



**MELBOURNE HOUSE**

**COMMODORE 64/128**

# WIZ

On the Magical Isle, there are cracks in reality.

Almost hourly, evil is oozing in from the other side, as the worlds of light and dark, of Midgard and Niflheim, move inexorably towards fusion.

Bravely clutching his empty Spell Book, a novitiate wizard resolves to take on the powers of Good and Evil in a foolhardy attempt to prevent the inevitable. Obstructed by the antiquated Council of Wizards, he desperately seeks to learn the incantations which will break forever the ancient links that bind the two worlds.

But some of the runes, essential for spell-casting, can only be found in the depths of Niflheim. And the creatures of the night are already closing in...

*A potent mix of spell-binding strategy, diabolic action and bewitching graphics, WIZ will test your powers of dexterity and instant recall to the limit and beyond.*



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