

Dragon Wars™



Interplay™

Commodore® 64/ 128
1541 or 1571 disk drive req'd
1 Blank disk req'd

Dragon Wars™

The designers of the Bard's Tale™ series, Wasteland™ and Battle Chess™ pooled their talents to create the ultimate role-playing fantasy. They knew it had to be a first-rate story with sophisticated graphics. The result was Dragon Wars™.

Sailing across uncharted seas, you and your party are in search of a legendary paradise called Dilmun — a place where the streets are paved with gold and no one wants for anything.

However, King Drake of Phoebus has declared all magic illegal — magickers have been slain or fled into exile. In retaliation, enemy islands have threatened to unleash their guardian dragons, the most destructive force in the world. While docked at a harbor in Dilmun, you are arrested on suspicion of spellcasting.

Imprisoned and stripped of everything but your wits, you are sentenced to life in a cesspool called Purgatory. Magic is your only salvation — a worldly possession in a world possessed.

Interplay™

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Most of the creatures are as friendly as this guy. He wants to take his spear and shishkabob your whole party.



Over 1 megabyte of animated state-of-the-art graphics.



Leave the bread crumbs at home. Unique automapping keeps track of the terrain as well as your path.



There's a whole world to explore in a colorful, detailed 3-D perspective.

- Supports characters from Bard's Tale™ I, II, & III.
- Over 60 monsters and 65 spells.
- A unique combat system: choose complexity of combat resolution, determine spell strength, select tactics of ranged combat.
- An easy-to-use pop-up window system.
- Save the game anywhere.
- A paragraph book to enhance storytelling.
- No graph paper needed.

