

The Special Effects Department

Each brand of computer has its own unique features. Your Apple II is no exception. The Apple II version of Wizardry has been specially programmed to take advantage of some of these features.

Pauses for Thought

Occasionally the program pauses to allow you to read messages. Although this delay is adjustable (by pressing **T** when in the Maze), experienced players will often want no time delay at all. Pressing **CTRL + E** when the program is pausing will end the pause immediately. If you are playing on an Apple IIe, IIc or IIGs computers, you can also press either of the Apple keys on either side of the space bar. If you get tired of pressing **CTRL + E**, you can press **CTRL + D** to switch all the pauses off and on. These features are especially handy during long combats.

Sounding Off

There are times (2 A.M. in particular) when you need to play in silence. Pressing **CTRL + S** will switch the sound on and off.

Thanks for the Memories

If you are playing on an Apple II with more than 64k of memory, the extra RAM is used as a cache. Each time you start the game, the most important parts of the game will be loaded into the extra memory so that it can be retrieved without accessing the disk drive. Wizardry supports the built-in extra memory in the Apple IIe, IIc and IIGs as well as some third-party memory expansion boards.

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Priest Spells Quick Reference Chart

Spell	Lvl	Use when	Affects	Description
DIOS	1	Any time	1 Person	Cure 1-8 hit points
BADIOS		Combat	1 Monster	1-8 points of damage
MILWA		Any time	Party	Brief magical light
KALKI		Combat	Party	AC = AC - 1
PORFIC		Combat	Caster	AC = AC - 4
KATU	2	Encounter	1 Group	Charm NPC or monsters
CALFO		Looting	Caster	Finds traps on chests
MONTINO		Combat	1 Group	Silence monsters
KANDI		Camp	Caster	Locate person or body
LATUMAPIC	3	Any time	Party	Identify monsters
DIALKO		Any time	1 Person	Cures paralysis and sleep
BAMATU		Combat	Party	AC = AC - 3
LOMILWA		Any time	Party	Longer-lasting magical light
HAKANIDO		Combat	1 Monster	Magic drain
DIAL	4	Any time	1 Person	Cures 2-16 hit points
BADIAL		Combat	1 Monster	3-32 points of damage
LATUMOFIS		Any time	1 Person	Cure poison
MAPORFIC		Any time	Party	AC = AC - 2
BARIKO		Combat	1 Group	6-15 points of damage
DIALMA	5	Any time	1 Person	Cures 3-24 hit points
DI		Camp	1 Person	Restore life
BAMORDI		Combat	Party	Calls monsters to fight for party
MOGATO		Combat	1 Monster	Banishes monster
BADI		Combat	1 Monster	May kill monster
LOKTOFEIT	6	Any time	Party	Recall to castle ¹
MADI		Any time	1 Person	Cure to full hit points
LABADI		Combat	1 Monster and Caster	Drains all but 1-8 points, and Monster damage = caster's cure
KAKAMEN		Combat	1 Group	18-38 points of damage
MABARIKO	7	Combat	All Monsters	18-58 points of damage
IHALON		Camp	1 Person	Grants special favor ¹
BAKADI		Combat	1 Group	May slay all monsters outright
KADORTO		Camp	1 Person	Resurrection

¹ Once spell is cast it is forgotten and must be relearned.

For a complete description of the spells, refer to the manual.

Mage Spells Quick Reference Chart

Spell	Lvl	Use when	Affects	Description
HALITO	1	Combat	1 Monster	1-8 points of fire damage
MOGREF		Combat	Caster	AC = AC - 2
KATINO		Combat	1 Group	Monsters may fall asleep
DUMAPIC		Camp	Party	Location in Maze
PONTI	2	Combat	1 Person	AC of receiver = AC - 1
MELITO		Combat	1 Group	1-8 points of spark damage
DESTO		Exploring	Caster	Unlock door
MORLIS		Combat	1 Group	Monsters cower/easier to hit
BOLATU		Combat	1 Monster	Attempts to stone a monster
CALIFIC	3	Exploring	Caster	Reveal a secret door
MAHALITO		Combat	1 Group	4-24 points of fire damage
CORTU		Combat	Party	Magic Screen
KANTIOS		Combat	1 Group	Disrupts mental thought
TZALIK	4	Combat	1 Monster	24-58 points of damage
LAHALITO		Combat	1 Group	6-36 points of fire damage
LITOFEIT		Any time	Party	Levitate
RODKO		Combat	1 Group	Monsters may be petrified
SOCORDI	5	Combat	1 Group	Calls monsters to fight for party
MADALTO		Combat	1 Group	8-64 points of cold damage
PALIOS		Combat	All Monsters	Anti-Magic
VASKYRE		Combat	1 Group	Random rays
BACORTU		Combat	1 Group	Fizzle field around monsters
ZILWAN	6	Combat	1 Monster	Dispell one undead monster
MAMOGREF		Combat	1 Person	AC = AC - 10
LOKARA		Combat	All Monsters	Opens earth/swallows monsters
LADALTO		Combat	1 Group	34-98 points of cold damage
MALOR	7	Any time	Party	Teleport ¹
MAHAMAN		Combat	Variable	Great wish
TILTOWAIT		Combat	All Monsters	10-100 points of damage
MAWXIWTZ		Combat	All Monsters	Utter havoc
ABRIEL		Combat	Unknown	Only rumors

¹ When cast in combat, party is teleported to a random location.

For a complete description of the spells, refer to the manual.