



Can Spike McFang, junior magician and vampire in training, rescue his Island Kingdom from the evil hands of Von Hesler? Help Spike use his magical powers to conquer the sinister leaders of 9 island areas and restore his father, Dracuman, to power.

Spike's weapons? A magical hat and cape that spin at high speeds. Sure, they're unusual, but you have to get creative when you're facing killer garlic and zombies!

Along the way, Spike will need to find plenty of gold and magic cards to keep going, so keep your eyes peeled.

It's Spikes first chance to test his skills in real action!









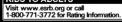














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IMPORTANT!





















