





<KNIGHTMARE ZX>

WE ARE BACK IN GREEK MYTHOLOGY!

Aphrodite, the goddess of love and beauty, is trapped in the Nightmare Castle of the King of the Underworld. The brave warrior, Popolon, loves Aphrodite and sets out to rescue her. But he doesn't know where the Nightmare Castle is! During his quest, fatigued by his travel, he falls asleep and has a terrible nightmare where thousands of horrible monsters are threatening Aphrodite.

Several days pass. Then, one night, the goddess Hera, sister of Zeus, speaks to Popolon in his dreams. She tells him that the Nightmare Castle can be found beyond the slopes of the sacred Mount Atos. She urges him to use the powers of the magic jewels left behind by Aphrodite and the magic crystals which fell from Olympia to find and rescue Aphrodite.

Then, Popolon awakes refreshed with renewed strength. With Hera's blessings, he sets forth for Mount Atos. Will he be able to find and rescue the fair Aphrodite?



1. HOW TO PLAY

① This game is designed to be played by one person (you complete against the computer).

② You can control the action in two ways: either with your computer keyboard or with a joystick

③ You begin the game with six "Popolon" heroes. When one gets eliminated, the next one takes over. Every 100.000 points you score gets you another "Popolon".

④ The object is to eliminate all the apparitions and nightmare monsters that come at you. Then, make your way to the final stage of the game, where you can rescue the beautiful Aphrodite.

⑤ Push the SHOT BUTTOM as you pass over one of the magic mystery squares [?]. This make one of the magic jewel appear. If you can get one of these, you will score bonus points and increase your magic powers.

⑥ Also, shoot at the magic crystals which come toward you. If you get one of these, you will score bonus points and increase your magic powers.

⑦ You will come to rivers that apparently have no bridges across them. Actually, the bridges are hidden - made invisible by a spell from the Nightmare Castle. You can make them appear by pressing the SHOT BUTTON as you search for them.

3. MAGIC JEWEL POWER

Press the SHOT BUTTON several times as you pass over one of the magic mystery squares [?]. You can increase your magic powers by getting one of these four types of magic jewels.



Rook - You get 500 bonus points.



Knight - Kill all enemies now appearing on screen.



Queen - Temporarily stops all enemies and time.



King - You get one more "Popolon" hero.



Obstacle - Careful! You cannot pass through these.

* These obstacles trap Popolon's feet so he cannot move. Struggle hard to get him out by moving back and forth and left to right with joystick lever or keyboard keys.

Knightmare
魔城伝説



KNIGHTMARE ZX

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Production inspired on
KNIGHTMARE by
© 1986 Konami

Loading screen by Radastan

Real State Packaging by
Matra Computer **Automations**

This game runs
on ZX Spectrum computers with 128K

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