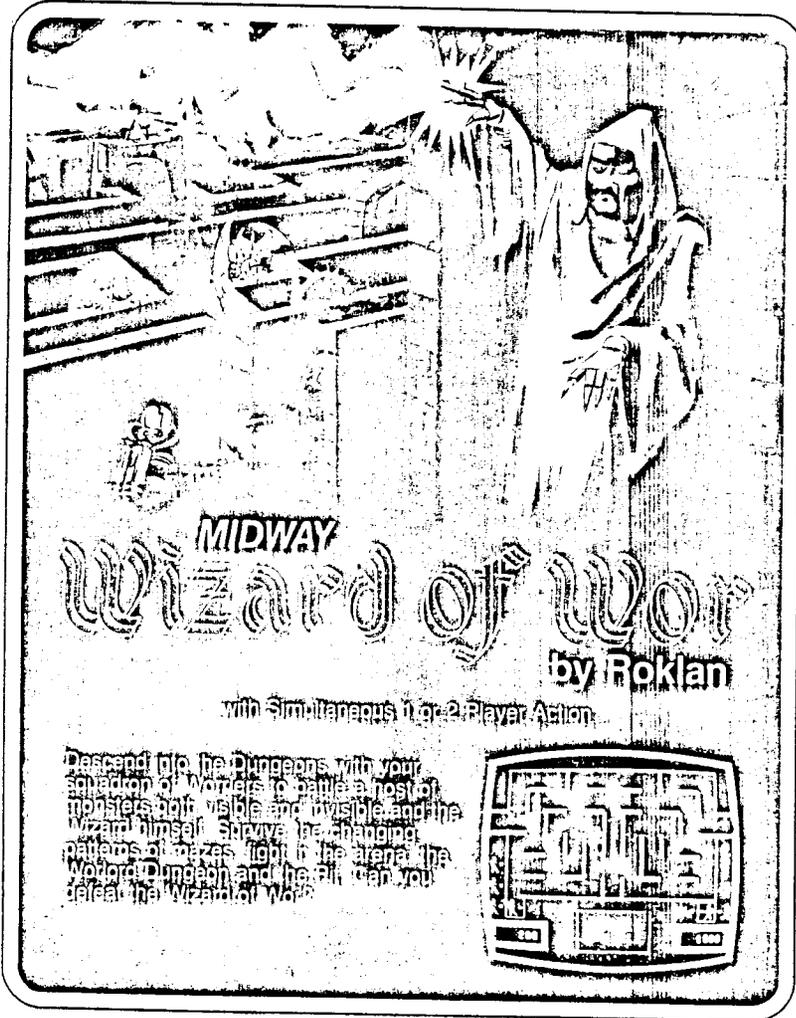


Roklan

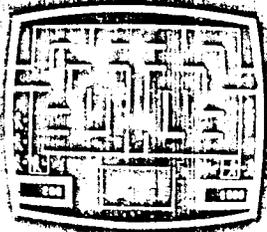
Software



MIDWAY
Wizard of War
by Roklan

with Simultaneous 1 or 2 Player Action

Descend into the Dungeons with your
squadron of Warriors to battle a host of
monsters both visible and invisible and the
Wizard himself. Survive the changing
patterns of mazes, fight in the arena, the
Wizard's Dungeon and the pit, can you
defeat the Wizard of War?



SELF-LOADING DISKETTE

Connect the Atari 800/400™ to the TV Switchbox, Power Supply and Atari 810™ Disk Drive as shown in the owner's manual. Turn the Computer Power Switch Off and Turn the Disk Drive Power Switch On. Make sure that there is no Cartridge in the Cartridge Slot and the Cartridge Door is Closed.

Insert the Diskette into the Disk Drive and Close the Disk Drive Door.

Turn the Computer Power Switch On and the program will automatically start loading into the computer.

SELF-LOADING CASSETTE

Connect the Atari 800/400™ to the TV Switchbox, Power Supply and Atari 410™ Program Recorder as shown in the owner's manual. Turn the Computer Power Switch Off and Place the Cassette in the Program Recorder. (The program is recorded on both sides of the cassette.) Make sure that there is No Cartridge in the Cartridge Slot and the Cartridge Door is Closed.

Rewind the Cassette to the Start of the Tape. Stop the Tape and Press the "Play" Button on the Program Recorder. Hold the Start Button of the Computer Down and Turn the Computer Power Switch On. The computer should respond with a "beep" from the keyboard speaker. You must now Press the "Return" Key on the Computer Keyboard. As soon as you do this, the Cassette will start Loading the Program into the Computer. After a short wait, the Program will Load itself in and start execution automatically.

GAME INSTRUCTIONS

Attract Mode

After the program is loaded into memory it will go into the attract mode sequence which will explain the scoring and how to play the game. Not all of the attract mode is contained in the cartridge version.

1 or 2 Player Game

For a 1 player game plug a joystick into port 2. This will control the Warrior on the Right side of the maze. For a two player game, plug joysticks into ports 1 and 2. In a 2 player game, both players play simultaneously. The game starts out with 3 Warriors per player. Pressing the "SELECT" button allows you to choose 1 or 2 player game.

Option

By using the "OPTION" button you can choose between 3, 5 or 7 Warriors per game.

Pause

To pause the game, press the "SPACE BAR" on the computer keyboard. To resume play, press the space bar once again.

Start

The game is started by pressing the "START" button or by pressing the trigger button on either joystick. The joystick start feature only works if the game is not in play.

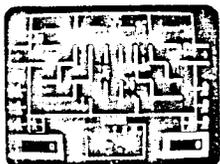
Hall of Fame *(disk version only)*

The disk version of this game has several additional screens which are shown during the "ATTRACT MODE" when no one is playing. To return to the "Title" screen, press either the OPTION or SELECT button. The disk version also contains a "HALL OF FAME" feature where the all time high can be saved permanently to disk. Scores save to disk will automatically be retrieved each time the game is loaded into the computer.

PLAYING THE GAME

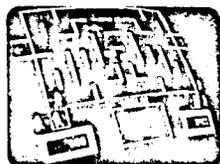
Basic Dungeons—

The Game consists of short passages and some long corridors.



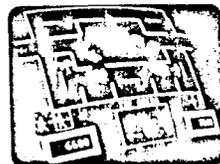
At the start, the maze contains six blue Burwors. Eliminate the last Burwor and yellow Garwors and red Thorwors join the battle.

Destroy all monsters and a new maze randomly appears. Six Burwors begin the fight quickly joined by more Garwors and Thorwors to kill or be killed by Worriors.



Worluk

Shoot the last Thorwor and Worluk the Wizard's favorite—will seek revenge. His escape is possible only through side doors. If he is shot before escaping, all points are doubled in the next dungeon.



The Arena

Appears after 1st Bonus Worrior is awarded and is the most difficult of the basic dungeons with an open area in the middle of the maze. A preview of the Worlord dungeons.



Worlord Dungeons

Dungeons '8' (and following dungeons), are still more difficult where the player is more likely to engage the Wizard. In these dungeons the player is addressed as "Worlord".



The Pit

Appears as the 13th dungeon after the 2nd bonus Worrior is awarded. It is an entirely open area, with no place to hide and requires the greatest skill for survival. Shooting all of the Worlings, Worluk and Wizard earns continued play.

The Combatants



Burwors

100 points

Blue in color. Always visible.



Garwors

200 points

Yellow in color. Often invisible.



Thorwors

500 points

Red in color. Moves with greater speed.



Worluk

1000 points

Winged monster that flies through the maze



Wizard of Wor

2500 points

Often appears when Worluk is shot. Teleports with magical speed from one position to another hurling lightning bolts.



Blue and Yellow Worriors

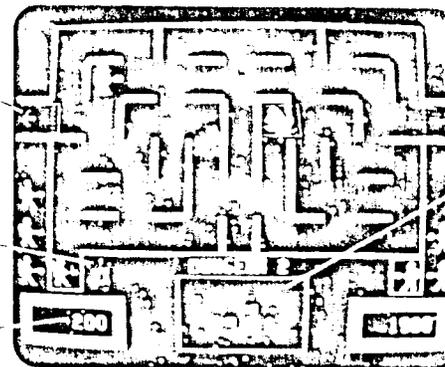
1000 points

Points awarded for shooting opponent Worrior. However, for teamwork play, either Worrior can bump or pass through the other without being destroyed.

Escape Door
located on both sides of maze for exit and entry by Worriors, Worlings and Worluk

Countdown
If Worrior is not put into maze within 10 seconds, he is brought out automatically.

Player 2 Score
(Opponent or Computer)



Escape Door

Radar Screen
Color dots represent general location in the maze of invisible Worlings

Player 1 Score

GAME STRATEGY

The game progresses through a series of dungeon mazes, each one deeper in the caverns of Wor. One other warrior accompanies you into the dungeons, and if you wish to survive for long, you should work with him to conquer the monsters you will encounter. At the start of each dungeon, there are blue Burwors moving around the maze. As you destroy them, yellow Garwors come out and as you destroy them red Thorwors take their place. When the last red Thorwor is shot, winged Worluk comes out (not in the first maze). Try to shoot him before he escapes out one of the side doors, as that will double all the point values for the next dungeon. After Worluk has escaped or been shot, the Wizard of Wor might show up. He uses a powerful teleport spell to jump himself from place to place in the dungeon, all the while firing lightning bolts. He keeps reappearing until one warrior has been destroyed, or he himself has been shot. If any warriors are left, the next dungeon is entered. This sequence of events continues until all of the player's warriors have been vanquished.

Warriors:

In the basic dungeons, a warrior can learn the fundamentals of survival. It is very easy to walk blind around a corner, into the mouth of a waiting monster. When the monsters are really moving, they are faster than you are. This makes running away difficult. There is a point where you will have to turn and fight them before they eat you.

Your warrior is easy to operate—a four direction joystick for movement in the dungeons, and a fire button for the concentrated unified field disturbance rifle. A light tap to the joystick will face your warrior in a certain direction, without moving him out of position. To move your warrior, just hold the joystick over in one direction.

The unified-field-disturbance rifle is easy to use. It fires in the direction your warrior is facing. It operates on the principle of a concentrated unified-field-disturbance area coupled with a displacement through four-space. This means that it can create only one disturbance at a time, and the disturbance must continue moving until it expands its energy on some object, usually a monster or a wall of the dungeon.

Only one shot can be in the air at a time. This means that in a short corridor you will be able to fire rapidly, because your shot will always quickly encounter a wall. In a long corridor, the shot stays in the air for a long time, leaving you in hot water if a monster is approaching from the side.

If your shot occasionally seems to go in the wrong direction, it is because your warrior has not fully rounded a corner before firing. Your shot went in the direction you were just facing, not in your new direction. Learning when not to shoot is an important part of the strategy of this game.

Entering the dungeon is simple to do, but at times, particularly in the Worlord dungeons, choosing the right time to enter can be a little tricky. At the start of each dungeon, you have ten seconds to bring your warrior into the maze. To do so, just push the joystick toward the maze. When your warrior comes out, he is facing the radar screen. If you do not bring the warrior out of the ready box immediately, the ten second count-down begins. The numbers of the count are shown next to the ready box. At the end of the ten seconds, your warrior will automatically be brought into the dungeon. At the beginning of a dungeon all the monsters are started away from the two ready boxes. But since the monsters move randomly at first, they can start to move closer to you. Also, when a warrior has been destroyed, you may immediately bring a new warrior into play. However, monsters might be milling about next to your ready box. To avoid being eaten, wait for the monsters to clear the area before bringing your warrior out.

It is important to note that a new warrior can be brought in at any point during play. If you get eaten or shot, just bring in another warrior and have at it! This is particularly useful with Worluk, who may eat you once, but not escape immediately. It is often possible to bring a second warrior in, and kill Worluk for double score on the next dungeon, before he escapes.

Teamwork is also a major point of strategy in Wizard of Wor. In the basic dungeons, there are places where two warriors can cut off the monsters as they try to enter the corridor where the warriors are standing. This position is strong but not invincible. The monsters, particularly the last few monsters left in a maze, are moving fast enough to occasionally duck in between shots, and eat you. A back to back strategy in a short corridor is good teamwork. Note that the two warriors can pass through each other unhindered. But be careful! When you are close together it's very easy to accidentally shoot each other.

In the early mazes, it is to your advantage to initially go out and shoot as many monsters as you can. This is because the monsters move slowly at first, but get faster later. The more slow monsters you shoot, the fewer fast monsters will be left to eat you. When the monsters speed up, then find a good teamwork spot. In the upper level mazes, the Worlord dungeons, the critical thing is to not miss a shot, for if a shot misses a monster, it is likely to travel a long way before hitting a wall, and in that time a monster will probably come along and eat you. In some of the Worlord dungeons, there are places that two warriors can defend effectively, but they are very hard to get to, and often one player might lose a warrior trying to move into position. When you reach The Pit, you're on your own...

Dungeons:

There are two levels of overall difficulty in the dungeons—basic dungeons and Worlord dungeons. In addition, there are two special dungeons, the Arena and The Pit, which occur at special times during play.

Each dungeon consists of an eleven-by-six matrix of squares, with a wall or opening on the sides of each square. The maze is symmetrical around the center vertical axis. Every maze has a side escape door located four squares up from the bottom, and on each side of the maze. Going out the door on one side brings you in the door on the other side. This can be confusing at first, but becomes quite handy when you get used to it. After using the side escape door, it remains closed for a short amount of time before reopening. When the Worluk appears, the escape door will be closed, but will open after a short delay, allowing the Worluk to escape. Proper use of the side escape door will sometimes aid in escaping trouble, and can also help to cut off Worluk before he escapes.

The basic dungeons consist of many passages with many possible different pathways, and some long corridors. At first glance, the long corridors appear to be the most strategic spot, but this is not true. Due to the firing mechanism, it is usually the most dangerous spot, as you are not able to fire very often. Finding good places for teamwork is relatively easy here. In the area between the radar screen and the dungeon, a description of some current important aspect of the game is displayed. In dungeon one, the word "RADAR" is shown, indicating to the novice player the function of the radar. On other dungeons, the level of the current dungeon is indicated. When Worluk comes out, the word "WORLUK" is displayed there, as is "WIZARD OF WOR" when he shows up. It tells when either of these has "ESCAPED". And it tells when "DOUBLE SCORE" has been earned for shooting Worluk. It also tells you of "THE ARENA" and "THE PIT".

Below the bottom of the dungeon is the radar. This shows you the location of every monster in the dungeon, visible and invisible. It is important to learn to use the radar to anticipate a monster coming from behind. The only creatures that do not show on the radar are the warriors.

When you have reached dungeons eight and above, you have become a Worlord. Now you have the honor of testing your skill in the Worlord dungeons. A Worlord dungeon will appear every four dungeons thereafter. These dungeons are much tougher, there are fewer walls and more open spaces. If even one shot misses and travels the long distance down to the opposite wall, a monster will very likely come up and gobble you down. Finding and establishing yourself in solid strategic positions is very difficult. It is easy to have several warriors chomped up in a row. Sometimes the monsters will line up along one edge of the maze—a lovely parade. However, if just one monster starts approaching from the top, watch out! The Arena is the dungeon that comes when the first bonus player is awarded. It is the most difficult maze of the basic dungeons, featuring an arena. This is a large open area in the middle of the dungeon, with openings level with the side escape doors. This is a preview of the Worlord dungeons and The Pit.

Surviving The Pit is the ultimate goal of Wizard of Wor. The Pit occurs at the thirteenth dungeon. In other words, the 13th, 34th, 55th etc. dungeons are The Pits. One missed shot here is almost certain to be fatal. The Wizard is particularly deadly here, as there is nowhere to hide. A bonus player is awarded at the Pit. Sophisticated maneuvering, intestinal fortitude (guts), and a bit of luck are needed to make it through The Pit unscathed. Surviving The Pit without losing a warrior earns you the title of Worlord Supreme. Best of luck!!

Monsters . . . Burwor, Garwor and Thorwor:

The Wizard of Wor loves to hear the patter of little feet running through his dungeons. So he created some lovely beasties, known as Worlings. Burwor is beautiful, bouncing blue. Six of them exist on each dungeon level. They always remain visible. This is because the Wizard's favorite color is blue. As each Burwor is shot, a Garwor may come to take his place. Garwor is kind of overfed, and waddles a bit, but he has yellow scales that are just as delicate. As Garwors are shot, Thorwors are teleported in to take their place. Thorwor is sleek and dangerous red.

All of these monsters can shoot an occasional lightning bolt. Only Garwor and Thorwor have the Wizard's spell of invisibility. They become visible when they enter the same corridor as a warrior, and when they are initially teleported in.

In the first dungeon, when the last Burwor is shot, he is replaced by a Garwor. When a monster is placed in the dungeon, it is at a random location, somewhere away from both warriors. In the second maze, the last two Burwors are replaced by Garwors. The progression continues until the sixth dungeon, when all six Burwors are replaced by Garwors. Whenever a Garwor is shot, he is replaced by a Thorwor. So, in the first dungeon, there are a total of eight monsters: six Burwors, one Garwor, and one Thorwor. In the second maze there are a total of ten monsters: six Burwors, two Garwors, and two Thorwors. In the sixth dungeon, there are a total of eighteen monsters: six Burwors, six Garwors, and six Thorwors. This is the maximum number of monsters in one dungeon level.

Note that there are really no more than six monsters in one dungeon at any one time. It just seems like there are more.

All of the monsters work on a speed-up timer. This timer increments the speed of the monsters every time it counts down, which is about every seven seconds. A Garwor that replaces a Burwor will start at the speed the Burwor was going when

destroyed. The same is true for Thorwors. So in the early mazes, Garwors and Thorwors end up going faster than Burwors, although, given enough time, Burwors can get moving as fast as any monster. In dungeon seven, the Burwors start at top speed.

Worluk... the Wizard's favorite:

In the second dungeon and beyond, Worluk will come out after the last Monster has been shot. Worluk is a lightning quick Caodemon. He's the Wizard's favorite. He flies erratically through the maze, trying to reach one of the side escape doors. The Wizard tries to train him to fly to the door on the opposite side of the maze that he is initially teleported to. However, Worluk's chaotic nature leads him to frantically fly about, sometimes flying out the side escape door closest to him. If you shoot Worluk, all the scores in the next dungeon are doubled. This means that killing Worluk is essential for high scores. A good strategy is to position your warrior by the door that Worluk should use to escape. If Worluk should eat your warrior, bring the next one immediately into play, and go after him again! Remember, he is worth double score on the next maze. But, at the moment that Worluk has been shot, beware warrior! For it is then that the Wizard of Wor might choose to appear.

The Wizard of Wor:

Even at a young age, the Wizard showed promise in the mystic arts. But it took many dangerous encounters and many years of research and study to sharpen his skills to his current high level.

The Wizard will sometimes come out after Worluk has been shot. He uses multiple teleport spells to pop around the dungeon, eventually homing in on one warrior or the other. All the while, he wildly fires lightning bolts in every direction. At first he teleports some distance away from one warrior. Then, on successive teleports, gets closer and closer. Note that if the two warriors are very near each other, the Wizard may teleport right next to one of them the very first time. This is because he was teleporting a certain distance away from the other warrior, and happened to come up right next to the first warrior.

The Wizard will continue to teleport and fire lightning bolts until either one warrior has been destroyed or the Wizard has been shot. Shooting the Wizard does not kill him, it only banishes him until the next dungeon.

In almost every dungeon there is a possibility that the Wizard could show up. This possibility is based on the level of the dungeon you are currently in, and on the total number of warriors left in the game. However, even at the highest dungeon level, it is not certain that he will appear.

Standing in a long corridor when the Wizard is teleporting in can be quite risky. If he comes up in that corridor, he will have a clear shot at you.

As you get deeper into the dungeons, the Wizard stays for a shorter period of time, and teleports even faster. This means he gets closer a lot faster, so you must try and shoot him soon after he first comes out. Otherwise, he may end up teleporting right next to you! The Wizard loves to fool warriors by teleporting behind them. But watch out, he will also surprise you by popping up right in front of you.

The Wizard says, "Scores of 150,000 or more are exceptional". Now, you're off to see the Wizard, the magical Wizard of Wor.