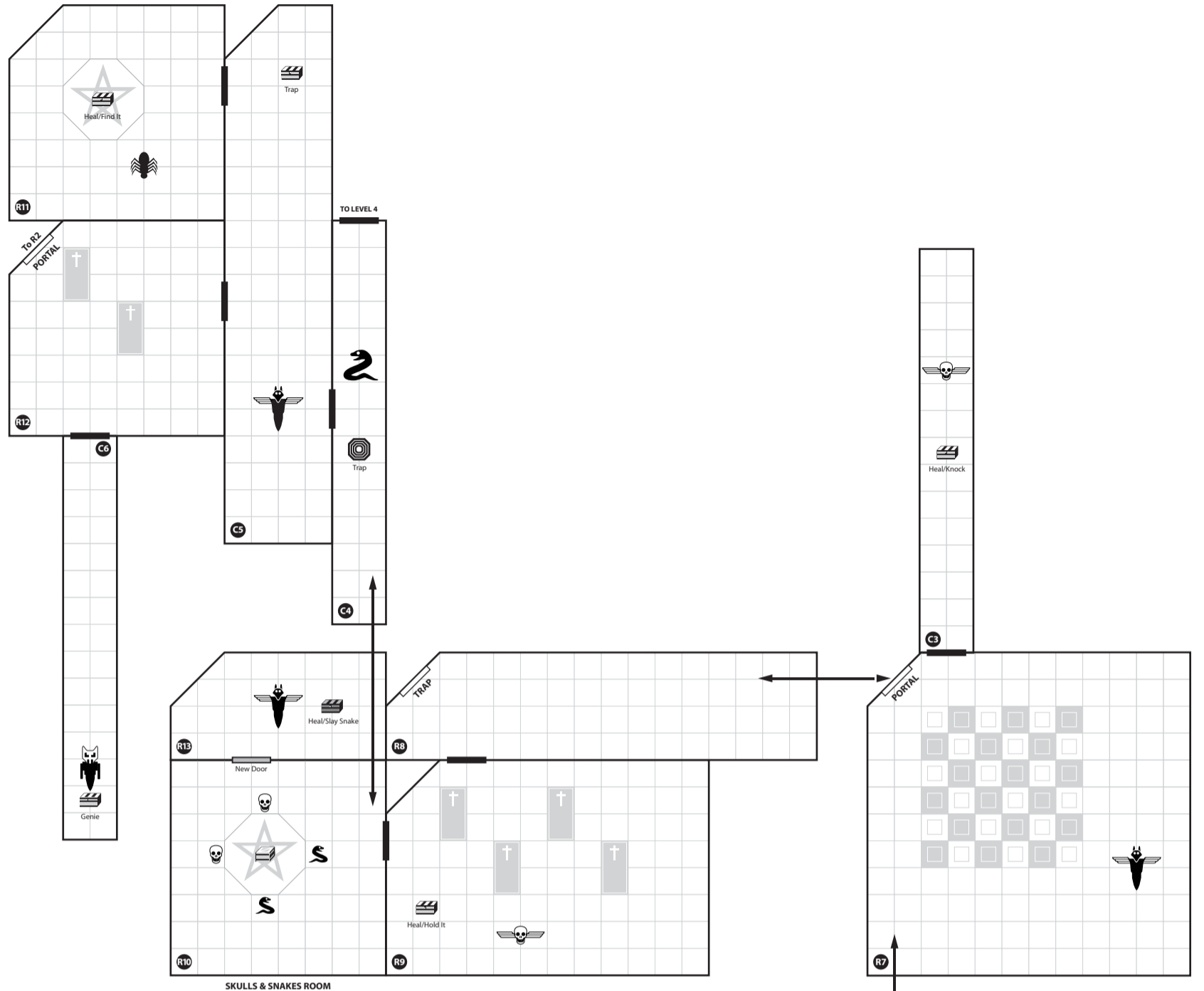


# Wizardry Level 3



**LEGEND**

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



## Level 3

Get the Fireball & Map D spells then go through the door to C1. Walk along this corridor and make sure to avoid the trap at the turn. Enter R2 then go through the door to R3.

Take the Hold It & Knock spells then head back to R2, then to C1 (if you step on the trap a wall appears blocking you from getting back to R1).

Enter R1 then go through the door to R5. Use the 'Knock' spell on the skull. Exit this room to R1 then goto C1, R2, C2 (a large corridor). Head North to find a new door at the end of the corridor (see map).

Enter R6 and enter the Demon Head Portal. You will be transported to another Portal room (R7).

Go through the door to C3 and get the Heal & Knock spells. Go back to R7 and go through the Portal. You will be transported to R8 (ignore the face on the wall - it leads to the Dungeon).

Goto R9 and get the Heal & Hold It spells. Goto R10 (Skulls & Snakes Room) and walk into the chest from the side with the snakes (if you enter from the other side you will die).

You are now transported to C4 in front of a large Snake Guardian. Don't go down the corridor as there is a trap there.

Enter R11 and get the Heal & Hold It spells. Go back to C4 then enter R12 (Portal Room). Goto C5 and follow the corridor to find a chest containing a Genie. Drinn will turn purple indicating a door has appeared in R10 (Skulls & Snakes Room).

Unfortunately you are transported back to R2, so you must make your way back to R10. When you get there enter the new door to R13. Take the Heal & Slay Snake spells and exit back to R10.

Walk to the chest from the snakes side to be transported again to C4 in front of the Snake Guardian. Cast 'Slay Snake' to enter the final Level 4.

