

KNIGHT OF DIAMONDS

Company: Sir-Tech Software, Inc.

Suggested Retail: \$34.95

Type: Hi-Res fantasy adventure, a mapmaker's delight.

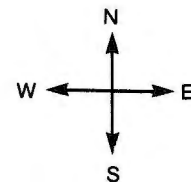
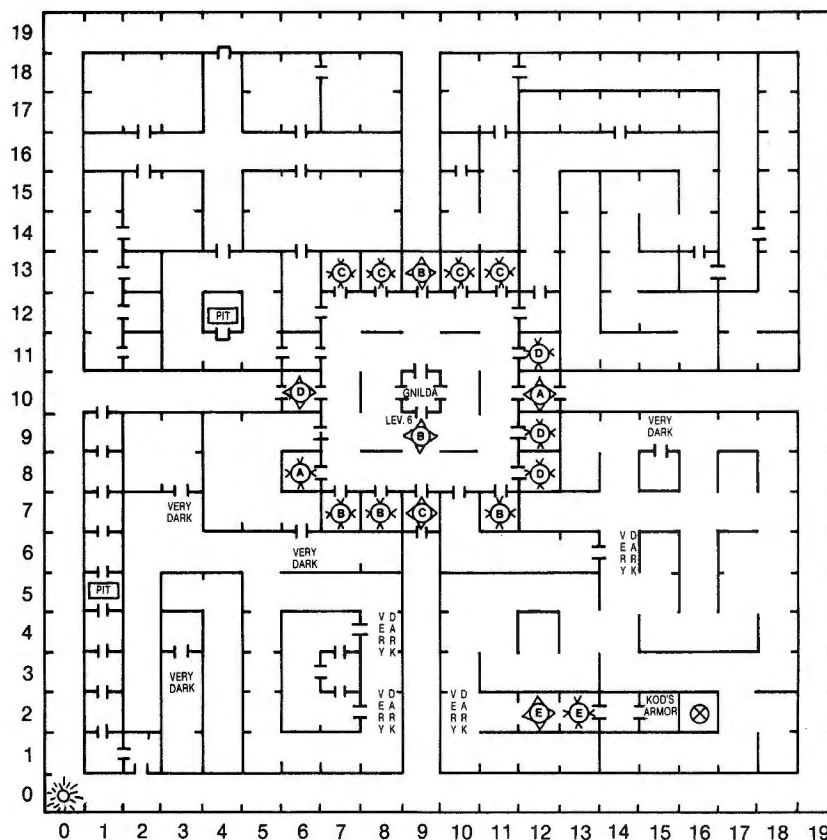
Description:

The second scenario in the already classic *Wizardry* series. You must find and return the Staff of Gnilda to the City of Llylgamyn. To get started, you need developed characters from the Proving Grounds, whom you transfer to the new scenario. In the dungeon you will meet with the No-See-Ums before too long. Worse than these pests are some of the evil creatures that love to take all but one hit point away from your favorite characters.

Playability:

No specific way of solving *Knight of Diamonds* exists, so don't look in the book for one. Map carefully, grow in strength, get to the sixth level. When you're there, remember The Knight of Diamonds and Shield. Don't tackle this one unless you are a *Wizardry* expert and have at least Level 13 characters. *Knight of Diamonds* is the maze-type adventure at its best. You can play with one to six people (with one person acting as the Dungeon Master at the keyboard). It will provide many interesting hours of game fantasy, albeit somewhat repetitive.

KNIGHT OF DIAMONDS

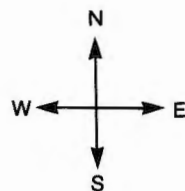
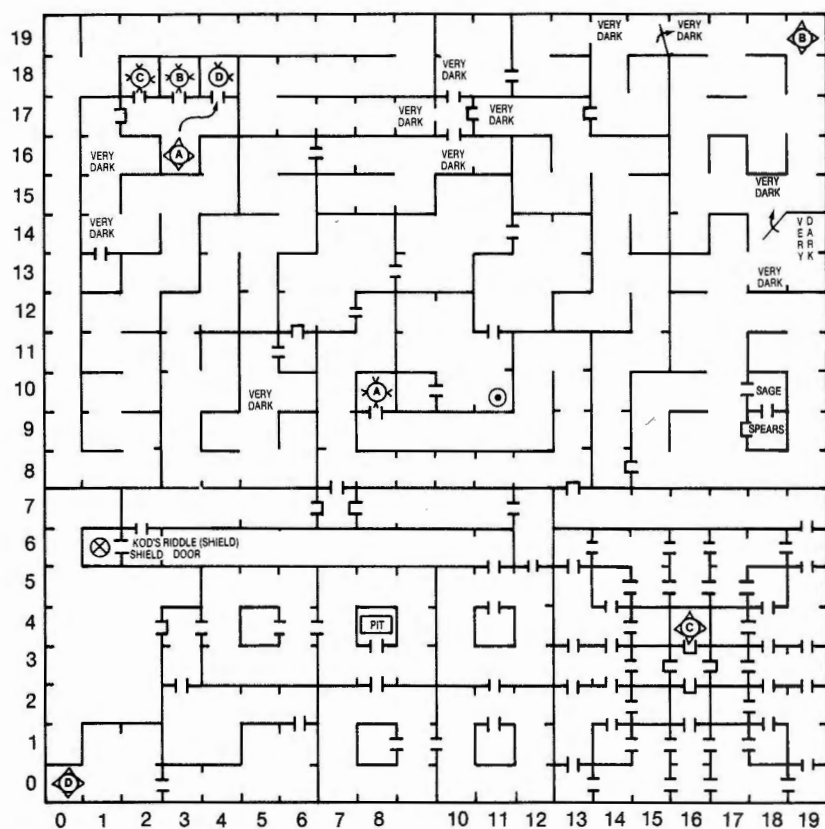


(Level 1)

THE BEASTS

Weretiger
Fuzz Ball
Dink
Lefestealer
Troll
No-See-Um
Fluffy Thing
Mottled Figure
Were Amoebae
Carriers
Magic Armor
Chimeras

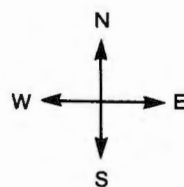
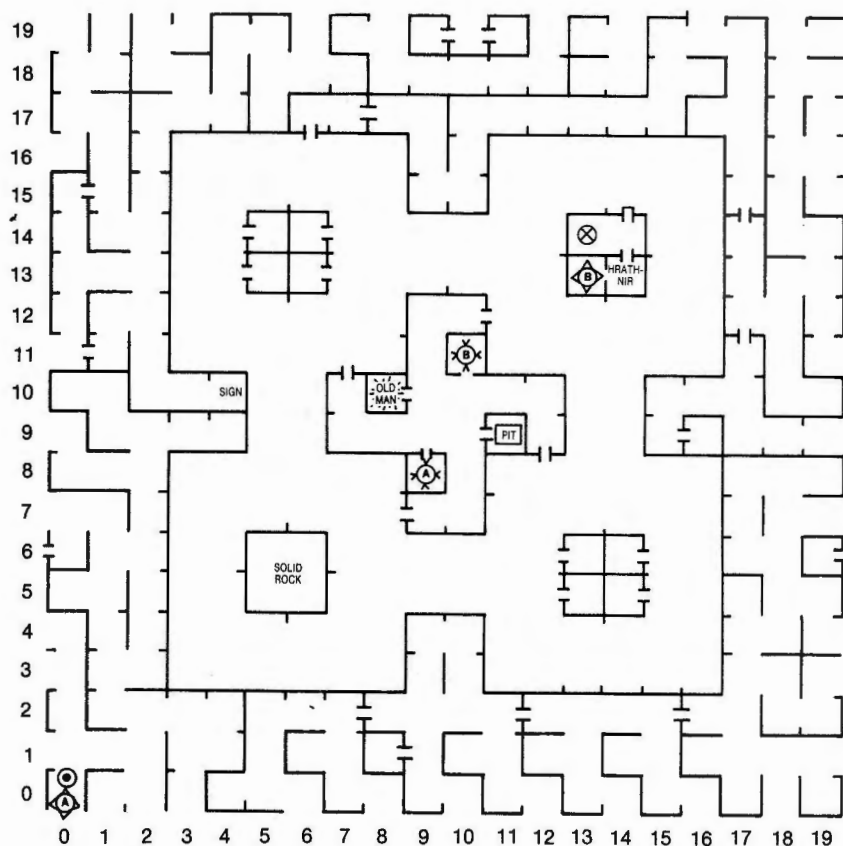
KNIGHT OF DIAMONDS



(Level 2)

THE BEASTS

Rhind Beetle
Scorpion
Nightstalker
Evil Eyes
Ogres
Ogre Lords
Gaunt Figure
Magic Shield
Gorgons
Wyverns
Lesser Demons
Flame Rod
Jeweled Amulet
Amulet of Skill
Dreamers Stone



(Level 3)

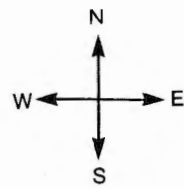
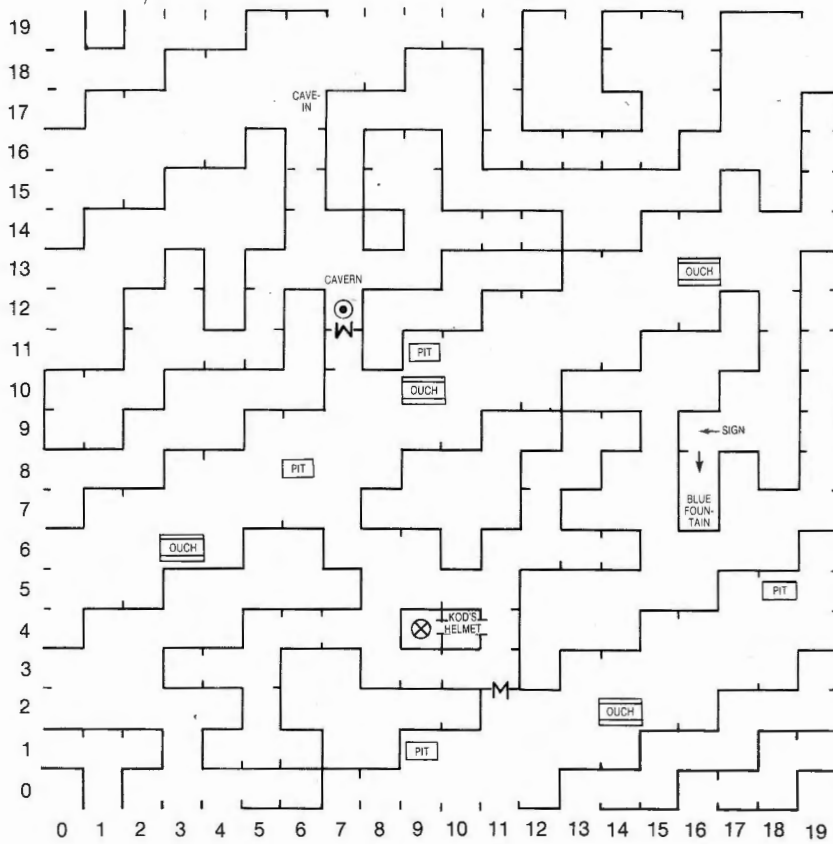
THE BEASTS

Giant Vipers
Murphy's Ghost
Bleppers

OBJECTS:

Broad Sword—Hrathnir

KNIGHT OF DIAMONDS



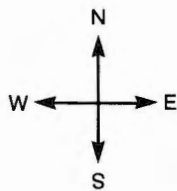
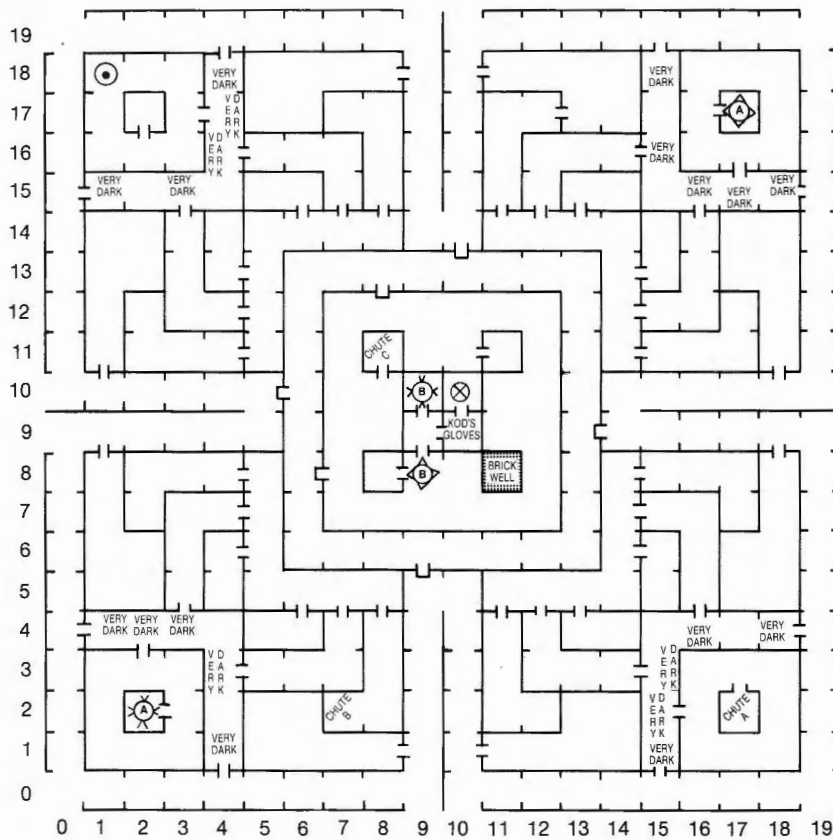
(Level 4)

THE BEASTS

Acid Slimes
Will O'Wisps
Giant Zombies
Were Bats
Giant Bats
Foaming Molds
Succubi
Constrictors
Magic Helmet (Kod's)

OBJECTS:

Amulet of Skill
Mace Pro Poison
Amulet/Makanito

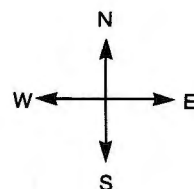
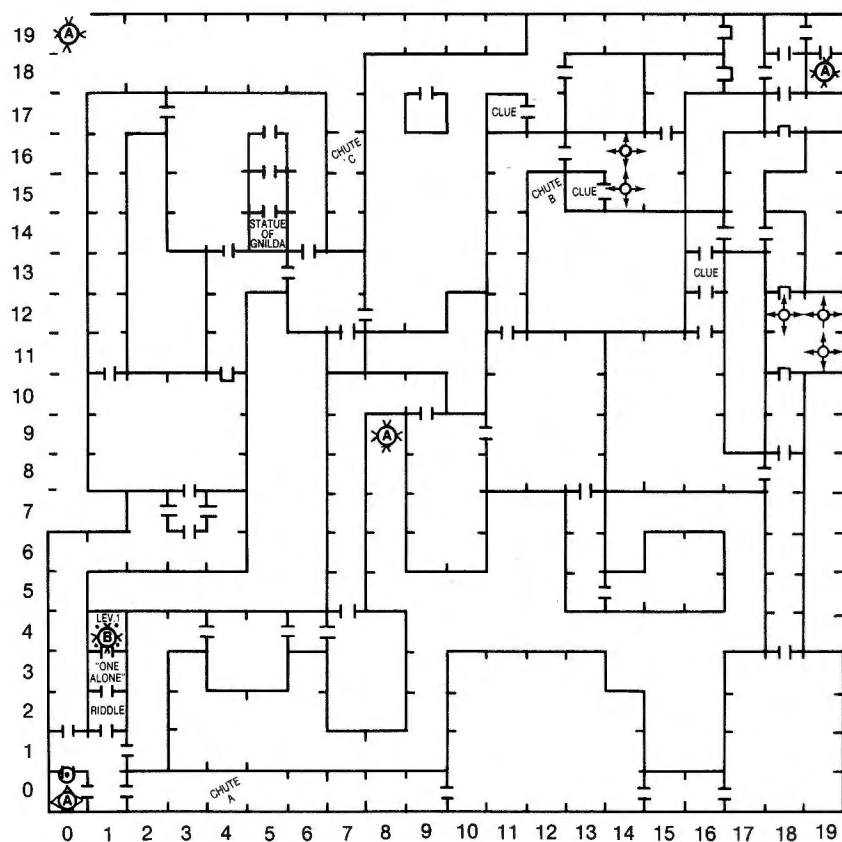


(Level 5)

THE BEASTS

Wasp Swarm
Scrylls
Evil Eyes
Giant Zombie
Succubi
Fire Dragons
Fire Giants

KNIGHT OF DIAMONDS



(Level 6)

THE BEASTS

Blobs
Flack
High Wizards
Air Giants
Hatamoto

OBJECTS:

Staff of Light
Mind Stone
Damien Stone

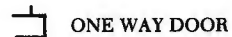
SYMBOLS



STAIRS DOWN



STAIRS UP



ONE WAY DOOR



ONE WAY PASSAGE

N.D. NO DOOR

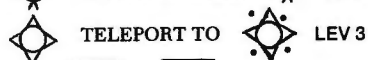


SPINNER



TELEPORT FROM

LEV 5

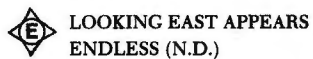


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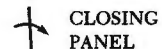
LEV 3

PIT

OUCH



LOOKING EAST APPEARS
ENDLESS (N.D.)



CLOSING
PANEL

NOTE

INVISIBLE DOORS
SHOWN NORMAL