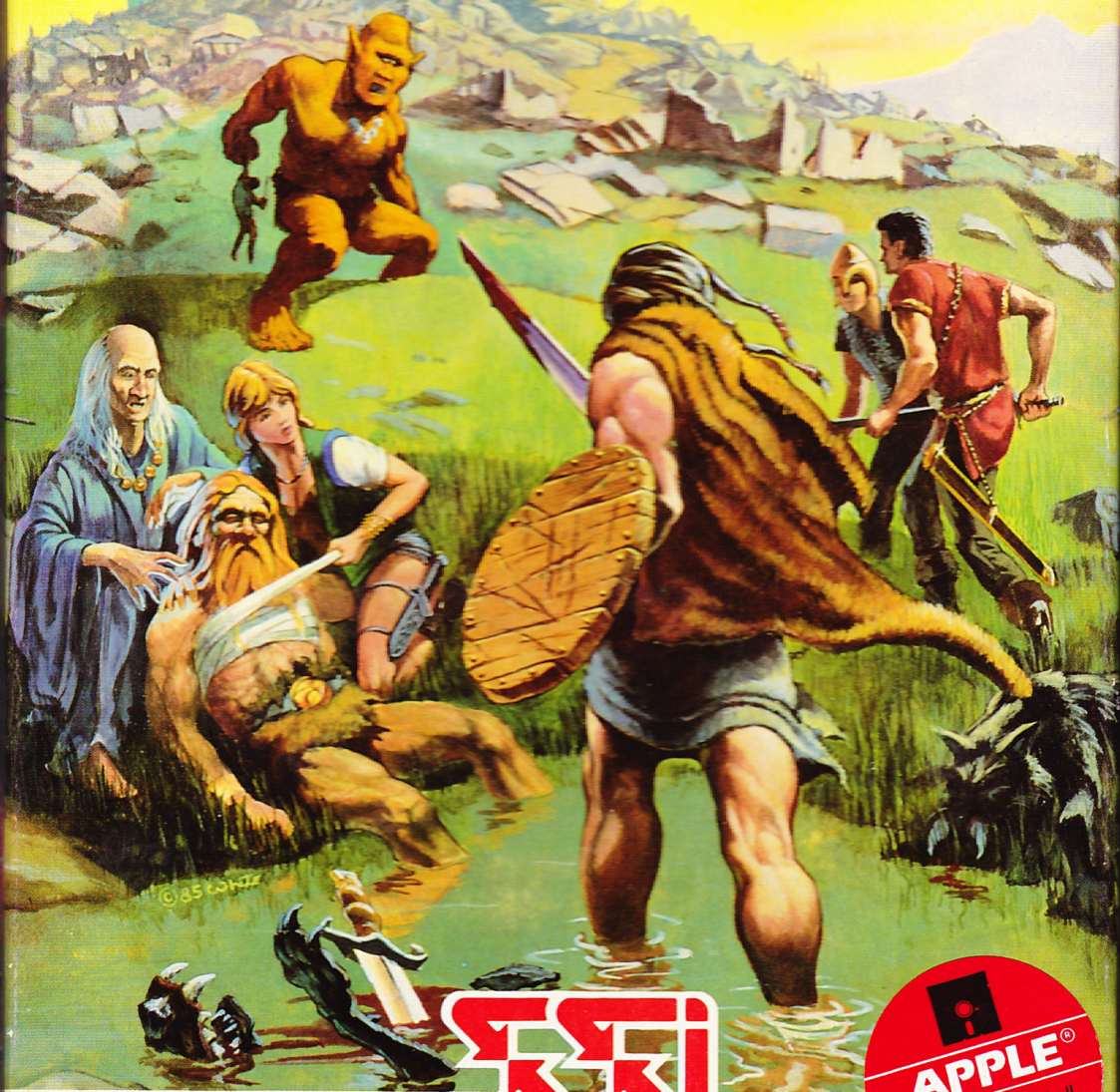


A ROLE-PLAYING FANTASY GAME

WIZARD'S CROWN

WITH TACTICAL COMBAT™



SSI™

STRATEGIC SIMULATIONS, INC.

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Perilous quest for a priceless crown

... the stolen Crown of the Emperor — bestower of knowledge and wisdom upon the Fellowship of Wizards who once ruled in Arghan. Usurped by the traitor Tarmon, Wizard of Thunder, the Crown lies imprisoned behind spell-woven walls in the shattered ruins of the once splendid city. Now eight fearless adventurers dare the perils of the cursed domain. Their quest — to wrest the Crown from captivity and restore it to its rightful bearer.

Guide this valiant band on its perilous mission in WIZARD'S CROWN, a multiple-character role-playing game. It stands out above the crowd by combining the detailed tactical battles of war gaming with the magic and mystery of a fantasy quest.

Eight pre-made charac-

ters await your orders, or you can create your own. Make them sorcerers, priests, fighters, rangers, or thieves. Endow your heroes with strength, dexterity, intelligence and other personal attributes. Arm them with a variety of weapons and skills such as magic, stealth, and healing. Then command them in encounters with the fearsome denizens of Arghan, including monsters, wraiths, and the undead. Guide the companions through a maze of streets, buildings, and dungeons, searching for clues to the ancient hiding place of the coveted Crown.

When fighting starts, you can let the computer resolve it quickly or you can personally direct it with a multitude of combat options. Challenge yourself at any of five levels of play. Capture, find, or trade a nearly limitless number of magic items to increase your chances of fulfilling the quest and claiming the promised prize — a reward of great enchantment.

Screen displays shown are from the APPLE® Displays for other computer(s) may vary. APPLE is a registered trademark of Apple Computer, Inc. Made in U.S.A.

CURRENT PARTY MEMBERS
(D) NAME
A) MAGNifico
B) TWO SWORD BEARER
C) SWIN
D) ARENTINO
E) TOLNAK
F) HEEL
G) FRED
H) LORD GOODEVE

0/124 DAWN
STATUS

HIRE
HIRE
HIRE
HIRE
HIRE
HIRE
HIRE

(D)ELAY 1

YOU ARE AT THE INN
(G)ET NEW ADVENTURERS
(T)ELL THE MINSTREL OF YOUR DEEDS
(R)EST THE ADVENTURERS
(C)HECK A CHARACTER
(I)MPROVE A CHARACTER
(H)AVE A CHARACTER QUIT THE PARTY
(M)OVE ITEMS STORED AT THE INN
(O)UTFIT A CHARACTER
(M)OVE MONEY AROUND
(E)XIT THE INN

At the inn, you can see the characters for hire and the various options available to you.

TOLNAK
CLOSE COMBAT 18
SWORD 40
SPEAR 30
MACE 104
FLAIL 29
BOW 13
CROSSBOW 23
SHIELD 81
AWARENESS 102
SCAN 106
SWIMMING 25
STEALTH 100
SEARCH 27
DISARM TRAP 47
PICKLOCK 20
HAGGLING 21
EXPERIENCE 15
MORALE LOST 15
PRESS ANY KEY TO CONTINUE

The skill display of a pre-made character. You can also create your own.

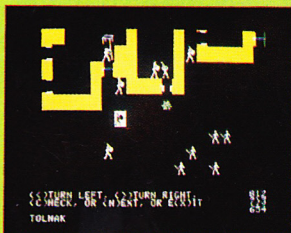
NAME FRED
STR 8 SERIOUS INJURY 0 COPPER 9
DEX 13 INJURY 0 SILVER 7
INT 16 CURRENT LIFE 40 ELECTRUM 6
LIFE 40 CURRENT EXP 19 GOLD 0
ITEM NAME READIED SIZE
+2 VIAL NO SML
+5 STAFF YES MED
SCROLL NO SML
+2 BRACELET YES SML
+3 RING MAIL YES LG
+1 BRACELET YES SML

[<]UP, [>]DOWN, [R]EADY, [T]RANSFER, [D]ROP, [E]VALUATE, OR [E]XIT

A character's status and inventory.



The grasslands around the town near the ruins of Arghan.



A tactical battle with thieves.



The ruins of Arghan with the Palace at the top of the hill.