

# WIZARD OF WOR<sup>TM</sup>\*

Video Game Cartridge for the  
**Atari<sup>®</sup> Video Computer System<sup>™</sup>**  
and Sears Video Arcade<sup>™</sup>



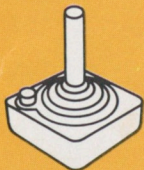
## GAME PLAY INSTRUCTIONS

© MCMLXXXII Gabriel Industries, a division of CBS Inc.\*WIZARD OF WOR ©1981 Bally Midway Mfg.Co. All Rights Reserved

**CBS Video Games<sup>™</sup>**

## SETTING UP YOUR VIDEO CONSOLE

1. Hook up your video game system, following manufacturer's instructions.
2. With the power OFF, plug in the video game cartridge.
3. Turn power ON. If no image appears, check the connections of your game system to the TV, then repeat steps 1-3.
4. Plug the Joystick Controllers *firmly* into the jacks of your video system. Use the **RIGHT** Controller jack for one-player games.



5. Set the DIFFICULTY switches to B for beginner level. Setting the switches to A will result in extra sneaky Worlings.
6. Use the GAME SELECT switch to select either the one-player or two-player version. The version you select will be indicated by the number of scoreboards appearing above the dungeon.
7. To start the game, press GAME RESET. The beginning of the game is announced by the playing of the National Anthem of Wor, after which you may enter the dungeon by pushing up on your Joystick Controller.

**Note: Never remove your video game cartridge from the console unless the power is turned OFF.**



**W**elcome to the mystical kingdom of Wor! You have been placed in command of an elite squadron of Warriors assigned the task of outwitting the sinister Wizard of Wor! As you descend into his diabolical dungeons, you will encounter deadly Worlings and maybe even the Wizard himself! Your only weapons are your trusty laser, your radar scanner, and your agility and cunning. You will need them all as you attempt to beat the Wizard and earn the title of Worlord! Prepare now, and then let the battle begin!

## **OBJECT OF THE GAME**

The object of WIZARD OF WOR is to accumulate points by destroying the Worlings you encounter as you pass through numerous dungeon mazes. In the two-player version you can work with or compete against another Warrior commander.



## **WARRIORS & LASER BLASTERS**

You begin each game with a squadron of three Warriors. Only one Warrior may enter and move about a dungeon at a time. Push up on your Joystick and a Warrior will move into the dungeon from the entrance below.



Use your Joystick to maneuver the Warrior through the dungeon maze. To fire the laser, press down on the red firing button. A laser will fire only in the direction that your Warrior is facing. You have an unlimited supply of ammunition. However, after a Warrior fires a shot, he cannot reshoot until that bullet makes contact with either a Worling or a wall.

At 10,000 points you will be awarded one extra Warrior.

## DUNGEONS & WORLINGS

Each dungeon is filled with different kinds of Worlings. The Worlings' one purpose in life is to destroy your Warrior. They will try to shoot him down or devour him. As each dungeon is cleared, a new dungeon takes its place, filled with faster, nastier and craftier Worlings. The species of Worling are:



### BURWORS

Six of these blue meanies appear at the beginning of each dungeon.



### GARWORS

These yellow beasts are invisible, but will materialize for a few seconds from time to time.



### THORWORS

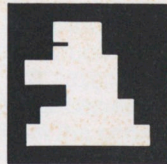
These red devils are particularly nasty. They're not only invisible most of the time, but they're extra fast and tricky.

In the first dungeon, Garwors and Thorwors will appear only after all six Burwors are destroyed. In following dungeons, Garwors and Thorwors appear earlier on. As you advance into more and more dungeons, you may be faced with any combination of Worlings scampering about the maze at the same time.



### WORLUK

Starting in the second dungeon, Worluk—the Wizard's winged beast—appears after the last Worling is shot. Worluk will try to devour you before he escapes from the dungeon. Shooting Worluk doubles the point values for all Worlings shot in the *next* dungeon.

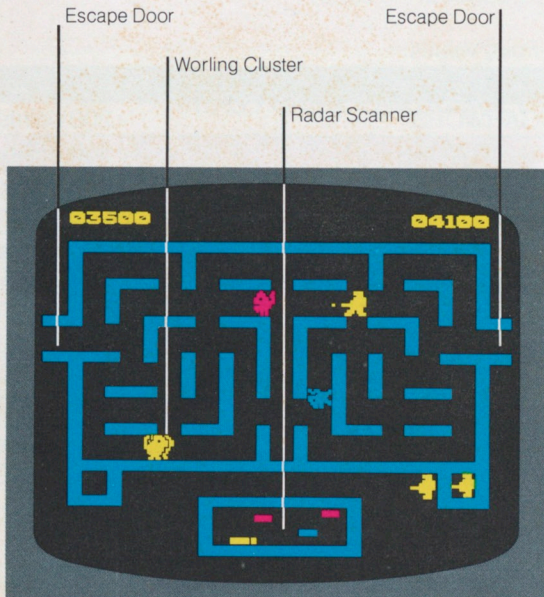


### THE WIZARD OF WOR

After Worluk escapes or is shot, the Wizard himself may engage you in battle. This is a fight to the finish, with the Wizard teleporting from one position to another, hurling lightning bolts in your direction. If you're sharp enough to stay alive, consider yourself a Worlord!



## SPECIAL FEATURES



### Radar Scanner

The radar scanner located below each dungeon depicts the location and movement of *all* beings in that dungeon except for your Worrior. This holds true for both visible and invisible Worlings, as well as Worluk and the Wizard. The radar scanner is invaluable in keeping track of fast moving Worlings.

### Escape Doors

There are escape doors located on opposite sides of each dungeon. Simply stepping into one will automatically beam your Worrior to the other side. The doors open and close every three seconds. Be careful, though. Worlings have a habit of using them, too, especially when they're invisible.

### Worling Clusters

Occasionally, two Worlings will travel together as a cluster, giving the appearance of only one Worling. They might randomly split up and reunite throughout a particular dungeon. When they travel in this manner, a single shot will destroy them both. But don't get too confident. Depending on how advanced the dungeon is, a cluster might be replaced by two separately traveling Garwors or Thorwors.

## END OF GAME

The game ends when your last Warrior succumbs to the supreme power of the Wizard's forces and is destroyed.

## TWO-PLAYER VERSION

Two players may travel through each dungeon at the same time. Both Joystick Controllers are used in this version. The right one controls the Yellow Warriors and the left one controls the Blue Warriors. Players may work together to destroy Worlings or they may fight *against* each other. Each Warrior destroyed by an opposing Warrior is worth 1,000 points to the survivor.

## SCORING

Your score is displayed at the top of the screen throughout the battle.

Point Values:

|                               |                                                      |
|-------------------------------|------------------------------------------------------|
| BURWORS                       | 100 points                                           |
| GARWORS                       | 200 points                                           |
| THORWORS                      | 500 points                                           |
| WORLUK                        | 1000 points<br>plus double score in the next dungeon |
| WIZARD OF WOR                 | 2500 points                                          |
| WARRIORS (Two-player version) | 1000 points                                          |

## STRATEGY HINTS

1. Pick a safe moment and put your Warrior into play as soon as possible. Otherwise, after 20 seconds he'll be ejected into the dungeon which may leave him in a bad position.

2. Learn to use your radar scanner and rely on it to locate invisible Worlings and track their movements.

3. Don't shoot without having a plan to hit something. Otherwise, you may not be able to shoot when you have to.



# CBS Video Games™

## VIDEO GAME CARTRIDGE LIMITED NINETY DAY WARRANTY

CBS Inc. ("CBS") warrants to the original consumer purchaser of this CBS Video Games™ cartridge for a period of ninety days from the date of purchase that it is free from any defects in materials or workmanship. If any such defect is discovered within the warranty period, CBS will repair or replace the cartridge, at its option, free of charge on receipt of the cartridge with proof of date of purchase, postage paid, at:  
CBS Video Games, Long Meadow Road  
Hagerstown, MD 21740

In the event that your cartridge is replaced, the replacement will be continued on the original warranty for the balance of its term or for 30 days, whichever is longer.

This warranty is limited to the electronic circuitry and mechanical parts originally provided by CBS and is not applicable to normal wear and tear. This warranty shall

not apply to defects arising from abuse, unreasonable use, mistreatment or neglect.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE. CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM A BREACH OF ANY APPLICABLE EXPRESS OR IMPLIED WARRANTIES ARE HEREBY EXCLUDED.

Some states do not allow limitations on how long an implied warranty lasts or do not allow the exclusion or limitations of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

Gabriel Industries, a division of CBS Inc., Hagerstown, MD 21740

M-8775