

Juan J. Martinez'



# Night Knight



manual

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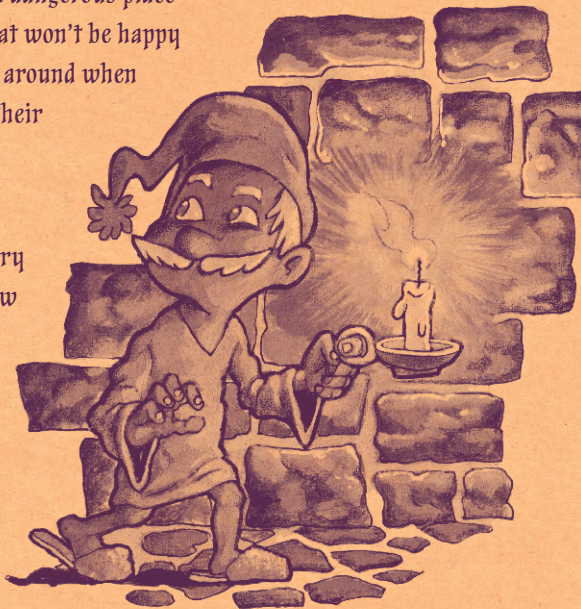
# SIR BERNARD

is an old knight that has been cursed by a witch and, because of that, he can't get any sleep at night until he has gone for a long walk.

He has been told by his old friend, the Sorceress, that by wandering all 80 rooms in Scarkeep Castle there is a chance that the curse could be broken.

Unfortunately the castle is a dangerous place at night, full of monsters that won't be happy with the old knight walking around when they are busy dealing with their own business.

Each monster has its own specific behavior, so it is very important to understand how they move and react to Sir Bernard to be able to successfully complete the game.



**This game cartridge is designed to use with MSX computers with at least 16 kB of RAM. Be sure that your MSX computer is turned off when inserting and removing the cartridge.**

# HOW TO PLAY

Sir Bernard must walk over all the floor tiles on the screen. The tiles will change colour when he steps over them. Once all the tiles have changed colour, a key will appear to open the exit door. Collect the key and exit through the door to complete the stage and move to the next one.

You must complete all 80 stages before the old knight can break free from the curse and get some sleep!

Each stage must be completed in less than 60 seconds, although there are items that appear during the game that can reset or stop the clock.

Touching enemies, being hit by an arrow or stepping over deadly tiles such as spikes, will take a life from Sir Bernard. He will reappear at the start of the stage, and will be invulnerable for a short period of time.

Sir Bernard can jump up through platforms from below, but the old knight can't jump down, so you will have to find a gap to move to a lower level.

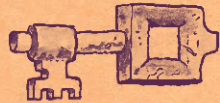
The game starts with three lives, but it is possible to get an extra life every 10,000 points.



# ITEMS

## THE KEY

it appears after all the tiles on the screen have changed colour. It needs to be collected for the exit door to open and move to the next stage.



## THE SAND CLOCK

it resets the time, and this is very useful to complete some stages where the default time may not be enough.



## THE SHIELD

when collected, it will protect the knight for one hit. It also provides of few seconds of immunity after being used, so it can be useful to get out of difficult situations.



## THE STOPWATCH

it stops the time for few seconds, freezing all the enemies and moving platforms on the stage. The enemies can still hurt Sir Bernard if they are touched.



## THE GEMS

there are a number of gems scattered all over the castle. They can be collected for extra points, a this is important because every 10,000 points Sir Bernard will get an extra life (and you will need it).



# THE MONSTERS

## THE UNDEAD

deceased that wander the dark corridors of the castle like they were still alive. They are not the smarter creatures, but that is understandable considering that they don't have much of a brain. They walk up and down the same corridors all the time and are easy to avoid.

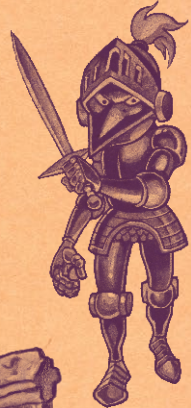


## THE ARCHERS

these are the common guards of Scarekeep. They patrol a fixed area and will use their long bows to shoot arrows at you. A good strategy is to avoid their line of sight, or at least allow yourself some space to jump over the arrows.

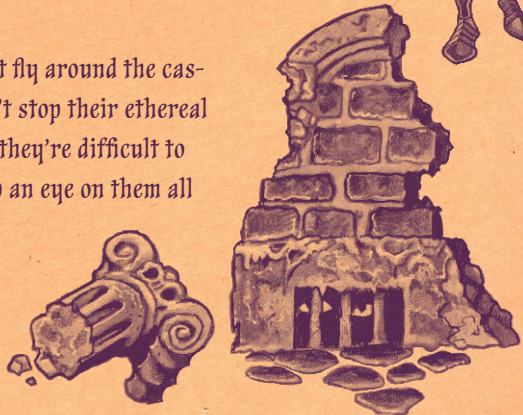
## THE DARK KNIGHT

this knight walks and jumps around in his shiny armor. They're not confined to a specific area and will move freely in the stage. Be careful and be ready, because they may decide to jump to the platform you are in.



## THE GHOST

lost souls that fly around the castle. Walls can't stop their ethereal presence and they're difficult to avoid, so keep an eye on them all the time.



## THE WIZARD

this is a magic user that has the power to undo your progress. The Wizard will turn floor tiles back to normal, which means that Sir Bernard will have to step over those tiles again to complete the stage. It is advisable to deal with the area covered by the wizard last because he will not change the colour of floor tiles once the key appears.



## THE WEREWOLF

half human, half wolf. The Werewolf moves freely on the stage, and he can use his sharp senses to attack you from below when he perceives you on higher ground. You can use his instincts against himself by luring him to a platform and then getting out of his way using a quick route down.

## THE WITCH'S CAT

a magic creature. The Cat does as she pleases. She can move freely, moving up and down levels, by using magic. She changes platform quickly, so always be ready to jump aside when the cat is below, or above you!



## THE VAMPIRE

lord of the night, the vampire can change between two different forms: a walking humanoid and a flying giant bat, either way looking for victims to suck their blood. Watch out for the transformation, as you don't want to be close when that happens.



# CONTROLS

The game can be controlled with the keyboard cursor or a joystick. Select the control method on the menu screen by pressing space for cursor or the Fire button for joystick.

<b>ACTION</b>	<b>JOYSTICK</b>	<b>KEYBOARD</b>
Move left	← (left)	[←] (Cursor left)
Move right	→ (right)	[→] (Cursor right)
Jump	Fire	[↑] (Cursor up) or [Space]

Press [STOP] to pause/resume the game and show a valid password for current stage. Press [ESC] to end the game.

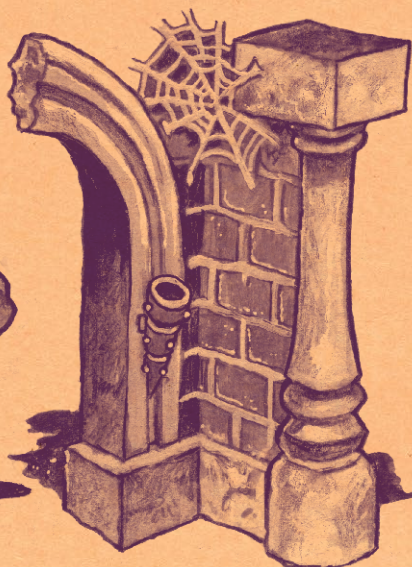


# PASSWORDS

A password can be entered on the menu screen to continue an old game.

On the menu screen press [F1] key and then enter the six letter password using the [Cursor Keys] and [Space]. If the password is valid, the stage number will be displayed. Then press Fire to start the game on that stage.

Press [STOP] key during the game to display a valid password for current stage.





# CREDITS

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