Wizardry ®

PROVING GROUNDS OF THE MAD OVERLORD

A Fantasy Role-Playing Simulation

SIR-TECH
SOFTWARE INC.

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Are you ready to step into the world of Wizardry? Unparallelled by any other fantasy game, Wizardry allows for unlimited combination of strategies and tactics so that each quest in the maze is always fresh and interesting. Never before has a fantasy been so real.

Proving Grounds of the Mad Overlord is the first Wizardry scenario. Starting in the safety of the castle, you assemble 1 to 6 adventurers to explore the magic and mystery of the ten level 3-D maze. Your characters may be one of five races and eight professions, each with their own strengths and weaknesses to form a party which is just right for your intended expedition.

Under your command brawny warriors, frail mages, spell casting priests, and nimble thieves accumulate experience and treasure. As your characters gain experience, they develop greater capabilities to become even better adventurers allowing them to venture deeper into the maze.

Did you buy the correct armor and magical items in the castle? Are the characters able to cooperate effectively to achieve their mission? Will your characters be strong enough to escape to the castle or an upper world. Is your party properly prepared?

Be wary! The treacherous 3-D maze has some tricks and traps of its own. Hundreds of monsters, many with magical powers equal to your own, pits, chutes, rotating rooms, teleporters, special one-of-a-kind surprises and much more will keep you on your toes for many, many hours of fun.

You'll even be able to challenge your characters with subsequent scenarios featuring new dangers and more formidable foes.

Watch for the second scenario: **Knight of Diamonds.**
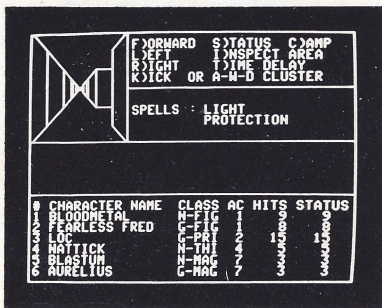
- The first Wizardry scenario
- Designed for characters level 1 to 13
- For ages 10 to adult
- From 1 to 6 players
- Ten level 3-D maze
- Maze and monsters in high resolution graphics
- 48 page illustrated manual

Please see the limited warranty in the enclosed manual.

Wizardry is a registered trademark of Sir-tech Software, Inc.

Wizardry

COPYRIGHT © 1981 BY ANDREW GREENBERG, INC.
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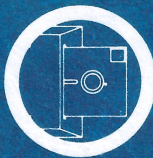BOOT THIS SIDE OF DISKETTE

SIR-TECH

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Wizardry

PROVING GROUNDS OF THE MAD OVERLORD
BY ANDREW GREENBERG & ROBERT WOODHEAD
SCENARIO #1 BOOT OTHER SIDE

For extended media life—
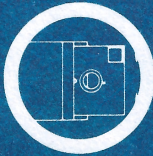## here's how to take care of your flexible disk

Precision surface.
No fingers, please!

For your disk's sake
(and the system's, too)
insert disk carefully.

Magnetic fields erase.
Keep them far away.

Keep it safe—
in the jacket
when not in use.

Bending and folding
may damage.
Handle with care.

Keep disks comfortable.
Store at: 10° to 52° C
50° to 125° F.

Wizardry

Wizardry ™

SCENARIO #1

Proving Grounds of the Mad Overlord

INSTRUCTIONS AND BRIEFING MATERIALS

Proving Grounds of the Mad Overlord is the first *Wizardry* Scenario and is designed to introduce you to *Wizardry,* give you practice playing, and allow you to "build" characters up to 13th level or so.

The evil wizard **Werdna** has stolen a valuable item from the treasure rooms of the mad overlord **Trebor**. He has placed it somewhere deep in the dungeons of Trebor's castle, and left fearsome monsters there to guard it. Your mission is to develop characters powerful enough to explore the deeper levels of the dungeon and recover the item.

It is rumored that a "control center" exists somewhere in the dungeon, and that this control center allows explorers easy access to the deeper levels of the dungeon where the item may be found. Thus a logical first step would be to find this facility.

Good Luck, and may your Gods be with you!

Tips on Keeping Your Computer Healthy

We hope you are getting a byte or two out of your computer each day. Here are a few tips on prolonging the life of your software.

Clean Your Disk Drives

Cleaning your disk drives takes only a few minutes and makes them work better. Clean your drives every second week.

Get Your Drives Tuned

A majority of disk problems are caused by misaligned disk drives. Your most valued software could be damaged. So protect your investment—get your **drives aligned** and **speed adjusted** at least twice a year at your dealer.

Protect Your Computer's Power

Computers like a steady power supply. However, large appliances or equipment send spikes down a power line. These power spikes cause memory glitches and can alter software if you were writing to the disk when a transient happened. A surge suppressor such as a Blitz Bug will prevent power surges. At $25 to $50, they are a good investment.

Follow these tips and you will probably never have a problem with your software. Our experience has been that at least 97% of reported software problems are caused by unmaintained computers. Your dealer is in business to support you. If you have any questions, go see him, he will be happy to help you.

SIR-TECH
SOFTWARE INC.
6 MAIN STREET
OGDENSBURG, NEW YORK 13669
315-393-6633

IMPORTANT NOTICE!

PROTECT YOUR MASTER BY USING A BACKUP. CREATE A SCENARIO DISK FOR THIS GAME BY USING THE "MAKE SCENARIO" OPTION IN THE UTILITIES MENU.

AT NO TIME DURING THE GAME PRESS RESET. THIS CAN RESULT IN DESTRUCTION OF DATA ON YOUR WIZARDRY DISKETTE.

Dear Wizardry Purchaser:

Thank you for acquiring the most widely acclaimed game program for the micro-computer. It's popularity is attested to by Wizardry's long term standing as the number one program of its class. Among the reasons for Wizardry's great standing is its exceptional long term playing value.
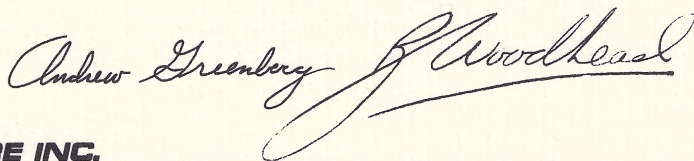
It has come to our attention that some software vendors are marketing so-called "cheat programs". These products allow you to create characters of arbitrary strength and ability.

While it may seem appealing to use these products, we urge you not to succumb to the temptation. It took more than four years of careful adjustment to properly balance Wizardry. These products tend to interfere with this subtle balance and may substantially reduce your playing pleasure. It would be akin to playing chess with additional queens, or poker with all cards wild.

It has also come to our attention that some of these programs are unreliable and may even destroy the data. While we repair or replace inoperative disks free within 30 days of purchase, or for a nominal fee of $5.00 anytime thereafter, we will not do so for disks damaged by a cheat program.

With kind regards and our best wishes for many, many hours of fun and pleasure.

Yours truly,

Andrew Greenberg   *R. Woodhead*

WIZARDRY

WIZARDRY—the ultimate fantasy wargame. Throw away your "Quests" and "Adventures". Up to 6 adventurers can explore a maze, fighting groups of monsters, casting spells (50 of them!), finding treasure and magic, and amassing clues to solve the puzzle presented in each scenario. Each character is an individual and can be of 5 races and 8 classes. As successful expeditions are completed, characters will become more powerful, gain spells and hit points. Hi-res graphics in 3D.

Scenario #1 - *Proving Grounds of the Mad Overlord*	**$49.95**
Scenario #2 - *Knight of Diamonds*	**$34.95**
Scenario #3 - *Legacy of Llylgamyn*	**$39.95**

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WIZIPRINT

WIZIPRINT—No more need to hand write your Wizardry spells, possessions and attributes. All you need is a printer with 80 columns or more and 1 drive. Works with all Wizardry scenarios.
$24.95

GALACTIC ATTACK

GALACTIC ATTACK—As commander of earth's last starship, you must recapture the solar system which has been almost over-run by savage Kzanta invaders. A Hi-res tactical scan gives you constant information about the objects in your vicinity as you leap from planet to planet, strafing the planets, convoying armies, and battling the heuristically controlled Kzanta warships. Using your armorments of Phasers and Photon Torpedoes, you must destroy them before they get you. Stunning graphics make this the most accurate battle simulation yet! And because it is REAL TIME, a moment's indecision can cost you your ship!
$29.95

STAR MAZE

STAR MAZE—Find your way through all 16 levels of the Star Maze and become an ace. Your mission is to find 9 power jewels in each level of the Star Maze and return them to your mothership. But be careful. There are many vicious aliens who are out to get you. Has color graphics with multidirectional scrolling. Playable with keyboard, paddles or a joystick.
$34.95

POLICE ARTIST

POLICE ARTIST—Think your good at remembering faces. Then try Police Artist with over 1,000,000 faces. Pick through 3 different colorful games and different levels with easy keyboard control. Call on your ability to remember and identify the faces. For ages 7 and up. Authored by Elizabeth Levin who has written for Sesame Place and the Children's Television Workshop.
$34.95

AVAILABLE AT YOUR COMPUTER STORE or order from Sir-tech Software, Inc. Include $2.00 for shipping and handling, or $5.00 if outside U.S.A.

Please Check: ☐ My check or money order is attached.

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_____ Knight of Diamonds   _____ Star Maze
_____ Legacy of Llylgamyn   _____ Police Artist
_____ Galactic Attack

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Wizardry ®

MAP PLOTTING AID

SCENARIO: _Proving Grounds_   LEVEL: _1_

Handwritten notes on map:
- Buttons 8 squares North
- Teleport out of Dungeon
- silver key
- N / W E / S (compass)
- Orcs
- Orcs
- Orcs
- S S
- S
- 2ND Lvl →
- A
- Skels
- Statue
- Orcs
- Orcs
- S S S S S
- V
- S
- S S S
- Dark
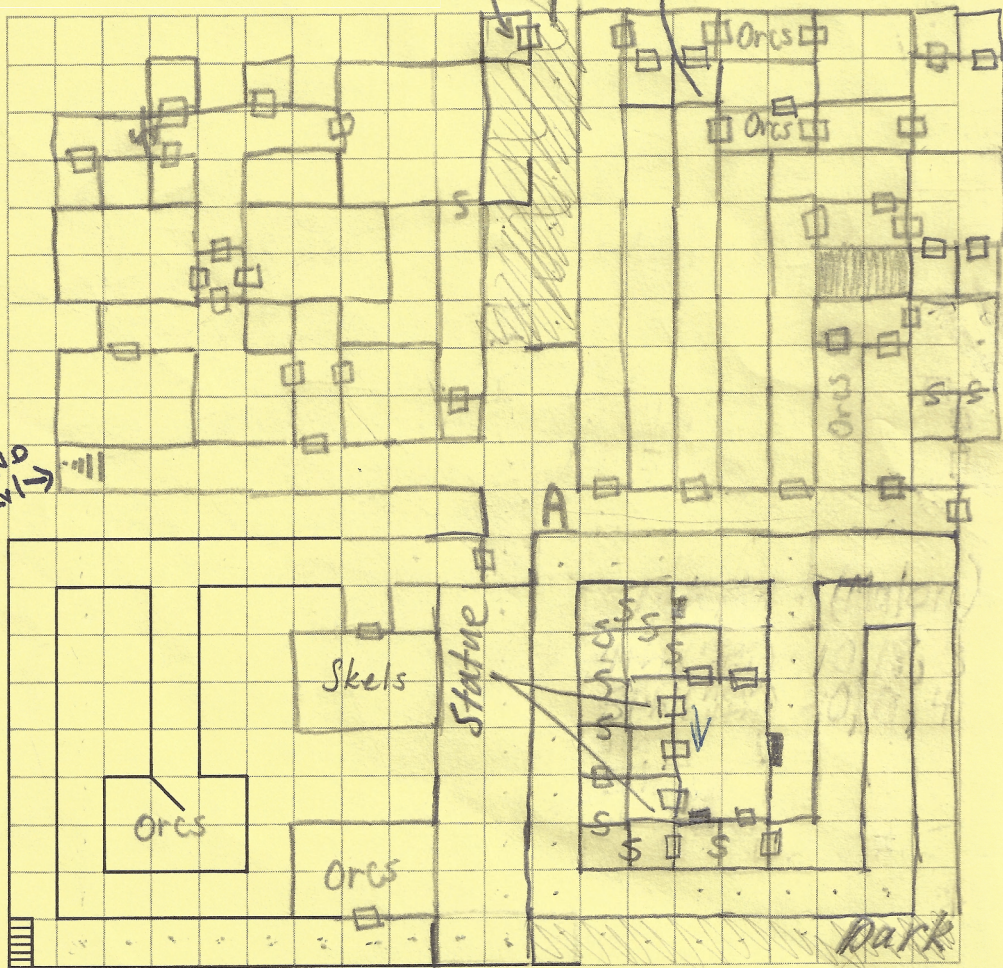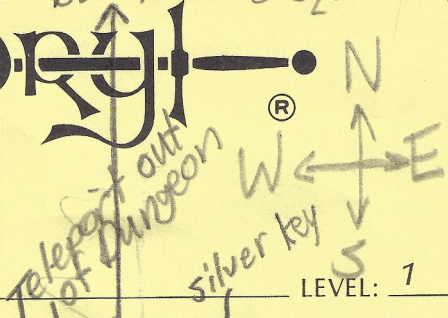
NOTES: _Sample of Map Making Technique_