

WIZARD AND THE PRINCESS

Company: Sierra On-Line Systems

Suggested Retail: \$32.95

Type: Hi-Res adventure with color graphics.

Description:

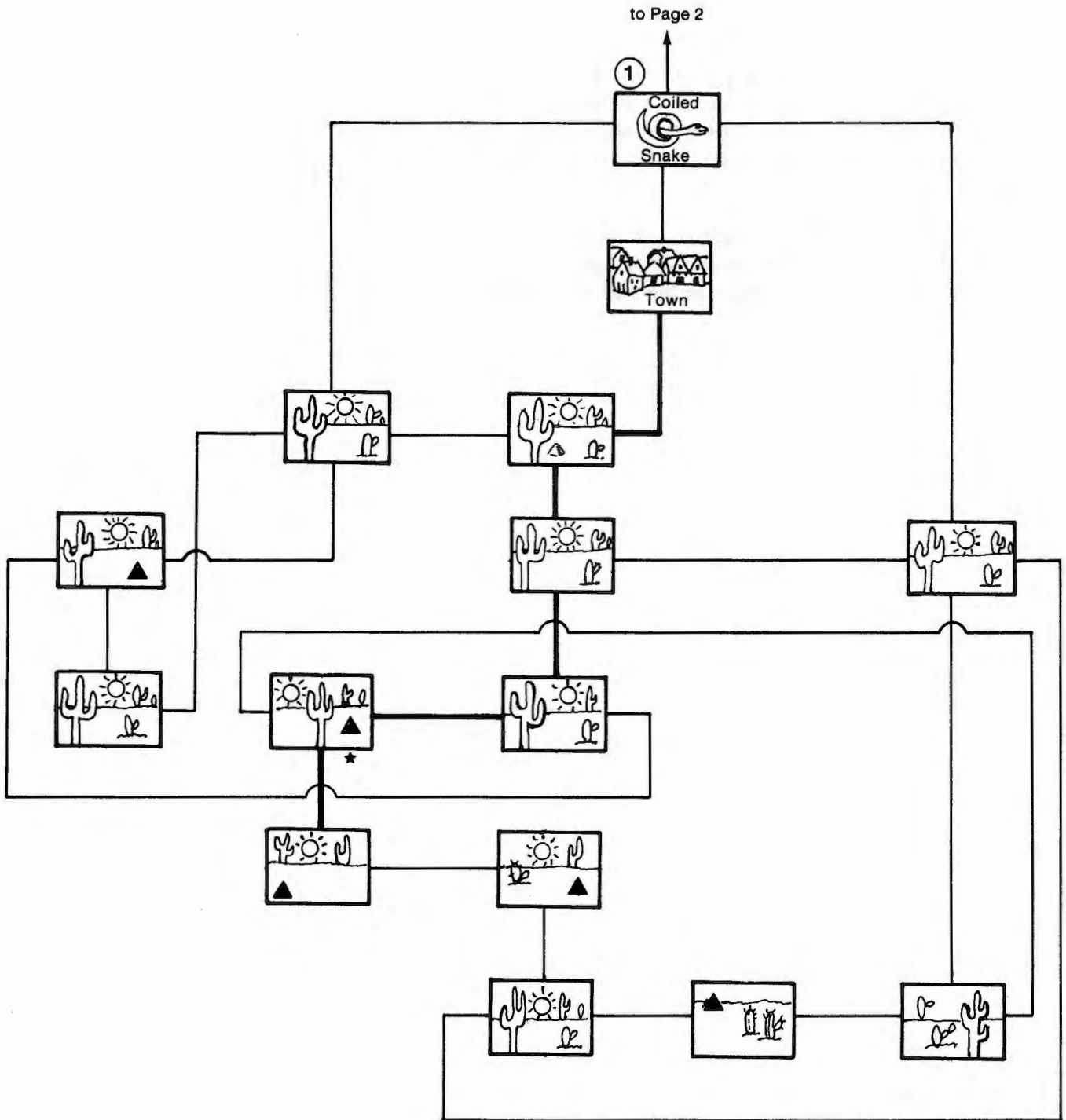
Here you find and return a Princess, bewitched by a wicked wizard and spirited away to his remote Castle. It's tough to get started. You must pass a coiled snake, but scorpions cover most rocks you might kill it with. After that you face a desert, a wide canyon, a wooded beach area, two tropical islands, a rickety bridge, a thieving gnome, a pirate, a giant, a wandering merchant, a maze, and a magical castle.

Playability:

The second of the Hi-Res adventures. Despite its relative age, it's still a winner. The game is disk intensive and slightly on the slow side, but straightforward and easy to play. Both kids and adults will find *Wizard and the Princess* very entertaining and challenging.

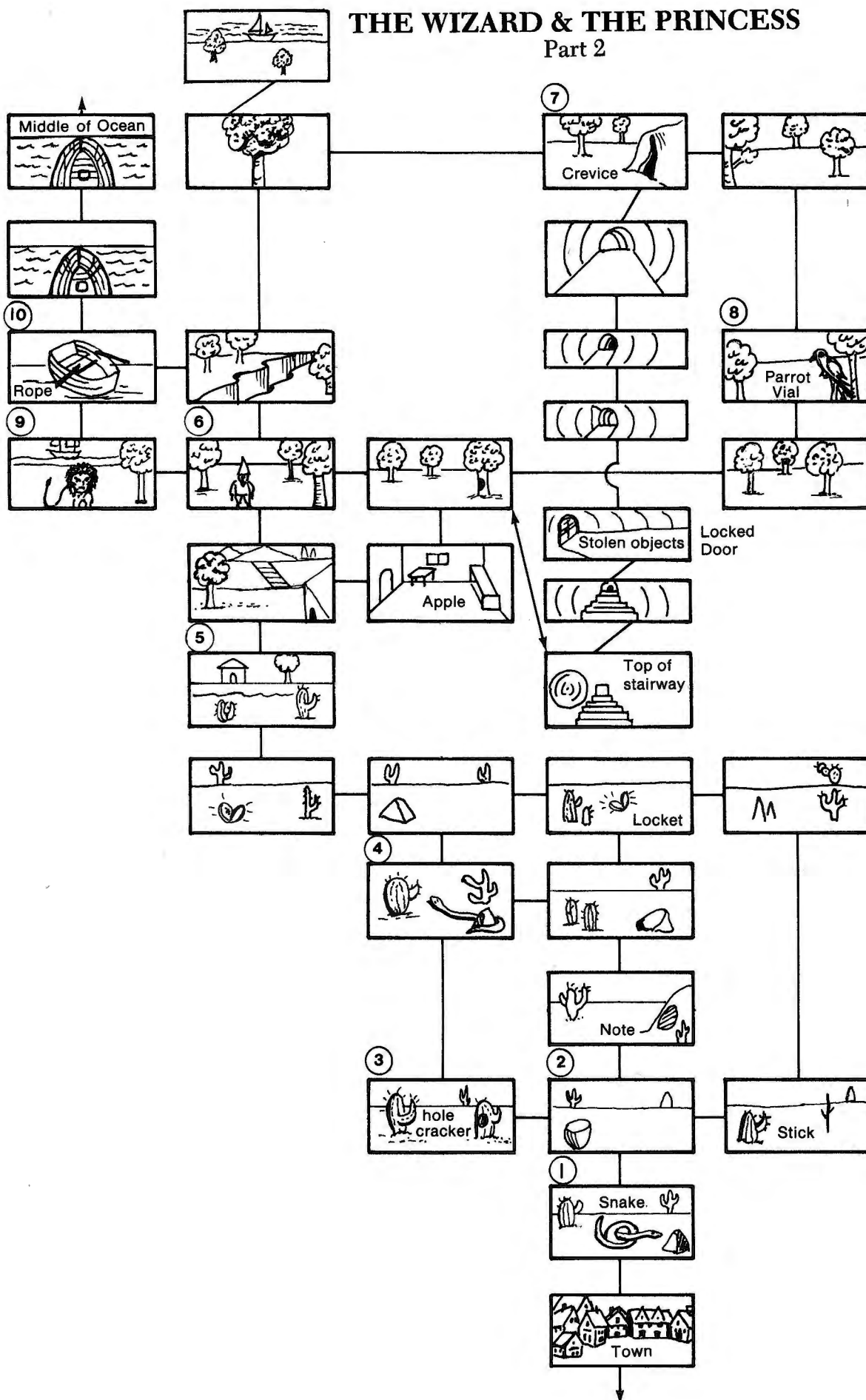
THE WIZARD & THE PRINCESS

Part 1

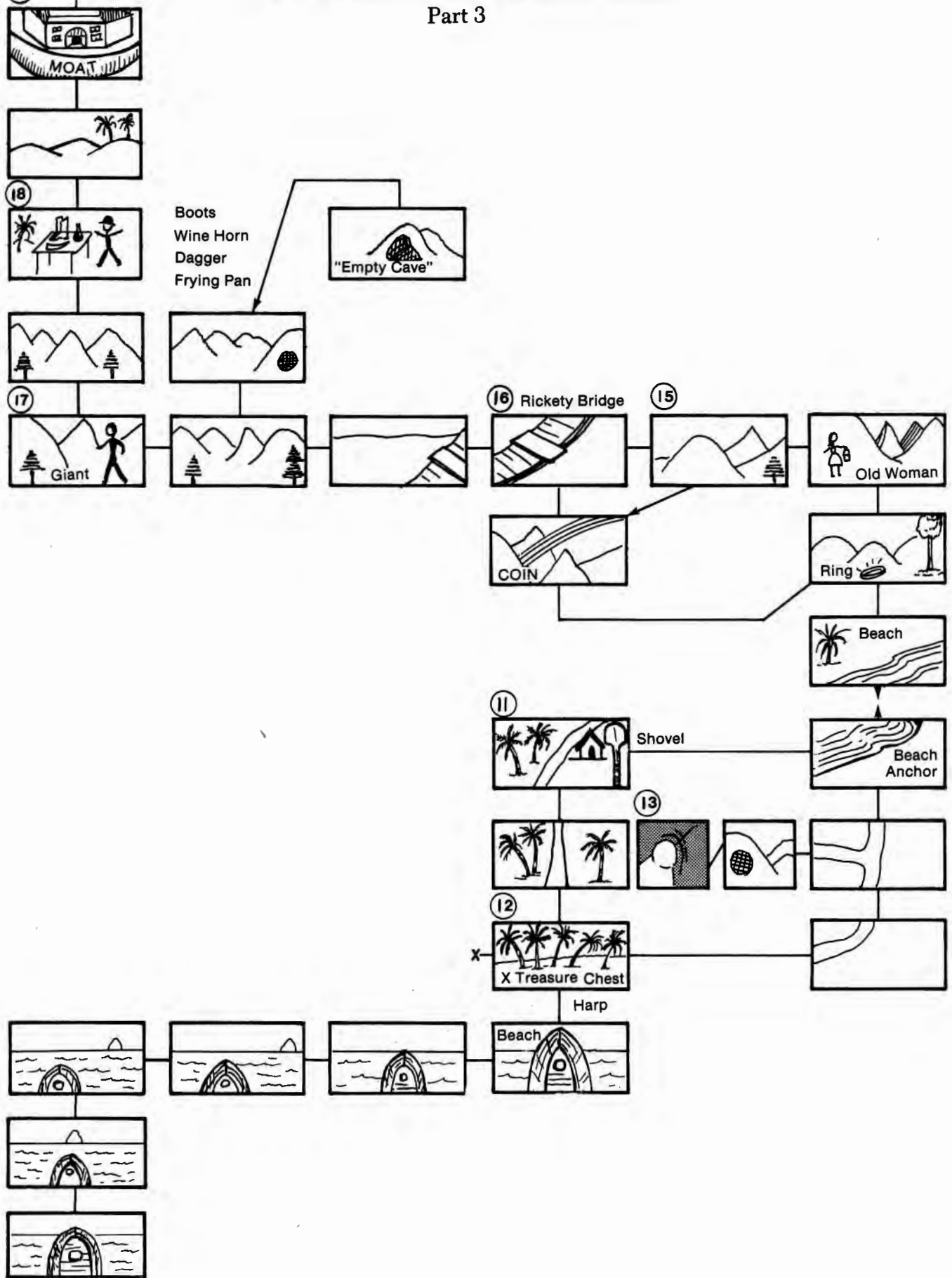


THE WIZARD & THE PRINCESS

Part 2

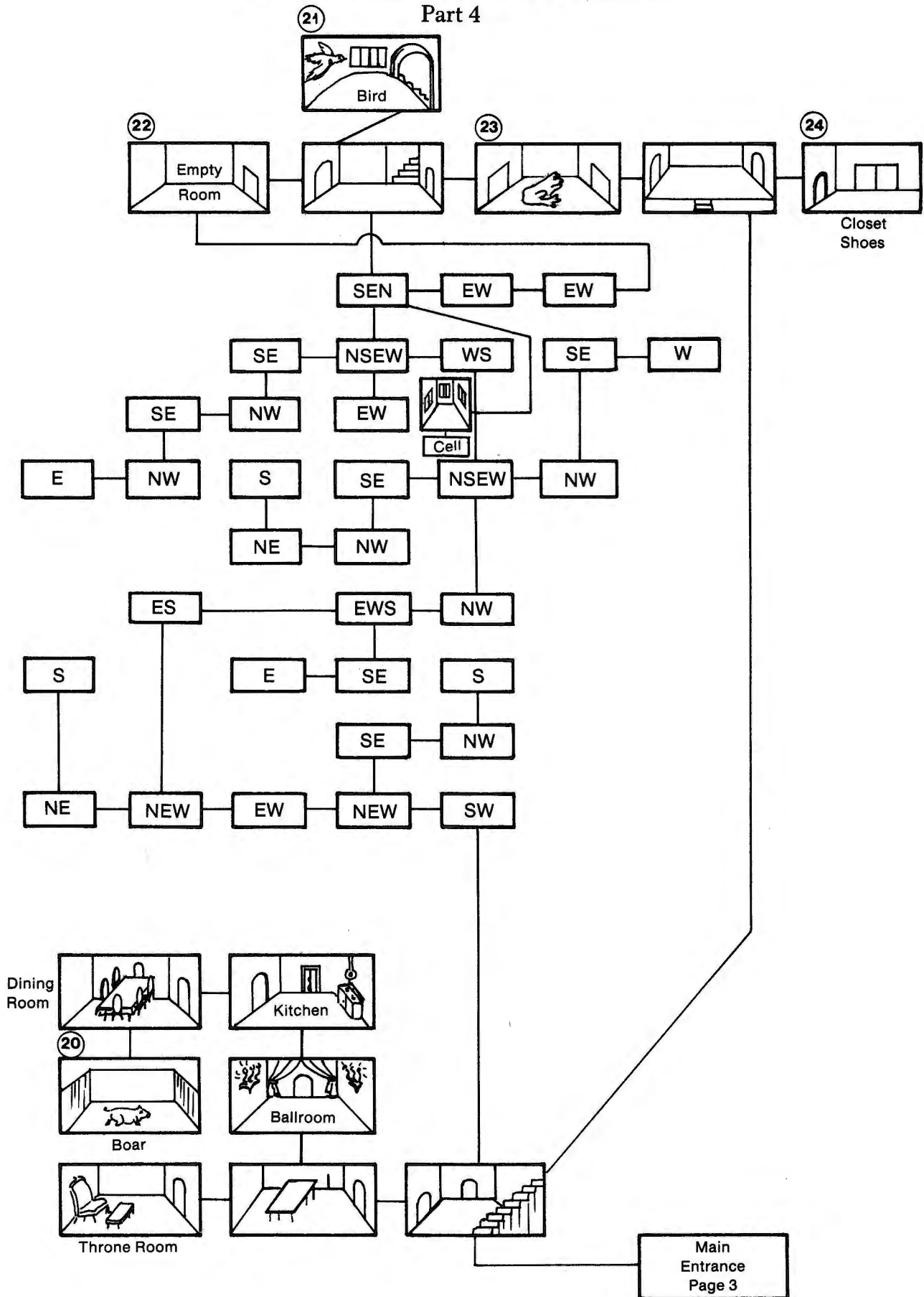


Part 3



THE WIZARD & THE PRINCESS

Part 4



THE WIZARD AND THE PRINCESS

1. A lot of rocks South of town with which to kill the Snake; only one won't get you first, however. Starting in Town, try the Rock S.S.S.W.S. Get back to Snake with N.E.E.E.N. Whomp 'im.
2. Drink Water. (Check your starting Inventory.)
3. Look Hole. Get Cracker.
4. Take Rock. Get Magic Word HISS.
5. HOCUS (creates Bridge). As an alternate, with the Locket at the Chasm edge, Open and Examine Locket. North.
6. No, you can't stop him. Be sure to Fill Flask (with Water).
7. HISS. Go Crevice. Recover the Bread, Locket and Cracker. Unlock Door. Open Door.
8. Give Cracker. Get Vial.
9. Feed Lion. Give Bread.
10. Take Rope. Enter Boat. Fill Hole. With Blanket. Go N.N.N.E.E.E. (Drink Water, just offshore.)
11. Tie Rope. To Anchor. Throw Anchor. Climb Rope. Get Shovel.
12. Dig (with Shovel). Get Chest—momentarily.
13. Get Harp (in Chest).
14. Drink Vial. North. (Fly to another Island.)
15. Follow Rainbow. Get Coin. Don't forget the Ring.
16. Say Lucy. Cross Bridge. Recover stuff from the Cave.
17. Play Harp.
18. Buy Horn. Buying any other item results in a no-win game.
19. Play Horn.
20. If you wind up here, Feed Apple.
21. If you get zapped here, Pick Lock. With Knife. Or go back out through the maze and Open Door from the other side.
22. Go through Maze to Tower. Down. Go back Up. Rub Ring.
23. Kiss Frog.
24. Look Closet. Get and Wear Sneakers. Say WHOOSH. Zip back to Town for your just rewards.