

Fortress of the Witch KingTM

FORTRESS OF THE WITCH KING IS AVALON HILL'S TRADEMARK NAME FOR ITS
MICROCOMPUTER FANTASY GAME OF WIZARDS AND WARRIORS.



COMPUTER GAME
DISKETTE FOR:
Commodore 64®
No. 46155



microcomputer games®

A DIVISION OF THE AVALON HILL GAME COMPANY

Only the **FEARLESS** and the **BRAVE** **DARE ENTER** the . . . **Fortress** of the **Witch** **King**[®]



For once you enter you are committed to the task of finding and slaying the Witch King and freeing the inhabitants of the land. Treasures and riches are yours if you triumph.

As you thrust forward on your quest for the orb, scepter and crown, BEWARE! Outnumbered by the arch ruler's followers, you and your small band of brave scouts face constant peril.

Use a magic spell to teleport you out of danger . . . or into a band of the Witch King's warriors, trolls, or deadliest of all . . . the vicious hacker! Be on constant guard for roving marauders are lurking everywhere . . . waiting to rob you of your hard gained treasures.

Facing tremendous odds, retreat can never be considered. Depending upon you are the innocent inhabitants held in bondage by the Witch King.

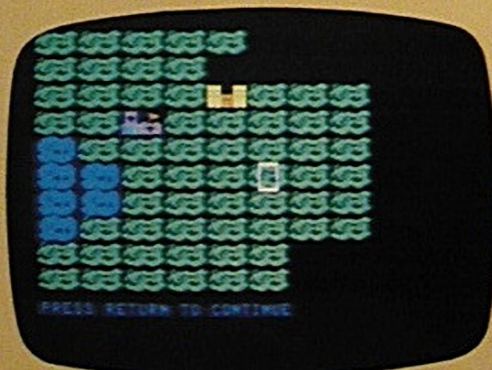
Fortress of the Witch King is ready to run on your Commodore 64[®] computer with one disk drive.

A true heart, brave spirit and goodness persevere . . . and no matter how many times you fall, you rise again to fulfill your mission.

Average game: 50-100 turns

1-Player time: 3 hours

4-Player time: 6 hours



The white square indicates the location of your troop. The terrain shown includes forest and lakes. The gold castle, with two towers, is a town where you can buy supplies. The lavender structure is a sanctuary, a haven to rest in and muster your forces.



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