

T H E • C O M P U T E R • G A M E



WILLOW™



W·I·L·L·O·WTM

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Introduction

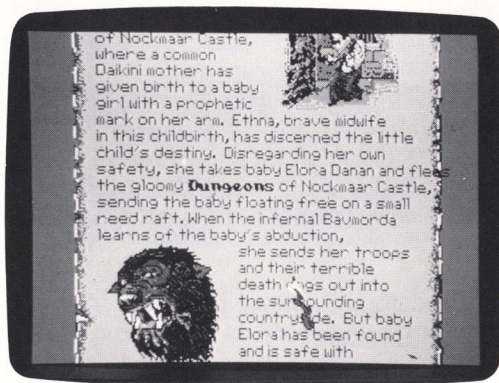
In a far-off time when magic was real, and an evil queen threatened all that was good, a trio of unlikely heroes joined in an epic quest. The story of their adventures is recorded in the magical scroll you now possess.

Getting Started

Before the scroll can tell the tale, you must follow the installation and loading instructions on the enclosed Reference Card.

The Scroll

When the program runs, you will see the scroll and a magic wand. The wand will select the word **WILLOW** and the Willow title sequence will run. After that, the story scroll will appear again and start to scroll past.



The scroll tells the story of Willow Ufgood and his quest to save Elora Danan and defeat the evil Queen Baymorda. The scroll will flow past until its story is told and then it will begin again. If you want to stop the scroll, or if you want to back up or skip forward, use the controls described on the enclosed Reference Card to control the motion, forward or backward.

The scroll is more than just a story, however. It is also a doorway into the world of Willow. Throughout the scroll you will see words highlighted like this: **Dungeons**. When you move the wand to one of these highlighted words and press the button (see the enclosed Reference Card for details), you will be drawn through the scroll into the story. Once there, you will guide the actions of one of the heroes of the Willow saga in his or her part of the quest.

In ancient writings of this sort, each and every word may hold its own special meaning, so the player should explore the scroll very carefully—not all of the words of power will be readily apparent. A wise player will take nothing for granted. For example, if you use your wand to select the words Daikini crossroads from the scroll—just below the image of the Nockmaar woods—you will enter the **Daikini Crossroads** game in practice mode. (See the description of the modes of play and the various games below.)

Playing Willow

There are two ways to play Willow: in practice mode and in quest mode. The first, the practice mode, is provided to allow the would-be hero a chance to see the dangers that lie ahead. When you play in this way, almost every segment of the game may be accessed individually as many times as you like. This will allow you to practice any of the game segments you wish. You can also use it as a chance to learn the strengths and weaknesses of your opponents, to find your way through the treacherous mazes, and to hone your magical abilities before actually attempting to defeat Queen Bavmorda in the quest.

To practice any game, simply click on the appropriate word in the scrolling story. If you click by accident, you can escape back to the scroll by pressing the key listed on the Reference Card. You can also Quit the game at any point by pressing the appropriate key.

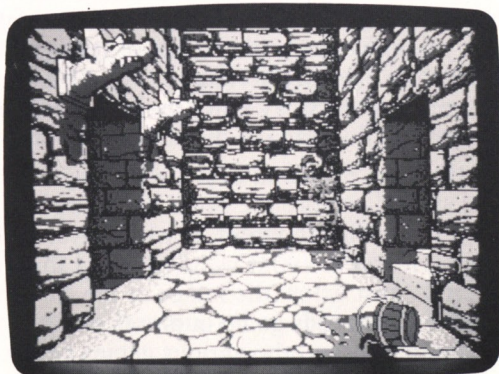
The quest mode of play is to start at the beginning of the story and play through each of the game segments in order. You must successfully complete each segment to save the child and defeat the Queen. You will have eight chances to fail, one for each candle in the Ritual of Obliteration that Queen Bavmorda is performing to destroy Elora Danan. To play the game in this mode, click on the word **WILLOW** at the beginning of the scroll. You will be taken to the first game, "Dungeons" and from there you will trace the journey of Willow step by step to either final victory or final defeat.

The Games

The following is a brief description of each of the game segments that make up your quest to save Elora Danan.

Dungeons

The child Elora Danan has been born in the dungeons of Nockmaar Castle, the fortress of Queen Bavmorda. You take the part of Ethna, the Daikini, as she flees with the baby through a treacherous maze of corridors. You must find your way quickly—if you linger too long in one place, the guards will surely catch you. The corridors are tricky, and many of the rooms are traps, so you must move carefully but quickly if you are to escape.



You will have the option of going left, right, or straight—as long as there is a passage in that direction. You can also back up. When you back up, you will remain facing in the direction you were going prior to backing up. See the enclosed Reference Card for detailed control instructions.

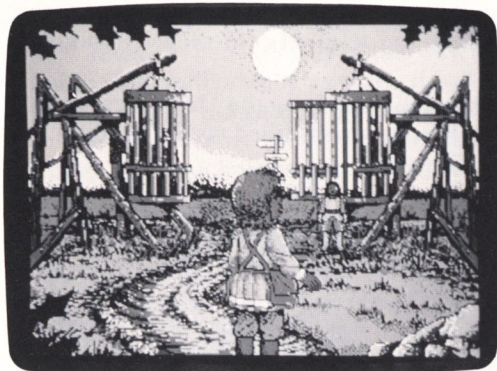
Woods

The first part of Willow's journey is to the Daikini crossroads. To get there, he must traverse treacherous woods filled with searching Nockmaar troops and menacing Death Dogs.



You control the figure of Willow as he tries to reach the crossroads. Willow can run in any of eight directions, and is armed with three magical acorns which can turn anything they hit to stone. More acorns can be found in the woods, but they are very scarce, so use them sparingly. Avoid the Death Dogs and Nockmaar troops. If you are attacked and cannot escape, throw an acorn at the attacker. Don't fall in the pits or the swamp, and be sure to cross the river only by bridge or on stepping stones. Speed is of the essence, and you move most quickly on the path, but you will need to leave the path to find acorns. Specific instructions for movement and throwing are found on the enclosed Reference Card.

Daikini Crossroads



Here you must choose which cage holds the Daikini warrior Madmartigan, and which cage holds death. Select the correct cage by moving the cursor to it and pressing the button. See the enclosed Reference Card for detailed instructions.

Spellcasting

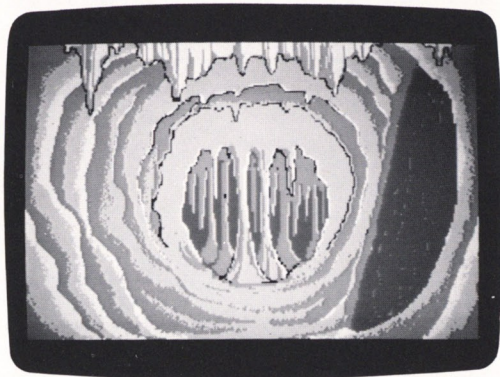
Spellcasting is a game of sorcery. You must use all of your magic to transform the good sorceress Fin Raziel back from her current bestial form. Because your magic is uncertain, you must play this game three times throughout the course of the adventure. The first time transforms Fin Raziel from a possum-like creature into a raven. The second time she transforms from a raven into a goat. And the third time, she finally regains her humanity.



At the bottom of the screen you will see a row of thirteen runic charms. Three of these symbols must be combined in the proper order to cause the desired transformation. If the symbols are chosen in the wrong order, then Fin Raziel will be transformed into some monstrous thing. If a symbol that is not a part of the spell is chosen, terrible things will happen and you will have failed. See the Reference Card for instructions on choosing the symbols.

Ice Caves

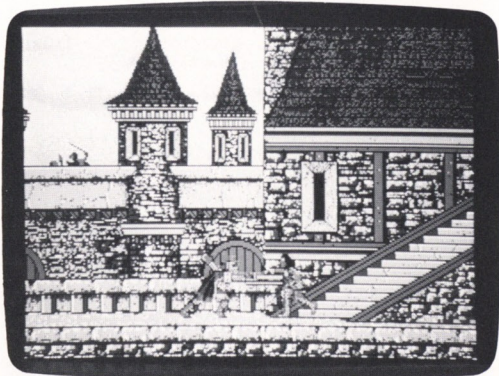
To escape from the mountain-top snow camp of General Kael, Madmartigan and Willow must take a desperate run down the mountain on an enemy's shield. They find themselves in a twisting network of icy caves and tunnels which they must carefully negotiate.



At each junction you may have the option of going left, right, or continuing straight. Use the controls outlined on the Reference Card to choose your path carefully. There is no way to back up, and there is only one exit.

Battle

In the final assault on Nockmaar Castle, General Kael and Madmartigan finally face each other in a battle to the death. Madmartigan must defeat Kael himself on the very steps of Queen Bavmorda's tower.



In this contest of master swordsmen, you control the figure of Madmartigan. There are seven basic movements available to you, and just the right combination will serve to defeat Kael.

↖ Move Left	↑ Jump	↗ Move Right
← Move Left	Stand	Move → Right
Move Left ↙	Duck ↓	Move Right ↘

Without "Fire" pressed.

↖ Slash High	↑ Jump	↗ Slash High
← Thrust Middle	Stand	Thrust → Middle
Slash Low ↙	Duck ↓	Slash Low ↘

With "Fire" pressed.

Note: Attack direction depends on the direction the character is facing.

The enclosed Reference Card describes in detail which keys and/or joystick movements accomplish the various moves. The game is won when either Kael or Madmartigan falls.

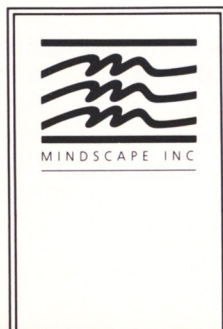
The Final Battle

This game cannot be played in practice mode, it only is available if you overcome all of the previous challenges and have proved yourself worthy to face Queen Baymorda in a test of magic. You must complete the necessary spell before she can reach the altar and destroy Elora Danan. The mechanics are similar to those in the Spellcasting game, but the spell itself is made up of nine symbols instead of three. The outcome is uncertain, but if you have studied the lessons of Fin Raziel carefully, you will prevail.

Changing the Game

Once you have played through and won Willow, you may want to reset the game to create new challenges for yourself. If you select the Mindscape logo at the end of the scroll, you will have various options available to you. Among these is the option to reset various settings in the game. If you choose this option all of the choices in the game which are variable will be randomized to create a fresh game experience.

Other options may be available, depending on your computer format. See the enclosed Reference Card for details.



Mindscape, Inc.
3444 Dundee Road
Northbrook, IL 60062