

KNIGHT OF DIAMONDS

Company: Sir-Tech Software, Inc.

Suggested Retail: \$34.95

Type: Hi-Res fantasy adventure, a mapmaker's delight.

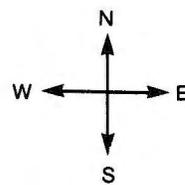
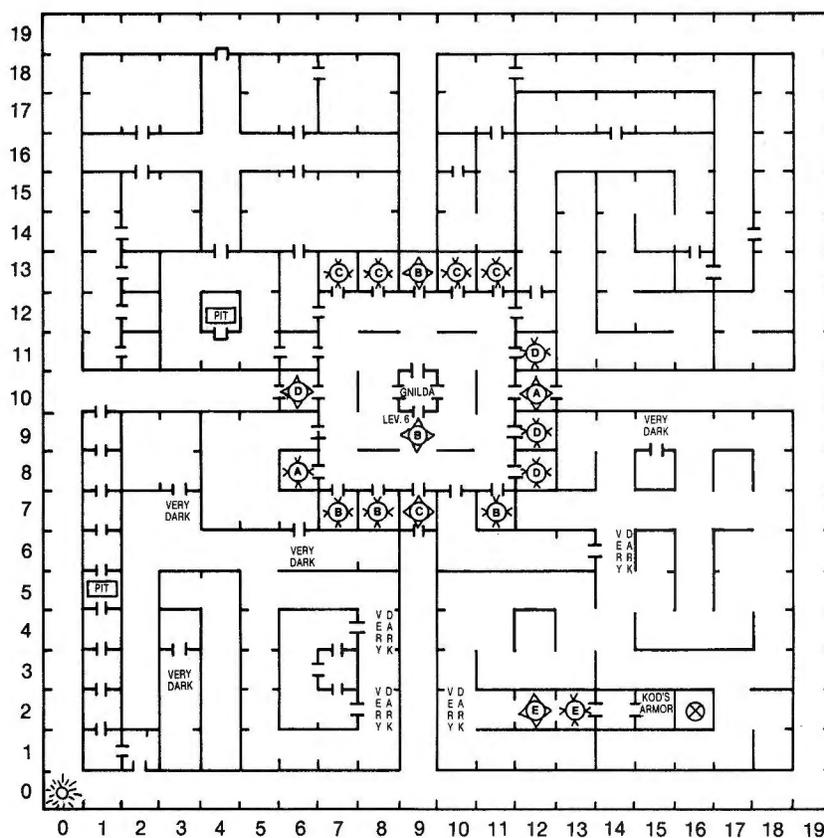
Description:

The second scenario in the already classic *Wizardry* series. You must find and return the Staff of Gnilda to the City of Llylgamyn. To get started, you need developed characters from the Proving Grounds, whom you transfer to the new scenario. In the dungeon you will meet with the No-See-Ums before too long. Worse than these pests are some of the evil creatures that love to take all but one hit point away from your favorite characters.

Playability:

No specific way of solving *Knight of Diamonds* exists, so don't look in the book for one. Map carefully, grow in strength, get to the sixth level. When you're there, remember The Knight of Diamonds and Shield. Don't tackle this one unless you are a *Wizardry* expert and have at least Level 13 characters. *Knight of Diamonds* is the maze-type adventure at its best. You can play with one to six people (with one person acting as the Dungeon Master at the keyboard). It will provide many interesting hours of game fantasy, albeit somewhat repetitive.

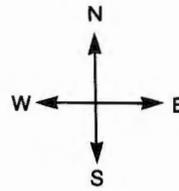
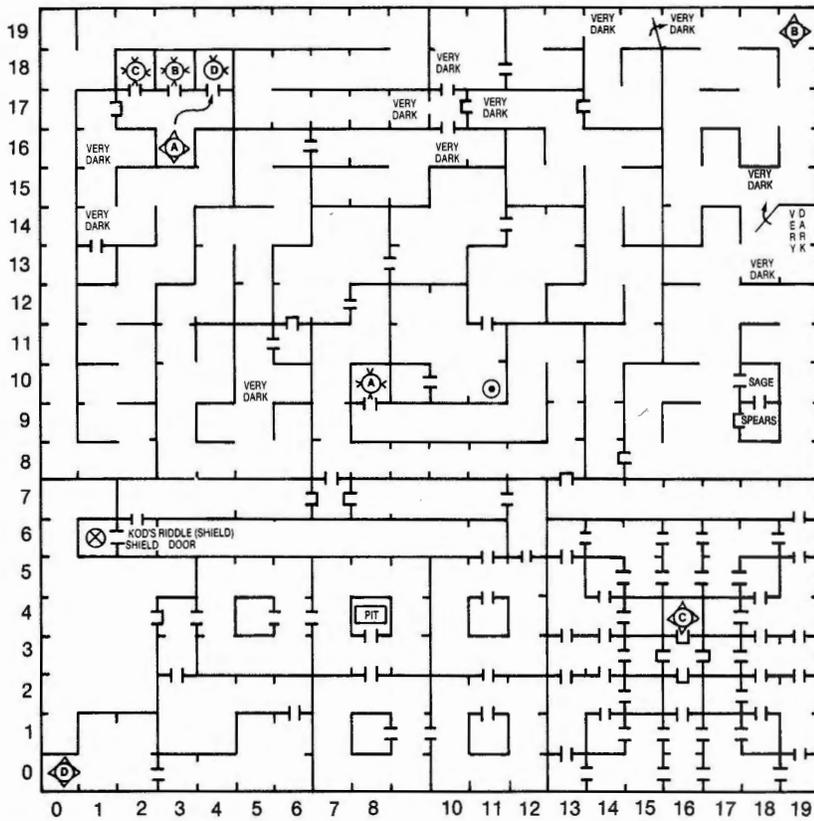
KNIGHT OF DIAMONDS



(Level 1)

- THE BEASTS**
- Weretiger
 - Fuzz Ball
 - Dink
 - Lefestealer
 - Troll
 - No-See-Um
 - Fluffy Thing
 - Mottled Figure
 - Were Amoebae
 - Carriers
 - Magic Armor
 - Chimeras

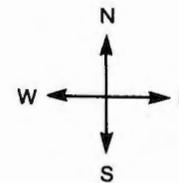
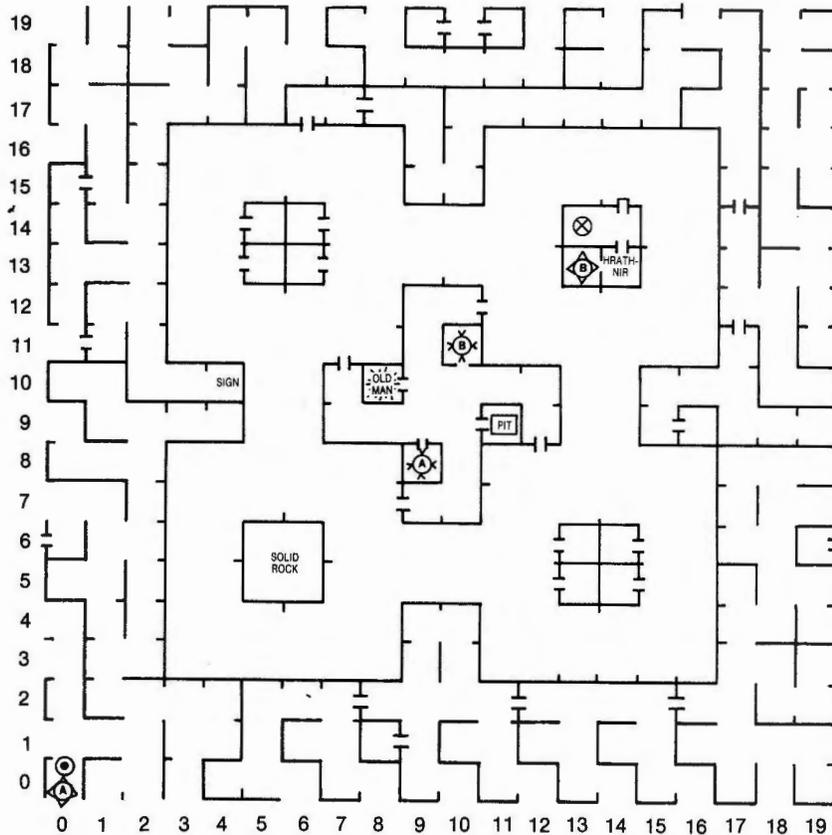
KNIGHT OF DIAMONDS



(Level 2)

THE BEASTS

- Rhind Beetle
- Scorpion
- Nightstalker
- Evil Eyes
- Ogres
- Ogre Lords
- Gaunt Figure
- Magic Shield
- Gorgons
- Wyverns
- Lesser Demons
- Flame Rod
- Jeweled Amulet
- Amulet of Skill
- Dreamers Stone



(Level 3)

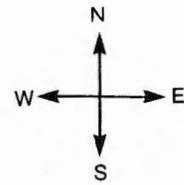
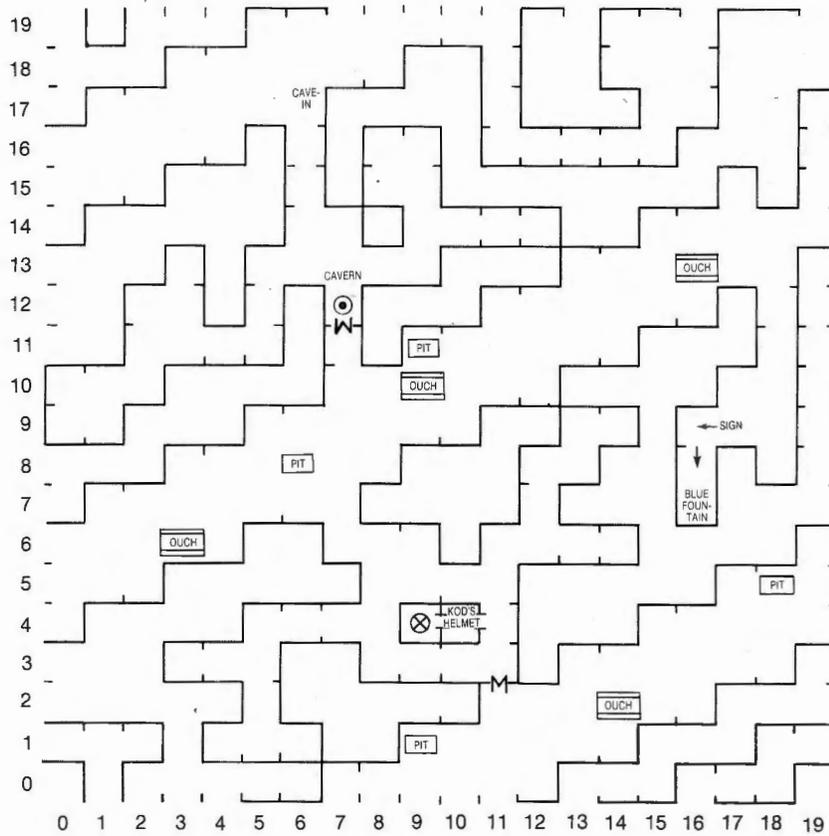
THE BEASTS

- Giant Vipers
- Murphy's Ghost
- Blepers

OBJECTS:

- Broad Sword—Hrathnir

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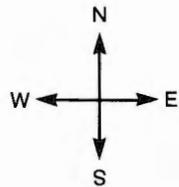
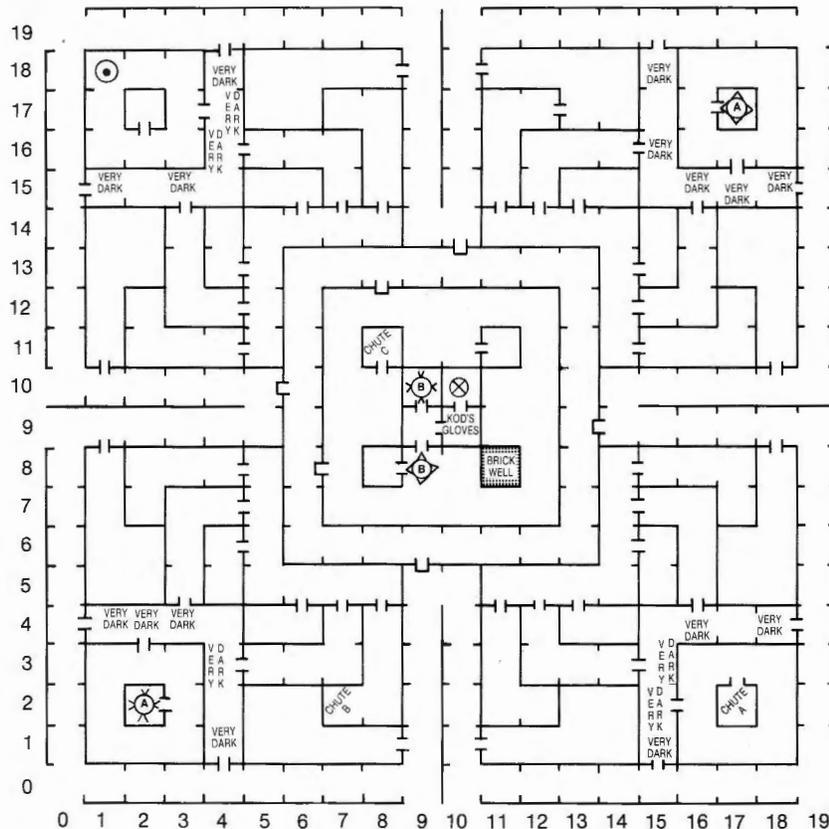
(Level 4)

THE BEASTS

- Acid Slimes
- Will O'Wisps
- Giant Zombies
- Were Bats
- Giant Bats
- Foaming Molds
- Succubi
- Constrictors
- Magic Helmet (Kod's)

OBJECTS:

- Amulet of Skill
- Mace Pro Poison
- Amulet/Makanito

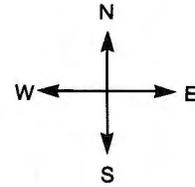
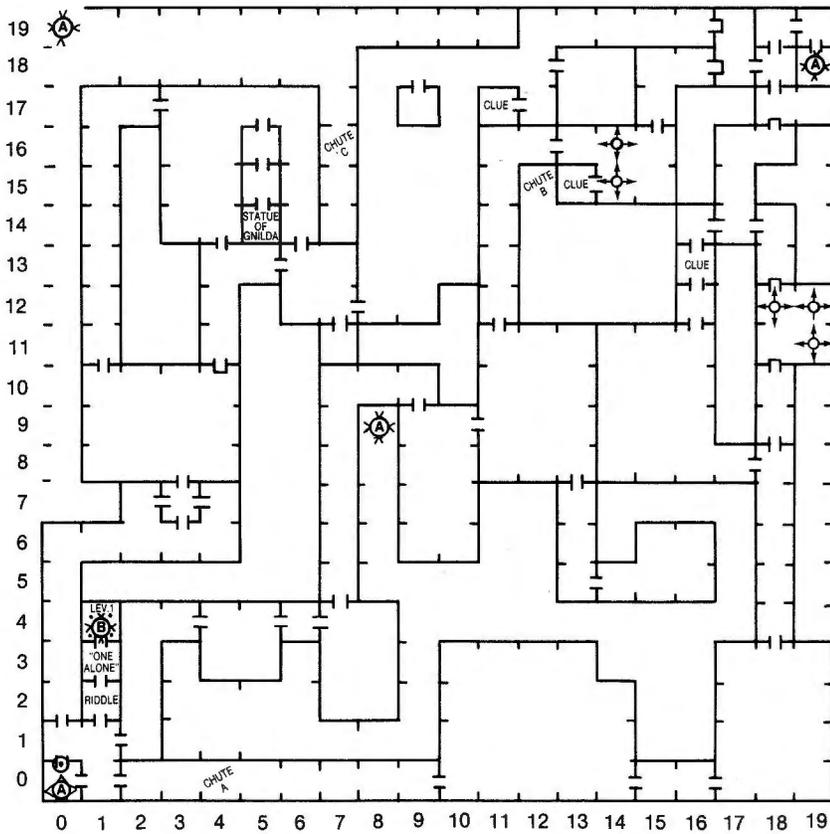


(Level 5)

THE BEASTS

- Wasp Swarm
- Scrylls
- Evil Eyes
- Giant Zombie
- Succubi
- Fire Dragons
- Fire Giants

KNIGHT OF DIAMONDS



(Level 6)

THE BEASTS

- Blobs
- Flack
- High Wizards
- Air Giants
- Hatamoto

OBJECTS:

- Staff of Light
- Mind Stone
- Damien Stone

SYMBOLS

- STAIRS DOWN
- STAIRS UP
- ONE WAY DOOR
- ONE WAY PASSAGE
- N.D. NO DOOR
- SPINNER
- TELEPORT FROM LEV 5
- TELEPORT TO LEV 3
- PIT OUCH
- LOOKING EAST APPEARS ENDLESS (N.D.)
- CLOSING PANEL

NOTE

INVISIBLE DOORS
SHOWN NORMAL