

WIZARD OF WOR^{*}

Video Game Cartridge for the
Atari[®] Video Computer System[™]
and Sears Video Arcade[™]



GAME PLAY INSTRUCTIONS

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CBS Video Games[™]

SETTING UP YOUR VIDEO CONSOLE

1. Hook up your video game system, following manufacturer's instructions.
2. With the power OFF, plug in the video game cartridge.
3. Turn power ON. If no image appears, check the connections of your game system to the TV, then repeat steps 1-3.
4. Plug the Joystick Controllers *firmly* into the jacks of your video system. Use the **RIGHT** Controller jack for one-player games.



5. Set the DIFFICULTY switches to B for beginner level. Setting the switches to A will result in extra sneaky Worlings.
6. Use the GAME SELECT switch to select either the one-player or two-player version. The version you select will be indicated by the number of scoreboards appearing above the dungeon.
7. To start the game, press GAME RESET. The beginning of the game is announced by the playing of the National Anthem of Wor, after which you may enter the dungeon by pushing up on your Joystick Controller.

Note: Never remove your video game cartridge from the console unless the power is turned OFF.

Welcome to the mystical kingdom of Wor! You have been placed in command of an elite squadron of Warriors assigned the task of outwitting the sinister Wizard of Wor! As you descend into his diabolical dungeons, you will encounter deadly Worlings and maybe even the Wizard himself! Your only weapons are your trusty laser, your radar scanner, and your agility and cunning. You will need them all as you attempt to beat the Wizard and earn the title of Worlord! Prepare now, and then let the battle begin!

OBJECT OF THE GAME

The object of WIZARD OF WOR is to accumulate points by destroying the Worlings you encounter as you pass through numerous dungeon mazes. In the two-player version you can work with or compete against another Warrior commander.



WARRIORS & LASER BLASTERS

You begin each game with a squadron of three Warriors. Only one Warrior may enter and move about a dungeon at a time. Push up on your Joystick and a Warrior will move into the dungeon from the entrance below.



Use your Joystick to maneuver the Warrior through the dungeon maze. To fire the laser, press down on the red firing button. A laser will fire only in the direction that your Warrior is facing. You have an unlimited supply of ammunition. However, after a Warrior fires a shot, he cannot reshoot until that bullet makes contact with either a Worling or a wall.

At 10,000 points you will be awarded one extra Warrior.

DUNGEONS & WORLINGS

Each dungeon is filled with different kinds of Worlings. The Worlings' one purpose in life is to destroy your Warrior. They will try to shoot him down or devour him. As each dungeon is cleared, a new dungeon takes its place, filled with faster, nastier and craftier Worlings. The species of Worling are:



BURWORS

Six of these blue meanies appear at the beginning of each dungeon.



GARWORS

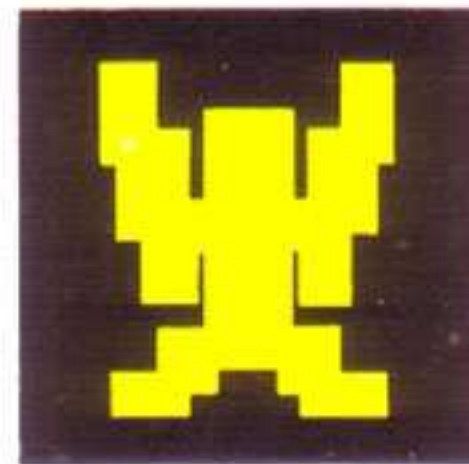
These yellow beasties are invisible, but will materialize for a few seconds from time to time.



THORWORS

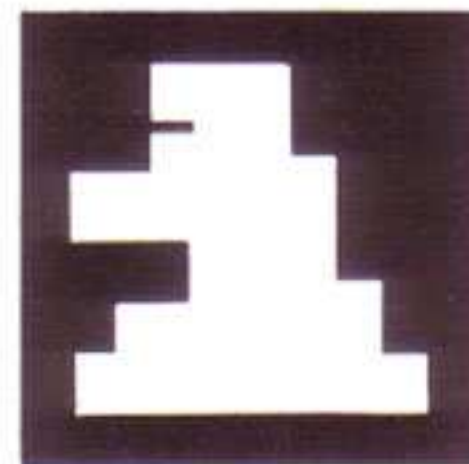
These red devils are particularly nasty. They're not only invisible most of the time, but they're extra fast and tricky.

In the first dungeon, Garwors and Thorwors will appear only after all six Burwors are destroyed. In following dungeons, Garwors and Thorwors appear earlier on. As you advance into more and more dungeons, you may be faced with any combination of Worlings scampering about the maze at the same time.



WORLUK

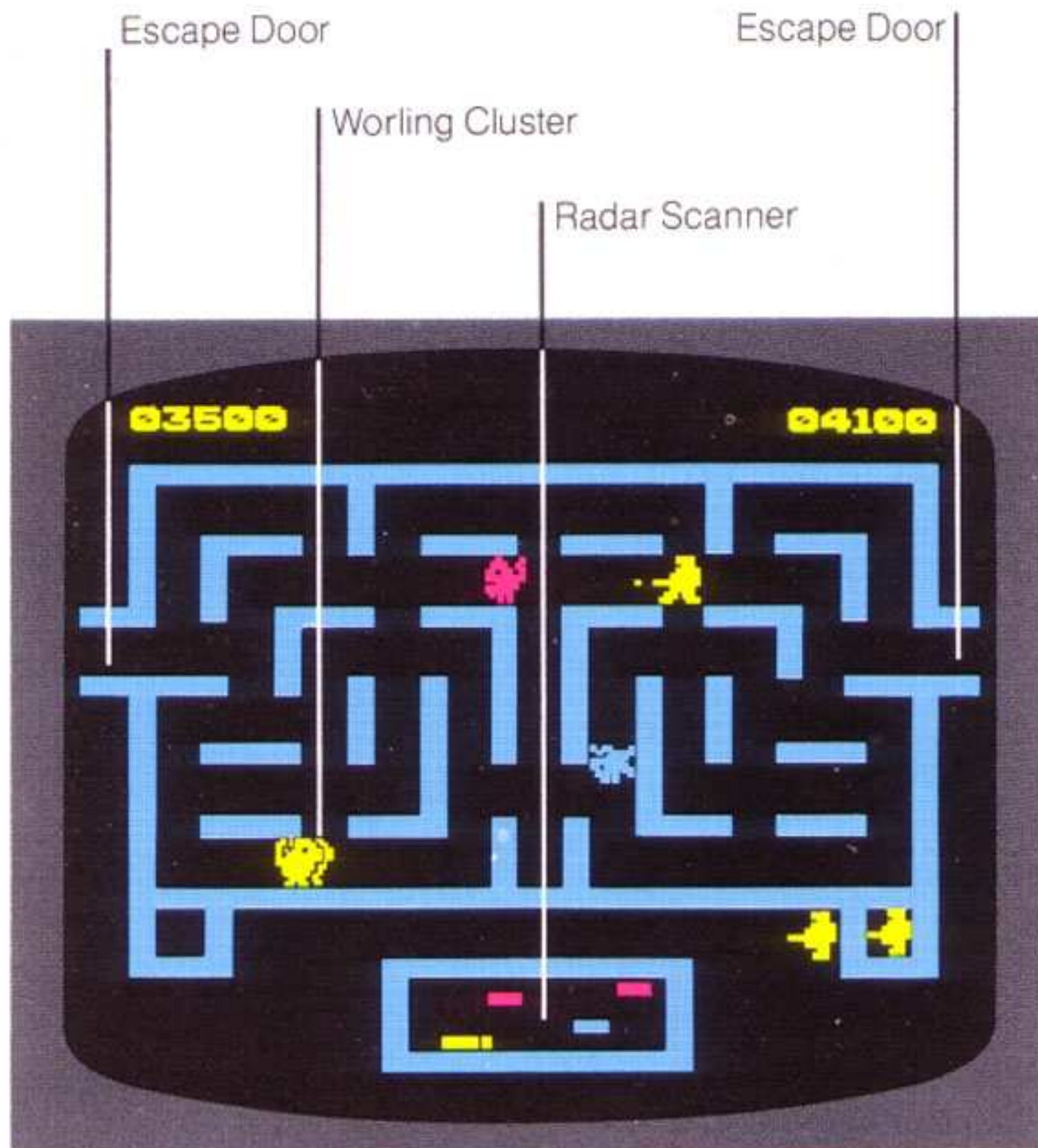
Starting in the second dungeon, Worluk—the Wizard's winged beast—appears after the last Worling is shot. Worluk will try to devour you before he escapes from the dungeon. Shooting Worluk doubles the point values for all Worlings shot in the *next* dungeon.



THE WIZARD OF WOR

After Worluk escapes or is shot, the Wizard himself may engage you in battle. This is a fight to the finish, with the Wizard teleporting from one position to another, hurling lightning bolts in your direction. If you're sharp enough to stay alive, consider yourself a Worlord!

SPECIAL FEATURES



Radar Scanner

The radar scanner located below each dungeon depicts the location and movement of *all* beings in that dungeon except for your Warrior. This holds true for both visible and invisible Worlings, as well as Worluk and the Wizard. The radar scanner is invaluable in keeping track of fast moving Worlings.

Escape Doors

There are escape doors located on opposite sides of each dungeon. Simply stepping into one will automatically beam your Warrior to the other side. The doors open and close every three seconds. Be careful, though. Worlings have a habit of using them, too, especially when they're invisible.

Worling Clusters

Occasionally, two Worlings will travel together as a cluster, giving the appearance of only one Worling. They might randomly split up and reunite throughout a particular dungeon. When they travel in this manner, a single shot will destroy them both. But don't get too confident. Depending on how advanced the dungeon is, a cluster might be replaced by two separately traveling Garwors or Thorwors.

END OF GAME

The game ends when your last Warrior succumbs to the supreme power of the Wizard's forces and is destroyed.

TWO-PLAYER VERSION

Two players may travel through each dungeon at the same time. Both Joystick Controllers are used in this version. The right one controls the Yellow Warriors and the left one controls the Blue Warriors. Players may work together to destroy Worlings or they may fight *against* each other. Each Warrior destroyed by an opposing Warrior is worth 1,000 points to the survivor.

SCORING

Your score is displayed at the top of the screen throughout the battle.

Point Values:

BURWORS	100 points
GARWORS	200 points
THORWORS	500 points
WORLUK	1000 points plus double score in the next dungeon
WIZARD OF WOR	2500 points
WARRIORS (Two-player version)	1000 points

STRATEGY HINTS

1. Pick a safe moment and put your Warrior into play as soon as possible. Otherwise, after 20 seconds he'll be ejected into the dungeon which may leave him in a bad position.

2. Learn to use your radar scanner and rely on it to locate invisible Worlings and track their movements.

3. Don't shoot without having a plan to hit something. Otherwise, you may not be able to shoot when you have to.

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