

WIZARD'S LAIR

Loading

Ensure tape is rewound to start – side 1 = C64, side 2 = Amstrad.

AMSTRAD 664 Type I TAPE, press <ENTER>.

AMSTRAD 464/664 Press <CTRL> then press Small <ENTER>.

COMMODORE 64 Press and hold down shift key then press and release run/stop key.

Now release shift key and press play on tape. Joystick should be in port 2.

Keys – ZX = left and right. F5/F7 = Up and down. Shift to Fire.

AMSTRAD/COMMODORE Press <H> for High Score Screen or any other key or joystick action to start game.

Play

Trapped in an underground cave 'Pothole' Pete stumbles across the WIZARD'S LAIR – a massive subterranean network of interconnecting caves, rooms and passages. His only chance of escape is to find the four pieces of the Golden Lion which are spread over several levels of the cave. There are many items and strange creatures to help and hinder Pete in his quest to escape.

Features

Caves · Rooms · Tunnels · Passages
Secret passages · Doors · Trap doors

Underground rivers · Lakes
Waterfalls · Wells

Subterranean undergrowth

Dozens of species of monsters
inhabiting the lair

Knights · Executioners



Weapon throwing

Gold · Food · Drink · Armour · Weapons
Wings · Crosses · Rings · Diamonds
Keys and spells to be collected

Snakes · Tables · Gargoyles · Skulls
Shields · Tiger rugs · Lamps · Longcase
clocks · Dressers · Pictures

Pothole Pete



Magic lifts



Wardrobe lifts



Seven levels of the lair

Bonus lives

Keys or Joystick and Pause options

Pause The game may be paused during play by pressing the <P> key.
Any key or joystick action will restart.

Abort The game may be aborted by pressing <A> key.

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