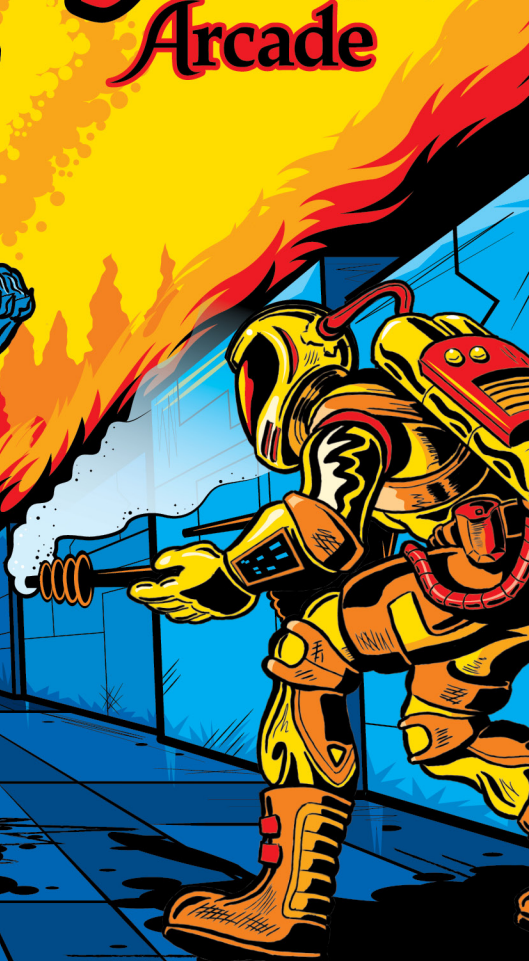


For the Atari 2600™

# Wizard of Wor

## Arcade



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**I fear it is too late for  
myself and my crew...**



...My hope is whomever finds this message can learn from our misfortune and perhaps be better prepared for the challenges that await.

There is an ancient legend passed down by deep space travelers. The legend of the **Wizard of Wor**. It tells of an evil wizard who studied in the sciences of dimensional travel and teleportation. It is said that the Wizard possesses the ability to entrap travelers at any point in space and teleport them to his labyrinthian planet. A planet populated by an array of malevolent creatures, all teleported there against their will. The wizard entertains himself by watching these creatures battle each other in a struggle for survival in the land of Wor.

The first time I heard this story I was a young recruit in the star academy. An old, veteran star pilot shared the tale with me over a few pints in the local spaceport. A rite of passage designed to spook young recruits.

Or so I thought.



En route to a lucrative mining job in the Midway 1980 asteroid cluster, our ship's navigation computer suddenly malfunctioned. It reported our coordinates to be light years off our programmed course before losing all power. Our lifeless ship soon crashed into the jagged surface of the planet below.

Somehow my crew and I managed to survive the crash. We salvaged what we could and set out on foot to climb the tallest peak for a better vantage point. From this perspective we could see a landscape defined by an endless, sprawling maze that reached to the horizon and beyond!

## CONTROLLERS

Wizard of Wor Arcade is a one or two player game using the joystick controllers. The game also supports AtariVox speech and SaveKey functionality (to save high scores). Additionally, support is included for the QuadTari interface that allows two joysticks to be plugged into the left controller port, freeing up the right controller port for the AtariVox/SaveKey to support two players with speech/high score savings. The controller options are:



 left port	 right port	options supported
Joystick	--	1 player, no voice or high score saves
Joystick	Joystick	1 or 2 players with no voice or high score saves
Joystick	AtariVox*	1 player with voice and high score saves
Joystick	SaveKey*	1 player with high score saves, no voice
QuadTari*	--	1 or 2 players with no voice or high score saves
QuadTari*	AtariVox*	1 or 2 players with voice and high score saves
QuadTari*	SaveKey*	1 or 2 players with high score saves, no voice

\*QuadTari, AtariVox and SaveKey sold separately

## SKILL LEVELS

### NOVICE

Start with seven Warriors.  
Fewer monsters that move slower.  
The first three dungeons are always the same set of three mazes.

### STANDARD




Start with seven Warriors.  
Standard number of monsters and speed.  
Similar to arcade.

### ADVANCED

Start with three Warriors.  
More monsters that move faster. Maze will slowly deteriorate during a level, making it more difficult to hide from the monsters.

## DIFFICULTY SWITCHES

The A position of each difficulty switch acts as a safety for each warrior:

**left difficulty**  position  left player cannot kill right player 

**right difficulty**  position  right player cannot kill left player 



## MENU CONTROLS

select	SELECT or Right Joystick Button cycles through the available play modes:				
	1	2	3	4	5
left	One Player	One Player	--	Controlled by CPU	Two Players Left
right	--	Controlled by CPU	One Player	One Player	Two Players Right



or



RESET or Joystick Button starts a new game.

## GAME CONTROLS

left



Left joystick or Joystick 1 connected to QuadTari controls left (blue) warrior in a two-player game or right (yellow) warrior in a one-player game.

right



Right joystick or Joystick 2 connected to QuadTari controls right (yellow) warrior.



2600

or

**PAUSE**

7800

PAUSE/RESUME game.  
Fire button will also resume.



SELECT returns to TITLE SCREEN.



RESET will restart the game with current option.



## GET READY, GO!

At the beginning of each dungeon, the Warriors are located in the start area. To enter the maze, press up on the joystick. A Warrior cannot be harmed while in the start area, but only has 10 seconds before being forced into the maze.



Once in the maze, use the joystick to guide the Warrior through maze and attack the monsters. Guide your Warrior to the red tunnel to warp from one side to the other. The red tunnel can only be used when it is open (it will show a red arrow) and closes for a few seconds once it is used. The enemies can also use the tunnel so be on the lookout!



## THE RADAR



At the bottom of the screen is the radar which will display the location of all monsters in the maze. The colors of the tokens on the radar will match the colors of the monsters they represent. Use the radar to track the positions of the monsters as they move towards your Warrior, even when they are invisible.

Note the radar border color will match the color of the SKILL level:

NOVICE

STANDARD

ADVANCED

## THE DUNGEONS

The Wizard has created 99 devious dungeons that he dares you to enter! There are many types of dungeons that your Warriors will need to master to move on to the next and continue your battle with the Wizard!

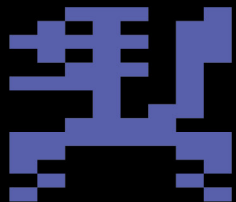
**Dungeons 1 - 7** are standard dungeons that contain more places to hide from your enemies, making them a bit easier to defeat. There are 16 mazes that are randomly selected from these dungeons each new game. On NOVICE setting, the first three dungeons are always the same set of three mazes.

**Dungeon 4** is a special dungeon called The Arena. In this dungeon, there is a wide open area that the monsters dare you to enter. You are awarded a bonus Warrior prior to entering The Arena...you'll need it!

If you are skilled enough to reach **Dungeon 8**, you will be known henceforth as a true Worlord! As a Worlord, the dungeons you will need to defeat are more devious and have more open spaces, making it more difficult to hide from your enemies.

**Dungeon 13** is also a special dungeon called The Pit, and it contains no walls whatsoever! As there are no places to hide in The Pit, keep moving and do your best to survive! Like The Arena, you are awarded a bonus Warrior prior to entering The Pit. From this point on, every 6th dungeon will be The Pit and another bonus Warrior will be awarded.

In deeper dungeons, monsters will become faster and appear more frequently.



**BURWORS :  
100 points**

Blue monsters that appear at the beginning of the dungeon. They are slow moving and cannot become invisible.



**GARWORS:  
200 points**

Yellow monsters that appear after a number of BURWORS are destroyed. They can become invisible and will only be visible when they are in the same corridor as your Warrior.

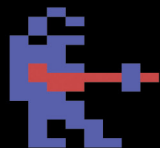


**THORWORS:  
500 points**

Red monsters that appear after a GARWOR is destroyed. Like GARWORS, they are also invisible and only visible when they are in the same corridor as your Warrior.



Killing an opposing Warrior is worth **1000 points.**



**WORLUK:  
1000 points**

Starting with Dungeon 2, after the last THORWOR is destroyed, the WORLUK will appear. This monster will fly around the dungeon trying to escape. If you manage to kill the WORLUK, the next dungeon will be a **DOUBLE SCORE DUNGEON** where you will receive double points for all enemies that are killed.



**MONSTERS AND SCORING**

**WIZARD:  
2500 points**

After the WORLUK is killed or escapes, the WIZARD may show up and try to take care of you himself! The WIZARD is very fast and can use his teleport spell to disappear and reappear anywhere in the dungeon, making him very difficult to hit! He is also armed with lightning bolts that will take out your Warrior with one hit, so be careful! If you hit the Wizard, he will leave the dungeon and allow you to move to the next one, but will surely return the next time he gets a chance!



## MAZE EDITOR



Wizard of Wor Arcade adds a special feature that allows you to create your own mazes using the MAZE EDITOR!

There are three custom mazes that are included with the game that can be modified using the editor. These custom mazes are then included in the game and may be chosen randomly during the first seven dungeons (except for Dungeon 4 which is always The Arena).



### BULLA MAZE

German Gonzalez-Morris  
(devwebcl)



### LOGAN'S RUN

Paul Ferfon  
(Ferf13)



### SPENCER'S COUCH

Tom Martin  
(Machine)



2600



To start the MAZE EDITOR, flip the Color/BW switch (or press Pause on the 7800) while on the TITLE SCREEN. This will display a blank maze and the current maze mode: "ARCADE MAZES" or "CUSTOM MAZES".

Move the joystick left or right to toggle between the two options. Select "ARCADE MAZES" and press the button to play the game with only the mazes from the arcade version.

Select "CUSTOM MAZES" and press the button to play the game with the custom mazes and edit the first maze. "EDIT MAZE 1" will be displayed.



Use joystick controller 1 to move the flashing yellow cursor around the maze. Press the button to add or remove a wall. Note that the cursor appears on both the left and right sides of the maze and that changes are made to both sides of the maze simultaneously.



SELECT will cycle through the three custom mazes (the message will show EDIT MAZE [1, 2 or 3]). Any changes made to the current maze are saved when you switch to a different maze.



RESET will undo any changes to the current maze. If you have not made any changes, pressing RESET will set the current maze to its default maze.



2600



To exit the MAZE EDITOR, flip the Color/BW switch (or press Pause on the 7800) to return to the TITLE SCREEN. Any changes to the current maze will be saved.

Only valid mazes (where all areas of the dungeon can be reached from starting squares) can be saved.



## HIGH SCORES

If a high score is achieved at the end of a game, the high score screen will be displayed. Each player with a high score can enter up to three initials:



The current initial will be flashing.



Joystick UP/DOWN to cycle through the available letters, numbers and special characters.



Joystick LEFT/RIGHT to select the initial to change.



Press the BUTTON to accept the current initial and move onto the next. Press the BUTTON on the third initial to complete the entry.

The current initials are used after one minute with no input.

The top five scores for each skill level are displayed.



To reset the high scores for the current skill level: From the HIGH SCORES screen, press and hold RESET and then press SELECT.

### With SaveKey/AtariVox:

Up to five high scores are saved for each skill level. Current skill level, game mode, and number of players are saved.



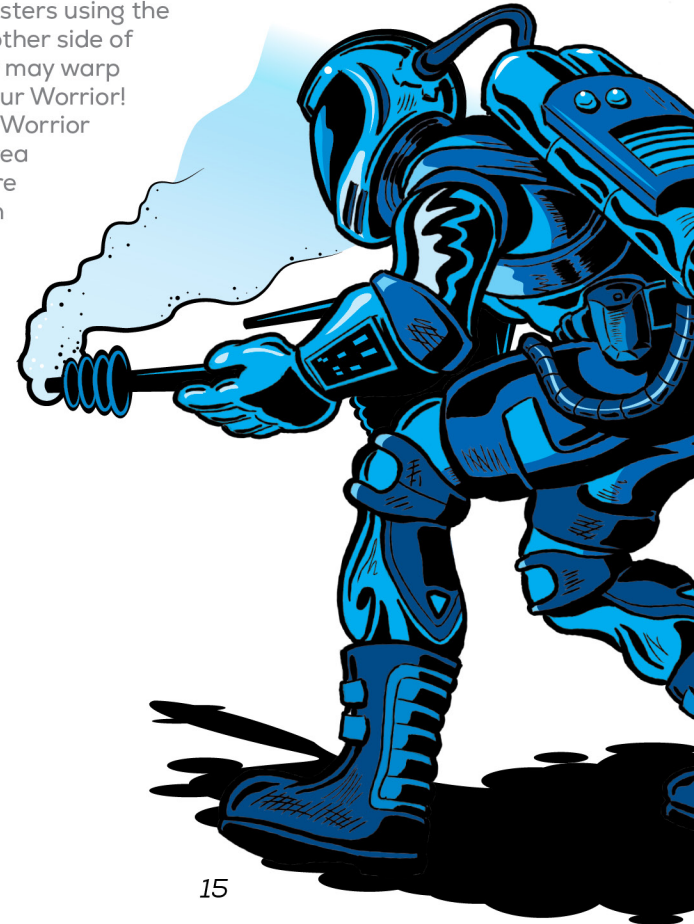
To reset all scores for all skill levels and reset custom mazes, hold down RESET while powering on the game.

### Without SaveKey/AtariVox:

Scores are reset when the game is powered off.

## TIPS & TRICKS

- Try to destroy monsters before they get too fast since monsters that spawn have the same speed as the monster that was killed.
- Use the RADAR to track the GARWORS and THORWORS when they are invisible, especially before entering the dungeon from the start area.
- After your Warrior is killed, you have up to 10 seconds before re-entering the dungeon. Use this time to wait for the start area to clear out.
- Be aware of monsters using the tunnel from the other side of the screen - they may warp right on top of your Warrior! Try to move your Warrior to a protected area of the maze where the monsters can be more easily defended against.
- Guard the tunnels against the Worluk to prevent him from escaping.
- For 2 player games, work with your fellow Warrior to team up against the monsters and venture deeper into the Wizard's lair!





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**Packaging Illustration and Design:**  
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**Special Thanks:**  
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**CREDITS**