

SCREEN SHOTS FROM
SPECTRUM VERSION



Stormbringer – the concluding episode in the acclaimed Magic Knight saga. A terrible accident has occurred, Magic Knight has been accidentally “cloned” whilst travelling home in a secondhand time machine, and his other self – the evil Stormbringer – is out to destroy him. Is this the end for Magic Knight?

Featuring the unique Windimation system first seen in Spellbound.
PROGRAMMED BY DAVID JONES

MANUFACTURED IN THE U.K.



STORM
BRINGER

RECORDED ON
BASF
TAPE

IC018

CBM 64/128

COMMODORE 64/128



THE GAME

Welcome to Stormbringer, the concluding episode in the acclaimed Magic Knight saga.

The story so far... in previous episodes (Spellbound and Knight Tyme) Magic Knight rescues his friend and tutor Gimbal the Wizard from a self inflicted White Out spell, and then finds himself catapulted into the 25th Century, aboard the starship USS Pisces. Having acquired a secondhand time machine from the Tyme Guardians, Magic Knight finally reaches his own time and planet – but with a slight problem... whilst travelling back, a serious malfunction occurred with the secondhand time machine, and now, horror of horrors, there are two Magic Knights!

The other Magic Knight is a real nasty piece of work. He calls himself the “Off White Knight”, but locally he is known as the “Storm Bringer” because of his powerful and dangerous Storm Cloud, which he is planning to use to destroy Magic Knight.

In your role as Magic Knight, you realise that you cannot kill Stormbringer, because if you do you will destroy yourself in the process. The only way for you to become your old self again is to merge with him.

Good luck Magic Knight!

FEATURES

This game uses an enhanced version of Windimation which players of Spellbound and Knight Tyme will be familiar with. This system allows the player to access windows in which the command choices are given.

CONTROLS

Joystick or keyboard.

A – Up/Jump

Z – Down

N – Left

M – Right

Space – Fire

Use the Up (A) and down (Z) keys in the menu to operate the finger.

Joystick in port 2.

LOADING INSTRUCTIONS

Hold down SHIFT press RUN/STOP.

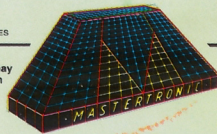
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