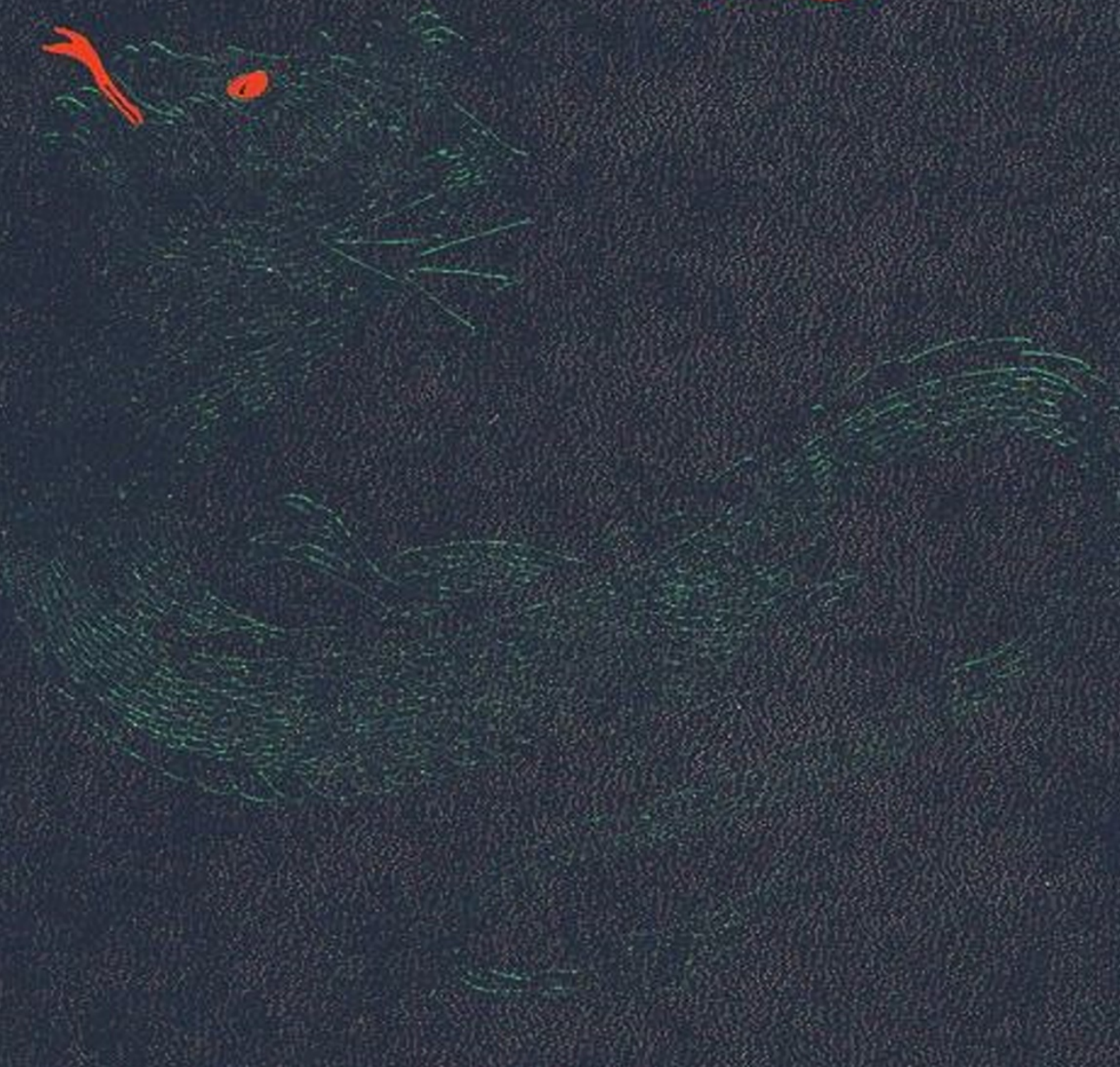


Wizardry[®]



PROVING GROUNDS OF THE MAD OVERLORD

A Fantasy Role-Playing Simulation

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

PGMD

SIR-TECH

ISBN 0 926945 25 6

PROVING GROUNDS OF THE MAD OVERLORD

THE FIRST WIZARDRY SCENARIO

Designed by Andrew Greenberg and Robert Woodhead



Features:

- Layered window graphics system
- 10 diabolical levels of hi-res mazes
- For ages 7 to adult
- 80 page illustrated manual
- Best Game of Year(2Years)-*ST.Game*
- Best Adventure Game-*Login, Japan*
- Overwhelmingly voted Most Popular Computer Game of All Time by the readers of *Softalk Magazine*.

THE WORLD OF WIZARDRY- Chapter One

Are you ready to step into the world of Wizardry? Unmatched by any other fantasy role-playing game, the Wizardry Gaming System allows for unlimited combinations of strategies and tactics so that each quest into the Maze is always fresh and interesting.

Proving Grounds of the Mad Overlord is the first Wizardry scenario. Starting in the Castle, you assemble 1 to 6 adventurers to explore the magic and mystery of the ten level 3-D Maze. Your characters may be one of five races and eight professions, each with strengths and weaknesses.

Under your command, brawny warriors, frail mages, pious priests, and nimble

thieves accumulate experience and treasure. As your characters gain levels, they develop greater capabilities to become even better adventurers, allowing them to venture deeper into the Maze.

Be wary! The treacherous Maze has some tricks and traps of its own. Hundreds of monsters, many with magical powers equal to your own; pits; chutes; rotating rooms; teleporters; special one-of-a-kind surprises; and much more will keep you on your toes for many hours of fun.

Best yet, when you finish, you'll be able to challenge your triumphant characters with other scenarios featuring new dangers and more formidable foes.

TYPICAL RAVE REVIEWS!

"It's been a long time since I've been amazed at what a computer can be programmed to do, but [Wizardry] does amaze me. It pushes the...computer to its limits. The amount of detail is fantastic." ----Neil Shapiro, *Popular Mechanics*

"The greatest computer fantasy roleplaying game ever!" ----Roe R. Adams III,
Computer Entertainment

"They have not created a program, but a world." ----Stephen Perry, *Checking It Out* (UK)

Winner of 10 International Awards

Play the Wizardry Gaming System: Knight of Diamonds (#2), Legacy of Llylgamyn (#3), The Return of Werdna (#4) and Heart of the Maelstrom (#5).

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