

Wizardry®



KNIGHT OF DIAMONDS

THE SECOND SCENARIO

Copyright © 1982 by Andrew Greenberg, Inc.
and Robert Woodhead, Inc.
All Rights Reserved

SIR-TECH
SOFTWARE INC.

REQUIRES CHARACTERS
DEVELOPED IN
PROVING GROUNDS OF
THE MAD OVERLORD

KNIGHT OF DIAMONDS

The Second Scenario

Considered by Omni Magazine to be
One of the "Ten Best Computer Games
of 1983."


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

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

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

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

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

	1) 2 PRIESTS (2) 2) 2 CHAMP SAMURAI (2)				
	ARAK THUNDERSON'S OPTIONS				
FIGHT		SPELL	PARRY		
RUN		USE			
#	CHARACTER NAME	CLASS	AC	HITS	STATUS
1	ARAK THUNDERSON	C-G-TC	11	100	+
2	LORD KING BROLO	C-G-LDR	11	100	+
3	AURELIUS	C-G-PR	11	100	+
4	QUICKFINGERS	C-G-TH	11	100	+
5	LOUITAR	C-G-BIS	11	100	+
6	MYSTIC MOGAR	C-G-MAG	11	100	+

Leaders in Computer Fantasy Role-Playing

Works on Apple II Series 48K \$34.95
Requires PROVING GROUNDS OF
THE MAD OVERLORD to Play
Also available in French and German