FRENCH

Ce jeu utilise une version améliorée de "windimation" (animation de fenêtre). Ce système permet au joueur d'accéder à la fenêtre où les choix de commandes sont données. En appuyant sur le bouton FEU sur le manche à balai, les options disponibles seront affichées. Déplacez le manche à balai de haut en bas pour sélectionner une commande puis appuyez sur le bouton FEU.

Vous contrôlez le mouvement de Magic Knight à l'aide du manche à balia. Poussez le manche à balai vers la gauche pour aller à gauche, vers la droite pour aller à droite et vers le haut pour sauter. Le fait de déplacer le manche à balai vers le bas ne produit aucun effet.

INSTRUCTIONS DE CHARGEMENT
Mettez la machine sous tension, introduisez le disque STORMBRINGER et appuyez sur le bouton RESET. Appuyez sur le bouton FEU pour commencer le jeu.

GERMAN

Dieses Spiel benutzt die erweiterte Version von "Windimation". Dieses System ermöglicht dem Spieler Zugang zu dem Fenster, wo die Befehlsmöglichkeiten angezeigt werden. Durch Drücken des Feuerknopfes erreichen Sie die vorhandenen Optionen. Bewegen Sie den Joystick hoch und runter, um zu wählen, und drücken Sie dann den Feuerknopf.

Sie steuern die Bewegungen des Zauberritters durch Benutzung des Joysticks. Schieben Sie den Joystick nach links, um nach links zu gelangen, nach rechts, um nach rechts zu gelangen und nach oben, um zu springen. Schieben des Joysticks nach unten hat keine Wirkung.

LADEANWEISUNGEN
Schalten Sie den Computer ein, legen Sie die STORMBRINGER-Diskette ins Laufwerk und drücken Sie den RESET-Knopf. Drücken Sie den Feuerknopf, um das Spiel zu starten.

ITALIAN

Questo gioco usa una versione potenziata di windimation. Questo sistema permette al giocatore di accedere alla finestra dove sono contenuti comandi da scegliere. Premendo il bottone di FUOCO sul joystick, si ottengono le opzioni da scegliere. Muovendo, quindi, il joystick in su e in giù, si opera la scelta, che viene confermata premendo di nuovo il bottone di FUOCO.

I movimenti del Cavaliere Magico si controllano con il joystick. Spingendo a destra, si muove a destra, spingendo a sinistra, si muove a sinistra. Spingere in giù, non serve a niente.

ISTRUZIONI DI CARICAMENTO
Accendere la macchina, inserire il dischetto STORMBRINGER, quindi premere il bottone di resettaggio. Per iniziare, premere il bottone di FUOCO.

Welcome to Stormbringer, the concluding episode in the acclaimed Magic Knight saga.

The story so far . . . in previous episodes (Spellbound and Knight Tyme) Magic Knight rescues his friend and tutor Gimbal the Wizard from a self inflicted White Out spell, and then finds himself captured into the 25th Century, aboard the starship USS Pisces. Having acquired a second hand time machine from the Tyme Guardians, Magic Knight finally reaches his own time and planet – but with a slight problem . . . whilst travelling back, a serious malfunction occurred with the second hand time machine, and now, horror of horrors, there are two Magic Knights!

The other Magic Knight is a real nasty piece of work. He calls himself the "Off White Knight", but locally he is known as the "Storm Bringer" because of his powerful and dangerous Storm Cloud, which he is planning to use to destroy Magic Knight.

In your role as Magic Knight, you realise that you cannot kill Stormbringer, because if you do you will destroy yourself in the process. The only way for you to become your old self again is to merge with him.

Good luck, Magic Knight!

GAMEPLAY

This game uses an enhanced version of windimation. This system allows the player to access windows in which command choices are given. Pressing the FIRE button on the joystick will give you the options available. Move the joystick up and down to select a command and press the FIRE button.

You control the movement of Magic Knight using the joystick. Push the joystick left to move left, right to move right and up to jump. Pushing down has no effect.

LOADING INSTRUCTIONS

Turn on the machine, insert the STORMBRINGER disk and press the reset button. Press FIRE button to start the game.

Storm Bringer

Stormbringer – the concluding episode in the acclaimed Magic Knight saga. A terrible accident has occurred. Magic Knight has been accidentally "cloned" whilst travelling home in a second hand time machine, and his other self – the evil Stormbringer – is out to destroy him. Is this the end for Magic Knight?

JOYSTICK ONLY

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