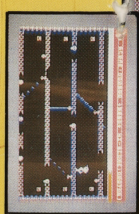


LEGEND OF THE KNUCKER HOLE



Join Jet-Boot Jack in his quest down the Knucker Hole to kill the marauding dragon and rescue the King's only daughter! Legend of the Knucker Hole is based on a real South of England legend, and features multiple-screen action with both vertical and horizontal fine-scrolling game play! One joystick required.

Screen shots may vary dependent upon your computer

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CBM 64

LEGEND OF THE
KNUCKER HOLE

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LEGEND OF THE KNUCKER HOLE

Starring Jet-Boot Jack

The marauding dragon terrorises a once peaceful kingdom – the King issues the challenge: Whosoever succeeds in killing the evil dragon will be rewarded with the hand of his daughter in marriage!. News of the challenge reaches Jack who decides to accept, and sets off in search of fame and fortune. The dragon's lair in the Knucker Chambers, a series of caverns reached only by descending through the Knucker-Hole. Brute force will not kill the dragon – a friendly wizard tells Jack that he will supply him with a deadly potion to kill the dragon in return for the retrieval of the Six Bells of the Holy Tower stolen many years before and now concealed in the Knucker Chambers.

The wizard promises to supply Jack with a new pair of his famous Jet-Boots to aid his quest. The action begins...

Skill Levels

Move joystick left/right to select NOVICE, NORMAL or EXPERT skill level.

Zone Choice

Move joystick forward/backwards to select from: ZONES 1 to 5 or EXTENDED ZONE GAME. (More details below).

Start

Push the joystick button to commence play. (Use joystick port 2).

Skill Levels: Zones 1 – 3

Novice

Depth of each zone is 2/3 that of NORMAL or EXPERT setting. One extra life awarded for completion of each zone.

Normal

Two extra lives awarded for completion of each zone.

Expert

Same depth as above, but many more laser beams and floor hazards. Three extra lives awarded!

Skill Levels: Zone 4

Two rogue attacking KANGARATS in the EXPERT level, one in NOVICE and NORMAL levels. Extra lives as above.

Skill Levels : Zones 5 – 9

RESIDUAL GATES: When a power switch is hit, the gate is turned off may expand and contract. These must be ducked under!
EXPERT level has the most RESIDUAL gates.

Game Control: Zones 1 – 3

Disable the skulls by hitting the wall power switches, jump the hazards and fall down the Hole!
Use joystick to move left, right; and button to jump.

Scores

Zone 1 – 100 points/switch.
Zone 2 – 200 points/switch.
Zone 3 – 300 points/switch.

Bonus for time taken – see top centre of screen.

Zone 4: Kangarat Kavern

Use the elevators to change floors, and collect all the crystals to open the EXIT GATE. To avoid being eaten by the KANGARATS you can use your HIDE SPELL three times – just push the button. (HIDE FEATURE displayed top right of screen.) THE ORACLE will appear – touch it to gain bonuses, lives or HIDE SPELLS.

Joystick Control

Up and down controls the elevator you are standing on.

Scores

Score **75 points** for each crystal. The ORACLE gives you **500, 750 or 1000 points**. Bonus awarded for time taken.

Extended Zone 4

KANGARAT KAVERN with 16 SCREENS! Choose this option during zone choice and enjoy KANGARAT KAVERN, a unique 16 screen game TOTALLY INDEPENDENT of all the other zones of play!

Zones 5 – 9: The Knucker Chamber

Locate the SIX BELLS, return to the centre location (indicated by the crosshairs on the scanner) find the deadly potion – skull and crossbones – cross the water, trigger the power switch and reach the exit:

THE KING'S DAUGHTER AWAITS YOU!

Sounds easy? You have to touch the power switches to open the passage ways, collect fuel and avoid overheating your JET-BOOTS – don't stand still for too long, or else!

Joystick Control

Up and down controls the elevator JET-BOOT JACK is standing on. Press the button to avoid low ceilings, etc., etc.

Scores

Oracle – **500, 700, 1000 points**

Switches – **250, 500, 750 points** (controlled by skill levels)

Hearts – **250, 500, 750 points** (controlled by skill levels)

Bells – **750, 1000, 1250 points** (controlled by skill levels)

5000 points completion bonus

3 extra lives may be earned (indicated by flickering heart).

Demo Mode

The [SPACE BAR] starts the demo mode – press again (or the button) to return to options page.

Pause

During play, press [SPACE BAR] to pause, then recommence play. (In ZONES 5 – 9, the number of BELLS collected will be shown in paused mode.)

[RUN-STOP/RESTORE] keys return game to titles page.

Hints on Play

LIFE GAUGE at top of screen decreases as time goes on, don't dawdle!

On ZONES 5 – 9, the symbol at the top/centre screen 'indicates' when all six BELLS are collected – watch out for it!

(This is ONLY for those players who cannot count!)

On ZONE 5 – 9, the time keeps a check on you – shortest times are the best!

Loading Instructions

Connect cassette player as per user manual and rewind cassette on label side. Turn on the computer and press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on the cassette player and the program will load and run automatically.

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