

Sounding satellite :



This device is a part of an atomic powerplant, that was shut down due to an explosion that occurred there hundreds of years ago.

The satellite travels with no specified trajectory, but is capable of destroying any human that crosses his path. The sorcerer uses his satellite as a sounding device.

Consequently it is dangerous to approach it, as you can be hit with radiation and die.

The hands :

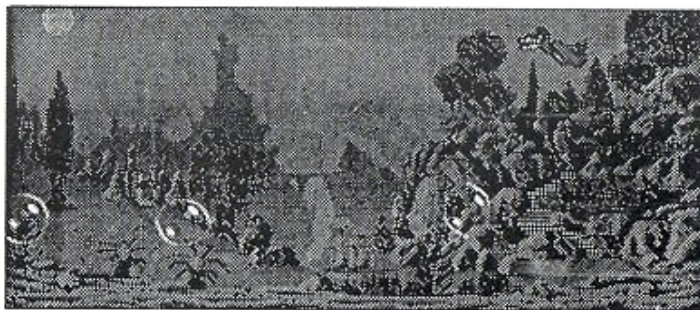


These hands are mutant, currently cells living in underground hibernation. At this time they are unable to cope with the uproar caused by the humans or any Earth creatures.

Once awoken, their anger drives them to killing any creature that has dared to disturb them. However, they are not able to emerge from Earth's depths because the Sun's radiation would destroy them.

E - The Mystical

travel through an unreal universe...



The skeletons :



The skeletons of the planet Zanka are the remains of the victims of one of the massacres organized by Red Sabbath, the sorcerer. He has taken possession of their soul and uses them as his protectors. Their mission is to eliminate all intruders.

Air- bubbles :



These are winged elements with a natural appearance. But these air bubbles come directly from the castle of doom, they emanate a boiling substance composed by Red Sabbath. This mixture transforms the bubbles into a very powerful form of energy. This power makes them formidable opponents.

The dwarves :

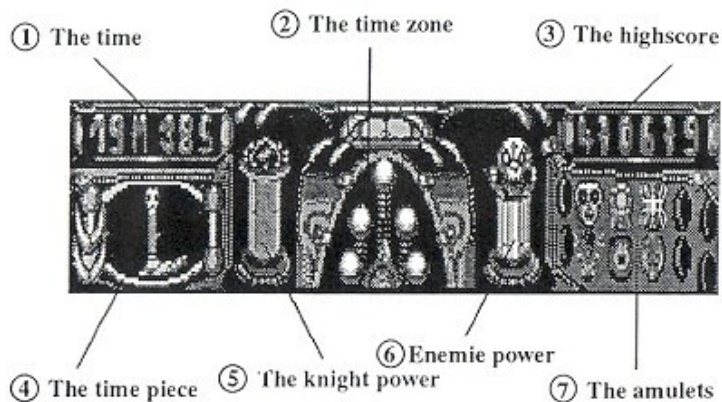


They are blood thirsty creatures that hardly anyone takes notice of because of their size. These terrifying beings use clubs to take their opponents by surprise.

They have very sharp teeth, used to rip out their victims heart, according to an old ancestral warrior tradition.

6 - COMMANDS :

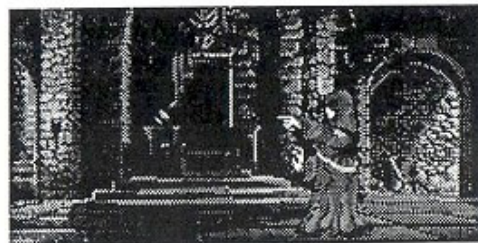
On this very sophisticated instrument, a number of controls and indications are at your disposal. Following are the graphic representations and the corresponding legends.



- ① The time meter enables you to keep track of the time you have left to complete your mission.
- ② Button elevated the most, indicates the time zone you're in at the moment.
Each one of the press buttons corresponds with one of the time zones.
- ③ All your points and bonus points are stored in the highscore table.
- ④ The time piece stops working the moment you have exceeded the allowed time.
- ⑤ Level of the Knights power.
- ⑥ Level of the enemies power.
- ⑦ The list of Amulets reminds you of the amount of amulets already in your possession.

7 - YOUR FAVOURITE HEROS :

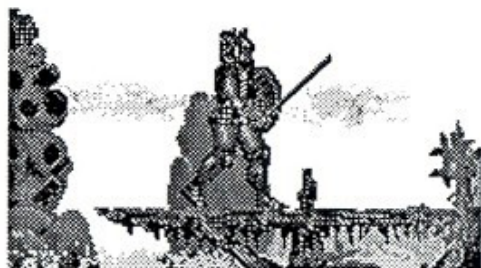
- Red Sabbath, the Sorcerer



According to the legend, this creature appeared well before our era, probably sometime between 350 and 500 before Jesus Christ. He came from the Magic Kingdom, but was banned from there after he made a professional mistake. That was 500 years ago. After his expulsion from Earth, he decided to take vengeance by vowing to become the most powerful being in the kingdom of Belloth.



KNIGHT OF THUNDER, The knight



Born in 1230 in Albadez, a far away neighbouring kingdom of Belloth, he has always hoped to regain power when the time was right. He is now the protege of the indisputed ruler of the Belloth, and he had a powerful military education. Today, he has inherited the power and kingdom from Helias, and he is now the master of the crossroads of time.

Characteristics :

He has a moral of steel and has never been defeated in combat. His most important mission is to protect princess Tanya. He doesn't believe in failing and would die of shame if this would happen. He wants only the best for his subjects and will never allow himself to be conquered by the sorcerer whomeverybody fears.



PRINCESS-TANYA



Protege of the Knight called Knight of Thunder, and only daughter of the King Helias. She will have to aid him with his most dangerous tasks.

Characteristics :

She's a very sensitive and pacifist individual. Has decided to reign for the well being of the people. Can never wander off far from her protector due to the promise she made to her father the king before he died. Having suffered fits of claustrophobia in the past, she is now in great danger having been locked up by the sorcerer.



8 - SCORES AND BONUS

Change of the time zone	+100
Future	+500
Robot	+200
Sounding device	+200

THE MYSTICAL

Dwarf	+400
Bubble	+200
Hands	+100
Skelletons	+500

PREHISTORY

Cro-Magnon man	+800
----------------	------

NEW YORK

Gang leader	+500
Octopus	+300

VERSAILLES

Street urchins	+500
Hangmen	+800

BONUS

1st sorcerer	+ 2000
2nd sorcerer	+ 4000
3rd sorcerer	+ 6000
4th sorcerer	+ 8000
Last sorcerer	+15000
Amulet	+ 5000

HIGH SCORE TABLE

If you get a high score you will be able to enter your name in the table. A screen will show the alphabet together with symbols and a delete option. Use the joystick to move the selector cursor to the first letter of your name on the alphabet listing, and press fire. The letter will be added and you can then repeat the process for each letter in turn. If you make a mistake choose the delete option in the same way.

KNIGHT FORCE

BY

TITUS

1 - INSTALLATION :

For IBM PC/XT/AT/PS, switch on monitor followed by the computer and insert MS/DOS disk in the first internal disc drive.

Your computer will read the system on the disc and will display the on screen prompt A >.

Remove the MS/DOS disc from the disc drive and insert the KNIGHT FORCE program disc in the same drive. Then enter the command KNIGHT.

For Amiga 500,1000 and 2000, switch on the monitor followed by the computer. Insert the KNIGHT FORCE program disc in the internal drive when the WORKBENCH prompt appears. The game will load automatically.

Please Note: For Amiga 1000 computers you will need to load Kickstart 1.2 before you insert the KNIGHT FORCE disc.

For Atari 520ST, 1040ST, Mega ST2 and Mega ST4, ensuring your computer is switched off, turn on the monitor and insert the KNIGHT FORCE program disc into the first disc drive. Switch on your computer and the game will load automatically.

IMPORTANT :

KNIGHT FORCE discs should not be removed from the disc drives whilst they are in use, nor should they be write protected as the high scores are written to disc.

2 - CONTROLS :

A - General options

IBM PC/XT/AT/PS

- F1 Adjusts the colours and contrast of the game.
- F2 Selects joystick or keyboard control.
- F3 Toggles the game sound on or off.
- F4 Selects monochrome and colour display (CGA only).
- F5 Game information.
- F6 Saves the game at any stage and returns you to the main menu.
- F10 Toggle the game pause.
- ESC Exit the game.

You can open the time gate of your choice with either joystick or cursor keys.

After you have chosen the gate, press the SPACE BAR or RETURN.

AMIGA

- F3 Toggles the game sound on or off.
- F5 Exit the game.
- F6 Saves the game at any stage and returns you to the main menu.
- F10 Toggle game pause.

You can open the time gate of your choice with either joystick or cursor keys.

After you have chosen the gate, press SPACE BAR or RETURN.

ATARI ST

- F1 Toggles the monitor scan frequency between 50Hz and 60 Hz.
- F3 Toggles the game sound on or off.
- F5 Abandon game.
- F6 Saves game at any stage and returns you to the main menu.
- F10 Exit from game.

You can open the time gate of your choice with either joystick or cursor keys.

After you have chosen the gate, press SPACE BAR or RETURN.

APPLE MACINTOSH

The option key is used to pause the game.

B - Heros control

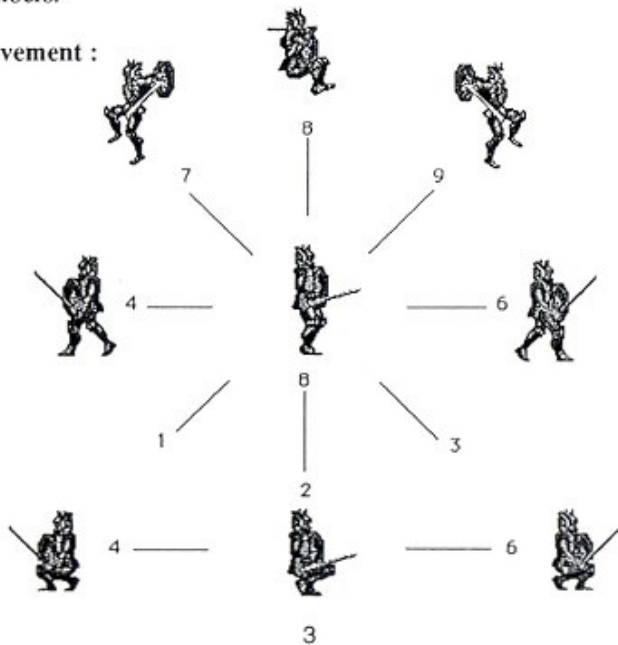
MOVEMENTS:

IBM PC/XT/AT/PS. AMIGA, Atari ST and MAC (numeric keyboard).

There is the graphic representation of each position of the knight during movement or combat.

You start the game with the knight in the middle of the graphic. With the joystick, use sparrows, and with the keyboard, use numbers.

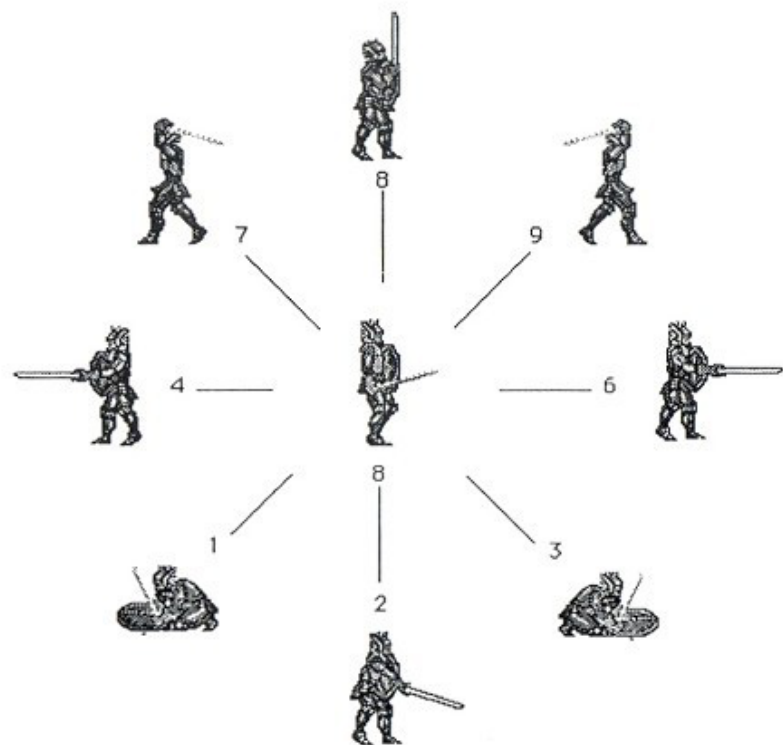
Movement :



COMBAT :

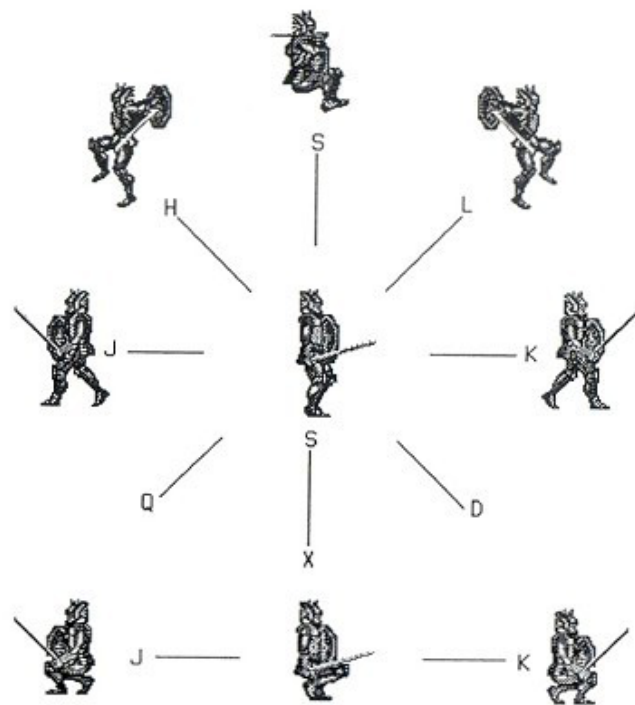
There are each position of the knight during combat when standing up or crouched.

Press the fire button on the joystick or the space bar and follow these instructions :



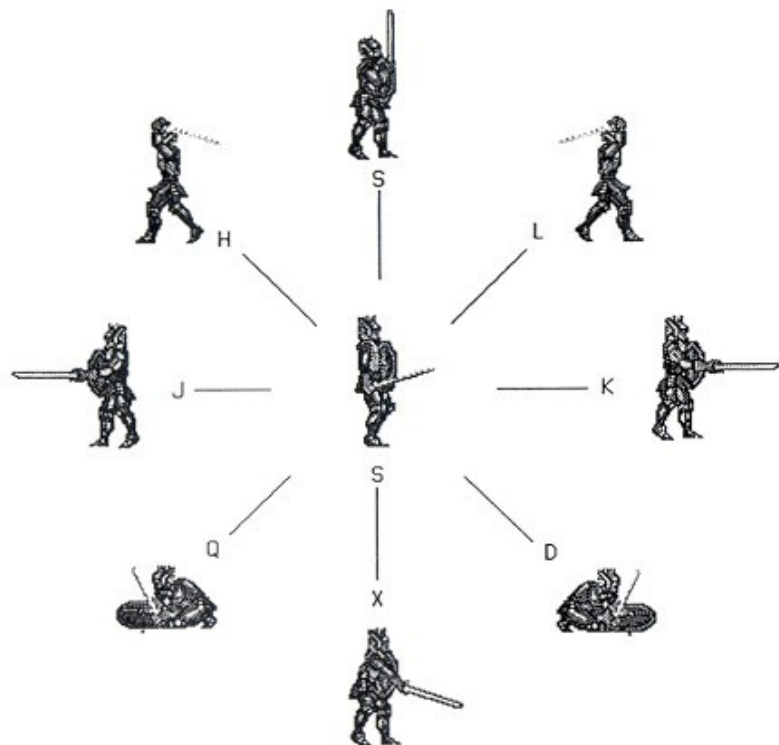
For Apple Macintosh (keyboard) :

Movement :



COMBAT :

Press the space bar and use the letters to start the action.



3 - THE STORY :

On Earth, thousands of years ago, lived a nation of superior intelligence who had the secret of time travel. The secret was passionately sought after by other nations, but only Helias, the master of the kingdom of Belloth had the power to use it. Helias was not a native to the nation, but he had been appointed by the gods to guard the gates of space and time.

That was how the kingdom of Belloth became the crossroads of time and space, with each gate being the entrance to the past and the future times.

The people of Belloth were a very pacifist people and each individual respected the master and the Knight called Knight of Thunder, destined to inherit the masters power.

But Helias was extremely intelligent and realised that evil beings could destroy any person or a complete civilisation in order to dominate them. So he began to teach the knight and to make him aware of the dangers surrounding the nation and their secret. Knight of Thunder would one day be the most powerful man in the kingdom.

When King Helias' died, Knight of Thunder, the new master, was confronted with a trying situation. Princess Tanya had been seized by the sorcerer, Red-Sabbath, who had recently emerged from the darkness of the accursed mountains.

Red-Sabbath's strategy was very simple, by capturing the Princess he aimed to trap Knight of Thunder in order to steal from him the key to the gates of time and space. Red-Sabbath has acquired knowledge and powers unknown to man and is able to divide himself into an infinite number of clones, and use his powers to rule time zones. However, this power still doesn't enable him to be the sole ruler over the Kingdom.

Knight of Thunder has discovered a unique way to obtain the powers necessary to destroy Red-Sabbath and his clones.

His travels throughout time and space will enable him to collect the magic amulets of power.

Unfortunately, the powers of each amulet can only be used within a predetermined time zone.

In his quest, Knight of Thunder is taking a great risk, because in his absence the sorcerer could enforce his evil laws on the people of Belloth.

4 - YOUR MISSION :

You have just put on the armour of the valiant warrior, and are ready to engage in the various adventures throughout time. In the following screens, you discover a hill with 5 dolmens, each dolmen represents one of the 5 time zones that you will need to visit.

At this stage, you choose one of the five gates of time and space to start your mission. You can use your joystick or use the cursor keys on the keyboard to position yourself in front of the chosen dolmen. When in position press ENTER to confirm your choice.

Each time zone conceals enemies and obstacles which you will encounter as the game progresses. You will find the enemies listed later, as well as their picture and details. Each enemy or obstacle can only be overcome by using the necessary assault technique found as you progress in the game.

Your enemies are the guards of the sorcerer who reside in the magic castle. Unfortunately, each time you destroy one of the five sorcerers the captive Princess is automatically moved to a different time zone. You need to confront and destroy just the clones, before eliminating the supreme sorcerer and rescuing the Princess.

This quest would be too simple without the existence of the specific amulets for each time zone. In order to obtain each amulet, you need to destroy the enemy who possesses it. It is up to you to eliminate as many enemies as you can in order to find the amulets.

But beware!

The amulet that you have acquired may not be the one corresponding to the time zone you are in. In that case, the amulet will prove useless to you and you will have to quickly travel to another time zone to find the corresponding amulet to the time zone you've just chosen. Each time you acquire an amulet, you will clasp it to your belt and hold onto it.

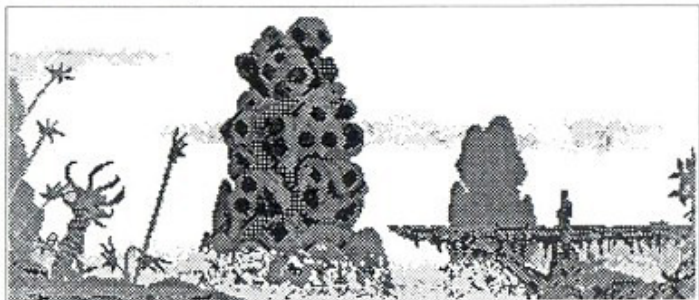
The sorcerers don't confront you outside of the castle, so you need to find a way to penetrate into the castle of doom in each separate time zone.

If you engage in a fight with a sorcerer more powerful than you, your powers and energy could be reduced significantly. Therefore you need to escape from the castle as quickly as possible to try and find the magic bird. Once you have located the magic bird, you are able to return to the dolomite mountain, from where you can continue your travels. In order to continue your travels you need to pierce the bird's heart with your sword.

5 - ENEMIES AND OBSTACLES :

These are listed according to the time zone where you are likely to encounter them.

A - Pre-history :

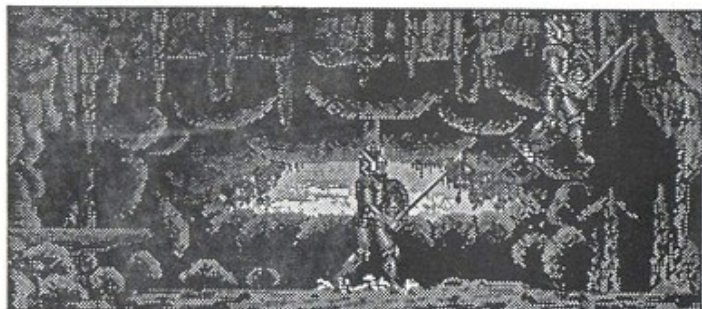


Cro-magnon man :



These are very primitive beings, descendants of the people of Belloth, who disappeared after a natural disaster. They haven't got any recollections of their ancestry, and have returned to their natural instincts of kill to survive.

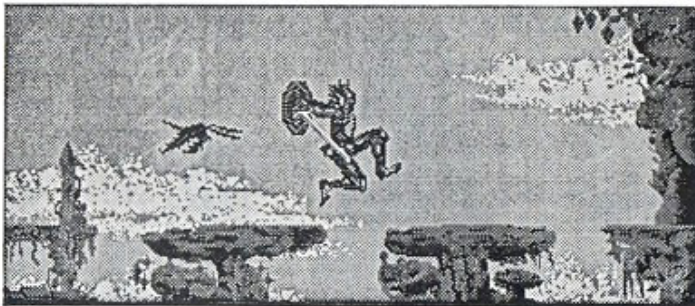
The cavern :



Called the cavern of Bascan. It's an extremely dangerous place where the rock crumbles away very easily.

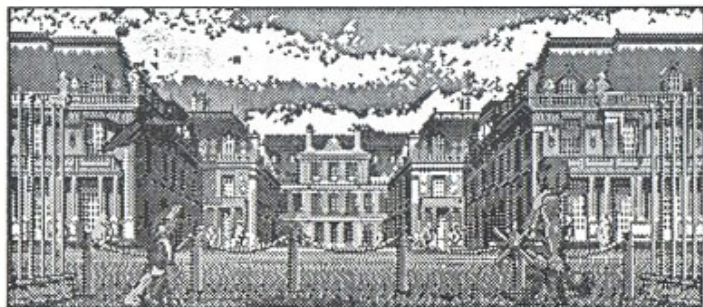
The least movement can cause sound waves which in turn cause the rocks and stalactites to collapse.

Nature :



Natural traps can be found along the way. It's up to you to discover them and avoid them. The few individuals that have ventured into nature, have never returned. No details can be given to their whereabouts or even if they are still alive.

B - A long time ago in Verseille...



The Paris Street Urchins :



They are small terrifying creatures that take their enemies by surprise and club them to death.

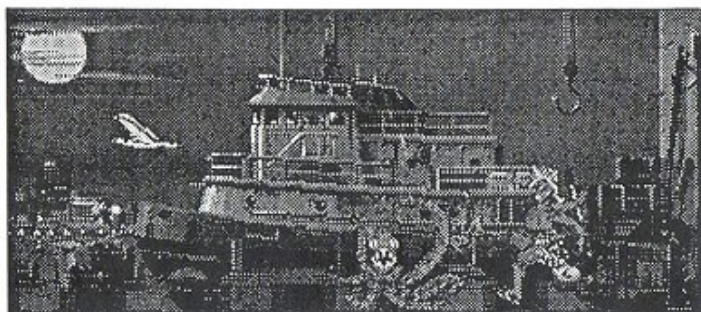
Hangmen :



Their official task is to torture and kill the humans who have been sentenced to death. They have acquired a taste for this cruel game, and that's why they won't hesitate to even attack innocent passers by.

In these infamous and yet mysterious regions you'll encounter individuals who have no mercy for their attackers. They have no scruples about killing and have nothing but hate for others. Any intruders will be savagely tortured and killed.

C - New York today...



The gang leader :



On the docks of New York, the leader of the most infamous and dreaded gang in is master of the area. For this young woman, killing has become a game. You have to confront this Combat Ace of the streets, but she is much better in single combat techniques than you are.

The octopus :

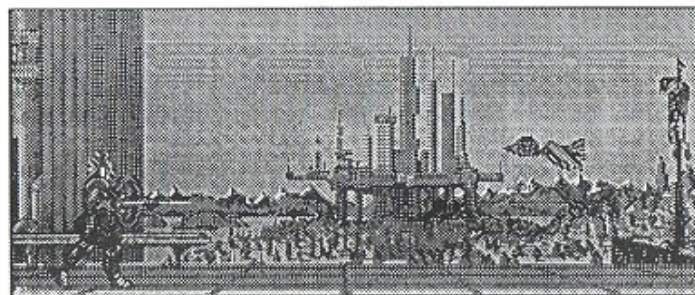


In the most secluded parts of New-York, on the abandoned docks, certain unexpected enemies can appear from nowhere.

It is in this place full of traps set by this treacherous creature, that you have to prove yourself. You need to make use of your inventiveness in the blows you strike, and in the means you employ to avoid the ambushes set up along the way.

D - The Futur

Then in an undefined century, somewhere on earth...



The robot :



This machine has been modified by the scientists from the future, but despite its hyper sophisticated program, Red Sabbath has managed to take him off the right track.

He has been serving the evil for a number of years now, and his mission is to eliminate the Knight with the help of his princess equipped with incredible mechanised power.

The Spring :



It's a machine specially created by the sorcerer, and sent out of his castle. This devilish invention takes his opponent by surprise only, and as the robot its mission is to destroy the Knight.