



WELCOME TO THE SECOND ZX SPECTRUM GAME
IN THIS SERIES,

魔城伝説
II

KNIGHTMARE 2 ZX

By Climacus & KgMcNeil

FIRST, SOME BACKGROUND HISTORY

This is a fan based ZX sequel to our previous Knightmare game.

The original Knightmare series consisted of 3 games, all quite different from one another. The original was a vertical shooter released for the MSX in 1986. When its sequel was released by Konami in 1987, it was radically different from its predecessor, playing more like a platform and ladders game with major exploration elements. Some described it as a proto-Metroid type game. Indeed, as some claim the original pioneered the vertical shooter genre, others claimed its sequel pioneered the exploration genre before Metroid made it popular.

This ZX version breaks from that genre. The original Knightmare II game, known as The Maze of Galious, was huge, with arguably less action than its predecessor. Both these factors warranted an entirely different approach for the ZX Spectrum, leading to the creation of a game that is less a port, and more an inspired interpretation. So it becomes necessary at this point to spell out, for any MSX fans out there, both the good and the bad news concerning this ZX version. First the BAD news:

- Aphrodite doesn't feature in this version.

Yes, that's right; it's a single player affair...

- Movement is restricted to horizontal playing areas.

No free-roaming Metroid map quests here, I'm afraid...

- No end of level Boss fights.

Only one boss features in this game - he appears at the end.

Spectrum fans will undoubtedly tolerate this "bad" news better than their MSX counter parts, having never had the chance to play a native port of this title anyway... We hope such tolerance prevails, especially since this version is written specifically for the 48k rather than the 128k system this time round. So what's the GOOD news?:

- We've included 10 Levels of fast horizontal scrolling action.

- Our maps use background, foreground and animated map tiles.

- We've tried to use colour where possible, despite scrolling limits

- A Battle with Galious IS included at the end.

We had two goals when we designed this game:

[1] To cater specifically for the 48k non-AY chip users out there.

[2] To make an action based sequel, rather than an exploration game.

...We hope we succeeded in creating a product you'll enjoy...

~~~~~  
**LOADING INSTRUCTIONS**  
~~~~~

Knightmare II is designed for the original ZX 48k Spectrum.
It's compatible with most ZX Spectrum clones with 48k or more of ram.

Loading methods vary depending upon your system, but are likely to consist in one of the following 3 tape loading approaches, before starting the tape in your tape player:

- [1] Loading from the "Tape Loader" option via the Menu system
- [2] Loading directly from within a non-tokenized BASIC editor
- [3] Loading directly from within the 48k-style BASIC editor

**** Using the Menu TAPE LOADER option ****

This option is most commonly used by ZX 128k, +2,+3 & Pentagon users.

- Turn on, or Reset your system.
- Once the menu screen appears, Press **ENTER**, to select "**Tape Loader**"

If the "Tape Loader" option wasn't already highlighted, then it can be by using the Cursor keys to select it, prior to hitting the ENTER key.

**** Using a Non-Tokenized BASIC editor ****

This option is common for 128k based machines, and a number of systems using alternative ROMs, like SEBasic.

- From within BASIC, type
LOAD ""
- After typing this, press **ENTER**
NB: *Quotation marks are typed with Symbol Shift and the P key.*

**** Using the 48k BASIC Editor to Load ****

To use the **LOAD ""** command, follow these instructions:

- Type **"J"** [for **LOAD**]
- Press **Symbol Shift+"P"** for quotation mark
- Press **Symbol Shift+"P"** again for another quotation mark
- Press **ENTER**

After any of the above approaches, you should now be in a position to start the tape recorder with PLAY and wait while the game now loads...

.....
::: **Storyline** :::
.....

After the rescue of Aphrodite from a far away wasteland, Popolon was married according to the local customs & rites, by a Priest who was native to that area... The Priest, Rev. Galious, and Popolon soon became good friends, before strange rumors started circulating about a *disturbance* at the village nearby the encampment.

To ensure the safety of his new wife, Popolon charged his good friend with the task of escorting her back to the castle, while he went on ahead to investigate the strange goings on.

Shortly before leaving, his new friend, Priest Galious, warned Popolon of the dangers ahead:

Galious: "It is said in these parts, that every 5449 years, the Gods initiate an arduous Quest, for any who envy their Power & Might..."

Popolon: "That maybe so, but my concern is for the undead fiends roaming the nearby forest - they are too close for comfort, Galious..."

Galious: "They are but a minor obstacle, put in the way for would-be seekers, who might take up this Quest, in search of the Elusives..."

Popolon: "...the what??"

Galious: "The *Elusives*: They are the 9 objects, whose possession opens up the doors to Heaven and Might, to any who can attain them..."

Popolon: "...well, that's not a concern for me, right now - I have all that the Heavens and Earth can bestow - Right here, with Aphrodite!"

Galious: "You'd do well to be concerned, my good man; for Quests such as these draw all manner of men to these parts, & few of good repute..."

Popolon: "...well... Its hardly for me to judge, my good friend..."

Galious: "Popolon, my good friend - let me say this plainly: Arch-Wizards have waited for this moment for over 5000 years..."

Popolon: "...it should be a good day for them then..."

Galious: "[Sigh] Popolon!... Your missing the point!... A good day for such as these is by no means a good day for anyone else!... ANY, who obtain the 9 Elusives, will gain Power and Immortality, and these are not the type of gifts that wise men bestow on those of ill repute!!!"

Popolon: "...Ahhh.. I see your point there, Galious... Yes... er... quite so... ..but really, my good man, what would you have of me, *really*?"

Galious: "YOU must gather together the Elusives - Reach them before any Arch-Wizard gets near! Only then can these Trials come to their natural end, and the unnatural sightings in our graveyards cease!"

Popolon: "Look, I've just finished one dangerous Quest, and you would have me hunt *cursed* objects for *this* small village?!?..."

Galious: "...not the village, Popolon, but the *World* - Any who acquire these Objects before you, shall wield powers that would make your enemies look like ants!!!"...

Popolon: "Look, I'm in no rush to acquire that kind of power myself - its corrupting... and as for these 'Arch-Wizards' you speak of, I doubt they even exist... nobody has ever even seen one..."

Galious: "Oh, they exist alright... They're *very* real... But you should *not* hope to meet one... Meeting them is usually the last thing a mortal soul can do... They come at the End, Popolon, *waiting* at the End of all things, *there*, when you *least* expect it..."

Popolon: "Charming... Well, Ill try not to run into any then... But seriously, why think Id fare better in terms of virtue and nobility, acquiring Objects such as these?... Would I not corrupt too, Galious?"

Galious: "You'd be protected - as long as you don't use all 9 objects together... To be safe, perhaps you should gather them and deliver them unto me... for *safe-keeping*... I have spells for such things. I can bring this unhappy Quest to its natural conclusion. With the 9 objects together, I could finally... [cough] ...spread *Peace*... spread peace across this land, a peace to subjugate all forms of discord & strife."

Popolon: "Well!.. You surprise me with your passion there... I didn't know *spell* casting was part of your priest craft, Galious?!?..."

Galious: "[cough]... Well... when you deal in... [cough] ...with... as much evil as I do, Popolon, you learn a few things along the way... JUST BRING ME THE 9 Objects. We *SHALL* bring peace to this land, once and for all!"

Popolon: "Fair enough. Magical operations were never *my* thing... I shall gather these 9 cursed objects, and meet you back at the castle then. Take care of my Beloved - guard her well, for I shall not be long..."

Galious: "God speed then, Good Knight... I shall be *waiting* for you..."

.....
::: **THE AIM OF THE GAME** :::
.....

This game consists of 10 levels.

Each level, except the last, contains an elusive object that must be collected 10 times. Each time the object is collected, it will magically transplant itself somewhere else in the level. After the player has collected the object 10 times, he *Owns* it. Owned objects are highlighted in colour on the object panel strip above.

Objects that are owned will grant our player specific *abilities* that become active when he is on the relevant level. For instance, one object grants our player the ability to build ladders to climb to higher platforms, another grants our player the ability to swim, and so on. Needless to say, some levels can not be completed without owning the appropriate object. For example, trying to explore underwater levels without an object that grants swimming ability, can be fatal.

Object Abilities are activated by moving **DOWN** during game play. If the player lacks the relevant object, when attempting to move **DOWN**, it will be shown to him, flashing, in the panel above.

Elusive objects, yet to be collected by the player, can be located by following the direction pointed at by the Golden Arrow in the central panel below. The Golden Arrow always points to the next object location, where the object is to be found.

Each level, (except the last), also contains a Portal Gate. Levels are connected to one another through these gates. Players can freely move across levels by moving **DOWN** when walking over such Portal Gates.

Please note, that while players can move freely between levels using such gates, actual completion of a level might not be possible unless the player owns the relevant object for that level. Players may therefore find themselves skipping levels and coming back to them later, during their hunt for such objects.

.....
::: **OBSTACLES** :::
.....

To make object hunting more of a challenge, each level contains an array of enemies, spikes, shooters and occasional moving platforms, to help bring misery to your pride..

Spike contact, enemy contact, shot contact, will all decrease your ailing energy supply until death is a certainty. Drowning will also deplete energy, unless the player can periodically swim to the surface to take the occasional breath of air.

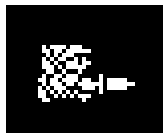
.....
::: **Opposing the Odds** :::
.....

Vanquished foes occasionally drop treasure chests:



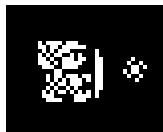
Within such chests can be found extra energy, temporary immunity, smart bombs & power-ups for weapon upgrades.

Our player has the capacity to use 4 types of weapon, graded from 1-4:



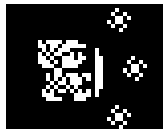
The Trusty Sword

- This is the players default Weapon.
- It's reliable, with one kill per hit...
- ...BUT requires our hero to get "up close & personal" to use it...



The Single Shooter

- This is gained after collecting one Power-Up.
- A horizontal shooter, ideal for clearing narrow bottle neck paths,
- ...BUT may require jumping in order to hit mid-air targets...



The Triple Shooter

- This is gained after collecting a second Power-Up.
- It fires in x3 directions simultaneously, making it ideal for bats!
- ...BUT its rate of fire isn't as fast as the above weapon...



The Almighty Smart Bomb

- These are activated by holding the **FIRE** button for a second...
- Bombs completely annihilate all enemy minions on screen!
- ...BUT they're in short supply & won't harm your worst opponent...

WARNING: Enemy Contact will degrade your Weapons!!!

.....
::: **At the End of All Things** :::
.....

The Quest is over, once our hero possesses all 9 objects.

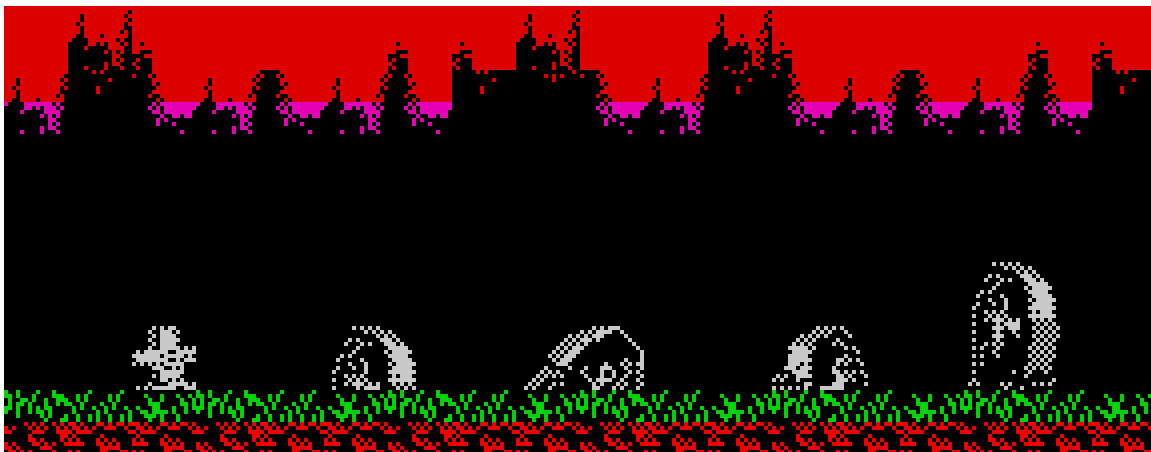
Remember, an object must be collected 10 times before it can be *owned*, effectively meaning our hero must collect objects 90 times in total.

With all 9 objects, Popolon must then make his way back to the castle to hand them over to his good friend Galious. There, he shall receive *The Blessing* - a *Peace* that can settle the most troubled of souls..

Happy Hunting, Good Knight...

...Just Don't keep Galious waiting...

魔城伝説 Ⅴ



.....
--- **::: GAMING CREDITS NOW FOLLOW :::** ---
.....

=====
::: CODING :::
=====

Original Scroll Engine : Climacus
Main Game Design Author: Climacus

=====
::: GRAPHIC DESIGN :::
=====

Initial Inspiration : Radastan
Initial Sprite Porting : Radastan
Later Sprite Revisions : KgMcNeil
Original Sprite Work : KgMcNeil
Sprite & Mask Encoding : Climacus
Loading Screen Cover : KgMcNeil
Presentation & Font : KgMcNeil

=====
::: SOUND DESIGN :::
=====

Musical Porting : KgMcNeil
Sound Engine Design : Shiru
Sound Effects Used : Climacus & KgMcNeil

=====
::: MAP DESIGN :::
=====

Initial Tile Design : Radastan
Later Tile Revisions : KgMcNeil
Map Planning & Layout : Climacus & KgMcNeil

=====
::: BETA TESTING :::
=====

Play & Difficulty Testing : VolatiL
Bug & Error Checking : Climacus & KgMcNeil

=====
::: TOOLS USED :::
=====

FOR SOUND:

BeepFX v1.11 By Shiru
Xm2Tritone v2.0 By Shiru
Beepola v1.08.01 By Chris Cowley
ModPlug2VT v2.03 By KgMcNeil

FOR GRAPHICS:

ZX-PaintBrush v2.6.1 By Claus Jahn 2015
Bmp2Scr Exp v2.11a By Leszek Chmielewski 2004

FOR EMULATION:

SpecEmu v3.1 By Mark Woodmass 2015
Spectaculator By Jonathan Needle 2011
EmuZWin 2.8 By Vladimir Kladov 2006

FOR ASSEMBLY:

Pasmo v0.5.4.Beta2 By Julian Albo 2005
ZX-BlockEditor v2.4 By Claus Jahn 2015

FOR COMPRESSION:

Exomizer v3.0 By MetalBrain 2012
Z802TAP v3.0 By Lunter 1994

CUSTOM TOOLS:

Scroll_MAPPER v6.0 By KgMcNeil

=====
::: SOURCE MATERIAL AND INSPIRATION :::
=====

GAMING CONCEPT:

MSX Konami Nightmare2: Maze of Galious

SPRITES:

MSX Konami Nightmare2: Maze of Galious

LOADING SCREEN & TITLE LOGO:

CoverArt: MSX Konami Nightmare2: Maze of Galious

MUSICAL SCORE:

Castle Theme: MSX Konami Nightmare2: Maze of Galious
GameOver Snd: MSX Konami Nightmare2: Maze of Galious

SKULL BACKGROUND GRAPHICS:

Capcom's Super Ghouls & Ghosts