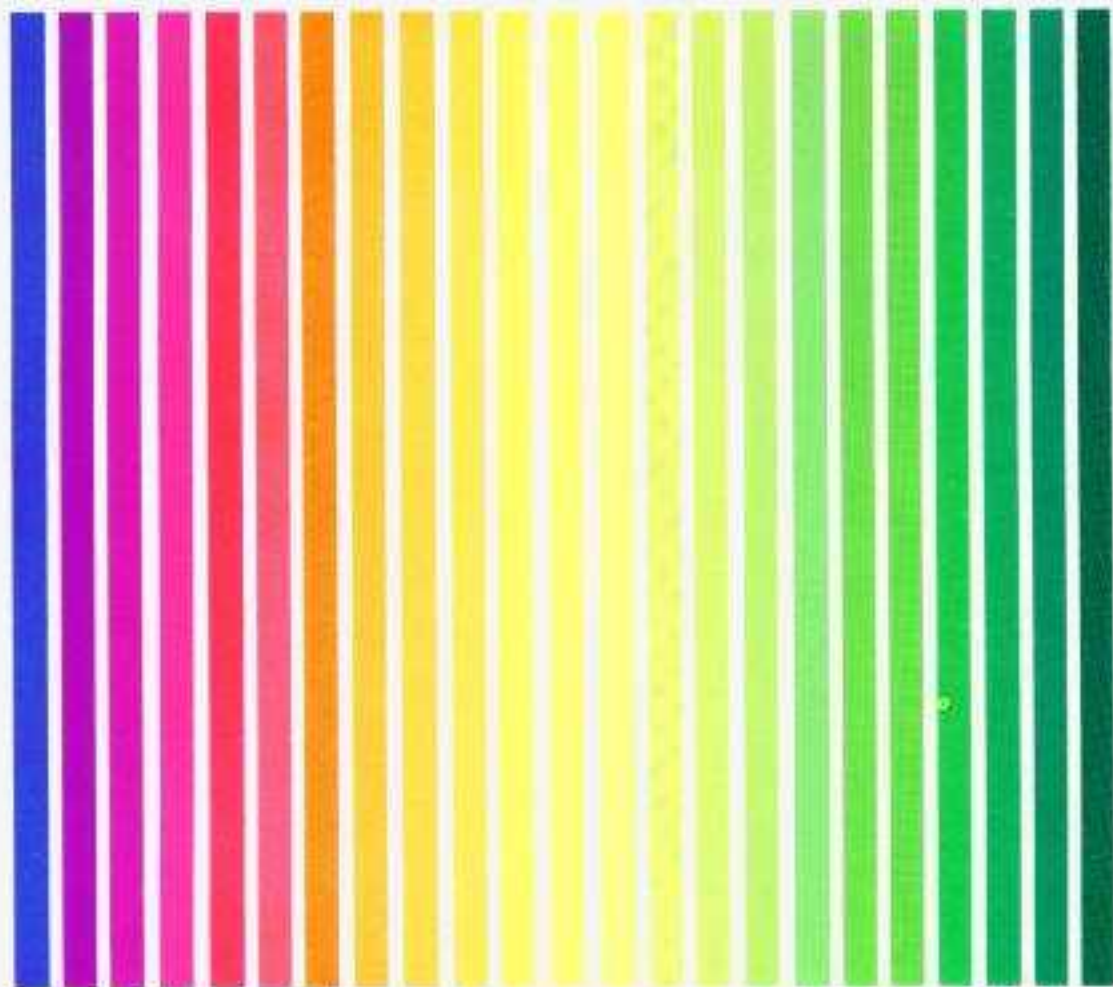


APX ATARI® PROGRAM EXCHANGE



WIZARD'S GOLD

APX-20020

User-Written Software for ATARI Home Computers

DISCLAIMER OF WARRANTY AND LIABILITY ON COMPUTER PROGRAMS

Neither Atari, Inc. ("ATARI"), nor its software supplier, distributor, or dealers make any express or implied warranty of any kind with respect to this computer software program and/or material, including, but not limited to warranties of merchantability and fitness for a particular purpose. This computer program software and/or material is distributed solely on an "as is" basis. The entire risk as to the quality and performance of such programs is with the purchaser. Purchaser accepts and uses this computer program software and/or material upon his/her own inspection of the computer software program and/or material, without reliance upon any representation or description concerning the computer program software and/or material. Should the computer program software and/or material prove defective, purchaser and not ATARI, its software supplier, distributor, or dealer, assumes the entire cost of all necessary servicing, repair, or correction, and any incidental damages.

In no event shall ATARI, or its software supplier, distributor, or dealer be liable or responsible to a purchaser, customer, or any other person or entity with respect to any liability, loss, incidental or consequential damage caused or alleged to be caused, directly or indirectly, by the computer program software and/or material, whether defective or otherwise, even if they have been advised of the possibility of such liability, loss, or damage.

LIMITED WARRANTIES ON MEDIA AND HARDWARE ACCESSORIES

ATARI warrants to the original consumer purchaser that the media on which the computer software program and/or material is recorded, including computer program cassettes or diskettes, and all hardware accessories are free from defects in materials or workmanship for a period of 30 days from the date of purchase. If a defect covered by this limited warranty is discovered during this 30-day warranty period, ATARI will repair or replace the media or hardware accessories, at ATARI's option, provided the media or hardware accessories and proof of date of purchase are delivered or mailed, postage prepaid, to the ATARI Program Exchange.

This warranty shall not apply if the media or hardware accessories (1) have been misused or show signs of excessive wear, (2) have been damaged by playback equipment or by being used with any products not supplied by ATARI, or (3) if the purchaser causes or permits the media or hardware accessories to be serviced or modified by anyone other than an authorized ATARI Service Center. Any applicable implied warranties on media or hardware accessories, including warranties of merchantability and fitness, are hereby limited to 30 days from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties on media or hardware accessories are hereby excluded. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you. Some states also do not allow the exclusion or limitation of incidental or consequential damage, so the above limitation or exclusion may not apply to you.

WIZARD'S GOLD

Program and Manual Contents © 1981 Atari, Inc.

Copyright and right to make backup copies. On receipt of this computer program and associated documentation (the software), ATARI grants to you a nonexclusive license to execute the enclosed software and to make backup or archival copies of the computer program for your personal use only, and only on the condition that all copies are conspicuously marked with the same copyright notices that appear on the original. The software is copyrighted. You are prohibited from reproducing, translating, or distributing this software in any unauthorized manner.

TRADEMARKS OF ATARI

The following are trademarks of Atari, Inc.

ATARI
ATARI 400 Home Computer
ATARI 800 Home Computer
ATARI 410 Program Recorder
ATARI 810 Disk Drive
ATARI 820 40-Column Printer
ATARI 822 Thermal Printer
ATARI 825 80-Column Printer
ATARI 830 Acoustic Modem
ATARI 850 Interface Module

Distributed by

The ATARI Program Exchange
P. O. Box 427
155 Moffett Park Drive, B-1
Sunnyvale, CA 94086

To request an APX Software Catalog, write to the address above, or call toll-free:

800/538-1862 (outside California)
800/672-1850 (within California)

Or call our Sales number, 408/745-5535.

GAME OVERVIEW

Inflation is making a farce of your plans to buy a vacation home in St. Moritz and tool around town in a Bugatti. You've tried keeping up by investing in California real estate, wildcat oil wells, and deutsche marks. It's hopeless--you're still falling behind. At your club's monthly dinner dance, the couple discoing next to you breathlessly discuss a castle along the Rhine rumored to have a ten-pound bar of pure gold hidden somewhere in its catacombs. "That's it!" you tell yourself. I'll combine my business trip to Frankfort tomorrow with a side trip to this castle and come up with some way to write off the whole trip as a tax deduction. Once you touch down in Germany, you cancel your flight to Frankfort and head straight for the castle instead. You pay off your tour guide at the castle gate, and wander into the castle on your own. You start out in a typical castle bedroom, but soon your hopes are lifted--no castle can be this weird unless it has something to hide. You go for the gold! (P.S. The disco couple neglected to mention one thing. It seems the gold belongs to the castle's resident wizard. He had to fend off all the king's knights to steal his treasure and he's not about to give it up so you can buy a house and a car.)

WIZARD'S GOLD belongs to the family of games called Adventure. These are maze games in which descriptions of your current surroundings display on your video screen. This game uses text only--no sound, motion, color, or graphics.

REQUIRED ACCESSORIES

24K RAM
ATARI BASIC Language Cartridge
ATARI 810 Disk Drive

GETTING STARTED

1. Turn on your first (or only) disk drive and insert the game diskette.
2. Power up your computer and turn on your video screen.
3. At the READY prompt, type RUN "D:\WIZARD" and press RETURN. The program will load into RAM and begin.

The first display screen

You'll see the message WELCOME TO ADVENTURE, followed by a description of your locale and your task and a summary of game instructions. Once you press the RETURN key, your adventure begins!

PLAYING THE GAME

So you're determined to find that bar of gold. You'd better start looking quickly and think about your escape route at the same time, because you'll soon discover you're not alone. Move around by entering any of these one-letter commands:

- U for up
- D for down
- N for north
- E for east
- S for south
- W for west

Try drawing a map of the castle's various chambers if you become too confused.

You'll encounter objects like books and lamps as you wander around. It's often wise to take these along with you, for you'll find them useful in other locations to help you escape or to protect you from unexpected dangers. Take and use these objects by entering two-word commands, such as TAKE BOOK and TURN ON LAMP. Some players prefer to discover for themselves the verbs used in these commands, while others are impatient with this aspect of Adventure games. For these latter players, there's a list of the verbs used in WIZARD'S GOLD at the end of these instructions.

If you're stumped, ask for a clue by typing HINT. To redisplay the description of your immediate surroundings, type L for "look around", and to request a list of all the objects you currently have with you, type I for "inventory". You can also request a summary of these instructions at any time by typing HELP.

One more thing. WIZARD'S GOLD has some secret words, which, when used at the right time and in the right place, can effect wondrous results.

SCORING

There's only one way you can win at playing WIZARD'S GOLD--by finding the bar of gold and getting out alive!

RESTARTING AND REPLAYING THE GAME

You can interrupt the game at any time and start over by first pressing the BREAK key and then typing RUN. If you manage to succeed in your mission but are so foolish as to want to relive your adventure, simply type RUN.

VERB LIST

DROP
EAT
MOVE
OPEN
PLAY
READ
RIDE
SAY
TAKE
TURN OFF
TURN ON
UNLOCK
WAVE

MOVEMENT COMMANDS

U (up)
D (down)
N (north)
E (east)
S (south)
W (west)

OTHER COMMANDS

HINT for some helpful information
HELP for the game instructions
L for a description of your immediate surroundings
I for your list of objects

ATARI PROGRAM EXCHANGE

REVIEW FORM

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many software authors are willing and eager to improve their programs if they know what users want. And, of course, we want to know about any bugs that slipped by us, so that the software author can fix them. We also want to know whether our documentation is meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program _____

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate and/or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program?

- _____ Easy to use
- _____ User-oriented (e.g., menus, prompts, clear language)
- _____ Enjoyable
- _____ Self-instructive
- _____ Useful (non-game software)
- _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the software or user instructions:

STAMP

ATARI Program Exchange
P.O. Box 427
155 Moffett Park Drive, B-1
Sunnyvale, CA 94066

[seal here]

WIZARD'S GOLD

APX-20020