

LEGACY OF LLYLGAMYN

Company: Sir-Tech Software, Inc.

Suggested Retail: \$39.95

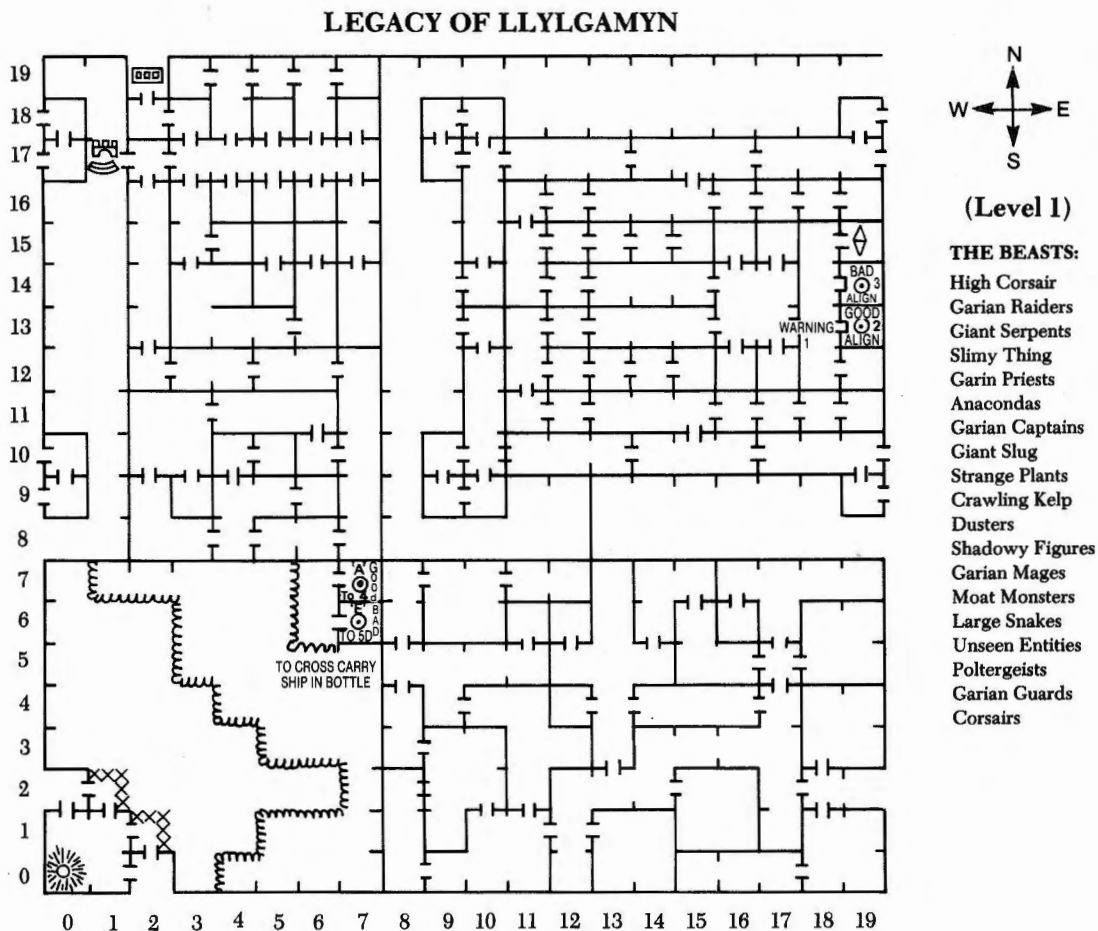
Type: A Hi-Res fantasy.

Description:

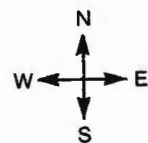
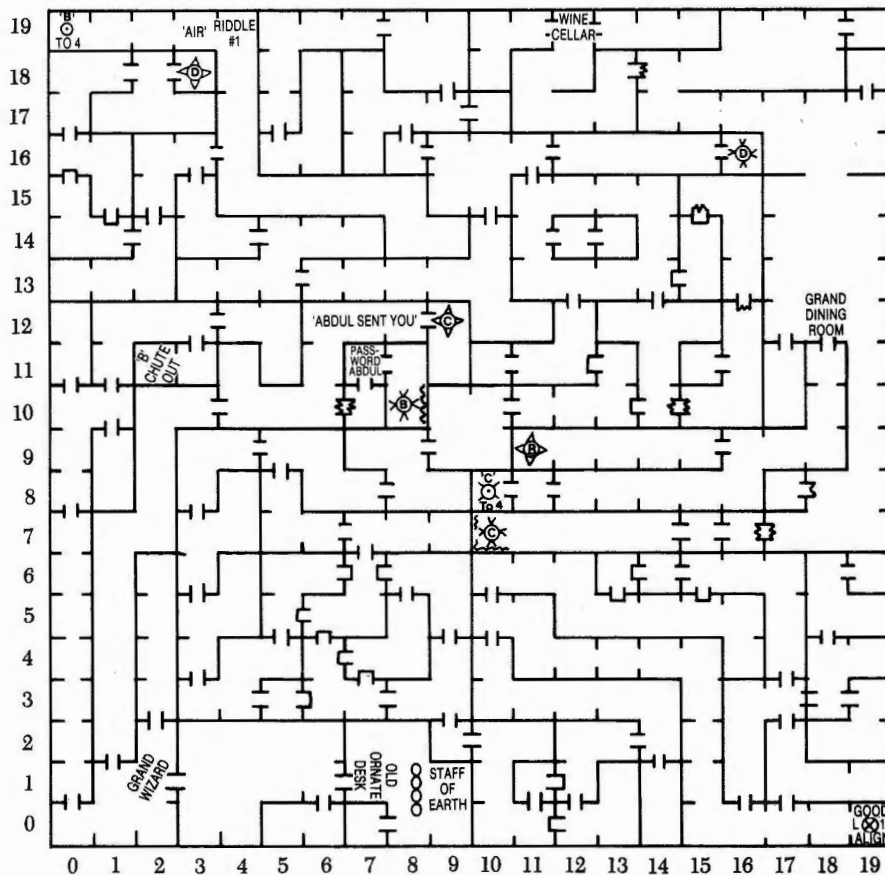
Third in the *Wizardry* series, and another map-maker's delight with six additional levels. Evil times have again befallen the kingdom and famed warriors, such as yourself, are called on to find the mystical orb hidden deep within a dragon's mountain lair. The orb possesses the power to reveal the source of danger, and therein lies the hope of the world. The graphics look better than ever, and those of the introduction are nifty indeed. A few more puzzles appear in *Llylgamyn* than did before, mostly in the form of not-too-difficult riddles.

Playability:

You need the basic *Wizardry* disk in order to create characters, who must then undergo the Rite of Passage Ceremony. Then you can enjoy the fine graphics. If you've played prior games with a single alignment, you'll need to change your thinking as both "good" and "evil" parties of characters are required for success. There's still no way to save the game in the bowels of the dungeon.



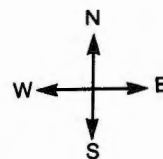
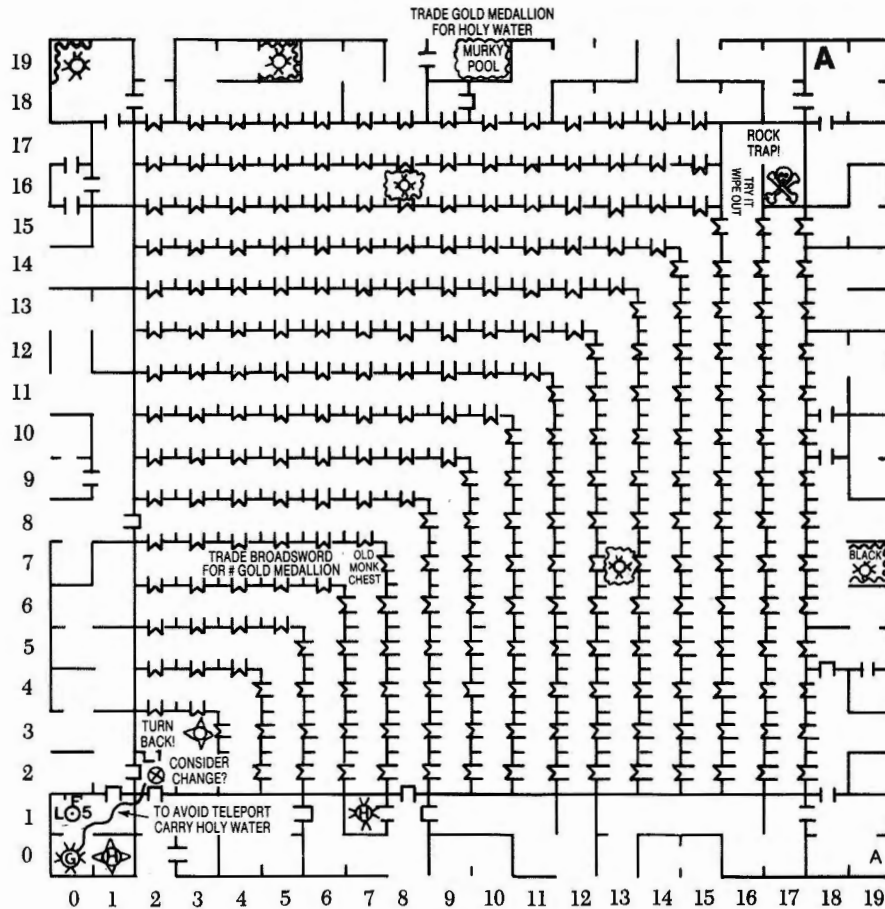
LEGACY OF LLYLGAMYN



(Level 2) GOOD ALIGNMENT

THE BEASTS:

Komodo Dragons
Looters
Pole
Friars
Dark Steed
Were Vulture
Men in Black
Harpies
Strangler Vines
Men in Leather
Goblins
Hobgoblins
Strange Animal
Banshees
Ashers
Ninja
Witch
Women in Robes
Men in Arms
Vultures
Strange Birds
Shadowy Figures
Mummies
Caunt Figures
Ronin
Men in Armor

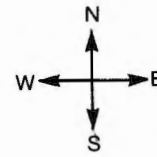
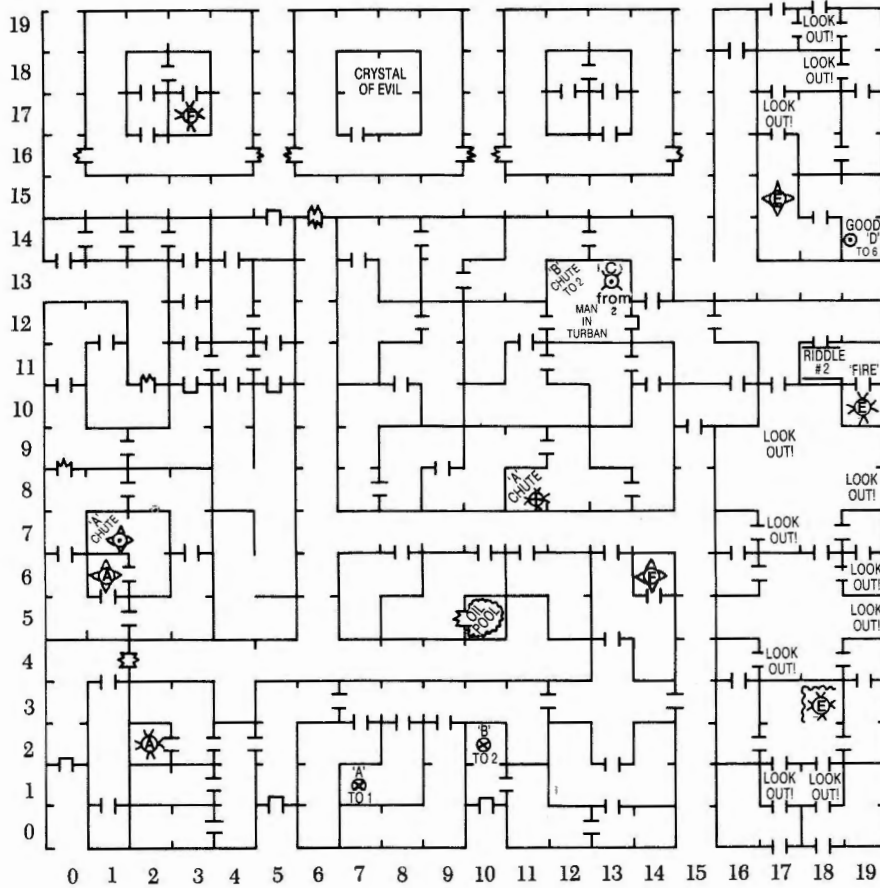


(Level 3) EVIL ALIGNMENT

THE BEASTS

Ronin
Dusters
Ashers
Bengal Tigers
Mummies
Leprechaun
Were Vultures
Witches
Pixies
Men at Arms

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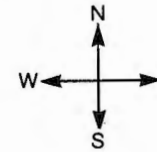
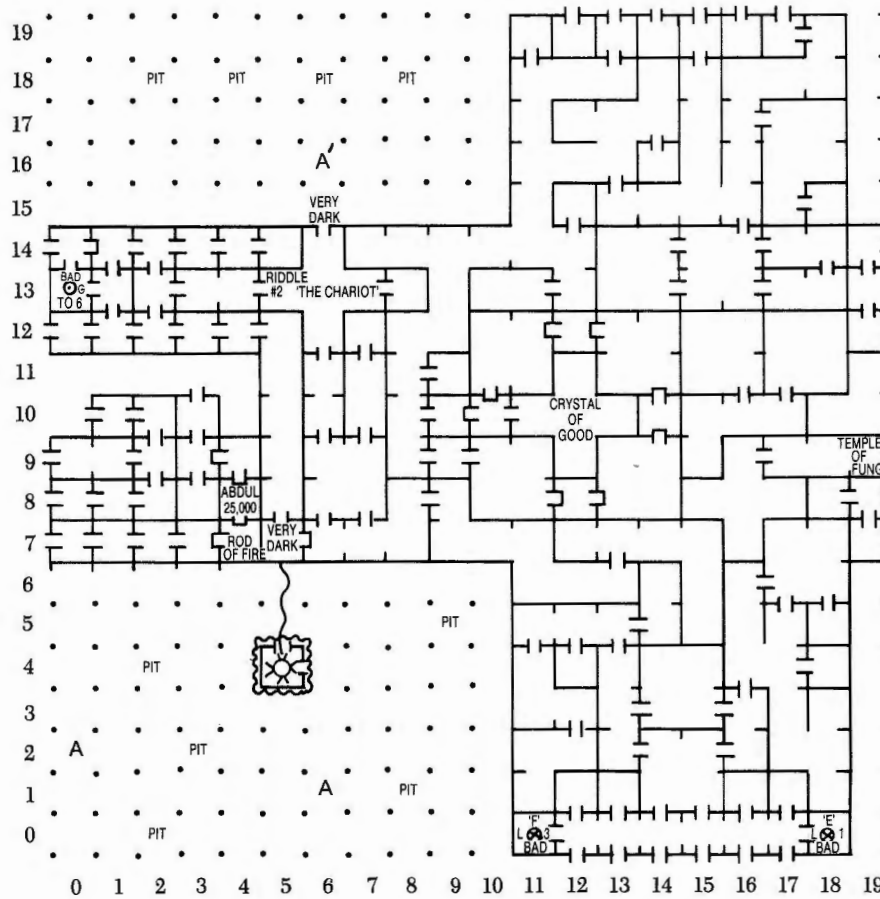
(Level 4)

GOOD ALIGNMENT

THE BEASTS

Wights
Ronin
Necromancers
Delf's Minions
Delf
Friars
Master Ninja
2-Headed Snakes
Romodo Dragons
Dark Steed
Dark Rider
Banshees
Men at Arms
Giant Ants
Goblin Princes
Dwarf Fighters
Strangler Vines
Goblins
Hobgoblins
Goblin Shamans
Cockatrice
Acolytes

Were Tiger
Bengal Tigers
Strange Animals
Burglars
Giant Leech
Slimy Thing



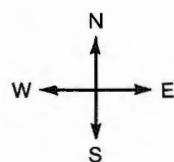
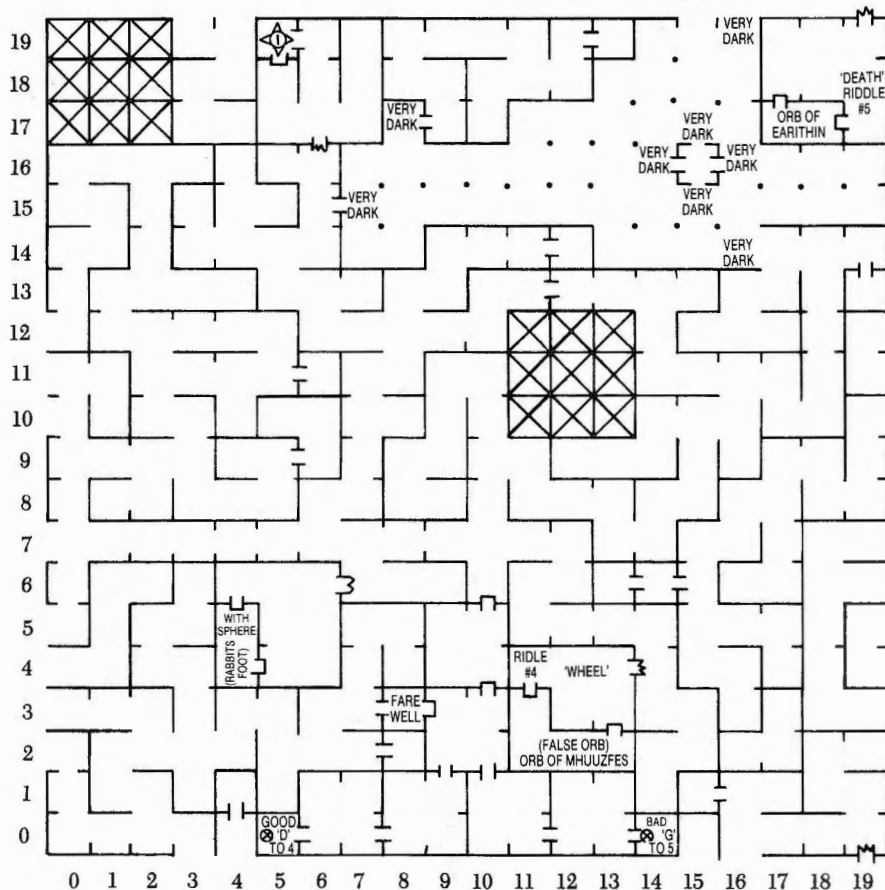
(Level 5)

EVIL ALIGNMENT

THE BEASTS

Unicorn
Giant Leech
Samuria
Bengal Tigers
Were Tigers
Tien Lung
Priests of Fung
Komodo Dragons
Fairies
Wights
Angels
Vultures
Giant Ants
Strangler Vines
Roc
Unicorn
Seraph
Crusaders
Crusader Lords
Dwarf Fighters
Acolytes

LEGACY OF LLYLGAMYN



(Level 6)

THE BEASTS

Unicorn
Seraph
Archangel
Burglars
Wights
Ghosts
Nifune
Gnome Priests
Anacondas
2-Headed Snakes
Hydra
Giant Gorillas
Doppelgangers
L'Kbreth
Men at Arms
Dwarf Fighters
Berserkers
Elven Mages
Xeno

SYMBOLS

XXX BEACH

WATER'S EDGE

BARRACKS

FORTRESS/MOAT

TELEPORT TO CASTLE

STAIRS UP

STAIRS DOWN

ONE WAY DOOR

ONE WAY STAIR

TELEPORT (OUT)

TELEPORT (IN)

INVISIBLE ONE WAY WALL

ONE WAY STAIR - CAN'T RETURN

TELEPORT TO LEVEL 1
0 NORTH, 0 EAST STAIRS

TO CASTLE
TO ROCK

ILLUSION

A ABDUL'S ETHEREAL TAXI
SERVICE - 2500 GP ONEWAY (Level 3)

A' ABDUL'S ETHEREAL TAXI
SERVICE—5000 G.P. (Level 5)