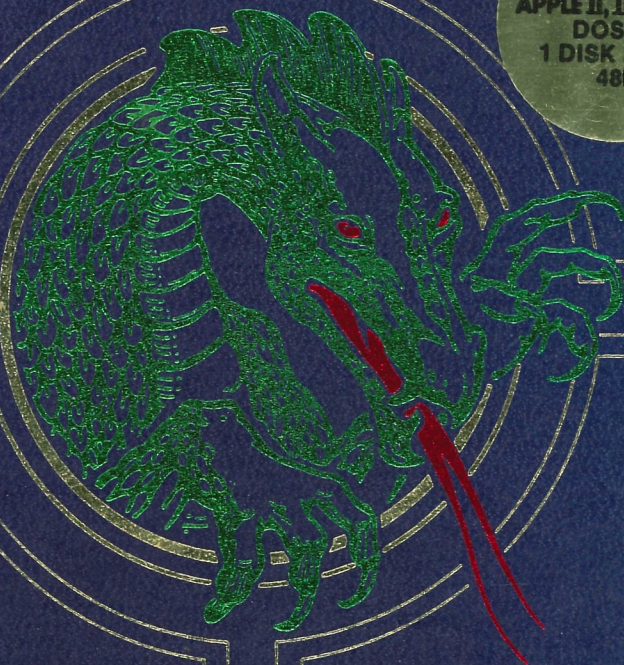


Wizardry®

DISK FOR:
APPLE II, II+, II E, III
DOS 3.3
1 DISK DRIVE
48K



LEGACY OF LLYLGAMYN

THE THIRD SCENARIO

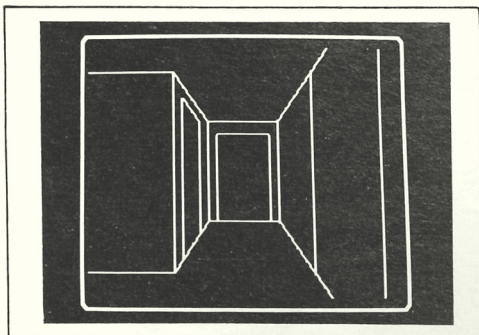
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REQUIRES CHARACTERS OF
ANY LEVEL CREATED WITH
PROVING GROUNDS

LEGACY OF LLYLGAMYN

THE THIRD SCENARIO



Features:

- Full screen 3D maze display
- Revolutionary window graphics system
- Improved combat sequence
- 6 levels of hi-res mazes
- For ages 10 to adult
- For 1 to 6 players
- This scenario for Wizardry characters of any level
- Scenario designed by W.A.R.G.

A generation has passed in the Kingdom of Llylgamyn since an intrepid band of adventurers regained the ancient armor of the Knight of Diamonds and the Staff of Gnilda. Under the protection of the Staff, and the wise guidance of those same adventurers and their descendants, Llylgamyn has become a place of beauty.

Recently though, the peace of Llylgamyn has been disturbed, not by evil men and bloody conflict, but rather by the forces of nature itself. For years, unsettling tales of freak earthquakes, sudden changes in weather and mighty tidal waves have been whispered from ear to ear. Only the very foolish, and the very wise, heeded these warnings. But when the formerly peaceful seas around the island colony of Arbithea rose and swallowed it, and a massive earthquake damaged the temple of Gnilda, the citizens of Llylgamyn knew that something was very, very wrong. Some said it was the beginning of the end of the world itself!

The sages of Llylgamyn have agreed that there is but one hope, a mystical Orb guarded by the great Dragon L'kbreth. With it, they can at least determine what is causing the disasters now being reported almost every day. They call upon you, the descend-

ants of the adventurers of "Knight of Diamonds", to take up their memories and their weapons, to seek mighty L'kbreth, and to win from her the Orb. Now you must go forth into the unknown to save your people . . . This is the Legacy of Llylgamyn!

"Legacy of Llylgamyn" is the third scenario in the classic Wizardry series, acknowledged to be the most popular microcomputer fantasy role-playing game in history. It is the first scenario to be designed by the Wizardry Adventurer's Research Group (W.A.R.G.), whose members include Robert Del Favero, Jr., Joshua D. Mittleman and Samuel Pottle. The WARG group was responsible for playtesting the original Wizardry game.

Watch for the fourth scenario "The Return of Werdna".

Other Wizardry products include:

"Proving Grounds of the Mad Overlord", the first scenario.

"Knight of Diamonds", the second scenario.

"Wiziprint"—the Wizardry character statistics printout program, a useful utility program for Wizardry players.

IMPORTANT—"Legacy of Llylgamyn" requires characters of any experience level created with Proving Grounds of the Mad Overlord.

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Wizardry®

LEGACY OF LLYLGAMYN

BY ANDREW GREENBERG & ROBERT WOODHEAD

SCENARIO #3 BOOT OTHER SIDE

SIR-TECH

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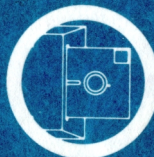
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BOOT THIS SIDE OF DISKETTE

For extended media life— here's how to take care of your flexible disk



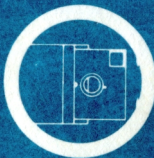
Precision surface.
No fingers, please!



For your disk's sake
(and the system's, too)
insert disk carefully.



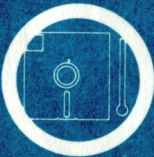
Magnetic fields erase.
Keep them far away.



Keep it safe—
in the jacket
when not in use.



Bending and folding
may damage.
Handle with care.



Keep disks comfortable
Store at: 10° to 52° C
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WIZARDRY—the ultimate fantasy wargame. Throw away your “Quests” and “Adventures”. Up to 6 adventurers can explore a maze, fighting groups of monsters, casting spells (50 of them!), finding treasure and magic, and amassing clues to solve the puzzle presented in each scenario. Each character is an individual and can be of 5 races and 8 classes. As successful expeditions are completed, characters will become more powerful, gain spells and hit points. Hi-res graphics in 3D.

Scenario #1 - *Proving Grounds of the Mad Overlord*

\$49.95

Scenario #2 - *Knight of Diamonds*

\$34.95

Scenario #3 - *Legacy of Llylgamyn*

\$39.95

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WIZIPRINT

WIZIPRINT—No more need to hand write your Wizardry spells, possessions and attributes. All you need is a printer with 80 columns or more and 1 drive. Works with all Wizardry scenarios.

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GALACTIC ATTACK

GALACTIC ATTACK—As commander of earth's last starship, you must recapture the solar system which has been almost over-run by savage Kzanta invaders. A Hi-res tactical scan gives you constant information about the objects in your vicinity as you leap from planet to planet, strafing the planets, convoying armies, and battling the heuristically controlled Kzanta warships. Using your armaments of Phasers and Photon Torpedoes, you must destroy them before they get you. Stunning graphics make this the most accurate battle simulation yet! And because it is REAL TIME, a moment's indecision can cost you your ship!

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STAR MAZE—Find your way through all 16 levels of the Star Maze and become an ace. Your mission is to find 9 power jewels in each level of the Star Maze and return them to your mothership. But be careful. There are many vicious aliens who are out to get you. Has color graphics with multidirectional scrolling. Playable with keyboard, paddles or a joystick.

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POLICE ARTIST—Think your good at remembering faces. Then try Police Artist with over 1,000,000 faces. Pick through 3 different colorful games and different levels with easy keyboard control. Call on your ability to remember and identify the faces. For ages 7 and up. Authored by Elizabeth Levin who has written for Sesame Place and the Children's Television Workshop.

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Tips on Keeping Your Computer Healthy

We hope you are getting a byte or two out of your computer each day. Here are a few tips on prolonging the life of your software.

Clean Your Disk Drives

Cleaning your disk drives takes only a few minutes and makes them work better. Clean your drives every second week.

Get Your Drives Tuned

A majority of disk problems are caused by misaligned disk drives. Your most valued software could be damaged. So protect your investment—get your **drives aligned** and **speed adjusted** at least twice a year at your dealer.

Protect Your Computer's Power

Computers like a steady power supply. However, large appliances or equipment send spikes down a power line. These power spikes cause memory glitches and can alter software if you were writing to the disk when a transient happened. A surge suppressor such as a Blitz Bug will prevent power surges. At \$25 to \$50, they are a good investment.

Follow these tips and you will probably never have a problem with your software. Our experience has been that at least 97% of reported software problems are caused by unmaintained computers. Your dealer is in business to support you. If you have any questions, go see him, he will be happy to help you.

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WARNING

DO NOT TRANSFER
YOUR CHARACTERS
TO THE MASTER
LEGACY OF
LLYLGAMYN SCENARIO
DISKETTE. YOUR
CHARACTERS WILL BE
LOST IF YOU
ATTEMPT THIS.

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SIR-TECH

Dear Wizardry Purchaser:

Thank you for acquiring the most widely acclaimed game program for the micro-computer. It's popularity is attested to by Wizardry's long term standing as the number one program of its class. Among the reasons for Wizardry's great standing is its exceptional long term playing value.

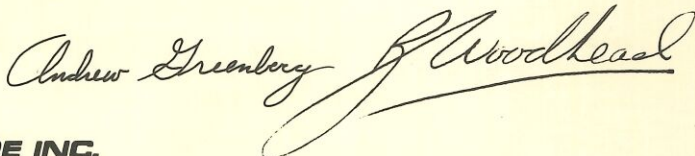
It has come to our attention that some software vendors are marketing so-called "cheat programs". These products allow you to create characters of arbitrary strength and ability.

While it may seem appealing to use these products, we urge you not to succumb to the temptation. It took more than four years of careful adjustment to properly balance Wizardry. These products tend to interfere with this subtle balance and may substantially reduce your playing pleasure. It would be akin to playing chess with additional queens, or poker with all cards wild.

It has also come to our attention that some of these programs are unreliable and may even destroy the data. While we repair or replace inoperative disks free within 30 days of purchase, or for a nominal fee of \$5.00 anytime thereafter, we will not do so for disks damaged by a cheat program.

With kind regards and our best wishes for many, many hours of fun and pleasure.

Yours truly,

A handwritten signature in cursive script that reads "Andrew Greenberg J Woodhead". The signature is written in dark ink and is positioned below the typed name "Yours truly,".

SOFTWARE INC.

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OGDENSBURG, NEW YORK 13669

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Wizardry®



A Game of Fantasy & Adventure

By Andrew Greenberg & Robert Woodhead
Robert Del Favero, Jr., Samuel Pottle & Joshua Mittleman

SIR-TECH
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BEFORE YOU BEGIN

Please return your warranty registration card.

—It allows you to receive fast backup service if your disk gets damaged.

—It ensures that you'll be informed of new *Wizardry* products.

Thank you for your cooperation.

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LEGACY OF LLYLGAMYN

Wizardry Designed by:
Andrew Greenberg & Robert Woodhead

Scenario Designed by:
Robert Del Favero, Jr., Samuel Pottle & Joshua Mittleman

Manual Written by:
Roe Adams III

Playtested by:
Katie Woodhead & Linda Sirotek

Title Page Digitized by:
Arthur Britto

PRELUDE

A generation has passed in the kingdom of Llylgamyn, since an intrepid band of adventurers regained the ancient armor of the Knight of Diamonds and restored the Staff of Gnilda. Peace and prosperity has prevailed. Under the protection of the Staff, Llylgamyn has become a place of light and beauty, where war and its tools are unknown. Recently the peace of Llylgamyn has been disturbed, not by angry men and bloody war, but rather by unbalanced nature. For years, unsettling accounts of freak earthquakes, sudden changes in weather, and thundering tidal waves, have reached the ears of Llylgamyn's people. Most have ignored them.

When the formerly peaceful seas around the prosperous island colony of Arbithea rose and swamped the island, no one could ignore the tales. The tidal wave destroyed the cities and left only barren peaks above the water. Now the citizens could no longer idly dismiss the rumors. Soon after, Llylgamyn herself was shaken in an earthquake so mighty that even the temple of Gnilda was damaged. Self-appointed prophets cried divine wrath, and demanded immediate repentance. Mystics consulted the Tarot. Astrologers talked of great comets in the heavens that will crash into the planet bringing utter destruction. Priests of the old religions talk of the death of the Great World Serpent and the end of existence.

Wiser heads call for a new generation of adventurers of all kinds and creeds to seek the cause of the troubles. Like their ancestors before them, the adventurers' quest is to save Llylgamyn from perils that face the city. The greatest Sages and Wizards of the kingdom have agreed. Only one relic has the scrying power to reveal the source of the danger. A mystical orb long ago taken by the great dragon L'kbreth is the only solution. L'kbreth, one of the five children of the World Serpent, is dedicated to the preservation of the balance of the world. She deemed that the great orb might upset that balance if left in the hands of men. Legend says the dragon took the orb to her mountain lair. There she invoked the powers of good and evil to protect the orb from thieves.

The leaders of Llylgamyn now appeal to you, the descendants of the heroes of the Knight of Diamonds and of Proving Grounds of the Mad Overlord. Take up their memories and their skills, and seek out the dragon L'kbreth. Win from her the mystical orb.

RITE OF PASSAGE

The adventurers who will go on the quest for the mystical orb will be chosen from this year's graduating apprentices. Each apprentice, at the age of 20, undergoes the ancient Rite of Passage. After proper preparation and rituals, the apprentice will pray to the spirits of their ancestors for guidance



and assistance. These spirits are the essence of these heroes. Such heroes defeated Werdna for his Amulet, or returned Gnilda's Staff to Llylgamyn. During this arcane ritual, the apprentices, if deemed worthy, will receive the blessings of their ancestors. These new level one characters will actually inherit some of the powers and skills of their ancestors as their rightful heritage. Some of the characters' attributes will be enhanced, and they will be more adept at their craft.

The new adventurers will proudly wear the name of their forebears into battle. Family caste and honors also are inherited during the ritual. Through heroic battles and quests, an ancestor may have earned entrance into a high caste, such as Ninja or Lord. Truly great heroes of old received chevrons and knighthoods as honors. The descendants of these heroes are entitled to bear those historic titles. Such a heritage must be borne with pride and glory, to enhance the family honor!



RITUAL PREPARATION

To prepare for the Rite of Passage, fresh ground must be consecrated. Questing is not permitted on the Legacy of Llylgamyn disk itself. Take the holy "Apple System Master" disk and initialize a blank disk with the mystical DOS 3.3. This ceremony is accomplished by typing the ancient hieroglyphics "INIT DISK". Those needing more enlightenment may peruse page 13 of the

mystic tome, "The DOS Manual". Restoring the "Apple System Master" to its Tabernacle, run the boot side of the Legacy of Llylgamyn disk. From among the Utilities, select "M" to make a scenario. Follow the directions and witness the Miracle of Transfiguration.

Now the spirits of the ancestors must be summoned, so they will be on hand for the ritual. The ancestors may be chosen from among the veterans of the "Proving Grounds of the Mad Overlord" scenario, and the "Knight of Diamonds" scenario. Use the "T" option from the Utilities to transfer each spirit. So as not to injure the ancestor, please be sure to place a write-protect tab over the old scenario before using option "T". The "T" option does not function on this scenario in the same manner as past scenarios. This is a special part of the Rite of Passage. Only the spiritual part of the ancestor is transferred, but none of their worldly goods. If the spirit of an ancestor is accidentally chosen to participate in an adventure party, a reminder message, "Only a Memory" will appear. Once all the essences have been brought together, leave the Utilities, and Start the game.

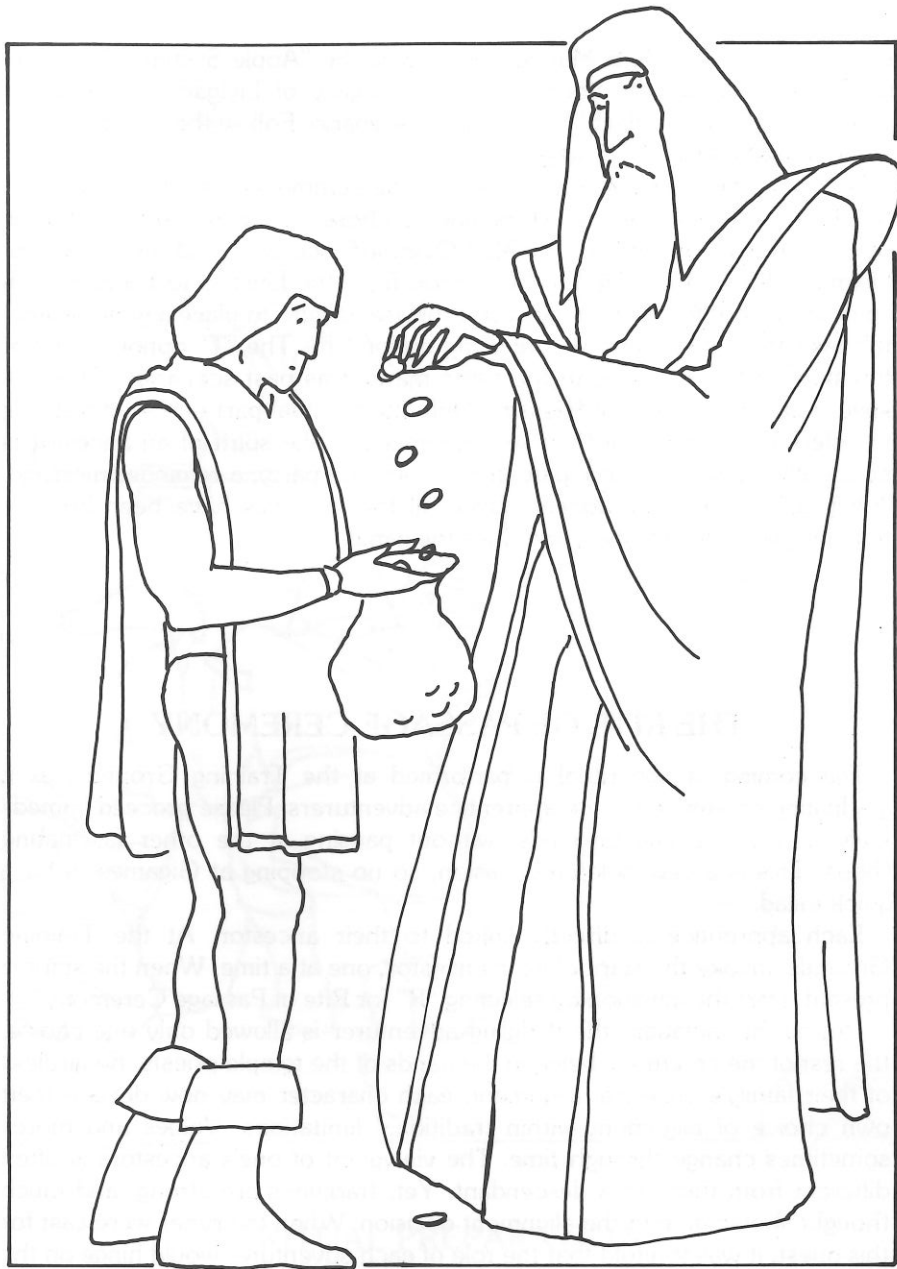
THE RITE OF PASSAGE CEREMONY

The coming of age ritual is performed at the Training Grounds, as a graduating ceremony for the apprentice adventurers. Please proceed immediately to the Training Grounds, without pausing at the other fascinating shops. This is a very solemn occasion, so no stopping at Gigamesh's for a quick mead.

Each apprentice is directly linked to their ancestor. At the Training Grounds, invoke the spirit of each ancestor, one at a time. When the spirit is present, start the initiation by selecting "R" for Rite of Passage Ceremony.

During the initiation, the fledgling adventurer is allowed only one choice, the rest of the ceremony being in the hands of the temple priests. Regardless of their family's ancestral alignment, each character may now declare their own choice of alignment within traditional limitations. Values and mores sometimes change through time. The viewpoint of one's ancestors is often different from those of a descendant. Yet, traditions are strong, and much thought should go into the alignment decision. When the runes were cast for this quest, it was foretold that the role of each adventurer would hinge on the alignment selected.

Then the ancestral link dissipates, and only the newly graduated character remains. Under the rigors of the quest, the character must prove worthy of the great heritage just bestowed. If any adventurer uses those inherited gifts unwisely, the gifts may destroy the adventurer!



THE QUEST

Upon completion of the Rite of Passage, the new adventurers are gathered before the Elders of Llylgamyn. The burden of the quest for the sacred orb is

laid upon their shoulders. The adventure party is informed that the large smoking mountain at the edge of town is actually the legendary sanctuary of the great dragon L'kbreth. As one of the five children of the Great World Serpent, L'kbreth guards the orb from unworthy seekers.

High inside the mountain is the hidden resting place of the orb. The party must climb the twisted passageways inside the mountain. L'kbreth has used both good and evil magic to safeguard the orb. Legions of monsters and nefarious troops bar the seekers' path. Diabolical traps and confounding riddles test the ingenuity of each member of the party. Only the strength of an ancestor's bequest will enable a character to even survive the lowest entry level.

As tradition requires, new adventurers begin without weapons or armor. The Elders give each adventurer a purse of up to 500 gold pieces upon graduation. Wise outfitting at Boltac's Trading Post is the first test of survival.

To facilitate such purchases, a new option "P", for Pool gold, has been added. Pool Gold transfers all the gold of the party to the one character.

The ancient maze option "D", for Disband, has fallen upon disfavor and has been discarded. Too many ancient adventurers were eaten by dungeon denizens after the party disbanded. This was noticed when the characters failed to survive the journey back to the castle.

Before the eager adventurers leave on their quest, the priests from the Temple of Cant perform one last divination. The priests use domesticated Creeping Coins to cast hexagrams in the sands:

Murmur . . . Chant . . . Prayer . . . Success!

A warning: The power of L'kbreth is the power of the planet itself!

Somewhat shaken, the adventurers listen to the Head Elder, "Whenever danger confronts mankind, Llylgamyn ever stands in the fore, ready to lead into the darkness. Now you must go forth into the unknown to save your people. Such is the Legacy of Llylgamyn. Good luck and may Kadorto smile upon you."

NOTES

PASSWORD NOTICE

When creating a password for your character, please write it down on a piece of paper and keep it in a safe place. If you lose or forget your passwords, send your scenario disk with those characters back to Sir-tech Software for password deletion. Please include \$15.00 per disk with your shipment for service charges. Sir-tech Software will not be held liable or responsible for loss of Wizardry characters during password deletion. We suggest not using passwords unless it is absolutely necessary. Just press return when you are asked for a password.

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If the original Wizardry diskette becomes defective, please return it to Sir-tech for replacement.