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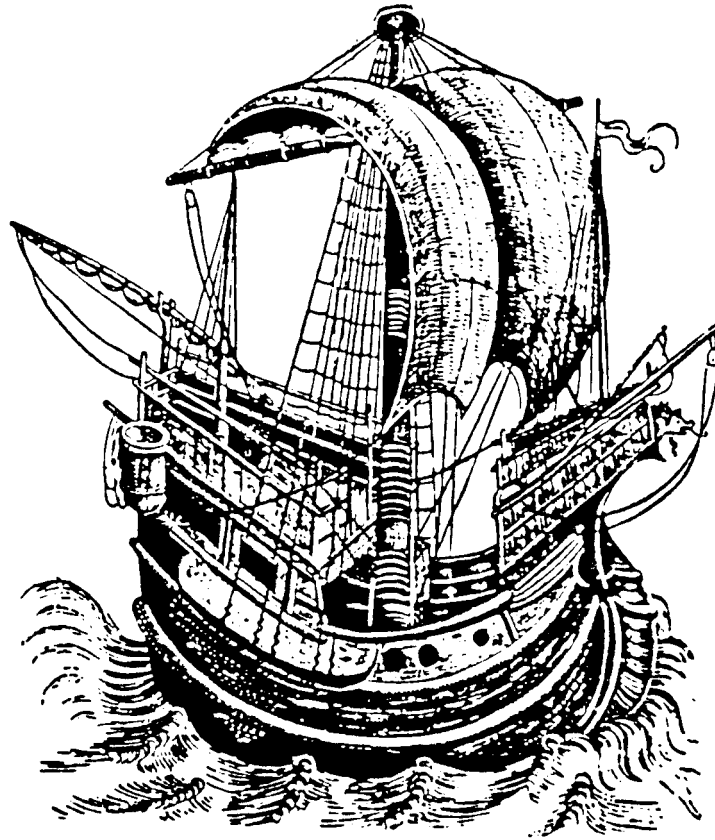


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NEWS

Wonders of Wonders Department A spokesperson at Origin Systems says that the Apple version of Ultima IV will be released around August, 1985, with other computer versions to follow in the Fall. They said it would be sixteen times larger than Ultima III and yet would be priced about the same (@ \$59.95 list). It is rumored that other software publishers are scratching their heads over how this pricing miracle is going to be accomplished. See "Misty Writings: Ultima IV and Wizardry IV" for more information.

Holding your Breath Department Sir-Tech is well-known for their quality products, and the primary way they maintain quality is to 'sell no wine before its time.' Well, folks, the grapes must still be green up in Ogdensburg, NY! Wizardry IV for the Apple][and Wizardry I for the Macintosh were slated for release before Santa-time, 1984, but probably won't be seen before the fall, 1985. And Wizardry II for MS-DOS will be even later. As for Wizardry IV, it is rumored that they had just gotten to Level 9 of 10 in mid-April, 1985, though we get persistent reports of it appearing, then disappearing from dealer's shelves in various parts of the country. As for the Mac's Wizardry I, it is our unfounded speculation that, though the Pascal program lines were easily parted over to the Mac, they are probably having to rewrite a lot of the program due to the unique nature of the machine. And the poor folks with IBM's and its clones will have to wait for Sir-Tech's Apple computers to cool off before they can get down to finishing the second scenario for MS-DOS.

Stupid Mistakes Department In Wizinews I:1 it was reported that Andrew Greenberg, one of the authors of the Wizardry series, had left Sir-Tech and was in cahoots with Richard Garriot, creator of the Ultima series. Wrong, Wrong! Though Greenberg seems not to be active in the day-to-day operations of Sir-Tech, he is still very much a part of the ongoing development of the Wizardry software. To the best of our knowledge, he is working an educational software somewhere in the Great Northeast. For all you would-be journalists, this gaffe is a prime example of not checking your facts before printing. Our apologies to all those who trusted us enough to accept this rumor as true goods and not for what it was: an unsubstantiated rumor!

Wizinews

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Welcome to Wizinews! My English teacher would croak were she to know I was starting with an apology, but here goes: We at Nichols Services wish to apologize to all of you for the extreme lateness of this issue of the Wizinews. Despite our best intentions, its production schedule kept being interrupted by a succession of urgent deadlines until our readers began to despair that the Wizinews had gone the way of all flesh and many computer magazines. We appreciate your long suffering patience and intend this delay to be the last you will have to endure.

Wizinews I:4, which our subscribers will receive in about five weeks, will be a double issue at no additional charge. It is our gesture of thanks to you for your continuing interest and support.

Now, that's finished and we can get down to business! As promised, this issue expands the scope of Wizinews beyond the Wizardry games to cover a wide range of fantasy role-playing and adventure software, as well as other products that can enhance your gaming enjoyment. Several columns have been added and more will be added later. Beginning this issue we will provide a forum for the discussion of topics directly affecting the game-buyer, such as the articles on copy-protection and piracy in the current number. Wizinews I:4 will contain a related series on cheating that will run concurrently.

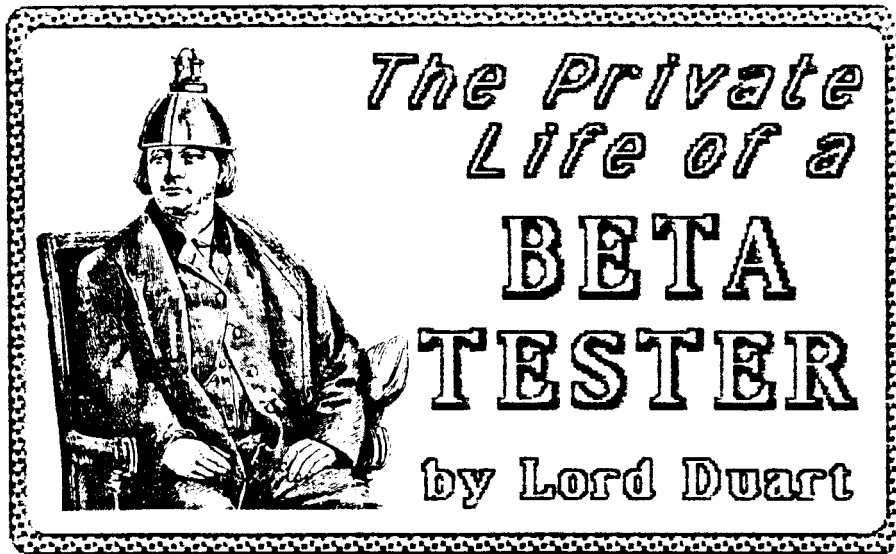
We invite you to submit your suggestions, comments and, if you wish, articles to be included in future issues. In particular, we would like some input from you on the forum topics.

We are not afraid of being controversial, nor do we expect (or want) every viewpoint expressed in the forums to agree with ours. Aside from a firm commitment to promoting excellence in game products and effective communication between the industry and consumers, we have no axes to grind. We are not connected, affiliated, beholden to, or palsy-walsy with any company whose products are mentioned in the Wizinews. Articles that you see here reflect the views of their authors, and have not been, nor will be, edited to degrade or enhance the reputations of any company, including Nichols Services (of course, we do not knowingly print libelous remarks or unverified facts). So if you want to express an opinion, have a product to review, or have an article that you think Wizinews readers would enjoy, please contact us for submission guidelines.

The people who wrote for this issue come from a wide range of backgrounds and--glory be!--not one is a professional computer-topic writer or reviewer. The majority of them are computer users just like you, with similar wants, needs and equipment. They have developed their expertise by hands-on experience as consumers, and I'm sure you'll agree that what they have to say is all the more valuable to you as a result. Due to professional or personal security reasons, some authors have asked that we sign their articles with a pseudonym, and we have honored their request. Otherwise, we would not be able to provide you with their important insights or information.

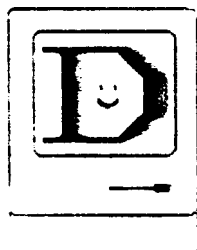
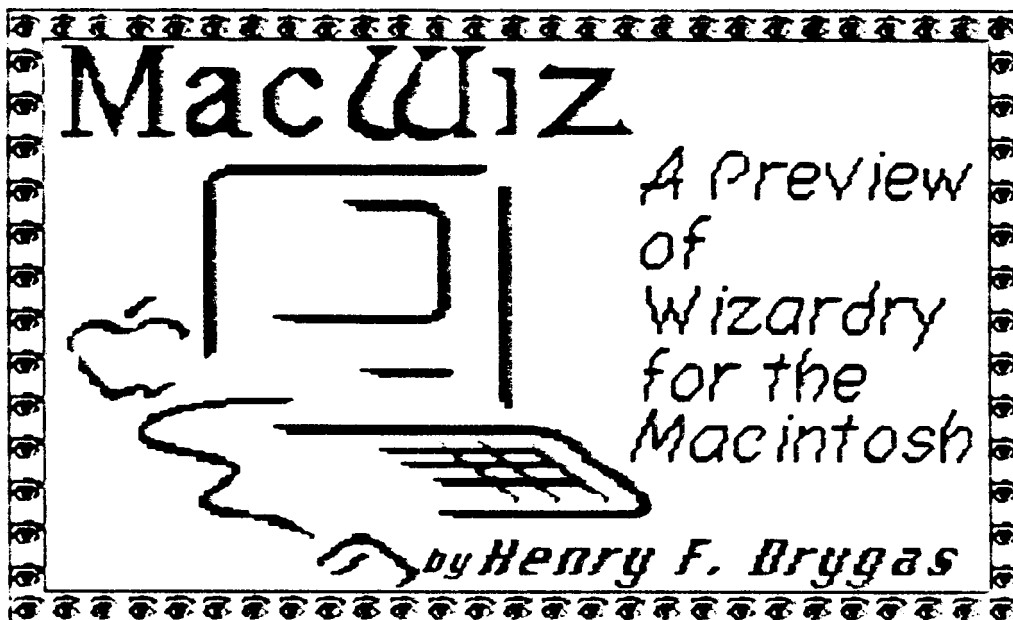
Remember, Wizinews is your publication, and its whole purpose is to provide you with the kind of material that you can't get anywhere else. Unlike the monolithic publishing giants, our aim is to give you what you want, rather than what we think you will buy. The way we do this is by listening and responding to your needs and desires--for example, the whole direction of this publication was changed by what our readers told us they wanted! It is obvious that we must have your input on a continuing basis in order to meet our goals. We welcome any contributions you may have, from one sentence comments on the fonts we use, to entire series of columns! In other words, keep those cards and letters coming in!

Enjoy!
Mike Nichols



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In the third scenario of Wizardry for the Apple, the command input in Beta testing was not buffered and the testers found that in combat the input was too slow. (This problem slipped through to the Beta stage and beyond to the Boston Applefest prerelease sales because most of the Alpha testers and many of the Beta testers were using the Saturn Accelerator boards and thus were masking the speed problem). This small problem delayed final marketing for several months.

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uring a recent Westcoast Computer Fair, I had the opportunity to examine both the upcoming version of Wizardry for the Mac, and quite by accident, some of the development software used in creating the program data. The program seemed in a preliminary state with few functions yet implemented. I was however, able to travel a bit through the maze and get a feeling for the program. It seems clear, even from this brief exposure, that this version is destined to become a fixture on the Macintosh as it has become on Apple]['s. I will assume for the moment, that you have or have seen and used the Macintosh even for a short period. I can not imagine any one interested in computers who has not.

The Macintosh at the Sir-Tech booth had been turned off then on by the person in front of me, leaving the desktop showing with the disk window open. The window contained several icons so I double clicked several in turn. The first several were data and I received the usual warning about application not present, and in retrospect, these were ASCII files with the turned down page icon. The third brought success and I found myself using the maze editor. The initial dialog box asked which level I wished to edit. After choosing the first level, I was presented with a grid which could be modified using the mouse adding walls, doors, etc. At that point, I was directed to close the program by Robert Woodhead and on returning to the desktop he closed the disk window underneath which was the Wizardry demo program.

On opening the program I found myself confronted with the usual set of windows found when in the Maze, complete with a hardy band of first level adventurers with unusual names. I wonder if this means that with Mac Wizardry we will be able to save a game in progress without returning to the Castle? Across the top was a menu bar containing some familiar items such as the Castle. The pull-down window revealed the usual choices of Boltac's Trading Post, Adventurer's Inn, etc. all inactive in the usual light gray color utilized for this purpose by the Mac interface. The only active option was a new one for this point in the game and that was the Roster. Pulling down this item revealed the list of 20 names and the option to commit seppuku or create new characters. I quickly sent several characters to their ancestors, including one in the active group. (Not a recommended way to get out of a tight spot, but alas sometimes the only honorable one.) The method for moving around the maze was new. Placing the pointer in Maze window changed its shape to a large arrow. Moving it toward the right or left edge produced a right pointing or left pointing arrow respectively, and clicking the mouse initiated the proper right or left turn. If the pointer was in the center position it pointed straight ahead and clicking the mouse moved you forward one space. I used the 'K' key to open doors but I would not be surprised if double clicking the mouse might not have the same effect although I did not try it at the time. I did not recognize the position in the maze so that puts it outside the first three or four levels of the first scenario which I have committed to memory.

The action was very quick, natural and intuitive as one would expect on the Mac. The implementation seems to be very consistent with the Macintosh visual interface and philosophy. The other options in the menu bar were either not implemented as yet or not accessible from this point in the program. Attempts to use menu items such as 'camp' and 'use spell' had no effect. I wish I could tell you more but at that point the crowd behind me began to get ugly and I had to give my place to someone else.

[EDITOR'S NOTE] The illustration on the following page is an approximation of one found in the September/October 1984 issue of MacWorld (page 122). Although it varies somewhat from the one described by Mr. Drygas (both may be in-progress versions), it seems to be all set up for the mouse and windows. I am curious whether windows can be pulled down from the icons on the right side or whether clicking them might produce a window similar to the Mac's Scrapbook window. Note that the character window has most of the information found in other versions of the game, except for the item list. Clicking 'Items' or other commands in the lower group might cause a separate window to appear.



The 'Take Item' is a new command, and if it means that a character can get an item from another without the rigmarole of calling up the other character's inspect screen, etc., then it is most welcome. The darkened area on the lower right of the character window is new and seems to be a list of the spells a character knows in a particular spell level. If this is so, and casting a spell involves only clicking its name,

then the bad spellers (pun intended) of the world will rejoice. Notably absent from the screen are the 'Camp', 'Disband' and similar commands familiar to Wizardry players. It is possible that these are on yet another window not illustrated.

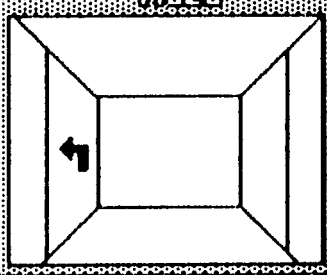
The obvious omissions and inconsistencies of the screen actually raises more questions than it answers. The same issue of MacWorld states that, "[the authors] are rewriting Wizardry from top to bottom for a Mac version." Does this mean that the game will be all new with unfamiliar mazes, monsters and refined commands; somewhat new with some fresh features; or a translation on the lines of the one for MS-DOS, though with the refinement of commands expected with the Mac. Since the product's introduction has been delayed until at least late summer, 1985, all we can do is wait!






Wizardry © 1984 by Andrew Greenberg, Inc., & Robert Woodhead, Inc

Party


Char 1

Char 2

Maze




Training

Hotel

Shop

Temple

Maze

Char 1 L-9 N-Dwarf Fighter

Hit Points	8	Strength	11	Vitality	10
Max Hits	8	I.Q.	11	Agility	13
Armor Class	0	Piety	14	Luck	9
Mage	1/0/0/0/0/0/0	Priest	0/0/0/0/0/0/0		
Exp.	123456	Gold	12345	LEVEL 1/1/5000	
		KATINO			
Give Item	Items				
Take Item	Mage Spells				
Equip Item	Priest Spells				



The Bug List is shorter this issue. Those insidious insects infest our favorite games still, but you, careless readers, have not been letting us know about them! You know, we can't do it all! 'Nuf said. Here goes:

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IBM WIZARDRY LOCK-UP

Wizardry players using an IBM or clone should always press the 'caps-lock' key before playing. If certain commands are entered in lower case, particularly in Camp, you will find yourself elected into the Pascal system, with no hope of return! Characters can be (R)ecovered with the Utilities.

Misty Writing:

Speculations on Ultima IV and Wizardry IV

Rumors about long-awaited new games seem to swarm like gnats as release dates are delayed more and more. Not a day goes by that we here at the Wizinews get several phone calls from people wanting or giving information. As we sort through the rumors and combine them with verified fact, we generally can come up with a fairly accurate picture of what the games will be like. Following is what we know about Ultima IV and Wizardry IV:

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Wizardry IV was originally planned to be released in the late Fall of 1984, and distributors began accepting orders for it in October, 1984. (With the three-month lead time for magazine advertising, many dealers went ahead and advertised it, expecting that it would be available. That's why so many people think that it has been released.) A spokesperson at Sir-Tech told us that it and Wizardry I for the Macintosh would finally be out in August or September of 1985, with Wizardry II for IBM and compatibles to follow later in the year.

Wizardry IV, The Return of Werdna was designed by Roe Adams, a well-known game writer (he wrote Ultima III's manual, is a regular columnist for Computer Gaming World and has written articles for most major computer publications) and holder of several records for completing games pronto. The game is being


billed as a 'reverse' or 'mirror scenario,' in that the player is on the side or the monsters, nastiness and things that go bump in the night. The general idea is that Werdna, the evil wizard of Scenario I, is not actually killed by those hundreds of thousands of players, but just plays possum, waiting, for Scenario IV. The player actually becomes Werdna, and creates fiends, monsters and ghoulies to accompany them on their quest, rather than the normal humanoid fighters, Lords, etc. The Werdna-player and his slimy cohorts then battle their way UP from the tenth level to the first in all-new mazes filled with riddles, tricks and good guys. A new twist is that the player's opponents reportedly will have a leader called Hawkwind (the name of Adam's favorite character), whose powers are the stuff of legend and whose endurance would make Conan tremble. It is logical to assume that a great final battle will take place at the door of the Castle, with Werdna and Hawkwind duking it out.

One set of rumors has it that Werdna will require the Wizardry I disk to create and/or transfer characters, but another rumor says that it will be a stand-alone program, not needing or depending on another of the Wizardry series. I am inclined to believe the latter, since Sir-Tech's sharp marketing department cannot miss the advantages of a stand-alone game to expand the market to include those gamers who have never played any of the series (do such creatures really exist?). Another whispering states that the new Scenario will be truly replayable, with different endings according to what the player has Werdna do, carry, etc. Players can expect a mouse to be supported, and for the Window-Wizardry graphics routines introduced in The Legacy of Llylgamyn to continue to be used.

Why is the Fourth Scenario so late? That's a good question, and one I cannot do more than speculate about. (Sir-Tech, among other publishers, has been burned by beta-testers leaking information on the actual program long before the finished product is released. It's got to be disappointing for a game to be found on a dozen bulletin boards a month before it is available in stores. Though they signed up testers in advance, all the actual testing has been done in-house. This has given the rumor-mill few actual facts to grind!) My programming abilities would make a dog laugh, but those in the know have told me that the programmers of the Wizardry series are very economical with their time--if a routine or group of program lines is unneeded, they will leave it there undeleted and simply have the program ignore them. I understand that the Third Scenario's program still has lines specific to the First Scenario, lurking in corners that are only swept when the need arises (to give them credit, this is good programming technique). All this leads to my prognostication: I believe that the Wizardry program had become so junked up that undesired interaction of old and new parts of the program became inevitable, and that it has had to be completely rewritten, or that serious housecleaning had to be done.

This certainly would be no weekend task if what I speculate is true. A program the size and complexity of Wizardry has literally tens of thousands of program lines and millions of possible combinations. Sir-Tech has the reputation of

not releasing a product until it is ready to stand the test of time, an attitude that is appreciated by serious game players. The grumbles it produces over the delay are actually a testimony to the quality of their products. However, with all those fans waiting like hungry rats for Wizardry IV, I would not want to be in Sir-Tech's shoes should the game be less than epic-making!



A LOOK into the future

Interviews with the writers of favorite games

Cheating Series to begin in I:4. Discussion of all aspects--from editors to 'legal' tricks

Reviews of Ultima editors and alternate scenarios, Adventure Construction Set, Shadowkeep, The Book of Adventure Games and more!

Piracy & Copy-Protection
Series will continue with views of publishers, consumers

More Great Columns

More Fascinating Articles

More Helpful Hints Another installment in our "Getting Started in..." series

More for you in the Wizinews!

Letter(s) to the Editor

I've just received my copy of WIZINEWS and I'm delighted with it. "Beginners' Corner," "Bug List" and "Ashnaperpl Answers" are exactly the kinds of columns I'd hoped to find. Just marvelous.

My one complaint is the tiny print size, which isn't a pleasure to read anywhere in the magazine and in some places is at the very limit of visibility. I realize you're trying to save on size and weight. Probably if the original copy had been done on a daisy wheel instead of a dot-matrix printer it would've been more legible, even at the same reduction.

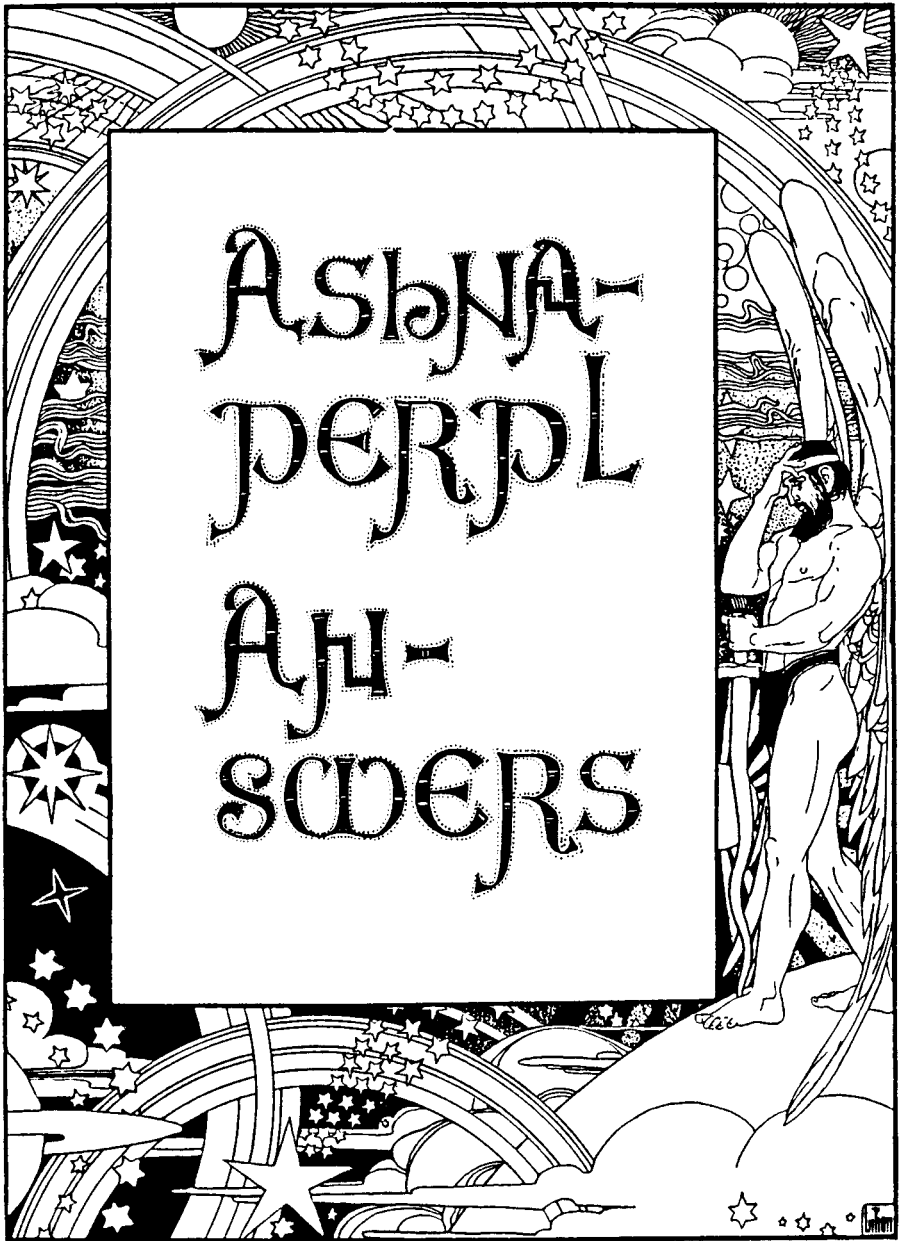
In "The Wiziswitch" you state that the "//e ... is able to deal with the 40-80 problem without help." I'm not sure what you meant by that; my //e does turn on the 80-column card when Wizardry is booted, so that whenever the computer is in text mode the letters are half-width with spaces between. No problem while in the hi-res dungeon, of course, but it's annoying to come back to the castle and have to deal with skinny, spaced-out (literally) letters. On the few occasions when I use my color monitor it's more that annoying; it's unreadable.

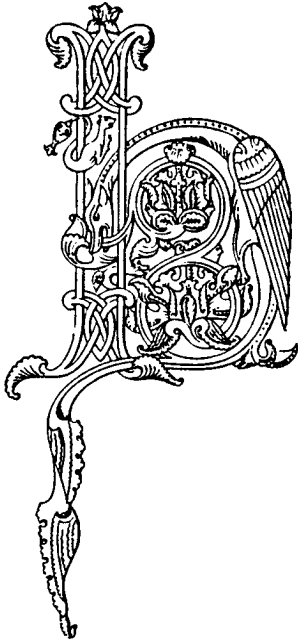
I wrote to Sir-Tech asking if there was a newer version which had fixed this, as I hoped to be able to upgrade; but I never got a reply. Fortunately I came upon a fix in one of the five Apple-dedicated magazines to which I subscribe. I wish I could remember which one so as to give proper credit, but I can't.

Anyway, here's how to keep the 80-column card off: 1) Start up the //e with Drive I empty; 2) Stop the drive with control-reset; 3) Enter POKE -16373,0; 4) Insert the WIZARDRY disk; 5) Boot by entering PR#6

Again, I think Wizinews is great. I wish you every success. I'm enclosing my check for a year's subscription.

--Neil Harrington, Middletown, CT





ail Heroes! Ashnaperpl returns once more to pull you from the quagmire of despair! Many of you adventurers in times of peril have used the telephonic device to beg extension of my mighty hand, though piteous few have sent messages by Scroll of Pleading. No matter. This installment of my Words of Wisdom is gleaned from all cries for help, whatever the media of transmission:

DEAR ALL-KNOWING ONE: Does the inhospitable old geezer hiding on the first level of Wizardry's 'Proving Grounds' at 9 East, 19 North serve any purpose? What, if anything, is needed to keep him from expelling the party from his closet? --Neil Harrington

This aged anchorite, expelled from polite society for unhygienic personal habits, takes out his rancor on all who dare enter his lair by ejecting them directly to the Castle. He has a summer home in the 'Knight of Diamonds' on Level 3 at 8 East, 10 North. His intonation, "Mapiro Mahama Diromat!" is not a magic spell, but a curse, roughly translated, "Get thee to a Laundromat!" His heart's desire is to wreak his foul vengeance on all who near him (though the violence done to one's nose is quite enough), and there is nothing that you or your party can do once he has commenced his eviction procedures.

DEAR OLD ASH: How did you manage to map the tenth level of Wizardry I?

The 'Mad Overlord' himself, WERDNA, has cancelled the effect of Dumapic spells in the whole of his tenth-level lair, the more to confuse you. Knowing precisely where you are matters only when you have vanquished him, and must use the Malor spell to get out. But for those who have a compulsive need to locate your party precisely, here is how to do it: within your party have those whose Spell Books contain plenty of Dumapic and Malor spells (it doesn't hurt to back up your party before doing this, since Murphy is always looking for new correlates to his Law). Having the Jeweled Amulet, which casts the Dumapic spell, saves your party's spells. First map the corridor you are in (remember that there are seven of them) WITHOUT going into the room at the end (remember you are mapping, not fighting). Examine your map and choose two distinctive locations you wish to verify. Place your party on the first, cast the Malor spell to rise to a safe Level (where there is no rock), then cast the Dumapic spell. Note the coordinates on your map, return to the tenth Level and do the same for the other chosen location. The direction faced is not important. In this way you can locate the snake-like twisting of WERDNA's lair on a regular 20 by 20 grid.

DEAR ASHNASTUPID: You gave the wrong coordinates for getting out of WERDNA's lair in WizineWS I:1!

Mea culpa! Mea culpa! Mea maxima culpa! In my agonies of making this hand weaned to the sword wield the mightier pen, I noted coordinates that surely doomed untold numbers of worthy parties to a rocky death! My dreams are filled with their stony cries and their blood will forever be upon my hands! It is with abject repentance that I offer the correct information: When your party first steps inside WERDNA's lair, they are at 17 East and 3 North on the Tenth Level. In order to return to the entrance to the Castle, they can use his Amulet or a Malor spell (the Amulet will also cure and sometimes resurrect all party members needing the same) to return. Press the 'N' key 17 times, the 'S' key 3 times and the 'U' key 9 times. Your display will tell you: EAST: -17 NORTH: -3 DOWN: -9. This will work only if you are on the square right inside the door to his lair. Not in the hallway. Not anywhere else in the room.

OH MIGHTY ONE: My intrepid adventurers have vanquished WERDNA many times, but have never gotten the Amulet.

Murphy is most active on the Tenth Level of Wizardry I, and a corollary to his infamous Law states that: "If any of your Party is carrying the full complement of eight items, then that's the character who will be offered the Amulet!" BEFORE entering the Lair, make sure that ALL your party members are carrying a maximum of seven items, and that ALL of them can accept the Amulet if it is offered.

DEAR ASHNAPEPPL: Every time I try to use the Malor spell, my party always ends up in rock.

The Malor spell is a powerful servant of the unforgiving god Computerre, whose edicts must be followed with precision and exactitude. Unfortunately, the rules he observes have not been set down adequately until now: In order to use the Malor spell without danger, you will need to have a map before you. When entering the coordinates you want to go to, you must press the direction key once for every step you wish to take in that direction (many soon-to-be-dead-ones simply enter the coordinates they wish to go to!). For example, if you are at 12 East and 10 North on the Eighth Level and wish to go to 4 East and 6 North on the Second Level, you would first press the 'N' key (for West) 8 times, then the 'S' key (for South) 4 times. Yea, verily, it helps to move your finger along a map one square for every key press. Even the most experienced spell-casters occasionally goof it up. Count the levels to be travelled on your fingers--'eight to seven' is one finger, 'seven to six' is another, and so on. Then press 'U' (for Up) 6 times. Always double-check your coordinates before finally casting the spell. Remember that the screen will display only North, East and Down coordinates. Pressing 'N,' 'E,' or 'D' will show a plus value, and pressing 'S,' 'W,' or 'U' will give a minus value. Follow these simple rules and Computerre will bless your casting of the Malor spell with safe journeys.

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DEAR ASH: I believe I have done everything required in 'Legacy of Llylgamyn', but the statues on the sixth Level still tell me "Not without payment." What did I miss?

Many otherwise crafty heroes of the Wizardry games forget that items can have alignments as well as characters and parties. Acquiring the desired Orb involves carrying Crystals of each alignment--Good, Evil and Neutral. The Good and Evil Crystals can be found on the fourth and fifth Levels, respectively, and are your ticket for entry onto the sixth Level. But the Neutral Crystal, the item needed for trading on that Level, must be made. How? Take heed: The Neutral Crystal is made by having a character who is carrying both the Good and Evil Crystals invoke the power of one or the other. When the dust clears, you will have a Neutral Crystal, but you will also have a harmed character (anything from aging to death), one or both of the other Crystals broken, and some or all of the magical items in the ENTIRE PARTY broken. So the best course is to equip a dud character with both Crystals, form a party with that character and one other who is not carrying any magical items, then go to the entrance of the Maze and do your stuff. If the sacrificial character is killed, then the other one can get the Neutral Crystal produced before re-entering the Castle. Other words of advice: You will need to go back and get replacements for the broken Crystals, but if your party is carrying the Neutral Crystal, then they often will not be able to get it. Leave it in the Training Grounds until you are ready to go onto the sixth Level. If you STILL cannot get replacements, use the Wizardry game's Utilities to make a fresh scenario disk and a character backup of your old scenario. Use the character backup to put your fellows onto the fresh scenario disk and try again.

* * *

Adventure calls, me hearties, and I fain would forsake the pen for the sword. But before I am off to new quests, let me remind you that I have traveled more worlds than those of Wizardry and Ultima, and I would welcome written questions about other lands. Just send the question to our friends at the Wizinews, and they will be answered in the next issue!

Wizsystem

The Wizsystem manual and maps have been the worldwide favorite help for players of Sir-Tech's Wizardry® games for almost two years. Why? Maybe it's that the Wizsystem gives them control over the game without taking the challenge away. Or that it makes replaying a scenario even more fun than the first time. Or, as the Whole Earth Software Catalog says, it is "...not only helpful but fascinating in its own right!" Packed with information, forms, charts and tips (the Apple manual's Table of Contents alone takes four pages!), it gives you the kind of information and help you want--from forming parties to developing characters to complete monster and item information to using the Wizardry® utilities to your best advantage! Our thousands of satisfied customers routinely tell us that it is the best manual written for any game!

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