LOADING INSTRUCTIONS:
Cassette: Press the CTRL & small ENTER key then press PLAY.

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 Games

A Medieval Challenge for your computer, bringing 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



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Made in Great Britain

positions. Exciting medieval-style music, specially composed for KNIGHT GAMES

Joystick and keyboard operation (Amstrad).
Selectable skill levels.

KNIGHT GAMES OBJECTIVE

In the 6 combat events, your objective 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.

KNIGHT GAMES loads from cassette in 8 separate stages, with four different events on each side of the cassette. Always load in the first program on the cassette first, which is the menu selection program, before selecting a particular event. Use the cursor keys or joystick to choose which event you wish to select, then press the SPACE BAR to load. Follow the same procedure for disk loading.

When the selected game has loaded, you will be presented with an OPTIONS SCREEN. Use the cursor keys or 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:

RESET GAME:∅ key (Amstrad)
FREEZE GAME: Press the H key, then press again to re-commence play.

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AMSTRAD INSTRUCTIONS

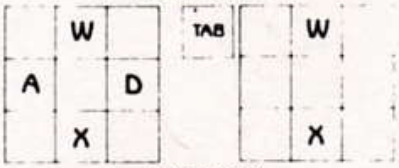
Use the following Joystick and Keyboard controls for:
● SWORDFIGHT 1 & 2 ● QUARTERSTAFF ● ARCHERY
● BALL & CHAIN ● PIKESTAFF ● CROSSBOW
● AXEMAN

PLAYER 1 (JOYSTICK OR KEYBOARD)

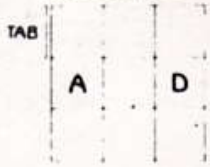
DEFENSIVE MOVES KEYBOARD



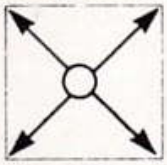
ATTACK MOVES KEYBOARD



LEFT/RIGHT MOVEMENT KEYBOARD

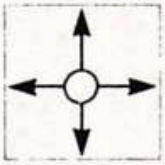


JOYSTICK (WITHOUT BUTTON PRESSED)

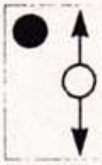


JOYSTICK

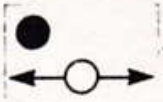
(WITHOUT BUTTON PRESSED)



(WITH BUTTON PRESSED)



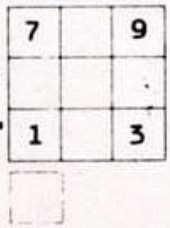
JOYSTICK (WITH BUTTON PRESSED)



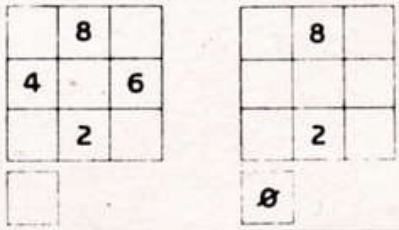
PLAYER 2 (KEYBOARD ONLY)

KEYPAD OPERATION

DEFENSIVE MOVES



ATTACK MOVES



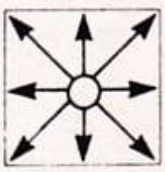
LEFT/RIGHT MOVEMENT

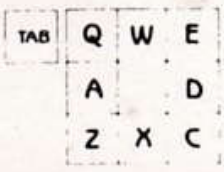


ARCHERY & CROSSBOW

Guide the cursor with joystick or keyboard, then push button or TAB key to fire:

JOYSTICK





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