



LEGACY OF LLYLGAMYN

WIZARDRY COMMAND ADDITIONS AND CHANGES

Many new features have been added to the Wizardry program. Some of these changes have already been mentioned in the Legacy of Llylgamyn manual; this card is a quick summary of the changes.

- You can now make an additional scenario disk if you have only one disk drive.
- You now must play on an additional scenario disk.
- The “*ROSTER” command in the training grounds has been shortened to “*”
- When adding a character in Gigamesh’s tavern, entering “*” instead of a name will list the names of the characters who are eligible to join the party.
- The P)ool Gold command transfers all the gold in the party to one person. It is available while in Boltac’s or while inspecting a character from Gigamesh’s or camp.
- While exploring the maze, pressing “O” will toggle the display of informational windows on and off. The windows will appear when needed.
- The Quickplot option now remembers it’s status over the entire duration of a playing session.
- The combat option B)ack has been changed to T)ake Back.
- When casting a malor in camp, the options “(RETURN) to teleport” and “(ESCAPE) to quit” have been replaced by T)eleport and Q)uit, respectively.
- The R)ite of Passage command has been added to the Training Grounds inspect options menu. This command is used only once, to prepare your character for use in Legacy of Llylgamyn.

New Features

New releases of Wizardry products have many new enhancements. If you own an older version of Proving Grounds of the Mad Overlord or Knight of Diamonds, the new style of the Wizardry Gaming System may be a little unfamiliar at first. The user interface now uses multiple overlapping windows. Selections are still made by pressing keys (in most cases, the traditional keys), and all of your options are presented in menus on the screen. The new features have been added to make the Wizardry Gaming System easier and more fun to play.

- You can now **Q**UIT an expedition while in the Maze, and at a later date **R**ESTART the expedition right where you left off.
- The Maze display fills the entire screen.
- You can toggle the various Maze windows **O**N and **O**FF. You can also flip the **S**TATUS window on and off separately. This lets you see more of the Maze.
- Patterns are now used to identify stairs, messages, special objects and darkness on the maze floor and walls.
- You see graphics for all the monster groups that you are fighting, not just the frontmost one.
- You only need to type the first few letters of a spell name in order to cast it. If what you type is ambiguous you'll be asked to select the spell you wanted from a list.
- The Utilities are now "inside" the program, available at the **E**DGE OF TOWN. In the Utilities, you can **M**OVE CHARACTERS, **C**HANGE NAME, or **R**ESTART AN "OUT" PARTY.
- You can now **D**IVVY GOLD in the TAVERN. This option splits the party's gold evenly among the party members.
- **P**OOL GOLD is now available in Gilgamesh's Tavern, Adventurer's Inn and Boltac's Trading Post.
- Many menus now have default choices you can select by pressing **R**ETURN. If a menu choice is a default, instead of a ")" after the first letter in the entry, you will see a "⌵". One place this is especially handy is Combat; when entering your commands, for the first three characters the default is **F**⌵IGHT, and for the second three it is **P**⌵ARRY.

We hope you will enjoy the new look of Wizardry.