

## Level 2 - Shadow Lord



The following walkthrough is taken from the Ultimate Wizard manual:

Shadow Lord is a good dungeon in which to practice jumping, climbing, casting spells, and avoiding bad guys. The first thing to do in Shadow Lord is to get the key. Taking the key gives the Wizard an invisibility spell with which he can foil even the formidable Shadow Lord.

The Wizard appears in the Shadow Lord dungeon on a suspended platform in the center of the screen. Take the left hand ropes and ladders all the way to the bottom of the screen and grab the key and surrounding treasure. Now you can climb back up and make a leisurely sweep of the remaining dungeon treasures. Avoid the Shadow Lord as much as possible, saving the invisibility spell for an emergency. If the Shadow Lord happens to corner you, invoke the invisibility spell (see the Command Summary Card) and you can walk right through your antagonist. Once you have confiscated all of Shadow Lord's wealth, make your way to the keyhole at the lower right of the dungeon. Jump up and touch the keyhole to move to the next dungeon.

## Level 9 - The...Thief



The following walkthrough is taken from the Ultimate Wizard manual:

This dungeon is a test of patience and agility as you avoid an unrelenting thief who threatens your well-being, and as you jump over the lair of a killer-cockroach [GIANT SPIDER] to retrieve the key to the dungeon.

The Wizard appears on the bottom level of this dungeon and the thief on the top level. As soon as the thief senses the Wizard's presence, he will begin making his way downward. Move immediately right toward the cockroach's lair and the key. Mount the stairs that lead up to the edge of the cockroach pit and get as close to the edge as you can without falling in. Now jump to the right onto the rope that hangs directly above the cockroach's slaving mandibles. Ignoring the cockroach's hungry glare, jump to the right again onto the opposite edge of the pit, walk down the stairs and pick up the key. You now have three Fireball spells.

By this time, the thief may have found his way to the bottom level. His patience will soon wear thin as the Wizard hides safely on the opposite side of the cockroach's lair, and he will move back up to the upper levels. Jump back across the cockroach pit and wait at the bottom of the ladder. When the thief starts to come down the ladder for you, toss him a Fireball. Once you've cremated the thief, you can collect his treasures around the dungeon. You'll need to use the ropes to reach the keyhole on the mid-screen level.

## Level 10 - Look Before You Leap



From the title, you would expect a lot of treasure matrices, where the floors disappear or move when you get a treasure. In actuality, this level is really easy. But what's this? Lo and behold, an Easter Egg! When you get the treasure in the upper left corner (where the Wizard is standing in the picture below) the letters SML appear. I don't know his middle name, but I assume these are the initials of co-creator Steven Luedders. So there you have it. Not as difficult to find as certain other Easter Eggs, but an Easter Egg nonetheless. (For the uninitiated, an Easter Egg is a programmer's way of adding his "signature" to a game.) Now I must wonder if the other programmer, Sean Moore, left his mark anywhere...



Congratulations! You've just completed the first 10 levels. Only 90 more to go! Heh heh... As a bonus, you are rewarded 2 Wizards. Good luck

## Level 11 - Ladder Land



This is not a difficult level, but there is a secret way to gain hundreds of thousands of points, and subsequently more lives than you'll know what to do with.

At the top surrounded by skull & crossbones icons there is a platform with a treasure on it. Also note the shrinking ladders and the weird sounds. What's happening is that the item at the top has a treasure matrix that replaces itself, and shrinks the ladders one step (the ladder shrinking part is custom code you cannot replicate in the advanced editor). Also, a THIEF with the HAILSTONE sprite colored black is walking back and forth across it, triggering the treasure matrix. This causes the ladders to shrink in steps of about 2 at a time, and generates the spooky sound effects.

First get a key to gain the MAGIC MISSILE spell. Kill the THIEF on that platform with a shot from below. The weird sounds will stop. If you miss, try again, grabbing a new key if need be. Now go up to the top of the ladder. Then, move to a side pole of the ladder, and move up. You will center on the ladder and inch up a bit more. Repeat a few times, and you can then jump for the platform. Another way to get up there is to use one of the arrows at the bottom, but this requires some quick maneuvering while floating up. Now stand on the treasure and watch your score go up. Be sure not to go over 255 lives, or the game will crash when you go to the next level. You will have to keep an internal count based on your score, because it won't show all your lives. When you have enough, jump off and die.



## Level 16 - Wizercise 2 - Jump & Leap



The following walkthrough is taken from the Ultimate Wizard manual:

It takes the grace of a ballerina and the agility of a trapeze artist to make it through this one unscathed. Many of the treasures on this level will go uncollected as you strive to exit the level alive.

The Wizard appears on the top level in this dungeon to the right of a row of pits, each of which contains a deadly skull & crossbones. The only way off this level is to traverse the pits and catch the left-hand elevator down to the next level. Move the Wizard next to the first pit and jump left onto the lip of the pit. (If the Wizard is too close to the pit, he won't be able to jump high enough, so give him a small running start.) Move as close to the left edge of the pit as you can without letting the Wizard slide in. (A good rule of thumb is to align the Wizard's hat with the skull & crossbones above him.) Now jump left, across the pit, and be sure to re-center the joystick so the Wizard doesn't slide into the next pit when he lands. Keep doing this until you have jumped over all the pits and you are on the left side of the top level.

Now hop onto the left-hand elevator and hop off again at the next level. Enjoy the safe walk across this level and catch the right-hand elevator to descend into more danger. Hop off the elevator at the bottom level. Now comes the trickiest maneuver in your career as a Wizard. You must jump to the left, across the bubbling lava, to land on the small suspended platform. On the platform however, is a continuously opening and closing gate that will make mincemeat of the Wizard if you don't time it just right. Jump when the gate is beginning its up-swing and when you land on the platform, duck through the gate scooping up treasures as you go. Without a seconds pause, leap off the left side of the platform and onto the left bank of the lava pool.

Walk toward the left edge of the platform and at the last minute leap onto the rope that leads down to the key. Climb all the way down until you're at the end of your rope, but don't let go because there's a hungry amoeba [SLIME] pacing back and forth just below. Wait until the amoeba is on the left side of the Wizard and leap off the rope to the right. Make another jump to snag the key and the treasure. The key gives you three Fireball spells and, if you have time, you can lob one at the amoeba. In all likelihood, you won't have time to cast a spell so leap back over the advancing amoeba to the left and then jump onto the rope. Go back to the right and get rid of the opening and closing gate by using a Fireball. Now you can cross over the lava pool with ease. Jump over the right-hand rope, shimmy down, and put the key in the hole.

## Level 33 - Indiana Who?



The following walkthrough is taken from the Ultimate Wizard manual:

On first inspection, it looks as though there is no way to get through the Indiana Who? dungeon. However, through the magic trickery of the Shadow Lord and his cronies, each time you take a treasure a new facet of the dungeon is revealed.

The Wizard appears on this level in the middle of the screen. Go to the right and leap onto the stairway that leads up to the dead end. At the top of the stairway, leap left and grab the treasure, upon which a rope leading to a treasure suddenly appears. Go back down the stairway, and drop onto the stairway that leads to the lower level. Go left and jump onto the rope that lead up to the treasure in the dungeon ceiling. When you grab the treasure a dead end opens.

Shimmy back down the rope and go back up to the second level. Continue left and leap across the firepit, grabbing the treasures as you do. The keyhole now appears on the bottom level. Continue left and up to the top level and grab the treasure that waits there. Go all the way back down to the bottom level and leap over the Lava Troll, grabbing the treasure as you do, and get the next treasure right before the stairway. The last dead-end disappears and opens the top level.

Work your way back up to the top level and head for the treasures. Grab the first treasure, and as soon as you grab the second treasure, stairs leading to the keyhole appear. Run back the way you came because now you have a two ton boulder [ROLLING ROCK] hot on your trail. Run all the way to the bottom, over the Lava Troll, up the stairs, and grab the left treasure to make the key appear. Now run back down the stairs and wait at the edge of the dip in the dungeon floor. The boulder should now be passing over the Lava Troll's lair. As the boulder rolls towards you down the stairs leading from the Lava Troll's lair, take a flying leap to the right, right over the boulder. Now run all the way to the top level and grab the key.

Make your way back down to the second level and wait near the first level entrance until the boulder is on the far left of the dungeon. Drop down to the bottom level and wait at the edge of the dip in the dungeon floor in the same way you did on the left side of the Lava Troll's lair. Again, when the boulder rolls towards you down the stairs (this time coming from the left), leap to the left, over the boulder. Jump over the Lava Troll, run up the stairs, and put the key in the keyhole.

## Level 37 - Quest 2 - The Dread Keep



Most puzzles can be solved with the right combination of logic and reflexes, even if you have to lose a life or two trying. Occasionally, though, you will find yourself at an impasse. Quest 2 is probably the most dastardly example of this. You made it past the SHADOW LORD and the THIEF, gathered all the treasure, and now you've just got 3 levels left to finish the game. But wait... where'd the rope to the exit go? Aaaaaugh!!! Now you've got to quit and start all over at Level 31 (or worse, Level 1!) The key to solving this level is not to take the gem in the top left corner. I've circled it in the picture above.

