THE GAME

After releasing Gimbal the Wizard from a self inflicted White Out Spell in Spellbound, Magic Knight has been catapulted through time to the future. This is his story, so here it is in his own words:
"I landed heavily on the Transporter pad of the USS Pisces and while I was bending out some of the dents in my armour I was approached by a strange metal creature. It spoke 'Hi, Magic Knight, I am KLINK. I have been expecting you. Take this'. He then gave me a cubic object which I later learned was a Datacube. As I held it I became aware of a strange power inside me. Klink spoke again 'The Datacube will give you the relevant data for 25th Century life and reduce your Culture Shock to nil. It will fade away as you absorb its knowledge'.

As the Datacube transferred its data to my brain cells I started to formulate my survival plan. I will have to locate the Tyme Guardians, if they still exist and obtain a Tyme machine from them. But my first priority has to be to make contact with the starship's Transputer since it programmed Klink to give me the Datacube."

FEATURES

The games uses an enhanced version of Windimation which players of Spellbound will be familiar with. This system allows the player to access windows in which the command choices are given.

HINTS

Derby IV, the Transputer, can help you to start with. The advert to Spellbound may actually prove to be useful. A Clown will help to avoid dying of exhaustion. Sarab will tell you how to move the starship once you are wearing a valid ID Card.

CONTROLS

Joystick:
Fire button to enter menu/choose option.
or cursor keys:

A – Up Z – Down SPACE – enter menu/choose option
N – left M – right

LOADING INSTRUCTIONS

Hold down CTRL and press small ENTER key

The program code, graphic representation and artwork are the copyright of Mastertronic and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Mastertronic. All rights reserved.

© Mastertronic Limited 1986

Made in Great Britain
Design & Artwork: Words & Pictures Ltd., London.



M.A.D.

GAMES

[MASTERTRONIC'S ADDED DIMENSION]