

Wizardry

for the
Commodore 64
by
Steven Chapman

- ★ A 3-D graphics adventure as you've never seen before!
- ★ Set in a castle, your test is to use spells, solve riddles and fight with demons in search of the evil Elemental.
- ★ Unique 'Dungeons & Dragons' like play.
- ★ Over 70 areas to the castle, with several scrolling 3-D screens in each area.
- ★ Features a revolutionary 'movie' like music score.
- ★ "... the game's graphics and music are truly outstanding, with the music giving vital clues to the level of danger in a room".
"Wizardry is a game which ... deserves to push 'The Edge' to a status amongst software houses which at the moment is dominated almost completely by U.S. groups, it's truly superb!"
Commodore Computing International
October 1985.
- ★ "Pick of the Week" in Computer Trade Weekly, Issue 50.



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THE EDGE

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THE EDGE

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COMMODORE 64

EDG 4CA

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