WICKED

PLAYERS GUIDE

WICKED

LOADING INSTRUCTIONS

C64 cassette

Insert the cassette in your data cassette. Hold down the SHIFT key and press RUN/STOP.

C64 disc

Insert the discc in the drive. Type LOAD"*",8,1 then press RETURN.

C128

Type GO64 then press RETURN. Type Y when prompted followed by RETURN, then follow the appropriate C64 instructions.

HOW TO PLAY WICKED

THE EYE OF INFINITY

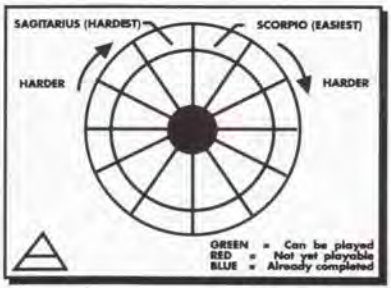
The all-seeing eye looks on as you select your battleground against evil in the twelve great constellations of the Universe - the zodiac star signs. Initially you can choose from any of the first three constellations (move the cursor with the joystick and then press the trigger). If you win a constellation you are then able to play up to three levels higher and can select a challenge of appropriate difficulty and matching reward if you are successful.

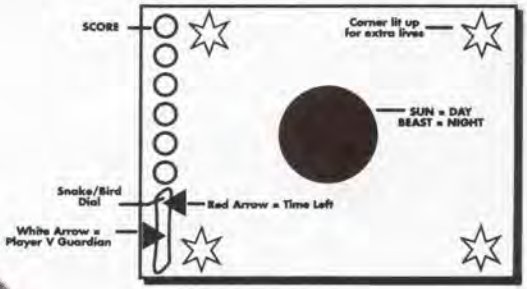
THE CONSTELLATION MAP

After selecting a constellation on the eye screen, a map of it unrolls, showing all the stars with three highlighted. You must purge these three of evil to complete the constellation and save the Universe from the creeping infestation of darkness. Point to a star with the dagger and press the trigger.

THE PLAY SCREEN

Good and Evil: As you enter the screen, good (green) portals and evil (pink) portals are already producing yellow good growth and blue evil growth





respectively.

Yellow good growth can only cover evil growth that you have shot out, turning it blood red. You must shoot a pathway through the evil growth from your good portal(s) to his evil portal(s) allowing your good growth to reach and cover his evil portals, thus killing them. These evil portals are invulnerable to your fire but can be destroyed if covered by your good growth.

When all evil PORTALS (not necessarily all evil growth) have been eliminated, the screen is won. If, however, the evil growth is allowed to cover all of your good portals the screen is lost, along with a life. Extra lives are lit up in the corners of the screen.

Creating new good and evil portals: All growths have the ability to reproduce. At night time (when the Beast face dominates), new pink portals will appear, flashing on and off. You must kill these (by touching or shooting them) while they are creating or they will settle (the flashing stops), turning into new evil portals. These produce yet more evil growth and can only be destroyed when grown over by good growth. Listen out for the distinctive sound effect as they create and kill them immediately. If you let them settle the screen will rapidly fall to the Beast. Likewise, new good portals are created on good growths as green flashing areas. If you touch one of these you can carry it (turning you turqoise). You can then create a new portal ON EXISTING GOOD GROWTH ONLY by pressing the trigger.

Momentum control is according to joystick direction. Holding down the trigger produces continuous fire in the direction of the joystick and stops you moving.

The Guardians: (Such as the Daemon, the Knife Wheel or the Hand). The Beast sends his Guardians and their Servants from the land of Pandaemonium to protect his evil portals. On the left of the snake/bird dial, a white arrow indicates your status in the battle against the Guardian. During daytime you can shoot the Guardian, moving the white arrow up. If it reaches the top, the Guardian is sent back to Pandaemonium and you win a brief respite. When the Guardian or his Servants touch the player, the white arrow falls. If it reaches the bottom of the dial, you lose a life. YOU CAN ONLY HURT THE GUARDIAN DURING DAYTIME, at night your bullets have no effect.

On the right of the snake/bird dial is a purple arrow which falls continually. An insistent beat indicates that you are running out of time. When the purple arrow reaches the bottom, all hell is let loose and the screen is lost.

The Tarot: Once each day and night the central face opens, revealing a Tarot card, sent either by the forces of good or evil. If you touch the card before it completely disappears, it gives you a special power which may be good, bad or mixed. You must learn to read the cards to know what powers they confer and whether they were sent to help or hinder you in your battle.

Winning & losing: To win the game you must complete the hardest constellation, Sagittarius. You lose the game when all of your lives are lost and your soul is taken by evil.

GETTING STARTED

Start the game on Scorpio (where the dagger is first positioned), the easiest constellation, by pressing the trigger. Choose any star on the map and press the trigger again.

Once on the play screen, concentrate on the priorities: Pick up and drop spores on good growth close to evil portals. Shoot a path through the evil growth so that good growth can cover these evil portals. Destroy all evil portals when they are creating (flashing).

As you progress, learn to read the Tarot cards and deal with the Guardians as they become more dangerous.

USEFUL KEYPRESSES ON PLAY SCREEN

P – Pause. Trigger to restart.
Space – Exit play screen, forfeiting a life.
Back arrow – Restart game.

LOADING DIFFICULTIES

We are always seeking to improve the quality of our product range, and have developed high standards of quality control to bring you this product. If you experience any difficulties whilst loading it is likely to be a fault other than the product itself. We therefore suggest that you switch your computer off and repeat the loading instruction carefully, checking that you are using the correct set of instructions for your computer and software. If you still have problems consult the User handbook that accompanied your computer or consult your software dealer for advice. In the case of continued difficulty and you have checked all of your hardware for possible faults, may we suggest that you return the game to the place of purchase.

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©Computer game Binary Vision 1989

CREDITS

Electric Dreams present WICKED, a Binary Vision Game

Designed by:	Paul Norris and Rupert Bowater of Binary Vision Ltd.
Graphics by:	Jason Redman
Sound f/x and music:	Richard Joseph
Programmed by:	Paul Norris
Produced by:	Software Studios
Special thanks to:	Jonathan Strudwick, Rob Shepherd, Electronic Pencil Company, Richard Leinfellner, Hanna Bacon and J P Gibbons

Paul Norris &
Rupert Bowater
OF Binary Vision

The Calling

Pure evil, silent and cunning is creeping into the distant worlds, poisoning the soul of all that lives. Even as I speak death's dream kingdom is sent against us through portals of destruction – the seething, screaming hoardes from Pandaemonium.

I call on thee, noble warrior, to lead the battle against evil. When I – a younger man – was likewise summoned to the palace of the Shining Thrones, to come before the Lord of Light himself, I was filled with awe yet also with fears for mine own safety. Through closed eyes I could see a brilliant light that human eyes dare not gaze upon direct, and I could feel the mighty heat wrapped around me like a garment, gripping my soul, reaching in and demanding my obedience. It was there that I beheld the ritual of the Ring of Flame that thou shalt undergo: thy wrists and ankles tied by heavy chains to the mighty oaken ring and with a single tidal wave of heat, through peeling skin and burning flesh and boiling blood, cast off thy mortal form to be transformed into a blazing star, sent against Darkness, to fly through the heavens on wings of fire.

Yet I, faced with this unearthly challenge, fled the palace and hid among the shadows these many years. Now I am called upon again, no longer a noble warrior but a humble messenger sent to summon thee to take my place. I hope to rectify my great failings as a younger man, for I was trained in the ways of battle and come to tell thee all I know. Heed this good advice as it is all the preparation thou hast time for:

First – know thine enemy. Thou must learn to contend with the different types of evil that the Beast shall send against thee. Turquoise evil growths are readily killed, while others are more resilient to thy attack, such as those light blue and green. Hardest of all for thee to kill is evil growth dark blue in colour. Likewise, their shape betrays their cunning. The round forms are foolish and haphazard with diamond and cross-shaped growths possessing greater guile. Most sinister of all, those octagonal of form plan their attack against thee with the utmost ingenuity. Against such growths thou must learn to use good portals as a decoy and thus deflect the evil growth away from thy surprise attack.

Second – listen and watch for the creation of his evil spores, these must always be

Sixth – try to surround strongholds of evil forcing the Beast to divide his resources and fight the war on two or many fronts. As evil growths become more cunning the Beast will use this same tactic against thee.

Seventh – use thy fire carefully, shooting a narrow and direct path through his evil growth toward his portals. Thus thy good growth be channelled between areas of living evil growth directly to his evil portals.

Eighth – learn to read and understand the tarot cards and know when to collect the special crystals and the powers they confer. I have studied the tarot and here are the

from thy surprise attack.

Second – Listen and watch for the creation of his evil spores. These must always be destroyed. Try also to collect and drop thy good spores with haste and be aware that it is only in thy means to carry one of these at any time. Dropping good spores and the creation of good portals is of great import – near enough to evil portals to attack them, yet not so close as to prohibit their defence. Be careful also to select which good portals thou shouldst protect, for thou shalt not be able to defend them all.

Third – It is wise to kill the Guardians as Day is close to turning into Night. Then they will be returned to Pandaemonium during night-time, when they are most dangerous, and not in day-time when they are vulnerable to thy fire.

Fourth – Build a stronghold. Select for thyself on every star a part of the battlefield, perhaps a distant corner, on which thou canst establish a strong and steady base. Use this to mount thy attacks against evil.

Fifth – Keep an outpost. Since thou canst only drop thy good spores on existing good growth, it is often of great use when time is pressing, to keep a small outpost of thy good growth. Later thou canst settle good portals here to assist thee in thy rapid growth across the field of battle.

Tarot cards and know when to collect the special crystals and the powers they confer. I have studied the Tarot and here are the meanings of the trumps as I understand them:

the Sun	– Goodliness.
the Moon	– Great danger.
the Star	– Power.
the Lion	– Fortitude.
Tower of Destruction	– Chaos and disaster.
Death	– Rebirth.
Hanged Man	– An untimely end.
Wheel of Fortune	– The turning of fate.

Ninth – There are seven great Guardians, each with servants, which the Beast has sent to guard his portals and hinder thee in battle. Understand their individual ways, their movements, their powers and their weaknesses.

Tenth and finally – For each star, learn where to concentrate thy strength and growth and come to know when, where and what thou must attack and defend. If thou shouldst lose a battle do not be disheartened. Final victory shall come from speed and skill but also from thy sheer determination to succeed.

I shal not deceive thee – the task I call on thee to do, in the name of the Sun God, Lord of Light, is both magnificent and terrifying. If thou dost fail, then the Beast will take thy soul forever. But if thou canst succeed, thou shalt take thy place in the Palace of the Shining Thrones, and from that day unto eternity the glory of the worlds be thine.

Noble warrior, this is thy call to battle!