



KNIGHT LORE



THE WEREWOLF

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 deathly 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 through 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 an audience with the great wizard MELKHIOR.

Suddenly a cool blue mist starts to ebb forth from the cracks in the ancient stone-work. As it does so it begins to take form 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 WALL
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 within 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 Treasures
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
481009

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, N,** and **SYMBOL SHIFT.**

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 can pick up or drop an object using the **I-O** keys.

PAUSE The whole game can be paused by using the **Caps Shift** or **Space/break** keys.

JOYSTICK CONTROLS

Your Adventurer can be fully controlled by using the **KEMPSTON INTERFACE, CURSOR CONTROLLED INTERFACE** or the **SINCLAIR INTERFACE II** and joystick, by replacing the **LEFT, RIGHT, FORWARD, JUMP** and **PICK UP/DROP** commands.

GUARANTEE

All **ULTIMATE PLAY THE GAME** software products have a 5 year guarantee. If this tape fails to load it will be replaced totally free of charge, if returned, with details and proof of purchase, directly to **ULTIMATE PLAY THE GAME**, at the address shown above. If the tape 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 cassette player equipment, including periodic cleaning of player head and pinch roller units, will ensure the prolonged and trouble free operation of both recorder and software.

KNIGHT LORE

LOADING INSTRUCTIONS

1. Connect the **EAR** socket on your Spectrum to the **EAR** socket on your recorder and ensure the **MIC** lead is disconnected.
2. Place the cassette tape in the recorder and rewind to the beginning.
3. Type either **LOAD 'KNIGHT'** or **LOAD ''''**
4. Press **PLAY** on the cassette recorder.
5. **KNIGHT LORE** will now load automatically and a message will appear on screen after several seconds. If loading is unsuccessful, rewind the cassette, adjust the **VOLUME** control on the recorder and try again.
6. **PLAY THE GAME.**

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For better sound effects you can increase the volume by connecting the **MIC** socket on your Spectrum to the **MIC** on your recorder. Disconnect the **EAR** lead, remove the cassette tape from the recorder and press the **PLAY** button, the sound may be amplified through the loudspeaker of the recorder.