

TIMeworks[®]

User's Manual

Cave of the Word Wizard™

For
COMMODORE 64*
Computers

Published by **Timeworks, Inc.**

Acknowledgement

Timeworks, Inc., would like to thank Pat Quinn, who ate, drank, and breathed CAVE OF THE WORD WIZARD for many months to bring all the elements of this software package together.

I. Introduction

NOTE: This is a talking program. Be sure to turn up your volume before starting to play.

You have wandered into a mysterious cave, and the entrance has been sealed behind you. Suddenly the Word Wizard appears and informs you that in order to leave his cave you must find four magic crystals which have the power needed to open the cave entrance. You have only a flashlight to help you find your way, and your batteries are running low.

The Wizard is a funny old fellow who causes lots of mischief for anyone who enters his cave. He will appear often and ask you to spell a word – you will actually hear the old Wizard's voice – and you cannot continue your search until you spell the word correctly. The Wizard will use his magic powers to replenish the energy in your flashlight if you spell the word correctly, but each time you are wrong, he will draw energy from your light. When your flashlight runs out of energy, you will be doomed to roam through the cave in darkness forever.

II. The Wizard's Cave

The cave has eight levels with many rugged chambers on each level. There are many areas where care must be taken not to trip on the rock formations. You will also be confronted with other perils, including pits, underground creeks, and dangerous cave creatures like spiders, snakes, and scorpions.

III. The Wizard

The Wizard is a mischievous old fellow who takes the fine art of spelling very seriously. From the moment you enter the cave, the Wizard will be watching your every move. As you search for the crystals, he will appear in front of you and ask you to spell a word. He will use his magic powers to speak to you directly through your computer. You will not be able to move until you spell the word. If you spell it correctly, the Wizard will reward you by giving you more energy for your flashlight. If you spell the word incorrectly, he will drain energy from your light.

IV. Summary of Perils

You will be confronted by pits, underground creeks, puddles, and rocks of various sizes. You must jump over these perils to avoid them. But be careful. Some of the pits may be too wide to jump over. In that event, you may choose to go back the way you came, or jump into the pit and you will fall to the level below.

NOTE: The only way to reach the level below is to fall into a pit. Don't worry, you will not skin your knee or lose a bandaid.

On your journey you will also be confronted by various cave creatures like spiders, snakes, and scorpions. They will try to hinder your progress. You must jump over these cave creatures to avoid them. If you run into them or jump on top of them, you may skin your knee. Then you will have to use one of your bandaids, which you will receive at the beginning of the game. (See section V-B for more on bandaids.)

V. Summary of Helpers

- A. **The Flashlight** – You will start out with a fully charged flashlight. As you move through the cave, the energy in your light will begin to drain. You must explore the cave as quickly as possible or your light may run out of energy. Then the game will be over, and you will be doomed to roam in darkness forever.

Or you can replenish the energy in your light by correctly spelling the words posed to you by the Wizard. For each word you spell right, the Wizard will give your light more energy. When you spell a word incorrectly, he will take energy from your light.

- B. **Band-aids** – You will start your search for the magic crystals with 5 band-aids. If you fall victim to one of the cave's perils, you will skin your knee and need a bandaid. When all of your band-aids have been used up, your journey through the Wizard's cave will come to an end.

But don't worry! The Wizard will give you extra band-aids for your first aid kit if you spell words correctly.

- C. **Ladders** – If you see a ladder, you may use it to climb to the level above. To climb a ladder, move over to it and push the joystick forward. **CAUTION:** The chamber above may not be safe!

V. Summary of Helpers

- D. **The Magic Crystals** – The only way you can escape from the Wizard's cave is to find the 4 magic crystals located somewhere in the cave's chambers. You must search through the entire cave until you find them. When you come across a magic crystal, you will see its yellow glow. Move near it so you can pick it up. (Although you will not see it, you will carry it with you for the rest of your journey.)

After picking up the fourth crystal you must make your way to the chamber on Level One of the cave where you first entered, to make your escape. This chamber contains the cave entrance, and if you have all 4 magic crystals the entrance will open and allow you to leave. (See section IX for more on leaving the cave.)

VI. Game Progress Report

The top lines of your screen will give you details on your game status during play. You will see the amount of energy units remaining in your flashlight, the number of bandaids you have left, the number of crystals you have found, and an indicator showing your approximate location in the cave. This indicator is like a small radar screen which will show you your approximate location in the cave at any time during the game.

At the end of the game, your completion time, energy units remaining, and the number of words you have spelled correctly will be displayed on your screen. If you can gather all of the crystals and escape from the cave in 40 minutes, congratulations! If not, play again and try to cut down your time.

VII. System Operation – How to Load the Program

NOTE: This is a talking program. Be sure to turn up your volume before starting to play.

A. General Instructions

Hook up your computer, including your disk drive.

B. Loading The Program

Using your disk drive, carefully insert the disk so that the label on Side 1 of the disk is facing up and is closest to you. Once the disk is inside, close the protective gate by pushing in on the lever. Now type LOAD"WIZARD",8,1 and hit the **RETURN** key. This will load the main program. It will take about 3 minutes.

VIII. The Adventure Begins

- A. After the program has loaded into your computer, you will be asked to enter a game skill level (1 to 4). Skill level 1 is the easiest. Level 4 is the most difficult.

Table of Skill Levels

Skill Level	Energy Units Awarded for Correct Spelling	Energy Units Lost for Incorrect Spelling	Correct Spellings Needed for Extra Band-aids	Frequency of Cave Creatures and other Obstacles
1	200	100	2	Low
2	150	150	3	Medium
3	150	150	4	High
4	100	250	3	Very High

NOTE: Whenever we say "input" or "enter" something in this manual, we mean type in the response, then press **RETURN**.

VIII. The Adventure Begins

- B. Next you will be asked to choose a word list from the 10 available lists. Enter a letter from A to J. List 1 has the easiest words and List 10 has the most difficult.

NOTE: At times you may see prompts on your display that are not noted in this manual. Don't be concerned. Simply follow the prompts that appear on your screen.

- C. Finally, you must choose a character to use for the adventure. You will be asked to choose either Becky or Mark.
- D. You may now be asked to remove the program disk from the disk drive and reinsert it with Side 2 facing up. (Part of the vocabulary that the Wizard uses is located on Side 2 of the disk.) When you have inserted Side 2, press **RETURN**, and the Wizard's vocabulary will be loaded into the computer.

NOTE: Follow the prompts in the display to be sure the proper side of the disk is in the drive.

VIII. The Adventure Begins

- E. Your adventure begins. You will find yourself in the first chamber on Level One of the Wizard's cave. Use your joystick to help you move around in the cave. Any standard video game joystick will do. To connect the joystick to your computer, USE JOYPORT 2.

NOTE: To activate a *standing* jump, press the fire button on the joystick.

To activate a *moving* jump, you must press the fire button down while moving the joystick in the direction you want to jump.

- F. When the Wizard appears, you will hear him ask you to spell a word. *Be sure your volume is turned up.* If you want to hear the word again, press the **F7** key, and the Wizard will repeat the word. Type in your answer, then press the **RETURN** key. Use the **INST/DEL** key to erase a typing error if you make one.

NOTE: This is a talking program. Be sure to turn up your volume before starting to play.

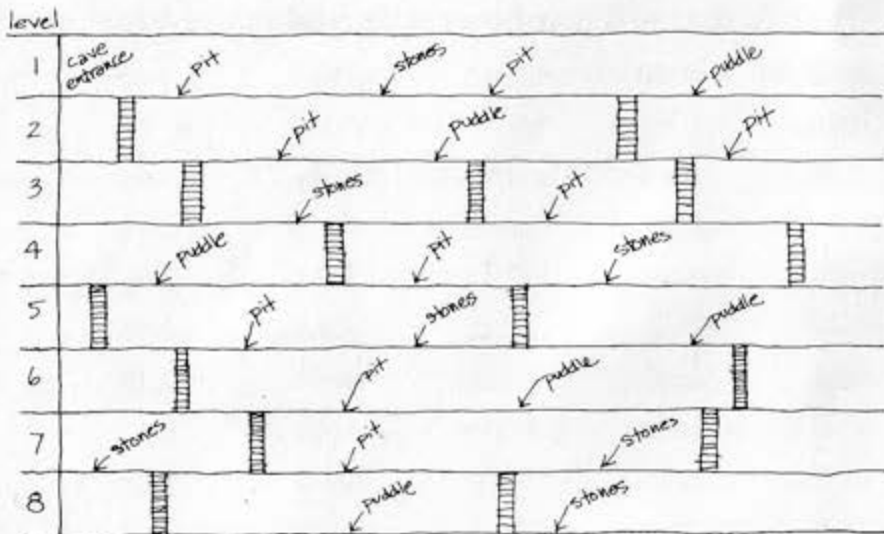
VIII. The Adventure Begins

You will not be able to continue until you have typed in a word. If you have spelled the word correctly, the Wizard will add energy to your flashlight. Then he will disappear. If you spelled the word incorrectly, he will take energy from your light and he will show you the correct spelling. You must type in that correct spelling and press the **RETURN** key in order to continue.

- G. You will be able to leave the Wizard's cave only after you have found all 4 magic crystals and made your way back to the cave entrance at the upper left corner of your radar screen.

IX. Strategies and Tactics on How to Survive

- A. The object of this game is to find the crystals and escape from the cave as quickly as possible. Therefore, you will want to keep track of the location of the cave entrance and all ladders that will help you move about the cave quickly. First, pay close attention to the radar indicator at the top of your screen so you will always know your location in the cave. Second, try to keep a map of what you have encountered on each level of the cave. On your map, be sure to make special note of all the ladders and pits on each level as well as the cave's entrance. A simple map of the cave may look like the sketch below.



- B. Watch for ladders to help you move between levels. They can be very helpful for quick getaways.

IX. Strategies and Tactics on How to Survive

- C. Move through the cave as carefully as possible to avoid the perils. Try to conserve your bandaids.
- D. Inspect as much of the cave as you can until you locate the 4 magic crystals, then move as quickly as you can to the cave entrance on Level One.
- E. Remember, the level closest to the surface (and freedom) is Level One. The lowest level in the cave is Level Eight.
- F. Study the word lists in this manual before you embark on your adventure. They will help you answer the Wizard correctly and make a fast escape from his cave.

**** GOOD LUCK ****

X. Spelling Lists

List 1

air
ant
arm
art
ask
baby
bag
bed
big
bird
boat
box
boy
bug
cake
car
cat
cow
cup
cut
dog
doll
duck
ear
easy
fall

fat
fly
fox
frog
gas
girl
goat
green
ice
joy
kitty
leg
log
man
old
open
pot
red
rip
run
spy
tag
tall
toy
web

List 2

able
acre
acorn
act
apron
bake
barn
beef
bike
black
book
brown
bunny
busy
clown
club
cool
copy
cost
dart
desk
early
east
even
ever
fact

List 3

after
attic
bacon
bakery
bandit
baton
battle
best
bring
careful
carpet
cloud
coin
cold
color
curly
curve
daily
daisy
dinner
drum
elbow
enter
garden
ice cream
iron

kind
kiss
luck
north
often
paddle
pancake
puppy
rabbit
relax
repair
safe
seesaw
sink
soft
star
story
stew
taxi
tired
trio
white
yellow

X. Spelling Lists

List 4

actress
address
agree
airport
angry
around
artist
ballet
balloon
barber
before
bitter
buffalo
butterfly
campfire
cargo
certain
cocoa
cocoon
cover
cowboy
crawl
dance
detect
dollar
dolphin

dream
erase
equal
exact
fence
fight
giggle
harvest
hungry
little
monkey
music
needle
nothing
obey
overcoat
parent
party
pizza
queen
quiet
rainbow
ticket

List 5

advertise
alligator
autograph
banana
banquet
barrel
baseball
beware
calendar
camera
canoe
circus
coffee
country
cousin
daughter
dentist
errand
freedom
gallery
glasses
gorilla
grasshopper
headlight
history
island

kitten
laugh
mammal
medicine
mermaid
mirror
museum
nonsense
officer
peanut
piano
picnic
pocket
powerful
quarter
radio
record
science
telephone
tomorrow
tricycle
typewriter
understand
yesterday

X. Spelling Lists

List 6

accident
adjective
adult
alphabet
ambulance
aquarium
arithmetic
astronaut
autumn
backward
bargain
bought
bracelet
cassette
cemetery
certificate
chemistry
classroom
computer
confide
crazy
crocodile
describe
design
diagram
dilemma
disappear
dungeon
eclipse
elephant
excellent
familiar
favorite
friend
galaxy
ghost
happiness
helicopter
knowledge
library
microscope
mystery
naughty
neighbor
nephew
plumber
prefer
prepare
shoulder
stomach
straight
yogurt

List 7

accurate
aluminum
anniversary
antibiotic
appointment
bicycle
binoculars
business
character
circumference
communicate
cucumber
deceive
difference
electricity
exciting
experience
foreign
frighten
frontier
guarantee
hysterical
immediately
innocent
leprechaun
kilometer
marmalade
mathematics
mayonnaise
millionaire
necessary
nuclear
obedient
observant
opportunity
orchestra
ordinary
parallel
pedestrian
psychology
quarantine
raspberry
restaurant
rhythm
satisfactory
skeleton
thermometer
transparent
university
wednesday

X. Spelling Lists

List 8

accelerate
accommodate
aggressive
although
announcement
approximately
beginning
calculator
committee
competence
continue
contribute
cylinder
definite
desperate
determine
dinosaur
disasterous
discipline
dynamite
encyclopedia
equivalent
grammar
hurricane
hypodermic

incredible
independence
inquisitive
institute
interpret
invisible
maintenance
multiply
pamphlet
personal
politics
portrait
possible
probable
professor
rhinoceros
ridicule
saucer
select
silhouette
somersault
technique
territory
transfer
unusual

List 9

acquiesce
alcohol
apartment
apostrophe
argument
available
cafeteria
circumstance
coincidence
consistent
constitution
currency
daylight
delinquent
discount
emphasis
environment
extraordinary
extravagant
irrelevant
irresistible
irritate
license
magnificent
maneuver

minister
misspell
musical
obsolete
obstacle
optimism
paralyze
permanent
persuade
philosophy
physical
preference
procedure
pronounce
propaganda
receipt
reluctant
scarcity
schedule
sovereign
surprise
susceptible
tremendous
unbelievable
vacuum

X. Spelling Lists

List 10

accumulate	kindergarten
acquaintance	lieutenant
affiliate	medieval
anonymous	mosquito
atrophy	naive
attendance	occurrence
automatic	oxidize
bookkeeper	pantomime
caffeine	persevere
chrysalis	pharaoh
conceited	photosynthesis
convenience	pneumonia
correspondence	pterodactyl
criticism	reservoir
curriculum	rheumatism
deciduous	separate
descendant	sophomore
diplomacy	supercilious
embarrass	syllable
epicurean	synonymous
existence	tenement
hippopotamus	unanimous
inaugurate	yacht
inoculate	
interference	
isthmus	

XI. Troubleshooting

<u>PROBLEM</u>	<u>REMEDY</u>
<u>PROGRAM WILL NOT LOAD</u>	<u>Check computer hookup.</u>
<u>SYSTEM GLITCH - SCREEN BLANKS OUT, PROGRAM LOST</u>	<u>Reload program (sometimes due to power fluctuation).</u>

If you've enjoyed this program, try these other, equally stimulating programs from Timeworks, Inc.:

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6205	Presidential Campaign
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