

## **\* CONGRATULATIONS \***

You are now the owner of the *newly updated* version of Wizardry I: Proving Grounds of the Mad Overlord for the Macintosh.

This new version contains some additions that have never been included in any other scenario for any other computer. A brief description of the new features is listed below.

**ANIMATED MONSTERS** - Life as binary code must be pretty boring for those monsters that dwell in the darkness of Proving Grounds. We have tried to make their life just a "bit" easier by allowing them to move around a little. All the creatures of Wizardry now have the ability to stretch their muscles during encounters.

**MAPPING CRYSTALS** - This all-new feature allows you to get a bat's-eye view of some of the levels of Proving Grounds. (But then again, how well can a bat see?) To do this you must find crystals which are hidden throughout the levels of the maze. Keep in mind that not all levels have crystals on them or for them, and crystals for certain levels may be found on a different level. The playtesters of this version have said this feature "...could be interesting."

**NOTE:** Other mapping suggestions can be found on page 39 of the manual.

To properly run Wizardry, you will need at least **512K** of memory, and a double-sided disk drive. If your Macintosh meets these requirements, and you are having problems running Wizardry, please call us. When you call, have a list of your equipment handy (i.e. type of Macintosh, memory, disk drives).

You may notice that some of the pull-down menus do not match their descriptions in the manual (page 60). Not to be alarmed. The manual will still give you all the information you need.

## **DIRECTIONS TO BACKUP MAC WIZARDRY CHARACTERS**

1. Begin by placing all of your characters in the ROSTER window, including characters currently in the PARTY window.
2. When all your characters are in the ROSTER window, select the "FILE" option (it appears at the top of the screen next to the apple), then select "BACKUP CHARACTERS...".
3. A new window will appear on the screen. Click the "EJECT" box in this window. Your duplicate scenario will be ejected.
4. Remove your duplicate scenario disk from the drive, then insert your INITIALIZED BACKUP DISK.
5. Now, choose a name for this character backup. If a name is displayed in the box labeled "Backup characters to:" and you want to use that name, proceed to Step 6 (below). If there is no name displayed in the box, type the name you want to use for this backup.
6. Click on the "SAVE" box. If you already have a backup under this name, a window will appear. If you want to replace the characters saved on the previous backup of the same name, click "YES" in this window. If you choose "NO", the previous window will appear, and you can change the name of this new backup. To change the name of the backup, repeat Step 5 (above). Notice that you can save many different backups of your characters on the same disk, but each backup must have a unique name.
7. Your characters have now been duplicated on your backup disk, but the BACKUP disk is still in the drive. Eject it by double-clicking on one of your characters.
8. Another window will appear, and your BACKUP will be ejected. Remove your BACKUP, then place your duplicate SCENARIO in the disk drive.
9. The BACKUP procedure is now complete. You may continue game play.

## **DIRECTIONS TO RESTORE YOUR MAC WIZARDRY CHARACTERS FROM YOUR BACKUP DISK**

1. Go to the "FILE" option and choose "Restore Characters from Backup".
2. A box will appear on the screen. When it does, click on "EJECT". Your duplicate scenario disk will be ejected from the drive.
3. Remove your duplicate scenario disk. Insert your BACKUP disk in the drive.
4. Once your backup disk is in the drive, you must choose the backup you want to restore. The backup names will be listed in a small box to your left. Click on the name of the backup. No selection is necessary if only one name is displayed.
5. Once the name has been selected, click on "OPEN". This will open the backup file with your characters stored on it.
6. Your backup disk will be ejected from the drive. Remove your backup disk, then insert your duplicate scenario into the drive.
7. At this point, the computer will replace the existing characters on the disk with those from the backup.
8. Your characters have now been restored and you may continue game play.



## Step-by-step directions for transferring characters

### >>>> TO THIS SCENARIO <<<<

- 1) Move the arrow onto the **File** pull-down window.
- 2) Push and hold the mouse button.
- 3) Pull the mouse toward you until the "**Transfer characters ...**" option is highlighted.
- 4) Once you have done this, release the mouse button.
- 5) Move the arrow onto the box labeled "**To this scenario**", and click your mouse button.
- 6) Click the mouse button on the **Open** box.

#### ONE DISK DRIVE

- a) Click the mouse button on the **Eject** box.
- b) Insert the disk that contains the characters you wish to transfer.
- c) Select individual characters by clicking the mouse over that character's name.
- d) Move the pointer to the **Copy** box and click the mouse.
- e) Move the pointer to the **Quit** box and click the mouse.
- f) Follow the disk swaps. When they are finished, the process is complete and your characters have transferred.

#### TWO DISK DRIVES

- a) Place the disk that contains the characters you wish to transfer in the second disk drive.
- b) Move the pointer to the **Drive** box and click the mouse.
- c) Move the pointer to the **Open** box and click the mouse.
- d) Select individual characters by clicking the mouse over that character's name.
- e) Move the pointer to the **Copy** box and click the mouse.
- f) Move the pointer to the **Quit** box and click the mouse.

## Step-by-step directions for transferring characters

### >>>> TO ANOTHER SCENARIO <<<<

- 1) Move the arrow onto the **File** pull-down window.
- 2) Push and hold the mouse button.
- 3) Pull the mouse toward you until the "**Transfer characters ...**" option is highlighted.
- 4) Once you have done this, release the mouse button.
- 5) Move the arrow onto the box labeled, "**To another scenario**" and click your mouse button.
- 6) Click the mouse button on the **Open** box.
- 7) Choose the character(s) you wish to transfer by placing the pointer over character's name and click the mouse.
- 8) Once you have done this, go to the **Transfer** box and click the mouse again.

#### ONE DISK DRIVE

- a) Move the pointer to the **Eject** box and click the mouse.
- b) Place the disk you wish to transfer to into the disk drive.
- c) Move the pointer to the **Open** box and click the mouse.
- d) Follow the disk swaps. Once they are finished, the process is complete and your characters have transferred.

#### TWO DISK DRIVES

- a) Place the disk you wish to transfer to in the second disk drive.
- b) Move the pointer to the **Drive** box and click the mouse.
- c) Move the pointer to the **Open** box and click the mouse.
- d) Once you have done all of the above steps, the transfer process is completed.

**NOTE:** To transfer characters to or from a hard disk, simply follow the directions for TWO DISK DRIVES.

# Mage Spells Quick Reference Chart

| Spell     | Lvl | Use when | Affects      | Description                   | Page |
|-----------|-----|----------|--------------|-------------------------------|------|
| HALITO    | 1   | Combat   | 1 Monster    | 1-8 points of fire damage     | 64   |
| MOGREF    |     | Combat   | Caster       | AC = AC - 2                   |      |
| KATINO    |     | Combat   | 1 Group      | Monsters may fall asleep      |      |
| DUMAPIC   |     | Camp     | Party        | Location in Maze              |      |
| DILTO     | 2   | Combat   | 1 Group      | Monsters easier to hit        | 64   |
| SOPIC     |     | Combat   | Caster       | AC = AC - 4                   |      |
| MAHALITO  | 3   | Combat   | 1 Group      | 4-24 points of fire damage    | 65   |
| MOLITO    |     | Combat   | 1 Group      | 3-18 points lightning damage  |      |
| MORLIS    | 4   | Combat   | 1 Group      | Monsters much easier to hit   | 65   |
| DALTO     |     | Combat   | 1 Group      | 6-36 points of cold damage    |      |
| LAHALITO  |     | Combat   | 1 Group      | 6-36 points of fire damage    |      |
| MAMORLIS  | 5   | Combat   | All Monsters | Monsters even easier to hit   | 66   |
| MAKANITO  |     | Combat   | All Monsters | Smaller monsters die          |      |
| MADALTO   |     | Combat   | 1 Group      | 8-64 points of cold damage    |      |
| LAKANITO  | 6   | Combat   | 1 Group      | Air breathers likely to die   | 66   |
| ZILWAN    |     | Combat   | 1 Monster    | Dispell one undead monster    |      |
| MASOPIC   |     | Combat   | Party        | AC = AC - 4                   |      |
| HAMAN     |     | Combat   | ???          | When you wish... <sup>1</sup> |      |
| MALOR     | 7   | Any time | Party        | Teleport <sup>2</sup>         | 67   |
| MAHAMAN   |     | Combat   | ???          | Improved wish <sup>1</sup>    |      |
| TILTOWAIT |     | Combat   | All Monsters | 10-100 points of damage       |      |

<sup>1</sup> The effects of this spell are random, but usually helpful. The caster must be 13th level or higher, and loses 1 level of experience.

<sup>2</sup> When cast in combat, MALOR teleports to a random location.



# Priest Spells Quick Reference Chart

| Spell     | Lvl | Use when | Affects      | Description                         | Page |
|-----------|-----|----------|--------------|-------------------------------------|------|
| KALKI     | 1   | Combat   | Party        | AC = AC - 1                         | 68   |
| DIOS      |     | Any time | 1 Person     | Cure 1-8 hit points                 |      |
| BADIOS    |     | Combat   | 1 Monster    | 1-8 points of damage                |      |
| MILWA     |     | Any time | Party        | Brief magical light                 |      |
| PORFIC    |     | Combat   | Caster       | AC = AC - 4                         |      |
| MATU      | 2   | Combat   | Party        | AC = AC - 2                         | 69   |
| CALFO     |     | Looting  | Caster       | Find traps on chest                 |      |
| MANIFO    |     | Combat   | 1 Group      | Paralyse monsters                   |      |
| MONTINO   |     | Combat   | 1 Group      | Silence monsters                    |      |
| LOMILWA   | 3   | Any time | Party        | Enduring magical light <sup>1</sup> | 70   |
| DIALKO    |     | Any time | 1 Person     | Cure paralysis & sleep              |      |
| LATUMAPIC |     | Any time | Party        | Identify monsters <sup>1</sup>      |      |
| BAMATU    |     | Combat   | Party        | AC = AC - 24                        |      |
| DIAL      | 4   | Any time | 1 Person     | Cure 2-16 hit points                | 70   |
| BADIAL    |     | Combat   | 1 Monster    | 2-16 points of damage               |      |
| LATUMOFIS |     | Any time | 1 Person     | Cure poison                         |      |
| MAPORFIC  |     | Any time | Party        | AC = AC - 2 <sup>1</sup>            |      |
| DIALMA    | 5   | Any time | 1 Person     | Cure 3-24 hit points                | 71   |
| BADIALMA  |     | Combat   | 1 Monster    | 3-24 points of damage               |      |
| LITOKAN   |     | Combat   | 1 Group      | 3-24 points of fire damage          |      |
| KANDI     |     | Camp     | Caster       | Locate person or body               |      |
| DI        |     | Camp     | 1 Person     | Restore life <sup>2</sup>           |      |
| BADI      |     | Combat   | 1 Monster    | May kill monster                    |      |
| LORTO     | 6   | Combat   | 1 Group      | 6-36 points of damage               | 72   |
| MADI      |     | Any time | 1 Person     | Cure to full hit points             |      |
| MABADI    |     | Combat   | 1 Monster    | Almost kill                         |      |
| LOKTOFEIT |     | Combat   | Party        | Recall to castle <sup>3</sup>       |      |
| MALIKTO   | 7   | Combat   | All Monsters | 12-72 points of damage              | 72   |
| KADORTO   |     | Camp     | 1 Person     | Ressurect <sup>2</sup>              |      |

<sup>1</sup> Effects last for entire expedition.

<sup>2</sup> The priests of the Temple of Cant are more reliable.

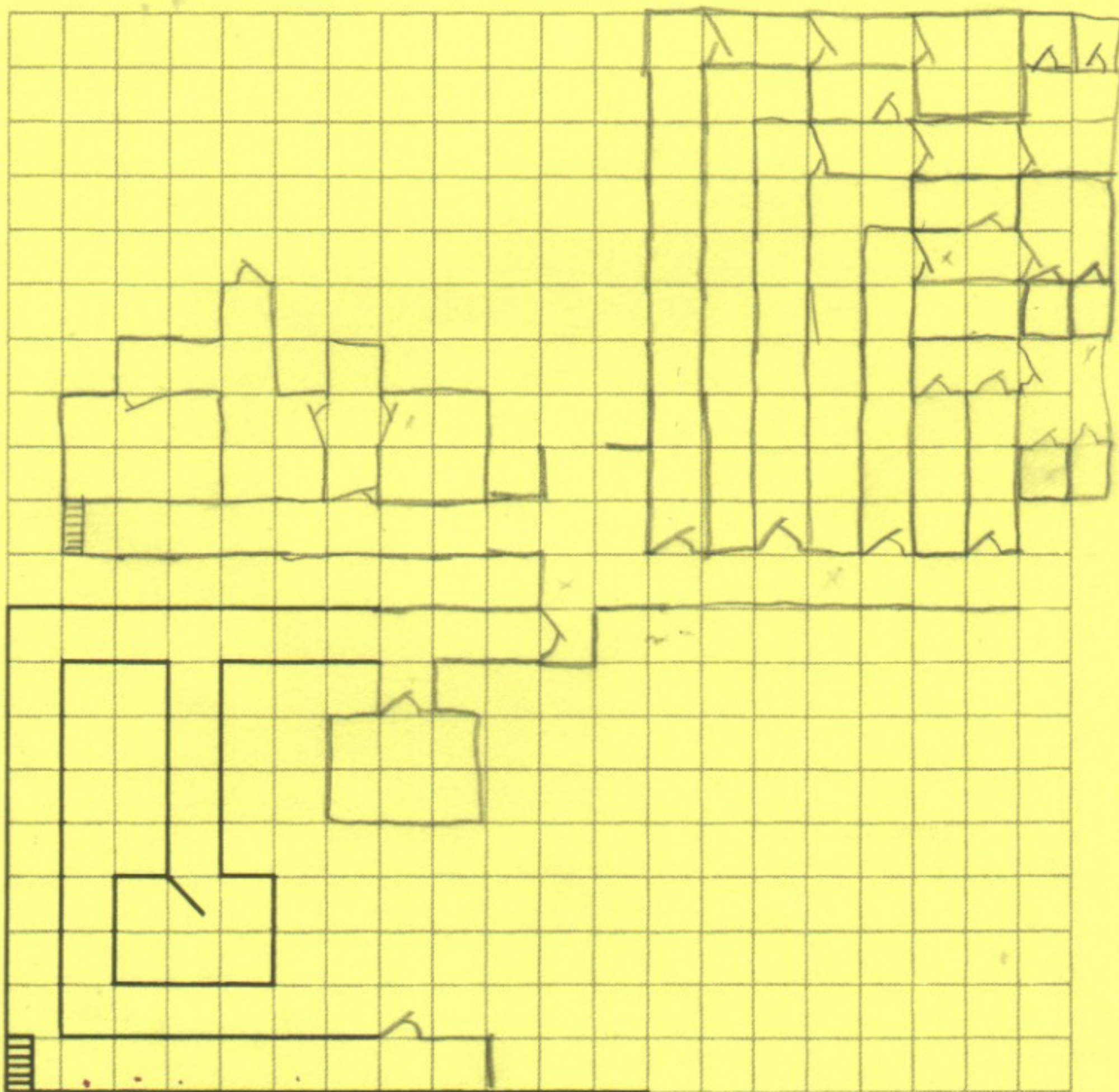
<sup>3</sup> Items and most of party's gold is left behind.



# Wizardry®

MAP PLOTTING AID

SCENARIO: Proving Grounds LEVEL: 1



NOTES: *Sample of Map Making Technique*



## MAP PLOTTING AID

SCENARIO: \_\_\_\_\_ LEVEL: \_\_\_\_\_

This image shows a full page of blank graph paper. The grid consists of small, equal-sized squares formed by thin black lines. There are 20 columns and 20 rows of squares, creating a total of 400 square units. The paper is otherwise completely empty, with no margins, text, or other markings.

**NOTES:**