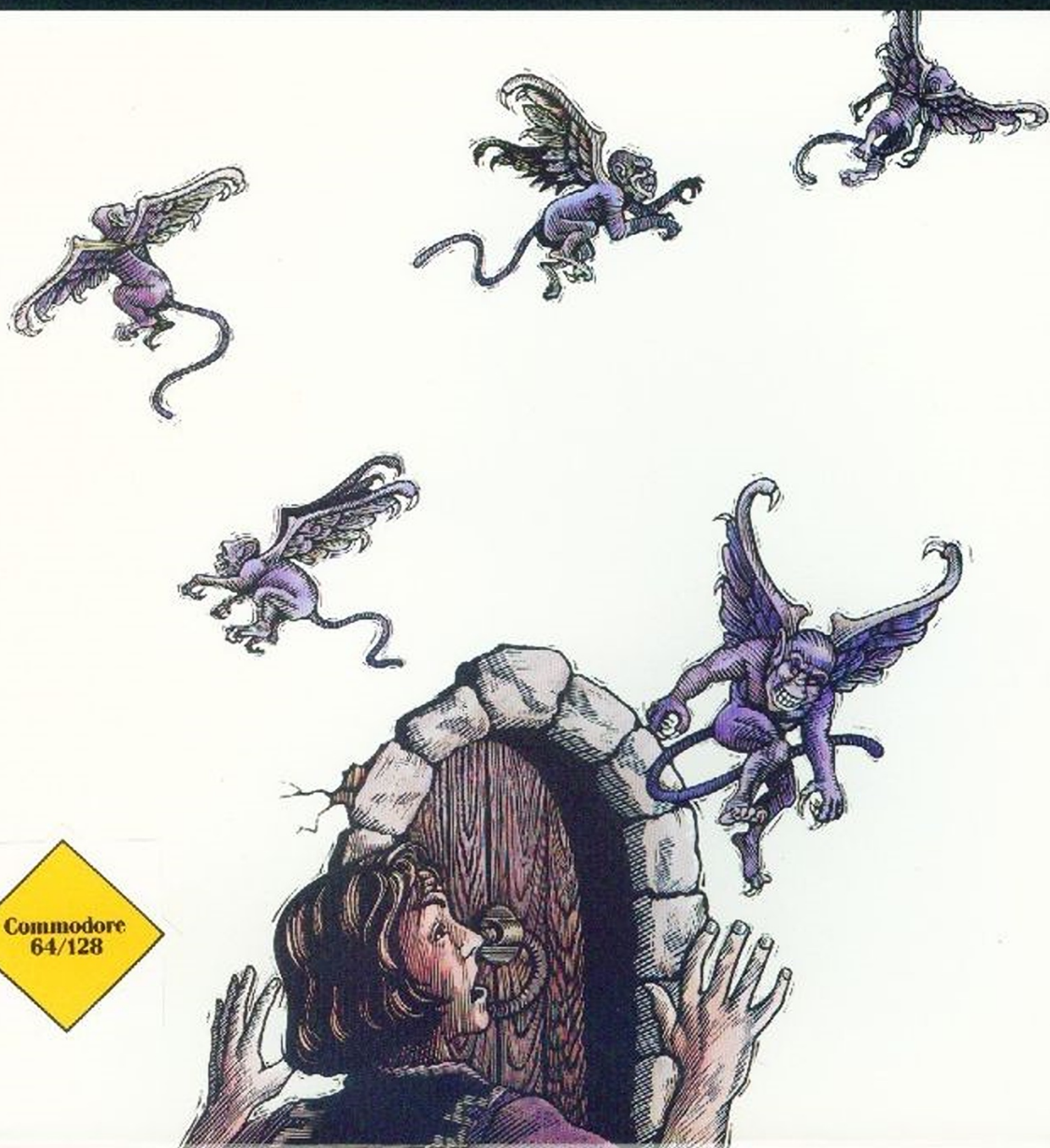




Dark Castle



Commodore
64/128



Can You Survive the Haunted House on the Hill?

From the moment the creaking drawbridge closes behind you until you slay the Black Knight, *Dark Castle* is a nonstop life-and-death adventure. Pitting you against the evil that threatens you at every turn, *Dark Castle* requires that you think quick, act fast and have a real zest for life.

You're Now Entering the Decathlon of Danger.

Your assignment? Overthrow the Black Knight. But first you must safely pass through fourteen danger zones—each more treacherous than the last—that are guarded by everything from flying monkeys to dragons.



You have a handful of rocks—for fending off anything that stands (or crawls or flies) in your way—and four extra lives for those instances you're caught with your guard down. Bottles of elixir are scattered along your trek to ward off bat and rat bites. As your quest progresses you may also come upon a mace, fireballs and a magic shield to aid your cause.

Where Will Your Adventure Take You?

Through dungeons, laboratories and caves. Up and down ladders and ropes. Over trap doors. Past whiplacking henchmen and Merlin the Magician, all of whom kill first, then ask questions. By creepy crawlers,



kamikazee vultures and other mutants of mischief. And the more elusive you are, the more difficult it gets.



So Real It's Frightening. Taking complete advantage of your computer's sound and visual capabilities, *Dark Castle* has you looking over your shoulder as soon as your hunt for the Black Knight begins. Experience the thrill of *Dark Castle* and find out for yourself: Are you a hero? Or are you history?



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