

AMSTRAD · SCHNEIDER · 464 · 664 · 6128 · AMST

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In the quest for the parchment you will meet vile and evil foes as you battle to stop Satan's legions being unleashed on the Universe.

RECORDED ON
BASF
TAPES

W	TITLE
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ELCID

SPECTRUM · AMSTRAD

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MASTERBONZO



In the eleventh Century a parchment was left on the Earth. On it was inscribed a diabolical magic spell which could unchain the forces of evil and guarantee Satan's supremacy as the Prince of Darkness. Rodrigo Diaz, 'El Cid', a gallant knight, was aware of the terrible threat and vowed to find the spell and guard it until it could be neutralised by two men of prayer.

Our hero has a certain quantity of LIFE (bottom left-hand counter) which will be reduced in proportion to the injuries he receives. At the same time the counter in the bottom right-hand corner displays the amount of STRENGTH remaining – this too will be reduced. Both counters have a lower limit. If you go through the limit on the LIFE counter our hero will die, and passing the limit on the STRENGTH counter will leave him disarmed. If this situation is not rapidly remedied he will come across various objects which are essential for locating and gaining possession of the parchment. Amongst these it is particularly important to identify the Springs of Divine Essence and also the legendary Eagles which will pass on to us their vital energy and raise the level of the LIFE counter.

Remember the parchment must be seized from evil forces which are currently guarding it. They also hold Donna Jimena, our hero's wife. She alone is a source of inspiration to him and only she can restore strength to his weary muscles. As soon as you have released her, her spirit will transform itself into twenty maidens who will give you the STRENGTH you need to fulfil your mission. There are some other objects you must collect: a LAMP which will give you access to the Devil's Domain, a BAG OF GOLD which you will use to buy the ENCHANTED KEY. This in turn will undo the spell which binds the parchment and prevents you from taking it. The possession of each of these objects is indicated by the lifting of one of the shields above the LIFE counter.

You also have combat counters which record the number of foes

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

who have tried unsuccessfully to stop you fulfilling your mission. They will keep count of the mercenaries, the muslims and the other knights competing with you for the glory of victory. To gain ultimate success in your mission you must realise that if a particular enemy appears to be indestructible try hitting him and then spinning round, in other words press FIRE and then spin. Do not completely drain all the SPRINGS or use up all the EAGLES that you find on the way. Do not forget that if you reach the parchment you still have to think about the return journey. Sometimes you may find that after hitting one of your enemies with your sword, instead of disappearing he remains there spinning like a madman. This is because you have destroyed his nervous system. You must steer well clear of such a spinning zombie because otherwise you will be taken over by his evil spirit. If you suffer such an unfortunate accident you have no alternative but suicide which you can achieve by using your sword until your STRENGTH runs out.

CONTROLS

	SPECTRUM	AMSTRAD
UP	O	UP
DOWN	S	DOWN
LEFT	K	LEFT
RIGHT	ENTER	RIGHT
FIRE	L	COPY
PAUSE	G	G

LOADING INSTRUCTIONS

SPECTRUM - Put your machine into 48K mode. Type LOAD"" and press ENTER. Press PLAY on tape. Program will load and run.

AMSTRAD - 464: Press CTRL and small ENTER. 6128: Type | TAPE and press RETURN. Press CTRL and small ENTER.

PROGRAM BY MANUEL ORCERA
GRAPHICS AND COVER ILLUSTRATIONS BY FRANCIS MORAGREGA
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FRENCH

LES COMMANDES	SPECTRUM	AMSTRAD
HAUT	O	HAUT
BAS	S	BAS
GAUCHE	K	GAUCHE
DROITE	ENTER	DROITE
FEU	L	COPY
PAUSE	G	G

CHARGEMENT

SPECTRUM: Mettez votre machine en mode 48K. Tapez LOAD"" et appuyez sur ENTER. Appuyez sur PLAY sur le magnétophone.

AMSTRAD 464: Appuyez sur CTRL et la petite touche ENTER. 6128: Tapez | TAPE et appuyez sur RETURN. Appuyez sur CTRL et la petite ENTER.

GERMAN

STEUERUNG	SPECTRUM	AMSTRAD
HOCH	O	HOCH
RUNTER	S	RUNTER
LINKS	K	LINKS
RECHTS	ENTER	RECHTS
FEUER	L	COPY
PAUSE	G	G

LADEN

SPECTRUM: Den Computer auf 48K einstellen. LOAD"" tippen und auf ENTER drucken. PLAY auf dem kassettenrecorder drucken.

AMSTRAD 464: Auf CTRL und die kleine ENTER-Taste drucken. 6128: |TAPE tippen und auf RETRUN drucken. Auf CTRL und die kleine ENTER-Taste drucken.

ITALIAN

CONTROLLI	SPECTRUM	AMSTRAD
SU	O	SU
GIÙ	S	GIÙ
SINISTRA	K	SINISTRA
DESTRA	ENTER	DESTRA
FUOCO	L	COPY
PAUSA	G	G

CARICAMENTO

SPECTRUM: Metti il computer in modalità 48K. Batti LOAD"" e premi ENTER. Premi PLAY sul registratore.

AMSTRAD 464: Premi CTRL ed ENTER piccolo. 6128: Batti | TAPE e premi RETURN. Premi CTRL ed ENTER piccolo.



Programmers...

Don't be duped by other companies claims - when it comes down to publishing budget software there's really only one choice.

If you think you can meet our standards send a copy of your game with instructions to:



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2-4 Vernon Yard, Portobello Road, London W11 2DX.

MASTERTRON²C

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