



EPIC ADVENTURE

GAME INSTRUCTIONS

After many years of peace, the nightmares recapture your mind. Vivid visions of death and chaos across the realm soon haunt your waking thoughts. You start to wonder if the crafting of evil is at work. Rumors of beast sightings have begun to weave their way in from the villages. Villagers say that Orcs, Trolls, and a frightful winged creature have overrun the outlying regions, and that an “all-seeing eye” controls these fiends. Many have been sent to investigate these rumors, but none have returned.

It’s been many months since the Chalice disappeared—though only taken by common thieves, there is but one “thief” who could harness the power of the Chalice and cause this much death and destruction—the Evil Magician! In a moment of clarity, you know what you must do. You go to gather up what few items you need to aid you in your perilous journey, but you quickly realize that they have all gone missing! Stepping outside the castle gate, a familiar feeling comes over you—you are very much alone...

HOW TO PLAY

As in your previous adventures, your mission is to recapture the Golden Chalice and return it to your castle gate. Your quest will once again be an arduous one, as the Chalice is now protected by Orcs, a Cave Troll, and a Winged Dragon. If you manage to best these creatures, you'll have to seize the Chalice from the Evil Magician himself. But before you can actually see the Chalice, you must first snuff out the shadowing magic of the Dragon, as the Chalice will only appear once the Dragon has been slayed.

The Chalice is rumored to be hidden in one of three places – the Evil Magician's Castle, the Dragon's Castle, or the Troll's Cave. You have many items to help you on your quest – unfortunately these too have been stolen and hidden throughout the kingdom.



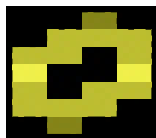
ITEMS

Skeleton Key



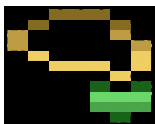
Forged by the Evil Magician himself, this magical key allows access to all castles. Simply touch the key to the gate to open it.

Ring of Attraction



When worn, this ring acts as a magnet and attracts other objects. You are bound to the ring and have the ability to attract the ring to yourself. This is useful when the ring is stuck within a wall.

Amulet of Invisibility



The Amulet makes the wearer partially invisible, which is enough to fool the lesser-brained creatures. The Hawk can still see you with his superior vision, and the amulet will not fool the Evil Magician. Under special circumstances, it can even get you through walls. You're still vulnerable to attack if a creature happens to bump into you.

Sword of Isildur



Your best close-combat weapon. It cleaves Orc flesh and cuts through Dragon scales. You can also take out the Troll with a running slash attack. The Evil Magician is unhurt by the sword.

Staff of Fire



The staff shoots fireballs and is your weapon of choice for range attacks. It can be used against Orcs, the Troll and the Evil Magician. The Dragon's armor is impervious to fire, so the staff is useless against him.

Golden Chalice

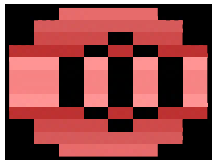


This is the Evil Magician's conduit of power, and you must reclaim it. The Chalice will only become visible once the Dragon has been vanquished. It's hidden in one of three places – the Wizard's Castle, the Dragon's Castle, or the Troll's Cave.



ENEMIES

Palintir



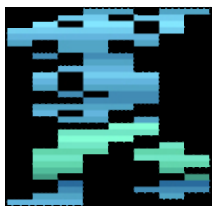
The Evil Magician controls his minions through this all-seeing eye. The palintir exerts control over you as well, slowing you down to half speed. Avoid contact with it at all cost.

Orc



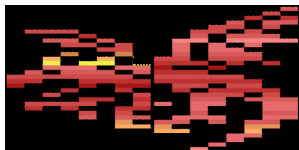
Orcs are the foot soldiers of the Evil Magician. They will guard an area until they die, then another will replace it.

Cave Troll



The Cave Troll is a massive mercenary of the Evil Magician and is hard to take down. He will bull-rush you if you injure him, so it's best to fight him from a distance, unless you're an expert swordsman...

Winged Dragon



The Dragon is the Evil Magician's destroyer of civilizations. Multiple hits are required to vanquish him, after which the Golden Chalice will become visible.

Evil Magician's Hawk



Bred to cause chaos, the Hawk will steal any object. Although he's indestructible, a well-placed fireball will scare him off and make him drop whatever he's carrying. He's also big and strong enough to hoist you off the ground.

The Evil Magician



This once-good wizard is now the root of all that is evil, and he's the ultimate protector of the Chalice. Because he has the ability to cast spells that make you drop objects, he's difficult to kill.

His touch is deadly and only the Fire Staff can make him meet his maker.



STRATEGIES

- Your first goal should be to locate a weapon; ideally the sword.
- Try to attack the Dragon and Troll in the open fields below your castle – you'll have more room to maneuver.
- Killing the Troll with the sword is difficult in Levels II & III, but it can be done. Try a running slash up or down, then drop your sword in his path.
- Gather items near your castle, so you know where the hawk will drop items, including the Chalice itself.
- Attack the Evil Magician with the staff from below, or you won't hold onto your staff long.

SKILL LEVELS

Level Selection

Select Level I-III at the Wizard's Castle screen by depressing the Select Switch. Press the Reset Switch or Fire Button to start.

Level 1

- Items are in fixed locations close to your castle.
- Two hits to kill the Dragon, one hit to kill the Troll.
- No Evil Magician.

Level 2

- Items are in fixed locations throughout the Kingdom.
- Three hits to kill the Dragon, two hits to kill the Troll.
- Evil Magician present.

Level 3

- Items are in randomized locations.
- Three hits to kill the Dragon, two hits to kill the Troll.
- Evil Magician present.



CREDITS

Produced by: Red Knight Games

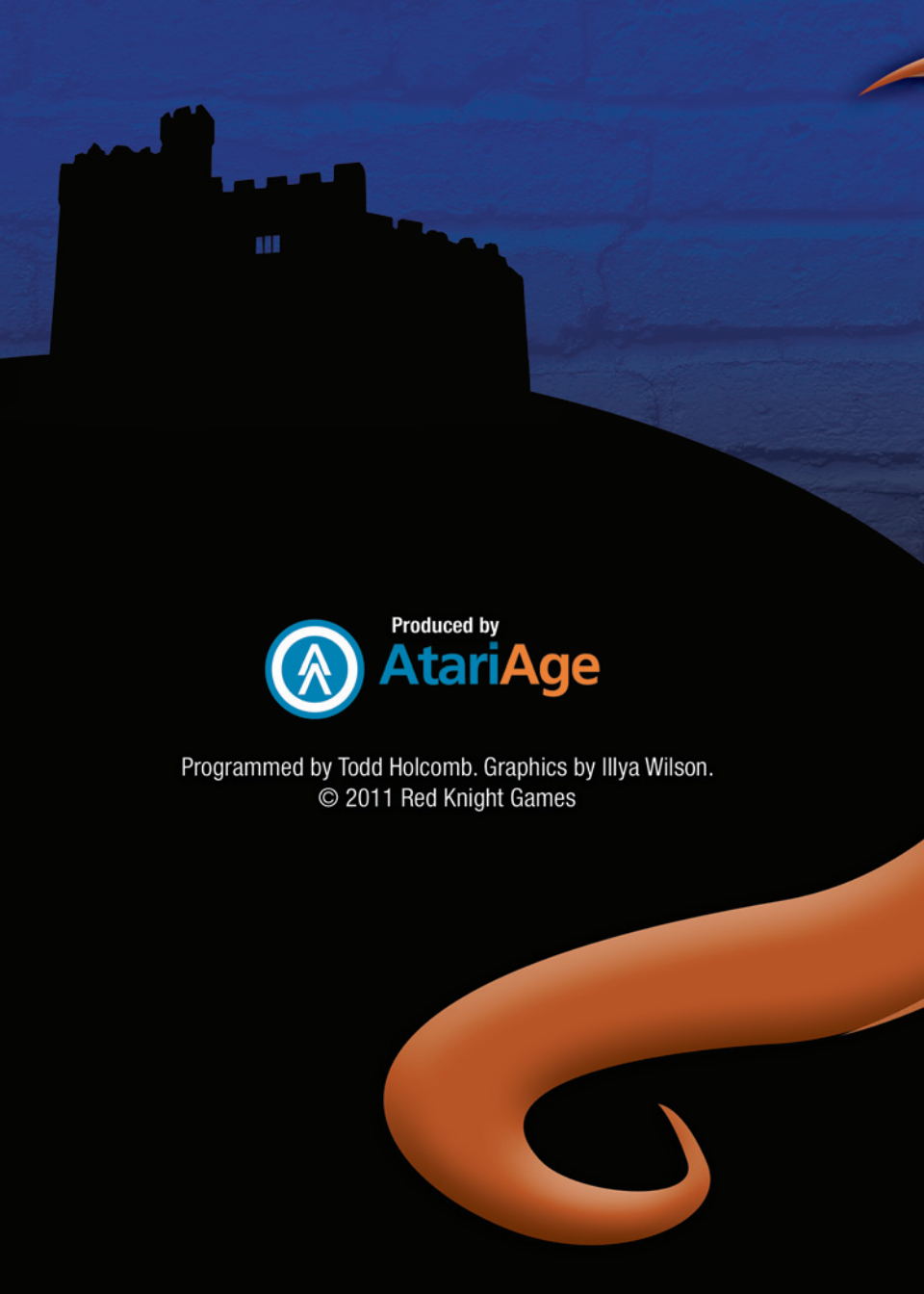
Game Design: Todd Holcomb

Programmed by: Todd Holcomb & Mike Saarna

Graphics / Sprites / Story: Illya Wilson

Artwork: Brian Ostrowski

Special thanks: Batari, Random Terrain, ScumSoft



Produced by

AtariAge

Programmed by Todd Holcomb. Graphics by Illya Wilson.

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