AMSTRAD/SCHNEIDER
464 · 664 · 6128

STORM BRINGER

AMSTRAD

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MANUFACTURED IN THE U.K.

Stormbringer – the concluding episode in the acclaimed Magic Knight saga. A terrible accident has occurred, Magic Knight has been accidently "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.
PROGRAM BY DAVID JONES

IA 0181

M.A.D.
MASTERTRONIC ADDED DIMENSION

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 your 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 or define your own keys.

LOADING INSTRUCTIONS
AMSTRAD 464: Press CNTRL and small ENTER.
AMSTRAD 664/6128: Type | TAPE and press RETURN. Press CNTRL and small ENTER.

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