MASTERTRONIC

There is no
other way
to become
one of the
King's
knights.
You have to
pass the
test,
overcome
your fears,
get through
the ordeal
of initiation
and escape
from the
Castle With
No Name.

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Nonamed

THE PLOT

Long, long ago there was a time when men who wanted
to prove their courage and be named knights of the King
had to pass the most daunting tests.

In a forgotten valley of Lower Saxony there lived a people
of warriors and peasants who owed their allegiance to an
old and venerable monarch, King Abdul
Honeickam Gargoy.

Those young men who were hoping to become the
Knights of His Majesty were handpicked from the villages
and hamlets of the region if they excelled in their use of
the bow, the sword and in hand to hand combat.

Nevertheless, the hardest trials were reserved for a
specially chosen elite. One by one they would submit to
the final test – the test of the Castle With No Name.

The test consisted of being imprisoned in the Castle,
trying to survive the nightmare world that existed within
its walls and escaping alive. The key to the problem was
to find the door.

Many young men aspiring to the Knighthood attempted
the test, but the vast majority never saw the light of day
again. They were converted into ogres by the powerful
spells that the evil wizard, NILREM reserved for the
losers.

DANGERS AND DIFFICULTIES

In the old days the Castle With No Name belonged to the
shadowy Count Alucard and was inhabited by a number of
strange characters.

FLIPPY FLIPPY

MASTERTRONIC

First of all, of course, there was the wizard NILREM, the valley's ancient druid, expert in all the arts of Black and White magic. He had a large collection of books of spells and was a skilled creator of a wide range of magic potions.

NILREM has bewitched all the aspiring Knights of the King who have failed the test and has converted them into ogres.

In order to escape from the Castle With No Name you will have to give the wizard something. He will reward you with a protecting spell.

Another of the keys to success is related to the interior gardens of the castle. There you will find the Holy Fountain. Its water will give you strength and greatly improve your jumping ability.

You have various physical abilities at your disposal — you can run to escape pursuers, you can defend yourself from them by kicking them, you can climb ropes and crouch down to avoid attacks from the air.

CONTROLS

Keyboard or Joystick

LOADING INSTRUCTIONS

AMSTRAD

464: Press CNTRL and small ENTER
6128: Type ITAPE and press RETURN.
Press CNTRL and small ENTER.

SPECTRUM

Type LOAD " " and press ENTER

FRENCH

Il n'y a pas d'autre moyen de devenir un des Chevaliers du Roi. Vous devez réussir au test, venir à bout de votre peur, aller jusqu'au bout de l'épreuve d'initiation et échapper du Château sans Nom.

LES COMMANDES

Clavier ou Manche à Balai.

INSTRUCTIONS DE CHARGEMENT

AMSTRAD

464: Appuyez sur CNTRL et la petite touche ENTER.
6128: Tapez ITAPE et appuyez sur RETURN. Appuyez sur CNTRL et la petite touche ENTER.

GERMAN

Es gibt keinen anderen Weg, Ritter des Königs zu werden. Sie müssen die gestellten Aufgaben bewältigen, Ihre Ängste überwinden, das Ritual der Aufnahmeprüfung bestehen und von der Burg ohne Namen entfliehen.

KONTROLLEN

Tastatur oder Joystick

LADEANWEISUNGEN

AMSTRAD

464: CNTRL drücken und die kleine ENTER-Taste.
6128: ITAPE eintippen und RETURN drücken.
Dann CNTRL drücken und die kleine ENTER-Taste.

ITALIAN

Non ci sono altri modi per diventare un cavaliere del Re. Dovrai passare la prova, superare le tue paure, subire l'iniziazione e fuggire dal Castello Senza Nome.

CONTROLLI

Tastiera o Joystick

ISTRUZIONI DI CARICAMENTO

AMSTRAD

464: Premere CNTRL ed ENTER piccolo
6128: Battere ITAPE e premere RETURN. Premere CNTRL ed ENTER piccolo.