

Knight Tyme

FORWARD
INTO THE NIGHT

TYME & TIDE
WAIT FOR NO
MAN!

MAD
GAMES

MASTERTRONICS' ADDED DIMENSION

Amstrad
Schneider
464 664 6128



The third 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?

Original by David Jones.
Conversion by Ed Hickman.
JOYSTICK & KEYBOARD.

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GAME

MASTERTRONIC
ADDED DIMENSION



5 012967 810023





Knight Tyme

61 DVD
MADE IN CHINA



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AMSTRAD SCHNEIDER
MAD 19

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