



# Wizard's Crown

A dozen mazes await the intrepid demon-slayer who sets foot in the land of Arghan, where an eight-member party struggles to wrest a magic Crown from Tarmon and return it to the Fellowship of Wizards. Tactical combat is more important than magic, which plays a minor role in this ambitious effort to combine war-gaming with role-playing. You have exceptional freedom in character development and may spend experience points to boost specific skills or traits. You can spend gold to increase others. Characters may mix classes to become Fighter-Sorcerers, Priest-Thief-Fighters, or other exotic combinations.

In combat you individually direct each character's actions in a variety of aerial-view settings that can last from 15-45 minutes. Weapons inflict three types of wounds—bash, cut or thrust—and your warriors must improve their skills in these and other fighting skills. The "quick combat" option is over in seconds, but won't let you employ certain powerful items. Role-playing veterans with an interest in tactical gaming (or war-gamers curious about fantasy gaming) may enjoy battling with swords instead of tanks, but the overly complex interface—which is so complicated, authors Paul Murray and Keith Brors gave it help menus!—may intimidate anyone else. Graphics, animation and sound effects, however, are rather simple.

## The Walkthrough

### Character Creation

For each new character, *tqfoe bu mfbtu gpsuz-gjwf qpjout* for life, 10 for initial Strength, 12 on Dexterity and the rest on Experience to improve Weapons Skills. Have four characters concentrate on *Gjhiujoh Tljmnt* for now. Two should develop bash-type Weapons Skills, while the others focus on cut-type weapons. Arm the rest with bows or spears. (Unlike crossbows, bows don't have to be reloaded in combat, so the bow's attack-strength is slightly higher.)

One character should focus on *tpsdfsz* and spend points on Evaluate Magic. *Npofz* is the most important thing in the game, so have your Thief improve his *Ibhhmjoh* and he'll get better prices when you

sell things. Your Fighter-Ranger should have high Scan and Stealth Skills to avoid being ambushed, and he should be the point-man. Create a *Uijfg-Qsjftu* and give all his points to Karma (at least 60 so he can Raise the Dead) and Haggling. As soon as a Fighter-Priest can Raise the Dead, substitute him for the Thief-Priest.

### Party Formation

While every class is needed, the Priest is most important. Don't create a character with *fwfsh qspgfttjpo*; he'll just be a liability. Preferably each character should have two professions: Fighter and either Ranger, Thief, Sorcerer or Priest. You can get by with a pure Priest or Sorcerer, but combat

dominates this game system. A recommended team: one Fighter-Ranger, one Fighter-Thief, two Fighter-Sorcerers and four Fighter-Priests.

### Character Development and Skills

After combat, sell the loot and visit the **Usbjojoh Hspvoet**. Unless you've done poorly against the monsters, it is easier to build up skills by **qbzjoh gps usbjojoh**. Save your experience points for advancing Dexterity and Strength. Build Dexterity to 18-20 before working on Strength. The most you'll need for Life is 45 points. While still fighting in the town, you can get by with Weapons Skills of 100. Forget about **Tljfme Tljmm**, which is a hindrance later on. While still in town you won't need Treat Poison, Read Ancient or Swimming. Don't work on First Aid, Alchemy and Track if you have other things to do first. Turn Undead and Alchemy are marginal.

### Equipment

Don't buy it—you can get better gear by **efgfbujoh nptufst**. Magical weapons can be enhanced at the Magic Shop, but you need 50 gold, not silver and other change that amounts to that figure. Just visit the Moneychanger first. Don't do this until you've first built up important skills at the Training Grounds. And buy gear you will discard later, such as leather armor.

### Combat

Monsters always appear on the **sjhiu** side of the battlefield, so position your hardest Fighters on that side of your team and put Archers behind them. Golems are almost impossible to kill except with a **Hpmfn Tubgg**, found in the **nbotjpo**, but you won't meet any until you reach that area. They are easy to run from, which is the best tactic. You'll meet Ward-Pact Demons in the advanced stages, and within that group each is immune to all but one type of weapon damage: Cut, Bash, or Thrust. (That's why each Fighter-type should concentrate on a particular one of these skills.) Save the game after each successful combat. If you flee and leave anyone unconscious on the battlefield, he won't be killed (unless he was already dead), but **xjmm cf spcfe**.

### Magic

Magic is most useful as a defense against other magic. The most important spells against other magic-users are **Dpvoufsnbhjd**, **Ejtqfm Nbhjd boe Nbhjd Qspufdujpo**. Reveal Enemy, Missile Protection, Armor and Mass Invisibility are effective against non-magical foes. Fireball is fair, but Paralyze hardly works against advanced monsters. The

other spells are marginal or nearly useless. Pray is more important. Get **tjy cmfttjoht** off in combat and no one can touch your characters except with magic. Enemy Mages are the deadliest, so get them first.

### Post-Combat

Visit the Armory prior to combat and copy the price list, which makes it easier to choose which items to loot. When looting, don't assume that an item is more valuable than others just because it is magical. A good rule is to take armor first, then weapons, and small items later. After your first combat, sell the loot, get morale restored at the Tavern, and rest up at the Guild. Following subsequent battles it is better to visit the Temple **gjstu**, then the Tavern, the Guild and sell loot last. (By restoring morale before selling the loot, you'll boost the Thief's Haggle Skill and get more money.)

### The Town

Do not leave town until you have killed enough monsters to earn the reward, which happens automatically. Then go **opsuifbtu** to the Mansion, where you will receive a broadsword if you have saved the girl that you randomly encountered in town. Never leave town or go through the inner wall at **evtl**, or you'll have to wait a long time for the gates to open and may not survive.

### The Ruins

If you get caught in the ruins after dark, monsters will obstruct you at every step. Either stay in one place and **xbjy gps ebxo**, or go to a temple, say **Tibmqb** and rest until dawn. Temples here only increase your Karma up to half, no matter how long you rest. They also boost Power a bit. The further south you go, the more dangerous the monsters.

### The Dungeons

Some dungeons have **qsfsfrvtjtuft**, so read these before even going to a particular one. You need a lockpick for each dungeon. It helps a bit to cast a Foxfire spell for more light. In some dungeons you must do things in a **dfsubjo psefs**. If nothing happens when you examine or open something as indicated below, keep trying. If you are still unsuccessful, your Thief needs to improve his Search and Picklock Skills before you return for another try. In most dungeons it is practical to send the Thief in alone and have everyone else wait at the entrance unless their skills are required.

### Thieve's Guild

The Guild is found in town, halfway up the east

interior wall. (Note the party's configuration at this entrance, for it is the best one for your crew to be in for a fight.) Just send in the Thief and talk to the cbsufoefs (1) and open the door (2). Examine the lone barrel (3), which reveals an opening in the north wall. Go through and talk to the boss (4), who provides information on the next dungeon. Examine the north wall (5) to find the opening. Unless your party is very strong, return and fight with either guard near the entrance, which causes the Thieves to attack you. Get back to the entrance as quickly as possible and pick off the Thieves one by one. If you get wiped out, reboot and try again. They will be gone and you can loot with impunity.

Open the door (6) and fybnjof xbm (7). Open (8) and you'll get a Stealth +30 Cloak for your point man. Evaluate everything in this dungeon (and elsewhere) for magical properties. If you do so and are told no, transfer the item to your Sorcerer with the highest Evaluate and he'll let you know. Now you can exit via the stairs to the east. Reset this dungeon and return as often as you wish until you can kill all the Thieves easily. Uifo zp' mm cf sfbez gps uif Svjot.

#### Old Thieve's Guild

Prerequisites: a gjguz gppu spqf, which can only be obtained in combat, and Swimming Skill (about 100) for your Thief. As in most dungeons, leave the party at the entrance and send in the Thief alone.

Level One: Examine the four points (1) a few times for the entrance. Don't discard your rope, which you don't have to ready anyway. To exit this level, just npwf pgg boz feh of the map.

Level Two: Examine the tlfmfupo (1) and you find the Emerald Key, which you nvtu bmxzt lffq. Check out (2) for a clue about a secret entrance at (4). The clue (3) can only be obtained by a Tpsdfsfs with good Sfbe Bodjfou Skill and some Swimming Skill, but is pointed out on the main map of the Ruins. Examine (4) for the secret entrance. (5) is a clue about the Emerald Key and the Xbse-Xpse. Examine (6) for the keyhole, then open the door. At (7) you find valuable treasure: armor and a +28 lockpick. Make sure (as with other magic items) that it says +28 to Lockpick Skill when you evaluate it; otherwise you can't use it.

#### Gozaroth's Mansion

Prerequisite: Emerald Key and at least pof Gjhiufs

with 100 Nbdf Tljmm and a Sorcerer with 100 in Read Ancient. Svo from any Hpmmfnt you meet on the way here.

Level One: You must sfbez the Emerald Key to open the door at (1). Fight and destroy the Golem (statue) to your jnnfejbud tpuv, then do the same to the opsui one. All the statues start attacking, and you can use quick combat to die in a hurry. Reboot and all the Golems will be gone. (Or wait till you find the Golem Staff, then begin attacking them from the stairs area at the far east. Do this only with a well-armored party or if your priests can quickly Qsbz for six blessings.) Examine (2) and a spider will attack. Do it again and you'll find a Wand (+41 to Cast Spell). Examine the barrel (3) for the gjstu tfdujpo of the Golem Staff. Then proceed to the staircase in the main hall.

Level Two: You may want to check areas B-F on the map for clues before decoding the rest of this and the next section. Examine (1) for the second section of the Staff. At (2), examine for the scroll and bring your Sorcerer here, who can increase his Alchemy Skill about 40—don't let anyone else read it. Get treasures (3) and (4) by opening the trunks and examining. Take the staircase (5) to the third level.

Level Three: Keep examining the sticks (1) until you find the final section of the Golem Staff. Bmm uisff tfdujpot must be ifme cz the tbnf dibsbdufs in order to vojuf them. (Once you have the Staff, always carry it when usbwfmjoh tpuv among the Ruins), Examine (2) and you will learn the Ward-Word (spcjo) needed to enter the Palace—but you'll also have to fight a major battle, so read about (4) before doing so. Your Thief can find an item at (3) that a Sorcerer with good Read Ancient can read to learn more of the Ward-Pact Demons. Hpabspui (4) will give you the Ward-Word peacefully if your Lbsnb jt ijhi fopvhi (in this case, you might not even have to approach him), but you get greater rewards by fighting him for it. If you do, station your Fighter with the Staff next to a Golem and place everyone else around Gozaroth.

Examine (5) to find a cloak, but do not ublf ju jnnfejbudmz. Fybnjof bhhjo to get rid of the acid, then take it. Keep examining the specimens (6) to find a hpme sjoh, which increases Alchemy Skill. This is a good dungeon to reset, or enter again using a duplicate of disk two, so you can get another Golem staff, cloak or other item.

## Palace

**Prerequisites:** The Emerald Key and the Xbse-Xpse (apcjo). You will need uisff gjguz gppu spqft on your final assault. But it's a tough dungeon, so you won't need them on the first visit.

**Level One:** You must fight the Demons (statues) now or they will attack later. Go to the hall on the west side of the screen and let your heftiest Fighter bear the brunt of their attack by placing him in front (pof trvbsf bxbz gspn uif pqfojoh). Put your Spear-user and Archers in the hall behind him. The demons can teleport only to places uifz dbo tff, so they won't bother those at the turn of the corner. When you've defeated them, go to (1) and examine to find a map of the third level, and talk to the man at (2) for clues to the second level (that are depicted on the following map of level two, in case you have trouble reaching him.) Take the stairs at (3) to level two.

**Level Two:** Get treasures (1) and (2), though sometimes the chests are empty. Then examine (3), which opens a secret door to the Treasure Room at (4). Now you can get the main treasure, after which you should return to town and sell it, or at least exit the Palace and tbwf uif hbnf. That's because the next battle is a major one. Examine (5) and fight and defeat the Golems and Salamander. You can let them kill you, reboot and return, and they'll be gone—but you lose any treasure you've found unless you saved the game. You can also dmptf uif epps, which calls for patience because it takes the Golems awhile to give up looking for you. They'll be gone when you open the door (after you leave Camp, as in regular combat). Otherwise, just fight with the Golem Staff. Be sure to stand just outside the door to let them come get you. Non-quick combat is more successful with this maneuver; if you plan to use tactical combat, bring your whole party into the room before examining (5). Unless you reset the dungeon, you won't be fighting any more Golems, so leave your Staves at the Inn and run away from any you see on the way back to the Palace. Regardless of your tactic, take the tubjst cfijoe (5) to level three. This is a good one to reset, so you can obtain the bountiful treasure repeatedly.

**Level Three:** This trap-lined maze is invisible so it is not illustrated here, but these directions will get you through it: 3-E, 5-S, 1-E, 5-S, 15-E, ojof-S, 4-W, 3-N, 6-W, 2-S, 11-W, 2-S, gjwf-E, 6-S, then due east to the stairs. When you pass a pillar with strange writing, examine it to read the door positions used in the Dbsejobm Qpjout room on level four.

**Level Four:** Go to (1), fight the monsters and examine and crank this. Send everyone into the Cardinal Points Room (2) and set the doors in this order: Pqfo fbtu, dmptf opsui, pqfo tpuvi, dmptf fbtu, pqfo opsui, pqfo xftu, dmptf opsui. Now send your Thief or Sorcerer (with the highest spell-casting ability) through the west door and *do not close* it. Make sure he is not too useful in combat, because he will get zapped several times and suffer an enormous drop in morale. Use diagonal moves to dilute the effect.

Only if all doors in the Cardinal Points room are set correctly (all dmptfe except the tpuvi one) can you open this door (3). Then open the door (4), which is very difficult because your character is so demoralized. Keep trying, and xsjuf epox fwfszuijoh, because it is very important. The door at (5) is equally hard to open, and demons attack when you do get it open. Then close the door and wait, or use quick combat if your character is strong enough. Take the stairs down (6).

**Level Five:** No map is provided of the Arena, because this is just an open area. The staircase you need is in the opsui xftu dpsofs. However, your party will be dispersed across the arena and monsters will attack them. Use quick combat if possible, because it will be difficult to guard your backs. Otherwise be sure to get six blessings off in a hurry and protect against magic attacks. Then take the stairs.

**Level Six:** The map shows only the north side, since the rest is open space. Your goal is the opsui dfousbm area. Demons will attack again, but you won't be dispersed this time. Unless planning to use quick combat, assemble your party well and let your strongest character move up. Defeat them and leave the dungeon immediately to rejuvenate your team before tackling the Evil Wizard.

Return with uisff gjguz gppu spqft and have some Fighters carry wfsz gjof xfbqpot. Examine (1) for information. Assemble your party at (2), then examine here to open the north door. You do not have to ready the ropes. The Evil Wizard will ask you to join him. (Try it once just to see what happens, then reset the dungeon.) Destroy him, but don't use Magical Bows or Crossbows. Ready the Fnfsbme Lfz at (3), examine and open the door. Say the magic word you learned in the ijeefo sppn (Epswbm). Wear the crown, which qspufdut you with a qpxfsgvm tqfmm. To exit the Compass Points room, close the

xftu door and open the opsui one.

When you exit the Palace you'll be attacked constantly. If your Karma is very low, head straight for the Temple xftu pg uif Qbmbdf and rest. It saves more time to head due north—and the monsters get easier to kill as you move that way. When you reach the North Temple, rest there until dawn. Otherwise it might be night when you get to the gates, and you'll just have to return to the Temple.

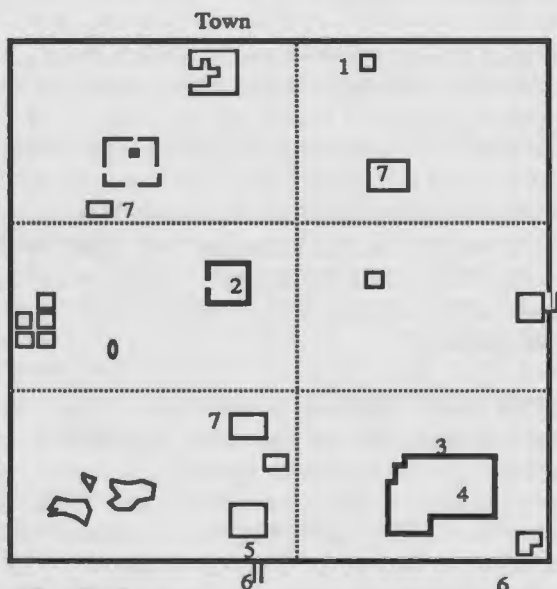
### Notes:

- 1: old thieves guild
- 2: garazoths mansion
- 3: entrance to the palace
- 4: the palace
- 5: emerald key needed for door
- 6: magic shoppes
- 7: temple

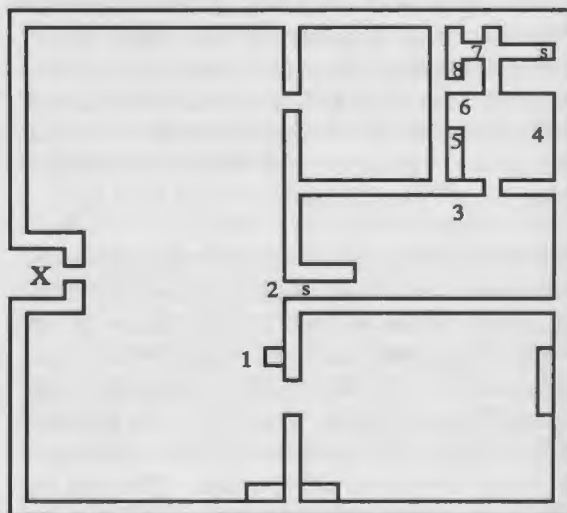
### Dungeon Notes:

s: stairs in dungeons  
x: initial position of party upon entering dungeon

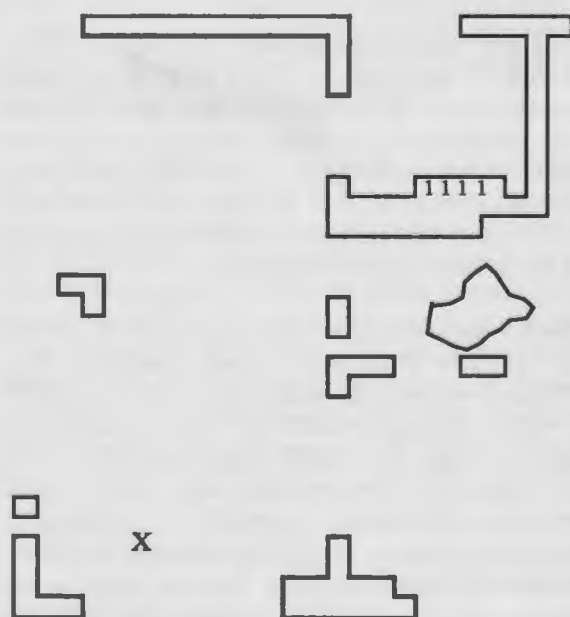
Each section within dotted lines represents a single screen load.



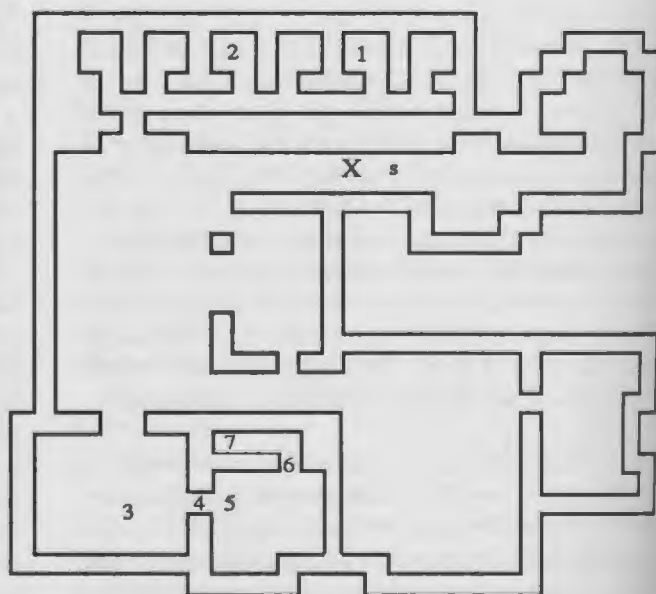
The Ruins



Thieve's Guild

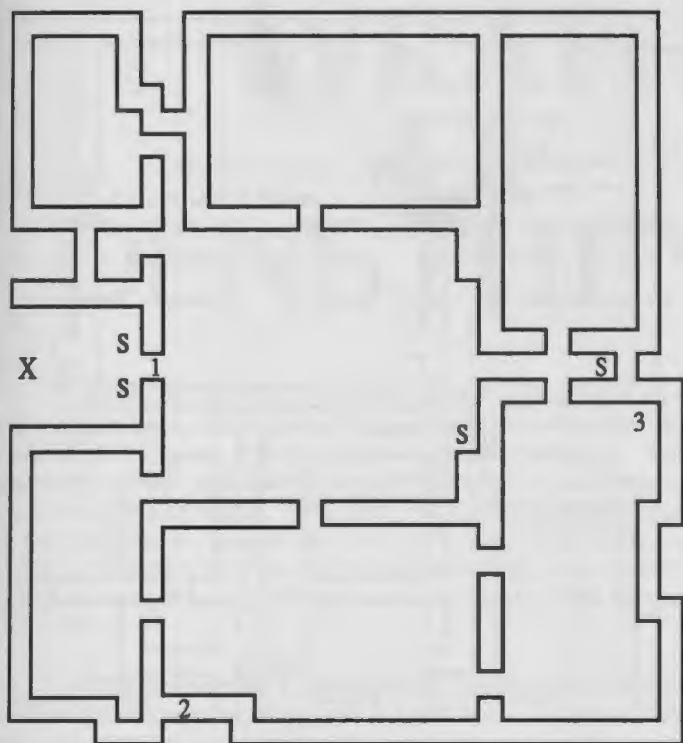


Old Thieve's Guild, Level One

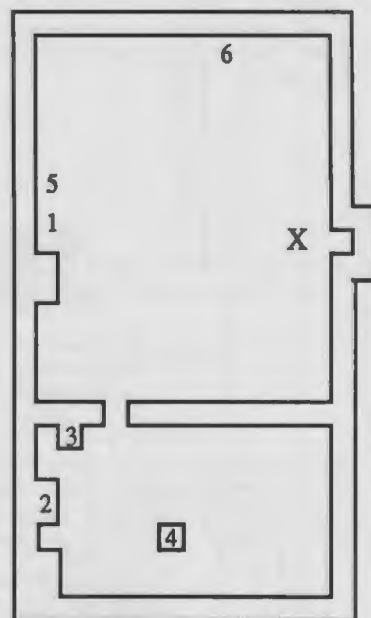


Old Thieve's Guild, Level Two

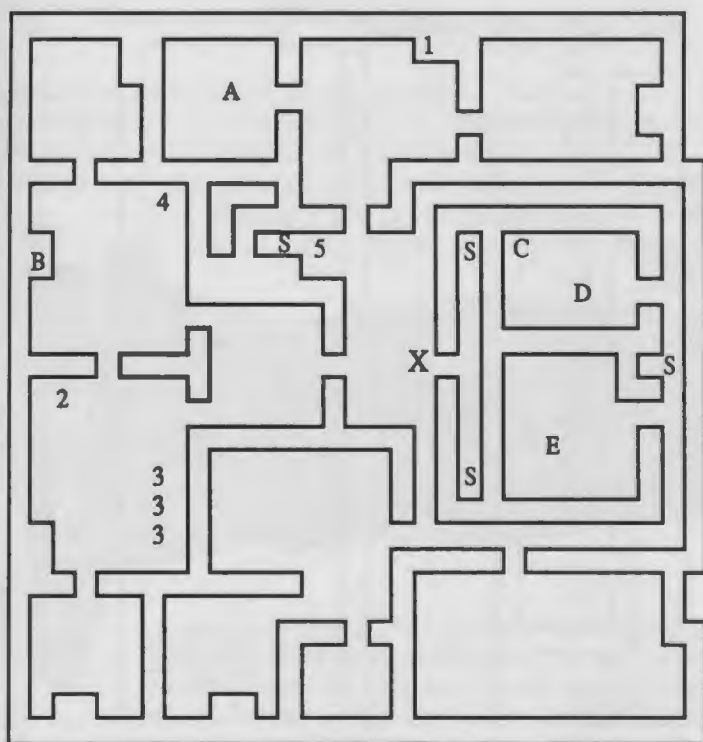




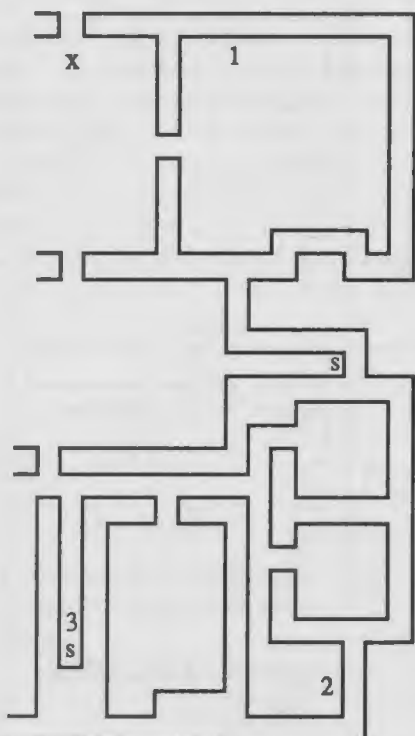
Gozaro's Mansion, Level One



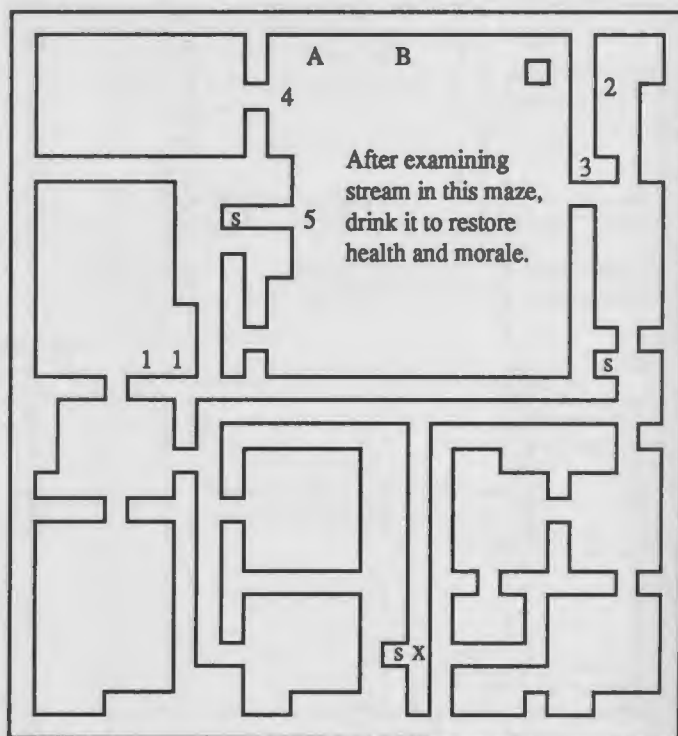
Gozaro's Mansion,  
Level Three



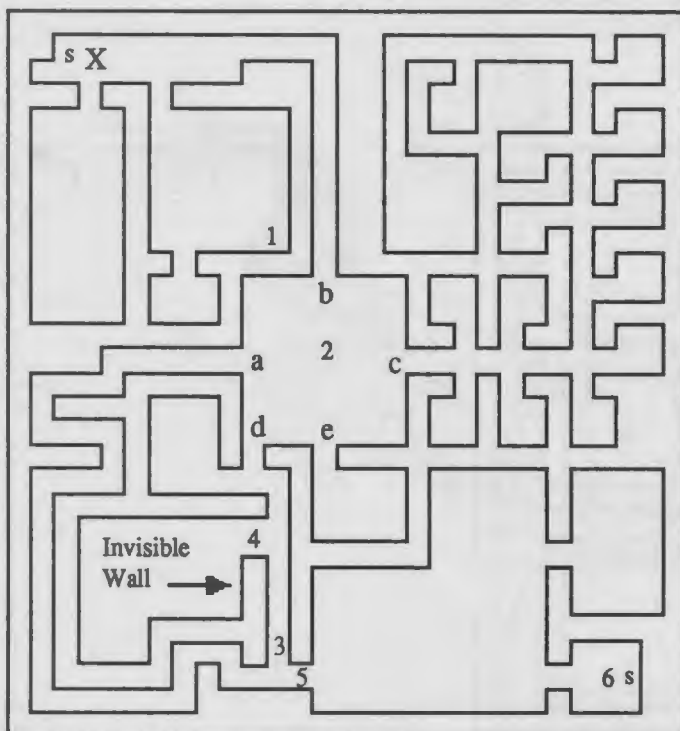
Gozaro's Mansion, Level Two



Palace, Level One

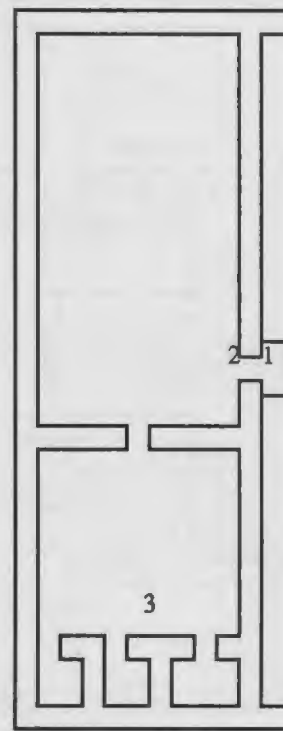


Palace, Level Two



The Palace,  
Level Four

In room 2, close door e and leave others open, or party loses morale when going through side passage.



The Palace, Level Six (North  
Side)

# The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a  
c = b  
d = c  
e = d  
f = e  
g = f  
h = g

i = h  
j = i  
k = j  
l = k  
m = l  
n = m  
o = n

p = o  
q = p  
r = q  
s = r  
t = s  
u = t  
v = u

w = v  
x = w  
y = x  
z = y  
a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)