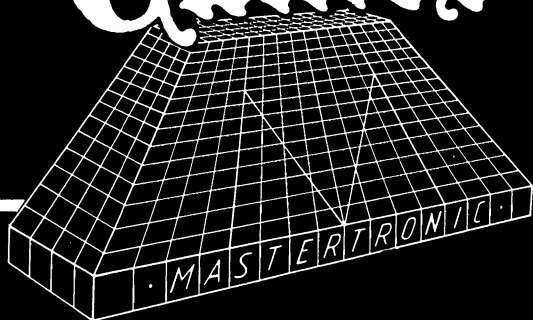
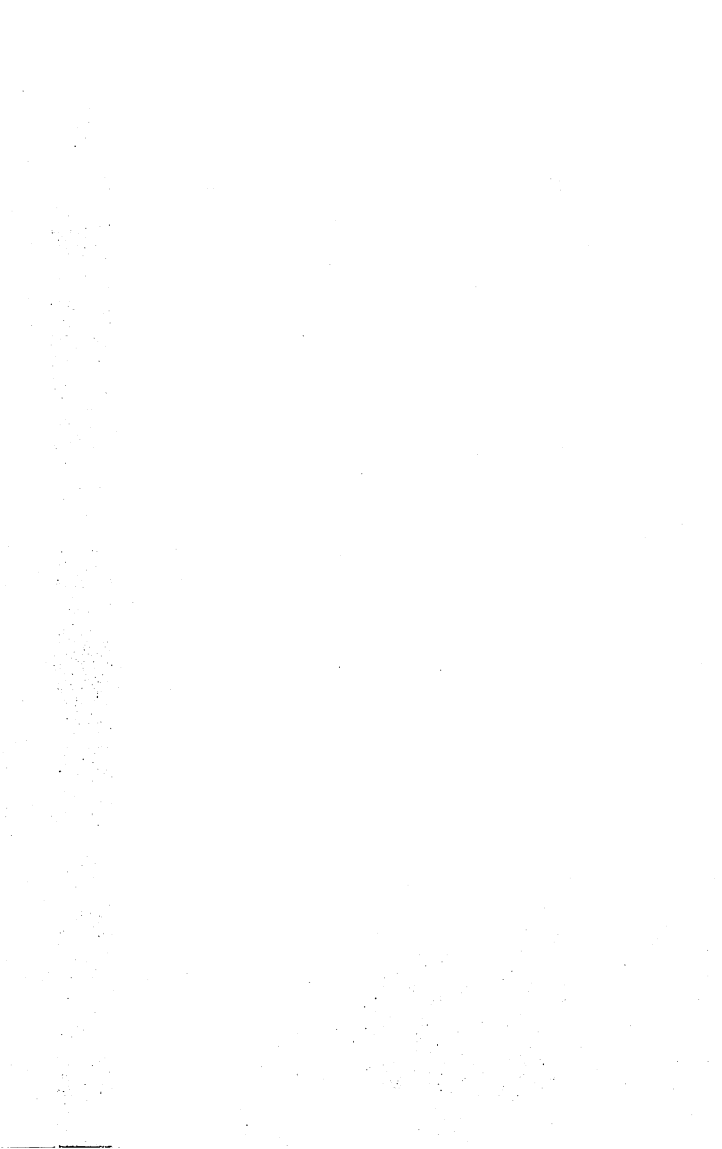


# INSTRUCTION BOOKLET

## Knight Games





# LOADING INSTRUCTIONS

Diskette: INSERT SIDE A, type LOAD "KNIGHTS", 8,1 then hit the RETURN KEY, SIDE A contains the menu program.

## SCORING IN THE SIX COMBAT EVENTS:

ROSE = 25 points

SHIELD: = Ten roses = 250 points

BONUS: = 100 points/per shield remaining before time runs out.

## SCORING IN ARCHERY and CROSSBOW EVENTS:

ARCHERY = 50 points/wooden horse hit

CROSSBOW = 35 points/small target hit

25 points/larger target hit

15 points/largest target hit

KNIGHT KNOCKOUT BONUS = 5000 points

(For removing all opponent's shields within the time limit)

# THE GAMES

SIDE 'A' of the disk

SWORDFIGHT 1

QUARTERSTAFF

ARCHERY

BALL & CHAIN

SIDE 'B' of the disk

SWORDFIGHT 2

PIKESTAFF

CROSSBOW

AXEMAN

## **AIM OF THE GAME**

A Medieval Challenge for your computer Knight Games brings medieval combat to life, giving you the chance to become an Olde English Knight, challenging your skills in 8 exciting events including:

**SWORD FIGHTING 1  
DUELLING AXEMEN  
ARCHERY  
QUARTERSTAFF BASHING  
CROSSBOW SHOOTING  
SWORD FIGHTING 2  
BALL AND CHAIN FLAILING  
PIKESTAFF CONTESTS**

**KNIGHT GAMES** loads in 8 separate parts and features:

One and Two player combat modes.  
Evocative medieval style hi-resolution graphics.  
Hundreds of different sprite positions.  
Exciting medieval style music, specially composed for **KNIGHT GAMES**  
Joystick operation .  
Selectable skill levels.

### **KNIGHT GAMES OBJECTIVE:**

In the 6 combat events, your aim is to win as many roses and shields as possible off your opponent, within the selected time limit. In the archery and

crossbow events, you must score as many direct hits as possible . Amount of time left is indicated by the burning candle.

When the selected game has loaded, you will be presented with an **OPTIONS SCREEN**. Use joystick to select your games options, then press the **ENTER/RETURN** key to select that option.

When you have finished choosing your options, select the **START GAME** option and hit the **ENTER/RETURN** key.

## **CONTROLS**

Use the following Joystick controls for:

- **SWORDFIGHT 1 & 2** •
- QUARTERSTAFF** • **ARCHERY** • **BALL & CHAIN** • **PIKESTAFF** • **CROSSBOW**
- **AXEMAN**

### PLAYER 1



**DEFENSIVE MOVES  
JOYSTICK  
(WITHOUT BUTTON PRESSED)**



**ATTACK MOVES  
JOYSTICK  
(WITHOUT BUTTON PRESSED)**



**LEFT/RIGHT MOVEMENT  
JOYSTICK  
(WITH BUTTON PRESSED)**

PLAYER 2



DEFENSIVE MOVES



ATTACK MOVES



LEFT/RIGHT  
MOVEMENT

**ARCHERY & CROSSBOW**

Guide the cursor with joystick, then push button to fire:



JOYSTICK

**RESET GAME:** Restore Key.

**FREEZE GAME:** Press the H key, then press again to re-commence play.

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**KNIGHT GAMES PROGRAMMING CREDITS:**

Commodore Game and Graphics Programming: Jon Williams

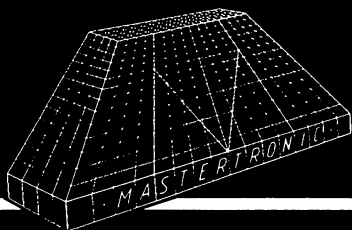
Graphic Design: Colin Brown

Original Musical Composition: Yekao and Spiz, with David Whittaker.

Original Knight Games Concept: Philip Morris.

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