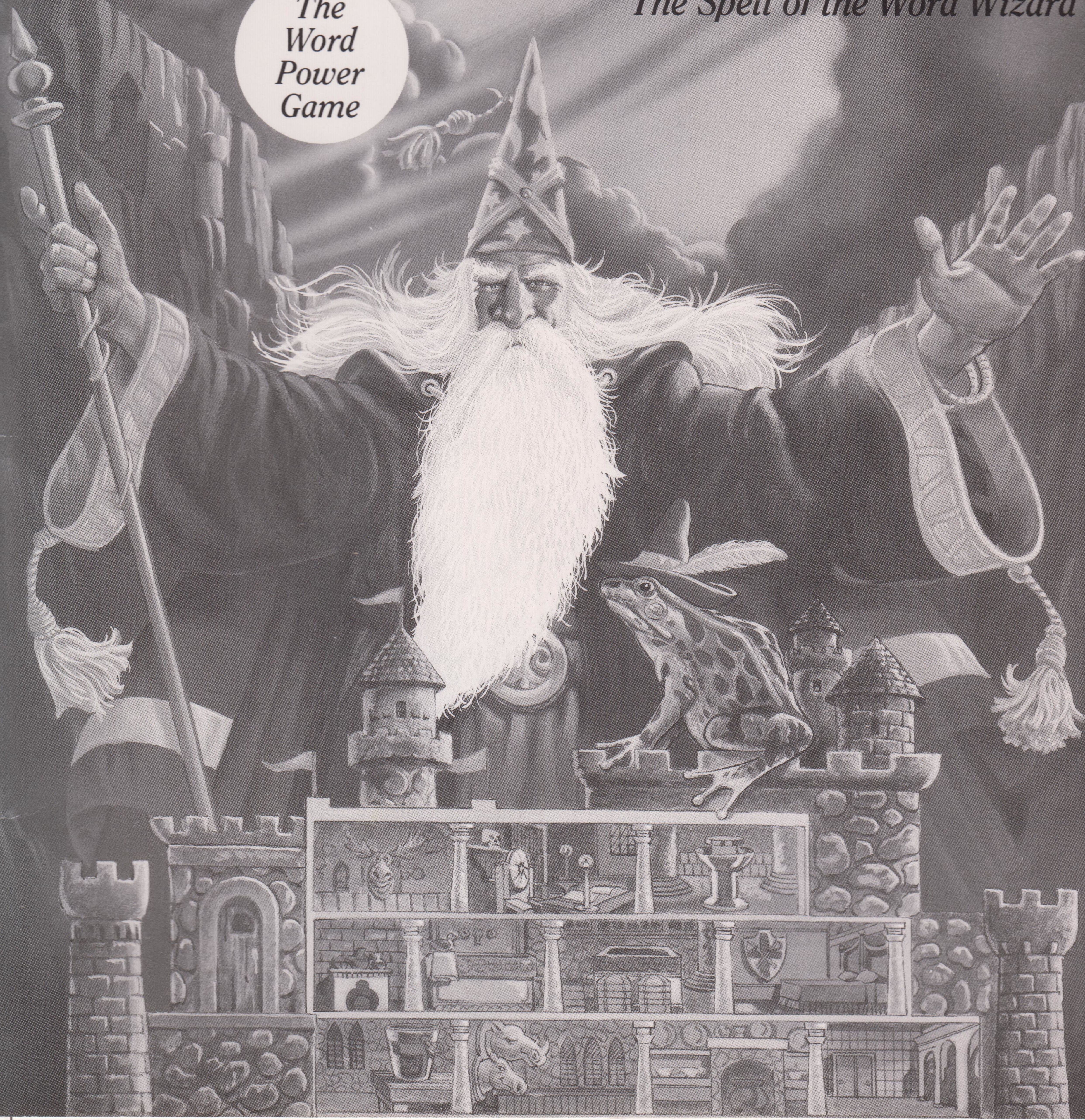


MIND CASTLE

*The
Word
Power
Game*

The Spell of the Word Wizard



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INTRODUCTION

While taking a leisurely walk through a crisp, green forest, you stumble upon a deserted castle. You have walked this route several times, but you don't remember ever coming upon this before! Can this be real? It's certainly strange to see a deserted castle appear from thin air. Curiosity can be dangerous, but you like excitement and challenge, so you begin to climb up the ancient, winding stairway. As you ascend, you are nabbed by a mischievous, puzzle-fabricating Wizard!

But Wait —

There is a Way Out. . .

The Wizard has hidden word puzzles throughout his castle to test your vocabulary skills and knowledge, and the Wizard is uncompromising. He's already captured a lackey, Smedley, who couldn't solve the puzzles. Because he failed, the Wizard made him his court jester. Unfortunately, you were not as lucky. The Wizard has turned you into a frog. Bummer!

To regain your pleasing human form, you need to beat the Wizard at his own game! By successfully solving word puzzles and discovering hidden portals, you will teleport to lower floors, and finally to ground level. If you find the final portal, you'll be trans-

formed to your normal self and be given your freedom.

A Piece of Cake

The Wizard is crafty! As you descend floors, his puzzles become more numerous and challenging. What's more, you only have two hours (local castle time) to solve his mind games and gain your freedom. You can do it, can't you?

SPECIAL INSTRUCTIONS

IBM

Required Equipment:

- IBM or 100% compatible computer
- A hard disk with at least 800K free space
- A VGA or MCGA monitor and graphics card capable of displaying 256 colors in 320 x 200 resolution
- One 720K 3.5" disk drive (see below if you have a different size drive)
- 400K of regular memory free
- MS-DOS or PC-DOS 3.1 or higher
- A keyboard or Microsoft-compatible mouse

MIND CASTLE: The Spell of the Word Wizard contains one 720K 3.5" disk.

(From now on, for the sake of convenience, we'll call the program simply **Word Wizard**.) If you have only a 5.25" disk drive, you may exchange

the 3.5" disk for a 5.25" disk at no additional cost. Please send a note requesting the exchange along with the 3.5" disk, a copy of your sales receipt, and your name and address to:

Lawrence Productions, Inc.
1800 South 35th Street
Galesburg, MI 49053-9687

Hard Drive Installation

Word Wizard has no on-disk copy protection, but the files on the original disks are compressed. This means you cannot run **Word Wizard** from a floppy drive; you must install it on a hard disk to run the program. To install **Word Wizard** on your hard disk, follow these instructions:

1. Exit out of any programs you may be running, including Windows, the DOS-shell, or any other menu-type program.
2. Insert the disk into your A drive. (You may install the program from your B drive as well; just substitute "B" for "A" in these directions.)
3. Change to the A:\> prompt by typing A:
4. Now type INSTALL (upper case or lower, it doesn't matter).
5. Follow the on-screen prompts for choosing a drive and directory. (You may install the program in a different directory from

WORDWIZ, which is the default, by backspacing over that name and substituting any name or path you like.)

Starting Word Wizard

1. Exit any programs you may be running, so that you are at the DOS prompt. (To run *Word Wizard* from Windows, consult your Windows manual on how to run DOS programs and how to create a PIF.)
2. Change to the drive and directory in which you installed *Word Wizard* (i.e., type CD\WORDWIZ).
3. Type WORDWIZ and press Enter. The program will begin loading. (Also, see **Optional Switches** below.)

After the title screen, a brief introductory sequence of dialog boxes will appear. These will set the scene and give you brief instructions on how to play. Once you've played *Word Wizard* a time or two, you may wish to skip these introductory dialogs and go right to the game. To do so, press the ESC key while the title screen is displayed.

Optional Switches

Word Wizard includes a number of "switches" which may be used when loading the program. These switches are designed to overcome hardware incompatibilities or to

give you optional control over how the program runs on your machine.

Switches can be used in any combination, as many as you need. To use a switch, add it to the command line when you begin the program; separate each switch with a space. For example, to run the program with a keyboard and faster screen fades, at the command prompt type: WORDWIZ /K /F

The complete list of switches follows:

- /C If you have color VGA, but see only grays.
- /F Provides faster fades on fast video cards.
- /G Fixes Genius version 7.x mice.
- /K Enables keyboard, and bypasses mouse check.
- /M If you have a mouse but don't see a mouse cursor.
- /P Changes screen fades to speckle-clears (helps on slower machines, or if you just prefer speckles to fades).
- /S Reduces flicker during screen transitions on slower video hardware.

Quitting

To quit *Word Wizard*, go to the File Menu and choose "Quit." Alternately, you may quit by pressing Control-Q (shown as "^Q" in the File Menu). In either case, if you have a game in progress and

have not saved it, you will be given an opportunity to do so before returning to DOS.

Using a Mouse

If you have a mouse driver loaded, *Word Wizard* will automatically use it. The only keys on your keyboard that will be active are the ESC key while the Title Screen is displayed, and the File Menu command equivalents.

To select an object or button during play of the game, press the *left* mouse button. (From now on, whenever the word *select* is used, it means to move the cursor over the object or button you want to play and press the left mouse button.)

To see what objects in a room contain puzzles, press and hold the *right* mouse button. Boxes will appear, outlining each object. When you release the mouse button, the boxes will disappear and you can select an object as above.

Using a Keyboard

Word Wizard will only enable the keyboard for game play if you have no mouse driver loaded, or if you start the program with the /K switch (see **Optional Switches** above).

To move the cursor arrow on the screen, use the arrow

keys. The Down and Right arrows move the cursor clockwise; the Up and Left arrows move it counterclockwise.

To select a button or choose a puzzle object, press the Enter key or the Spacebar. (From now on, if you're using the keyboard, whenever the word *select* is used, it means to put the cursor over the object or button you wish to play and press the Enter key or the Spacebar.)

To see what objects in a room contain puzzles, press the "S" key. Boxes will appear, outlining each object. When you press any other key the boxes will disappear and you can select an object as above.

To Activate the Menu Bar, press the ESC key. Pressing ESC again will return you to the game.

To move around the Saving and Loading boxes, use all four arrow keys. If you have more than five saved games and want to scroll through them, go to the list using the Up Arrow. Then press the Right Arrow key to move the cursor to one of the scroll arrows on the right side of the window. Now the Up and Down Arrow keys will flip back and forth between the Up and Down scroll arrows. Press Enter or the Spacebar, with the cursor

on a scroll arrow, to scroll through the list in the direction the arrow is pointing.

Sound

Music in *Word Wizard* has been programmed to AdLib standards. If you have an AdLib or Sound Blaster board, you'll get higher quality sound. Other "compatible" sound boards may work just fine, but we cannot guarantee their effectiveness. If you have a compatible board that does not work with *Word Wizard*, consult your board's manual first, then call the manufacturer for further assistance if needed.

Troubled Rodents

Most mice claim to be Microsoft compatible, but a lot of them simply are not. We have made every effort to support as broad a range of mice as possible. If your mouse is one of the few that does not work with *Word Wizard*, try the "/M" switch when starting the program; if it still doesn't work, use the "/K" switch to enable the keyboard instead. (See **Optional Switches**, above, for a complete list of switches.)

Saving Games

Word Wizard allows you to save as many games to disk as you wish, provided you have available space. You may save a game to your hard drive, or

to a floppy in your A: drive. Games on your hard drive are placed in a SAVES subdirectory so that they're easy to find and delete later, when you no longer need them. (If you installed the program by using DOS copy commands and unpacking the files manually, make sure you also created the two subdirectories, SAVES and HI-SCORES, or the program won't work properly.)

To save a game in progress:

1. Go to the File Menu and select "Save" or "Save As".
2. Select SAVES directory (the default) or A:, depending on where you wish to store your game.
3. Select the blank field above the buttons to activate the typing cursor.
4. Type a name of 8 characters or less for your saved game, then press ENTER.
5. Now select the SAVE button to write your saved game to disk.

Loading a Saved Game

Once you have successfully saved a game, you may return to it later at the point where you stopped. To load a saved game:

1. Go to the File Menu and choose "Open".
2. Select the name of your saved game from the file list. The currently selected file is shown by a green box surrounding the name.

3. Select the Open button.
Your saved game will load and you'll be returned to the main screen at the point the game was saved.

The file list displays up to five saved games at a time. If you have saved more than five games, you can scroll through the list by selecting the up and down arrows to the right of the file list window.

The Special Menu

By selecting the Special Menu, you can view the current list of High Scores, or turn your Sound off and on. The Sound selection works as a toggle switch. If there is a checkmark beside it, your Sound is on; if there is no checkmark, Sound is off.

MACINTOSH

Required Equipment:

- Macintosh computer (of the LC, II or Quadra families)
- A 256-color screen
- At least 2MB free on your hard disk
- System 6.0.5 or later

Hard Drive Installation

The files on the distribution disks are compressed, which means you cannot run the program from the disks. To install them on your hard drive, please follow these instructions:

1. First, turn off any virus

protection programs, such as Gatekeeper, you may have running. These programs will only cause spurious messages to appear during installation, and in some cases may prevent installation entirely. If you forget to turn them off, ignore the messages that come up and simply continue. Both *Word Wizard* and the installer program have been thoroughly tested for known viruses with the latest programs available at the time of release.

2. Insert Disk 1 into your floppy drive. Double-click the Word Wizard 1 disk icon, if necessary, to display its window.
3. Copy the file named **Word Wizard Installer** to your hard drive by selecting the Word Wizard Installer icon in the Word Wizard 1 window and dragging it into your hard drive window. (Open your hard drive window first, if it isn't already open.) After copying the Installer, close the Word Wizard 1 window.
4. Now double-click the Word Wizard Installer icon in your drive window. A scrollable message window will appear. Please read this message before proceeding.
5. When you're ready to proceed, click on Install.

6. You'll be prompted to insert Disk 2; insert Word Wizard Disk 2.
7. Follow the prompts for the remaining disks. (At the end of the process you will be instructed to insert Disk 1 for a second time).
8. When all the files are extracted, the installer will return you to the desktop. Drag the Word Wizard Installer icon from your hard drive into the Trash; you won't need it any more.
9. To begin play, open the *Word Wizard* on your hard disk, and double-click the *Word Wizard* icon.

Saving a Game

To save a game in progress, a room view must be in the main window. Pull down the File Menu and choose Save or Save As; then, type in a name for your saved game.

Loading a Game

To load a saved game, double-click on its icon in your Word Wizard folder. If you are already in the *Word Wizard* program, you may choose Open from the File Menu and then select the desired game from the file dialog.

Please Note

If you turn off the "Bib" (i.e., border), in the Options Menu, the game will run noticeably slower.

HOW TO PLAY

If you're the type of person who likes to discover how to play on your own, stop reading right now. For those of you who'd like to have an advantage over the Wizard, continue reading.

To get back your human form, you need to do three things:

- Solve vocabulary puzzles,
- Solve passwords, and
- Find secret portals to go from floor to floor.

The Main Window

The Main Window is a view of the room you currently occupy. If you select the Move button, the view changes to a map of the floor you are on. Once you select a room destination, the floor plan changes to a view of the new room.

Help Line

At the bottom of each Main Window, a Help Line gives your current location and helpful hints, or an occasional encouraging word, to make your stay more pleasant.

The Castle Display

The Castle Display is located on the right-hand side of the screen. This area includes a digital clock, score, password clue, and alphabricks.

Portals

Secret portals allow you to travel to the next floor. But

even if you discover their location, they remain closed until you solve the password.

Password

Once you find the secret portals, you can activate them by solving the password in the Castle Display. The Alphabricks keep track of letters you have earned or guessed. You may solve the password at any time on each floor, but to get to the next floor you need to solve the password AND find the secret portal.

Time

At the beginning of the game, you have two hours to get out of the castle. On one of the towers in the Castle Display is a digital clock set at 2:00. Every action you choose uses up a certain amount of time:

- Trying a puzzle takes 2 minutes.
- Moving to a different room takes 1 minute.
- Guessing password letters takes 3 minutes *per letter*.

There's a way to have time added to your clock: time bonuses. When you solve a hidden puzzle, the Wizard may provide you with a time bonus ranging from 6 to 15 minutes.

Managing your time well is one of the small challenges in the Wizard's castle.

Individual Rooms

Each of the 20 rooms in this five-story castle has a number of hidden puzzles. If you are in an exploring mood, you can try clicking on objects to uncover a hidden puzzle. If you do, Smedley, the Wizard's lackey, will provide you with a vocabulary puzzle. If you want to reveal the location of the hidden puzzles in a room, hold down the right mouse button if you're an IBM user; Mac users hold down the Option key. Once you release the button, the displays will vanish.

Hidden Puzzles

Once you find a hidden puzzle, you'll be given a vocabulary problem. Each one is a sentence incorporating a definition or a synonym of the vocabulary word. Along with the sentence, you'll be given a choice of two to four answers. If you pick the correct answer, the Wizard will give you a letter, a time bonus, or the location of that floor's hidden portal. Each letter you receive will help you solve the password. If your answer is incorrect, the Wizard will explain why.

Move and Guess Buttons

The Move button makes it possible for you to travel on a floor of the castle. Clicking on this button, displays a floor plan. A frog image of yourself

indicates where you are on the floor. By clicking on any part of the floor plan, you can move to that room. Once you have discovered the portal, it will appear on the floor plan. When you have solved the password, you can click on the portal and go to the next floor.

The Guess button allows you to make a guess on the password. To make a guess, select a letter you think is in the word. Guessing is not always a wise choice if you are conserving time.

Score

For every puzzle you solve you earn 10 points. Every time you go through a portal you receive 50 points (except the final portal, where you get 200 points). If you make it out of the castle, you'll earn a point for every minute remaining on the clock. If you score enough points, you may be entered in the Wizard's Hall of Fame.

CURRICULUM TARGETS and ACTIVITIES

Target Subject Areas

Word Wizard is carefully designed to promote learning, to reinforce English skills, and to expand a young user's vocabulary. Learning out-

comes for the states of Florida and Texas were used for the development of *Word Wizard*.

Language Arts Objectives

- Reinforces spelling
- Strengthens reading comprehension
- Practices using context clues
- Aids in choosing the appropriate word among words of multi-meanings

Critical Thinking Skills and Objectives

- Drawing conclusions
- Using problem-solving skills
- Applying game strategies

Key Activities

- Strategy and planning
- Decision making
- Cooperative learning
- Social development

Classroom Activities

It takes approximately 30 minutes to play a game. This makes it convenient to rotate students playing *Word Wizard*. Once students become more familiar with the game, it will take less time to play. One advantage of *Word Wizard* is that students can work independently (with the Sound off), making no interruptions during seat work, or reading group times.

Various uses in the classroom include:

- Turn off Sound and use as part of your learning station for Language Arts.
- Use as an enrichment tool for advanced students.
- Have a weekly contest to see which pair of students solve a puzzle the fastest.
- Create a bulletin board introducing the Alphabricks, using your own password (vocabulary word) of the day.
- Create a bulletin board of scrambled Alphabricks consisting of bonus words from your weekly vocabulary list.

WARRANTY

Lawrence Productions, Inc. warrants this program to the original purchaser for a period of 90 days from the date of purchase. If you have problems with this software, Lawrence Productions will replace it free of charge during the warranty period.

This warranty applies to the diskettes and physical components only, not to the software program itself. Lawrence Productions is not responsible for any damage resulting from misuse of the program, or errors in the program itself.

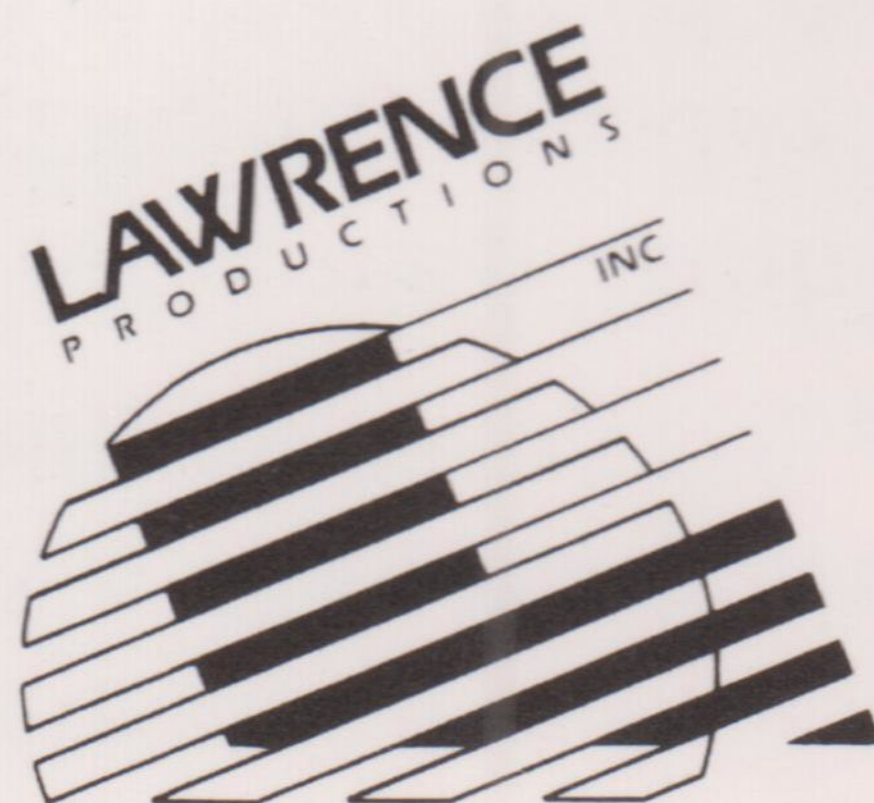
Defective materials should be returned to:

Lawrence Productions, Inc.
1800 South 35th Street
Galesburg, MI 49053-9687
Phone: 616-665-7075

All returns must include the original distribution disks and a brief description of the problem. Please be sure to include your name, address and telephone number.

This warranty shall not apply to disks that have been damaged by negligence, accident, improper or unreasonable use, or by any other causes unrelated to defective materials or workmanship.

Please check warranty limitations in your state as some states have different rulings. This warranty gives you certain legal rights which may vary from state to state. Lawrence Productions, Inc. makes no express or implied warranties other than those stated above.



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