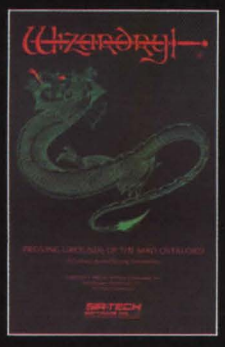
Wizardry®



Proving Grounds of the Mad Overlord©

The First Scenario

Available for:

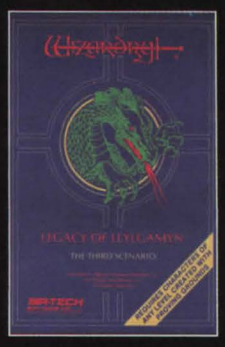
- *Apple*
- *IBM PC or compatible*
- *IBM PS/2*
- *C64/128*
- *Macintosh*

Knight of Diamonds©

*The Second Scenario**

Available for:

- *Apple*
- *IBM PC or compatible*
- *IBM PS/2*
- *C64/128*



Legacy of Llylgamyn©

*The Third Scenario**

Available for:

- *Apple*
- *IBM PC or compatible*
- *IBM PS/2*
- *C64/128*

The Return of Werdna©

The Fourth Scenario

Available for:

- *Apple*
- *IBM PC or compatible*
- *IBM PS/2*

PLAY IT TO THE HILT!

Wizardry's four superior scenarios challenge you to overcome devious tricks and sudden traps, strange and mysterious encounters, maze upon maze of puzzles, stimulating and intricate subplots and sophisticated themes. Ingenious multi-level mind-bending tests abound with vile creatures, unspeakable villains, courageous adventurers and strong allies to hinder and help you achieve ultimate victory.

SIR-TECH

Sir-tech Software, Inc.,
P.O. Box 245, Ogdensburg, NY 13669
(315) 393-6633

THE INTERNATIONALLY ACCLAIMED WIZARDRY GAMING SYSTEM

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PROVING GROUNDS OF THE MAD OVERLORD

The First Scenario

"It pushes the computer to its limits. The amount of detail is fantastic." — Popular Mechanics

This is it — the most popular game of all time for the personal computer: PROVING GROUNDS OF THE MAD OVERLORD, the classic first scenario of **Wizardry**.

PROVING GROUNDS is the essence of fantasy role-playing. Your job is to create and assemble a diverse crew of adventurers to retrieve the amulet. Then send them down into the fascinating 10-level maze filled with tricks and traps, dozens of unusual subplots and strange one-of-a-kind surprises. You'll find magic items, clues and treasures to help you on your way. But be prepared to battle hordes of monsters intent on devouring your adventurers and ruining your plans.

As your heroes survive encounters in the maze, they'll become richer, stronger and gain new powers. And as you continue adventuring with them, your characters will acquire added levels of dimension and depth.

They'll have to. Going down into the maze is no picnic. You'll need every resource you've got and a good knowledge of your characters' strengths and weaknesses. Brave heroes you've commanded can go on to other **Wizardry** scenarios.

Find out why PROVING GROUNDS has been an international bestseller since its release. Invite your friends (each can control a character), pull up some comfortable chairs and enter the world of **Wizardry**. It's an experience you'll never forget.

KNIGHT OF DIAMONDS

The Second Scenario

*"This is the second chapter of **Wizardry**, one of the most popular adventure games ever." — Omni Magazine*

An instant bestseller, KNIGHT OF DIAMONDS is proof again that **Wizardry** is the biggest game in town.

KNIGHT OF DIAMONDS is intricate. It maintains the grand scale and plot-line consistency of PROVING GROUNDS OF THE MAD OVERLORD while offering a wealth of new challenges, puzzles and encounters that will test your skills and further develop the powers of your favorite **Wizardry** characters.

This classic journey requires the transfer of heroes from PROVING GROUNDS who have attained at least the 13th level of ability. Their mission is to adventure through an ingenious six-tiered maze, find the fabled staff of Gnilda and become the Knight of Diamonds.

KNIGHT OF DIAMONDS is chock full of surprises, detail and humor. Intriguing subplots, unique events and strange encounters will keep you stimulated and involved month after month.

A compelling world of depth and imagination. That's KNIGHT OF DIAMONDS. It's first-rate fantasy for people who know that thinking can be fun.

LEGACY OF LLYLGAMYN

The Third Scenario

LEGACY OF LLYLGAMYN is a giant of a computer game that continues the classic traditions of **Wizardry**. This third scenario of the internationally acclaimed series is a breathtaking world of myth and mystery.

Transfer your favorite characters from PROVING GROUNDS or KNIGHT OF DIAMONDS. They can be of any level. Then send them out to find that elusive dragon L'kbreth and save the Kingdom of Llylgamyn. Along the way you'll find a mazefull of diversions, dilemmas and puzzles. You may even find yourself learning the Tarot.

LEGACY OF LLYLGAMYN has all the big game features that has made **Wizardry** famous. And it introduces WINDO-WIZARDRY™: pop-up, multiplane graphics. This amazing system allows players to see the maze and all the other visual formats displayed full screen as you choose. It enhances the 3D effect and makes for easy viewing.

LEGACY OF LLYLGAMYN is a treasure-trove of a game. It combines a rich plot with a tremendous variety of detail, events and possibilities. Enter its complex world of excitement and depth. Explore. Encounter. Solve. You'll be thoroughly entertained by this superbly crafted example of the best in computer fantasy role-playing.

THE RETURN OF WERDNA

The Fourth Scenario

An Independent, Stand-Alone Program

A year in the making, THE RETURN OF WERDNA is well worth the wait. It is the first expert-rated scenario. And the first independent, stand-alone scenario since PROVING GROUNDS OF THE MAD OVERLORD. The result is a game with the freshness and originality of the great first **Wizardry** classic. Like PROVING GROUNDS, THE RETURN OF WERDNA completely captivates you by its immense size, its complexity, its richness of detail and its humor.

Remember WERDNA, the evil sorcerer who was the goal of your adventuring in PROVING GROUNDS? Well, now *you* are Werdna. And someone (a team of brave adventurers, no doubt) has swiped your amulet. You must get it back. Choose your favorite monsters and get ready to pursue your prize up through an incredible 10-level maze. It's like nothing you've ever encountered before. Each level is more difficult. Each has its own strange characteristics, clues and events. And the final three levels form an interlocking cube — a fiendish twist that will provide you with the ultimate mapping challenge.

THE RETURN OF WERDNA is a milestone in the development of computer recreation — a compelling masterpiece that brings technological achievement, sophisticated programming and spellbinding creativity into a single, powerful game.

Discover the *real* secret of this huge new game. The way will be difficult. The rewards... magnificent.

SIR-TECH

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