

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**OOLO 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**_JARRY.

We hope you will enjoy the new look of Wizardry.