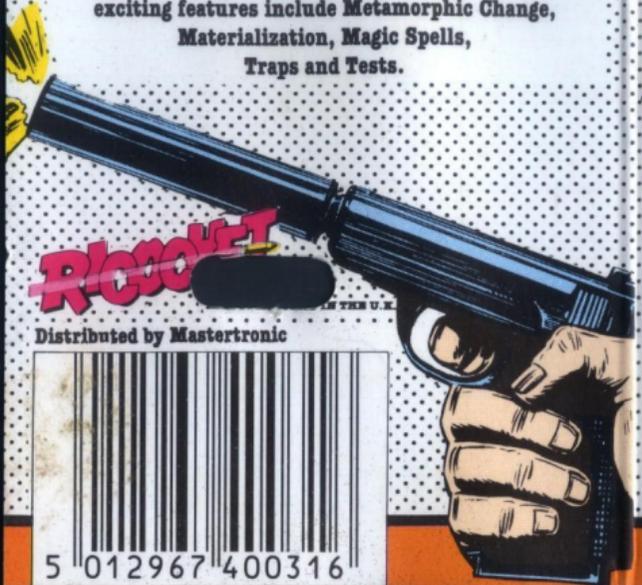
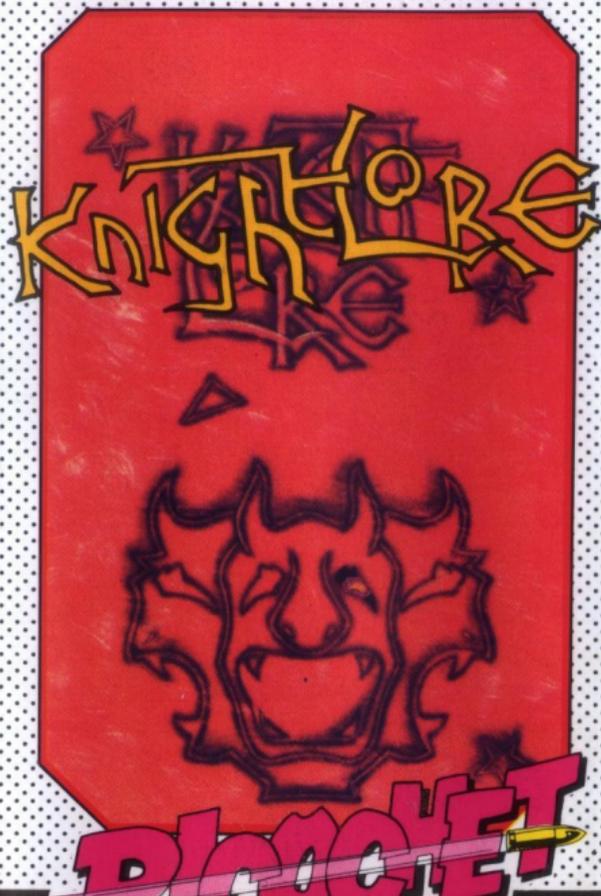




Knight Lore features filmation© a unique process whereby you have complete freedom within the confines of your imagination to do as you wish with any of the objects and items found within Knight Lore. Other exciting features include Metamorphic Change, Materialization, Magic Spells, Traps and Tests.

AMSTRAD

Knight Lore



Distributed by Mastertronic



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LOADING INSTRUCTIONS

1. Type RUN
2. Press PLAY on the cassette recorder
3. Press any key

THE WEREWOLF

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 MELKHOR.

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 THIS CAULDRON TELLS WHAT MUST GO IN TO BREAK THE CURSE AND MAKE THE SPELL TO SAVE YOURSELF AND MAKE YOU WELL.

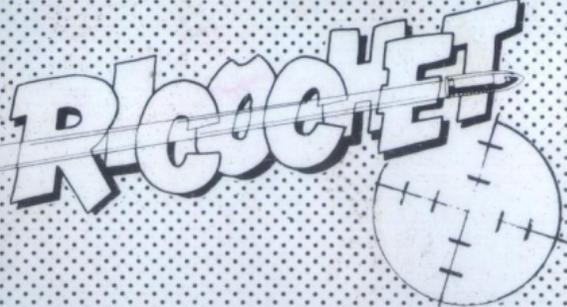
RICOCHET IS A MASTERTRONIC COMPANY

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Distributed by Mastertronic 8-10 Paul Street, London EC2A 4JH

RICOCHET

The title 'RICOCHET' is written in a large, bold, stylized font. A bullet is shown in mid-air, having just struck the letter 'I' and is now flying horizontally across the top of the letters. Below the 'T' is a circular target with a crosshair and several tick marks around its perimeter.

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 Merkyis, 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 Werewolf.

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 werewolf.

CONTROLLING YOUR ADVENTURER

KEYBOARD CONTROLS

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

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

