

HOW TO PLAY

On your first Adventure, you laid waste to the Evil Magician's three dragons and reclaimed the Enchanted Chalice, bringing peace to your Kingdom. Enraged, the Evil Magician has returned and stolen the chalice again, plunging your Kingdom back into darkness. With his dragons annihilated, the Evil Magician and his apprentice now personally guard the chalice. Rumor has it that the Evil Magician has created an even more hideous creature to guard the chalice as a line of last-defense.

As in your last Adventure, the object of the game is to rescue the Enchanted Chalice and return it to the Gold Castle walls. Once again, this will not be an easy quest. The Evil Magician (red wizard) and his apprentice (grey wizard) can cast spells that make you weak and susceptible to attack. Their touch is deadly, but all hope is not lost. They are vulnerable to attack by the magical Fire Staff— swords will not help you in this Adventure. The Evil Magician will succumb to two hits from the staff and his apprentice needs only one hit. They may not stay dead however— they can use their spells of resurrection to revive each other if a live wizard comes in close proximity to a dead one.

There are four castles in your Kingdom: the Gold Castle, the White Castle, the Red Castle, and the Grey Castle. Your home castle, the Gold Castle, is already open, but the other castles need to be opened with the proper Key. Inside the castles are multiple rooms, some of which are dark and can only be explored by torchlight. The castles

are separated by the familiar labyrinths, but your old pathways will just lead to *dead-ends*.

Scattered throughout the kingdom are certain items to help you in your search for the Enchanted Chalice. To pick up an item, simply touch it, and you can only carry one item at a time. To open any castle, touch the castle gate while in possession of the proper key. The white castle key will open up the White Castle, the red dragon key will open up the Red Castle, and the grey skull key will open up the Grey Castle.

CONSOLE CONTROLS

Once the titlescreen is done scrolling, which you can skip by hitting the joystick button, select the skill level you wish to play by pushing the game select switch or moving the joystick.

When the left difficulty switch is in the A (pro) position, you will get five lives. When it is in the B (amateur) position, you will get unlimited lives. Your lives are displayed at the bottom of the screen.

To begin play push the red controller button.

If you are touched by one of the wizards or creatures, you will lose a life. Just push the red controller button and you will be "reincarnated" and placed back in front of the Golden Castle. Unfortunately, any wizards that you have killed will also be reincarnated.

SKILL LEVELS

Level 1: This Kingdom is the easiest skill level. There is not a bat to steal your items and no creature guarding the Golden Chalice. The Fire Staff is conveniently located directly above you in the Gold Castle. Use this level to familiarize yourself with the mazes.

Level 2: This Kingdom has items that are in fixed positions but more difficult to find. The great thief, the bat, is ever-present, and the Evil Magician's latest hideous invention guards the Golden Chalice.

Level 3: This Kingdom is the hardest and has items in random positions. It is otherwise similar to Level 2.

ITEMS

Fire Staff: This magical staff is your most important possession and is the only weapon you can use against the wizards. Push the fire button to hurl a fireball at them. The staff can also attract objects by holding down the fire button. Likewise, you can attract the staff to yourself by holding down the fire button.

Red Key (Dragon Key): This key opens the Red Castle with the Dragon Gate.

White Key (Castle Key): This key opens the White Castle's gate.

Grey Key (Skull Key): This key opens the Grey Castle with the Skull Gate.

Enchanted Chalice: This is the source of the Evil Magician's power. It is said that this is the only object that can ultimately destroy the Evil Magician. Return in to your castle walls and find out!

ENEMIES:

The Bat: This thief loves to take items from you at the most inopportune times. A fireball from the staff won't hurt him, but it may make him drop whatever he's carrying.

The Apprentice (Grey Wizard): Corrupted by the Evil Magician, he does the dirty-work for him. It takes one fireball from the Fire Staff to kill him. He can cast weakness-causing spells that slow you down, and revival spells to bring his master back to life.

Evil Magician (Red Wizard): Here is the mastermind behind the heist of Enchanted Chalice and all of the chaos that followed. It takes two fireballs from the Fire Staff to kill him. He can cast the same spells as his apprentice.

Chalice Guardian: Little is known about this gruesome creature, as few have seen it and lived to tell about it. Rumored to be impervious to fireballs.

STRATEGIES

- Try to take out the wizards in the rooms below your castle where you'll have more room to maneuver.
- If both wizards are in the same room as you, RUN - even if you have the staff!
- The kingdom is full of secret exits - learn to use them to escape the wizards and the bat.
- Having trouble grabbing the chalice from its guardian? Use the staff from above or below to attract it towards you. Or use the bat's thievery to your advantage...
- Your home castle room is safe from intruders for the most part.