

**THE ENGLISH SOFTWARE
COMPANY, 1 North Parade,
Parsonage Gardens, Manchester
M60 1BX. Tel: 061-835 1358**
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COMMODORE 64/128 LOADING INSTRUCTIONS:

Cassette: **INSERT SIDE A**, then type **LOAD**, press play, then hit the **RETURN KEY**. **SIDE A** contains the menu program.

Diskette: **INSERT SIDE A**, type **LOAD "KNIGHTS"**, 8, 1 then hit the **RETURN KEY**. **SIDE A** contains the menu program.

SCORING IN THE SIX COMBAT EVENTS:

ROSE = 25 points

SHIELD = Ten roses = 250 points

BONUS = 100 points/per shield remaining before time runs out.

SCORING IN ARCHERY and CROSSBOW EVENTS:

ARCHERY = 50 points/wooden horse hit

CROSSBOW = 35 points/small target hit
25 points/larger target hit
15 points/largest target hit

KNIGHT KNOCKOUT BONUS = 5000 points
(For removing all opponent's shields within the time limit)

CASSETTE USERS:

To save time when loading, it may be helpful to reset your tape counter to 000 (ZERO), and then note the tape counter position for each separate game on the cassette. Note the tape counter position in the space below for future reference:

SWORDFIGHT 1 _ _ _ _ **SWORDFIGHT 2** _ _ _ _

QUARTERSTAFF _ _ _ _ **PIKE STAFF** _ _ _ _

ARCHERY _ _ _ _ **CROSSBOW** _ _ _ _

BALL & CHAIN _ _ _ _ **AXEMAN** _ _ _ _

INSTRUCTIONS

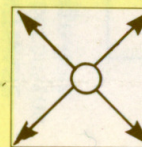
Use the following Joystick controls for:

- **SWORDFIGHT 1 & 2** ● **QUARTERSTAFF** ● **ARCHERY**
- **BALL & CHAIN** ● **PIKESTAFF** ● **CROSSBOW**
- **AXEMAN**

PLAYER 1

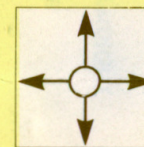
DEFENSIVE MOVES

JOYSTICK
(WITHOUT
BUTTON PRESSED)



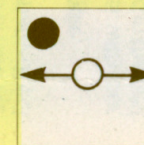
ATTACK MOVES

JOYSTICK
(WITHOUT BUTTON PRESSED)



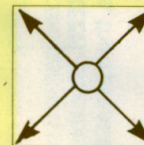
LEFT/RIGHT MOVEMENT

JOYSTICK
(WITH
BUTTON PRESSED)

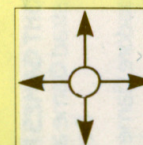


PLAYER 2

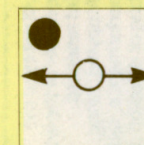
DEFENSIVE MOVES



ATTACK MOVES



LEFT/RIGHT MOVEMENT



ARCHERY & CROSSBOW

Guide the cursor with joystick, then push button to fire:

JOYSTICK

