

DARKHORN[®]

realm of the warlords



DARKHORN IS THE AVALON HILL GAME COMPANY'S TRADEMARK FOR ITS FANTASY COMPUTER STRATEGY GAME

#43794

Diskette for Apple[®] II/Family
64K and Commodore[®] 64/128



microcomputer games DIVISION
The Avalon Hill Game Company

A MONARCH AVALON, INC. COMPANY

thunder over DARKHORN®

The gathering of the armies is accompanied by the gathering of storm clouds. The spinning wheels of history have brought the four major powers into the final conflict for supremacy over the fertile land under the shadow of the towering mountain, Darkhorn.

From the four armies, men, elves and dwarves fan out and occupy strategic strongpoints and search for the elusive enemy. Some enter villages, foothills and woods, recruiting new members to the cause, while others remain behind and fortify the castles against siege. But watching over them all from his hidden fortress, the Darklord watches and waits . . . to confront the leader who dares to challenge his supremacy.

Up to Four Players—Simultaneously!

DARKHORN is the newest fantastic strategy game from The Microcomputer Games division of The Avalon Hill Game Company. Up to four players compete *at the same time*: raising their armies, organizing their forces and leading them into battle.

Look at these unique features!

★ **NO WAITING!** Everybody plays in Darkhorn! A unique real-time system allows all players to give orders to their armies at the same times. No one has to wait while one person decides what to do. The keyboard, joystick and paddles can be used in any combination.

★ **MULTI-PLAYER OR SOLITAIRE!** Darkhorn can be played by up to four players, with the computer sitting in when needed. And, if you want a solitaire game, Darkhorn offers that too. A unique handicapping system makes even a one-player game a true tactical and strategic challenge.

★ **PLAY A SHORT GAME . . . OR AN ENTIRE CAMPAIGN!** Want to play a game lasting thirty minutes? The Quick Scenario takes place on one of sixteen different maps. For an afternoon of fun, the Campaign Game rages over the nine maps of Darkhorn, with the winning army facing the Final Trial against the evil Darklord! And what does it take to triumph there? An unknown power that you can learn only by succeeding in previous campaigns.

★ **BUT THERE'S MORE!** Darkhorn can be changed to suit your taste. Randomly generated maps make each game a different strategic



challenge. A tactical combat option tests your arcade skills. And, of course, the computer can take any side!

Darkhorn Calls!

The battle horns are sounding and the companies of men, elves and dwarves are assembling under the shadow of the mountain. By the night-banishing torches, the commanders are plotting their strategies for the coming campaign, and you are invited to join them. Darkhorn is calling for you!

Darkhorn is ready to play on your 64K Apple® II family and Commodore® 64/128 home computer with one disk drive. Joysticks and paddles are optional.

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