

## Bugs!

I recently discovered 2 bugs while playing Ultimate Wizard. Note that the Ladder Land cheat is not a bug, but rather an intentional part of the program.

- 1) When sliding down a ladder pole, press Run/Stop to pause the game. After you hit Run/Stop again to unpause, your wizard will stop sliding down and move to the center of the ladder. This can be very handy if you suddenly discover a nasty monster at the bottom of the ladder you're on!
- 2) This one is not at all useful, and I don't even know if it works all the time or on other levels. On Bat Cage (Level 86), as soon as you get the key, cast Invisibility and kill yourself (the easiest way is to walk into one of the skulls on either side of you). As you die, instead of the normal "dying" sound, you sound more like Q\*Bert swearing! Let me know if you can get this to work for you too.

## Spells

On any level the Wizard may have up to 9 of a single spell type, or no spells at all. You must take the key before you can cast any spells.



**FIREBALL:** Kills any monsters that it hits. Try to hit as many monsters as possible with one shot.



**MAGIC MISSILE:** Basically the same spell as FIREBALL.



**DISINTEGRATE:** Basically the same spell as FIREBALL.



**ENCHANTMENT:** Basically the same spell as FIREBALL.



**FREEZE:** Temporarily freezes monsters that it hits. Frozen enemies do not hurt you.



**INVISIBILITY:** Makes the Wizard invisible and invulnerable. Every time you are hit by an enemy it eats away at the spell, as indicated by the Wizard's changing color. You can even fall safely under it, but that will eat up your spell really fast.



**TELEPORT:** Magically transports the Wizard down to the last place you teleported from, or to the start if you have not teleported yet. Keep this in mind if you teleport during a fall!



**FEATHER FALL:** Safely drops the Wizard down to the next brick. This will save your life if used while "dying" and can also provide nice shortcuts. You are invincible during the spell.



**LEVITATE:** Safely lifts the Wizard up to the next brick. Similar to FEATHER FALL.

**HASTE:** Speeds up the Wizard and all monsters. Not a useless spell.

**SLOW:** Slows down the Wizard and some monsters. Not a useless spell.

## Monsters

A level may have up to 6 monsters, selected from the 20 monster types below. Monsters are not always your enemy. ELEVATORS will obviously not hurt you, and neither will the WIZARD'S CAT nor any cyan-colored monster. Though monsters will usually appear as shown below, keep in mind that any sprite may be used with any monster type, and they may appear in 16 different colors.

	ARROW:	Flies horizontally across the screen, unhindered by objects.
	BAT:	Flies slowly around seeking the Wizard.
	GHOST:	Similar to BAT.
	EVIL WIZARD:	Similar to BAT.
	WITCH:	Similar to BAT.
	FALLING ROCK:	Falls down from the top of the screen.
	ELEVATOR:	Gives the Wizard a safe ride up and down.
	LAVA:	Doesn't move, but still deadly!
	PIT:	Opens and closes. Run across safely when it's closed, but even touch it when it's open and your dead.
	TRAP DOOR:	Similar to PIT.
	SLIDING GATE:	Slides up and down with just enough room to let the Wizard sneak by.
	LAVA TROLL:	Rises up (typically out of LAVA) to grab the wizard.
	ROLLING ROCK:	Rolls around (obviously!)
	GIANT RAT:	Walks around, even up and down ladders.
	SCORPION:	Similar to GIANT RAT, but cannot climb ladders.
	SLIME:	Similar to SCORPION.
	GIANT SPIDER:	Similar to SCORPION.
	SHADOW LORD:	Similar to GIANT RAT (see, he's not so tough after all!)
	THIEF:	Similar to GIANT RAT, but will steal treasures. It's not always wise to kill a THIEF!
	WIZARD'S CAT:	Similar to GIANT RAT, but is harmless to the Wizard and will eat GIANT RATs.

In addition, there are 4 sprites which are not shown above: Hailstone, 16-Ton Weight, Fireball, and Falling Brick