

THE WIZARD'S DEFENSES

Nilrem, like most wizards, defends his friends and himself with magical spells.

CASTING SPELLS

- † Nilrem must face the opponent or object onto which the spell is being cast.
- † Release disk.
- † Press desired spell.

ACQUIRING SPELLS

Nilrem the Wizard acquires most of his spells by reading magical scrolls. The Sinister Serpent has carelessly left these potent parcels lying around the Fortress.

Each spell the Wizard acquires increases the Warrior Prince's chance for success!



Scroll

- † To read a scroll: Move the Wizard directly over the scroll.
- † Release disk.
- † Press "Read Scroll."
- † Scroll legend appears.
- † The Wizard Nilrem acquires ten uses of that spell.
- † Nilrem can replenish his supply of a spell by reading scrolls time and again.
- † The Wizard Nilrem never carries more than ten uses of a spell.

("A good wizard always practices moderation," he adds sagely.)

- † Keep track of where certain spell scrolls lie on each Level of the Fortress!

NOTE: The Warrior Prince can read scrolls, but only Nilrem can acquire spells.

SPELLS

Nilrem can acquire marvelous magical spells in his journey through the Sinister Serpent's Fortress.

These are the nine possible spells Nilrem can find and use:

SPELL	# WIZARD BEGINS WITH		USE
	2 PLAYER	2/MAGIC	
1. FREEZE	Infinite	Infinite	Immobilizes Phantom Knights temporarily.
2. FIREBALL	0	3	Destroys Phantom Knights or Red Sorcerers.
3. HEAL	0	3	Restores wounded Prince to full strength.
4. FAST FEET	0	3	Causes Prince to walk twice as fast.
5. INVINCIBLE	0	0	Makes Prince invincible, but also immobile, for a time.
6. DESTROY WALLS	0	0	Destroys most walls on first impact.
7. TO CHEST	0	0	Carries Prince and Wizard to Store Room on Level 1.
8. INVIC-WIZ	0	0	Makes Nilrem invincible and immobile for a time.
9. TO KNIGHT	0	0	Carries Nilrem to Prince if they have been separated.

- † Don't disturb Nilrem's concentration! When casting a spell, press no other controller button.
- † Spells 7, 8 and 9 are what the "Necromancer's Guide to Organic Magic" calls "non-directional" spells; the Wizard need not face in any particular direction while casting these spells.
- † A word about magical walls: walls demolished by magic reappear as solid barriers when a wizard or mortal returns to them.



INJURIES, CURES, AND REINCARNATIONS

INJURIES

The Warrior Prince and Nilrem begin their quest with nine lives each.

- † Each injury costs that adventurer half a life.
- † When struck, the Prince or Wizard is temporarily stunned and cannot move. Press disk again when flashing stops.



- † Warrior Prince loses first half of a life: he turns from white to gray.
- † The Wizard Nilrem loses first half of a life: he turns from light to dark blue.

CURES



Lantern of Life

- † If the wounded Prince or Wizard locates a Lantern of Life he can regain the half a life he has lost.
- † Position the injured adventurer over Lantern.
- † Press "Enter."
- † When healed, the Prince or Wizard returns to his original color.

- NOTE: † Lanterns are not treasures and cannot be picked up.
- † Lanterns only heal the injured Prince or Wizard and cannot restore lost Reincarnations.
 - † The Wizard can restore half a life to the injured Warrior Prince by casting a "Heal" spell, if he has one.
 - † The Wizard cannot heal his own wounds.



REINCARNATIONS

- † An injury after the loss of half a life kills the Prince or Wizard.



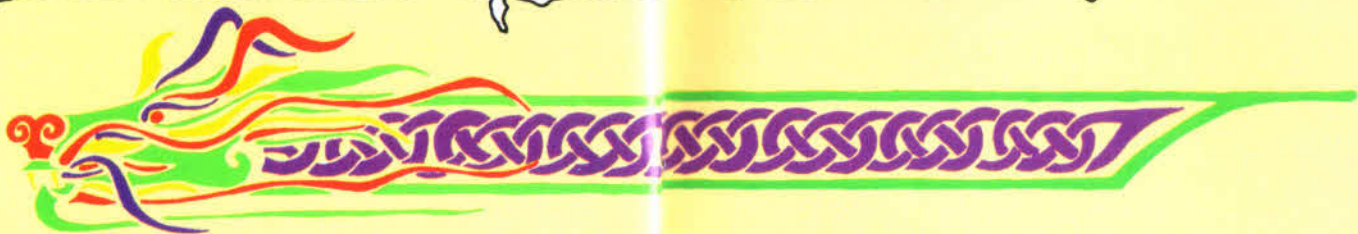
A flashing "X" marks the spot where the stricken adventurer has fallen.

Once the Prince or Wizard loses a life, he draws on his supply of Reincarnations. After a brief pause, that adventurer reappears and is ready for action.

- † To keep track of the number of Reincarnations the Prince and Wizard have left, consult the status screen at any time.
- † Press "Status" on either controller.

Reincarnations		
Knight:	9	Number of Lives Left
Wizard:	8	
Treasures Inhand:	3	Number of Treasures Prince and Wizard are Carrying
Stored:	5	
Value:	250	Number of Treasures Stored
		Total Value of Stored Treasures

- † If Nilrem uses all his Reincarnations, he disappears and the Prince continues on alone.
- † If the Prince exhausts his supply, the quest ends.



TRACKING DOWN TREASURES

The adventurous pair seeks to recover valuable treasures strewn around the Serpent's Fortress.



- † To pick up a treasure:
 - † Position Prince or Nilrem directly over treasure.
 - † Release disk.
 - † Press "Enter."
 - † Treasure disappears when picked up.
- † The Warrior Prince or the Wizard can carry up to six treasures each BUT
- † Their combined total of treasures in hand cannot exceed six. ("That," says Nilrem, "prevents our taking too easy a path to success. It is only through struggle that one gains wisdom.")

STORING TREASURES

- † To store treasures:
 - † Return to the treasure chest in the Store Room on the first Level of the Fortress.
 - † Position the Warrior Prince or the Wizard directly over the chest.
 - † Release disk.
 - † Press "Enter."
 - † Status screen appears with new score.
- † Store treasures and thrive! Both the Prince and the Wizard earn an additional Reincarnation for every 300 points scored.

LOWER LEVELS

Hordes of Phantom Knights and Red Sorcerers began to descend on the Prince and the Wizard soon after they had begun their search.

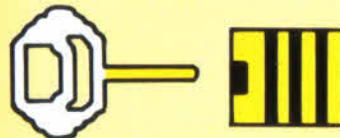
"Come, my lord," insisted the Wizard. "Our presence here is known. We must move to lower regions where treasures of even greater value await us – as well as the lair of the Sinister Serpent!"

- † To move down to the next Level:
 - † Locate and pick up the key present on each Level.



Once picked up, a key cannot be lost or stored.

- † Next, find the stairs.
- † Press "Enter" on the Prince's controller.



- † Stairs will open.
- † Move Prince onto stairs.
- † Screen shows the Fortress Level reached.
- † To return to higher Level: move back onto stairs.

NOTE: When the Prince moves onto the stairs, Nilrem uses magic to follow him. He need not use the stairs.



TRANSPORT SCROLLS

"The longer we linger on any one Level, the more of the Serpent's henchmen we'll encounter," cautioned the Wizard.

"But how can we cover all this distance so quickly, Wizard? I lack your powers..."

"Ahh," replied the wily Wizard, "there are ways as yet unknown to you! Listen and learn."

† To explore a Level more quickly, find a transport scroll room.

† Position the Prince or Wizard directly over the scroll.

† Release disk.

† Press "Enter."

† Legend on scroll appears: "Ye Read, Ye Move."

† When the Wizard and Prince reappear, they will be in the transport scroll room on the opposite side of that Level of the Fortress. The Warrior Prince learns to use these transport scrolls when he wishes to return to Level 1 in order to store treasures.

As the Warrior Prince and Nilrem the Wizard move deeper into the cavernous Fortress, menacing Phantom Knights and Red Sorcerers attack in ever greater numbers. Still the friends fight on.

Who can say what perils await them on the lowest Level of the Fortress? The Sinister Serpent has a few tricks in store for even the most seasoned and valiant of crusaders.

Can the Prince and the Wizard discover the ultimate lair of the Sinister Serpent? What is the secret of the lowest Level?



SCORING

The value of a treasure is keyed to the Fortress Level on which it is found.

First Level:	50 points each
Second Level:	100 points each
Third Level:	150 points each
Fourth Level:	200 points each

BONUS!!!

EARN AN ADDITIONAL REINCARNATION FOR EVERY 300 VALOR POINTS SCORED!



TACTICAL TIPS

- † Map out the Levels of the Fortress, taking special note of the location of transport scroll rooms and treasures. Consult the map at the center of this booklet. It can help you learn your way around the first Level of the Fortress.
- † When battling a Phantom Knight, the Warrior Prince stands a better chance of winning the battle if he faces the Knight and backs away.
- † Similarly, Nilrem gains more time to select and fire the appropriate spell if he backs away from an advancing adversary.
- † The Prince should stand guard while Nilrem stores treasures or reads scrolls and acquires spells.
- † The Prince can sometimes avoid a Red Sorcerer's fireburst by moving so that the Sorcerer disappears from view. This works if the Sorcerer appears near the edge of the screen. Try it!
- † When trying to pass through crushing walls, the Prince and the Wizard enjoy greater success if they stand at the center of the doorway and then cross when the doors are completely open.
- † You may witness a magical moment: sometimes a sliding door nearly closes on the Prince – but his armor saves him. It flashes many colors and no enemy can injure him! He battles on in an eternal confrontation with evil.

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