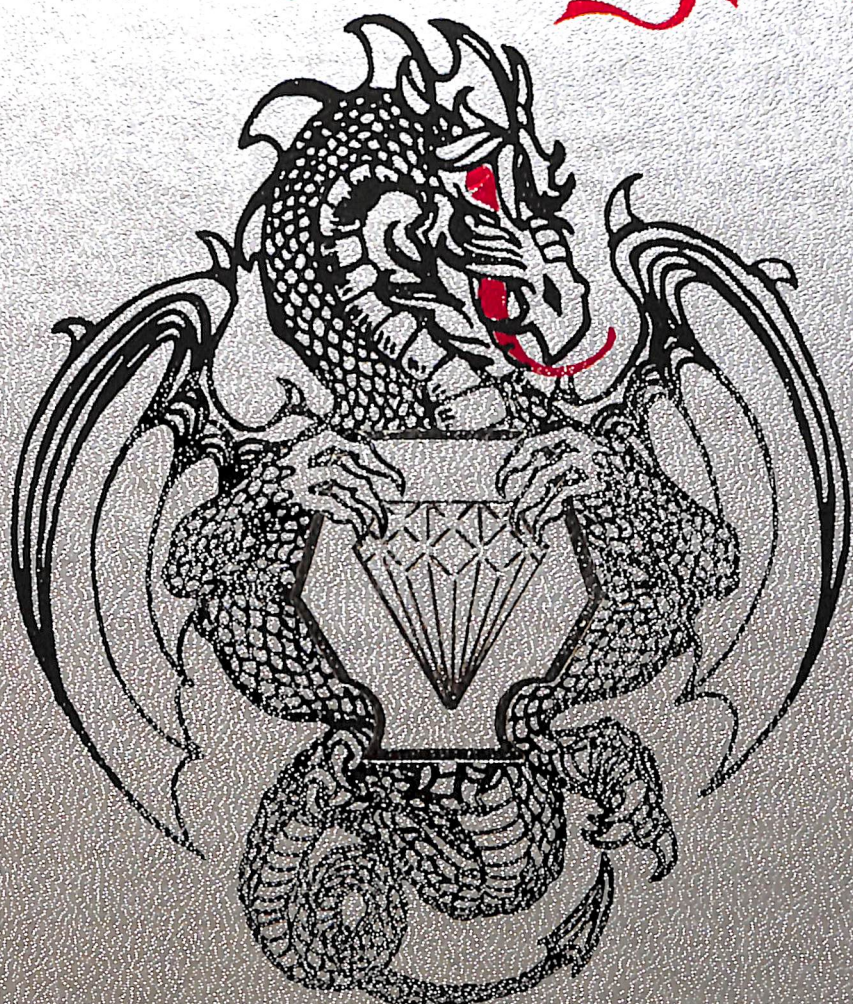


Wizardry®



KNIGHT OF DIAMONDS

THE SECOND SCENARIO

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WIZ

Commodore 64/128
64 K
One 5 1/4" Disk Drive
(1541 or 1571)

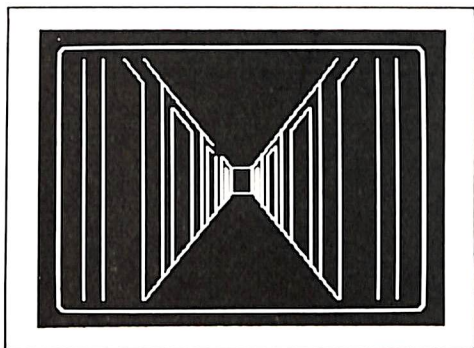
SIR-TECH

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KNIGHT OF DIAMONDS

THE SECOND WIZARDRY SCENARIO

Designed by Andrew Greenberg and Robert Woodhead



Features:

- Layered window graphics system
- 6 incredible levels of hi-res Mazes
- For ages 7 to adult
- Charles Robert's Award for Best Adventure Game -*GAMA*
- Certificate of Merit for Best Computer Adventure -*Electronic Games*
- Critic's Choice Award -*Family Computing Magazine*
- One of the Ten Best Games of the Year -*Omni Magazine*

THE WORLD OF WIZARDRY- Chapter Two

All is not well in the peaceful city of Llylgamyn. The evil usurper Davalpus had managed to kill most of the royal family and take over the kingdom.

Davalpus was defeated, but during the ensuing chaos, the fabled, enchanted armor of the Knight of Diamonds vanished. The patron god of the city, Gnilda, looked upon the ruins of her temple and was mightily displeased. She took back her great gift to the city, the Staff of Gnilda, and decreed that only a mighty champion could reclaim it. The Oracles warn that the champion must arrive at the temple wearing the full regalia of The Knight of

Diamonds in order to be deemed worthy.

The Sages of Llylgamyn are looking to you, brave warriors, to enter the ruins of the temple of Gnilda and find the armor of the Knight of Diamonds. When you return the armor to Gnilda, the Staff will be restored to the city.

It won't be easy. The same pair of award-winning designers that made the Proving Grounds such an unhealthy place to visit have again labored mightily to amuse, confound and delight you. The traps are tougher and the monsters are meaner. But if you survived the Proving Grounds, you should be tougher and meaner too!

IMPORTANT: Knight of Diamonds requires characters developed in Proving Grounds of the Mad Overlord (Scenario #1), or other Wizardry Scenarios. You cannot play Knight of Diamonds unless you have played another Wizardry game. Characters who have not attained the 13th level of experience will have little chance of success.

TYPICAL RAVE REVIEWS!

"Knight of Diamonds is the best sequel we have seen... wonderful news for the thousands of people already addicted to Wizardry." ----Neil Shapiro, *Popular Computing*

"Wizardry left many of its fans panting for more. Their impatience for a new scenario has been rewarded with Knight of Diamonds." ----*Creative Computing*

"Finally, a sequel to a game that is as great as the original!" ----Roe R. Adams III, *Softalk*

Winner of 10 International Awards

Play the Wizardry Gaming System: Proving Grounds of the Mad Overlord (#1), Legacy of Llylgamyn (#3), The Return of Werdna (#4) and The Heart of the Maelstrom (#5).

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