AMSTRAD LOADING INSTRUCTIONS:

Cassette: Press the CTRL &small ENTER key then press PLAY.
Diskette: TYPE RUN "KNIGHTS, then hit the LARGE ENTER Key.

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

AMSTRAD CASSETTE USERS:

To save time when loading, it may be helpful to reset your tape counter to 000 (ZERO), and then note the tape counter position for each separate game on the cassette. Note the tape counter position in the space below for future reference:

SWORDFIGHT 1	___	SWORDFIGHT 2	___
QUARTERSTAFF	___	PIKE STAFF	___
ARCHERY	___	CROSSBOW	___
BALL & CHAIN	___	AXEMAN	___

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

Q		E
Z		C

ATTACK MOVES KEYBOARD

	W	
A		D
	X	

TAB

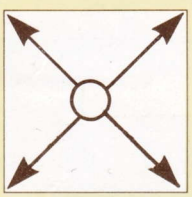
	W	
	X	

LEFT/RIGHT MOVEMENT KEYBOARD

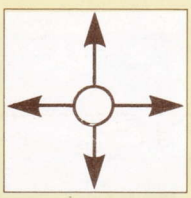
TAB

A		D

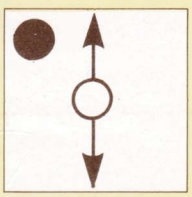
JOYSTICK (WITHOUT BUTTON PRESSED)



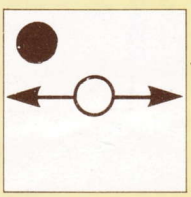
JOYSTICK (WITHOUT BUTTON PRESSED)



JOYSTICK (WITH BUTTON PRESSED)



JOYSTICK (WITH BUTTON PRESSED)



PLAYER 2 (KEYBOARD ONLY)

KEYPAD OPERATION

DEFENSIVE MOVES

7		9
1		3

ATTACK MOVES

	8	
4		6
	2	

	8	
	2	

Ø

LEFT/RIGHT MOVEMENT

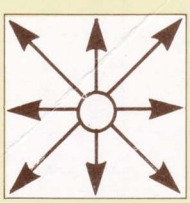
4		6

Ø

ARCHERY & CROSSBOW

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

JOYSTICK



TAB

Q	W	E
A		D
Z	X	C