

WIZARD AND THE PRINCESS

Introduction

In *Wizard and the Princess*, it is the adventurer's goal to rescue the Princess from the evil Wizard and bring her back to safety. This adventure is fairly complicated, mainly because some of the solutions are abstract. In other words, a guessing game might just lead to success, while a logical approach might lead nowhere.

General Hints

During the first part of the adventure, in the desert, you will randomly encounter rattlesnakes. You may either escape or use the stick from #4 to drive them away.

At any point during the game you may be told that you are thirsty. When this happens, drink water.

Toward the end of the adventure you will arrive at a castle. Once you're there the Wizard will teleport you around when you try to do certain things. Do not get frustrated — just work on killing him (see #38).



Procedures

1. This is the start. There is nothing to do in the town of Serenia. You have to find the Princess and bring her here.
2. Although it is not shown on the map, there is more than one spot here. You should go south and east, looking at rocks, until you find one without a scorpion behind it. (This is randomly determined.) Get the rock (that had no scorpion behind it) and go north and west until you get to #1 or #3. Use the rock at #3.
3. You must throw the rock from #2 to kill the snake and continue.
4. A stick can be found here. It is used against most snakes by typing "use stick".
5. Looking at the hole will reveal a cracker. This is used in #14.
6. If you get the rock, the snake will thank you by telling you a magical word. Write it down. This word turns you into a snake for a couple of turns.



7. After using the stick to kill the snake, you may look in the hole to find a note. Look at the note and copy what you see onto a piece of paper (real paper, not in the game).
8. Inside the locket, which is found here, is a magical word which is said at #29.
9. There is another note here. Look at it and write it above the first note (#7). This should form a magical word used at #10.
10. Say "hocus" (see #7 & #9 for origin). This will allow you to cross the chasm.
11. The apple that is found here will be used at #35.
12. The goblin will steal some of your equipment. You cannot stop this. You must retrieve your things from #14.
13. You can go through the hole on the tree, and down the stairs (not shown on map). However, the door cannot be opened from this side.
14. Since the crevice is too small for you to go through, you should say the magic word from #6 (hiss) and turn into a snake. You can then go through the crevice and go south (not shown on map) until you find your equipment. You may go back the same way, or unlock the door and exit through #13.
15. When you give the cracker to the parrot, he will give you a vial which is used at #12.
16. From this brook, you can refill your water supply.

17. You may climb this tree to see the boat which you will be sailing (#19).
18. By giving the bread to the lion, you get rid of him.
19. The rope found here is to be used at #22. Entering the boat, you will notice that it has a hole in it. Use the blanket to cover the hole and you will be able to sail off.



20. After getting the shovel from #23 (see below), dig. You will find a chest, but a pirate will steal it and take it to #24.
21. There is an anchor here which is to be used at #22. Also, after finishing this island, drink the liquid from the vial from #15, and go north to #25.

22. Tie the rope from #19 to the anchor from #21. Then throw the anchor which hooks up to the tree, allowing you to proceed to #23.
23. Get this shovel and dig at #20.
24. After digging at #20, come here and get the chest. Inside you will find a harp to be used at #31.
25. The only way to get here is through the action at #21.
26. This ring is to be used at #38.
27. Talk to the woman to get some information. The first time you go west, you'll go to #28. After the first time, the other west path is taken.
28. If you go to the rainbow, you'll find a coin to be used at #32.
29. Say the word found inside the locket from #8 (Lucy) to go west.
30. You can get all of your equipment by going into this cave.
31. You can get past the giant by playing the harp from #24.
32. Buy a trumpet with the gold coin found at #28.
33. Play the trumpet from #32 to lower the bridge. Your next goal is #38.
34. There is a mistake in the game here. It says there is a doorway to the east and one to the south. The doorways are actually to the west and south.



35. Kill the boar. If the Wizard zaps you here, you will see a boar. To kill him, give him the apple from #11.
36. Escape from the cell. If the Wizard zaps you here, you will be locked in a cell. To escape, say the magic word HISS. This lets you exit freely.
37. To open the door to the east, you must use the knife to pick the lock.
38. Kill the Wizard. If this room is empty when you enter, go out and come back again. You will see a bird, actually the Wizard in disguise. To kill him, put on the ring from #26 and rub it.
39. This frog is actually the Princess. Kiss the frog to change her back. If the Wizard is still alive, he will zap you to a new location out of this room.
40. Look in the closet for a pair of shoes. Take the shoes and look at them. You will see a magic word to transport you and the princess back to Serenia. Put on the shoes and say the magic word. When you are back in the town, type another command and the game will end.

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