

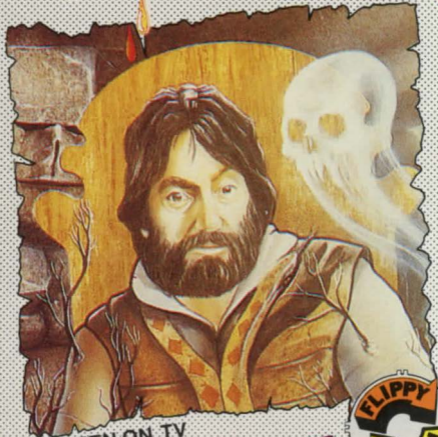
AMSTRAD/SCHNEIDER

406 664 6180

SPECTRUM

46 186 PLUS 2

Knightmare



AS SEEN ON TV

RICOCHET

BY

MASTERTRONZIC



I place you somewhere in time, in a land where strangers are not welcome. Search Damonia Castle for objects which may help free you from the clutches of the dark castle

Your advisors are two oracles. One good, and often gives correct clues. The bad oracle will do everything to throw the knight into danger, and death. The knight may consult the oracles, but only one will answer. By studying the contents of both oracles statements, valuable clues may be learned.

Your life force is represented by a candle at the edge of the page. It will decrease throughout the game.

CONTROLS

Details of the various joystick and keyboard combinations may be found below . . .

Function	Keyboard Key	Joystick
SPECTRUM CPC		
Fire	0 or 5	DELETE
Move Left	6 or 1	<
Move Right	7 or 2	>
Move Down	8 or 3	Down
Move Up	9 or 4	Up
Pause Game	BREAK	F1
Resume Game		Use 'Fire' function
Quit Game	Q then Y	Q then Y
Start Game		Hold down 'Fire' function key
View Words	SHIFT	SHIFT
Enter Word	ENTER	ENTER/RETURN

Certain inhabitants of the castle will ask you questions and give you problems to solve. Confirm your selection by pressing fire.

To perform specific functions within the castle. You may use one or two word commands. Select the first word by pressing the first letter of that word. If the speech bubble at the top of the screen does not display the word you require, press the shift key. This will show you the next available word.

When the speech bubble displays your required first word, press Enter. A second word will now appear – again, you may alter this word by pressing the first letter of the required second word or the shift key to cycle through the available words. When both words are chosen Press Enter.

You may repeat your last command by pressing Enter twice. You may change the second word of your instruction before pressing the enter key a second time if you

wish. To view the available command words press the Shift Key. To see your inventory (the things you are carrying) press the 'I' key.

SPELLCASTING

Merlin's Magic. You'll have to work out how to gain these magical powers, but beware! some of them are good, some of them bad.

We know very little about the spells available but old spell books tell us the following:

To use a spell, select the word SPELL as the first word, then the name of the spell as the second word, then press Enter or the Life button to execute that spell, Note! You first have to find the spells!

ANVIL: This is a large, cast-iron anvil, which hovers at the top of the screen, causing evils to be squashed into the ground.

CASPER: Casper the key. May be used on certain doors within the castle.

ALCHEMY: Turns characters to a solid gold sphere. Most objects turned to gold may then be collected by the knight as treasure.

ICE: A rain cloud will form and freeze everything. As soon as the cloud vapourizes the characters will come back to life.

TOAD: Turns characters into 'warty' toads.

METAMORPH: Turns characters into different characters.

FIGHTING

In order to fight you need to find a weapon, then by moving next to the character you wish to fight and pressing fire repeatedly you will engage in combat.

You may also throw bricks at other characters. You may either use the instructions to tell your knight to 'Throw Bricks' or you may set the first command word to 'Throw' and then fire to throw.

SAVING AND LOADING

If you choose the command 'Save' this will save your current position for future usage, return to this position by selecting 'Load'. Please note, this is a RAMSAVE, and is not saved on cassette or diskette and so if you switch your computer off you lose your original position.

LOADING INSTRUCTIONS

SPECTRUM 4B/128K/+

Ensure the cassette is fully rewound. Type LOAD "" and ENTER, then start the tape.

AMSTRAD CPC

Cassette: Ensure the cassette is fully rewound. Owners of disk machines should

select the appropriate filing system using TAPE. Press the CTRL key and the small ENTER key together, then start the tape and press any key.

JOYSTICK NOTES

"Nightmare" may be played using a joystick in conjunction with selected keyboard keys, or totally from keyboard, depending upon your own preference.

Interfaces that may be used by Spectrum owners are Kempston, Interface I and Interface II.

FRENCH

Soyez les bienvenus

L'heure est venue d'abattre les frontières du temps, Le temps a perdu la raison, Voici le jeu hors des frontières du temps, Un jeu à vous faire perdre la raison.

CHARGEMENT

AMSTRAD CPC

Cassette: vérifiez que la cassette est entièrement rebovinée. Si votre ordinateur est équipé d'une unité de disques, sélectionnez le système de classement approprié en tapant TAPE. Frappez simultanément CTRL et la petite touche ENTER, puis démarrez la cassette et frappez une touche quelconque.

GERMAN

Sei willkommen, Abenteurer

Dies ist die Zeit, wo die Zeit stillesteht, Dies ist die Zeit, die in die Irre führt, Dies ist das Spiel, das die Zeit betrügt, Das Spiel, das den Verstand verdreht.

LADEANLEITUNG

SCHNEIDER CPC

Kassette: Sicherstellen, daß das Band ganz zurückgespult ist. Besitzer von Geräten, die mit Diskettensystemen ausgerüstet sind, müssen mit dem Befehl TAPE auf Kassettenbetrieb umschalten. Danach CTRL und die kleine ENTER Taste zusammen drücken und das Band starten. Eine beliebige Taste drücken.

ITALIAN

INCUBO

Benvenuto in questo gioco

Questo è il Tempo per finire il Tempo

Questo è il Tempo della Follia

Questo è il Gioco fuori del Tempo

Questo è il gioco che ti porta Via!

ISTRUZIONI DI CARICAMENTO

AMSTRAD CPC

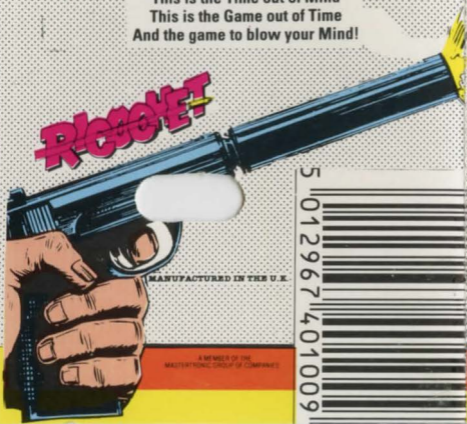
Cassette: Assicurati che la cassette sia completamente riavvolta. Gli utenti di macchine a dischetto, devono selezionare l'appropriato sistema di file usando TAPE. Premi contemporaneamente i tasti CTRL ed ENTER Piccolo, poi avvia il nastro e premi un tasto qualsiasi.

AMSTRAD
BASIC 48/128/
32/128 B



Welcome to the game
This is the Time to end Time
This is the Time out of Mind
This is the Game out of Time
And the game to blow your Mind!

RICOCHET



MANUFACTURED IN THE U.K.

A MEMBER OF THE
MULTI-TONIC GROUP OF COMPANIES

Ricochet



**RAS
039**