
KNIGHT LORE

THE WEREWULF

My journey's end is near; as the last few ebbs of daylight dance fleetingly in the cooling twilight, and then suddenly dart off to chase the red sinking sun. Behind me I feel night's dark icy fingers slither up long looming shadows, hiding behind large mounds and boulders, watching my every move . . . silently waiting . . .

For days I have journeyed from the realms of the jungle wulf to 'KNIGHT LORE' castle to seek the old dying wizard and ask for his help to free me from this deathly curse . . . For countless nights I have slept chained to trees to keep my deathly curse at bay, but now I am here . . .

My footsteps echo around the damp mossy walls of the large chamber, as I enter through the open main gateway, colossal doors judder open in an untouched groaning symphony, beckoning me forward on my quest.

I sense the old wizard's gaze playing upon me, encapsulated within the labyrinth of traps and tests, to keep out all but the most persistent of unwanted guests who seek an audience with the great wizard MELKHIOR.

Suddenly a cool blue mist starts to ebb forth from the cracks in the ancient stone-work. As it does so it begins to take form and becomes a powerful swimming swirling vortex of energy.

Over all of the noise can be heard the chanting and singing of long forgotten tunes, all sung in a blur of forgetfulness.

THE MIST TUNES

THE WIZARD'S OLDER NOW THAN ALL
HIS HELP YOU SEEK WITHIN THIS WALL
FOR FORTY DAYS YOUR QUEST MAY LAST
LOCATE THE POTION, MAKE IT FAST
THIS HIDEOUS SPELL UPON YOUR SOUL
TO LOSE ITS HOLD MUST BE YOUR GOAL
BEWARE, THE TRAPS FROM HERE BEGIN
THE CAULDRON TELLS WHAT MUST GO IN
TO BREAK THE CURSE AND MAKE THE SPELL
TO SAVE YOURSELF AND MAKE YOU WELL.

The mist suddenly ceases its action and dissipates as quickly as it came. I drop to the floor and with full knowledge of the old wizard I begin my quest.

Dimly lit torches light the massive stone walls, their tired flickering flames never seeming to penetrate the inky darkness for more than a few feet . . .

Crystalline Merkyls, hideous Hobgoblins, stand frozen on huge monoliths, glittering in the cool trembling moonlight. Encapsulated by the old wizard long ago, they await their fate in an un-ending task of defence, silently and stoney.

This is to be their everlasting fate as guardians of KNIGHT LORE castle, until the ultimate death of the old sorcerer . . .

The moon has risen quickly and in the fullness of its cool blue light, I become a Werewulf . . .

My fate is now all too clear, I have but forty days and forty nights to find the old Wizard and seek his help and magical instruction, before my tormented soul becomes forever a werewulf.

FEATURES

KNIGHT LORE features filmation © a unique process whereby you have complete freedom within the confines of your imagination, to do as you wish with any of the objects and items found within KNIGHT LORE.

Filmation ©
Sabreman
Metamorphic Change
Gargoyles
Wizard Melkhior
Magic Spells
Traps
Tests
3D Scenario
Monsters
Dungeons
Castle
Halls
Corridors
Impalers
Ball Chains
Blocks
Rover
Chalices
Boots
Caskets
Chests
Diamonds
Potions
Tables
Werewulf
Stairways
Doorways
Portcullis
Jump Button
Materialization
Continuous Pause
Collection Feature
Sundial Face Clock
Spell Ingredients
Ingredient Display
3 Dimensional Movement
Moving Floorways
Different Levels
Extra Lives
Parapets
Balconies
Surfing Demons
Caged Monsters
Hidden Treasures
Superb Graphics
Amazing Animation
Status Scrolls
Day Display
Sun
Moon

All software, graphics and audio visual by
ULTIMATE PLAY THE GAME
Trade Name of Ashby Computers & Graphics Ltd.
Made in England
485009

KNIGHT LORE

CONTROLLING YOUR ADVENTURER

KEYBOARD CONTROLS

LEFT Your Adventurer will turn left using the **Z, C, B** and **M** keys.

RIGHT Your Adventurer will turn right using the **X, V** and **N** keys.

MOVE FORWARD Your Adventurer will move forward using any key on the second row **A, S, D, F,** etc.

JUMP Your Adventurer will jump using any key on the third row **Q, W, E, R,** etc.

PICK UP/DROP Your Adventurer will pick up or drop an object using the **1-0** keys.

PAUSE The whole game can be paused by using the **SHIFT** key.

JOYSTICK CONTROLS

Your Adventurer can be fully controlled by using a **JOYSTICK**, by replacing the **LEFT, RIGHT, FORWARD, JUMP** and **PICK UP/DROP** commands.

DIRECTIONAL CONTROLS

PICK UP/DROP is operated by using the **SPACE BAR** on **DIRECTIONAL CONTROL.**

GUARANTEE

All ULTIMATE PLAY THE GAME software products have a 5 year guarantee. If this tape ever fails to load it will be replaced totally free of charge, if returned, ''cassette only'', with details and proof of purchase, directly to ULTIMATE PLAY THE GAME, at the address shown. If the tape shows any form of damage, physical or due to the use of dirty or faulty equipment, please include £3.00 to cover replacement costs. This guarantee does not affect your statutory consumer rights.

Proper and correct maintenance of your cassette player equipment, including periodic cleaning of player head and pinch roller units, will ensure the prolonged and trouble free operation of both recorder and software.

KNIGHT LORE
LOADING INSTRUCTIONS

1. Place the cassette tape in the recorder and rewind to the beginning.
2. Type RUN"
3. Press PLAY on the cassette recorder.
4. Press any key.
5. KNIGHT LORE will now load automatically. If loading is unsuccessful, rewind the cassette, adjust the VOLUME control on the recorder and try again.
6. PLAY THE GAME.

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Due to the enormous complexity and nature of the interactive KNIGHTLORE G.A.S. adventure software, it is almost impossible to guarantee continuous and error-free operation. Although, should any fault prevail, please contact ourselves, enabling the correction of any future versions.