

# Welcome Back!

**...A special note for those who have played Wizardry before...**

A lot has changed since you played Wizardry last. Heart of the Maelstrom is chock-full of new features. For your convenience each feature is briefly explained below. Of course, should you want more information, you can refer to its page in the manual. The page is listed in parentheses directly after the feature name.

**Chronicle --** This is the story of Heart of the Maelstrom, and is located in the front of the manual.

**Make A Scenario Diskette(s) (3):** Your version of Wizardry may contain more than one diskette. For each diskette, you will need to make a duplicate scenario.

**#)Inspecting Your Character (21):** When you inspect your character, you'll see several new attributes listed:

**Swim (22):** how deeply your character can swim in the pools found in the Maze.

**Marks (22):** the number of monsters your character has killed.

**RIP (22):** the number of times your character has died.

**The Utilities (38):** The Utilities are now located at The Edge of Town.

**Move Characters (39):** Should you transfer your characters to Heart of the Maelstrom from any previous Wizardry scenarios, you must use the Heart of the Maelstrom Move Characters option. Additionally, your characters will be stripped of all their items and gold, reduced to level one characters and their spell books will be erased. You may transfer elite characters (Lord, Ninja, Samurai or Bishop) to Heart of the Maelstrom.

**Restart An Out Party (42):** When your party is Out in the Maze, you may join them by selecting this option. Wizardry will ask you to choose a "leader" for your group. Next, Wizardry will list all the characters on the same spot as your leader. You may now select the other members of your party in the order you wish them to appear. Once you have finished, press [RETURN].

**Magic Words (45):** Just after your party leaves the Castle and shortly before they enter Camp, they will be greeted by an Apparition who intones a spell and asks for its "Magic Word." Look the spell up in the Magic Word list included in this package. The Magic Word it requires is directly to the right of the spell. Type it in, and you're on your way.

**H)idden Items (47):** Underneath the rubble of the Maze are hidden items that your party must dig for if they hope to uncover the treasure. If you have a hint or just plain intuition, dig! First, you press [S] for S)earch. Then select [H] for H)idden Items. Immediately everyone in your party starts to burrow for items *only on the square the party occupies*. Should there be a great discovery, Wizardry will let you know.

**S)ecret Doors (48):** To find a secret door, your party must search the wall it faces. The search is only good for a single section (one square) of the wall. To select this option, press [S] for S)earch, and then press [S] for S)ecret Doors. Your party may now do a manual search, everyone scouring the wall, by pressing [S], or your Priest may cast the spell *CALIFIC*. *CALIFIC* will reveal a secret door if one is present. Note: *LOMILWA* and *MILWA* will no longer reveal secret doors, nor can you simply walk through them without first discovering and seeing their location.

**D)ead Bodies (48):** You may pick up characters who have been killed or are Out in the Maze. To access this option, you must first press [S] for S)earch and then press [D] for D)ead Bodies.

**P)icking Locks (49):** As you explore the Maze, you will come upon certain doors that just won't open. You may be able to unlock such doors by picking their locks. Select [P] for P)ick Locks. You will now have the option of using a Thief or Ninja to P)ick the lock, or you may instruct a Mage to cast *D)ESTO*, the unlocking spell. You may cast *DESTO* as many times as you like. However, if your Thief or Ninja fails to pick the lock, you will have to wait awhile before you attempt it again (go have a few encounters and enjoy yourself). Some doors are magically locked and will not open unless you have the proper item or know-how.

**U)sing An Item (50):** You may now use items while in the Maze without going to Camp. Press [U] for U)se while you are in the Maze. Wizardry will then ask for the character who wants to use an item. After you have selected the character, Wizardry will show you a list of the items he or she is carrying. Just choose your item, and Wizardry does the rest!

**Q)uick Save Party/Q)uitting the Game (50):** You may now Quit the game while your party is in the Maze. To do so, simply press [Q]. Wizardry will then ask you if you want to quit; select [Y] for yes or [N] for no. If you select [Y], your party will be saved in the Maze with all spells intact. Should you select [N], Wizardry will save your party in their current state to the diskette, and gameplay will continue; you will not be returned to the Castle.

**Swimming Pools (51):** Just when you thought the dungeon had enough hazards to overcome, you now must teach your characters to swim in the many magical pools that dot the Maze. When you come across a magical pool, you must first choose a character. You will then be told how many depth levels the pool has. Select the level your character will swim to, and off he or she will go! Remember, your characters won't be Olympic swimmers when they first start out. As they get better, their Swim level will increase. The higher the Swim number the deeper the character can go.

**Warnings (51):** While walking through the Maze, your party may occasionally hear (it will appear on your screen) strange sounds. This usually means that someone (or something) is following your party.

**Range Weapons (55):** The length of your character's weapon determines its reach. For example, a character with a long range weapon may be in the sixth position in the party's ranks, and hit a monster in the last position in the monster ranks. There are four types of range weapons:

**Close Range Weapons (C):** permit party slots 1-3 to attack monster groups 1-2.

**Short Range Weapons (S):** permit party slots 1-3 to attack monster groups 1-3, or party slots 4-6 to attack monster groups 1-2.

**Medium Range Weapons (M):** permit party slots 1-3 to attack all monster groups, and party slots 4-6 to attack monster groups 1-3.

**Long Range Weapons (L):** permit all party members to attack all monster groups.

**H)ide (56):** Thieves or Ninjas may now Hide from the monsters while in combat regardless of their position in the party. Dependent upon their experience abilities, he or she may be successful. Once hidden, the character is not subject to monster attacks unless the monster spots the character! However, all spells cast by the monsters will still affect the hidden character. Once hidden, a character may P)arry to stay hidden, or...

**A)mbush (57):** Once hidden, a Thief or Ninja may Ambush a monster. Basically, it is a surprise attack increasing the chances to hit, and does up to two times normal damage! There is one slight drawback, however. When a character ambushes a monster, his or her position is usually revealed, and they must hide again or fight normally if he or she is in a position to do so.

**Interactive Encounters with Characters (61):** In the Maze, your party will encounter interactive characters who may hold valuable clues and items. When you meet an interactive creature you may:

**T)alk (61):** This option allows you to carry on a conversation with the creature. Once you have selected this option, Wizardry will ask you to choose your speaker. After doing so, conversation begins. As a hint, listen your ears off, and take good notes.

**B)arter (62):** When bartering with a creature, Wizardry will first require you to choose the character who will barter. Following your choice, the character may B)uy items from the creature or S)ell his or her wares to it. Whatever your choice, Wizardry will mediate the bartering.

**G)ive (62):** This is where your generosity shows. Again, you must choose a character. You will then be asked if you want to give G)old or an I)tem. Either enter the amount of gold or the number of the item you wish to give.

**S)teal (62):** Pick this option, and your selected character will attempt to pick the creature's pockets! He or she may steal an item or some gold. Of course, there is always a chance of getting caught.

**K)ATU (63):** *KATU* casts the Priest spell of Charm. Just like your party, interactive creatures have alignments too. An interactive creature of opposing alignment is not likely to view your party in a favorable light, so it may leave. If successful, "*KATU*ing" an interactive creature will cause it to view your party in, at least, a pleasant sense.

**F)ight (63):** Fight initiates combat with the creature.

**Backing Up Your Characters (64):** To back up your characters, make a copy of your duplicate scenario diskette "A" using the M)ake Scenario option. When prompted for the Master Diskette, insert the duplicate scenario with your characters in it instead.

**Magic (66-83):** There are now new spells that you should become familiar with. Don't worry, *TILTOWAIT* is still here!

**SIR-TECH**