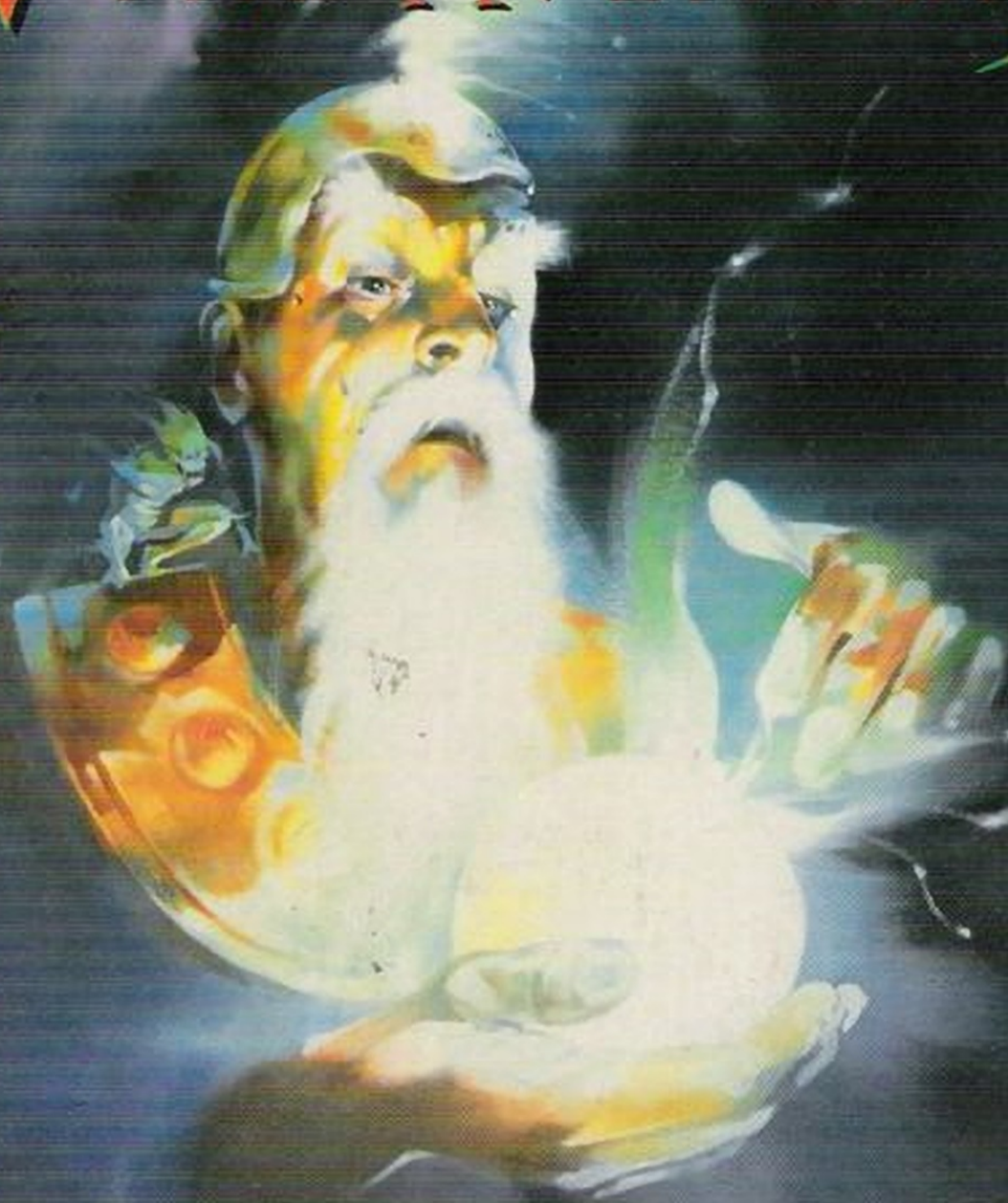


MILLENNIUM PRESENTS

Warlock

THE AVENGER



CLASSIC ARCADE ACTION IN A LAND OF MYTH AND MAGIC

C64

Commodore 64 disk



MILLENNIUM



In the beginning there was 'Druid', hailed as a milestone game at the time of its release. Then came 'Enlightenment', and now there's Warlock the avenger, the third game in a classic series. Designed by Dene Carter, Warlock the avenger takes the player yet deeper into the dangerous world of Belorn, where the evil lord Acamantor has returned to hold the land in his grasp. Strive to reawaken your ancient spells and find your way through eight trap-strewn dungeons, overcoming unknown obstacles, locating secret passage ways and keeping Acamantor's monstrous minions at bay. Your task is to find and destroy the evil power. Only by unleashing the arcane power of Chaos can final victory be yours.



- two games in one, you get the original Druid game, included free (Amiga and ST only)
- use elemental forces to cast the most effective spells
- create Golems and work together in the two player game
- avoid gigantic fire-spitting skulls and Acamantor's teeming army of monsters



Warlock

THE AVENGER



Amiga screen shots

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Distributed by U.S. Gold Limited



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Am Anfang war "Druid", das bei seiner Veröffentlichung als ein Meilenstein der elektronischen Unterhaltungsindustrie gepriesen wurde. Die Folge war "Enlightenment" und jetzt, frisch aus der Softwareschmiede von Millennium, kommt "Warlock", das dritte in dieser Reihe klassischer Games. Der Designer Dene Carter führt den Spieler noch tiefer in die gefährliche Welt von Belorn. Der böse Lord Acamantor ist zurückgekehrt und hält Belorn in seiner eisernen Faust.



Au commencement il y avait "Druid", salué comme un jeu événement du temps de sa parution. Puis vint "Enlightenment", maintenant il y a Warlock, le troisième jeu d'une série classique. Conçu par Dene Carter, Warlock emmène le joueur encore plus loin dans le dangereux monde de Belorn. Le mauvais seigneur Acamantor est revenu pour reprendre Belorn entre ses mains.



All'inizio c'era "Druid", salutato a suo tempo come una pietra miliare nel mondo dei giochi. Poi venne "Enlightenment", ed ora c'è Warlock, il terzo di una serie di giochi classica. Progettato da Dene Carter, Warlock trascina sempre di più il giocatore nel pericoloso mondo di Belorn. Il perfido signore Acamantor ha di nuovo catturato Belorn.

