



**COMMODORE 64/128™**

## INTRODUCTION

You are Randolph (a hero). Your quest is to rescue your beloved Princess from the evil clutches of Spegbott the Terrible.

You receive an inter-dimensional distress call from the S.S. Rustbucket, the ship she was travelling in; the message reads:

CRASHED ON THE PLANET 2749 OF THE ZRAGG SYSTEM STOP REQUIRE ASSISTANCE STOP PRINCESS AMELIA CAPTURED STOP TELEPORT CO-ORDINATES 217/502 STOP PLEASE COME QUICKLY STOP

You pull on your all purpose attack suit (with laser assisted plasma rifle) and rush to your local teleport station.

## LOADING INSTRUCTIONS

- Turn on computer and disk drive.
- Insert disk into the disk drive, label side up.
- Type **LOAD "\*" , 8,1** and press **RETURN**.

*With a Fast Load™ Cartridge:*

- Turn on computer and disk drive.
- Insert disk into the disk drive, label side up.
- Press and hold the **C=** (Commodore key) and the **RUN/STOP** key simultaneously.

## OBJECTIVE

You must make your way through the Spaceship, the Forest and the Dungeons to rescue Princess Amelia. On your way you will encounter many evil creatures trying to stop you from accomplishing your mission. You will find on your journey, different objects which will help you destroy or get by the evil creatures. Some objects you must use with caution and only when absolutely necessary (such as the bomb or the confuser). Keep your eyes open, move quickly, and good luck with your journey!

Objects to be used when available and necessary:

**Securo Key**—Opens an exit in the Aft junction (one of the rooms on the spaceship).

**Safe Pass**—Opens an exit in the Security room of the spaceship.

**Platform Key**—Makes a platform appear in the Safe room of the spaceship.

**Exit Pass**—Makes an exit appear in the Exit room of the spaceship so you can leave the spaceship (you also obtain an extra man).

**Bridge Spell**—This spell will bridge a pool of bubbly lava in the deep Forest (and also gives you an extra man).

**Glove**—This allows you to carry the Release Spell without getting burned (and gives you an extra man).

**Scepter**—Allows you to kill the Sentinel droid in the castle tower.

**Release Spell**—Use this spell to release Princess Amelia from the Henchdroid's lair (note: the Henchdroid must be killed first).

Objects to use only when required:

**Bomb**—Restores all the aliens on the screen and restores your constitution to 999.

**Confuser**—Confuses all aliens for a limited time.

**Destruct Spell**—Destroys all the aliens on the screen. Use it to kill the Henchdroid before releasing Princess Amelia.

**Flash Bang Spell**—This spell makes a Flash Bang Sound.

**Shortener Spell**—Shortens the range of your fire power for a certain number of shots.

## KEYBOARD CONTROLS

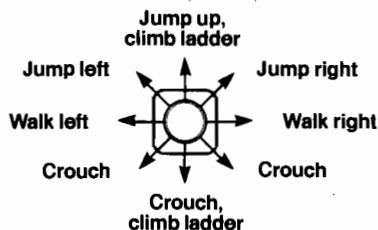
**Back Arrow Key**—Serves as a Panic Button and returns you to the last exit entered.

**Spacebar**—With this key you “use” objects.

**Run/Stop**—Aborts the game and returns you to the title page.

**Control**—Pauses the game. (FIRE BUTTON to restart.)

## JOYSTICK CONTROLS

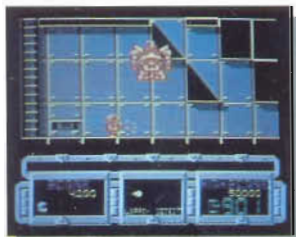


Use the **FIRE BUTTON** to fire any weapon you are carrying.

**HINTS:** Some objects can only be used in certain rooms, like the **Safe Pass**. Other objects can be used whenever required, like the **Bomb**. In order to carry the Release Spell, you must first find and put on the Glove (press the SPACEBAR). Once the Glove is on, you can then pick up and carry the **Release Spell** without getting burned. Use the order of the objects, as listed above under available and necessary, to make your way through the spaceship, forest, and castle. You must use the **Exit Pass** in the **Exit Room** of the space ship in order to make your way into the forest.

Good luck on your quest to rescue *Princess Amelia!*

# FUTURE KNIGHT™



*Your beloved Princess is in the evil clutches of Spegbott the Terrible. He has plans for her.*



*How will you destroy Spegbott's creatures? Who will teach you the spells? How will you survive?*

Arise, Sir Randolph, for I have tragic news. My lord, your beloved Princess Amelia has been kidnapped by the vicious Spegbott the Terrible. We received the inter-dimensional distress signal from her star cruiser a few moments ago. She is desperate. You must go at once, across the dense Zragg Forest, into the dungeons. Destroy the Berzerka Security Droids. Fight your way through 20 levels onto the planet's surface. Then on to Spegbott's Castle, where the fate of your Princess lies in mortal combat with the dread Henchodroid. She is crying, sire, we heard it through the univax audiotron. Shall I ready the transporter?

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