

# WIZARD INC

GENRE  
**TYCOON**

PLATFORM  
**PC**

OS  
**WINDOWS**

AUDIENCE  
**MATURE PLAYERS,  
TYCOON FANS**



## STORY LINE

Close your eyes. Open them. You're a Wizard.

Now buckle up, because this is where things get weird (and awesome).

You've recently graduated Wizard, but you're 653 years old. Hey, what can we say, Wizarding takes a long time to perfect. Now that you're out in the world, you've got to start contributing to the planet - and making some coinage too.

You control this old, wise, absurdly entertaining Wizard as he opens up his very first, and very humble Wizard Shop. You'll make potions and enchantments so you can make ends meet. And hopefully those ends will make you rich. Once the cheddar starts rolling in, that's when the real fun begins.

Gigs. Gigs are what you probably know as quests, so engaging and fun, they might just blow your little wizard wig off.

- Entertain the King's daughter on her birthday
- Accompany other adventurers in a journey to find the ONE necklace to rule them all
- Find the biggest, baddest dragon in the land, sneak up behind him and...give him a sweet little snuggle

OK, maybe not that last gig, but who knows where the adventure will take you!

Keep earning money, improve your reputation and gain fame. It's everything you've ever wanted to do. It's quite simple actually: improve your brand, improve your sales.

Flawed character who can't earn money, makes bad potions and has no sense of adventure? Too bad. You're dragon food.