

## Introduction



The original Wizard's Castle game started out as a Basic-language game in 1980. The original game heading was:

**WIZARD'S CASTLE GAME FROM JULY/AUGUST 1980  
ISSUE OF RECREATIONAL COMPUTING MAGAZINE.  
WRITTEN FOR EXIDY SORCERER BY JOSEPH R. POWER**

The derelict (that's me!) was enthralled with the game, playing it over and over for hours (when he was *\*supposed\** to be working on his senior project). I re-wrote it in Turbo Pascal 3.0 around 1986, and it got some local distribution around that time (though this pre-dated widespread access to the Internet, which complicated widespread visibility). My main addition was to make the current-floor map always visible, so one didn't have to press the [M]ap key every second or third move. In fact, the Map key was dropped entirely.

Now I've re-written it again, in C and Win32, using sprite-based graphics. It isn't exactly Nethack or Omega, but it's still a pretty fun game and reasonably challenging. I've also tried to make the rules a little more logical (for example, in the original game, monster attack and damage rolls were independent of monster level!!), but I am definitely *\*not\** expert in designing game-rule systems, and I didn't put too much effort into that.

In any case, this program is freeware and the source code is available, so feel free to expound on any of this further as you wish. The game and its sources are available at:

[Wizard's Castle web site](#)

My contact information is available at that site as well.

Enjoy!!

derelict

## Keyboard Operation

Though this really **is** a 32-bit Windows program, I wanted to retain the feel of the original DOS program, which of course was controlled completely via the keyboard. Thus, the entire interface to this program is also entirely keyboard-controlled. Letters in **bold** indicate which character to type, to execute a command.

### Movement

North/**E**ast/**W**est/**S**outh - Move your character in the specified direction.

Note: the **C**ursor keys also move the character.

Look (AKA **L**amp) - Asks user for a direction, then looks in that direction (only if character has the Eternal Lamp). Note: the **Shift-C**ursor keys will look with a single keystroke instead of two, again only if you have the Eternal Lamp.

In the original Wizard's Castle, the Lamp command was used to show what was in adjacent rooms when you entered a new square. However, anyone who has played the game knows that the **f**irst thing one does when entering a new room is Look in all directions, which ends up dominating all the game keystrokes. So I modified the game such that, if one has the Eternal Lamp and enters a new square, they automatically look in all directions. As a result, the Look command doesn't have a fundamental role in the game anymore, though it *\*will\** give you identity and level of adjacent monsters.

Up/**D**own - Climb a set of stairs (only if you're standing on them, of course!!)

**F**lare - Identifies contents of **a**ll adjacent squares, including diagonals. This is mainly of significant value only if one chooses to play without the Eternal Lamp. Not that, in the current implementation, the shops don't sell Lamps, so if you don't buy one during character creation, there's almost no way to get one later. (Actually, there **is** a way to get one later, if one looks hard enough).

### Special Commands

**O**pen - Open a book or chest. As might be expected, these can have good or bad effects!!

**Gaze** - Gaze into the crystal orbs that are scattered around the place. Stories about being able to see into the future in this way are likely to be apocryphal.

**Trade** - Trade with a vendor (if there's one around)

**telePort** - Jump around like a maniac

**dRink** - Drink from a pool. Rumor has it that this can sometimes have a more useful effect than just helping you recover from last night's hangover.

**Jewels** - Toggle between the statistics window and a special-information window which shows current gems held, any active curses, and another bit or two of info that might be useful.

**ESCape** - terminate the program. Note that this a rather laid-back game, if you say quit, it just quits, it doesn't ask you if you know what you're talking about.

## Starting Out

The game starts with an introductory screen which tells a brief history of this ancient archaeological site, among other things (see the Introduction section of this help file to see the introductory screen). Once you have read it, you can choose how to start the game. If you choose **S**, you will be sent to the character-creation screen, where you can build your character. If you choose **D**, as the description suggests, you will bypass the character screen and start the game with some derelict.

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After choosing S to create your own character, you will be taken to Jac Sabto's Training Center, which looks like this:



Most options are self-explanatory, hopefully. The + and - buttons next to attribute boxes allow you to add/subtract points for the selected attribute. You

normally would want to assign all the free points to attributes, but Jac won't force you to. Any free points or gold left over when you leave this center, will be lost.

The Eternal Lamp is not a necessary item, but it is strongly recommended for beginners; the game is much more difficult without it!! The vendors in the game do not sell lamps, though there is rumor that there is some way to obtain one later in the game.

## Treasures

There are several treasures to be found around the castle. Some of them have magical abilities, while others are just pretty (and worth a lot of money!!). The known gems are:

- The Ruby Red - cures Curse of Lethargy
- The Pale Pearl - cures Curse of the Leech
- The Green Gem - cures Curse of Forgetfulness
- The Opal Eye - cures blindness
- The Blue Flame - if a book gets stuck in your hands (why would you do \*that\* ??), this gem dissolves the glue.
- The Norn Stone - antidote to snake venom??
- Palantir - quite pretty, rumored to be useful for communing with other mages
- Silmaril - even prettier

Any of the gems can be sold to vendors for badly-needed cash. Note that, at least in the current incarnation of the game, there is no way to recover gems from the vendor once you've sold it.

## Combat

In combat, you have various options during each round:

- **Attack**  
You swing at him, he swings at you. It doesn't get more basic than this!!
- **Cast Spells**  
You attempt to cast a spell at the monster. See the section on **Spells and Spellcasting** for details.
- **Retreat**  
Although the retreat itself will always succeed, the monster gets one parting shot at your fleeing back. The laughter and taunts of the monster rings in your ears for some time afterwards. Also, since your departure is somewhat on the panicked side, you don't exactly choose your direction - which leaves the disconcerting possibility that you may flee directly into the arms of another creature... Oh well, we all gotta die sometime.
- **Bribe**  
If you have any treasures in your possession, you may offer one to the monster, hoping that the glow of the gem will distract it from your presence long enough for you to get away. The monster chooses a random gem from your treasures, then lets you go on your way.

As the game is currently designed, there is no way to get a treasure back from a monster once it has claimed it. That would be a good thing to change in later versions. For now, lost is lost.



## Spells and Spellcasting

There are three spells available to explorers in the Wizard's Castle...

Note that if you attempt to cast a spell, but do not meet the requirements to cast the spell, the monster gets a free attack at you!! Ouch...

- Web

This spell requires a minimum INT of 10, and costs 1 point of INT to cast. It encases the monster in a thick mass of webs for up to nine rounds, allowing the intrepid adventurer to safely attack (or wisely retreat!!).

- Fireball

This requires INT=12, and costs 1 point each of INT and DEX to cast. Although there is no minimum DEX requirement for casting, if the casting runs your DEX down to zero, you will go into the next world with the death-sounds of the monster echoing in your ears!!

This spell pounds the monster with a fierce ball of flames (bet you couldn't guess), which may or may not actually kill the monster, but it will certainly make the fiend ponder the wisdom of annoying you...

- Deathspell

This sudden-death spell has no minimum casting requirement, and costs nothing to cast... what a bargain!! However, those few who have observed the casting of this spell and lived to tell the tale, have reported that only **one** combantant walks away from the exciting event.

## Vendors

There are numerous vendors located around the castle. hmmm... must be alot of adventurers wandering through, to support so many stores. Don't you wonder why you never see any of them?? In any case, when you encounter a vendor, you have two choices: **T**rade with him/her, or **A**ttack the greedy cuss!!

If you choose to attack him, you will face the toughest fight of your suddenly short life. See the combat topic for more discussion on this process. On the other hand, if you manage to survive the encounter, you'll be able to select the best items from the remains of his shop. I probably don't need to mention this, but all other vendors will attack you on sight after this, unless you can figure out some way to appease them.

If you choose to trade, you will get transported to his hidden shop, which looks like this:



Any gems which are in your possession will show up with a random price based on the gem's reference value. The reference value (which you will never see) is the price the vendor gets when he sells a gem to the Hasidim gemologists back in town. Select the gem(s) and click on **Sell Gems** to... ummm... sell gems!!

Your current available gold is shown here, as well as the available options of weapons, armour and attributes. Objects may be unavailable if you have insufficient funds, or if you already have superior equipment - the thoughtful vendor *really* doesn't want to lose sleep at night, thinking you wasted money on something you couldn't use.

Note that the vendors are somewhat sensitive about their honour; if you leave the shop without buying or selling anything, none of the local vendors will let you into their shops for awhile... they don't seem to have much patience with

window-shoppers.

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## Spoilers

### Curses

There are three curses in this game:

- Curse of the Leech  
Causes a few gold pieces to evaporate into the air each round. I sure hope they aren't *literally* evaporating into the air, that's \*gotta\* be bad for the lungs...
- Curse of Forgetfulness  
Causes previously-identified rooms to become unknown again on the explorer's map. Not really harmful, but certainly disconcerting.
- Curse of Lethargy  
You know, I *used* to know what this did, but I got tired of keeping track of it and have since forgotten. I wonder if that was caused by the Curse of Forgetfulness, also??

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### The Point of all This (spoilers)

*There comes a time in every man's life,  
when a yen is only Japanese money.*

\_\_\_\_\_  
Ancient Asian Prophecy

There comes a time in every explorer's life when they get tired of wandering around the dungeon, and wish to get on with becoming rich and famous. While \*real\* adventurers will figure out everything out on their own, I realize that some people will prefer to have some hints on how to proceed. After consulting with the Usenet Oracle, I have chosen to put some hints here.

- How do I find the Orb of Zot??  
It's stored in an InterDimensional Spacial Interstice, also known as a hidden place. You'll have to teleport to it.
- Hmm... I tried to teleport. Gosh, this is a rude program!!

Oh, yeah. You need to have a particular object in your possession before you can teleport. Sorry, forgot to mention that. It's probably on a monster somewhere.

- Okay, I think I have that object, but where do I teleport to??  
Well, that's a good question... sounds like a job for a Crystal Ball, or some such object.
- Finally!! I have the Orb of Zot!! Now, how do I get out of here?? The Entrance is blocked.  
A drink may help you think.

ummm... watch your skill points...

## Credits

I would like to thank Joseph R. Power for originally creating this wonderful game and making it available to the public so many decades ago. I've gotten many hours of pleasure out of this game, in its various incarnations. Mind you, I have never spoken to Mr. Powers, I know nothing about him, let alone where I might find him to thank him personally, but I sincerely hope life treated him well!!!

Later note: In January 2005, I actually got an email message from Joseph Power!! It was shortly after I initially distributed this program. He told me some interesting history about the program, including the origins of the kingdom named N'DIC (New Dimensions In Computing, which I'm guessing he worked at or for). I sent him a reply but never heard anything else from him; sad, but what does one expect from a legend??

Of course, the state of the art in gaming has moved far beyond this simple game, but I still enjoy it (especially with the graphic interface), and I hope many other people around the world come to enjoy it as well.

### **The image files**

*tiles32.bmp*

This is the tile collection which was distributed with NetHack 3.4.2. Nethack and its sources are distributed under the [Nethack General Public License](#).

The other three image files, unfortunately, are unprovenanced (meaning of unknown origin) images that I've collected in the past, most likely from the [alt.binaries.pictures.scenic](#) newsgroup. Ultimately, I plan to shoot my own appropriate images for these scenes. For now, if the owner sees one of these images and objects to my use of it, they can contact me at [derelict@comcast.net](mailto:derelict@comcast.net) and I'll replace it with something else (or reference them in this document, if that's okay with them).

Ultimately, I'd like to replace the generic combat image with monster-specific images, but I have nowhere near the artistic skill required to create those images, and my odds of actually taking pictures of each of these creatures is probably relatively slim (does anyone even \*know\* what an Ur-vile looks like??).

## Compiler

This program, as distributed, was compiled with the open-source [Mingw](#) compiler. Long may she wave!! It's a shame that there really aren't any very good debuggers for it. Because of this problem, I've also compiled it under Visual C++ 6.0, and the makefile and project files for that are also included.

## Help Files

The help files were created with the [HelpNDoc](#) help-creation system. Most of the freeware help-creation systems are unstable or very underpowered, and the non-free ones are in most cases **absurdly** expensive!! This one is free for personal use, and pretty cheap even for commercial use, and for \$45 you can even get rid of the very small self-advertisement at the bottom of each page. I didn't even object to their very tiny ad, but I registered the program just because I was very pleased with the power and ease-of-use of this program.