

Artworx presents

Cycle Knight

by Kenneth Huebner

Words from his majesty...THE KING.

"Come forward and approach thy throne. Hear thine words ring with joy. I say unto you...Look yonder steadfastly. My kingdom as far as the eye can see is indebted to you. You have plucked hard gold coin from your purse for this rare opportunity to serve those in need. Such a deed will not go without reward. Therefore by the power vested in me, I bequeath upon you the title **CYCLEKNIGHT** and all other rights entitled thereof. Heed the royal knighthood to the end! Go now, and may wisdom follow."

Getting Started: To load **CycleKnight** for the Atari, insert the disk and turn on the computer. If you wish to clear the High Score Display, press the 'C' key shortly after loading begins. **Note:** Owners of Atari **XL** computers must hold down the **OPTION** key while turning on the computer. For the Commodore-64, insert the disk and type: **LOAD****.

Once **CycleKnight** has loaded, press:

<u>Atari</u>	<u>C-64</u>	
START	F1	to play a game
SELECT	F3	to view the high score display
OPTION	F5	to alter the game
ESC	Run/Stop	freeze/unfreeze game

CONTROLLING CYCLEKNIGHT: A joystick controller inserted into port *1 is used to control your cycle throughout the castle. Move the stick forward, back, left or right to accelerate, brake, turn left or turn right respectively. To fire a stream of **ION BULLETS**, just press the joystick button and move the joystick accordingly. You may also drop a bomb by simply pressing the joystick button for a short instant. Finally, once your bike is at rest, you can get your Cycleknight to walk left, right or in reverse. Just move the stick in the desired direction. **NOTE:** If there are two or more players, be sure to exchange the joystick(s) when a new player's turn is up. Joystick 1 always controls Cycleknight, and optionally, joystick *2 always controls the Blacknight.

CONTROLLING BLACKNIGHT AND GHOST (optional): If you have enabled the joystick-controlled Blacknight (Option Screen), a second joystick must be inserted into port *2 of your computer. Another player will now be able to control Blacknight and Ghost by using joystick *2.

Intermittently during gameplay, Blacknight's Ghost appears. A player waiting his turn can move the ghost on screen by moving the stick up, down, left or right. Once a place has been found to materialize, push the joystick button. Instantly the Blacknight appears. An opposing player can now stop the player controlling Cycleknight cold in his tracks. Using Joystick *2, maneuver and fire ammo from your Blacknight exactly as you would with Cycleknight. **NOTE:** All Cycleknights beware! Blacknight has so much evil magic that it never runs out of fuel or ammo. Also, if the Blacknight or ghost loses sight of Cycleknight (moves off the screen), it may be quite a while before it hauntingly reappears.

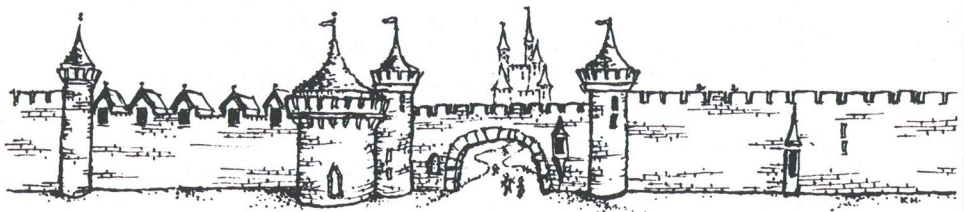
THE STORY

You are Sir Robby Knight! With a long list of good deeds you are hailed as the greatest Cycleknight in history. That was until today...when you heard the King's messenger racing towards you! "Sir Robby! Sir Robby! Come quickly... the Queen, the townspeople have been kidnapped!" The messenger takes a quick breath of air, "It's the Serfs again, they've looted and plundered the village! Many knights have been lost." After a long pause, the messenger adds solemnly, "We saw them head back to their fortress, on the hill... *the Black Hill*."

You gulp. Your time has come to know the meaning of being a true Cycleknight. Knowingly, it will take all of your wit, courage, and strength to rescue the Queen and villagers.

There is a glint of hope. You do have your special K2 **Knightcycle**. Even the guy you bought it from claimed it could pull 66 horses on a clear day. And then there's the magic. A bag of tricks you won from a two-bit magician in a poker game. Upon opening the cloth bag, a sparkling broken half of a crystal lays bare. The magician said it only has enough power to crystalize people for a short while, and then they return to normal. Unfortunately you are not certain how it could be used. Then there is a broken-down hourglass. It supposedly contains the sands of time. Reaching down deep into the bag, you pull out an old crumpled map. After unraveling it, you step back startled. Frogs and toads begin to jump out! After shaking it a bit, lilies begin to drop. Finally, you pull out three golden birth certificates. That crazy old magician claimed they could give a person three extra lives.

Loaded down with ammunition, fuel, an old map and a few bits of magic, you begin your quest to rescue the kidnapped victims throughout the castle. New foes of evil will be awaiting your appearance at every turn. And if the evil does not get you, getting lost will. Hundreds of chambers lie hidden deep in the castle's interior, each anxious to spring their secrets on you. Only a great geographer would be able to chart a course through the unseen maze of doorways and passages. Some doors have been stoned shut, many with villagers inside, and others stink of a trap! What could be a greater threat? Just a few snobbish over-bearing landlords that hold the only way out! Or...a way in?



CONTROLLING THE GAME

OPTION SCREEN: This feature allows you to modify **CycleKnight** to your specific requirements. Use the joystick to move and point at whatever you wish, then press the joystick button.

Point to start a new game or show a game demonstration.

Are you playing with new friends? Select up to four players in a game.

Is the game getting too easy? Just reset the difficulty factor.

One is the easiest, five is the hardest.

Have you done the impossible by memorizing all of a castle's turns and pitfalls? Then make a new castle!

Point at the **sacred number** and push the joystick up or down while pressing the button, until your favorite number appears.

Want the computer to control the Blacknight? Or would you like some intense one-on-one competition? Activate the joystick-controlled blacknight and allow another player (waiting their turn) to play the role of blacknight. **Note:** A second joystick is required.

Status Screen: This screen is displayed just prior to entering a new castle chamber. It tells you who is playing, the chamber about to be entered and the level of the castle.

Map Display: Take a look at a map of the castle to get your bearings. If you are lucky, its ancient writings may hint at the unfolding dangers lurking ahead!

Gameplay Mode: Displayed as a 3D view, this mode allows you to control your cycle throughout the rescue mission. At the very top of the screen is found an **ECHO-DETECTION SYSTEM READ-OUT**. Most often it indicates the status of a lurking blacknight.

Displayed further down is a bird's eye view of your cycle within the castle. Here you will be able to see your cycleknight in action.

The bottom of the screen shows the cycleknight dashboard. At the far left is your **HURT** status (injuries suffered), the amount of **AMMO** on board, and the number of **LIVES** remaining. The middle of the dash contains three sensitive gauges. From left to right are the **FUEL GAUGE**, a **TACHOMETER** indicating engine revs per minute and a **SPEEDOMETER** indicating miles per hour. At the far right can be found a travel log. Near the top is a **RECORD OF GOOD DEEDS** that you have accomplished on your journey. Take heed however, good deeds are reviewed by the King to determine your true worth as a Cycleknight. Off to the right an **HOURLASS TIMER** ticks away. Be wary, once the sands run dry, *death comes upon you!* Below is the **STORAGE COMPARTMENT LEDGER**. It lists all of the collected goods you have stored there for safekeeping.

High Score Enter Display: If you are a great Cycleknight, enter the Scroll of Sirs! Just type in your name and press the **return** key or joystick button.

THE CASTLE CHAMBERS

Chamber 1, Serf's Grotto: Learn the basics of cycly'n in this easy beginner's chamber. A few Serfs challenge your passing, along with some hovering laser zapping Royal Shimmers. Just remember, don't hoard the ammo or it may be your doom!

Chamber 2, Snarl's Den: Snarlingly dangerous! Beware of the ever looming Snarls that climb and coil from ledges, making their way across streams of water. Bridges aid in getting across some rivers, but watch out for the water's edge. you'll be sucked into the currents!

Chamber 3, Wingrod's Hollow: A good impenetrable suit of armor will only stop this chamber's foe! Beating on currents of air, Wingrods dart at you with their stingers in ready. Rescuing a few insect-bit villagers is going to be difficult.

Chamber 4, Dragoon's Ledge: If you've got some warming to do, this is your chamber. Ornery Dragoons stomp around just waiting to squelch their flammable roar towards an unsuspecting intruder.

Chamber 5, Archer's Point: Dart quickly when you hear a few tail feathers whistle through the wind. Archers atop high towers draw back their mighty bows and let go an arrow with the fierceness of a jackal. Get struck..and get hurt!

Chamber 6, Spider's Lair: Any fear of insects in this chamber will be your last fear. Rumbling their eight impatient legs together, Spiders spin their way to clutch you cold in your tracks. Removing the villagers from this tangled web requires centipede-like quickness.

Chamber 7, Spinner's Whirl: If you're not dizzy yet, hold onto your feathered cap. Whirling Spinners hover and then attack with guns ablaz'n. Be quick on the fire button or it will be the last thing you almost touched.

Chamber 8, Robot's Machine Shop: Even a mechanically-minded soul will become worn out and obsolete in this chamber. High-powered Robots, with their gears chattering an evil melody of destruction, attack at full force. Don't be mesmerized by these mechanical marvels, especially if they fire back!

Chamber 9, Thunder Storm Cavern: Oh, if only you had the eyesight of a cat. You've entered the darkest of dark, the blackest of black! But that's not all. Unseen Cave Trolls lurk in the safety of night, hoping to grab you for their next meal. Your only hope is an intermittent flash of lightning from a raging Thunder Storm.

Chamber 10, Uncharted Territory: Enter the perils of the unknown. Perhaps your royal Queen lies here. But if true, you have entered the deadliest place in the castle!

MEDIEVAL ACCESSORIES

Doorways: Use the doorways to get from one chamber to the next. Beware however, don't try to enter a door when it's electrified gate is lowered or you'll be fried!

Ramps: Ramps are thrilling and useful for jumping...if you land safely. Leaping from one to get over a river or crevice may be difficult at first, but with practice, you will know just how fast to jump off.

Rivers and Waterfalls: A river of splashing water is always a delight to the eye...until you fall in. Bridges or shallow water may aid in getting across some rivers, but watch out for the water's depths. You will be sucked into the cold raging currents any may never be heard of again.

Bomb Ports and Fuel Tanks: Get ready to duck your head when you hear a bomb launched, because it's headed right for you! Hundreds of launching ports lie at the castle's floor ready for action. Exploding one entitles you to any ammo it may contain. But where do Serfs get energy to build such evil contraptions? Simple. Vast pools of ancient black oil percolate up from deep below the surface, later to be stored for use in huge fuel tanks. If you manage to explode a tank, you might be able to scoop-up that oil for your own use.

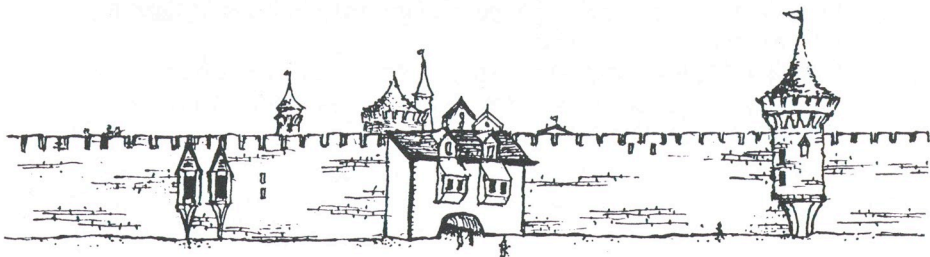
Ropes, Bridge and Crystals: Touching or exploding a crystal will cause a rope or bridge to magically appear right before you eyes. Remember though, when crossing a rope it is always wise to slow-up for it may collapse without warning.

Rocks and Mushrooms: Watchout! Mushrooms explode on contact! And if you manage to survive a few low-life fungi, the slightest noise could trigger an avalanche of tumbling rock. Just one bad collision sparks your fuel tank into oblivion!

Lasers: Stay clear of land-based lasers if activated (brightly lit) or expect to be laser-lanced. They can be temporarily de-activated however, by exploding a bullet nearby.

Treadmills: In order to pass over a treadmill, rev-up to higher RPM's until your cycle inches its way forward.

Raising Vertical Gates: Timing is everything if you want to make it over a moving gate. Just synchronize your jump so that you will fly over the gate when it is at the lowest position.



COMPUTER ON BOARD!

Stop your cycle. Then activate your genuine hay-fed **Deluxe Medieval Dashboard-Mount Dungeon Master I Minus I Computer** with hand-carved cogs by just holding the joystick button down. Once it is off and running, a menu of commands will appear for your selection. Commands are made from joystick by moving the displayed hand, pointing to a command word, and pressing the joystick button. If accepted, the command will light-up and a beep will sound. Let's take a look at the four command titles:

Talk, Language Simulator: To talk to a creature (perhaps playing deaf) be sure you are close enough to be heard. Then activate the on-board computer with it's built-in language simulator. The language simulator features the latest technology, most notably a high-frequency stun-emitter (only medieval creatures, pet dogs and goldfish can hear it) which hypnotizes beasts temporarily.

To get a creature's attention, set the language type: **SERF, GUARD, WIZARD** or **LORD** and then activate **TALK** using the pointing hand. Once a creature responds to its calling, you may begin a good old fashioned round of bartering.

Talk Command Setting: Whom do you want to talk with?

SERF: Serf(sûrf)n. Serfs are plentiful throughout the castle. They are quick, alert, and hungry, so beware. There is one good point however, their sharp ears always "tune-in" for a good deal.

GUARD: Guard(gård)n. Guards are gruffy mean-mannered creatures that like to stake-out their territory. It takes a lot of talking to get past one. With their muscular shape, they love to eat, but unfortunately are very picky eaters. Making friends with one will be difficult.

WIZARD: Wizard(wiz'ard)n. Inside that slow-footed feebleness of age, a wizard has tremendous power - both good and evil. They are willing to accept just about anything for trade, especially for their recipes of potions, humors and tonics. But if anger flares, you may learn the true wickedness of magic.

LORD: Lord of the manor(lôrd uv the man'er)n. The lords are pompous fellows that sit high above their lands with noses pointed into the wind. They have little patience for any lower class of life...including you. So don't make one royal mistake, or a lord will see that it is your last.

What is your desire?

HERE IS: Point out this symbol when you want to hand-over something.

I WISH: Set it when you desire something.

How many items?

01: Set the digit to indicate how many items (frogs, souls, etc.) you desire or wish to hand over to a creature. Point to the digit and push the joystick up or down while pressing the button to alter the number.

What kind of item?

TOAD FROG LILY SOUL: Choose the kind of lively life you desire or wish to hand over.

AMMO FUEL: Set one if you would like more cycle supplies or have plenty to spare for trade.

LIFE: You must have great courage to give or ask for a life. A wizard may give one, but only once in a thousand years.

PASS: Before asking to pass by a lord or guard, be sure to pay handsomely for such a King's reward.

DE-HEX: Sadly, only by a wizard's hand, can a hex of evil magic be removed from your head.

SALVE: An ancient medicine, a jar of healing salve will smooth over any painful scars of battle - renewing your strength and vigor.

SPELL: Spells of magic can work wonders. Ask a friendly wizard, and receive a few evil words of magic. Then when you really wish to get a creature's attention, hand over the spell. Most creatures will be putty in your hand! Usually...



An example conversation:

On the farside of a canyon, a stubborn land-grubbing GUARD blocks your way. There's no other way to cross. You need the guard's help.

Move your cycle to the canyon's edge and stop. Then flip on the on-board computer.

YOU First get the guard's attention.

GUARD TALK



GUARD "Speak up weak one. What do you want?"

YOU Make friends by handing over six toads.

HERE IS 06
TOAD TALK



GUARD "Ahhh...Toads are delicious. Gulp."

YOU You notice the guard is losing his strength. Perhaps now is your chance to pass.

I WISH PASS
TALK



GUARD "I will allow you to pass, weak one."

The guard then tosses a rope across the canyon, and poof! He disappears without even a chance to thank him. Without looking back, you pass where the guard once stood.

NOTE: Pushing the joystick button after activating TALK will return you to the command menu without delay.

TIPS: Before asking a creature any favors, be friendly by handing over a few gifts. Be careful though, a creature may not like a gift, or worse, it could catch on to your buttering up scheme.

HEY - Shout Loudly: If you are looking for something nearby, what have you got to lose? Try shouting! Just move the pointing hand to HEY and press the joystick button.

RADAR - Radar Detection: Know exactly what a chamber holds in store for you before journeying into never-never land. Point to the command word RADAR for a quick chamber read-out.

OFF - Computer Off: When done using the on-board computer, just move and point to switch OFF. Motorcycle control will resume as before.

SCORING GOOD DEEDS

Freeing a soul from the castle:	150-500 points	
Collecting a frog:	50	
Collecting a toad:	25	
Collecting a lily:	50	
Turning medieval creature into frog:	25	
Changing a serf into a toad:	10	
Shooting the blacknight:	100	
Scaring blacknight's ghost:	50	
Zapping a medieval creature:	25	
Jumping through a hoop of fire:	500	
Taking down a flag:	250	
Disabling a laser:	10	
Exploding a mushroom or rock:	5	
Blowing up a fuel tank or finding fuel can:		Fuel added
Bombing a bomb port or picking up pile of ammo:		Ammo added

At the end of each chamber you will receive the **HOURLASS TIME** bonus.

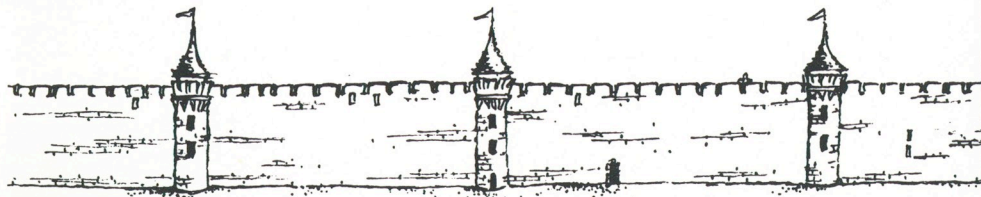
An extra life is given every 10,000 points.

NOTE: Flashing creatures count double points!



S.O.S. - Help!

- * If you are having problems just getting past the first chamber, then activate the Game Option Screen. Using your joystick, point to **SHOW A GAME** and press the joystick button. A demonstration of gameplay will now load from your game diskette which should give helpful pointers.
- * Some chambers have areas of no return. Go everywhere else first and then return to those areas of entrapment.
- * Use your radar to determine how many doors and villagers there are inside a chamber before going further.
- * If the radar detects a few hidden items, stop every so often and activate your on-board computer's **HEY** command. Try shouting...then listen! A returning echo may hint that there is a hollowed out wall nearby! If there is, you are going to have to blast a way in. Just splatter a few rounds of **ION BULLETS** onto all the nearby walls until an opening appears. It may take some doing though; a wall has to be hit just in the right spot before collapsing.
- * If you find a doorway that leads to a trap, memorize the location of that door and do not enter it again.
- * When tumbling rocks are near, stay tight to a castle wall until most have rolled by.
- * When your cycle's engine revs up to "redline" (the tachometer needle is in the red area), the **HOURLASS TIMER** stops. However beware, the engine may blow-up at any moment!





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