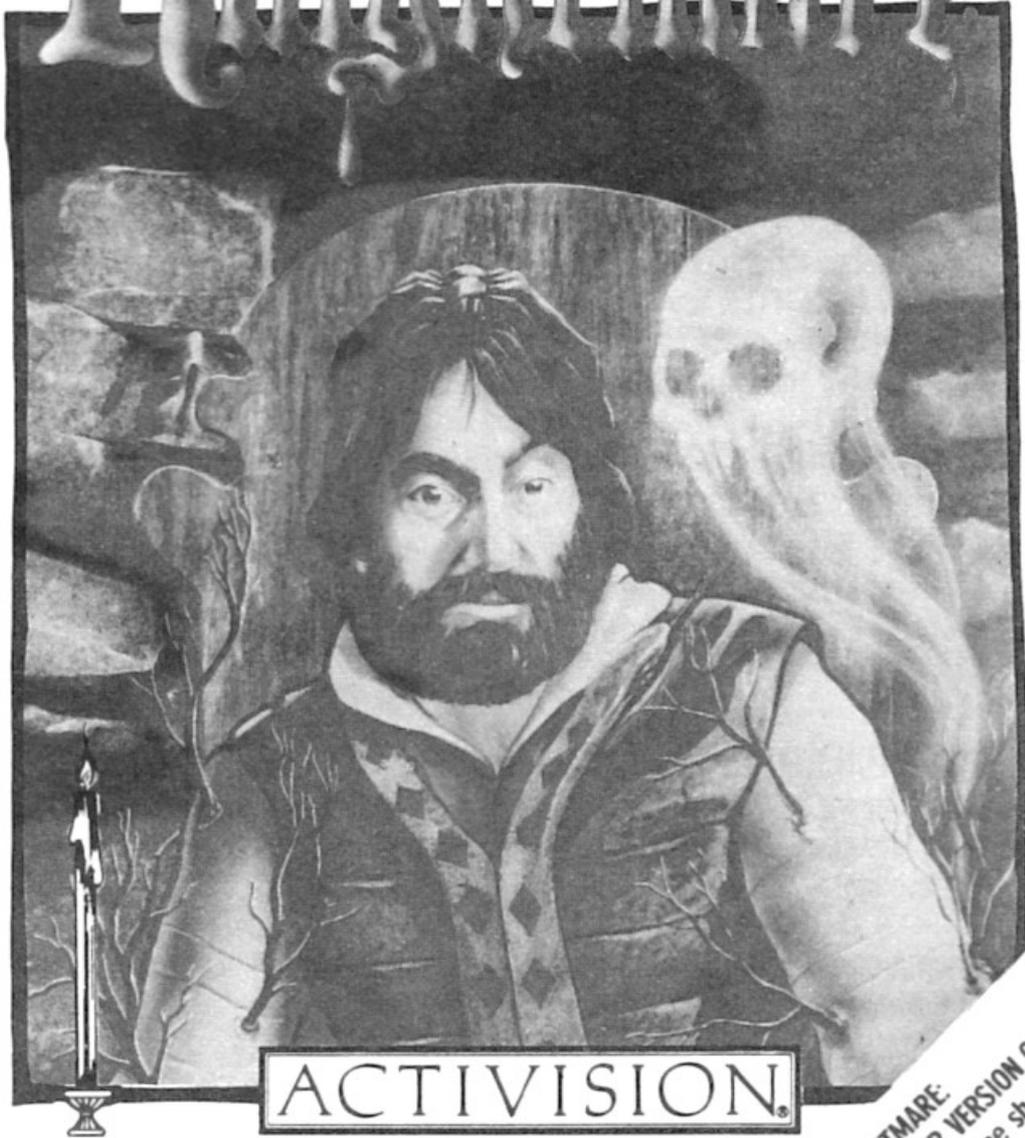


Knightmare



AMSTRAD CPC Cassette Disk
COMMODORE 64/128 Cassette Disk
SPECTRUM 48/128K/+

KNIGHTMARE:
OFFICIAL COMPUTER VERSION OF
ITV's adventure game show



'Welcome watchers of illusion To the castle of confusion...'

Adapted from the brilliant new Anglia Television series, Knightmare the computer game enables you to take up the challenge to become a knight.

Combining the best elements of traditional adventuring with some hot arcade action. Activision's Knightmare features puzzles and riddles of a nature not found before in computer games.

LOADING

SPECTRUM 48/128K/+

Ensure the cassette is fully rewound. Type LOAD"" and ENTER, then start the tape.

JOYSTICK NOTES

"Knightmare" may be played using a joystick in conjunction with selected keyboard keys, or totally from keyboard, depending upon your own preference.

Interfaces that may be used by Spectrum owners are Kempston, Interface I and Interface II.





KNIGHTMARE

Welcome to the game...

This is the Time to end Time;
This is the Time out of Mind;
This is the Game out of Time
And the game to blow your Mind.

"Welcome Watchers of Illusion
To the Castle of Confusion.

I am known as Treguard.
Master of the Dungeons.

Now is the time that your first quest calls
From Damonia Castle's dark halls.
Fighting the evils that creep here
From depths, things that feed on fear.
Spell casting use in times of need.
If ever you are to be freed.

Warning! Warning! I will watch you
and give an occasional clue.
Here be Oracles of good and bad fame:
One named Runius, one Buggane.
Quiz them when you need advising
On all sorts of things surprising.

But the first Knightmare quest is yours
To win or lose (or die, of course).

For here nothing is real
And all must surely be an illusion.
So just keep telling yourself:
'It's only a game...'
Isn't it?"

Let us enter now the book of legend...





I place you somewhere in time, in a land where strangers are not welcome. Survival is your aim, knowledge is your target. Search the dungeons and rooms of Damonia Castle for the objects which may help free you from the clutches of the dark castle and its fantastical inhabitants.

Your advisers are two oracles, who act as clue givers. One oracle is good, and often gives correct clues in the form of riddles, etc. The bad oracle will do everything it can to throw the knight into certain danger, and death. The knight may consult the oracles, but only one will answer, and may not be cross-examined by the knight. By carefully studying the contents of both oracles' statements, valuable clues may be learned.

Your life force is represented by a candle at the end of the page. It will decrease throughout the game. Life force is further decreased each time the player is hit by a guard, for example, and life force never increases.

Each page of the book details some place within the castle, into which life is breathed when you direct the knight into it. The dungeon master and oracles watch over all the knight's actions and each may appear from time to time to offer comment.

CONTROLLING YOUR KNIGHT

The knight cannot see due to the necessary full-facial helmet. And so you must use a joystick and keyboard keys to control the movement of your knight.

Details of the various joystick and keyboard combinations may be found below...

Function	Keyboard Key	Joystick
Fire	0 or 5	Fire Button
Move Left	6 or 1	Left
Move Right	7 or 2	Right
Move Down	8 or 3	Down
Move Up	9 or 4	Up
Pause Game	Break	
Resume Game	Use 'Fire' function	
Quit Game	Q then Y	
Start Game	Hold down 'Fire' function key	
View Words	SHIFT	
Enter Word	ENTER	





Certain inhabitants of the castle will ask you questions and give you problems to solve. Warning! Read the questions **very** carefully before you select an answer or solution. Confirm your selection by pressing the fire function.

To perform specific functions within the castle, you may use one or two word commands.

Select the first word of your required command by pressing the first letter of that word. If the speech bubble at the top of the screen does not display the word you require, press the shift key. This will show you the next available word.

When the speech bubble displays your required first word, press the Enter Word Function key. A second word will now appear - again, you may alter this word by pressing the first letter of the required second word or the shift key to cycle through the available words.

When both words together make the command you wish to use - i.e., open door - press the Enter Word Function key. This command will now be issued. Be very choosy!

If you press 'D' and the word 'Drink' is displayed when you wish to Drop something, press the Shift key until the word 'Drop' appears. Press Enter Word Function and select the second word in a similar fashion.

You may repeat your last command by pressing Enter twice. You may change the second word of your last instruction before pressing the Enter key a second time if you wish. To view the available command words press the Shift key.

Certain commands, such as Load, Save or Quit are one word commands.

To see your inventory (the things you are carrying) press the 'I' key.

SPELLCASTING

Merlin's Magic. You'll have to work out how to gain these magical powers, but beware! These powers require experimentation - some of them are good, some of them are bad. You must establish for yourself which is which.

We know very little about the spells available but old spell books tell us the following:

To use a spell, you must select the word SPELL as the first word, then the name of the spell as the second word, then press Enter or the Life button to execute that spell. Note! You first have to find the spells!

ANVIL: This is a large, cast-iron anvil, which hovers at the top of the screen, causing evils to be squashed into the ground.

CASPAR: Caspar the key. May be used on certain doors within the castle.





- ALCHEMY:** Turns characters to a solid gold sphere. Most objects turned to gold may then be collected by the knight as treasure.
- ICE:** A rain cloud will form and freeze everything. As soon as the cloud vaporizes the characters will come back to life.
- TOAD:** Turns characters into 'warty' toads.
- METAMORPH:** Turns characters into different characters.

FIGHTING

In order to fight you will need to find a weapon, such as a sword, then by moving next to the character you wish to fight and pressing the fire function repeatedly you will be able to engage in combat.

You may also pick up bricks to throw at other characters. To do this you may either use the instructions to tell your knight to 'Throw Bricks' or you may set the first command word to 'Throw' and then use the fire function to trigger the throwing.

SAVING AND LOADING

If you choose the command 'Save' this will save your current position for future usage. You may return to this position by selecting 'Load'. Please note, this is a **RAMSAVE**, and is not saved to cassette or diskette, and so if you switch your computer off you lose your original position.

They say that life is but a game
So welcome to the game...
Where you can lose it;
Your life, that is.

Knightmare - The computer game presented by Activision.
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