



Our hero, The TROJAN WARRIOR, rides out on a winged station to rescue the Princess.

Screen pictures shown may be different machine versions of game.

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TROJAN
WARRIOR



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TROJAN WARRIOR

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THE GAME

A mysterious horseman who rides a winged stallion has come from another time and place to save a Princess who's awesome magical powers are being used against her will for the forces of evil.

Only this Warrior can battle through the five evil infested regions . . . only he can reach the Princess.

Shoot creatures to gain extra weapons, collect flashing pods to add to your existing weapons. Enter the transporter at the end of each stage to enter the time tunnel. In the time tunnel, avoid the walls. If you collide with the walls you will be returned to the start of the previous stage.

LOADING

COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the rewound cassette into the cassette unit, and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore.

COMMODORE 128 OWNERS

1. Switch OFF your Commodore 128, and switch it back on whilst holding down the COMMODORE key.
2. Now follow the instructions for Commodore 64 owners above.

Note: Full loading instructions can be found in your Commodore Manual.

PLAYING THE GAME

To play TROJAN WARRIOR, connect a joystick to port 2 of your Commodore 64. Press F1 to pause the game and F7 to quit the game.

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