

ULTIMATE WIZARD™

100 Levels of Action and Strategy. Plus a Built-In Construction Set

A STRANGER IN A STRANGE DUNGEON.....	1
ULTIMATE WIZARD HINTS AND TIPS.....	2
General Tips.....	2
Dungeon Hints.....	2
ULTIMATE WIZARD CONSTRUCTION SET.....	6
Creating Your First Dungeon.....	6
Placing Objects in the Dungeon.....	6
Placing Sliding Stairs.....	6
Placing a Treasure Matrix.....	7
Placing the Wizard in the Dungeon.....	8
Choosing the Wizard's Spells.....	8
Changing Object Colors.....	9
Selecting Monsters.....	9
Positioning Your Monsters.....	11
Saving Your Dungeon.....	11
Loading Your Dungeon.....	11
MONSTER SPRITE TYPES & ANIMATION LENGTHS.....	12
UWCS TROUBLESHOOTING.....	13

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A STRANGER IN A STRANGE DUNGEON

You're the talk of the village, a true success story, your mother brags to all her friends, "My son the Wizard..." And yet, you're not happy. Throwing fireballs, freezing birds in flight, turning newts into princes, and vice versa just doesn't seem exciting anymore. You want to be the best, the hottest Wizard in all the land. You want to be the Ultimate Wizard!

No easy task, this Ultimate Wizard business; even for a magic-wise bloke of your caliber. But you're determined to try, even though becoming an Ultimate Wizard requires a visit to the dreaded Dungeons of Kaytel. The Dungeons of Kaytel (a name that makes even the most stalwart sorcerers wish they had chosen another line of work), ruled by the Shadow Lord and his minions. Fraught with boobytraps, pitfalls, evil magic, and...wealth beyond belief.

So much wealth you can hardly stand it! Why, just a few minutes in there scooping up treasures and you'll finally be able to open that chain of fast-spell shops you've always dreamt of - Spell in a Box. But can you do it? Do you have what it takes to be the Ultimate Wizard? Don't just stand there scratching your head, find out! And good luck...



ULTIMATE WIZARD HINTS AND TIPS

It's not hard to be a Wizard, but becoming an **Ultimate Wizard** takes time and practice. Don't give up if you have trouble jumping or casting spells in the beginning. These features take some getting used to. Making mistakes and losing a few Wizards is all part of the learning process. Soon you will be moving the Wizard smoothly and swiftly through the beginner dungeons, and before you know it, moving on to the advanced dungeons to face new levels of excitement and frustration. The following sections provide some helpful hints that will help you (eventually) master all 100 levels.

General Tips

Remember that the Wizard is able to jump fairly far up, left, or right. Be careful not to jump down from too great a height. Walking off a brick (even with only one space below) is sure to be fatal. Also, don't jump off mps that have too much empty space beneath them, and don't walk off ladders unless there's something to walk on.

Avoid minsters, trap doors, pits, burning fires, skull & crossbones, and other dangerous objects scattered through the dreaded Dungeons of Kaytel. Use magic portals to teleport around whenever possible because the Wizard is safe while using these. You can use the joystick to move the Wizard back and forth during a teleport, but for survival's sake, be careful not to stop the Wizard in the middle of a solid object or mid-air! Exit from teleports by pressing the **Fire Button** and pushing the joystick forward as if to jump.

Dungeon Hints

To give you an extra edge, here are four examples of playing dungeons from various levels.

SHADOW LORD: Shadow Lord is a good dungeon in which to practice jumping, climbing, casting spells, and avoiding bad guys. The first thing to do in Shadow Lord is to get the key. Taking the key gives the Wizard an invisibility spell with which he can foil even the formidable Shadow Lord.

The Wizard appears in the Shadow Lord dungeon on a suspended platform in the center of the screen. Take the left-hand ropes and ladders all the way to the bottom of the screen and grab the key and surrounding treasure. Now you can climb back up and make a leisurely sweep of the remaining dungeon treasures. Avoid the Shadow Lord as much as possible, saving the invisibility spell for an emergency. If the Shadow Lord happens to corner you, invoke



the invisibility spell (see the Command Summary Card), and you can walk right through your antagonist. Once you have confiscated all of Shadow Lord's wealth, make your way to the keyhole at the lower-right of the dungeon. Jump up and touch the keyhole to move to the next dungeon.

THE THIEF: This dungeon is a test of patience and agility as you avoid an unrelenting thief who threatens your well-being, and as you jump over the lair of a killer-cockroach to retrieve the key to the dungeon.

The Wizard appears on the bottom level of this dungeon, and the thief on the top level. As soon as the thief senses the Wizard's presence, he will begin making his way downward. Move immediately right toward the cockroach's lair and the key. Mount the stairs that lead up to the edge of the cockroach pit and get as close to the edge as you can without falling in. Now jump to the right, onto the rope that hangs directly above the cockroach's slavering mandibles. Ignoring the cockroach's hungry glare, jump to the right again, onto the opposite edge of the pit, walk down the stairs and pick up the key. You now have three Fireball spells.

By this time, the thief may have made his way to the bottom level. His patience will soon wear thin as the Wizard hides safely on the opposite side of the cockroach's lair, and he will move back up to the upper levels. Jump back across the cockroach pit and wait at the bottom of the ladder. When the thief starts to come down the ladder for you, toss him a Fireball. Once you've cremated the thief, you can collect his treasures around the dungeon. You'll need to use the ropes to reach the keyhole on the mid-screen level.

WIZERCISE II, JUMP & LEAP: It takes the grace of a ballerina and the agility of a trapeze artist to make it through this one unscathed. Many of the treasures on this level will go uncollected as you strive to exit the level alive.

The Wizard appears on the top level in this dungeon, to the right of a row of pits, each of which contains a deadly skull & crossbones. The only way off this level is to traverse the pits, and catch the left-hand elevator down to the next level. Move the Wizard next to the first pit and jump left, onto the lip of the pit. (If the Wizard is too close to the pit, he won't be able to jump high enough, so give him a small running start.) Move as close to the left edge of the pit as you can without letting the Wizard slide in. (A good rule of thumb is to align the Wizard's hat with the skull & crossbones above him.) Now jump left, across the pit, and be sure to re-center the joystick so the Wizard doesn't slide into the next pit when he lands. Keep doing this until you have jumped over all the pits and you are on the left side of the top level.



Now hop onto the left-hand elevator, and hop off again at the next level. Enjoy the safe walk across this level, and catch the right-hand elevator to descend into more danger. Hop off the elevator at the bottom level. Now comes the trickiest maneuver in your career as a Wizard. You must jump to the left, across the bubbling lava, to land on the small suspended platform. On the platform however, is a continually opening and closing gate that will make mincemeat of the Wizard if you don't time it just right. Jump when the gate is beginning its up-swing, and when you land on the platform, duck through the gate scooping up treasures as you go. Without a seconds pause, leap off the left side of the platform and onto the left bank of the lava pool.

Walk toward the left edge of the platform and at the last minute, leap onto the rope that leads down to the key. Climb all the way down until you're at the end of your rope, but don't let go because there's a hungry amoeba pacing back and forth just below. Wait until the amoeba is on the left side of the Wizard and leap off the rope to the right. Make another jump to snag the key and the treasure. The key gives you three Fireball spells, and if you have time, you can lob one onto the amoeba. In all likelihood, you won't have time to cast a spell so leap back over the advancing amoeba to the left, and then jump up onto the rope. Go back to the right, and get rid of the opening and closing gate by using a Fireball. Now you can cross over the lava pool with ease. Jump over to the the right-hand rope, shimmy down, and put the key in the keyhole.

INDIANA WHO?: On first inspection, it looks as though there is no way to get through the Indiana Who? dungeon. However, through the magic trickery of the Shadow Lord and his cronies, each time you take a treasure a new facet of the dungeon is revealed.

The Wizard appears on the level in the middle of the screen. Go to the right and leap onto the stairway that leads up to the dead end. At the top of the stairway, leap left, grab the treasure, upon which a rope leading to a treasure suddenly appears. Go back down the stairway, and drop onto the stairway that leads to the lowest level. Go left and jump onto the rope that leads up to the treasure in the dungeon ceiling. When you grab the treasure, a dead end opens.

Shimmy back down the rope and go back up to the second level. Continue left and leap across the firepit, grabbing the treasure as you do. The keyhole now appear on the bottom level. Continue left, and up to the top level and grab the treasure that waits there. Go all the way back down to the bottom level, leap over the Lava Troll grabbing the treasure as you do, and get the next treasure right before the stairway. The last dead-end disappears and opens the top level.



Work your way back up to the top level and head for the treasures. Grab the first treasure, and as soon as you grab the second treasure, stairs leading to the keyhole appear. Run back the way you came because now you have a two ton boulder hot on your trail. Run all the way to the bottom, over the Lava Troll, up the stairs, and grab the left treasure to make the key appear. Now run back down the stairs and wait at the edge of the dip in the dungeon floor. The boulder should now be passing over the Lava Troll's lair. As the boulder rolls towards you down the stairs leading from the Lava Troll's lair, take a flying leap on the right; right over the boulder. Now run all the way to the top level and grab the key.

Make your way back down the the second level, and wait near the first level entrance until the boulder is on the far left of the dungeon. Drop down to the bottom level, and wait at the edge of the dip in the dungeon floor in the same way you did on the left side of the Lava Troll's lair. Again, when the boulder rolls towards you down the stairs (this time coming from the left), leap to the left, over the boulder. Jump over the Lava Troll, run up the stairs, and put the key in the keyhole!



ULTIMATE WIZARD CONSTRUCTION SET

The *Ultimate Wizard* disk comes with the *Ultimate Wizard Construction Set* which lets you build your own dungeons. To use *UWCS*, choose **CONSTRUCTION** from the Main Menu. After a few moments the *Ultimate Wizard Construction Set* title screen will appear. At that point insert your own blank, formatted disk for saving the levels you create or change (see your C64/128 User's Guide for instructions on formatting disks). See the Command Summary card for *UWCS* commands, and press any key to begin building levels.

Creating your first dungeon

UWCS begins by asking what dungeon level you would like to build or edit. Enter the number 40 (the first of the CUSTOMIZED series) for your first dungeon by typing 40 and pressing **Return**. Answer Yes at the "New Level?" prompt. Next the program displays the *UWCS* editing screen. The editing screen is where you make changes to your dungeon.

Across the bottom of the screen are all the objects you can place in your dungeon. The + and - keys scroll the dungeon objects to the right or left. Objects that are ready to be placed in the dungeon should be positioned below the three arrows at the bottom center of the screen. The editing cursor is located in the upper left-hand corner of the screen and can be moved around by using the arrow keys.

Placing objects in the dungeon

To place objects (stairs, walls, fires, etc.) in the dungeon, use the cursor keys to position the cursor above your selected location and press the Spacebar to place the selected object. Use the **DELETE** key to erase objects under the cursor.

Placing sliding stairs

You can place up to three sliding staircases in a dungeon. First, place the stairway that you want to be a slide, then enter Slide mode. In Slide mode you are presented with three choices: Display, Change/Add, or Remove.

Select Change/Add to make a normal stair section into a sliding stair section. Now move the cursor to the top of the stair section where the slide will begin and press **Return**. Place the cursor on the next section down and press **Return**. Next enter a number from 1 to 7 seconds for the stairs to change to a slide. Finally, enter a number from



1 to 15 seconds for the slide to remain as normal stairs and press **Return**. **Change/Add** also lets you change the parameters for an existing staircase.

Display shows all the sliding stairs that have been placed in the dungeon thus far and **Remove** returns a sliding stair to normal.

Placing a treasure matrix

A treasure matrix lets you place treasure that will cause a reaction when it is taken by the Wizard. For instance, you can create a treasure matrix that when the Wizard grabs the treasure, the key appears. Or if you are feeling mean, you can make a hole suddenly appear beneath the Wizard. You can use Treasure Matrix mode only after you have already placed a treasure in the dungeon.

A treasure matrix is a six character grid that is three characters long and two characters high. Enter Treasure Matrix mode and again you are presented with the **Display**, **Change/Add**, or **Remove** options. These options work exactly as they do in Slide mode.

Select **Change/Add** to place a treasure matrix in the dungeon, and place the cursor above the position in the dungeon that will mark the upper-left corner of the matrix grid. The lower portion of the screen now changes to show a small representation of the matrix grid, the matrix commands, and the objects you can place in the grid. Now type a number from 1 to 6 to choose the grid position for the first object. The grid positions are numbered so that number 1 is the upper-left grid corner, and number 6 is the lower-right. Scroll left or right to choose the object and press the **Spacebar** to place the object in the selected grid position. Objects may be placed in any order, but one of the objects must ultimately be a treasure. Press **Return** when done.

Select the matrix color and press **Return** to confirm. All objects in a matrix are the same color. Now you can move the cursor to a new position and duplicate the treasure matrix if you want. Press **Return** to end **Change/Add** mode.

Use **Change/Add** to edit an existing treasure matrix. Remove objects from the matrix by replacing them with periods (.). You can also make the matrix erase existing dungeon objects (like the floor beneath the Wizard), by placing spaces in grid positions that overlap other dungeon objects.

Use **Display** to show the treasure matrices that have placed in the dungeon, and use **Remove** to erase a treasure matrix.

Placing the Wizard in the dungeon

The next thing to place is the Wizard. Enter Wizard Placement mode, then use your joystick to select the wizard's position. The wizard's feet should rest directly above a brick. If you start the Wizard in midair, the dungeon will be completely useless. If you are careful, you can start the Wizard on a rope or a ladder. Press **Fire** when you are finished positioning the Wizard.

Choosing the Wizard's spells

Enter Spell Placement mode and use the + and - keys to scroll through the available spells. Spell types are as follows:

FIREBALL:	Kills any monsters that it hits.
MAGIC MISSILE:	Kills any monsters that it hits.
DISINTEGRATE:	Kills any monsters that it hits.
ENCHANTMENT:	Kills any monsters that it hits.
FREEZE:	Temporarily freezes monsters that it hits.
INVISIBILITY:	Makes the Wizard invisible and invulnerable.
TELEPORT:	Magically transports the Wizard down to the next brick.
FEATHER FALL:	Safely drops the Wizard down to the next brick.
LEVITATE:	Safely lifts the Wizard up to the next brick.
HASTE:	Speeds up the Wizard and all monsters.
SLOW:	Slows down the Wizard and some monsters.
NONE:	Choose this spell for those levels on which you do not want the Wizard to have a spell.

After choosing the spell type, press **Return** and enter the number of spells (up to 9) to give the Wizard. Press **Return** to confirm the number of spells.



Changing object colors

If you prefer another color scheme for your dungeon, you can change the colors for ladders, ropes, bricks, and portals. To change brick color, press **Control-1**; to change ladder color, press **Control-2**; to change rope color, press **Control-3**; to change portal color, press **Control-4**. The colors of the key, keyhole, and inner portals are fixed colors that can't be changed.

Selecting monsters

Finally, you must select and assign the monsters for your dungeon. You can have up to six monsters in a dungeon. Each monster in the dungeon is assigned a number from 0 to 5. To set up monsters, enter Monster Mode from the *UWCS* editing screen and enter the number (0 to 5) of the monster you want to set up. After you press **M**, *UWCS* goes into monster mode where you are presented with the current monster's name and attributes. There are four monster attributes that are listed like this:

Lava Troll

Monster Type: 12

Sprite #: 81

Animation Length: 2

Color #: 8

Each monster attribute can be edited individually by using the cursor keys to highlight the attribute you want to work with. For instance, with **Monster Type**, highlighted, press the right cursor key to move to the **Sprite #** attribute.

You can assign the 6 monsters to use in your dungeon from 20 types of monsters in *UWCS* by using the **+** and **-** keys to scroll through monster types. Once you have chosen the monster type, press the Spacebar to select the monster's default settings. Or use the cursor key to edit the other attributes individually. For instance, you can change a falling rock into a falling 16-ton weight by using the falling rock's type, but the 16-ton weight's sprite number and animation length.



1. ARROW
2. BAT
3. GHOST
4. EVIL WIZARD
5. WITCH
6. FALLING ROCK
7. ELEVATOR (safe)
8. LAVA
9. PIT
10. TRAP DOOR

11. SLIDING GATE
12. LAVA TROLL (his hand only)
13. ROLLING ROCK
14. GIANT RAT
15. SCORPION
16. SLIME
17. GIANT SPIDER
18. SHADOW LOARD
19. THIEF (steals treasures)
20. WIZARD'S CAT (eats giant rats)

The colors available for your monsters include:

0. BLACK
1. WHITE
2. DARK RED
3. CYAN
4. PURPLE
5. DARK GREEN
6. DARK BLUE
7. YELLOW

8. ORANGE
9. BROWN
10. LIGHT RED
11. DARK GRAY
12. MEDIUM GRAY
13. LIGHT GREEN
14. LIGHT BLUE
15. LIGHT GRAY

You can use monsters that are darker, less visible colors to increase the challenge. **Do not** use CYAN (color 3), because monsters that are this color will not affect the Wizard.

When all of the monster's attributes are set to your satisfaction, you can assign the attributes to the monster number that you picked earlier by using the Assign command. (See you Command Summary.)



Other functions available in monster mode include:

- **M** - select new monster to edit
- **CLR** - erases all monsters
- **X** - Exit monster mode

Once you have set up your monsters, you are ready to leave monster mode and place the ferocious denizens in the dungeon.

Positioning your monsters

After leaving monster mode, press **P** to position the monsters in the dungeon. The first thing *UWCS* asks for is the monster type. Enter a monster type of 0 through 5 and then use the joystick to position the monster and press **Fire** to drop the monster in place.

Note: You do not have to use the joystick to position arrows or falling rocks.

Saving your dungeon

Now that you're finished building your dungeon, hold the **Control** key and press **S** to save the dungeon. When the computer asks for the screen number again, type in 40 and press **Return**. Now enter a title for the dungeon, up to 20 characters long. Press **Return** and the dungeon is saved to your data disk. **Do not** save any levels on your *Wizard* game disk.

You can save up to 60 dungeons on a single disk. If you want to remove a dungeon, save a new dungeon with the same number and the old dungeon will be erased. If you don't have a dungeon to save over the unwanted dungeon, create one with just a key and a keyhole to fill the gap.

Loading your dungeon

To play dungeons that you have saved, type **CTRL-X** from the *UWCS* menu. The *Wizard* title page is now displayed again, and the main menu soon appears. Insert the *Wizard* game disk and select **PLAY THE GAME**. After a few moments the game program loads and another menu opens, offering the six game options from Beginner to Mystery. Select **CUSTOMIZED**, and dungeon 40 loads first. **Make certain** you insert the disk containing your own dungeons **before** you press the **Fire** button to start the game.



MONSTER SPRITE TYPES & ANIMATION LENGTHS

Monster Type	Sprite Type	Animation Length
1. Arrow	101 or 103	0
2. Bat	57	3
3. Ghost	54	0
4. Evil Wizard	51	3
5. Witch	56	0
6. Falling Rock	106	3
7. Elevator	104	2
8. Lava	111	2
9. Pit	94	2
10. Trap Door	96	3
11. Sliding Gate	99	0
12. Lava Troll	81	2
13. Rolling Rock	109	2
14. Giant Rat	85	2
15. Scorpion	90	3
16. Slime	76	4
17. Giant Spider	64	3
18. Shadow Lord	47	3
19. Thief	60	2
20. Wizard's Cat	87	2



The following monster objects can use any of the Types listed above. For instance, use type 14 with the Fireball Sprite and Animation Length to create a Fireball that behaves like a Giant Rat.

- Hailstone	84	0
- 16 Ton Weight	115	0
- Falling Brick	50	0
- Fireball	118	2

UWCS TROUBLESHOOTING

If you build a dungeon and cannot play it, there are several things that could be wrong. The following checklist may help you locate the problem.

- Did you actually save the dungeon with the CTRL-S command?
- Did you save the dungeon on the correct disk?
- What number did you use to save the dungeon? CUSTOMIZED game options are numbered from 40 to 99.
- Is the directory for your UWCS data disk intact (see your computer's users manual for instructions for checking the disk directory)?
- Was your UWCS data disk in the disk drive when you pressed the Fire button to start the game?

If after checking against the checklist your dungeon refuses to load from the main menu, you may have a defective or damaged disk (see your computer's users manual for instructions on dealing with damaged disks).



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