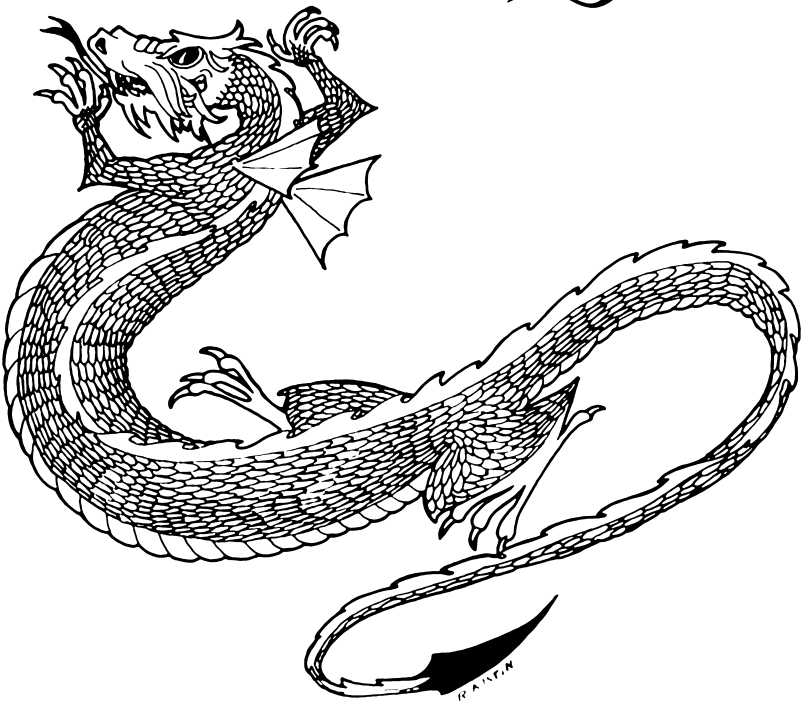
Wizardry™



A Game of Fantasy & Adventure

by Andrew Greenberg
and Robert Woodhead

SIR-TECH
SOFTWARE INC.

BEFORE YOU BEGIN

Please return your warranty registration card.

–It allows you to receive fast backup service if your disk gets damaged.

– It ensures that you'll be informed of new *Wizardry* products.

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Second edition

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Welcome to the World of Wizardry

WIZARDRY is unlike any other game you have played on your APPLE II computer. Using all the power and sophistication of the PASCAL language, we have been able to create the most challenging fantasy war game available for any personal computer.

WIZARDRY is a huge program—in fact, at 14,000 lines of code, it may be the largest single micro-computer game ever created. The entire WIZARDRY game system, including the programs used to create the extensive WIZARDRY databases, comprises almost 25,000 lines of code, and is the result of over one man year of intensive effort.

The result is a game that simply could not have been written in BASIC. WIZARDRY has so many options and is so flexible that the only limits to the game are your imagination and ingenuity.

Very briefly, WIZARDRY lets you create and control a number of adventurers, who go off on expeditions in search of loot and glory. The more successful a character or group is, the more powerful they become. Each character is specialized. Some are good fighters, some can cast magical spells of many types, and some are good at defeating the many traps that guard the goodies. As a character becomes more powerful, he may gain some general abilities, but in all cases, cooperation is the key to success.

From one to six players can adventure at a time, with each one controlling one or more characters. Over the course of many, many adventures, the characters may be able to fully map out the maze and wrest from it the arcane items that are carefully guarded in the more inaccessible depths. However, this can take quite a lot of playing. Fortunately, additional SCENARIOS with greater perils and rewards are available, and your characters can move onward and upward. In these scenarios, you may explore caverns, crumbling ruins, or even chart out the unmapped and unknown mysteries of the huge world of Wizardry.

A Few Wizardry Features

MULTI-PLAYER: WIZARDRY allows up to six characters to adventure at a time, and 20 can be stored on each diskette.

COMPLETE CASTLE: All adventurers start and end in the Castle. Features provided include Tavern, Hotel, Temple and Trading Post.

SPECIALIZED CHARACTERS: All WIZARDRY characters are unique individuals. They can be of five races and eight classes, have differing abilities, cast spells, fight, etc.

50 SPELLS: Spells are used to invokesupernatural aid. There are 50 that can be cast, and they vary in power and effects. Certain characters can learn certain spells, and certain magic items can also cast spells.

HUNDREDS OF MAGIC ITEMS: Magic items and mundane items can be bought, sold, or found in the maze. Many cast spells, or give the user special abilities. Magic items can have over 100 different attributes, such as who can use them, who they can be used against, who they protect the user from, and so on.

HUNDREDS OF MONSTERS: Monsters travel in groups, like characters do, and in many cases have similar abilities, like spell casting. Monsters also guard treasures, and may be found with other compatible monsters. For example, a lair might contain a frost-dragon, 4 Evil Bishops and 9 bushwackers.

3D MAZE: The maze is displayed in 3D perspective, just as you would see it if you actually were in a maze looking in a particular direction. Many tricks and traps are to be found in the maze, such as Stairs, Pits, Chutes, Dark areas, Rotating Rooms, Elevators, Teleporters, and even areas where Magic does not work.

SPECIAL GOODIES: In certain places in the maze unusual events and objects, unique in themselves, may be found. The adaptable nature of the database allows us to program "SPECIALS" which may only happen once! What they are, we aren't saying!

This manual is designed to teach you how to play Wizardry. Only rarely, however, will we reveal information about the internal workings of the Wizardry game system. This is in direct contrast to other game systems where all the rules are visible. Part of the fun of Wizardry is experimenting to find out the best methods for handling various situations.

The best way to learn how to play Wizardry is to go through the manual in order and actually try out the options described. With this idea in mind, get out your Wizardry diskette and we will start the game.

Booting the Correct Disk Side

Since Wizardry is available on several personal computers, the exact procedure for starting up the game varies slightly.

Some versions occupy both sides of the supplied floppy disk (example:

Apple). On these, one side will be marked "Boot this side". On other machines, only one side is used. On these, only one side of the diskette has a label.

Place the diskette into your disk drive with label (remember, if 2 sided, look for "boot this side") facing up, and start your computer. Note—on some machines (example: early Apple's without autostart rom) you may have to type something in to start reading the program from diskette.

A few seconds after the diskette starts, the logo page will appear.

Starting the Game

Press RETURN to continue. You will then be presented with three options:

S)tart the Game.
U)tility Options.
T)itle Page.

To select an option, press the letter of the desired option. Option T will just replot the title page. Option S starts the game proper. Option U is used to access special facilities described below.

Assuming you pressed S, the disk will hunt around for a few seconds and then you will be presented with a message that says:

PUT MASTER IN DRIVE 1, PRESS [RET]

If you have a diskette with labels on both sides, flip the master diskette and insert the master scenario side in drive 1. Then press return. In a few moments, a message will appear:

PUT MASTER/BOOT IN DRIVE 1, PRESS [RET]

At this point, you can leave the master scenario side in the drive or replace it with a scenario disk that you have created using the M)ake option as described below in the Special Utilities section.

When this is done correctly, the disk will whirr again and then the "CASTLE" will appear. You are now in the game proper. If something goes wrong, the messages will be repeated.

Congratulations, you have just completed the first step toward hours, days, months, even a lifetime of challenge and adventure!

Special Utility Options

First of all, we suggest that you read the rest of the manual before you read this description of the Utility Options.

As soon as you leave the title page, you will be given three options, one of which is the Special Utility option. Pressing U for Utility Options presents you with a page containing seven more options.

R)ecover accidentally lost characters.
T)ransfer characters to a new scenario.
B)ackup characters.
C)hange character names.
U)pgrade to current version.
M)ake another scenario disk.
L)eave Utility Options.

RECOVERING LOST CHARACTERS

If something awful happens while playing a game that causes the Apple to crash, such as a power failure, it is possible that the current party of adventurers might be lost in the maze. Option R lets you recover these characters. Pressing R will prompt you to insert a scenario and will then search for lost characters and restore them.

TRANSFERRING CHARACTERS TO OTHER SCENARIOS

After you have conquered the initial scenario you will probably want to move on to another. Option T lets you move characters from one scenario to another. You will be asked to flip the diskette and a list of all the characters on the diskette will be displayed. Choose a character by pressing it's letter. If it has a password you will have to enter it. It will then be removed from that scenario.

Next you will be asked to put in the scenario side of another Wizardry diskette. This done, your character will be placed on that scenario if there is room for him and if there is not already a character of that name on that scenario disk. If he cannot be transferred to a new scenario, then you will be asked to put the original scenario back so that he can be restored.

Note that some powerful magic items will only work on one scenario. When you try to move a character with these items, you will be told what they are, and you will not be able to transfer the character. If this happens, either sell or give away the items and then try and move again.

BACKING UP YOUR CHARACTERS

B)ackup characters lets you maintain a record of your current character status in case the scenario side of the disk inadvertantly is destroyed. You will be asked if you want to backup T)o or F)rom the Backup disk. Pressing T will allow you to save your current character status on any DOS 3.3 formatted diskette. **Caution: Any data on the DOS 3.3 formatted disk that you are about to backup too will be destroyed.** On the other hand, if you want to retrieve data from your backup diskette, press F. This will replace the characters stored on a scenario disk with the characters you have on your backup diskette. You may only recover a backup on to a scenario disk made from the same master scenario disk as the scenario you made the backup from.

RENAMING YOUR CHARACTERS

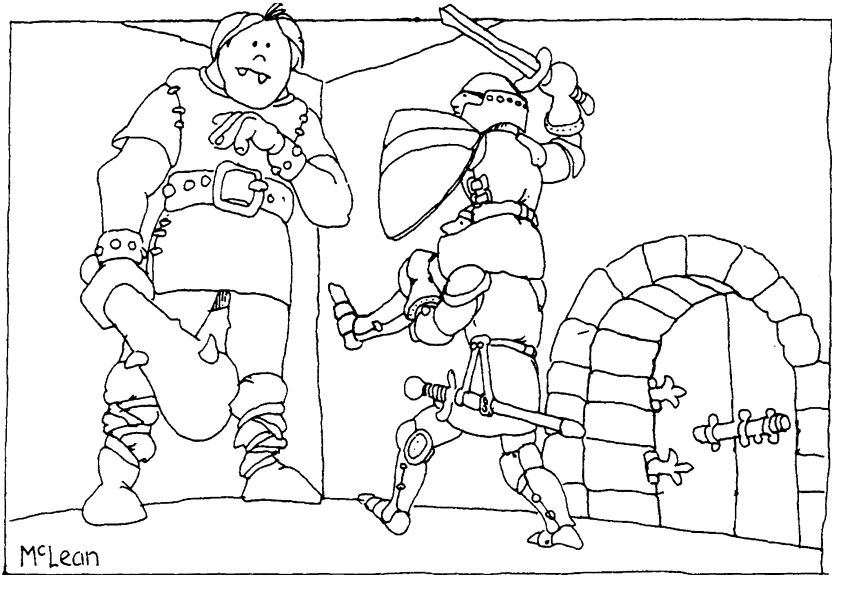
C)hange character names lets you rename your character. The main use for this option is to prevent name conflicts when transferring characters between scenarios.

UPGRADE TO CURRENT VERSION

U)pgrade to current version allows you to upgrade previous versions of Wizardry to the current version. This option is mainly to be used by computer stores but will be useful if you have a friend who has an earlier version of Wizardry. This option requires an Apple with 2 disk drives. Basically, it copies your program and data onto a previous version diskette. This option will only let you upgrade previous versions of the particular scenario you have.

MAKE ANOTHER SCENARIO DISK

M)ake another scenario disk allows you to create multiple blank scenario disks so that you can store additional groups of 20 characters. You can make as many scenario disks as you desire. This utility requires an Apple with 2 disk drives to work. Both U)pgrade and M)ake are totally self prompting. Just follow the directions slowly and carefully.



Training Grounds

Once you have started the game, you will be placed in the Castle, which will be discussed later. However, if this is your first time in the game you will have to create some characters to play with. To do this, you need to get to the training grounds.

One of the options in the Castle is the E)DGE OF TOWN. Press E and you will see a list of further options, among them T)RAINING GROUNDS. Press T and you will be taken there.

The Training Grounds allow you to create a new character and prepare him for use. Before we go into the various options available, it is a good idea to learn exactly what a character is.

A character is your "alter-ego" in the world of WIZARDRY. Like anyone, he has skills, abilities, and possessions. You control him by telling the computer what you want him (or her) to do. All the parameters and information about your character is kept on the Scenario Disk until you wish to use him, and after you finish a game, it is returned and updated. Thus, you can continue to play with him over many sessions, and the more you play, the more capabilities he gets, and the more challenging and interesting the game becomes.

CHARACTER CLASSES DEFINED

There are 6 basic characteristics a character has. These are:

STRENGTH—affects combat ability.

I.Q. and PIETY—determines ability to cast mage and priest spells.

VITALITY—modifies amount of damage that can be sustained before death.

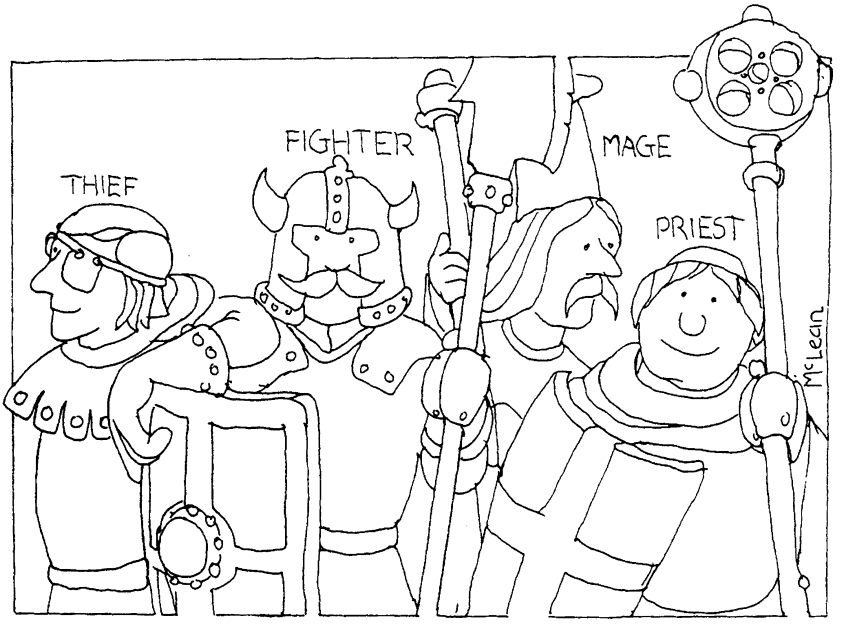
AGILITY—determines order in which attacks occur.

LUCK—helps in many mysterious ways.

Based on the above six characteristics, your character may become one of eight classes. These classes are defined below. Each class has certain minimum scores which qualify a character for that class. Each class also has many abilities, advantages, and disadvantages. When you are first starting out, you will probably only be able to qualify for one of the first four classes. Later, as you become more powerful, you may qualify for entry into a better class. The classes are:

FIGHTER—a basic man at arms. FIGHTERS need a minimum strength of 11. FIGHTERS have high hit points. They can use any armor and weapons. and are very good at combat. They may be of any alignment.

MAGE—the sorcerers. MAGES need a minimum intelligence of 11. MAGES have poor hit points. They can use only a dagger or staff as a weapon, and



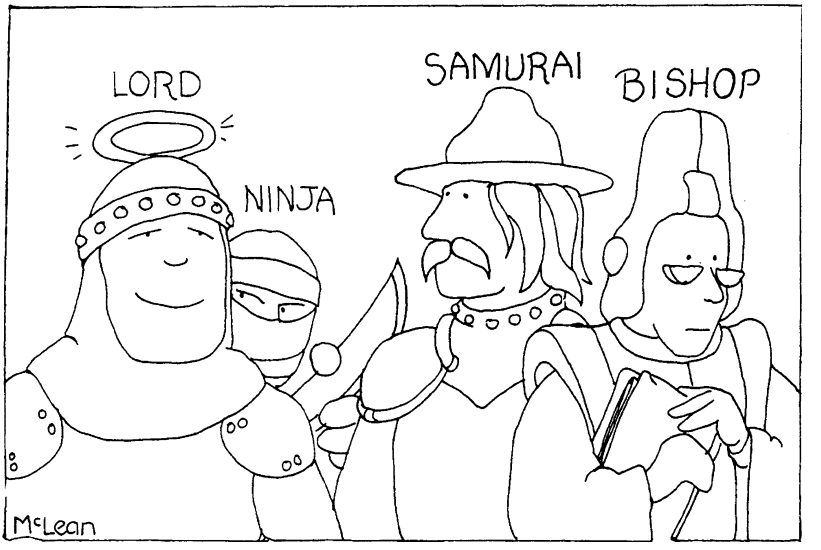
Ye basic adventurers

cannot use any armor except for a robe! However, they can use magical spells and may be of any alignment.

PRIESTS—the holy men. PRIESTS need a minimum piety of 11. PRIESTS have hit points almost as good as FIGHTERS, and may use any armor or shield. Priests may not wear helmets, and must use specifically consecrated weapons such as staffs and cudgels. PRIESTS do not fight as well as FIGHTERS but they can throw priestly spells. Additionally, PRIESTS have to the ability to Dispell! Some monsters in the maze, collectively termed the "Undead," are animate only through the power of great Evil. These monsters can sometimes be forced from the normal planes of existence back to the abyss where they were summoned from. PRIESTS may not be of NEUTRAL alignment.

THIEVES— require an agility of 11. THIEVES get better hit points than mages, can use daggers or short swords as weapons, can wear leather armor and use a shield. THIEVES are very good at circumventing the noxious traps that may be between a party of players and some loot. THIEVES may not be of GOOD alignment.

BISHOPS—are a combination of PRIEST and MAGE, and have advantages and disadvantages of both. BISHOPS have hit points intermediate to both, can wear leather armor and use priests' weapons. They use both magical and priestly spells, although they do not learn them as fast as the other classes. While they start learning mage spells immediately, they must



Ye elite adventurers

reach the fourth level of ability before priest spells and the ability to dispell becomes theirs. BISHOPS also have the ability to identify the nature of magical items, thus not requiring them to pay the hefty charge levied for that service in the castle. However, there are some disadvantages to having a bishop inspect an item. If the bishop is not very careful, he may touch the item by accident. This will cause an E)QUIP to be done, and if the item is cursed, the bishop will be forced to use it. Like priests, bishops may not be neutral.

SAMURAI—are fantastic fighters, and can use all FIGHTER weapons and armor. Their hit points start out better than a fighter, but in the long run a FIGHTER has better hit points. At the fourth level of ability they slowly begin to acquire magical spells. SAMURAIS cannot be of EVIL alignment.

LORDS— are a combination of FIGHTER and PRIEST. They have the hit points and abilities of FIGHTERS but at the fourth level of ability they gain priestly spells, and the ability to dispell. LORDS must be of GOOD alignment.

NINJA—are inhuman fighting machines. They can use any weapons or armor, but work best without any! When fighting without protection with their bare hands, they can cause havoc and destruction, and may even kill the strongest opponent with a single blow! Their great training gives them a lower and lower ARMOR CLASS as they reach higher and higher levels of ability. However, they get hit points as does a THIEF and gain no spells. Finally, they must be EVIL.

CHARACTER STATISTICS

There are many other statistics and abilities you must be aware of. These are:

ALIGNMENT—describes your character's outlook toward the world, and his general ethical status. The possibilities are GOOD, NEUTRAL, or EVIL. Note that some classes have alignment restrictions, and be aware that GOOD characters will not be allowed to adventure with EVIL characters. Thus, LORDs and NINJAs will never adventure together, but a NEUTRAL SAMURAI could go with either. Alignment must be chosen when a character is created and cannot be changed through any normal process. Thus, you should be careful in choosing it.

RACE—You may be one of five: Human, Elf, Dwarf, Gnome, or Hobbit. Race affects initial statistics and resistance to various forms of magical attack.

LEVEL OF ABILITY and EXPERIENCE POINTS—When the term 'Level' is referred to in this manual, we may be referring to one of three different meanings: Level of ability for each character; the power level of spells; or the floor level of the maze. In this paragraph, we are referring to the first. Experience points are awarded for killing monsters. Each time a party kills a group of monsters, each survivor gets some experience points. When the total reaches a certain value, you attain the next level of ability when you rest in the castle. The higher level you are, the more you need to earn to get to the next level, up to level 13 when the earned experience points become a constant amount. The amount needed varies depending on your class. Each time you make the next higher level, you gain more hit points, you may gain new abilities or better old ones (like fighting ability) and your six characteristics may change. Usually they will go up, but sometimes they will decline. The OLDER you are, the more chance of a decline! If you are able to throw spells, you may learn new ones and you will probably gain the ability to cast more of them. Since your characteristics are generally rising, you will probably get them high enough to qualify for a better class.

AGE—simply how old you are! After 50 you start getting more and more feeble.

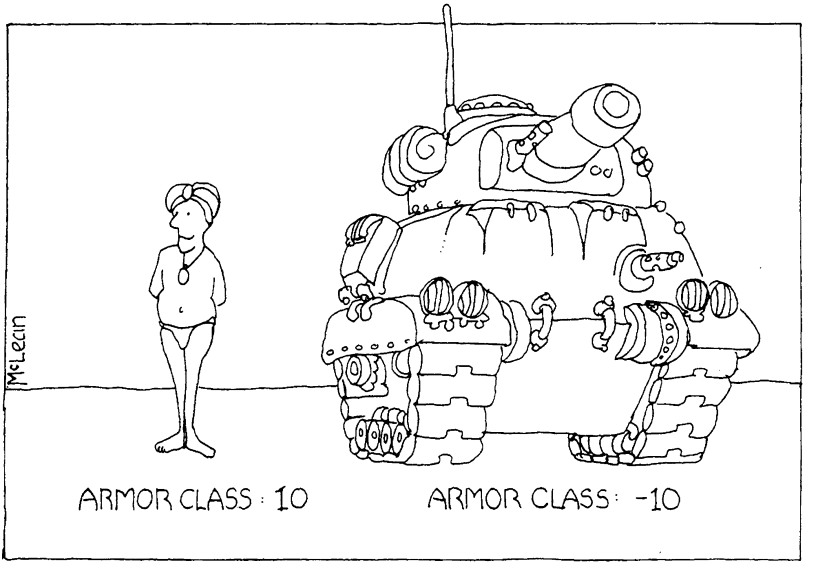
GOLD—the amount of gold you have to spend.

EQUIPMENT—the items you have. These may be mundane armor and weapons, or magical items of some sort. You can buy or sell them, trade them to others, use them, or find them in the maze.

ARMOR CLASS—a measure of how well protected you are. This measure includes armor and other things like hindrance and AGILITY. Bare skin is AC 10. A Sherman tank is about AC —10. The abbreviation AC is often used to denote ARMOR CLASS.

HIT POINTS—the amount of damage you can sustain before death. Each time you are hurt a certain number of hit points are deducted. You can recover lost hit points, up to your maximum, by resting in the castle, or by the means of a magical spell, potion or device. The abbreviation HP will often be used in the place of hit points.

SPELL BOOKS—these are a set of small books each player has in which he records the spells that he knows.



Why armor class is important

SPELLS LEFT—these tell you how many spells of each LEVEL of POWER and class (magical or priestly) you can throw. There are seven LEVELS OF POWER, and the higher the LEVEL, the more devastatingly effective the spell is. Resting in the inn will restore a player so that he can cast all the spells he is entitled to. Thus, the smart spell caster rests up after each expedition.

STATUS—this records what the player's status is. Most often he will be OK. However, he could be ASLEEP, AFRAID, PARALYZED, POISONED, STONED, DEAD, ASHES or LOST forever, to name a few. When a character is not ok, he can be cured either by application of a spell or by hauling him back to the castle and paying for the service at the temple.

HOW TO CREATE A CHARACTER

There are many more characteristics which are stored but you never see. Now that you know what a character is all about, you can start creating one. The main page of the TRAINING GROUNDS has three options.

First, you can type in the name of a character you know does not exist. The computer will search for it, and when it does not find it, it will ask you if you want to create it. Press Y to do so.

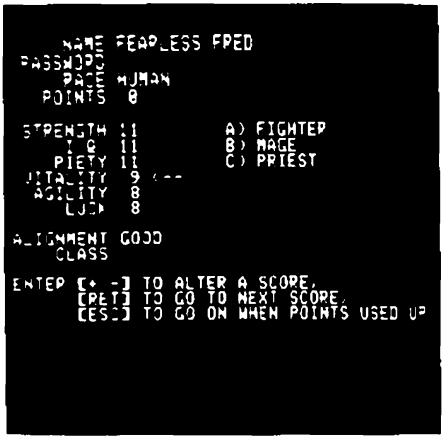
A new page will plot with various information. You will be asked for a password for your character. Press return for no password or type a short, easily remembered, word or words. If you have used a password, please write it down on a piece of paper and keep it in a safe place. As you enter a

password, a line of X's will appear in the password area. After you press return to signal you have entered the password, the X's will disappear and you will be asked to type in your password again, just to make sure you did not make any spelling errors! If you do not want to use a password, just press return. **Please see inside of back cover for password deletion notice.**

Next you will be asked what race and alignment you wish to be. For each, a list of possibilities, with a letter by each, will be plotted. Press the letter of your choice. For example, when you have the options of:

A) GOOD
B) NEUTRAL
C) EVIL

You can press A, B or C.



Now, in the rows marked STRENGTH, etc., a series of numbers will appear. Each row corresponds to one of your basic characteristics. STR = STRENGTH, and so on. These numbers are the base numbers for your race in each of the statistics. You will also see that you have some BONUS points. You can use these in any of your characteristics to raise them. Generally, you will want to add to one of the strength, I.Q., piety, or agility traits to allow you to qualify for one of the four basic classes, and use the rest in VITALITY. You will note that an arrow (←) is pointing to the STR number. At this point you can:

—Press RETURN to move the arrow down to the next number. If you go off the bottom, the arrow will move back to STR

Press + to add a point to the current number

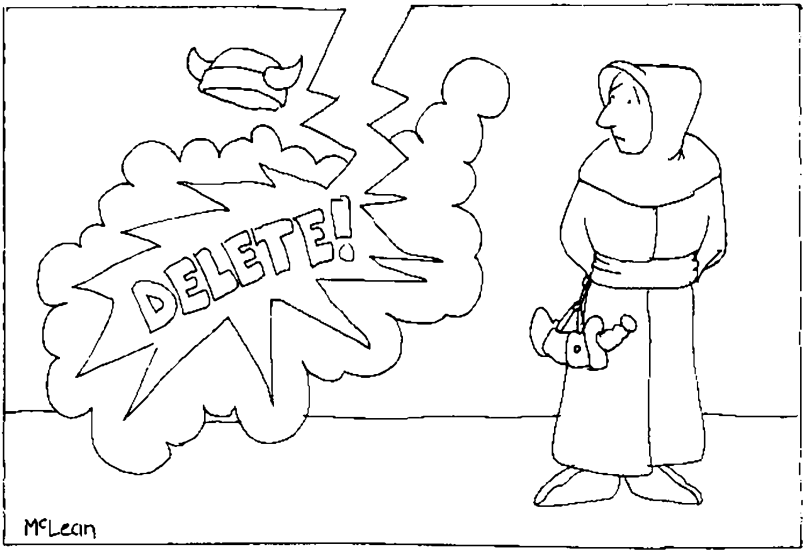
Press — to subtract a point that you had added from the current number

As you press + and —, your scores qualify you for a class, and the name of that class will appear on the right. When you have allocated all your points,

and you qualify for one or more classes, press ESC (the key above CTRL.) to choose one. You must then enter the letter of the class you want.

Finally, you will be asked if you really want to keep this character. If you do, press Y. If not, N. If you press Y your character will be placed on diskette, and you will be returned to the main options page of the Training Grounds. There is no need to record your character's name on a piece of paper. All characters you have created are stored on the disk. To list your character's names, just type *ROSTER and press RETURN.

Now, by typing in the name of your character, or that of any other character you have created, and pressing RETURN, you will be able to inspect that character. If the character has a PASSWORD, you will have to type it in to gain access. When you type in a password, a number of X's are displayed to disguise your typing. If you type in the name of a character who is not already stored on diskette, you will have the option of creating him.



An act of the gods?

By typing your character's name and password (if you have used the password option), you will be given access to the following five choices:

D)ELETE—eradicates your character.

R)EROLL—is equivalent to deleting and then creating the character again.

C)HANGE CLASS—This option allows your characters to become one of the higher level classes. Remember, to qualify for the higher classes, your character must have the correct alignment and the minimum required character traits. Part of the fun in Wizardry is discovering things on your own. Thus, we have not provided you with the minimum required character

traits for higher levels. Just access the Change Character Class option periodically to see if you have qualified. Your character will be given the chance to remain as he is with no adjustment to experience points or spells. You will be told which classes you qualify for, and you may press a letter to switch to that class. If you do so, the character becomes a first level character of the new class with zero experience points, but he gets the following advantages:

he keeps his maximum hit points

—he keeps the knowledge of the spells he may have learned in the previous class, and may cast one spell for each spell he knows. Additionally, he may learn new spells of levels in which he already knows one or more spells, but not any spells of other levels. The net effect is to give him some of the abilities of his previous class(es).

his character attributes return to the base statistics for his race.

S)ET NEW PASSWORD—lets you alter the password of the character. You'll be asked to enter the new password twice to make sure it is correct.

I)NSPECTING CHARACTERS—lets you see all of your character's statistics and abilities. You will be shown the character's class, level, alignment, characteristics, hit points, gold, experience, spells left and items, and you will have the option to look at his spell books. This page of information can be reached from many places and will let you do different things when displayed from different places. The only option available from the Training Grounds is the ability to R)EAD SPELL BOOKS. Pressing R lets you then choose if you want to read M)AGE or P)RIEST spell books. Pressing either will then display the names of the spells of that class that your character knows.

Options available while inspecting your character include T)RADING, E)QUIPPING, CASTING S)PELLS, I)NSPECTING, and U)SING ITEMS.

T)RADING lets you trade items and gold to members of the party your character is adventuring with. Pressing T will display a list of the characters in the party, and prompt for the number of the character you want to trade with. Then you will be asked how much gold you want to give. You can enter an amount or press RETURN to skip giving gold. Then you will be asked which item you want to give. Again, you can press RETURN or enter the number of one of your items. The process of giving items will repeat until you press RETURN.

E)QUIPPING lets you decide what of your character's possessions he will wear. A list of your weapons, armor, shields, and so on, will be displayed, and you may choose which, if any, you want to wear. Note however, that if you have found a cursed item you will be forced to wear it if you equip. That's why it is a good idea to have items I)dentified.

CASTING S)PELLS lets you cast various spells useful to the party. Some, like curative spells that restore hit points, ask what party member is to receive the spell.

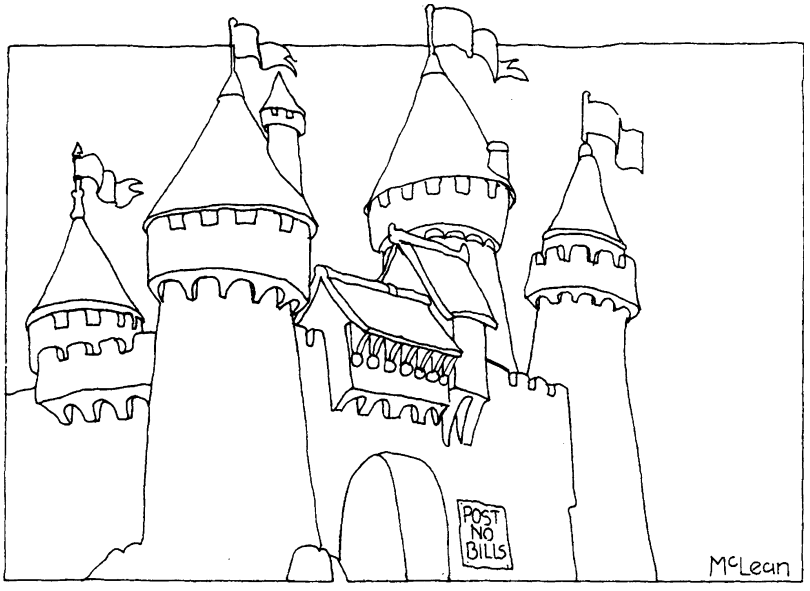
U)SE AN ITEM lets you use items to cast spells.

I)DENTIFYING is done only by bishops and lets them attempt to divine the true nature of an item.

L)EAVE returns to wherever you were before you inspected.

There is one last option in the training grounds. Type in *ROSTER and press RETURN. You will display a list of all the existing characters. Displayed are name, class, alignment, hit points and status (dead, alive, etc.). You must press L to L)EAVE this page.

Lastly, by just pressing RETURN on the main page, you can move to the castle.



The castle

The Castle

The castle is the starting and ending point of all expeditions. There you can rest, create parties, get help from the gods, buy and sell equipment, or go to any other part of the game.

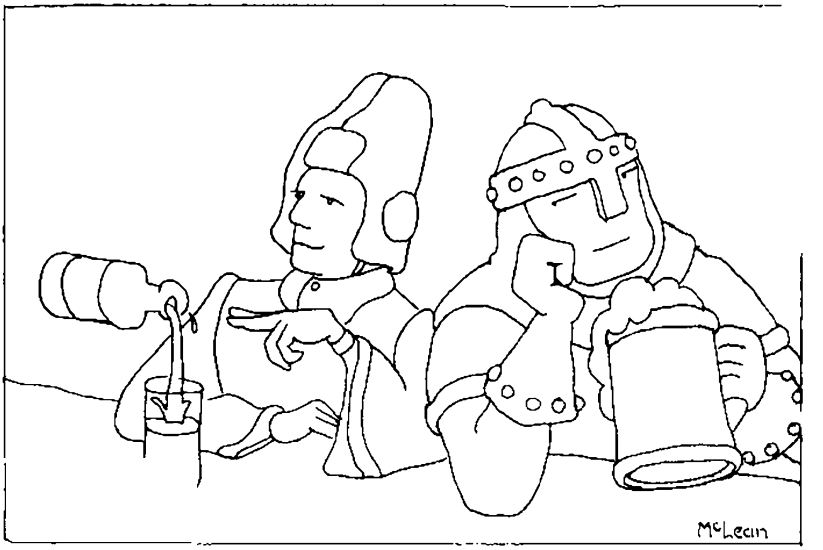
There are five main options in the castle. These are:

THE A)DVENTURER'S INN
G)IGAMESH'S TAVERN
THE TEMPLE OF C)ANT
B)OLTAC'S TRADING POST
THE E)DGE OF TOWN

To enter any of these, just press the first letter of the name of the place you want to go.

GIGAMESH'S TAVERN

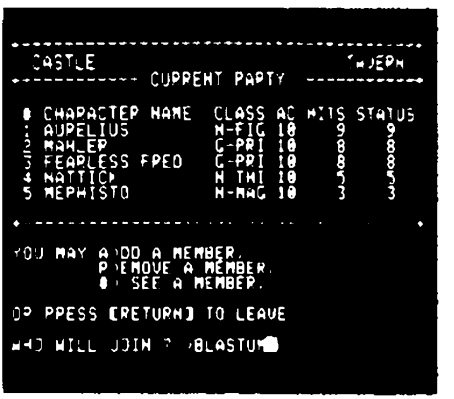
The first stop at the beginning of a session is always **G)IGAMESH'S TAVERN**, where you can assemble a party. You can not proceed in the game until your party is assembled. At the top of the screen there is a display of the current party, with space for six players. Displayed are position number, Name, Alignment and Class, Armorclass (AC), Current Hit Points



and Status of each character. Alignment and class are displayed in the form A-CCC where A is the first letter of the character's alignment (G, N or E) and CCC are he first three letters of the character's class. If the character is OK, then the status area will display his maximum hit points.

In the Tavern you may:

A)DD A MEMBER TO THE PARTY
R)EMOVE A MEMBER FROM THE PARTY
#) TO SEE A MEMBER
or **PRESS RETURN TO EXIT**



A)DD will ask you to enter a character's name and password and will add him or her to the party. Characters cannot be added if they are marked on expedition (see below) or if they are of incompatible alignment. Characters who are not OK can be added so that they can be taken to the maze where spells can be cast on them.

R)EMOVE asks you for the number of the person and removes him from the party.

#) means you can press any valid player # (1-6) to inspect that player. A page full of information about that character will be displayed, and you will be able to **R)ead** his spell books, **E)quip** him with armor and weapons, **T)rade** items and gold to other characters, or **L)eave** and return to the tavern.

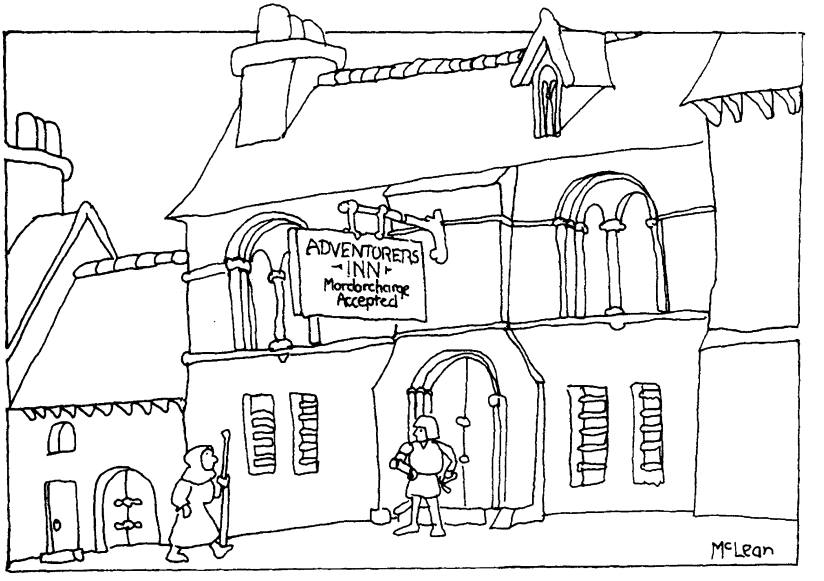
Finally, just pressing RETURN takes you back to the marketplace of the castle where you can go anywhere else.

An Important Note—when your character joins a party, his record on diskette is marked as "On Expedition". Normally, when you leave an expedition, are lost forever, or just leave the game, the mark is changed back to "Available". However, if you turn off the computer, or Reset it, all knowledge of things that have happened to your character since you assembled the party will be lost, and the computer will think he is still out on an expedition. The only way to recover a character like this is to use the Utility functions recovery program previously mentioned. The reasons for marking characters is that it provides compatibility with possible versions of WIZARDRY for multi-APPLE networks, such as that provided by the Corvus Constellation. An accidental power failure or RESET press will happen once in a blue moon, and you should never have to worry about this at all.

ADVENTURER'S INN

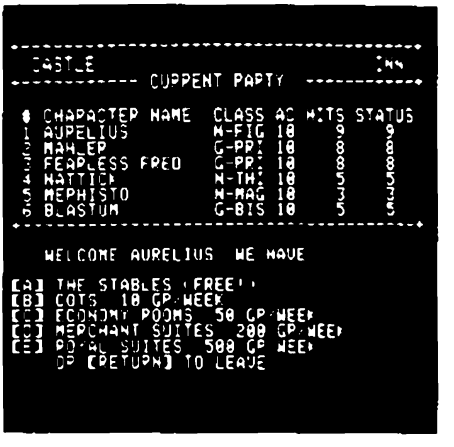
The **A)DVENTURER'S INN** is a place where any weary adventurer can get a place to rest and recover from his exertions, and all for a modest charge. When you enter, you will be asked for the number of the character who wishes to enter the Inn, or you may press RETURN to leave the Inn.

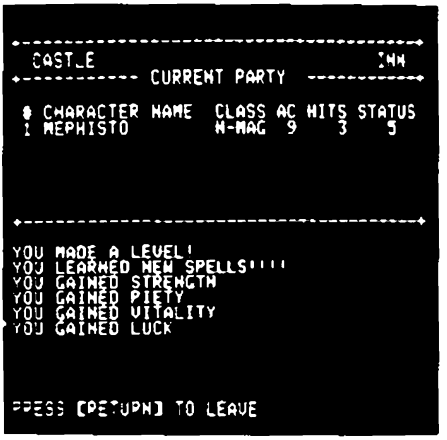
Once inside a character may rest in the stables overnight, or use one of several types of rooms. Overnight resting allows the character to regain his spells, but does nothing to restore hit points. The other rooms let you regain hit points at a certain rate per week, and the more expensive the room, the faster the rate of healing. Remember, AGE is important in this game, so you



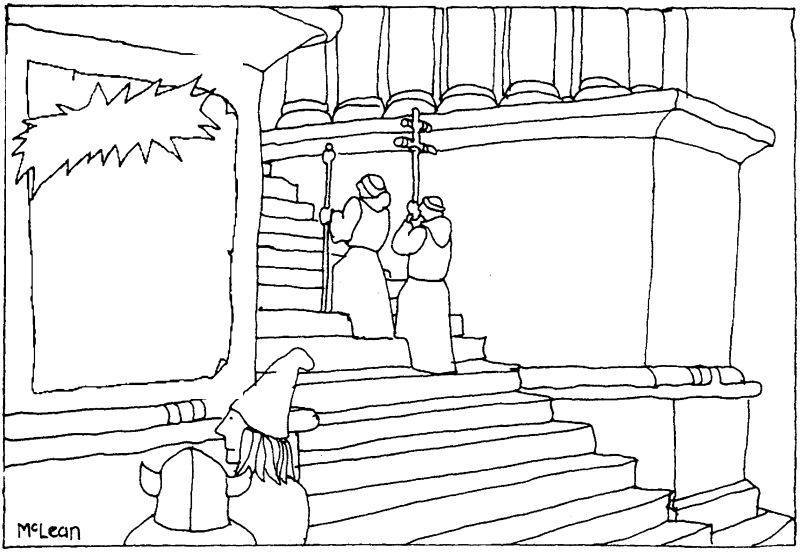
The Adventurer's Inn (Visa, Mordorcharge accepted)

do not want to spend too much time in a bed! As you rest you will see a week by week plot of your hit points going up and your gold supply going down. It will end when you are fully healed or when your gold runs out, or if you press a key. Your gold supply is noted when you inspect your character as described on page 13 or 17 in the inspecting characters option.





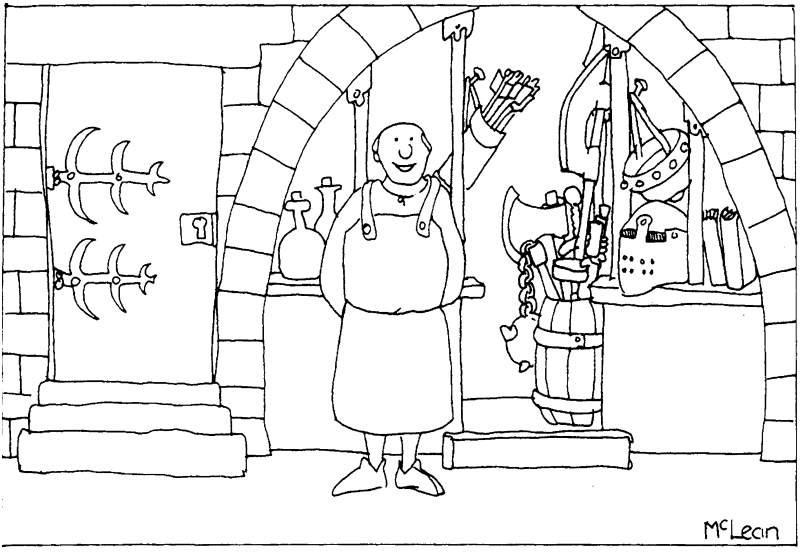
After using the Inn, a check is made to see if you have attained the next level of ability. If you do, then your maximum hit points will increase, your characteristics may change, and you may learn new spells and gain the ability to cast more of the older spells. I)nspect your character to learn what has been gained or lost. If you have not made the next level, you will be told how many points you need to get there.



The year-end clearance sale

THE TEMPLE OF CANT

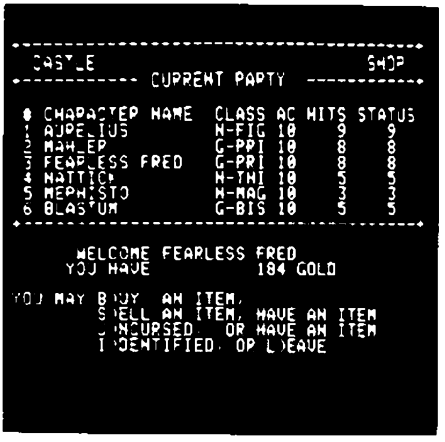
Whenever a party brings back characters who are dead, paralyzed, or otherwise unfit, they are removed from the party by the castle guards and taken to the **Temple of C)ant**. The sole exceptions are POISONED characters who will get well on their own, and characters that are LOST forever, who will be buried. Upon entering the temple (press "C") you will be asked who you want to help, and if the priests of the temple can help him, they will tell you what donation is required, and ask who will pay. If a party member can afford the fee, then the syncophants will go to work. If the character is anything but dead or blown to ashes, success is assured, but otherwise there is a chance that the temple's best efforts will be to no avail! A good VITALITY usually means that they will be able to succeed, but old, infirm characters may be in big trouble. Dead characters who fail to be raised from the dead are reduced to ASHES! There is still hope because for a larger fee, it is sometimes possible to resurrect a person from ashes, but if this attempt fails, the character is dead forever and can never be restored by any means! Your character must be at the Training Grounds for the resurrection to succeed (not a member of your party).



Welcome . . . noble customers!

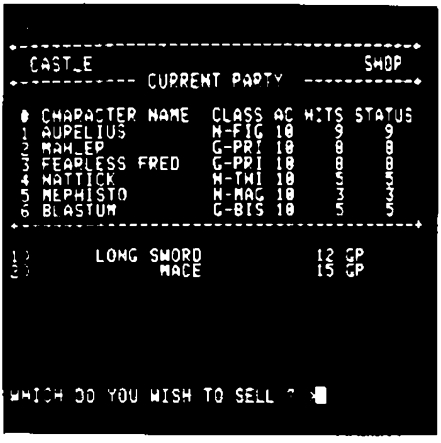
BOLTAC'S TRADING POST

The commercial center of the castle is owned by a friendly dwarf named Boltac. However, like all dwarfs, Boltac likes gold and will sell you your own armor if he can. Also, since he is a monopoly, he tends to do pretty well.



Press B to enter his Trading Post. After you have indicated who is to enter (by pressing a number), you will be able to B)UY AN ITEM, S)ELL AN ITEM, have an item U)NCURSED or I)DENTIFIED, or L)EAVE.

B)UYING an item lets you see a list of items for sale and their prices. You can scroll **F)ORWARD** or **B)ACKWARD** through the inventory, **P)URCHASE** an item by entering a number after pressing P, return to the **S)TART** of the list, or **L)EAVE** the shelves. If you attempt to buy something that the character cannot use (for example, a mage buying plate mail) you will be asked to confirm the purchase.



S)ELLING an item will display the items you have, along with the price that will be paid for it, which is generally half the buying price. Unidentified items are only worth one gold piece. You may not sell items which you are wearing. To remove equipment, inspect your character and access the Equip option. Just press return when you are asked which equipment you want to wear.

U)NCURSING and **I)DENTIFYING** also list your items and ask which you want uncursed or identified. Items which are cursed are both detrimental and sticky! If you have a cursed sword, for example, not only will it refuse to fight well, but it won't let you put it down! However, the curse does not take effect until you change your equipment, so before you do that, it's a good idea to get it identified!

Identification is the same as the BISHOP ability. When you find an item in the maze, you know what it looks like but not what it is! By getting it identified you can sell it, get rid of it if it is detrimental, or trade it to someone who could use it. Both of these services cost a variable amount depending on the power of the particular item.

Note: Boltac's is a true store and keeps an inventory of items for sale. While mundane items are available in unlimited supply, magical items are not. It is possible for Boltac to run out of stock. If this happens, the only way for him to replenish his stock is by buying items you have found in the maze!

THE EDGE OF TOWN

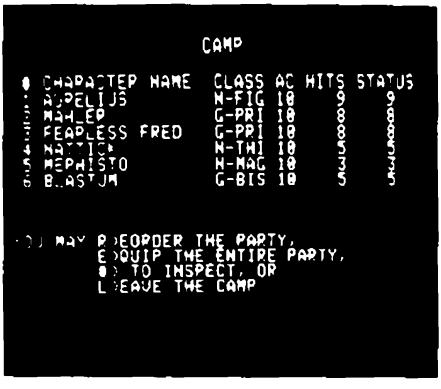
To go anywhere else you have to go to the **E)DGE OF TOWN**. There you can go to the **T)RAINING GROUNDS**, back to the **C)ASTLE**, into the **M)AZE**, or **L)EAVE** the game. If you go to the training grounds your party is disbanded.

Adventuring

The most important part of the game of Wizardry is adventuring. After you have gathered together in a party, purchased or traded for the best equipment you can afford, and rested up to restore hit points and spells, it is time to leave the safe, but expensive, confines of the castle and enter the unsafe, but possibly lucrative, corridors of the maze.

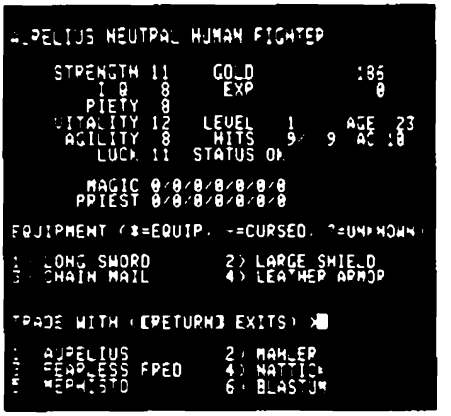
CAMP

As soon as you enter the maze from the castle, you will be placed in the camp. Being in camp means that you have stopped somewhere and set up a strong guard against monsters, so that members of the party can trade, equip new items, reorder, and so on. You will see a display of the characters in the party much like that seen in the castle, and a list of options as shown in the picture below.



You can inspect any character by pressing his number, just like in the Tavern. In addition to the options available in the Castle, you will be able to CAST S)PELLS and U)SE ITEMS.

When inspecting a character, if you press S, you will be asked what spell you want to cast. You must enter the name of a spell that can be cast in camp *(see Spells and Items)* and that you know how to cast, and that you have a spell point left to use to cast it. Remember that for each level of power of spells for both magical and priestly spells, you are given a number of spells you can cast. Say you have five first-level, three second-level and one third-level priestly spells. If you know (have in your spell books) three first-, one second- and one third-level spell, that means that you can cast any of your three first-level spells five times, or two once and one three times, or any combination. You have the ability to cast any of your first-level spells five times. Since you know only one second-level spell you can throw only it, but you can do it three times, and you can cast your third-level spell one time.

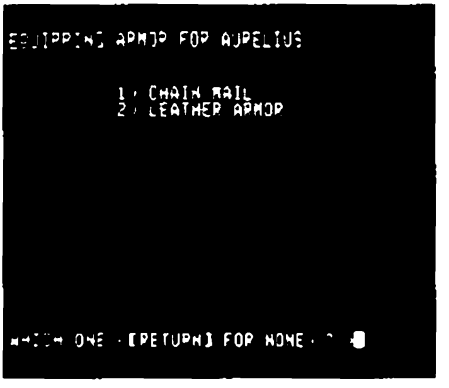


Note that it is possible to be able to throw spells of the second- or higher level, but not know any spells of that level!

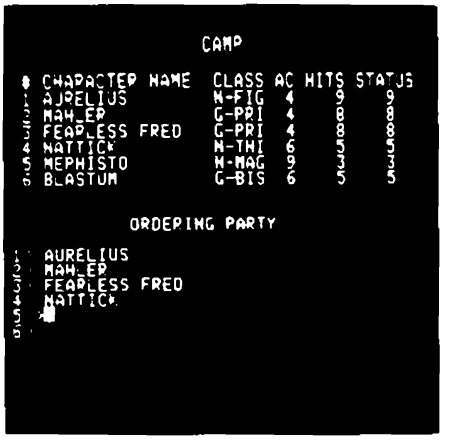
For many of the camp spells, especially curative spells, you will be asked who is to be the object of the spell. The characters and their numbers will be displayed and you press the number of the character who is to receive the spell.

Some magic items, such as scrolls or wands, can cast magic or priestly spells as well. By U)SING those items you can cast the spell at no cost to you. Again you may be asked who is to receive the spell. Also, there is a chance that the item will lose its magic powers. Scrolls are only good for one application, but a wand may last for 20 or 30!

The other options in the camp are **E)QUIP THE ENTIRE PARTY, R)E-ORDER THE PARTY, D)ISBAND,** and **L)EAVE THE CAMP**.



E)QUIP does the same as the equip that you can do in the inspect page, but it does it for everyone in the party. It is very handy the first time you go into the maze.



R)EORDER lets you select the order in which the players will march through the maze. When fighting monsters, only the first three characters can attack with weapons, and in turn be physically attacked by monsters. Thus, it is a good idea to have the weaker and less armored characters in the rear. You will be asked for the number of the character who is to go in the first position, then for the number of the character who is to go in the second position, and so on.

D)ISBANDING the party is useful if your party is totally lost or so weakened that you chances of getting to the castle are remote. Disbanding your party essentially leaves your characters in the maze waiting until a new party can rescue the disbanded members. The status of disbanded characters is similar to characters who have been slaughtered in the maze. The difference is that disbanded characters are still alive and retain all of their possessions. Additionally, there is no chance the monster will snack on them. Disbanded party members can be located using the KANDI spell and rescued when found by the I)nspect option. The I)nspect area option is described later on in the manual. Your disbanded characters will age by ½ a year as they have to wait around for someone to come to get them.

L)EAVE lets you break camp and go into the maze. This is where the real adventure begins.

WHAT IS DISPLAYED

Once in the maze, a Hi-Resolution graphics display is used. The information about your characters is at the bottom of the screen. In the top left corner is a 3D Hidden Surface display of where you are in the maze. To the right of it is information about which spells are active at the time, such as protection or light.

Above that is a short list of your option keys, and between the maze display and the status information is a blank area where messages may

appear. At some locations you will find special objects such as messages, pits, stairs, and so on. When you move onto one of those squares a message to that effect will appear. When you enter the maze from the city, you are at the bottom of a set of stairs.

Wizardry uses a 3D perspective plot of the maze as you would see it if you were actually there. You see the walls of the maze extending into the distance. By using a spell such as MILWA you can light up the maze so that you can see farther, and also see secret doors. On the following page are diagrams of what the Display page and 3D Maze display show you. In particular, try to get a good idea of the relationship between a top view (a map) and the 3D perspective view. Mapping is an essential part of Wizardry, and the use of the 3D display makes it more challenging and interesting.

MOTION COMMANDS

While moving around, your options are:

F—moves you forward a step in the direction you are facing

L—turns you left

R—turns you right

K—lets you kick through a door if it is right in front of you.

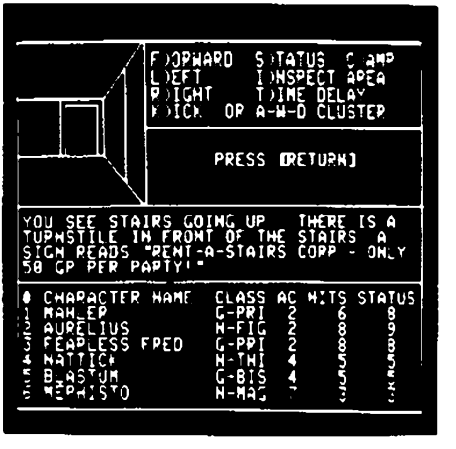
S—updates the Status area

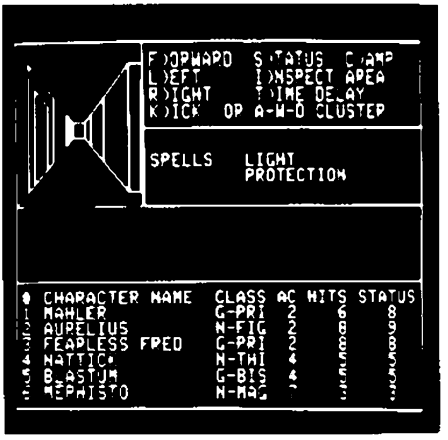
C—enters the Camp

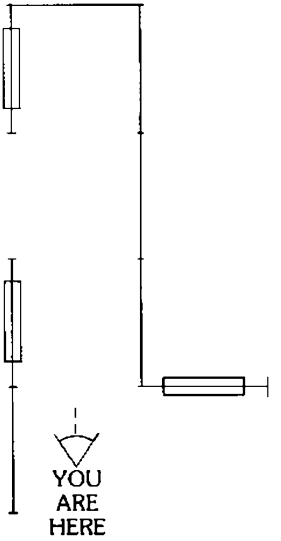
T—lets you change the display delay time. This is the time the game waits to let you see messages in combat. A delay of 1 lets messages flash with no delay. A delay of 5000 will leave them on the screen for about 5 seconds.

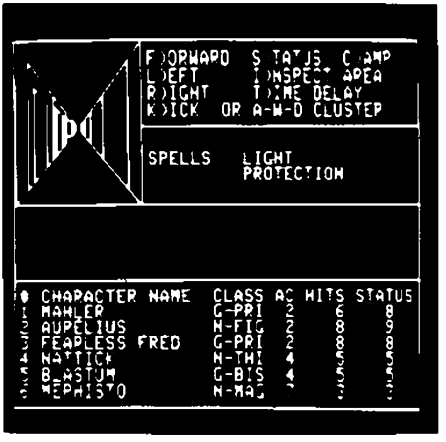
Q—lets you toggle quick plotting of the maze. See the LOMILWA spell description for more information.

I—lets you inspect the current area you are in for dead bodies. See page 28 for more details.




F)ORWARD S)TATUS C)AMP
L)EFT I)NSPECT AREA
R)IGHT T)IME DELAY
K)ICK OR A-W-D CLUSTER
SPELLS LIGHT
PROTECTION
CHARACTER NAME CLASS AC HITS STATUS
1 MAHLER G-PRI 2 6 8
2 AURELIUS N-FIG 2 8 9
3 FEARLESS FRED G-PRI 2 8 8
4 NATTICK N-THI 4 5 5
5 BLASTUM G-BIS 4 5 5
6 MEPHISTO N-MAG


YOU
ARE
HERE


F)ORWARD S)TATUS C)AMP
L)EFT I)NSPECT AREA
R)IGHT T)IME DELAY
K)ICK OR A-W-D CLUSTER
SPELLS LIGHT
PROTECTION
CHARACTER NAME CLASS AC HITS STATUS
1 MAHLER G-PRI 2 6 8
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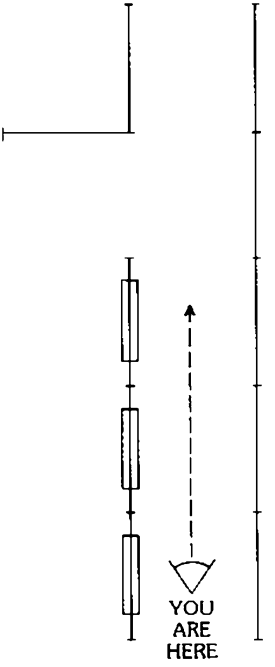
3 FEARLESS FRED G-PRI 2 8 8
4 NATTICK N-THI 4 5 5
5 BLASTUM G-BIS 4 5 5
6 MEPHISTO N-MAG


YOU
ARE
HERE

As an aid to quick movement, the W-A-D cluster of keys can be used in place of the F-L-R arrangement. If you place your left hand above the S key you will see that your middle three fingers fall onto the W-A-D cluster. To move in any direction, press with the finger that points to that direction. To turn left, press the leftmost finger. To turn right, press the rightmost finger. And to go forward, press the center, forward finger. With a little practice you will find this arrangement to be very handy and natural, as you can keep the fingers of your left hand on the keys at all times, and use a finger of the right hand to press K.

As you move through the maze you may find many interesting things, and messages and questions may appear. You may also encounter monsters, in which case combat may ensue.

It is a good idea to keep a map of the maze. This lets you get back to the exit. Also, be aware that there are secret doors which you rarely see, but you can get through by trying to Kick it. If there is a door where you Kick, you'll go through. Otherwise you will stub your toe!

As was mentioned on page 26, the I)nspect area option lets you search the maze for the bodies of slain adventurers. When an entire party is wiped out (no one makes it back to the castle, and the cemetery is displayed) the bodies may or may not be eaten by the monsters. The most likely consequence is that a body will be stripped of some gold and equipment and left where it fell. Remember, this does not apply to disbanded party members. They will never be stripped or eaten. The KANDI spell may be used to locate dead or disbanded adventurers.

When you I)nspect an area, a search is made for all characters in the same area as the party. A character is in the same area if you can get to it without going through a door. So, it must be in the same room or corridor as you are. If characters are found, they will be displayed with a number to the left. You can then press "P" to pick one up or "L" to leave. When you press "P", you will be asked for the number of the character to pick up. When a character is picked up he or she is added to the party, and so if the party is six strong, you cannot pick up any more party members.

Once back in the castle, the normal Temple donations can be used to obtain the correct spells for revival of dead characters.

A direct consequence of this is that any character you don't want any more because he died and is somewhere in the maze, has to be deleted via the Training Grounds. If you do not delete him, space will be wasted on disk and may not be available to others. Also, since dead characters are taken away from the party by the guards when the party returns to the castle, it is a good idea to strip them of items and gold before returning to the castle. If the character cannot be raised from the dead, and is dead forever, the Temple will sacrifice all he has to the gods, because he obviously did something to deserve not being restored!

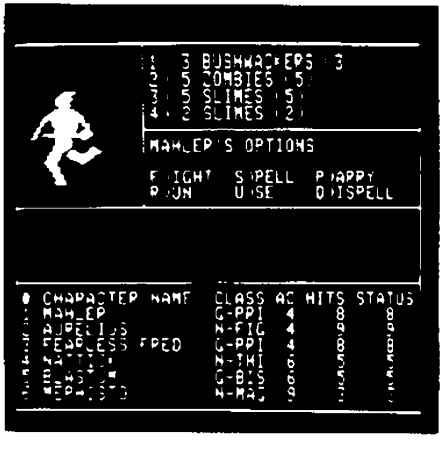
Combat

Without some sort of challenge, Wizardry would just be a game of mapping. And, after all, who gathers all the money in the maze together so that the characters can get it all in nice packages? That's right, it's the job of the hard working, and hopefully luckless, monsters. Thus, every so often your party will encounter monsters. They may be wandering around like you, or they may be inhabitants of a room that you have just entered. In any case, since monsters do not generally like the habits, morals, and taste in armor and weaponry of characters, and because they really do like the smell and taste of a good "leg of adventurer", it is likely that a fight will take place.

When you have encountered monsters, a message to that effect will appear. In a few seconds that will be replaced with the names of the monsters that are opposing you, as well as a full color picture.

For each GROUP of monsters, and there can be four of them, you will be told the group number of the monsters, how many there are, what they appear to be, and, in parentheses, how many are able to attack the party.

It is interesting to note that you do not always know exactly what the monsters are! Most of the time you will be told what they look like, and later on in the melee you will find out what they really are. There is a small chance that if your party is of GOOD alignment (no evils and at least one good character), the monsters you meet may be friendly and will invite you to pass. If not, combat will ensue. Combat consists of a series of rounds, during which each character and monster can do a single activity. First, the computer decides what the monsters are going to do. You may notice monsters moving forward in order to attack you. Monsters in group 1 are the closest to you, so



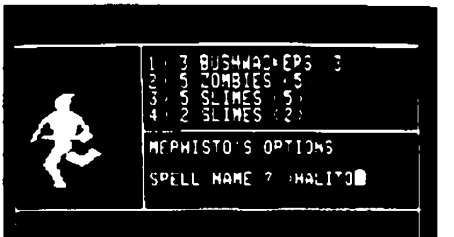
they have the best chance of being able to physically attack you, and physical attacks by characters have a better chance of hitting them. Spells can be cast without penalty by any monster in any group which has the ability to cast spells, thus spell casting monsters will generally hang back, where it is harder for your fighters to attack them. Similarly, the first 3 characters in your party automatically defend the second three (if any). This means that the second three cannot be attacked physically. It also means that they cannot physically attack monsters.

COMBAT OPTIONS

After the monsters have made their decisions, it is time for you to select the activities your characters will engage in. In the area where the active spells were displayed, a list of options will be presented for each character. Just as in other areas of Wizardry, options can be selected by pressing a single key. The options are:

F—Fight a monster. If more than one group of monsters oppose the party, you will have to press the number of the group you want to fight.

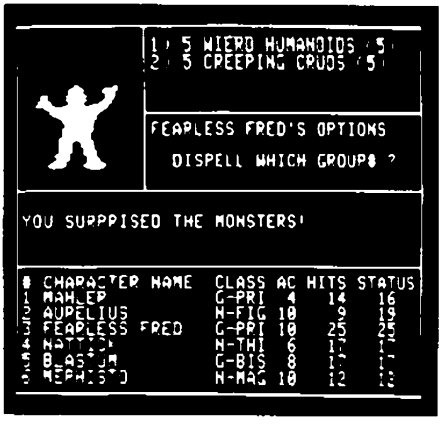
P—Parry. You use your weapon as a tool of defense. Makes you harder to hit.



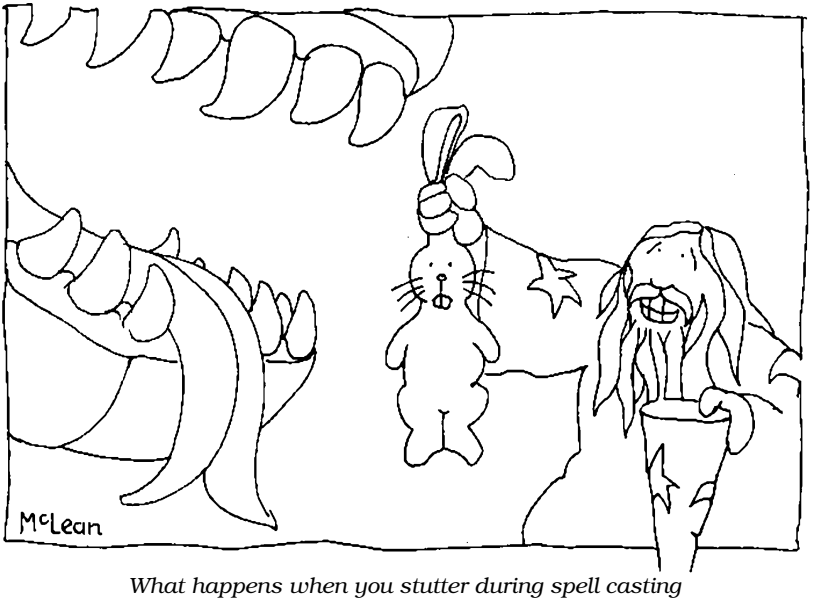
S—Spell. You enter the spell you wish to cast, and if you can cast it, you may be asked which group or person you wish to cast it on.

U—Use an item. A list of your items that can cast a spell are displayed and you can use an item by pressing the number of the desired item. Or you can press RETURN to try another option. You may be asked the further questions needed to direct the spell to the proper recipient.

R—Run! Using this option causes the entire party to try to run. There is a chance your party won't get away, which is dependent on depth in the maze, party size, etc. If you don't get away, the monsters may chase you through several rooms, so running can get you lost!



D—Dispell. This option is only available to Priests, and high level Bishops and Lords. It works only against the "Undead" (Zombies, Mummies, Skeletons, Wraiths, etc.), and causes some of them to disintegrate. The effectiveness of Dispell depends on how powerful the dispeller is and how resistant the dispellees are. Like Fight, you have to specify the group you are attempting to dispell.



What happens when you stutter during spell casting

If you make an error entering the activities you want your characters to perform, there are several ways you can make a correction. If the option requires more information, such as a group number, you can press RETURN to cancel the selection and make another. If, however, the computer is now asking for options for the next character, you can press "B" to go B)ack to the beginning and re-enter activities for all the characters.

After you have selected activities for all the characters, you will be given one last chance to change your mind. At this point, you can press RETURN to commence fighting out the round, or press "B" to go back and re-enter activities all over again.

When all this is done, the computer will mediate the combat. Actions as they occur will appear in the message area. It may be that your character will be killed or incapacitated before he has a chance to do what you wanted him to. At the end of the round the statuses are replotted. Dead or incapacitated characters are shifted to the back of the marching order. Monster groups totally destroyed will disappear and the other groups will shift up. (If you are fighting three groups and you kill off group 1, then the second and third group would shift up to become the first and second group.) Remember that the number after the monster name in parentheses is the number of live monsters that are active. For example:

7 BUSHWACKERS (4)

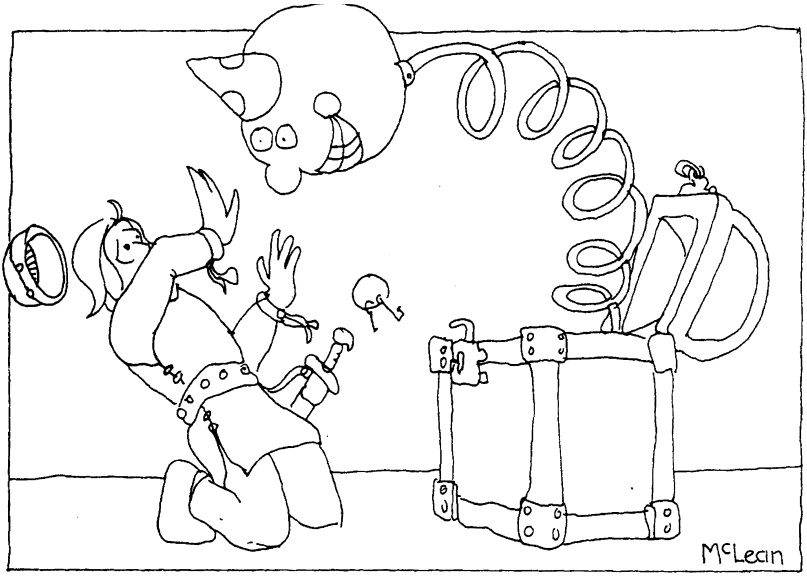
means there are seven live Bushwackers of which only four are able to fight. Perhaps you cast a Katino spell and three fell into a coma?

This entire process repeats itself until either all of the party is dead (in which case it is off to the cemetery as you have made a tasty snack for the monsters), or all the monsters are dead, in which case all the survivors get loot and experience.

A Reminder—Dead or Incapacitated characters are not left in the maze, but are automatically carried by surviving party members. Only when the entire party is slaughtered or disbanded are characters left in the maze. It is these unfortunates who can be searched for via the I)nspect area option and the Kandi spell.

The experience each character gets will be plotted where the monster names were listed, and the gold and items found, if any, will plot in the message area.

However, there may be one slight problem! The treasure may be in a chest, which you will have to open. And there may be some sort of trap in the chest. However, chests can hold a lot more loot.

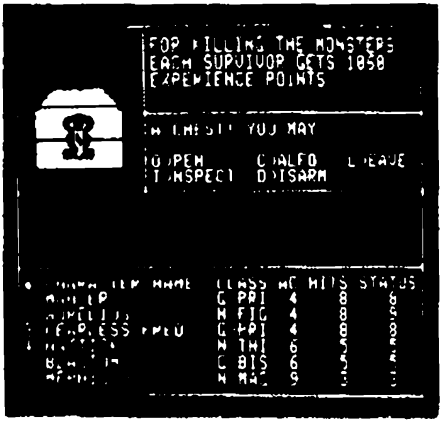


How not to open a chest

OPENING TREASURE CHESTS

If a treasure chest is found, you will have to try to open it. A chest will be displayed, and you will have the following options. Each will ask you who is doing the action, and you will have to enter the # of that person.

O—Open the chest. If you think the chest is not trapped, then just open it! But, if it is trapped, watch out!



I—Inspect the chest. There is a chance that inspecting the chest will set off the trap (if there is one), but the chance is much lower for Thieves. If you inspect, you will be told what you THINK the trap is. But it may not be that at all! Each person can inspect only once.

C—Calfo Spell. This spell is a priestly spell that determines the correct trap 95% of the time. Only a character who knows the Calfo spell, and has a spell point to cast it with, may use this spell.

D—Disarm the trap. You will have to enter what trap you think it is, and you had better not make any spelling mistakes. If you enter the wrong trap name, and the trap goes off, you may be in trouble.

L—Leave the chest alone. You don't get the loot but you don't set off any traps, either!

After the chest has been opened, the loot will be distributed. Gold will be evenly divided between surviving characters, and any items found will be distributed randomly. It is a good idea to leave one or two of your item slots open so that you get your fair share.

After the combat, it may be a good idea to **C)AMP** and cast a few restorative spells if anyone got hurt. Otherwise it's onward ever onward!

Tips for Beginners

—Balance your party. When first starting out, have a party of 2 fighters, a priest, a thief, and 2 mages. This is the strongest party you can make out of level 1 to 3 characters.

—Remember that "Discretion is the better part of Valor." A good motto for beginning adventurers might be "He who quits and runs away, lives to fight another day." It is inevitable that you will eventually meet a group of monsters tougher than you are. If party members start dropping right and left, run for it.

—Use your spell casters wisely. When fighting monsters, have them use "KATINO" to knock out the opposition so that you can slit their throats. Of course, this may not work against some monsters, and these you should run from until you are more powerful.

—If anyone gets hurt, or if you use any spells, get out of the maze as fast as you can and recuperate. The best way to build up character is to dash into the maze, fight one encounter and run out again.

—Make accurate maps, and check them constantly. Be wary of nasty tricks designed to create inaccurate maps. Maps are especially useful if you are running away from monsters a lot.

Magic

The acquisition and use of magic items is of paramount importance to the successful adventurer. A good magic item can be worth any price in certain situations.

Magic items range from one-use potions and scrolls to some of the most powerful artifacts known. Some are available in the Trading Post, but most of the really important ones can only be found in the depths of the maze, usually guarded by fearsome monsters.

Magic items may do many things. Generally they will do one or more of the following:

—Cast a spell
—Alter armor class
—Alter fighting ability
—Protect against certain monsters
—Work better against certain monsters
—Give the user special abilities
—Be usable only by certain characters

There are some magic items that will do other things. These capabilities will only come to light when they are used.

When magic items are first found in the maze, their true nature is not known. Only Bishops or the Trading Post can identify them. Even so, some items may have hidden attributes. Some items are Cursed. When you have a cursed item in your possession and you equip, you will be forced to use it! This usually has detrimental consequences, especially when your sword decides not to fight anymore!

When a Bishop inspects an item, he takes a chance that he will touch it. If this happens he is forced to equip, and if it is cursed, too bad.

While some items can cast spells, most spell casting is done by Mages, Priests and the like. There are 50 spells, divided into Mage and Priest categories. Each category is further divided into seven levels of power. The higher the level of the spell, the more potent it it. Each spell has a "power word" required to cast it, and when asked what spell is to be cast, this word must be entered. Following is a complete description of all the spells. For each spell, the name, translation, level, type of spell and area of effect are given. The type of spell refers to when the spell can be cast (Combat, Camp, or anytime).

Priest Spells

LEVEL 1 PRIEST SPELLS

Spell Name : **KALKI**
Translation : BLESSINGS
Spell Level : 1
Spell Type : COMBAT
Area of Effect : THE PARTY

KALKI reduces the AC of all party members by one, and thus makes them harder to hit.

Spell Name : **DIOS**
Translation : HEAL
Spell Level : 1
Spell Type : ANY TIME
Area of Effect : 1 PERSON

DIOS restores from one to eight hit points of damage from a party member. It will not bring dead back to life.

Spell Name : **BADIOS**
Translation : HARM
Spell Level : 1
Spell Type : COMBAT
Area of Effect : 1 MONSTER

BADIOS causes one to eight hit points of damage to a monster, and may kill it. It is the reverse of DIOS. Note the BA prefix which means “not”.

Spell Name : **MILWA**
Translation : LIGHT
Spell Level : 1
Spell Type : ANY TIME
Area of Effect : ENTIRE PARTY

MILWA causes a softly glowing light to follow the party, allowing them to see further into the maze, and also revealing all secret doors. See also LOMILWA. This spell lasts only a short while.

Spell Name : **PORFIC**
Translation : SHIELD
Spell Level : 1
Spell Type : COMBAT
Area of Effect : CASTER

PORFIC lowers the AC of the caster considerably. The effects last for the duration of combat.

LEVEL 2 PRIEST SPELLS

Spell Name : **MATU**
Translation : BLESSING & ZEAL (? translation uncertain)
Spell Level : 2
Spell Type : COMBAT
Area of Effect : ENTIRE PARTY

MATU has the same effects as KALKI, but at double the strength.

Spell Name : **CALFO**
Translation : X-RAY VISION
Spell Level : 2
Spell Type : LOOTING
Area of Effect : CASTER

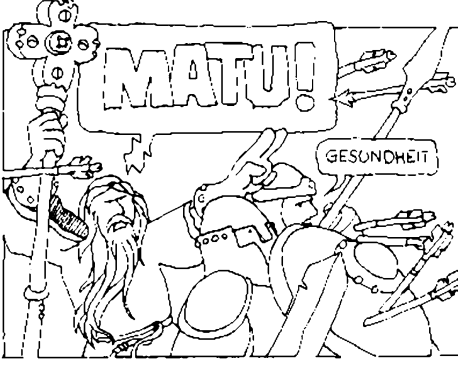
CALFO allows the caster to determine the exact nature of a trap on a chest 95% of the time.

Spell Name : **MANIFO**
Translation : STATUE
Spell Level : 2
Spell Type : COMBAT
Area of Effect : 1 GROUP OF MONSTERS

MANIFO causes some of the monsters in a group to become stiff as statues for one or more melee rounds. The chance of success, and the duration of the effects, depend on the power of the target monsters.

Spell Name : **MONTINO**
Translation : STILL AIR
Spell Level : 2
Spell Type : COMBAT
Area of Effect : 1 GROUP OF MONSTERS

MONTINO causes the air around a group of monsters to stop transmitting sound. Like MANIFO, only some of the monsters will be affected, and for varying lengths of time. Monsters and Party members under the influence of this spell cannot cast spells, as they cannot utter the spell words!



LEVEL 3 PRIEST SPELLS

Spell Name : **LOMILWA**
Translation : MORE LIGHT
Spell Level : 3
Spell Type : ANY TIME
Area of Effect : ENTIRE PARTY

LOMILWA is a MILWA spell with a much longer life span. Note that when this spell, or MILWA are active, the Q option while moving through the maze is active. If Q)UICK PLOTTING is on, only the square you are in, and the next two squares, will plot. Normally, you might see five or six squares ahead with LOMILWA on. Quick Plotting lets you move fast through known areas. Note that it will be turned off when you enter camp or combat mode.

Spell Name : **DIALKO**
Translation : SOFTNESS/SUPPLE (? exact translation difficult)
Spell Level : 3
Spell Type : ANY TIME
Area of Effect : 1 PERSON

DIALKO cures paralysis, and removes the effects of MANIFO and KATINO from one member of the party.

Spell Name : **LATUMAPIC**
Translation : IDENTIFICATION
Spell Level : 3
Spell Type : COMBAT
Area of Effect : ENTIRE PARTY

LATUMAPIC makes it readily apparent exactly what the opposing monsters really area.

Spell Name : **BAMATU**
Translation : PRAYER
Spell Level : 3
Spell Type : COMBAT
Area of Effect : ENTIRE PARTY

BAMATU has the effects of MATU at twice the effectiveness.

LEVEL 4 PRIEST SPELLS

Spell Name : **DIAL**
Translation : HEAL (MORE)
Spell Level : 4
Spell Type : ANY TIME
Area of Effect : 1 PERSON

DIAL restores two to 16 hit points of damage, and is similar to DIOS.

Spell Name : **BADIAL**
Translation : HURT (MORE)
Spell Level : 4
Spell Type : COMBAT
Area of Effect : 1 MONSTER

BADIAL causes two to 16 hit points of damage in the same way as BADIOS.

Spell Name : **LATUMOFIS**
Translation : CURE POISON
Spell Level : 4
Spell Type : ANY TIME
Area of Effect : 1 PERSON

LATUMOFIS makes a poisoned person whole and fit again. Note that poison causes a person to lose hit points steadily during movement and combat.

Spell Name : **MAPORFIC**
Translation : SHIELD (BIG)
Spell Level : 4
Spell Type : ANY TIME
Area of Effect : ENTIRE PARTY

MAPORFIC is an improved PORFIC, with effects that last for the entire expedition.

LEVEL 5 PRIEST SPELLS

Spell Name : **DIALMA**
Translation : HEAL (GREATLY)
Spell Level : 5
Spell Type : ANY TIME
Area of Effect : 1 PERSON

DIALMA restores three to 24 hit points.

Spell Name : **BADIALMA**
Translation : HURT (GREATLY)
Spell Level : 5
Spell Type : COMBAT
Area of Effect : 1 MONSTER

BADIALMA causes three to 24 hit points of damage.

Spell Name : **LITOKAN**
Translation : FLAME TOWER
Spell Level : 5
Spell Type : COMBAT
Area of Effect : 1 GROUP

LITOKAN causes a pillar of flame to strike a group of monsters, doing three to 24 hits of damage to each. However, as with many spells that effect entire groups, there is a chance that individual monsters will be able to avoid or minimize its effects. And some monsters will be resistant to it.

Spell Name : **KANDI**
Translation : LOCATION
Spell Level : 5
Spell Type : CAMP
Area of Effect : 1 PERSON

KANDI allows the user to locate characters in the maze. It tells on which level, and in which rough area the dead one can be found.

Spell Name : **DI**
Translation : LIFE
Spell Level : 5
Spell Type : CAMP
Area of Effect : 1 PERSON

DI causes a dead person to be resurrected. However, the renewed character has but one hit point. Also, this spell is not as effective or as safe as using the Temple.

Spell Name : **BADI**
Translation : DEATH
Spell Level : 5
Spell Type : COMBAT
Area of Effect : 1 MONSTER

BADI gives the affected monster a coronary attack. It may or may not cause death to occur.

LEVEL 6 PRIEST SPELLS

Spell Name : **LORTO**
Translation : BLADES
Spell Level : 6
Spell Type : COMBAT
Area of Effect : 1 GROUP

LORTO causes sharp blades to slice through a group, causing six to 36 points of damage.

Spell Name : **MADI**
Translation : HEALING
Spell Level : 6
Spell Type : ANY TIME
Area of Effect : 1 PERSON

MADI causes all hit points to be restored and cures any condition but death.

Spell Name : **MABADI**
Translation : HARM (INCREDIBLY)
Spell Level : 6
Spell Type : COMBAT
Area of Effect : 1 MONSTER

MABADI causes all but one to eight hit points to be removed from the target.

Spell Name : **LOKTOFEIT**
Translation : RECALL
Spell Level : 6
Spell Type : COMBAT
Area of Effect : ENTIRE PARTY

LOKTOFEIT causes all party members to be teleported back to the castle, minus all their equipment and most of their gold. There is also a good chance this spell will not function.

LEVEL 7 PRIEST SPELLS

Spell Name : **MALIKTO**
Translation : THE WORD OF DEATH
Spell Level : 7
Spell Type : COMBAT
Area of Effect : ALL MONSTERS

MALIKTO causes 12 to 72 hit points of damage to all monsters. None can escape or minimize its effects.

Spell Name : **KADORTO**
Translation : RESURRECTION
Spell Level : 7
Spell Type : ANY TIME
Area of Effect : 1 PERSON

KADORTO restores the dead to life as does DI, but also restores all hit points. However, it has the same drawbacks as the DI spell. KADORTO can be used to resurrect people even if they are ashes!

Mage Spells

LEVEL 1 MAGE SPELLS

Spell Name : **HALITO**
Translation : LITTLE FIRE
Spell Level : 1
Spell Type : COMBAT
Area of Effect : 1 MONSTER

HALITO causes a flame ball the size of a baseball to hit a monster doing from one to eight hit points of damage.

Spell Name : **MOGREF**
Translation : BODY IRON
Spell Level : 1
Spell Type : COMBAT
Area of Effect : CASTER

MOGREF reduces the casters AC by two. The effect lasts the entire encounter.

Spell Name : **KATINO**
Translation : BAD AIR
Spell Level : 1
Spell Type : COMBAT
Area of Effect : 1 GROUP

KATINO causes most of the monsters in a group to fall asleep. KATINO only affects normal animal or humanoid monsters. The chance of the spell affecting an individual monster, and the duration of the effect is inversely proportional to the power of the monster. While asleep, monsters are easier to hit and successful strikes do double damage!

Spell Name : **DUMAPIC**
Translation : CLARITY (? difficult to translate)
Spell Level : 1
Spell Type : CAMP
Area of Effect : NOT APPLICABLE

DUMAPIC informs you of the party's exact displacement from the stairs to the castle, vertically, and North and East, and also tells you what direction you are facing.

LEVEL 2 MAGE SPELLS

Spell Name : **DILTO**
Translation : DARKNESS
Spell Level : 2
Spell Type : COMBAT
Area of Effect : 1 MONSTER GROUP

DILTO causes one group of monsters to be enveloped in darkness, which reduces their ability to defend against your attacks.

Spell Name : **SOPIC**
Translation : GLASS
Spell Level : 2
Spell Type : COMBAT
Area of Effect : CASTER

SOPIC causes the caster to become transparent. This means that he is harder to see, and thus his AC is reduced by four.

LEVEL 3 MAGE SPELLS

Spell Name : **MAHALITO**
Translation : BIG FIRE
Spell Level : 3
Spell Type : COMBAT
Area of Effect : 1 MONSTER GROUP

MAHALITO causes a firey explosion in a monster group, doing four to 24 hit points of damage. As with other similar spells, monsters may be able to minimize the damage done.

Spell Name : **MOLITO**
Translation : SPARK STORM
Spell Level : 3
Spell Type : COMBAT
Area of Effect : 1 MONSTER GROUP

MOLITO causes sparks to fly out and damage about half of the monsters in a group. Three to 18 hit points of damage are done with no chance of avoiding the sparks.

LEVEL 4 MAGE SPELLS

Spell Name : **MORLIS**
Translation : FEAR
Spell Level : 4
Spell Type : COMBAT
Area of Effect : 1 MONSTER GROUP

MORLIS causes one group of monsters to fear the party greatly. The effects are the same as s double strength DILTO spell.

Spell Name : **DALTO**
Translation : BLIZZARD BLAST
Spell Level : 4
Spell Type : COMBAT
Area of Effect : 1 MONSTER GROUP

DALTO is similar to MAHALITO except that cold replaces flames. Also, six to 36 hit points of damage are done.

Spell Name : **LAHALITO**
Translation : FLAME STORM
Spell Level : 4
Spell Type : COMBAT
Area of Effect : 1 MONSTER GROUP

LAHALITO is an improved MAHALITO, doing the same damage as DALTO.

LEVEL 5 MAGE SPELLS

Spell Name : **MAMORLIS**
Translation : TERROR
Spell Level : 5
Spell Type : COMBAT
Area of Effect : ALL MONSTERS

MAMORLIS is similar to MORLIS, except that all monster groups are affected.

Spell Name : **MAKANITO**
Translation : DEADLY AIR
Spell Level : 5
Spell Type : COMBAT
Area of Effect : ALL MONSTERS

Any monsters of less than eighth level (i.e., about 35-40 hit points) are killed by this spell outright.

Spell Name : **MADALTO**
Translation : FROST
Spell Level : 5
Spell Type : COMBAT
Area of Effect : 1 MONSTER GROUP

An improved DALTO causing eight to 64 hit points of damage.

LEVEL 6 MAGE SPELLS

Spell Name : **LAKANITO**
Translation : SUFFOCATION
Spell Level : 6
Spell Type : COMBAT
Area of Effect : 1 MONSTER GROUP

All monsters in the group affected by this spell die. Of course, there is a chance that some of the monsters will not be affected.

Spell Name : **ZILWAN**
Translation : DISPELL
Spell Level : 6
Spell Type : COMBAT
Area of Effect : 1 MONSTER

This spell will destroy any one monster that is of the Undead variety.

Spell Name : **MASOPIC**
Translation : BIG GLASS
Spell Level : 6
Spell Type : COMBAT
Area of Effect : ENTIRE PARTY

This spell duplicates the effects of SOPIC for the entire party.

Spell Name : **HAMAN**
Translation : CHANGE
Spell Level : 6
Spell Type : COMBAT
Area of Effect : VARIABLE

This spell is indeed terrible, and may backfire on the caster. First, to even cast it, you must be of the thirteenth level or higher, and casting it will cost you one level of experience. The effects of HAMAN are random, and usually help the party.

LEVEL 7 MAGE SPELLS

Spell Name : **MALOR**
Translation : APPORT
Spell Level : 7
Spell Type : COMBAT and CAMP
Area of Effect : ENTIRE PARTY

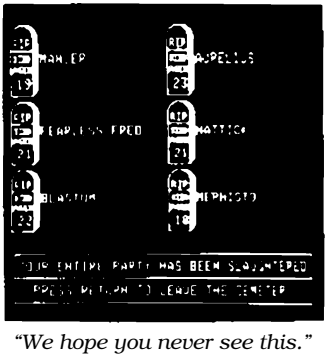
This spell's effects depend on the situation the party is in when it is cast. Basically, MALOR will teleport the entire party from one location to another. When used in melee, the teleport is RANDOM, but when used in camp, where there is more chance for concentration, it can be used to move the party anywhere in the maze. Be warned, however, that if you teleport outside of the maze, or into an area that is solid rock, you will all be lost forever, so this spell is to be used with the greatest of care. Combat use of MALOR will never put you outside of the maze, but it may move you deeper in, so it should be used only in panic situations.

Spell Name : **MAHAMAN**
Translation : GREAT CHANGE
Spell Level : 7
Spell Type : COMBAT
Area of Effect : ENTIRE PARTY

The same restrictions and qualifications apply to this spell as do to HAMAN. However, the effects are even greater. Generally these spells are only used when there is no other hope for survival.

Spell Name : **TILTOWAIT**
Translation : (untranslatable)
Spell Level : 7
Spell Type : COMBAT
Area of Effect : ALL MONSTERS

The effect of this spell can be described as similar to that of a nuclear fusion explosion. Luckily the party is shielded from its effects. Unluckily (for them) the monsters are not. This spell will do from 10-100 hit points of damage.



"We hope you never see this."

TROUBLE SHOOTING

If you have a problem with your Wizardry, please consult the following list of symptoms. If you find your problem in this list, please follow the associated instructions to fix the problem. If you don't find your symptom, please give us a call.

1) *Does not boot even to the point of getting the screen full of inverted @s.*
Solution: Check disk on another machine. If it works, the problem is in the drive hardware. If not, return the disk for replacement.

2) *Boots, does a lot of disk IO, then fails before getting to title page.*
Solution: Your disk speed may be off. Get your disks cleaned and adjusted by your dealer. If you still have problems, call us.

3) *Program boots, no picture.*
Solution: If you have an 80 column board, then the board is trapping the video out. Disconnect the board.

4) *Program hangs after leaving title page.*
Solution: Call us.

5) *Program hangs after "S)tart game" or "Insert master scenario, press [RET]" prompts.*
Solution: See solution #2.

6) *Garbaged characters in roster.*
Solution: If you have garbaged characters on an additional scenario disk and you have a backup, M)ake another scenario disk and B)ackup T)o the new disk. If you do not have a backup, M)ake a scenario disk and T)ransfer characters that seem okay to the new disk.
If you have garbaged your master disk you should return it for recovery or you may try to fix the disk as described below.

7) *Other bad disk problems. If you have a disk with bad sectors, either return it for replacement or try the following to fix it.*
(A) Locate the bad sectors with a disk utility program.
(B) Reformat the bad sectors or bad tracks. Several popular disk utilities can do this.
(C) Using another Wizardry disk, U)pdate the fixed disk.
(D) If needed, follow instructions in #6 to recover characters.
Please remember, if you have any questions, feel free to give us a call. We are here to help!

PASSWORD NOTICE

When creating a password for your character, please write it down on a piece of paper and keep it in a safe place. If you lose or forget your passwords, send your Master Wizardry disk back to Sir-tech Software for password deletion. Please include $15.00 per disk with your shipment for service charges. Sir-tech Software will not be held liable or responsible for loss of Wizardry characters during password deletion. We suggest not using passwords unless it is absolutely necessary. Just press return when you are asked for a password.

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