

THE GAME

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 catapulted into the 25th Century, aboard the starship USS Pisces. Having acquired a secondhand 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 secondhand 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!

FEATURES

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

CONTROLS

Joystick or Keyboard

- 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 or define your own keys.

LOADING INSTRUCTIONS

AMSTRAD 464: Press CNTRL and small ENTER.

AMSTRAD 664/6128: Type | TAPE and press RETURN.
Press CNTRL and small ENTER.

The program code, graphic representation and artwork are the copyright of Mastertronic and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Mastertronic. All rights reserved.

© Mastertronic Limited 1987

Made in Great Britain

Design: Words & Pictures Ltd., London

