

WIZARD AND THE PRINCESS

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Atari conversion by
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THE WIZARD AND THE PRINCESS

His bearded chin rested on his fists, a forefinger pointing toward his temple.

At a glance he appeared an old man, withered and wirey. But something shone from his eyes - secrets, dark secrets, evil secrets. And he began to speak:

"It was a time beyond history that I, Harlin the Malevolent, evil weaver of wizardry, faced the wanderer.

"Spells fell to bravery and cunning, and the fair Princess Priscilla was rescued.

"I called on the elements and created deserts and mountains to cross, oceans to sail and chasms to span.

"But I'd underestimated the wanderer's resourcefulness. Through logic and luck, he overcame my magical obstacles.

"He plotted his path meticulously, leaving no avenue unturned, no setting unexamined. He learned the passwords that magically opened paths where none existed.

"I conjured up all the evil and dangerous creatures within my powers to block his way.

"Still he pressed onward. His possessions were few to begin, but he learned quickly to use what he found along his way - sticks and stones, apples and crackers - to defeat my beasts of diversion.

"Finally, I took shelter behind my magic. At last, I believed, the wanderer was defeated. I rested too easily. In the final hours of his search, he made his way through the corridors of my castle and solved my magical mysteries.

"The princess was rescued; I was beaten.

"But I do not accept defeat forever! My magical powers remain intact - just as strong, just as evil.

"I can reverse the sands of time with a single spell and face a new adventurer - and this time I won't lose!

"Well then, my foolish friend, I offer the challenge. Should you accept, your only possessions will be a flask of water, a loaf of bread, a blanket and a knife.

"Many have tried to defeat me; only one has succeeded.

"So, you accept! Well then, welcome to the beginning of your end!"

With a boisterous cackle, he faded into time, only to be replaced by a vision far more fair: the Princess Priscilla.

"What the wizard Harlin warns is true - his magic is powerful and the obstacles great.

"But the journey is far from impossible. I can only offer you a computer and a few words of encouragement.

"All else you must do on your own. Now insert your Wizard and Princess disk into the drive and turn on the computer. Eons will slip by and you'll travel to my father's kingdom of Serenia."

COMMAND WISELY, MY HERO

"Your computer is a steadfast companion, but it only understands simple commands of one or two words.

"To move from place to place takes a single letter: Type N for north, S for south, E for east, W for west, U for up and D for down.

"If the computer questions your directions, offer something more specific. For example, to enter a cave, type GO CAVE.

"Harlin unwittingly offered you good advice in spinning his tale. There are many necessary - and some dangerous - things along your path, so be watchful.

"A description of an object - a tree, for instance - is obtained by typing LOOK TREE.

"If you see an object you think will prove useful - a ring, for example - command the computer to GET RING. If you later decide to leave it behind, command DROP RING.

"Along the way, you may encounter others who have clues for you. Or they may only be there as a hindrance. Command them to speak, e.g., TALK GUARD.

"If ever your computer questions you, give it a direct answer. For example, you might command CUT TREE, and the computer asks "WITH WHAT?" Command WITH AX.

"You may look at what you're carrying at anytime by commanding INV; a list of your possessions will appear.

"Should you ever desire to look into the past, you can review the previous 24 lines of command and description by pressing ◀RETURN▶. Press it again to return to the scene."

“**T**he road to Harlin’s castle is long and the path confusing. You’d be wise to mark your progress on a map. Show where you’ve been and what you’ve done along the way.

"Above all, try all directions. Otherwise, you'll never know what helpful object might be found or what unlikely route should be taken to rescue me.

A hand-drawn map of a swampy area with various locations and movement paths. The locations include Meadow, Edge of Swamp, Edge of Lake, In Lake, Jungle, and Jungle Cave. Movement is indicated by arrows with letters N, S, E, W. A compass rose shows North, South, East, and West. A note says "Hungry looking TYRANOSAURUS HERE" near the Edge of Lake. Another note says "Pterodactyl OVERHEAD!!" near the Jungle Cave. A third note says "Pterodactyl's Nest" near the bottom left.

MAGIC OF YOUR OWN

“**T**hrough my captivity, I have learned a bit of wizardry myself. This I pass on to you. It's called "saving a game," and enables you to rest or come back to life if you die. Here are the three parts I've penned for you.”

Part I: Getting ready. You only perform this step once. Use either a blank disk or one with information you no longer need. This will be your saved-game disk. Once the adventure game appears on your screen, take out the Wizard and Princess disk and insert your saved-game disk into the drive. Type INIT DISK in the space for commands and press ◀RETURN▶. The computer will then ready the disk and tell you to replace the adventure disk.

Part II. Saving a game. You'll want to save a game when you feel the need to rest or when you've reached what you believe to be a crucial crossroad. Type SAVE GAME into the space for commands and press ◀RETURN▶. The computer will then ask you to insert your saved-game disk and select a letter from A to O for Apple (from A to L for Atari) to save the game under. Do so, and press ◀RETURN▶. After the computer memorizes your position in the game, it will tell you to replace the adventure disk. Do so, and press ◀RETURN▶. You now can carry on with the adventure.

Part III. Restoring a game. You will want to restore the game after returning from a rest or if you should die. Insert the adventure disk into the drive and turn on the computer. When the first scene appears, type RESTORE GAME into the space for commands and press ◀RETURN▶. You'll be told to take out the adventure disk, insert the saved-game disk and press the letter that the game is saved under. Do so, and press ◀RETURN▶. The computer then tells you to replace the adventure disk. Do so, press ◀RETURN▶ and the screen that you saved will reappear.

A LAST BIT OF ADVICE

“I do not know the exact path to the castle. I know only that it is long and dangerous.

“Remember though that the surest route is not always the straightest. The mountains may lie north through the desert, but your weapons may be hidden elsewhere.

“You may travel the same road several times before progressing further. Don’t be dismayed. It is part of Harlin’s evil wizardry.

“You’ll need passwords at certain points in the game. Watch and listen carefully to find them.

“The wizard is powerful and able to change his shape and that of others. Things are not always as they appear, and there may be beauty behind ugliness and evil behind beauty.

“Occasionally, you’ll lose all of your possessions. But be patient and determined, and you’ll get them back.

“There is no more I can say, except to wish you luck and speed; Harlin cannot hide behind his evil sorcery forever, for you have become the wanderer.”