

Black Magic™

An Action-Adventure Game



Datasoft®

COMMODORE 64™/128™
DISKETTE

Black Magic™

The evil warlock Zahgrim has taken over the kingdom of MariGold by defeating Anakar the Wise. Zahgrim turned Anakar to stone and scattered the good wizard's six magical eyes around the land so he could see the evil that Zahgrim would do.

A legend tells that whoever replaces the eyes of Anakar in the stone statue will release the good wizard's spirit to its eternal rest. As a reward, the one who completes this task will learn the secret whereby Zahgrim may be destroyed.

You, as the sole holdout against Zahgrim's evil, must travel through the land of MariGold, collect Anakar's eyes, and place them in the blind statue. As you find the eyes, you also collect life-sustaining food, weapons, and magic spells to use against the evil warlock and his minions.

Your quest is fraught with danger every step of the way. The land is full of evil demons and poison plants sent by Zahgrim to destroy you. When you finally reach the statue and learn the secret of Zahgrim's vulnerability, you must travel to the evil one's dark castle for the final trial in your adventure.

- FEATURES:
- Action-adventure game
 - Over 100 screens to explore
 - Eight different magic spells
 - Combination joystick and keyboard action



Actual Commodore Screen



Actual Commodore Screen

Datasoft®

19808 Nordhoff Place, Chatsworth, CA 91311 (818) 886-5922

Black Magic © 1987 Action Software. All rights reserved.
Created and designed by Peter Ward. Black Magic is a trademark of Action Software.
Datasoft is a registered trademark of IntelliCreations, Inc.
© 1987 IntelliCreations, Inc. All rights reserved. Printed in USA.

