

HI-RES ADVENTURE #2

WIZARD AND THE PRINCESS



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ATARI
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SIERRAVENTURE

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.

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.”

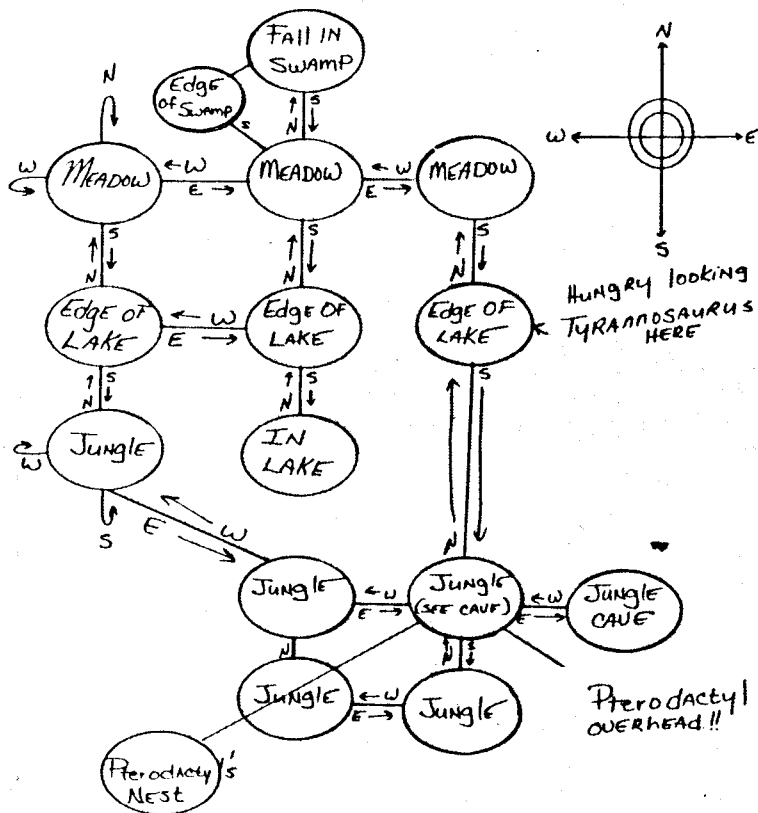
PLOT YOUR PATH OR PERISH

“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.

“Take special care to map when you’re in a maze - the bane of all adventurers. It may be a tunnel or a cave, or just a repeating scene.

“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.

“I’ve enclosed a typical map for you to use.”



MAGIC OF YOUR OWN

Through 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.”

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You are a happy wanderer passing through a village in the land of Serenia when you notice a large crowd. Being a curious wanderer, you saunter over to see what is going on. From the middle of the chaos you hear a bell ringing. As you get closer, you see the town crier with a proclamation from the King of Serenia.

"HEAR YE, HEAR YE," he cries. "His Majesty King George has just suffered a terrible loss. His fair daughter, the Princess Priscilla, has been abducted by the great and dreadful wizard, Harlin, to his castle beyond the great mountains."

The crowd is now hushed, waiting to hear more. The town crier then shouts, "His Majesty offers half his kingdom to anyone who can bring the princess back safely." That is all he has to say, but it leaves you shaking. Not only are you a happy wanderer, but you love adventure as well, and half a kingdom is a great reward. You decide to find her. But where are the great mountains? As you look around, you see no mountains. Just a vast desert that seems never to end. You ask a villager where the great mountains are located, and he points to the north and tells you, "There are a great many dangers on the way to the great mountains, and the wizard Harlin is very powerful and bad."

You thank the villager for his information and start off to the north. As you enter the desert, you check your belongings: a flask of water, a small knife, a loaf of bread and a blanket. Not much for such a long journey, but it will have to do for you have no money. And so you are on your way.



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