

WIZARD AND THE PRINCESS®
PLAYER GUIDE
COMMODORE 64 BY BOBBIT

LOADING INSTRUCTIONS

1. Label side up and with your thumb on the label, insert your Wizard and the Princess disk into the drive and close the door to the drive.
2. Turn on the power to the drive, then the computer and monitor.
3. When the screen says "READY," type **◀LOAD"WP",8,1▶**, then press **◀RETURN▶**. Wizard and the Princess will take approximately one minute to load.

WISE COMMANDS FOR THE HERO

Unless otherwise stated, follow all commands with the **◀RETURN▶** key.

Your computer is a steadfast companion, but it only understands simple commands of one or two words. To move from place to place, type a single letter:

North **◀N▶**
South **◀S▶**
East **◀E▶**
West **◀W▶**
Up **◀U▶**
Down **◀D▶**

If the computer questions your directions, offer something more specific. To enter a cave, type:

◀GO CAVE▶

There will be many things along your path. So be watchful! To see a scene better, type:
A detailed description may appear.

◀LOOK▶

To get a closer look at a tree, type:

◀LOOK TREE▶

If you see an object that could be useful, a ring for instance, command the computer by typing:

◀GET RING▶

Then, if you later decide to leave it behind, type:

◀DROP RING▶

Along the way, you may meet others who may or may not have clues for you. Command them to speak. Type:

◀TALK GUARD▶

Sometimes it is possible to command the computer to take direct action. Ex: You might command:

◀CUT TREE▶

The computer might ask, "WITH WHAT?" You answer the computer with:

◀WITH AX▶

You may look at what you are carrying at any time. To get the list, type:

◀INV▶

If you desire to look into the past, you can review the previous 24 lines of commands and descriptions. Press:

◀RETURN▶ (Once)

To return to the scene, press that key again.

◀RETURN▶ (Once more)

MAGIC OF YOUR OWN

Here is a bit of wizardry for you. It is called "saving a game." It allows you to take a rest or come back if you die.

Part One - Getting Ready

You only perform this step once. Use either a blank disk or one with information you do not need. This disk will be your "saved game disk."

When the adventure game appears on the screen, take out your Wizard and the Princess disk and insert your "saved game disk" into the disk drive. Then, in the space for commands,

TYPE ◀INIT DISK▶

The computer will initialize the disk and tell you to reinsert your Wizard and the Princess disk in the drive.

Part Two - Saving a Game

When you want to rest or have reached a crossroad, save your game.

TYPE ◀SAVE GAME▶

The computer will ask you to insert your "save game disk" and select a letter to identify your saved game. Type in from one to thirteen characters. Example: inside a cave you might type ◀CAVE #1▶. The computer will tell you to take out your "saved game disk" and replace it with your Wizard and the Princess disk. Now you can carry on with your game.

Part Three - Restoring a Game

You will want to restore the game after a rest or if you should die. Insert your Wizard and the Princess disk and turn on the computer. When the first scene appears,

TYPE ◀RESTORE GAME▶

The computer will tell you to reinsert your "saved game disk." Then type the name of the game you wish to restore.

Now, reinsert your Wizard and the Princess disk.

PRESS ◀RETURN▶ (Once)

The scene that you saved will reappear on the monitor.