KNIGHT FORCE



KNIGHT FORCE
BY TITUS

1 - INSTALLATION:
AMSTRAD CPC CASSETTE
Turn on your computer, then your monitor. Press CTRL and ENTER. Insert the cassette in your recorder and press play.

AMSTRAD CPC DISK
Turn on your monitor, then your computer. Insert the disk into the drive and type: RUN"KNIGHT" and press ENTER. When the loading screen appears, press space bar and hold it down until the screen goes blank.

SPECTRUM CASSETTE
Turn on your monitor, then the computer. Insert the cassette into the recorder, type: "LOAD", press ENTER and then PLAY.

SPECTRUM +2 CASSETTE AND +3 DISK
Turn on the monitor, then the computer. Insert the cassette or disk and press ENTER.

COMMODORE 64 AND 128 CASSETTE
For Commodore 128 type: GO64, then press SHIFT and RUN/STOP simultaneously. For Commodore 64 and SX64, turn on the monitor, check that there is no cartridge present in the computer and turn on the computer. Insert the cassette in the recorder and press SHIFT and RUN/STOP simultaneously.

COMMODORE 64 AND 128 DISK

For Commodore 128 type: GO64 then LOAD"*",8,1.
For Commodore 64 and SX64, check that there is no cartridge present in the computer and turn on your computer. Insert the disk in the drive and type: LOAD"*",8,1

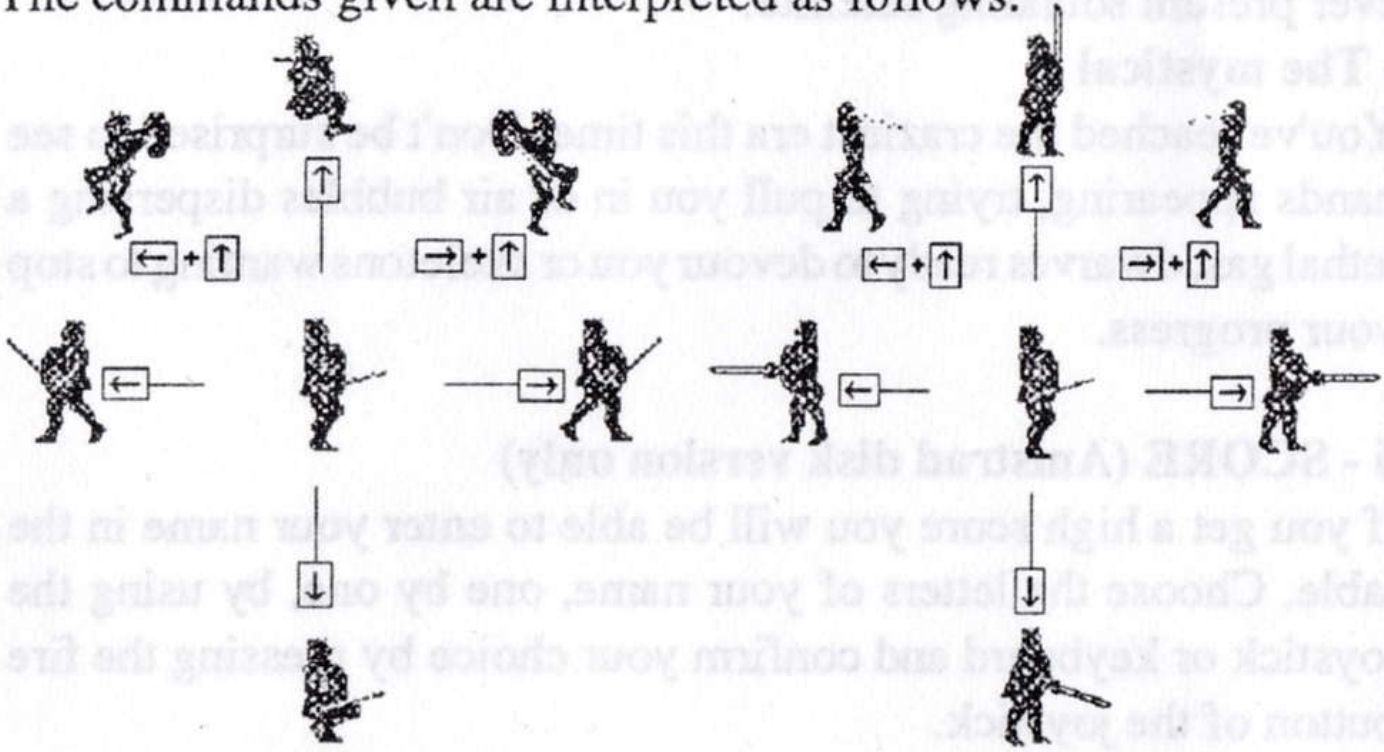
IMPORTANT!

You must never remove the KNIGHT FORCE disk from the drive while it is being used.

2 - CONTROLS:

AMSTRAD CPC:

The ESC key aborts the current mission. During the game, you control FAIR STORM with the joystick or the keyboard.
The commands given are interpreted as follows:



Arrows keys or joystick

Arrows/keys + space bar or joystick with fire button.

COMMODORE 64/128 AND SPECTRUM

During the game, you control FAIR STORM with joystick or one of the following keys on the keyboard:

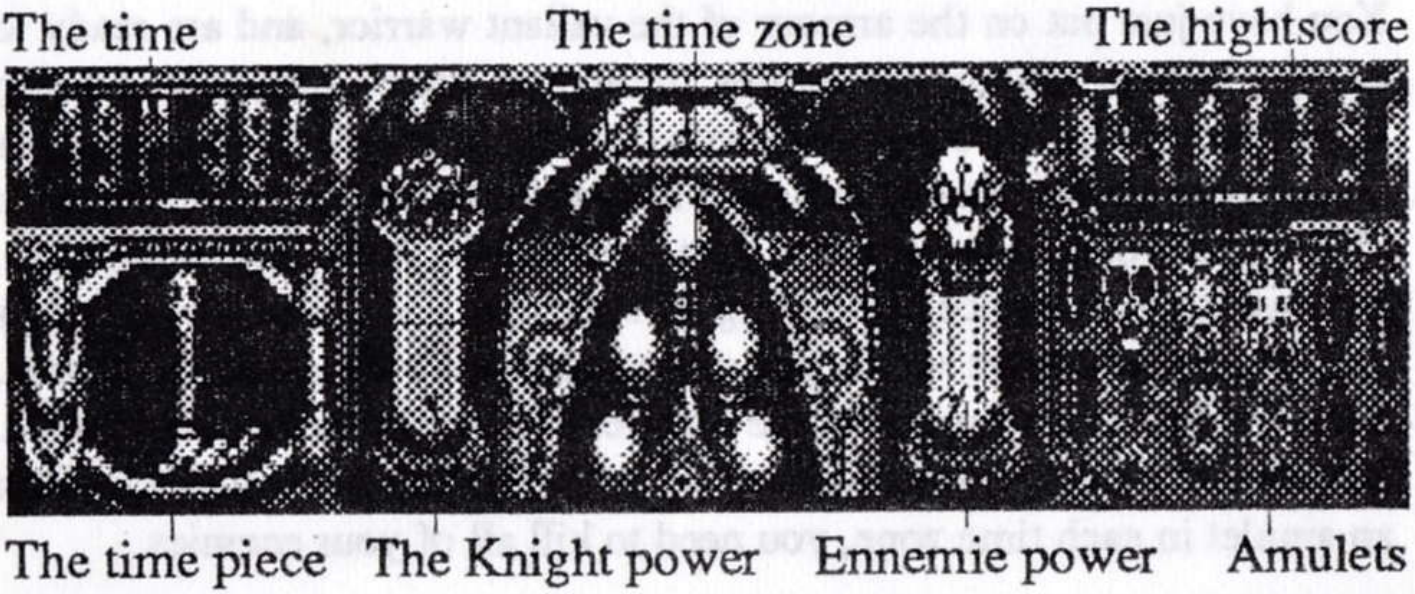
<u>With keyboard (space bar or CAPS-SHIFT undone)</u>

Q.....JUMP
Q+N.....JUMP TO THE RIGHT
Q+B.....JUMP TO THE LEFT
N.....WALK TO THE RIGHT
B.....WALK TO THE LEFT
A.....CROUCH DOWN

<u>With keyboard + space bar or CAPS-SHIFT (or joystick+fire)</u>

Q.....SWORD UPWARDS THRUST
Q+N.....DOWNWARDS SWING TO THE RIGHT
Q+B.....DOWNWARDS SWING TO THE LEFT
N.....LATERAL THRUST TO THE RIGHT
B.....LATERAL THRUST TO THE LEFT

COMMANDS



3 - THE STORY

On Earth, thousands of years ago, lived a nation of superior intelligence who had the secret of time travel. The secret was passionately sought after by other nations, but only Helias, the master of the kingdom, had the power to use it. Belloth was to become the crossroads of time and space, with Helias appointed as the guardian of the gates to the past and future. The people of Belloth were a very pacifist people and each one respected the master and his son called FAIR STORM, destined to inherit the master's power. When king Helias died, Fair Storm, the new master, was confronted with a trying situation. Princess Tanya had been seized by the sorcerer, Red Sabbath, who had recently emerged from the darkness of the accursed mountains. Red Sabbath's strategy was very simple, by capturing the Princess he aimed to trap Fair Storm in order to steal from him the keys to the gates of time and space. Red Sabbath has acquired knowledge and powers unknown to man and is able to divide himself into an infinite number of clones, and use his powers to rule the 4 time zones. Fair Storm has discovered a unique way to obtain the powers necessary to destroy Red Sabbath and his clones. His travels throughout time and space will enable him to collect the magic amulets of power and ultimately destroy Red Sabbath.

4 - YOUR MISSION

You have just put on the armour of the valiant warrior, and are ready to engage in the various adventures throughout time. After the loading sequence, you will discover a hill with 4 dolmens. Each dolmen represents one of the 4 time zones you will need to visit. At this stage, you choose one of the 4 gates of time and space to start your mission (keyboard or joystick), and confirm your choice by pressing the space bar. Each time zone conceals enemies and obstacles which you will encounter as the game progresses. Your enemies are the guards of the sorcerer who resides in the magic castle. The sorcerer is your ultimate adversary in your mission. In order to collect an amulet in each time zone, you need to kill all of your enemies.

With the help of each amulet you find, it becomes easier to overcome each opponent. To exit each time zone, you need to find the magic bird and pierce its heart with your sword. At that point, you will return to the dolmens.

5 - THE TIME ZONES

- Pre-history

In this era you will encounter Cro-magnon men, primitive creatures descendant from the people of Belloth.

- New-York today

On the docks of New-Tork City, the leader of the most infamous and dreaded gang, is master of the aera. For this young woman, killing has become a game.

- The future

You are not welcome in this era and you will need to fight the diabolical spring and a powerful robot without losing sight of the ever present sounding satellite.

- The mystical

You've reached the craziest era this time. Don't be surprised to see hands appearing, trying to pull you in or air bubbles dispersing a lethal gas, dwarves ready to devour you or skeletons wanting to stop your progress.

6 - SCORE (Amstrad disk version only)

If you get a high score you will be able to enter your name in the table. Choose the letters of your name, one by one, by using the joystick or keyboard and confirm your choice by pressing the fire button of the joystick.

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