

EVIL MAGICIAN RETURNS



**GAME PROGRAM
INSTRUCTIONS**

HOW TO PLAY

On your last Adventure many years ago, you slayed the Evil Magician's three dragons and reclaimed the Enchanted Chalice, bringing peace to your Kingdom. Now, the Evil Magician has returned and stolen the chalice back, plunging your Kingdom into darkness. With his dragons dead, the Evil Magician and his apprentice now personally guard the chalice. Rumor has it that the Evil Magician has been creating a new creature even more powerful than his previous dragons to guard the chalice as a last defense.



As in your last Adventure, the object of the game is to rescue the Enchanted Chalice and place it inside the Golden Castle where it belongs. Once again, this will not be an easy quest. The Evil Magician (red wizard) has the ability to cast fireballs. His apprentice (white wizard) has not yet learned this skill, but his touch is fatal.



There are three castles in your Kingdom: the Golden Castle, the Gray Castle, and the Skull Castle. Each castle can be opened with the proper Key. Inside the Evil Magician's Gray Castle you will find multiple rooms. The castles are separated by labyrinths which have changed since your last Adventure.

ITEMS

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. You will hear a sound that tells you that you have picked up that item, and the item will appear in your inventory at the bottom of the screen. On this Adventure, you've remembered your satchel so that you can carry multiple items.



To open any castle, touch the castle while in possession of the proper key. Like the red wizard, you too have the ability to cast fireballs once you've acquired the Fire Staff (curved stick). Simply press the red controller button while moving left or right to fire.

MAGIC

The red wizard tends to guard certain items while the white wizard likes to avoid them. This can be used to your advantage when a wizard is chasing you.

Occasionally, the white wizard will cast a spell on an item to make it deadly to the touch. The white wizard has to be nearby an item in order for his spell to work. A clue that an item may be cursed is when it shifts position slightly on the screen.

Like the original Adventure, a secret message awaits you.

CONSOLE CONTROLS

Choose the skill level you wish to play by depressing the game select switch. To begin play push the red controller button.

If you get shot or 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 or creatures that you have killed will also be reincarnated. If you were carrying the Enchanted Chalice, it will return to the room that it was originally in.



If you have finished one game or wish to start a new game, depress the game reset switch.

DIFFICULTY SWITCHES



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 ten lives. Your lives are displayed in the lower left corner.

When the right difficulty switch is in the A (pro) position, you will play a timed game. A timer bar will tick down in the lower right corner. When this counter reaches zero, the game is over. When the switch is in the B (amateur) position, you will have unlimited time.

SKILL LEVELS

Level 1

This Kingdom is the easiest skill level. When you push the red controller button to begin play, you will see the fire staff locked in the Golden Castle. Move down to the next room to get the Golden Key to open the Golden Castle. You can now explore the Kingdom while being able to defend yourself. On this level, the red wizard cannot cast fireballs and there are no creatures.

Level 2

This Kingdom has items that are more difficult to find. The red wizard can now cast fireballs. His new creature may appear as well...

Level 3

This Kingdom is the hardest and has items in random positions. The red wizard can cast fireballs, and he has multiple apprentices. The new creature may appear as well.

Speed EMR!

To play any level in this "beat the clock" mode, switch the right difficulty switch to A (pro). You must return the Enchanted Chalice to the Golden Castle before the bar in right lower corner disappears. The red wizard will not cast fireballs in this mode. You will need to move quickly and gather items efficiently in order to win!