

MASTERTRON^zC



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A Glorious Feast of
Medieval Combat giving
you the chance to become
an Olde English Knight.

SWORD-
FIGHTING
CROSS-
BOW
QUARTER-
STAFF
BALL &
CHAIN
ARCHERY
PIKE STAFF
AXE MAN

Knight Games

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MASTERTRON^zC



CBM 64 COMMODORE 64 128 COMMODORE 64 128 COMMODORE 64 128 COMMODORE 64 128

Knight Games



LOADING INSTRUCTIONS:

Cassette: INSERT SIDE A, then type LOAD, press play, 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)

Knight Games

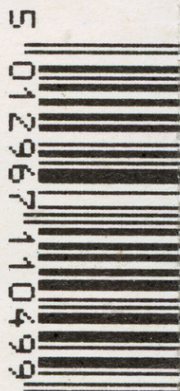
A Medieval Challenge for your computer, bringing medieval combat to life, giving you the chance to become and Olde English Knight, challenging your skills in 8 exciting events including:

SWORD FIGHTING 1 DUELLING AXEMEN ARCHERY
QUARTERSTAFF BASHING CROSSBOW SHOOTING
SWORD FIGHTING 2 BALL AND CHAIN FLAILING
PIKESTAFF CONTESTS

KNIGHT GAMES loads in 8 separate parts and features:

A MEMBER OF THE VIRGIN MASTERTRONIC GROUP OF COMPANIES
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One and Two player combat modes. Evocative medieval-style hi-resolution graphics. Hundreds of different sprite positions. Exciting medieval-style music, specially composed for KNIGHT GAMES

Joystick operation (Commodore). Selectable skill levels.

KNIGHT GAMES OBJECTIVE

In the 6 combat events, your objective is to win as many roses and shields as possible off your opponent, within the selected time limit. In the archery and crossbow events, you must score as many direct hits as possible.

Amount of time left is indicated by the burning candle.

KNIGHT GAMES loads from cassette in 8 separate stages, with four different events on each side of the cassette. always load in the first program on the cassette first, which is the menu selection program, before selecting a particular event. Use the cursor keys or joystick to choose which event you wish to select, then press the SPACE BAR to load. Follow the same procedure for disk loading.

When the selected game has loaded, you will be presented with an OPTIONS SCREEN. Use the cursor keys or joystick to select your games options, then press the ENTER/RETURN key to select that option.

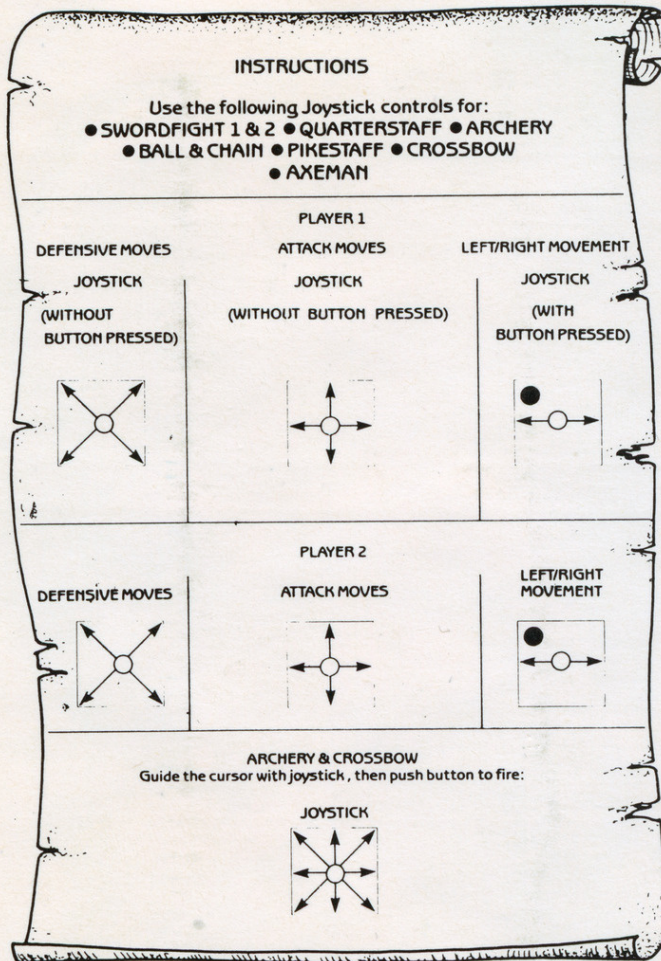
WHEN you have finished choosing your options, select the START GAME option and hit the ENTER/RETURN key.

CONTROLS:

RESET GAME: Restore Key (Commodore)

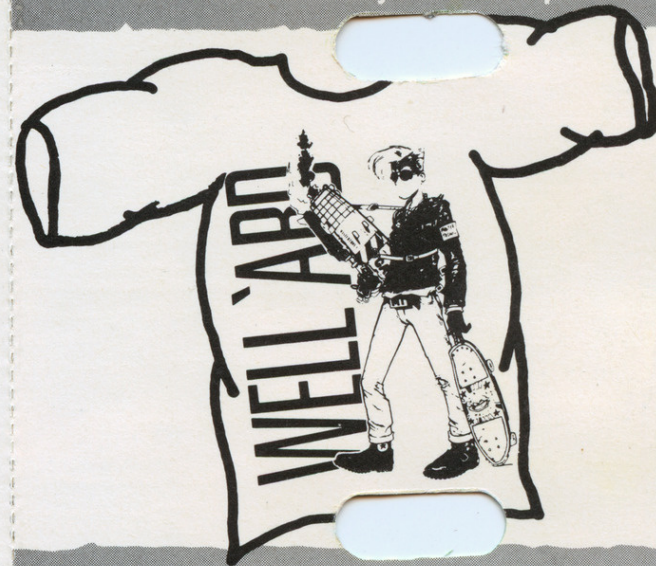
FREEZE GAME: Press the H key, then press again to re-commence play.

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£4.99 (including P & P). 100% cotton.
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