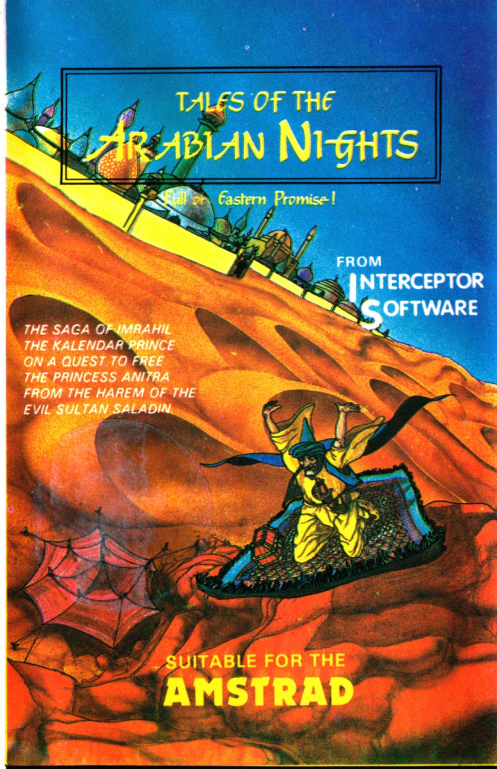


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TALES OF THE  
ARABIAN NIGHTS

CPC 464  
AMSTRAD



THE SAGA OF IMRAHIL  
THE KALENDAR PRINCE  
ON A QUEST TO FREE  
THE PRINCESS ANITRA  
FROM THE HAREM OF THE  
EVIL SULTAN SALADIN

SUITABLE FOR THE  
**AMSTRAD**

## TALES OF THE ARABIAN NIGHTS

### LOADING THE CASSETTE

CPC 464

Press CTRL & small ENTER

CPC 664

Type 1 (SHIFT @) TAPE

CTRL & small ENTER

CPC 6128

Type 1 (SHIFT @) TAPE

CTRL & ENTER

### CONTROLS:

Joystick

ESC to re-define keys

### THE GAME

Guide Imrahil the Kalendar Prince through the perils of many Arabian nights. On certain nights, he must gather golden jugs, engraved with letters, in the correct order to spell out 'ARABIAN'. At other times, he rides on rafts and flying carpets through Arabia, casting bolts of lightning at his foes. His quest for the princess Anitra is long and difficult - many dangers lurk in the Arabian night!

On the INSIDE of the cassette insert is printed The Tale of the Kalendar Prince

DESIGNED BY I. GRAY

TRANSLATION TO AMSTRAD BY: PHILL MURRAY,

J.E. MITCHELL, KEVIN PARKER AND MATT BURT.

PRODUCED BY RICHARD PAUL JONES

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## THE TALE OF THE KALENDAR PRINCE

An expectant hush settled upon the tribesmen. Scheherazade, most famous story-teller of the Bedouin, stood in the moonlight between the palm trees, and began her tale.

'Long ago, in the city of Baghdad, there lived the Sultan Saladin. Convinced of the faithlessness of women, he swore to put to death each of his wives after the first night. In time his avaricious gaze fell upon beautiful Anitra, a princess of the Kalendar province. His soldiers came silently in the night, and by dawn they and their helpless captive were far away. The fate of the *wives of Saladin* was known throughout Arabia, and greatly was he loathed by the people of the land. But such was the awesome might of his armies, that no-one dared oppose him, even in thought. None that is, save Imrahil, eldest prince of Kalendar, who set out on the trail of his beloved sister with vengeance in his heart. His quest began aboard Sinbad's ship, sailing the Red Sea. Despite the many hazards of the long ocean voyage, Imrahil safely came ashore at the delta of the river Ahnil. Aboard a simple raft, he followed the river upstream until the waters swept him into a great cavern, deep in the bowels of the Earth. Here he fought with the bewitched genies of Al-Khemizd, too dreadful even to imagine. Escaping from the cavern, on a flying carpet stolen from the blind weaver Ahxmihnsta, Imrahil fought his way through the skies, across the burning desert - to Baghdad! Dodging the guards at the city gates, Imrahil ran along the high walls to the gardens of the Sultan's Palace. He climbed swiftly up the tallest tree in the garden, and jumped through a window into the palace. He fought past the guards, and reached the battlements, where Anitra was being held by the Sultan! Swiftly they leapt together onto the carpet, and rose high above the towers of Baghdad.