

DAVID JONES  
MAGIC KNIGHT TRILOGY



FINDERS KEEPERS



SPELLBOUND



KNIGHT TYME



· MASTERTRONIC ·

## FINDERS KEEPERS

The King of Isbisimia is to say the least a little upset. Tomorrow is the princess Germintrude, his daughter's birthday and has no idea what to get for her.

As Magic Knight you have been ordered to find a very special present for the princess Germintrude. This may be your chance to join the "Polygon Table" the highest honour any knight could aim for!

The king transports you to the castle of Spriteland which is teeming with many weird and wonderful creatures. Also there are two mazes which contain many of the Queen's relatives!

Apart from the grisly ghouls and energy sapping creatures there are ghostly traders who are often willing to swap treasure for the money that they stole in their former lives.

Some objects will react with each other to form more or less valuable items to sell or collect.

Will the temptation of keeping the treasure be too much for you or will you remain loyal to the king and the polygon table of Isbisimia?

## SPELLBOUND

Returning from your success in Finders Keepers you visit your friend and tutor the wizard Gimbal. He has been messing around with some old spells trying to make his rice pudding taste nicer. Unfortunately the scribes who translated the spells from very ancient English to slightly ancient English made a couple of mistakes, and Gimbal is in trouble.

The spell sent Gimbal to the mythical Castle of Karn and dragged seven innocent people with him. As Gimbal becomes trapped he projects a last faint message back to you across the time stream. I've taught you enough to rescue us all. Magic Knight, you are our only hope!

Clue Red herrings may be useful.

## KNIGHT TYME

After releasing Gimbal the Wizard from his self inflicted White Out spell in Spellbound, Magic Knight has been catapulted through time into the future. This is his own story, so here are his own words.

"I landed heavily on the Transporter pad of the U.S.S. Pisces and while I was bending out some of the dents in my armour I was approached by a

strange metal creature. It spoke 'Hi Magic Knight I am KLINK, I have been expecting you. Take this.' He then handed me a cubic object that I learned was a Datacube. As I held it I became aware of a strange power inside me. KLINK spoke again. 'The Datacube will give you the relevant data for the 25th Century life and reduce your culture shock to nil. It will fade away as you absorb its knowledge.'

As the datacube transferred its knowledge to my brain I started to formulate my survival plan. I will have to locate the Tyme Guardians, if they still exist and obtain a Tyme Machine from them. I must be careful not to run into Five Eyed Jack the king of the space pirates, or the paradox police who will probably be waiting 30 days ahead of me. First priority has to be to make contact with the ship's transputer as it programed KLINK to give me the Datacube.

## HINTS

Derby IV, the transputer, can help you to start with. The advert to spellbound may actually prove helpful. A clown will help you not to die of exhaustion. Sarah will tell you how to move about the spaceship once you have a valid iD card.

## CONTROLS

All the games support a wide range of Joysticks or Keyboard Options.

A up  
Z down  
N left  
M right

### Finders Keepers only

G get  
D drop/list  
T trade  
E examine

### Spellbound and Knight Tyme

Actions are carried out using the Windimation System. You enter a series of menus, move the pointer using the up and down keys. Press space and fire to select option.

## LOADING INSTRUCTIONS

Switch the Computer on.  
Insert the disk into the drive, with the appropriate side upwards.  
Press ENTER.

A menu listing the games will appear.  
Press the appropriate number and the game will load and run.

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# MAGIC KNIGHT TRILOGY

Take the part of the Magic Knight in three great Prize Winning Adventures



**FINDERS KEEPERS**



**SPELLBOUND**



**KNIGHT TYME**

**Finders Keepers** *a C. & V.G. Hit*

**Spellbound** *Sinclair User Classic and Crash Smash*

**Knight Tyme** *Crash Smash and Amstrad Action Master Game*

Along the way you will find yourself looking for birthday presents for petulant Princesses, rescuing Incompetent Wizards and trapped in the future aboard the U.S.S. Pisces.

Spellbound and Knight Tyme feature Windimation, a unique system of Windows and menus that open up a vast range of options for the Magic Knight



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