PROVING GROUNDS OF THE MAD OVERLORD
The First Scenario

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

*T*his is it – the most popular game of all time for the personal computer: PROVING GROUNDS OF THE MAD OVERLORD, the classic first scenario of **Wizardry.**
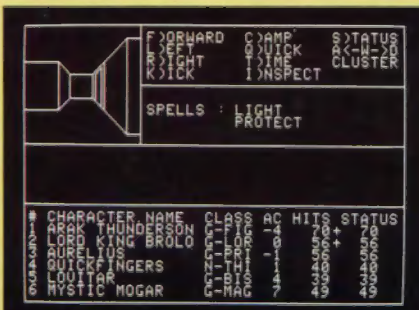
PROVING GROUNDS is the essence of fantasy role-playing. Your job is to create and assemble a diverse crew of adventurers to retrieve the amulet. Then send them down into the fascinating 10-level maze filled with tricks and traps, dozens of unusual subplots and strange one of-a-kind surprises. You'll find magic items, clues and treasures to help you on your way. But be prepared to battle hordes of monsters intent on devouring your adventurers and ruining your plans.

As your heroes survive encounters in the maze, they'll become richer, stronger and gain new powers. And as you continue adventuring with them, your characters will acquire added levels of dimension and depth.
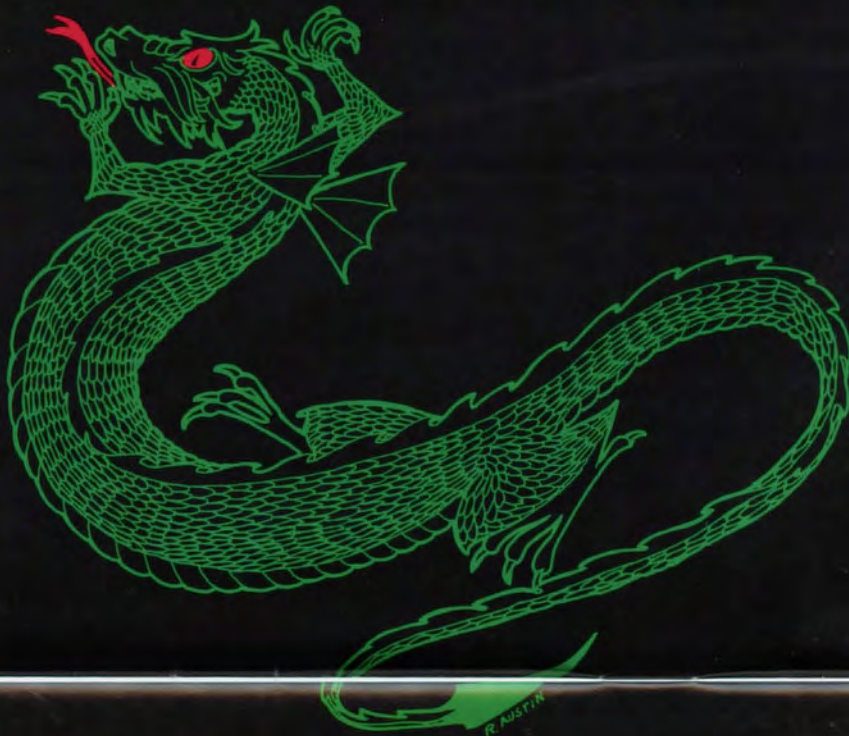
They'll have to. Going down into the maze is no picnic. You'll need every resource you've got and a good knowledge of your characters' strengths and weaknesses. Brave heroes you've commanded can go on to other **Wizardry** scenarios.

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

Picture of screen produced on Apple II

Wizardry ®

PROVING GROUNDS OF THE MAD OVERLORD
A Fantasy Role-Playing Simulation

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Leaders in Computer Fantasy Role-Playing

Works on the :
Apple II Series	48K	$49.95
IBM PC and PCjr	64K	$59.95
Apple Macintosh	128K	$59.95

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