventurers. It may be a tunnel or a cave, or just a repeating scene.

“Above all, try all directions. Otherwise, you’ll never know what helpful object might be found or what unlikely route should be taken to rescue me.

“I’ve enclosed a typical map for you to use.”



A LAST BIT OF ADVICE

“I do not know the exact path to the castle. I know only that it is long and dangerous.

“Remember though that the surest route is not always the straightest. The mountains may lie north through the desert, but your weapons may be hidden elsewhere.

“You may travel the same road several times before progressing further. Don’t be dismayed. It is part of Harlin’s evil wizardry.

“You’ll need passwords at certain points in the game. Watch and listen carefully to find them.

“The wizard is powerful and able to change his shape and that of others. Things are not always as they appear, and there may be beauty behind ugliness and evil behind beauty.

“Occasionally, you’ll lose all of your possessions. But be patient and determined, and you’ll get them back.

“There is no more I can say, except to wish you luck and speed; Harlin cannot hide behind his evil sorcery forever, for you have become the wanderer.”

NOTES

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WIZARD AND THE PRINCESS®
IBM PCjr - PLAYER GUIDE
BY CHRIS IDEN AND JEFF STEPHENSON

LOADING INSTRUCTIONS

1. Label side up, insert your Wizard and the Princess disk into the drive and close the door.
2. Turn the power on to the monitor, then the computer. In a few moments your adventure will begin.

WISE COMMANDS FOR THE HERO

Unless otherwise stated, follow all commands with the ◀ENTER▶ key.

Your computer is a steadfast companion, but it only understands simple commands of one or two words. To move from place to place, type a single letter:

North ◀N▶
South ◀S▶
East ◀E▶
West ◀W▶
Up ◀U▶
Down ◀D▶

If the computer questions your directions, offer something more specific. To enter a cave, type:

◀GO CAVE▶

There will be many things along your path. So be watchful! To see a scene better, press:
A detailed description may appear.

◀LOOK▶ or ◀F2▶

To get a closer look at a tree, type:

◀LOOK TREE▶

If there is more description than there is room for on the screen, the computer will print the first four lines and beep. To see the remaining text, press:

◀SCROLL LOCK▶

If you see an object that could be useful, a ring for instance, pick it up by typing:

◀GET RING▶

Then, if you later decide to leave it behind, type:

◀DROP RING▶

Along the way, you may meet others who may or may not have clues for you. Command them to speak; type:

◀TALK GUARD▶

Sometimes you may wish the computer to take direct action. Example: type command:

◀CUT TREE▶

The computer asks, "WITH WHAT?" You answer the computer with:

◀WITH AX▶

You may look at what you are carrying at any time. To get the list, type:

◀INV▶ or ◀F5▶

If you desire to look into the past, you can review the previous 24 lines of commands and descriptions. Press:

◀F1▶

To return to the scene, press:

◀F1▶ (again)

If you err in making a command, the key will erase it.

◀ESC▶

MAGIC OF YOUR OWN

Here is a bit of wizardry for you. It is called "saving a game." It allows you to take a rest or come back if you die.

Part One - Getting Ready

You only perform this step once. Use either a blank disk or one with information you do not need. This disk will be your "saved game disk."

When the adventure game appears on the screen, take out your Wizard and the Princess disk and insert your "saved game disk" into the disk drive. Then, in the space for commands,

TYPE ◀INIT DISK▶

The computer will initialize the disk and tell you to reinsert your Wizard and the Princess disk in the drive.

Part Two - Saving a Game

When you want to rest or have reached a crossroad, save your game.

TYPE ◀SAVE GAME▶ or PRESS ◀F3▶

The computer will ask you to insert your "save game disk." Type in a letter from A to S to label your saved game.

The computer will tell you to take out your "saved game disk" and replace it with your Wizard and the Princess disk. Now you can carry on with your game.

Part Three - Restoring a Game

You will want to restore the game after a rest or if you should die. Insert your Wizard and the Princess disk and turn on the computer. When the first scene appears,

TYPE ◀RESTORE GAME▶ or PRESS ◀F4▶

The computer will tell you to insert your "saved game disk." Then type the letter of the game you wish to restore.

Now, reinsert your Wizard and the Princess disk.

PRESS ◀RETURN▶

The scene that you saved will reappear on the monitor.