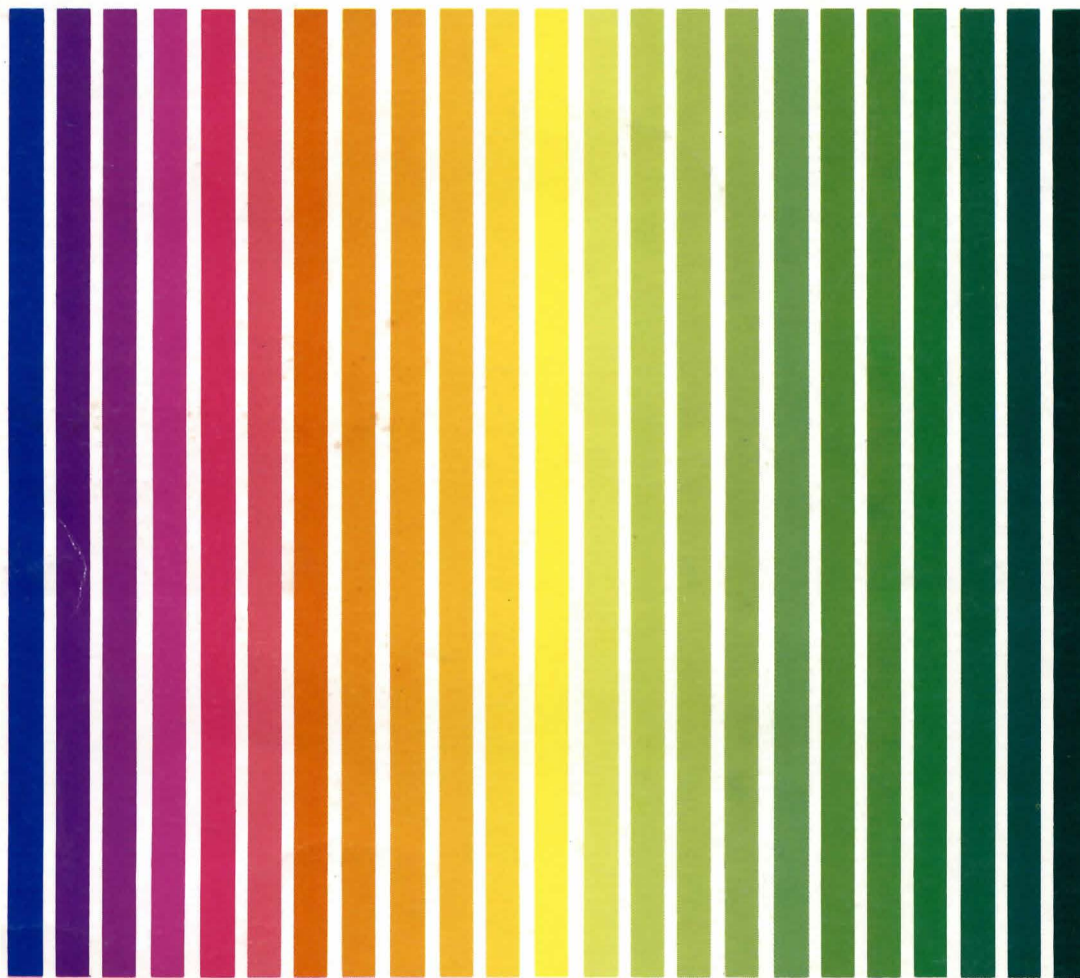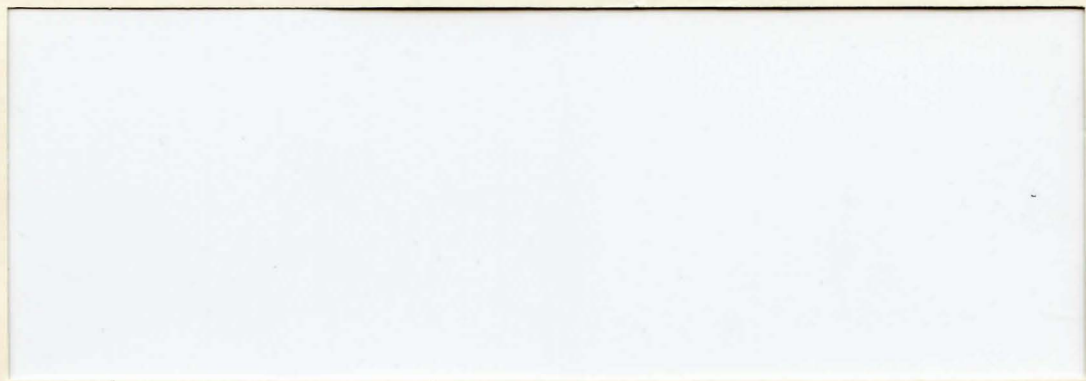# APX
ATARI® PROGRAM EXCHANGE

WIZARD'S GOLD

Find a hidden bar of gold
a text adventure game (preteens and up)

Diskette: 24K (APX-20020)

User-Written Software for ATARI Home Computers

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WIZARD'S GOLD

Program and Manual Contents © 1982 ATARI, Inc.

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GAME OVERVIEW

Inflation is making a farce of your plans to buy a vacation home in St. Moritz and tool around town in a Bugatti. You've tried keeping up by investing in California real estate, wildcat oil wells, and deutsche marks. It's hopeless--you're still falling behind. At your club's monthly dinner dance, the couple discoing next to you breathlessly discuss a castle along the Rhine rumored to have a ten-pound bar of pure gold hidden somewhere in its catacombs. "That's it!" you tell yourself. I'll combine my business trip to Frankfort tomorrow with a side trip to this castle and come up with some way to write off the whole trip as a tax deduction. Once you touch down in Germany, you cancel your flight to Frankfort and head straight for the castle instead. You pay off your tour guide at the castle gate, and wander into the castle on your own. You start out in a typical castle bedroom, but soon your hopes are lifted--no castle can be this weird unless it has something to hide. You go for the gold! (P.S. The disco couple neglected to mention one thing. It seems the gold belongs to the castle's resident wizard. He had to fend off all the king's knights to steal his treasure and he's not about to give it up so you can buy a house and a car.)

WIZARD'S GOLD belongs to the family of games called Adventure. These are maze games in which descriptions of your current surroundings display on your video screen. This game uses text only--no sound, motion, color, or graphics.

REQUIRED ACCESSORIES

24K RAM
ATARI BASIC Language Cartridge
ATARI 810 Disk Drive

GETTING STARTED

1. Turn on your first (or only) disk drive and insert the game diskette.

2. Power up your computer and turn on your video screen.

3. At the READY prompt, type RUN "D:WIZARD" and press RETURN. The program will load into RAM and begin.

The first display screen

You'll see the message WELCOME TO ADVENTURE, followed by a description of your locale and your task and a summary of game instructions. Once you press the RETURN key, your adventure begins!

PLAYING THE GAME

So you're determined to find that bar of gold. You'd better start looking quickly and think about your escape route at the same time, because you'll soon discover you're not alone. Move around by entering any of these one-letter commands:

    U for up
    D for down
    N for north
    E for east
    S for south
    W for west

Try drawing a map of the castle's various chambers if you become too confused.

You'll encounter objects like books and lamps as you wander around. It's often wise to take these along with you, for you'll find them useful in other locations to help you escape or to protect you from unexpected dangers. Take and use these objects by entering two-word commands, such as TAKE BOOK and TURNON LAMP. Some players prefer to discover for themselves the verbs used in these commands, while others are impatient with this aspect of Adventure games. For these latter players, there's a list of the verbs used in WIZARD'S GOLD at the end of these instructions.

If you're stumped, ask for a clue by typing HINT. To redisplay the description of your immediate surroundings, type L for "look around", and to request a list of all the objects you currently have with you, type I for "inventory". You can also request a summary of these instructions at any time by typing HELP.

One more thing. WIZARD'S GOLD has some secret words, which, when used at the right time and in the right place, can effect wondrous results.

SCORING

There's only one way you can win at playing WIZARD'S GOLD--by finding the bar of gold and getting out alive!

RESTARTING AND REPLAYING THE GAME

You can interrupt the game at any time and start over by first pressing the BREAK key and then typing RUN. If you manage to succeed in your mission but are so foolish as to want to relive your adventure, simply type RUN.

VERB LIST

DROP
EAT
MOVE
OPEN
PLAY
READ .
RIDE
SAY
TAKE
TURNOFF
TURNON
UNLOCK
WAVE

MOVEMENT COMMANDS

U (up)
D (down)
N (north)
E (east)
S (south)
W (west)

OTHER COMMANDS

HINT for some helpful information
HELP for the game instructions
L for a description of your immediate surroundings
I for your list of objects

VERB LIST

DROP
EAT
MOVE
OPEN
...
RIDE
SAY
TALK
...
UNLOCK
WAVE

MOVEMENT COMMANDS

U (up)
D (down)
N (north)
E (east)
S (south)
W (west)

OTHER COMMANDS

SIZE: for some helpful information
HELP: for the game instructions
LOOK: description of your immediate surroundings
I: for your list of objects

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You void this warranty if the APX product: (1) has been misused or shows signs of excessive wear; (2) has been damaged by use with non-ATARI products; or (3) has been serviced or modified by anyone other than an Authorized ATARI Service Center. Incidental and consequential damages are not covered by this warranty or by any implied warranty. Some states don't allow exclusion of incidental or consequential damages, so this exclusion might not apply to you.

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1. Name and APX number of program _____

2. If you have problems using the program, please describe them here.

_____

_____

_____

3. What do you especially like about this program?

_____

_____

4. What do you think the program's weaknesses are?

_____

_____

_____

5. How can the catalog description be more accurate and/or comprehensive?

_____

_____

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program?

_____ Easy to use
_____ User-oriented (e.g., menus, prompts, clear language)
_____ Enjoyable
_____ Self-instructive
_____ Useful (non-game software)
_____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

_____

_____

_____

9. What revisions or additions would improve these instructions?

_____

_____

_____

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

_____

_____

_____

11. Other comments about the software or user instructions:

_____

_____

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