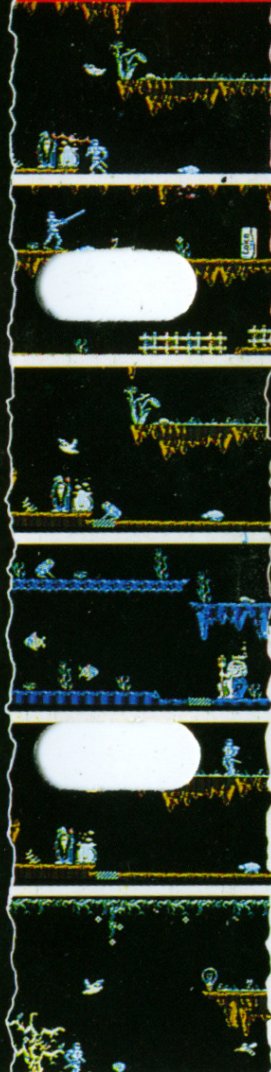


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MASTERTRONIC



You are about to begin a journey of no return! You must cross the gate of mystery, penetrate treacherous worlds and defeat fierce enemies to discover the secret magic mystery

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RECORDED ON
BASF
TAPE

TITLE

CAMELOT WARRIORS

MACHINE TYPE COMMODORE · 64 · 128

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MASTERTRONIC

CAMELOT WARRIORS



THE WORLDS

Using great skill and strength you must travel these worlds to reach your destination:

THE WOODS – where many enemies lie hidden. Beware of the druid's who can weave wicked spells around you!

THE LAKE – where murderous fish and the evil electrical medusas are lurking in the darkest depths.

THE CAVERNS – where black shadows conceal a powerful dragon who will try to crush you to death. Can you find the exit before he finds you?

THE CASTLE OF CAMELOT – the last stage of your long journey, where the key can be found to solve the mystery.

Once you are in the Castle you will discover four elements:

THE VOICE FROM ANOTHER WORLD

THE MIRROR OF WISDOM

THE ELIXIR OF LIFE

THE UNBURNING FIRE

You must take each of these elements and present them to the guardian of each world, so they can be destroyed:

AZNAHT – LORD OF THE DRUID'S

KINDO – KING OF THE LAKE

AZORNIC – LORD OF THE CAVERNS

ARTHUR – KING OF CAMELOT

This will not be an easy task but with the

A MEMBER OF THE VIRGIN MASTERTRONIC GROUP OF COMPANIES

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help of your sword you might just make it!

THE FINAL MYSTERY

Even the greatest, strongest, most skillful warrior will find this perilous challenge nearly impossible but it is the only way to find the key that will unlock the secret magic mystery. Can you do it!

CONTROLS

Joystick and Keyboard

KEYBOARD CONTROLS

Q: UP, FFON JUMPING

P: RIGHT

O: LEFT

SPACE: TO USE THE SWORD

LOADING INSTRUCTIONS

Hold down SHIFT key and press RUN/STOP.

Press 'PLAY' on tape. Program will load and run.

FRENCH

Vous êtes sur le point de commencer un voyage sans retour! Vous devez passer par la porte du mystère, pénétrer dans des mondes perfides et vous défaire des ennemis farouches avant de découvrir le mystère magique secret.

LES COMMANDES MANCHE A BALAI ET CLAVIER

Commandes du Clavier

Q: Haut, Saut Flon

P: Droite

O: Gauche

ESPACE: Pour utiliser l'épée.

INSTRUCITON DE CHARGEMENT

Tenez la touche SHIFT enfoncée et appuyez sur RUN/STOP.

Appuyez sur PLAY sur le magnétophone. Le programme se chargera et se déroulera.

GERMAN

Sie begeben sich auf eine Reise ohne Rückkehr! Sie müssen durch das Tor der Geheimnisse schreiten, in heimtückische Welten eindringen und wütende Feinde besiegen, um das Geheimnis des magischen Rätsels herauszufinden.

KONTROLLEN

Joystick und Tastatur

TASTATURKONTROLLEN

Q: HOCH UND SPRINGEN

P: RECHTS

O: LINKS

LEERTASTE: SCHWERT BENUTZEN

LADENANWEISUNGEN

Die SHIFT-Taste gedrückt halten und RUN/STOP drücken. Die PLAY-Taste auf dem kassettenrecorder drücken. Das Programm lädt und läuft automatisch.

ITALIAN

Stai per iniziare un viaggio senza ritorno! Dovrai attraversare le porte del mistero, penetrare mondi insidiosi e battere nemici feroci per scoprire il magico segreto.

CONTROLLI

Joystick Tastiera

CONTROLLI TASTIERA

Q: Su, FFON SALTA

P: DESTRA

O: SINISTRA

BARRA: PER USARE LA SPADA

ISTRUZIONI DI CARICAMENTO

Tieni premuto il tasto SHIFT e premi RUN/STOP. Premi PLAY sul registratore. Il programma si carica e gira da se.