

KNIGHT LORE CONTROLLING YOUR ADVENTURER

KEYBOARD CONTROLS

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

RIGHT Your Adventurer will turn right using the X, V and N 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 o **DIRECTIONAL CONTROL**.

GUARANTEE

All **ULTIMATE PLAY THE GAME** software products have a 5 year guarantee. If this disc ever fails to load it will be replaced totally free of charge. If returned. "disc only", with details and proof of purchase, directly to **ULTIMATE PLAY THE GAME**, at the address shown. If the disc shows any form of damage, physical or due to the use of dirty or faulty equipment, please include £3.00 to cover replacement costs. This guarantee does not affect your statutory consumer rights.

Proper and correct maintenance of your disc driver equipment, including periodic cleaning of player head and the disc drive, will ensure the prolonged and trouble free operation of both recorder and software.

KNIGHT LORE LOADING INSTRUCTIONS

- 1 . Insert the disk into your Amstrad PCW drive on side A or B (8256/8512 or 9512).
- 2 . Turn on the computer.
- 3 . The unit will start reading the disc.
- 4 . **KNIGHT LORE** will now load automatically.
- 5 . Once the game is loaded, follow the instructions that appear on your screen. If loading is unsuccessful, restart your computer and try again.
- 6 . **PLAY THE GAME.**

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Due to the enormous complexity and nature of the interactive **KNIGHTLORE** G.A.S adventure software, it is almost impossible to guarantee continuous and error-free operation. Although, should any fault prevail, please contact ourselves enabling the correction of any future versions.



THE WEREWULF

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 dethly 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 throught 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 and audience with the great wizard MELKHIOR.

Suddendly a cool blue mist starts to ebb forth from the cracks in the ancient stone-work. As it does so it begins to take from 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 ALL
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
THE CAULDRON TELLS WHAT MUST GO IN
TO BREAK THE CURSE AND MAKE THE SPELL
TO SAVE YOURSELF AND MAKE YOU WELL.

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 Merkyls, 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.

FEATURES

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 withim KNIGHT LORE.

Filmation ©	Stairways
Sabreman	Doorways
Metamorphic Change	Portcullis
Gargoyles	Jump Button
Wizard Melkhior	Materialization
Magic Spells	Continuous Pause
Traps	Collection Feature
Tests	Sundial Face Clock
3D Scenario	Spell Ingredients
Monsters	Ingredient Display
Dungeons	3 Dimensional Movement
Castle	Moving Floorways
Halls	Different Levels
Corridors	Extra Lives
Impalers	Parapets
Ball Chains	Balconies
Blocks	Surfing Demons
Rover	Caged Monsters
Chalices	Hidden Treasure
Boots	Superb Graphics
Caskets	Amazing Animation
Chests	Status Scrolls
Diamonds	Day Display
Potions	Sun
Tables	Moon
Werewolf	

All software, graphics and audio visual by
ULTIMATE PLAY THE GAME

Trade Name of Ashby Computers & Graphics Ltd.
Made in England
485009