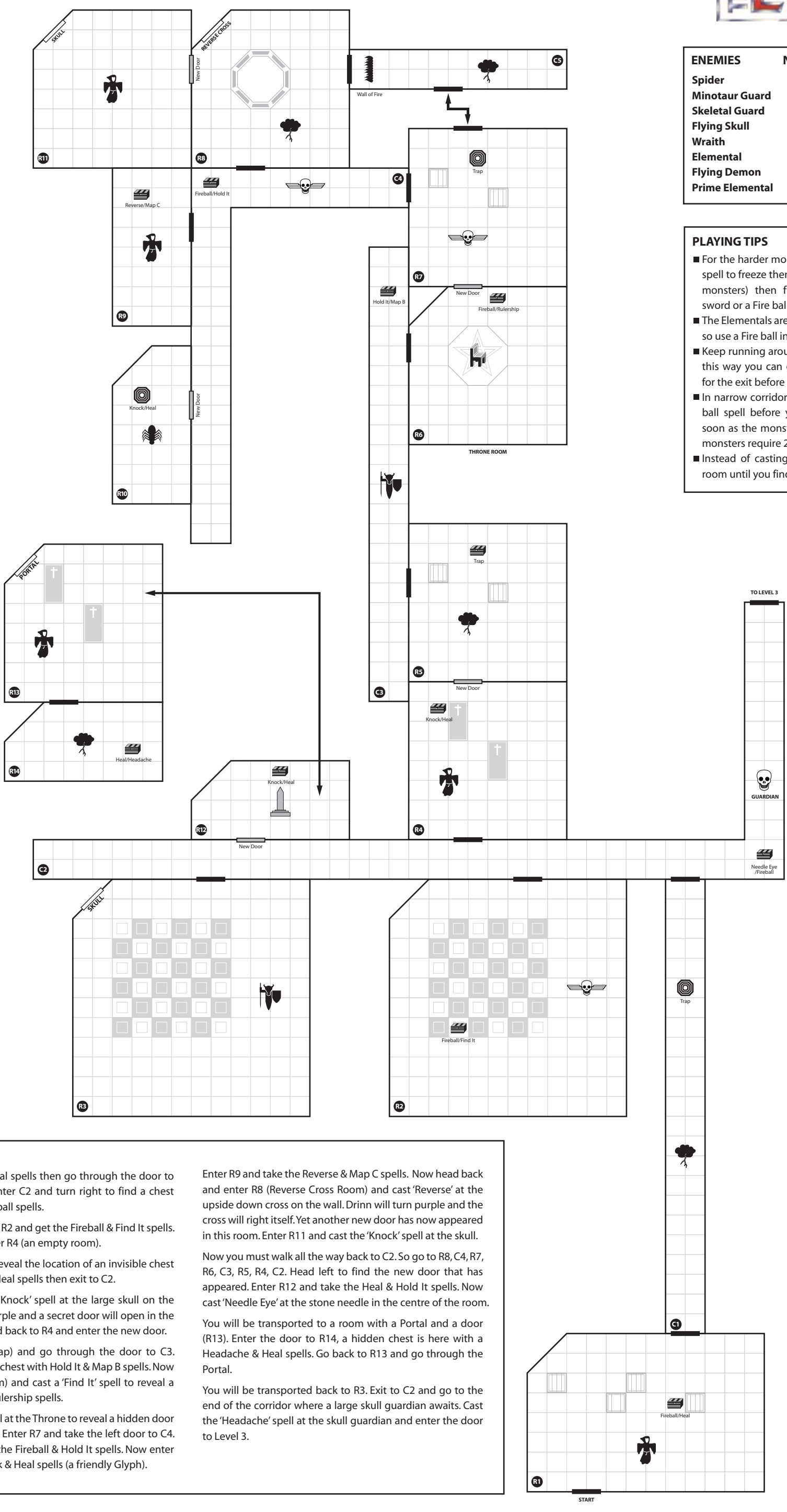
Wizardry Level 2



ENEMIES	NO. OF HITS TO KILL
Spider	5
Minotaur Guard	6
Skeletal Guard	9
Flying Skull	5
Wraith	7
Elemental	Use Fire ball
Flying Demon	10
Prime Elemental	12

PLAYING TIPS

- For the harder monsters try casting a Hold It spell to freeze them first (this will work on all monsters) then finish them off with the sword or a Fire ball.
- The Elementals are hard to hit with the sword so use a Fire ball instead.
- Keep running around to avoid the monsters, this way you can grab the chests and head for the exit before they can touch you.
- In narrow corridors prepare a Hold It or Fire ball spell before you enter, then cast it as soon as the monster is close enough. Some monsters require 2 or 3 Fire balls to die.
- Instead of casting Find It walk around the room until you find the hidden chest.

LEGEND

Spell Chest
Spider
Minotaur Guard
Skeletal Guard
Flying Skull
Flying Demon
Wraith
Elemental
Skull Guardian
Snake Guardian
Genie
Trap/Glyph
Wall of Fire
C1 Corridor 1 etc.
R1 Room 1 etc.
D Dungeon

Level 2

Grab the Fireball & Heal spells then go through the door to C1 (a long corridor). Enter C2 and turn right to find a chest with Needle Eye & Fireball spells.

Now make your way to R2 and get the Fireball & Find It spells. Exit this room and enter R4 (an empty room).

Cast a 'Find It' spell to reveal the location of an invisible chest and take the Knock & Heal spells then exit to C2.

Enter R3 and cast the 'Knock' spell at the large skull on the wall. Drinn will turn purple and a secret door will open in the corridor (C2). Now head back to R4 and enter the new door.

Ignore the chest (a trap) and go through the door to C3. Follow this up to find a chest with Hold It & Map B spells. Now enter R6 (Throne Room) and cast a 'Find It' spell to reveal a chest with Fireball & Rulership spells.

Cast the 'Rulership' spell at the Throne to reveal a hidden door in this room (see map). Enter R7 and take the left door to C4. Follow the corridor to the Fireball & Hold It spells. Now enter R10 and take the Knock & Heal spells (a friendly Glyph).

Enter R9 and take the Reverse & Map C spells. Now head back and enter R8 (Reverse Cross Room) and cast 'Reverse' at the upside down cross on the wall. Drinn will turn purple and the cross will right itself. Yet another new door has now appeared in this room. Enter R11 and cast the 'Knock' spell at the skull.

Now you must walk all the way back to C2. So go to R8, C4, R7, R6, C3, R5, R4, C2. Head left to find the new door that has appeared. Enter R12 and take the Heal & Hold It spells. Now cast 'Needle Eye' at the stone needle in the centre of the room.

You will be transported to a room with a Portal and a door (R13). Enter the door to R14, a hidden chest is here with a Headache & Heal spells. Go back to R13 and go through the Portal.

You will be transported back to R3. Exit to C2 and go to the end of the corridor where a large skull guardian awaits. Cast the 'Headache' spell at the skull guardian and enter the door to Level 3.

Solution and Map by Michael Lambert 2008.