

MASTERBRONZ



KNIGHT TYME

FORWARD
INTO THE NIGHT



TYME & TIDE
WAIT FOR NO
MAN!



After releasing Gimbal the Wizard from a self inflicted White Out Spell in Spellbound, Magic Knight has been catapulted through time to the future. This is his story, so here it is in his own words:

"I landed heavily on the Transporter pad of the USS 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 gave me a cubic object which I later learned was a Databcube. As I held it I became aware of a strange power inside me. Klink spoke again 'The databcube will give you the relevant data for 25th Century life and reduce your Culture Shock to nil. It will fade away as you absorb its knowledge'.

As the Databcube transferred its data to my brain cells 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 Starship's Transputer since it programmed Klink to give me the Databcube.

FEATURES

The game uses an enhanced version of Windimation which players of Spellbound will be familiar with. This system allows the player to access windows in which the command choices are given.

CONTROLS

Joystick in port 2.

Keys:

A - Up/Jump Z - Down N - Left M - Right

SPACE - FIRE

Use the Up (A) and Down (Z) keys in the menu to operate the finger.

HINTS

Derby IV, the Transputer, can help you to start with. The advert in Spellbound may actually prove to be useful. A clown will help to avoid dying of exhaustion. Sarab will tell you how to move the starship once you are wearing a valid ID card.

LOADING INSTRUCTIONS

Hold down SHIFT and press RUN/STOP.

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Made in Great Britain

Design: Words & Pictures Ltd., London.



FRENCH

LES COMMANDES

Touches: A – Haut/Sautez, Z – Bas,
N – Gauche, M – Droite, ESCAPE – Feu.

Utilisez le touches Haut (A) et Bas (Z) dans
le menu pour operer le doigt.

Tenez la touche SHIFT enfoncée et appuyez
sur RUN/STOP.

Manache a balai l'entrée deux suelement.

GERMAN

KONTROLLEN

Tastatur: A – Hock/Springen,
Z – nach unten, N – links, M – rechts,
SPACE – Feuren.

A und Z – kannst du benutzen um die Finger
zu bewegen.

Halten Sie die SHIFT Taste unten und
drücken RUN/STOP.

Joystick in Port 2 nur.

ITALIAN

CONTROLLI

Tasti: A – Su/Salta, Z – Giu, N – Sinistra,
M – Destra, BARRA – Fuoco.

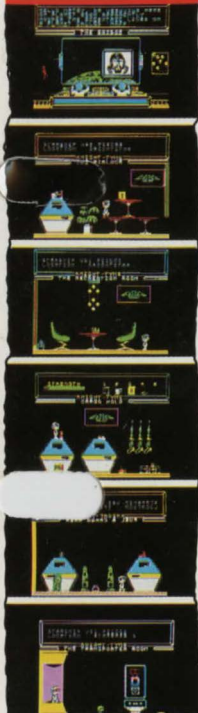
Per operare il dito, usa i tasti Su (A) e Giu (Z)
nel menu.

Tenere premuto il tasto SHIFT et premere
RUN/STOP.

Joystick nella fessura 2 solo.

COMMODORE · 64 · 128 · COMMODORE · 64 · 128 ·

MASTERTRONIC



The third game in the series of adventures featuring Magic Knight, who has found himself transported to the 25th Century and on board the starship USS Pisces. The game utilises an enhanced Windimation system, first used in Spellbound. Could this be the end for Magic Knight?

Joystick and keyboard.

BY DAVID JONES

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RECORDED ON
BASF
TAPE

TITLE

KNIGHT TYME

MACHINE TYPE COMMODORE 64 · 128

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