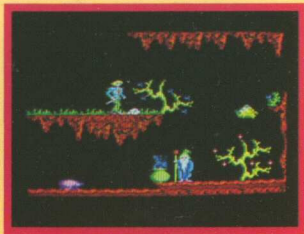


thy perils starteth here!

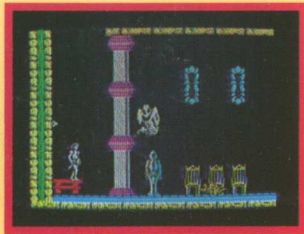
Thou fallest asleep in the 20th Century and awakest in the time of King Arthur and Camelot. Thy only way to solveth this mystery is to grabeth thy trusty sword, Excamembert, and fighteth through three different worlds to the fourth world of Camelot Castle. Herein thou wilt, the solution, findeth. Thou wilt encounter many evils that will includeth eye-clawing owls, flesh-eating spiders, killer fish and deadly plants.

Alas, four elements from thy 20th Century have mysteriously entered this world of Camelot and thou must redresseth the balance of Nature by seekething them out. Why art thou fighting for thy life in this ancient world? Only thy will to survive canst answer this!

Gadzooks! Thou canst not lose thy pith (or take it!).



Representeth Amstrad version



Representeth Spectrum version

ARIOLASOFT



COMMODORE

AS 12056



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Thy Joystick or keyboard required

Commodore is a registered trade mark of
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Licensed from Dinamic Soft
Programmed: Victor Ruiz and Florentino Pertejo
Graphics: Victor Ruiz
Music: Ignacio Bergareche
Design: Alfonso Azpiril
Original UK translation: Nick Corfe



Camelot Warriors

AS 12056



CAMELOT WARRIORS



COMMODORE
64/128
CASSETTE

THE SCENARIO

Never look back as thou entereth the four worlds of mystery.

The Forest: A natural setting in which enemy forces await thee. A druid will cast a spell on thou and transformeth thee to a slimy toad!

The Lake: Killer fish, electric eels and a reign of terror will givest thou a shock to thy system.

The Caves: Thou art buried underground and havest trouble breathing such stuffy air – thou must findeth the surface and quicketh!

Camelot Castle: Thou must findeth the voice from the other world which will solveth this mystery.

All four worlds are interlinked and thou must findeth their frontier zones to passeth between them.

THE CHARACTERS

Aznaht : The master druid of the forest

Kindo : Neptune's brother and king of the lake

Azornic : the powerful dragon, lord of the caves

Arthur : King of Camelot

Thou must searcheth out the four elements of the 20th century and presenteth them to the guardians of each world. The elements are:

The fire which does not burn

The mirror of wisdom

The elixir of life

The voice from the other world

Each guardian will knoweth what to doeth with them.

Thy sword will eliminateth most enemies but thou mayst needeth a powerful jump for some adversaries.

OBJECT OF THE GAME

To gaineth access to Camelot castle, and solveth thy mystery.

(Get that man some new teeth! – Ed.)

CONTROLS FOR THY GAME

KEYBOARD	JOYSTICK	
O	Left	= Left
P	Right	= Right
Q	Up	= Jump
Space	Fire	= Sword

TO LOAD

Press SHIFT and RUN/STOP together. Press PLAY

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