

WIZKID



Sensible
SOFTWARE



ocean

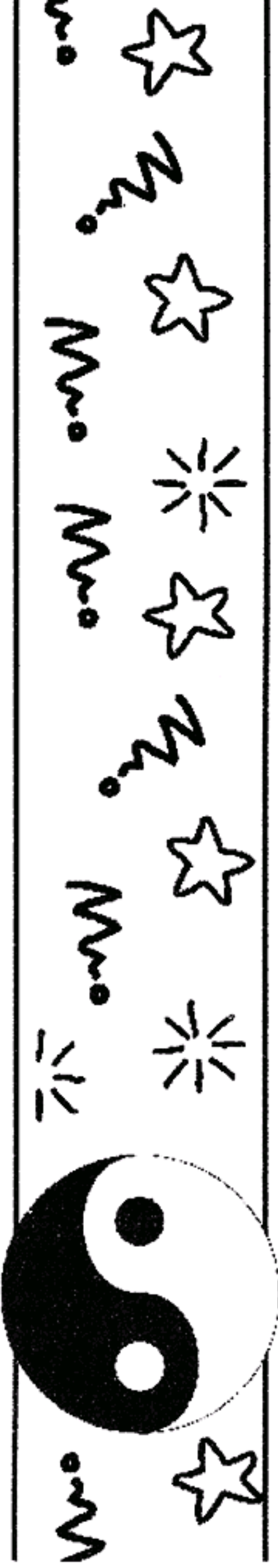


KEYBOARD CONTROLS

Wizkid can be moved by using your cursor keys

Press CTRL (Left or Right) to fire.

Whilst on the Option Screen SHIFT & LSC will quit to DOS.



WIZKID

THE STORY

A long, long time ago (1987), Wizball, Wizard and Nifta the cat banished Zark from the land of Wiz for being naughty.

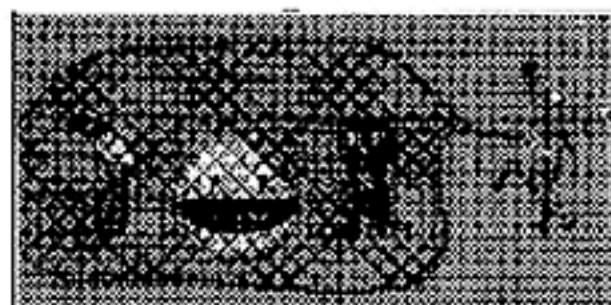


Everyone lived happily ever after. Nifta had 8 kittens, and Wizard and Wizball got married and had a kid...

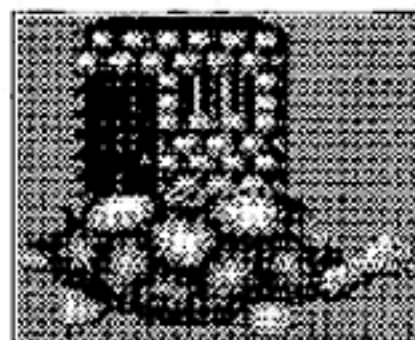


Wizkid.

Well, Zark came back one night and kidnapped Wizard, Wizball and Nifta.



He threw Wizard and Wizball into dungeons in his castle and put Nifta in the turtle jail on round 9.



WIZKID

THE MISSION

Your mission as Wizkid is to collect as many kittens as possible, release Nifta from Chokey and battle on to Zark's castle.

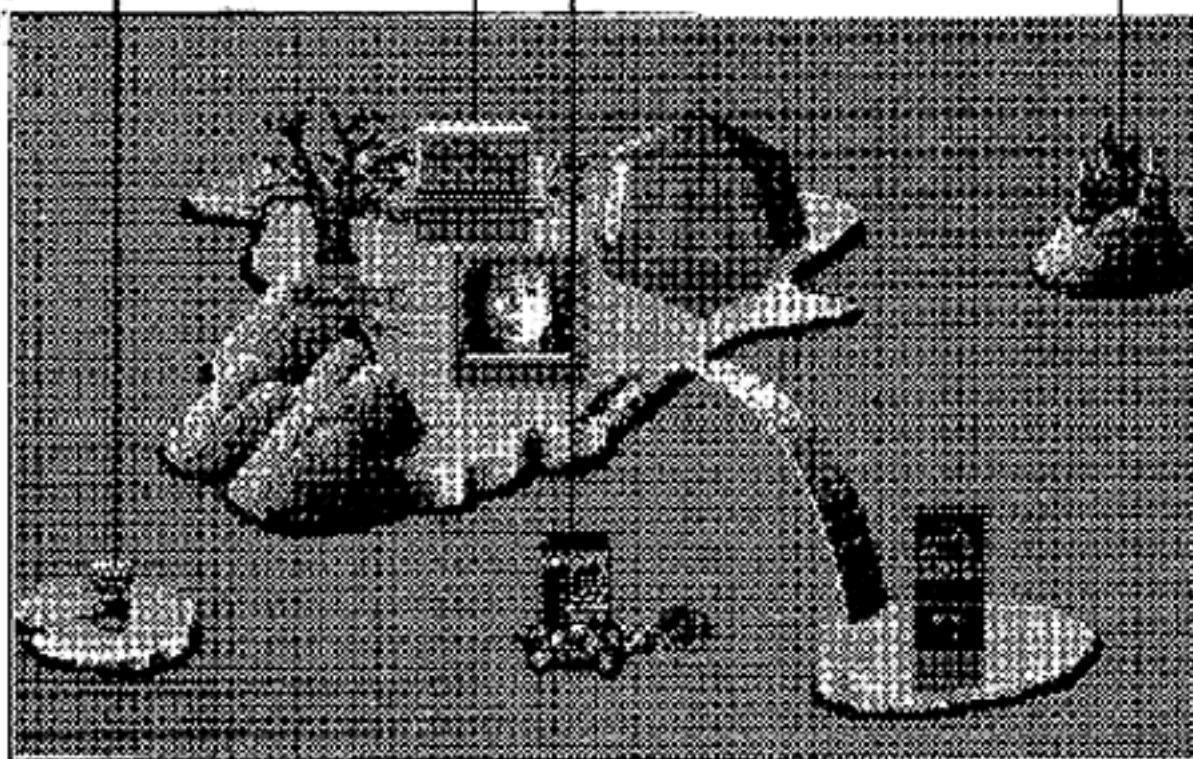
THE ISLANDS OF WIZ

ROUND 1 - The first level.

ROUND 5 - One of the many different rounds.

ROUND 9 - Get Nifta out of Chokey!

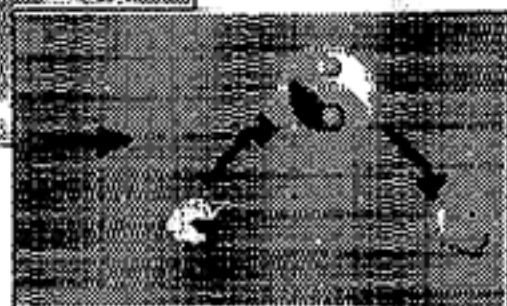
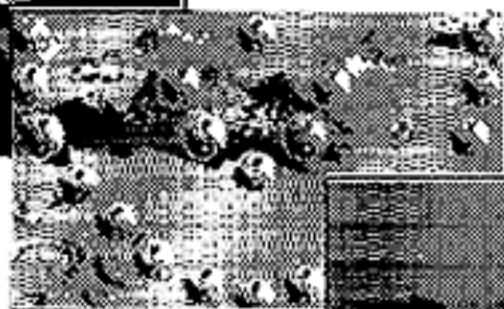
ZARK'S CASTLE - Who knows what horrors await.



WIZKID

THE GAMEPLAY

Each round consists of several screens each with several waves of Zark's minions. Destroy the enemies by bouncing bricks on them.



Clear the screen by eliminating all the aliens before you run out of bricks. If you fail to get rid of all the nasties, you will go on to the next screen but will re-try the screen you just failed later on.



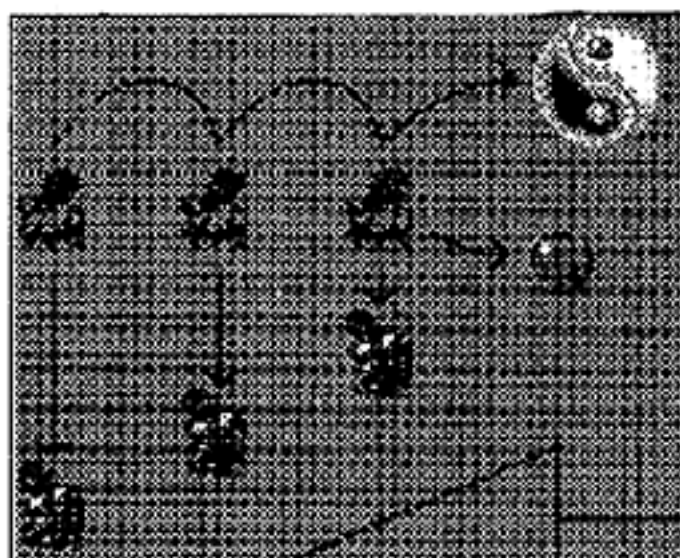
Once all the screens have been cleared, one of Nifta's kittens will present himself. Touch him to pick him up and continue your travels, or wait for him to go away so you can continue on the same level.



WIZKID

HEAD-MANIA

When aliens are hit several times with one brick, a prize bubble is produced.



Popping the bubble by touching it will:

Give Wizkid a clown's juggling nose.



Nose

Dislodged tiles can be bounced on Wizkid's head.



Holding down fire and pointing in a direction will direct a juggled tile.



Give Wizkid Thunder Choppers™.

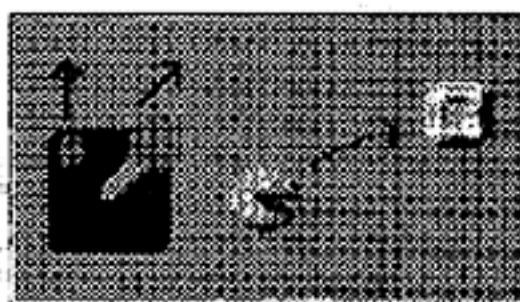
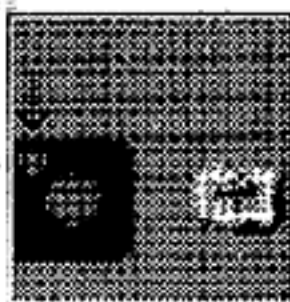


Teeth

Tiles can be plucked from the screen by holding down fire and touching them.



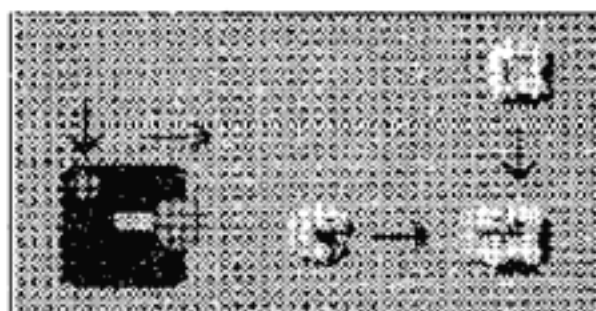
The tile will be thrown in the direction of the joystick when fire is released.



WIZKID

HEAD MANIA

A flying tile can be caught by holding fire.



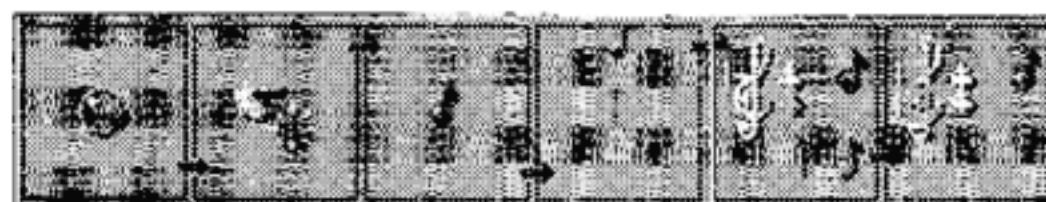
*Wizkid will lose his clown's nose or Thunder Choppers if he fails to properly complete a tile screen.



Contains one of 4 colours.



Colour

When popped it sends a coloured note to the stave at the top of the screen.



The coloured note  fills in empty notes of the same colour. 





GOLDEN SHOWER™

Once all the notes in the stave have been filled, a bonus tune is played and the notes rain down and explode into coins.

CASH TABLE

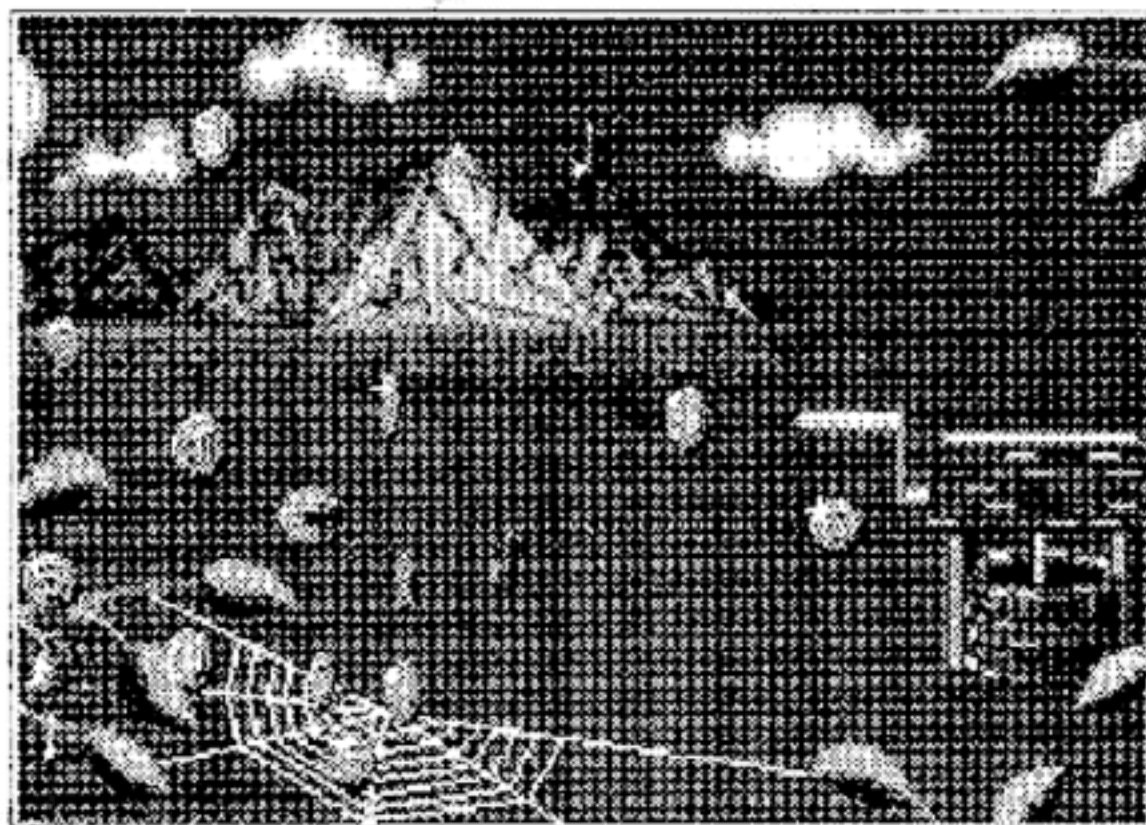


Ten Wizdollars

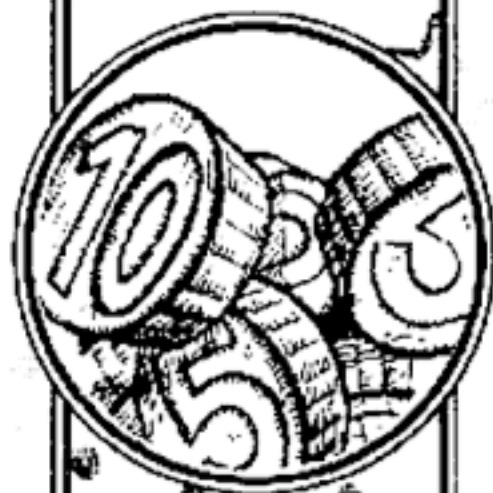
Five Wizdollars

Two Wizdollars

One Wizdollar



Pick up all that dosh!



WIZKID

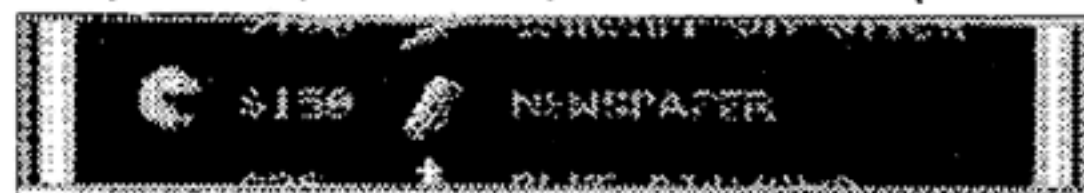
SHOP

After the Golden Shower, the shop menu appears. Various items are offered for sale.



SOLD!

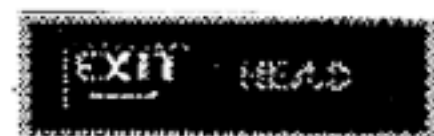
To buy an item, move the pointer to it and press fire.



If you have enough cash the object will be yours.



To exit the shop menu, select either head or body.



This continues the game of hitting aliens with bricks.




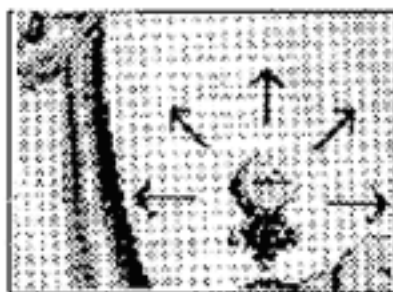
This gives Wizkid his body and opens up a whole new dimension in Wideo entertainment...namely...



WIZKID


BODY MODE

 Move Wizkid around the landscape with left/right and up to jump.



Some bits of the landscape can be manipulated by jumping on them or hitting them from underneath.



 Hold the joystick down to summon the shop balloon.



Pressing fire in body mode:

Pressing fire in body mode will....

If near a part of the background that requires an object:

1. Bring up a menu telling you your pockets are bare.
2. Bring up a menu telling you what you have in your pockets, but also saying something else is required.
3. Bring up a menu telling you what you have in your pockets and also telling you which object to use.

If not:

1. Do nothing.
2. Make Wizkid operate a part of the background (e.g. "Ring this bell").



WIZKID


FEATURES & TOP

Lives and Stars

When Wizkid touches an alien, he loses one of his stars. When he loses all of his stars he loses a life. A life is 5 stars.




Bonus stave


 Empty notes

 Filled notes



Score

Extra star 
every 100,000 points.


Extra Wizkid 
every 500,000 points


Cash




Pockets help-line

 **POCKETS** - Wizkid pockets are empty.


 **POCKETS** - Shows the contents of Wizkid's pockets. Wizkid can carry a maximum of nine different objects.

 **USING** - Wizkid is now using the newspaper.

 **ACQUIRE** - Wizkid has picked up the token!

Passing over an object will also make Wizkid pick it up.



 **CLUE!** - Wizkid is over a place of interest.
Press FIRE!

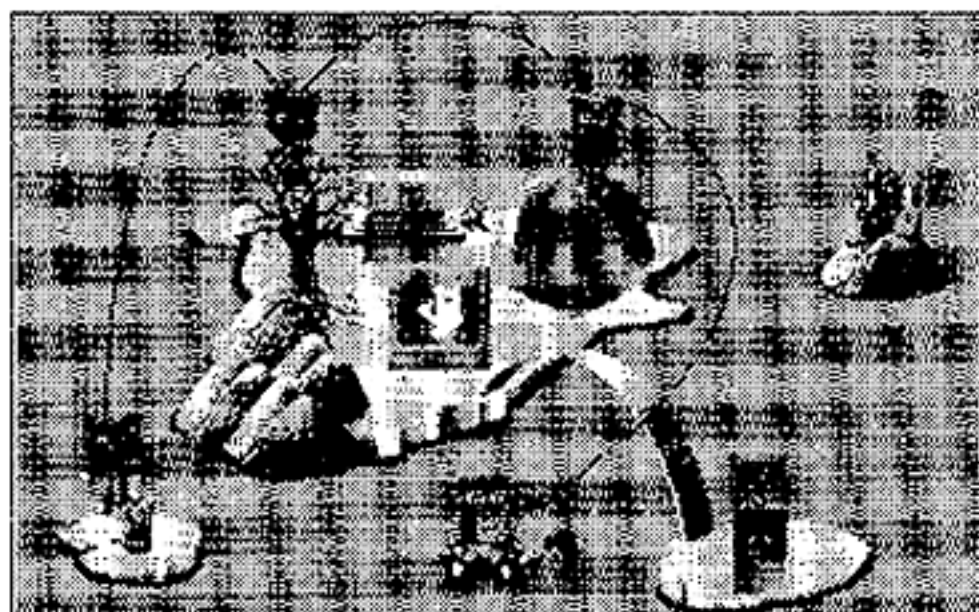


WIZKID

THE ROUNDS

Each of the first 8 rounds have a kitten hidden in them, try to find as many as possible.

If Wizkid is played in head mode only, you will only see 4 of the 9 rounds: (rounds 1,4,7,9) and therefore only collect 3 kittens which may not be enough.



The link from round 1 to round 2 and round 3 can only be accessed by solving puzzles in body mode.

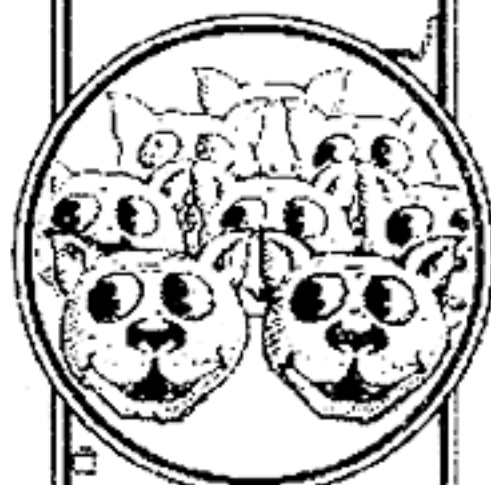
Round 1
Sunset Wizard



Secret
Way



Round 3
Mount Wizimanjaro



WIZKID

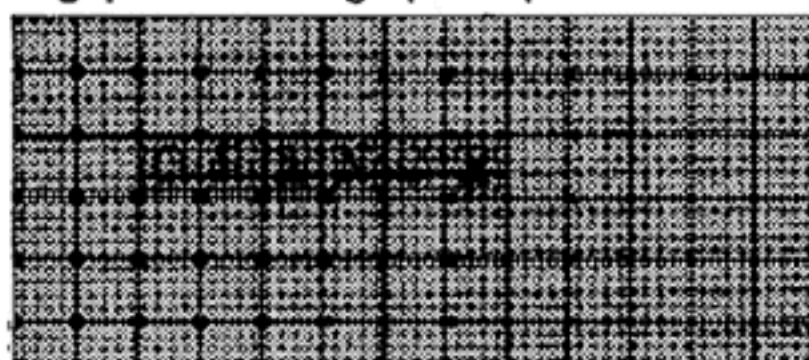
CROSSWORD 2091

When Wizkid fails to eliminate all the aliens on a tile screen, the program might offer you a game of **Crossword 2091**.



Selecting 'yes' will bring up the puzzle board:

LEFT
06



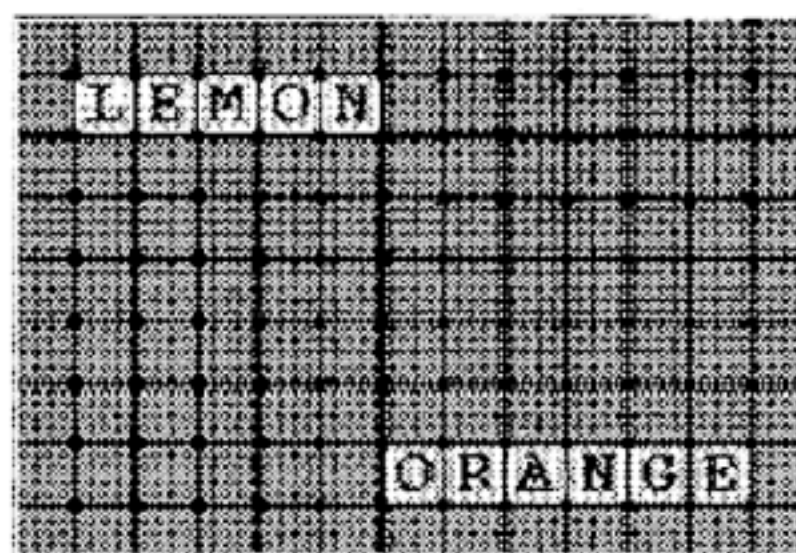
TIME
20

Number of words left until puzzle complete.

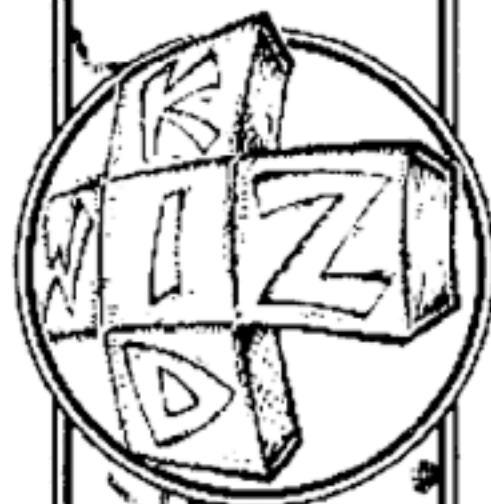
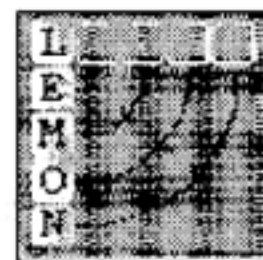
This is the first word. Select a starting position and press fire.

Time left on this word in seconds until you fail.

This is the second word. Moving the joystick will position the word on the board.

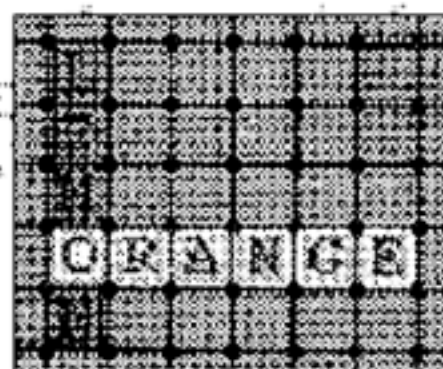


Pressing fire while it is yellow will rotate it.



WIZKID

CROSSWORD 2091



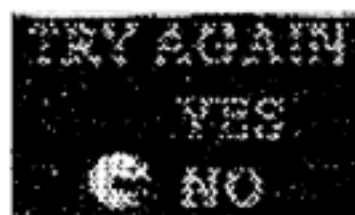
* Position the second word so that it crosses through the first word on a common letter.

* The second word will then turn red.

* Pressing fire will now place this word on the board and summon the next one.

* Continue with the following words until they have all been placed.

If you fail the puzzle, you will be given the chance to have another go.



If you are successful, you will be awarded a pot full of cash.



Notes:

1. The first word cannot be rotated.
2. Crossword 2091 can only be successfully completed once per round.

Crossword 2091 colour tile sum up table.



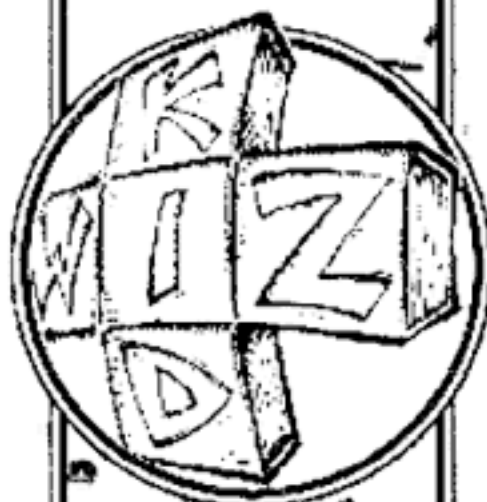
White tiles are those already placed on the board.



Yellow tiles can be directed with the joystick and rotated by pressing fire.



Red tiles can be directed with the joystick and placed on the board by pressing fire.



WIZKID

FRONT-END

The front end cycles between the game logo and the hi-score table.

Press SPACE BAR to see the game options:

Changeable options

Use joystick up/down to select between these changeable options and left/right to alter them.

Difficulty - easy/normal/difficult

Head speed - low/normal
- alter the playing properties of Wizkid's head

Controller - joystick/2 fire button joystick
- (master/megadrive pad etc.)

Jammin' - off/on
- See if you can figure out what this does. We can't.

First Round - boot camp/round 1
- select training or the main game.

Non-changeable options

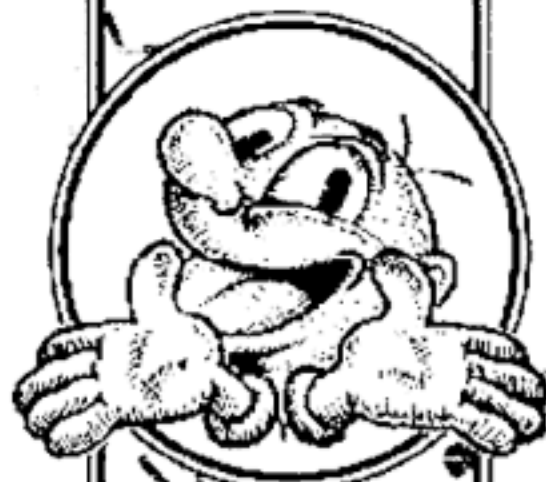
P - Pause

ESC - Quit

Fire - Use

Up - Jump

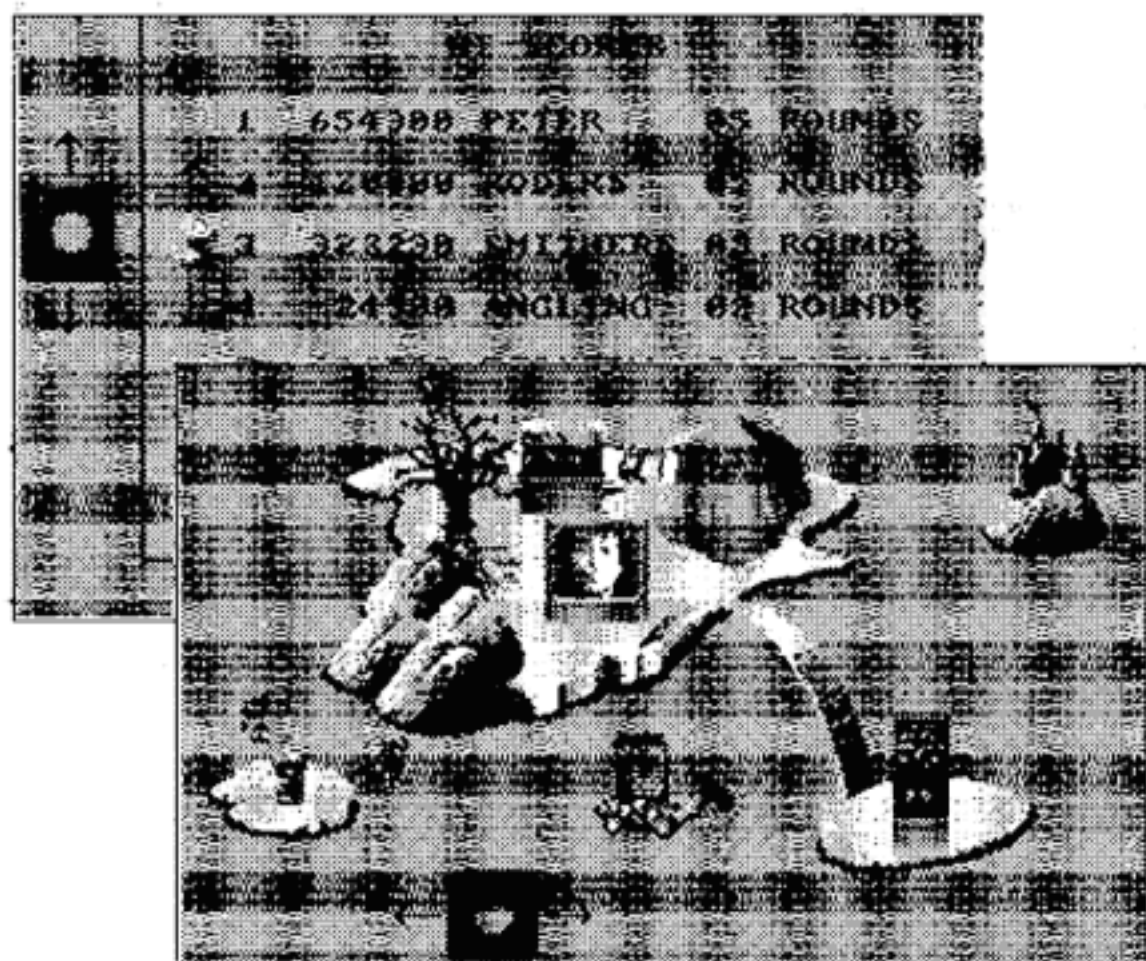
Options may differ on Atari ST version.



WIZKID

FRONT END

Move the joystick up and down during the front end to select one of the hi-scores.



The hi-scores are numbered in descending order of rounds completed.

Then move the joystick left or right to see how many kittens that player collected and what rounds they came from.

Front end control sum up table

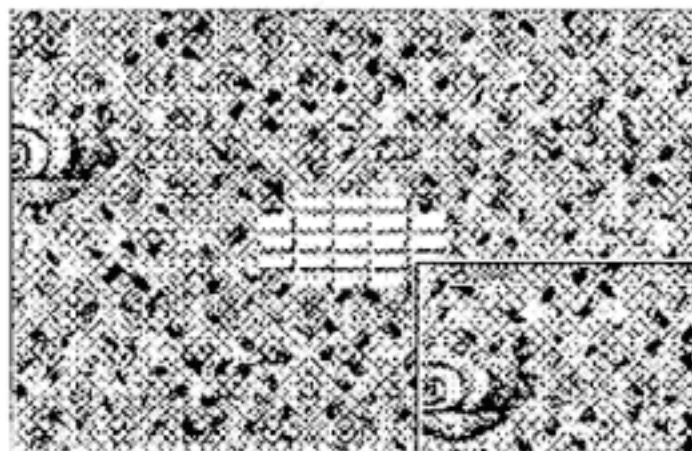
SPACE BAR - OPTIONS
 FIRE - STARTS GAME
 UP/DOWN - SELECT HI-SCORE
 LEFT/RIGHT - VIEW PLAYER KITTEN COUNT



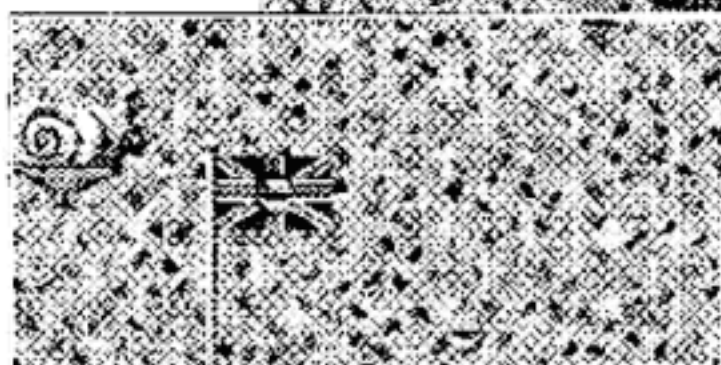
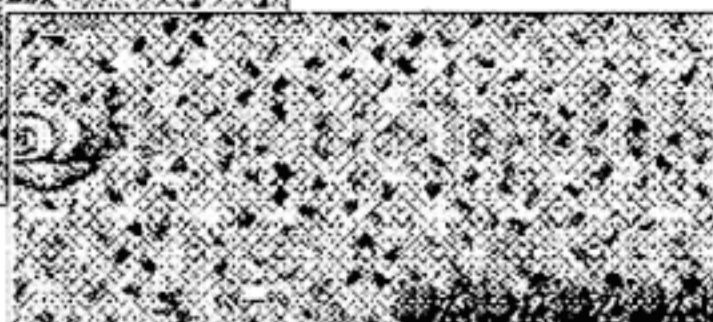
WIZKID

BOOT CAMP

Boot camp is presented by B.D. snail to help you learn Wizkid.

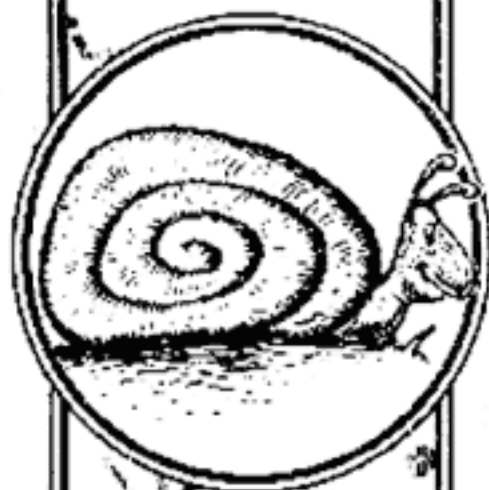


B.D. snail



Follow B.D.'s instructions and in next to no time you'll be Wizchamps.

Press Space bar to quit boot camp.



WIZARD

HINTS & TIPS

Here are some useful tips from B.D. snail himself:

The best way to play is to hit the tiles as fast as possible on diagonals to smash them everywhere. Don't worry too much about conserving tiles. Remember it doesn't matter if you fail a screen, because you will always get another chance.

In the cave maze: "Go through the exit even though it's not there, try Room 32 to see what is where."

An extra life can be found somewhere on round 6.

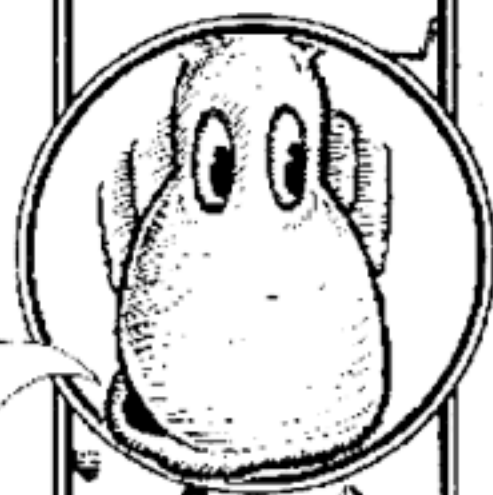
The lava flow can't kill if something is even.

Remember, you don't have to pick up the kitten if you don't want to progress to the next round immediately.

Do what you can't in the Past.

The lucky dip takes an object as well as giving you one.

Money can't be transported between rounds.



WIZKID

CREDITS

WIZKID

THIS SOFTWARE PRODUCT HAS BEEN CAREFULLY DEVELOPED AND MANUFACTURED TO THE HIGHEST QUALITY STANDARDS. PLEASE READ THE INSTRUCTIONS FOR LOADING, CAREFULLY.

This game has been tested and checked for viruses.

Please do not use any form of disc utility with any Ocean product as it may corrupt the data and render the disc unusable.

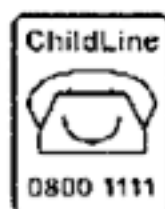
CREDITS

Programmed and Designed by Sensible Software.

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Produced by Jon Woods.

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