

W^{ULTIMATE} WIZARD™

100 Levels of Action and Strategy. Plus a Built-In Construction Set

BY SEAN A. MOORE
AND STEVEN LÜEDDERS

THE
PROGRESSIVE
PERIPHERAL
& SOFTWARE


ELECTRONIC ARTS™

HOW TO BE AN ULTIMATE WIZARD

TO SCORE POINTS, YOU MUST GRAB TREASURES. BUT DON'T GET TOO GREEDY. AN ULTIMATE WIZARD FINISHES LEVELS QUICKLY AND RECEIVES MEGA-BONUS POINTS.



YOU MUST FIND KEYS AND TAKE THEM TO THE KEYHOLES TO COMPLETE A LEVEL. BUT IN ADVANCED LEVELS THE KEYS AND KEYHOLES MAY BE CONCEALED. AN ULTIMATE WIZARD WILL MAKE THEM APPEAR BY TAKING THE CORRECT TREASURES.

BEWARE THE BURNING FIRES AND SKULL AND CROSSBONES. EVEN THE POWERS OF AN ULTIMATE WIZARD ARE NO MATCH FOR THESE DEADLY HAZARDS.



CASTING SPELLS IS WHAT A WIZARD DOES BEST. BUT AN ULTIMATE WIZARD TAKES CARE NOT TO WASTE MAGIC OR USE IT ALL UP TOO QUICKLY. THERE IS NOTHING WORSE THAN RUNNING OUT OF MAGIC WITH A MAD EVIL WIZARD ON YOUR TAIL.



GAME DESIGN AND PROGRAMMING:
SEAN A. MOORE AND STEVEN
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**EDITING, ADDITIONAL GAME
SCREENS AND GRAPHICS:** PAUL
REICHE III

CONSTRUCTION SET: CRAIG SMITH
AND AARON HIGHTOWER

**MORE GAME SCREENS BY CONTEST
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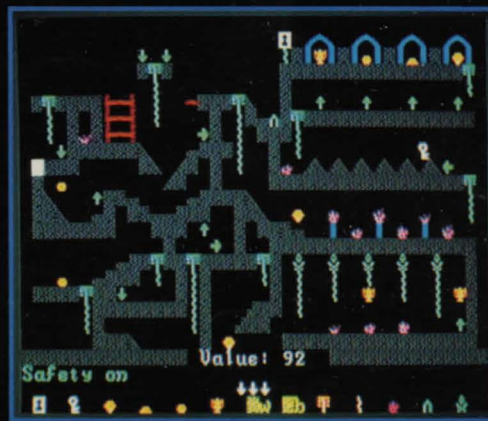


IT ALL STARTED WITH A SMALL, DESK-TOP WIZARD STATUE HANDCRAFTED BY AN UNKNOWN SCULPTOR IN JAPAN. WHILE BRAINSTORMING IDEAS FOR A NEW ACTION/STRATEGY GAME, SEAN MOORE AND STEVE LUEDDERS NOTICED THE TINY STATUE, AND WIZARD WAS CONJURED.

THE GAME IS BASED ON SEAN'S EXPERIENCE WITH GRAPHICS AND FANTASY GAMING AND STEVE'S TALENT WITH SOUND AND MACHINE LANGUAGE PROGRAMMING. BOTH AUTHORS FEEL THAT THE CONSTRUCTION SET PROVIDES UNLIMITED OPPORTUNITIES FOR CREATIVE WIZARD APPRENTICES.

HOW DO YOU LIKE YOUR LAVA TROLLS-FROZEN OR FRIED?

FREEZE 'EM OR FIREBALL 'EM. HAVE IT YOUR WAY WHEN YOU'RE AN ULTIMATE WIZARD. THE SECRET IS IN THE MAGIC. LEVITATE YOURSELF AND GRAB A GLEAMING DIAMOND, OR CONJURE UP A FEATHER FALL AND AVOID AN UNTIMELY DEATH. EVEN TURN YOURSELF INVISIBLE AND WALTZ RIGHT BY THE EVIL SHADOW LORD. SO THE NEXT TIME YOU RUN INTO THAT NASTY LAVA TROLL, RELAX, YOU'RE AN ULTIMATE WIZARD.



GET THROUGH 100 MYSTIFYING LEVELS...

80 LEVELS FROM "WIZARD" AND "WIZARD EXPANSION SET," PLUS 20 NEW LEVELS FROM PAUL REICHE III, AWARD-WINNING CO-DESIGNER OF ARCHON, ARCHON II: ADEPT, MAIL ORDER MONSTERS, AND MURDER ON THE ZINDERNEUF.

RUN, JUMP AND CLIMB THROUGH A MAGICAL WORLD OF TREASURES, SORCERY AND DECIDEDLY NASTY CREATURES. CLIMB UP ROPES OR LADDERS; SLIP DOWN SLIDING STAIRCASES; OR CATCH ONE OF THE MANY ELEVATORS. EVEN FIND AN ENCHANTED PORTAL AND TRANSPORT YOURSELF.

EACH LEVEL HAS 6 SEPARATE DIFFICULTY SETTINGS AND 10 DIFFERENT PLAY SPEEDS. YOU CAN EVEN SAVE THE TOP 10 SCORES ON THE DISK.

...OR MAKE UP YOUR OWN.

A POWERFUL CONSTRUCTION SET LETS YOU CREATE AN UNLIMITED NUMBER OF YOUR OWN LEVELS. MAKE THEM AS EASY OR AS CHALLENGING AS YOU WANT.

CONSTRUCT YOUR OWN PLAYFIELDS WITH LEDGES, BRICKS, TRAPS AND MORE. CREATE YOUR OWN SPECIAL EFFECTS, LIKE VANISHING ROPES, INVISIBLE BRICKS OR A STAIRCASE THAT'S REALLY A TRAP DOOR. CHOOSE FROM A LARGE VARIETY OF GRAPHIC ELEMENTS, LIKE WIDE OR NARROW LADDERS.

CHOOSE FROM 10 DIFFERENT MAGIC SPELLS, 20 DIFFERENT MONSTER TYPES (EACH WITH 20 SEPARATE BEHAVIOR PATTERNS) AND 4 DIFFERENT TREASURE TYPES.



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