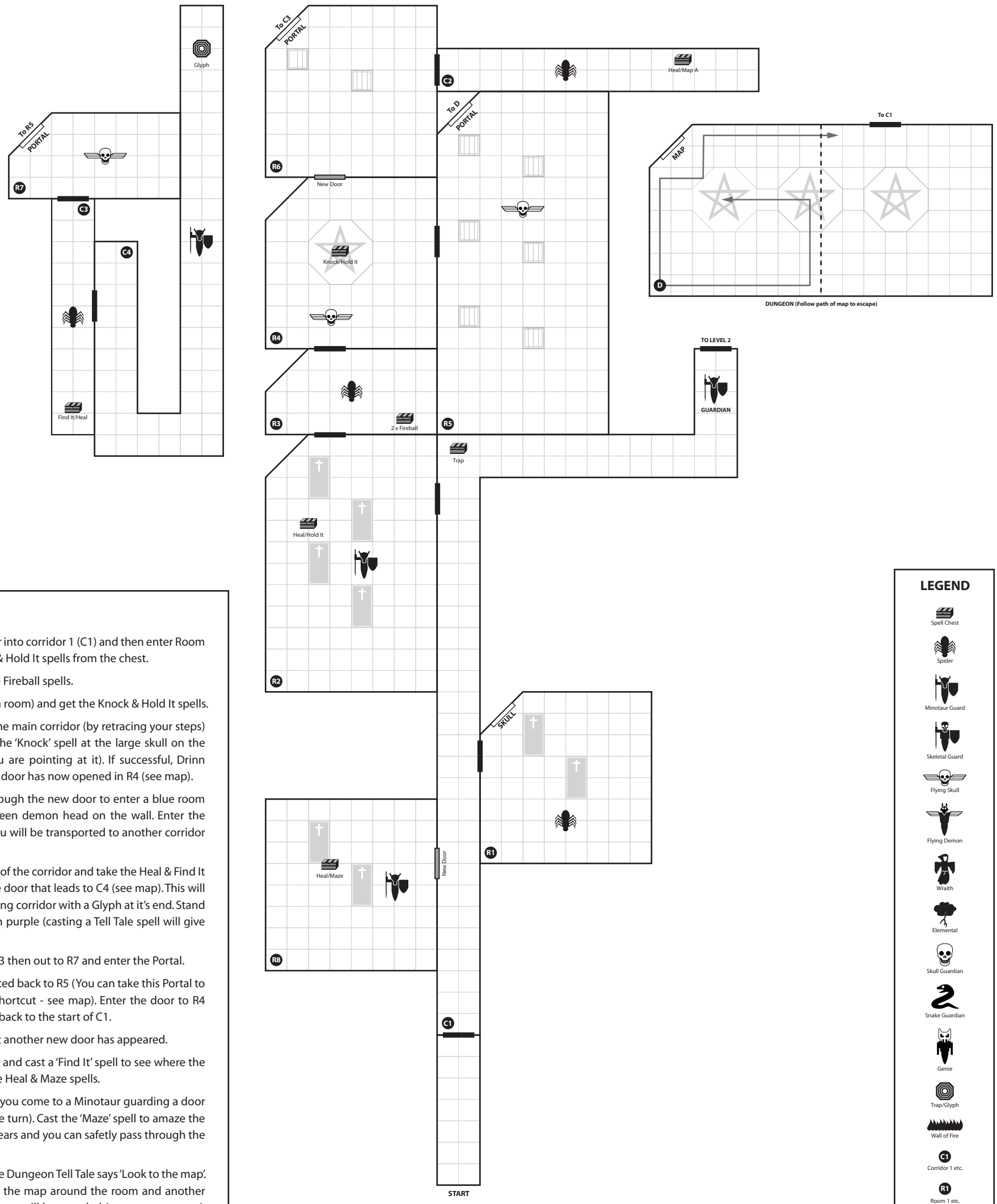
Wizardry Level 1

SPELLS

Fireball	Shoots one Fireball	**Needle Eye**	Teleport, cast at Stone Needle
Hold It	Freezes enemy until you leave the room	**Rulership**	Opens door, cast at Throne
Find It	Finds hidden traps / chests	**Reverse**	Open door, cast at upside down Cross
Heal	Restores health	**Slay Snake**	Kills large Snake Guardian
Tell Tale	Gives information on enemies and objects	**Stone Tell**	Opens door, cast at Stone Obelisk
Knock	Opens door, cast at large skull on wall	**Sunburst**	Kills Prime Elemental
Maze	Amaze the Minotaur	**Maps**	A, B, C, D, E, F (useless)
Headache	Kills large Skull Guaridian		



Level 1

Go through the door into corridor 1 (C1) and then enter Room 2 (R2). Get the Heal & Hold It spells from the chest.

Enter R3 and get the Fireball spells.

Enter R4 (Pentagram room) and get the Knock & Hold It spells.

Now head back to the main corridor (by retracing your steps) and enter R1. Cast the 'Knock' spell at the large skull on the wall (make sure you are pointing at it). If successful, Drinn turns purple. A new door has now opened in R4 (see map).

Enter R4 and go through the new door to enter a blue room (R6) with a large green demon head on the wall. Enter the demon head and you will be transported to another corridor in the castle (C3).

Go down to the end of the corridor and take the Heal & Find It spells then enter the door that leads to C4 (see map). This will lead you around a long corridor with a Glyph at it's end. Stand on the Glyph to turn purple (casting a Tell Tale spell will give you this clue).

Now head back to C3 then out to R7 and enter the Portal.

You will be transported back to R5 (You can take this Portal to the Dungeon as a shortcut - see map). Enter the door to R4 and make your way back to the start of C1.

Here you will see yet another new door has appeared.

Enter the door to R8 and cast a 'Find It' spell to see where the chest is and grab the Heal & Maze spells.

Now follow C1 until you come to a Minotaur guarding a door (avoid the trap at the turn). Cast the 'Maze' spell to amaze the Minotaur, he disappears and you can safetly pass through the door to Level 2.

If you get stuck in the Dungeon Tell Tale says 'Look to the map'. Follow the shape of the map around the room and another section of the Dungeon will be revealed (see arrow on map). Enter the door to find yourself back at C1.

Solution and Map by Michael Lambert 2008.