

Sinclair  
128 only

# SPELLBOUND

48 HOURS  
AND I'M A  
GONNER

IF I HAD A  
HAMMER

QUICK TIME  
IS RUNNING OUT  
FOR GIMBEL



# THE GAME

## MAD GAMES PRESENTS "SPELLBOUND"

The first in a new generation of arcade adventure style games using a unique window menu system.

All command choices can be made by moving a pointing finger to the required choice on a menu, then selecting it by pressing fire. In this way quite complex commands can be built up easily using only three keys.

When this program loads it is set up for keyboard use. To use a joystick change this using A and Z to move the finger and press space when it points to the joystick that you wish to use. The first button can then be used to select your menu choice.

### KEYS

- A - Finger up/Player jump
- Z - Finger down
- N - Player left
- M - Player right
- Space - Command menu/Choose option
- Fire - Same as space when a joystick is used
- Break - Return to main menu

You are a **Magic Knight**, the hero of Finders Keepers. Your tutor **Gimbal the Wizard** has been trying out some very old spells to make his rice pudding taste nicer; unfortunately the scribes who translated the spells from very ancient English to slightly ancient English made some mistakes in the wording and **Gimbal is in trouble**.

The spell sent Gimbal to the mythical Castle of Karn and dragged seven other 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.

## LOADING INSTRUCTIONS

**Switch machine on and press  
RETURN to use the tape loader option.**

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**M.A.I.D.**  
**GAMES**

MASTERTRONIC'S ADDED DIMENSION



You are Magic Knight in the first of a new generation of arcade/adventure style games, using a unique window menu system.  
**JOYSTICK & KEYBOARD**  
Written by David Jones

# SPELEBOARD



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SINCLAIR 128  
**MAD 23**