

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

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

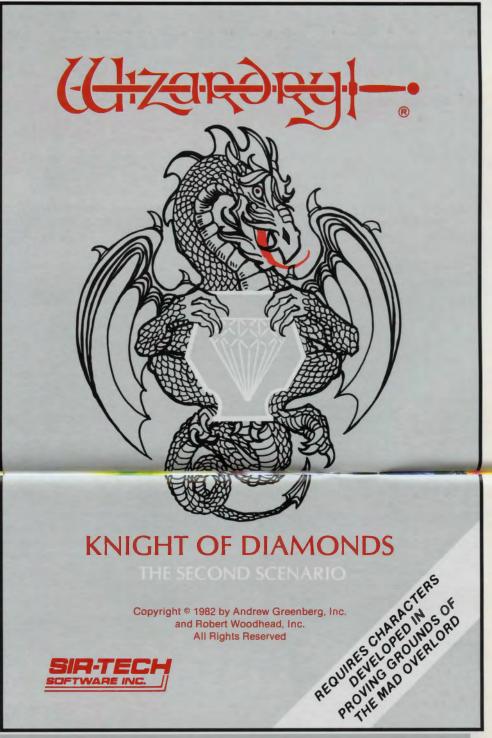
KNIGHT OF DIAMONDS is intricate. It maintains the grand scale and plot-line consistency of PROVING GROUNDS OF THE MAD OVERLORD while offering a wealth of new challenges, puzzles and encounters that will test your skills and further develop the powers of your favorite **Wizardry** characters.

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 ingenius six-tiered maze, find the fabled staff of Gnilda and become the Knight of Diamonds.

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

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





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