

WIZARD'S CASTLE

BY JOSEPH R. POWER

Wizard's Castle is written for a 16K or larger Exidy Sorcerer. It is a fantasy game about equal in complexity to the many ADVENTURES now available and is the largest program I have ever written in BASIC. Unlike ADVENTURE, the castle is randomly stocked for each game, which means that winning one does not detract from future games. At present, there are versions of Wizard's Castle for the Sorcerer, the TRS-80, and HP 2000 BASIC.

BACKGROUND HISTORY

Many cycles ago, in the kingdom of N'dic, the gnomish wizard Zot forged his great orb of power. Soon after this he vanished, leaving behind his vast subterranean castle filled with esurient monsters, fabulous treasures, and the incredible Orb of Zot. From that time hence many a bold youth has ventured into the wizard's castle. As yet, none has ever emerged victorious.

INTRODUCTION

Wizard's Castle is a computerized simulation of one of the most common and popular fantasy motifs — the lone adventurer's quest within an immense underground labyrinth. Each game is separate from all others, so the game is a challenge even after you have won several times. Each game will result in a win or loss, depending on a player's skill and luck. The following instructions explain the rules and options of the game. If at any time, however, you are not sure of what to do — experiment. The program is designed to prevent invalid inputs.

CHARACTER CREATION

At the start of each game you will be asked a number of questions about what type of character you will have. You must make choices about the following things:

Race — You may be an Elf, Dwarf, Man, or Hobbit. Each race starts with a total of 32 points (except Hobbits, who get 28) but they are distributed differently for each race.

Sex — You may be male or female. Both are equal in ability and number of points. Be creative with your response.

Points — Each character starts with a number of points for the attributes of Strength (ST), Intelligence (IQ), and Dexterity (DX). In addition, there are some other points which you may distribute to the three attributes as you wish.

Your ST, IQ, and DX may be any number from 1 to 18. If any of the three goes below 1, you have died. For all three attributes the bigger numbers are better. Each character also starts the game with 60 gold pieces (GPs) with which to purchase some, none, or all of the following:

Armor — You may buy Plate armor for 30 GPs, Chainmail for 20 GPs, or Leather for 10 GPs. You can wear only one suit of armor at a time. The more expensive the armor, the more damage it will absorb.

Weapons — You may buy a Sword for 30 GPs, a Mace for 20 GPs, or a Dagger for 10 GPs. You can carry only one weapon at a time. The more expensive the weapon, the more damage it will do to the various monsters.

Lamp — If, after selecting armor and a weapon, you have 20 GPs or more left, you may buy a lamp for 20 GPs. Having a lamp will allow you to look into adjacent rooms without

entering them.

Flares — If, after all other purchases, you have any money left, you may buy flares at 1 GP apiece. Lighting a flare reveals the contents of all the rooms around your current position.

Once you have created and equipped a character, you are ready to enter the castle and begin the game.

THE CASTLE

The castle is arranged as an 8 x 8 x 8 matrix. This means that there are 8 levels with 64 rooms in each level. Each level of the castle is constructed like a donut in that the north edge is connected to the south edge and the east edge is connected to the west edge. In a similar fashion, the sinkholes (explained later) on level 8 will 'drop' you down to level 1. The ONLY room that does not work in this manner is the entrance/

O — a crystal orb (this is NOT the Orb of Zot)

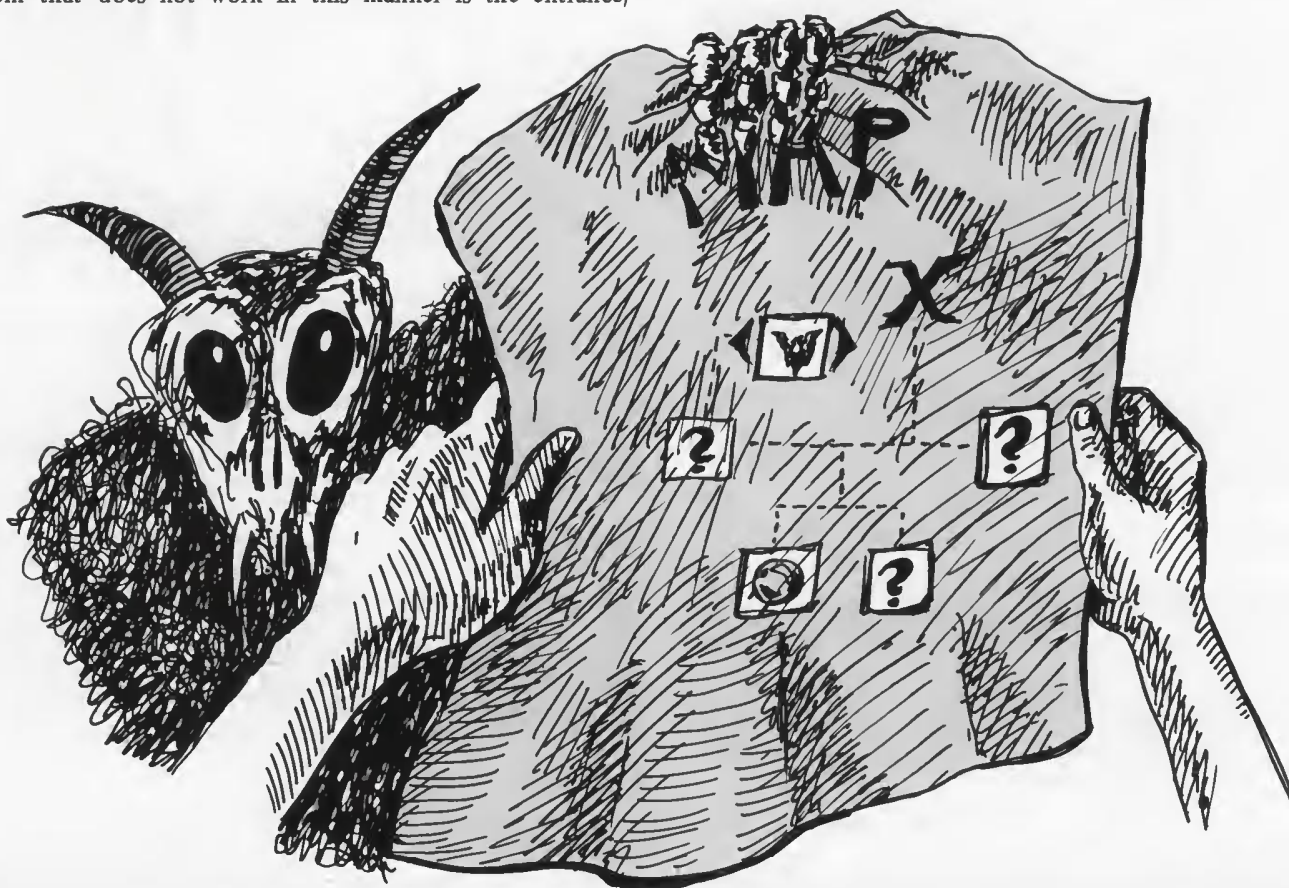
S — a sinkhole (a room with no floor)

T — one of the eight treasures.

The single letters are the abbreviations for the room contents which are displayed whenever you look at your map or light a flare. When you look at your maps, the room you are currently in is bracketed by <>.

PLAYER COMMANDS

Whenever the program asks YOUR MOVE?, you must decide what action you wish to perform. If your choice is not valid in your current situation, the program will inform you and allow you to try again. The following is a list of the commands which the program understands, with a description of their effects and restrictions:



exit of the castle (always at (1, 4) Level 1). Going north from this room takes you out of the castle and ends the game.

Each room in the castle will have as contents one of the following:

- E — the entrance/exit of the castle, always located at (1,4) Level 1
- ♦ — an empty room
- U — stairs going up to the level above
- D — stairs going down to the level below
- P — a magic pool you can drink from
- C — a chest which may be opened
- B — a book which may be opened
- G — from 1 to 10 gold pieces
- F — from 1 to 3 flares
- W — a warp
- M — a monster (1 of 12 types)
- V — a vendor

NORTH moves you to the room north of your present position. WHEN YOU GO NORTH FROM THE ENTRANCE THE GAME ENDS. In all other cases the north edge wraps to the south.

SOUTH moves you to the room south of your present position. In all cases the south edge wraps to the north edge.

EAST moves you to the room east of your present position. In all cases the east edge wraps to the west edge.

WEST moves you to the room west of your present position. In all cases the west edge wraps to the east edge.

UP causes you to ascend stairs going up. You must be in a room with stairs going up.

DOWN causes you to descend stairs going down. You must be in a room with stairs going down.

DRINK causes you to take a drink from a magic pool. You may repeat this command as often as you wish, but you must be in a room with a magic pool.

MAP causes a map of the level you are currently on to be printed. All unexplored rooms are displayed as '?'; all other

rooms are displayed by their one-character abbreviations. You may look at your map at any time unless you are blind or retreating from a monster.

FLARE causes one of your flares to be lit, revealing the contents of all the rooms around your current position. Because each edge is joined to the opposite edge, you will always see nine rooms with your location in the center. Each flare you light burns away to nothing. You may light flares as long as you have some and if you are not blind or retreating from a monster. For people familiar with any of the common Star Trek games, a flare works much like a Long Range Scan with the addition of wraparound.

LAMP allows you to shine your lamp into any one of the rooms north, south, east, or west of your current position, revealing that room's contents. Unlike flares, a lamp may be used over and over again. You may use your lamp at any time unless you don't have a lamp, are blind, or are retreating from a monster.

OPEN causes you to open the book or chest in the room you are in. This command will only work if you are in a room with a chest or book.

GAZE causes you to gaze into a crystal orb. When you see yourself in a bloody heap, you lose 1 or 2 points of Strength. When you see the location of the Orb of Zot, there is only a 50% chance that it is correct. You cannot gaze when you are blind or when you are not in a room with crystal orb.

TELEPORT allows you to teleport directly to a room. This is the only way to enter the room containing the Orb of Zot. You must have the Runestaff to teleport.

QUIT allows you to end the game while still in the castle. You will be asked if you really want to quit, in case you made a mistake or want to change your mind. If you quit, you will lose the game.

All of the commands, except **DRINK**, can be abbreviated by their first letter (M for MAP, Q for QUIT, etc.). The abbreviation for **DRINK** is DR (to avoid confusion with the **DOWN** command).

MAGIC SPELLS

Whenever your Intelligence (IQ) becomes 15 or higher, you gain the option to cast a magic spell on a monster if you have the very first combat option. The three spells and their effects are:

Web traps the monster in a sticky web so it can't fight back as you swing at it. This spell lasts between 2 and 9 turns and costs you 1 Strength (ST) point.

Fireball hits the monster with a ball of flame that causes between 2 and 14 points of damage instantly. It costs 1 ST point and 1 IQ point.

Deathspell is a contest of wills between the monster and yourself. Whoever has the lower IQ dies at once. It costs nothing to use but it is very risky. Even with an IQ of 18 (the highest possible), you have a 25% chance of losing.

TREASURES, CURSES, BLINDNESS, AND SUCH

In the castle are eight randomly placed treasures:

The Ruby Red — wards off the curse of Lethargy.

The Norn Stone — has no special power.

The Pale Pearl — wards off the curse of the Leech.

The Opal Eye — cures blindness.

The Green Gem — wards off the curse of Forgetfulness.

The Blue Flame — dissolves books stuck to your hands.

The Palantir — has no special power.

The Silmaril — has no special power.

There are three curses:



Lethargy — this gives the monsters the first attack which prevents you from bribing them or casting spells on them.

Leech — this takes from 1 to 5 GPs from you each turn until you have no more.

Forgetfulness — this causes you to forget what you know about the castle. Your map slowly returns to all question marks; however, the room contents remain the same.

In addition to nullifying the effects of the curses, the treasures also provide protection from the two bad things that can happen when you open a book. These are going blind, which prevents you from seeing your maps, lighting flares, using your lamp, gazing into orbs, and being told your present location, and having the book stick to your hands, which prevents you from using your weapon to fight monsters (you can still cast spells at them though).

VENDORS

On every level in the castle there are vendors who are more than willing to sell you various items at grossly inflated prices. Normally, the vendors will make you an offer for every treasure you have and then, depending on the amount of gold you have, will sell you new armor, a new weapon, ST, IQ, and DX potions (no matter how many of these you buy, 18 is the maximum value for all three), and a lamp if you don't already have one.

If you choose to attack a vendor, you will antagonize every vendor in the castle and they will react like a monster. You will also lose the ability to trade with them. Killing a vendor, however, will give you new plate armor, a sword, one ST, IQ, and DX potion, and a lamp (if you don't have one), in addition to his hoard of between 1 and 1000 GPs.

To end hostilities and reestablish trade, you must bribe any vendor in the castle with the treasure of his choice.

MONSTERS AND THE RUNESTAFF

There are twelve types of monsters in the castle:

- | | |
|-----------|-------------|
| 1. Kobold | 7. Bear |
| 2. Orc | 8. Minotaur |
| 3. Wolf | 9. Gargoyle |
| 4. Goblin | 10. Chimera |
| 5. Ogre | 11. Balrog |
| 6. Troll | 12. Dragon |

Please note that each time you hit a gargoyle or dragon there is a chance your weapon will break.

Each monster possesses a hoard of from 1 to 1000 GPs which you get when you kill it. In addition, one of the monsters is carrying the Runestaff (you won't know which one until you kill it). You must have the Runestaff to teleport, and when you teleport into the room containing the Orb of Zot, the Runestaff disappears.

WARPS AND THE ORB OF ZOT

All but one of the rooms labeled W really are warps, and walking, falling, or teleporting into them will cause you to move to any room in the castle at random. The one exception is the Orb of Zot which is disguised as a warp. Walking into this room always causes you to move one room further in the same direction. To enter the room, you must teleport in. At this point you acquire the Orb of Zot and the Runestaff vanishes. To win the game, you must then leave the castle with the Orb of Zot. Remember that crystal orbs are not the Orb of Zot and cannot be picked up.

ERROR MESSAGES

Any time you receive a message starting with ** it means that the last thing you typed was unacceptable to the program at that time. For instance, if you get the message ** NO ORB — NO GAZE, this means that you tried to gaze in a room that did not have an orb in it. You are always required to redo your last response when you receive a ** message.

CREDITS

No program is created or exists in a vacuum, and Wizard's Castle is no exception. Many thanks go to Chip Bestler for creating the first Hobbit program which served as the great-grandfather to this one, to Kevin Williams and Dana Kaempfen for thinking the game was good enough to beg me for it, and to all the people who asked me for one more 'little' addition to it.



FINAL INSTRUCTIONS

These instructions are meant to be a guide only. Feel free to experiment with various responses when running the game (this is half the fun of the game). For the best results, add equal parts of imagination and common sense. If you have any questions that you can't figure out, write to me and I will do my best to dispell confusion. Send all letters to Joseph R. Power, 124 Cedar St., Apt. 5, E. Lansing, MI 48823. Please include a self-addressed stamped envelope.

Variables, Functions, and Machine Specifics for Wizard's Castle

C\$(34)	names of all the possible castle contents
I\$(34)	abbreviations for all the possible castle contents
R\$(4)	names of the four races
W\$(8)	names of the four weapons and four armor types
E\$(8)	names of the eight recipes (for Orc Tacos, etc.)
C(3, 4)	locations and status of the curses
T(8)	status flags for the treasures (1 = player owns)
O(3)	location of the Orb of Zot
R(3)	location of the Runestaff
X, Y, Z	usually the location coordinates of the player
BF	book-stuck-to-hands flag (1 = book stuck)
VF	Vendor-anger-flag (1 = Vendors angry)
LF	lamp-owned flag (1 = player owns it)
RF	Runestaff possession flag (1 = player owns it)
OF	Orb of Zot possession flag (1 = player owns it)
BL	blindness flag (1 = player is blind)
BL	blindness flag (1 = player is blind)
ST	current number of stength points
IQ	current number of intelligence points
DX	current number of dexterity points
OT	amount of other points the player gets
AV	number of points your armor absorbs per hit
AH	total number of hit points your armor has left
WV	number of points of damage your weapon does
TC	total number of treasures you possess
GP	total number of gold pieces you possess
FL	total number of flares you possess
HT	last turn you ate a monster on
T	the turn counter

all other variables are temporary and reusable or else string constants used in messages.

FNA(Q) = 1 + INT(RND)(8) * Q) <- produces a random number from 1 to Q
 FNB(Q) = Q + 8 * ((Q = 9) - (Q = 0)) <- causes wraparound at borders
 FNC(Q) = -Q * (Q < 19) - 18 * (Q > 18) <- limits Q to a max. of 18
 FND(Q) = Q * 64 + X * 8 + Y - 585 <- computes room location in memory
 FNE(Q) = Q + 100 * (Q > 99) <- tags a room as explored.

In Sorcerer BASIC TRUE = -1 and FALSE = 0.

All variables are global in a user defined function except the dummy parameter.

CHR\$(12) clears the screen like a TRS-80 CLS command.

The first remark is a machine language routine to simulate the RANDOM function.

After 32767, memory locations (for POKE and PEEK commands) are numbered -32768 (8000 hex) to -1 (FFFF hex).

LISTING

