KNIGHT LORE



ULTIMATE PLAY THE GAME

Story

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 junglewulf 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 tress to keep my deathly curse at bay, but now I am here...

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 MILKHIOR.



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 become a powerful swimming,swirling vortex of energy.

Over all 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 tortches light the massivestone walls, their tired flickering flames never seeming to penetrate the inky darkness for more than a few feet...

Getting started

- Be sure that your MSX computer is turned off when inserting or removing the cartridge.
- Insert the cartridge properly in any slot.
- Turn on your MSX computer.

Extras

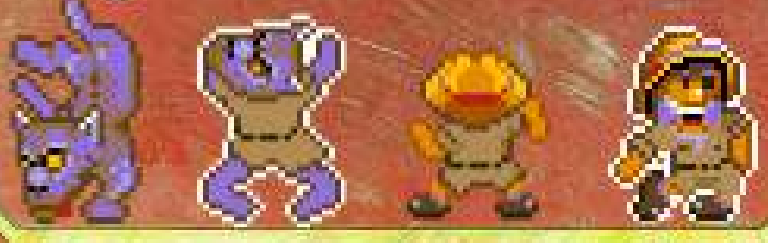
- Hold ESC key while booting to remove torchs animation.
- When playing on a MSX turbo R, the R800 will be activated to prevent slowdowns.



Gameplay

Taking the role of Sabreman, the player must find the wizard Melkhior, then scour Knight Lore castle to retrieve the objects successively requested by his cauldron. Once collected, the objects must be returned to Melkhior, and dropped into the waiting cauldron. Successfully following all of the cauldron's requests within a forty day period frees Sabreman from the curse of lycanthropy.

The curse itself plays an important role in gameplay. While beginning the game as Sabreman, the player is periodically transformed into a werewulf as day turns into night. At the point of transformation, Sabreman experiences a short, but humorously animated, seizure, and is vulnerable to enemies or hazards. Certain enemies (including Melkhior's cauldron itself) will attack Sabreman when a werewulf, making the timing of certain actions crucial.



Controls

You can select different control modes:

KEYBOARD

Turn left:	Z, C, B, M
Turn right:	X, V, N
Forward:	A, S, D, F, G, H, J, K, L
Jump:	Q, W, E, R, T, Y, U, I, O, P
Pick up/ drop:	1, 2, 3, 4, 5, 6, 7, 8, 9, 0

JOYSTICK - CURSOR KEYS

Classic		Directional control	
Turn right:		Walk north:	
Turn left:		Walk south:	
Forward:		Walk east:	
Jump:	Space 	Walk west:	
Pick up/drop:		Jump:	Space 
		Pick up/drop: Any letter or number	

Pause / Map (in all modes) : SHIFT

Map

Pressing SHIFT key pauses the game and shows Knight Lore castle map. Pressing it again, resumes the game.



Non explored room

Explored room

Player location

Cauldron room

Charms

Extra live

Objects

You've basically got to find the wizard's cauldron, and feed it the objects that appear in the mist over the cauldron, and keep feeding it objects until your potion is ready and you can be cured. It's not that simple, though...

The objects are scattered around the castle and the immediate outside woodlands, and you can only carry three objects at a time. Sometimes you'll keep finding objects that you just don't need – so you end up stockpiling these in other rooms, close to the cauldron. Some of the rooms you enter are traps – and others can be avoided entirely – and sometimes the route to a far part of the castle can require that you have an object handy (objects can be used as stools, to sort of stand-on and then jump-off).


Bottle


Cristal Ball


Cup


Diamond


Extra Live


Grial


Shoe


Poison

KNIGHT LORE

Original version

Programmer
Chris Stamper

Artist
Tim Stamper

Copyright 1985 Ultimate Play The Game
Ashby Computers and Graphics LTD.

ULTIMATE
PLAY THE GAME

MSX2 version

Programmer
Manuel Pazos

Artist
Daniel Celemín

RetroWorks

