

DECON PRODUCTS INC.



Medieval  
**MADNESS**

# MEDIEVAL MADNESS

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## SYSTEM REQUIREMENTS:

MEDIEVAL MADNESS requires a 128 k Color Computer 3 with one disk drive, a light phaser, and a light phaser interface.

## LOADING INSTRUCTIONS

1. Place main disk in drive 0
2. Type LOADM"MEDIEVAL" <ENTER>
3. When asked to select the monitor type shoot the block corresponding to your monitor type.
4. When asked which drive you would like the graphics disk in, shoot the desired drive block.
5. When instructed insert disks 2 and 3 and shoot the screen.

note: disks 2 and 3 contain the graphics screens for the game and one must be present in the selected drive at all times. Both of these disks are unprotected and should be backed up before using.

## HOOKING UP THE LIGHT PHASER

1. The 4 pin connector plugs into the SERIAL I/O port.
2. The 5 pin connector plugs into the RIGHT JOYSTICK port.
3. Plug the light phaser into the 9 pin connector on the light phaser interface.
4. The light phaser interface requires additional power that cannot be supplied by the computer and you will need a 9 volt battery. Attach the battery to the battery clip in the interface.

NOTE: THE LIGHT PHASER WILL NOT OPERATE PROPERLY IF USED ON A SLOW FADE PHOSPHOR TYPE MONITOR. IT SHOULD WORK FINE ON RGB MONITORS, COLOR AND BLACK & WHITE TELEVISIONS.

NOTE: WHEN NOT USING THE LIGHT PHASER REMOVE THE BATTERY BECAUSE THE INTERFACE WILL DRAIN POWER FROM THE BATTERY EVEN IF THE COMPUTER IS OFF.

NOTE: A 9 volt battery eliminator can be purchased if you do not wish to keep replacing batteries. You may also want to obtain a battery card from your local Radio Shack store and you will be able to get a free battery each month.

## PLAYING INSTRUCTIONS

### STARTING THE GAME:

Before starting the game you should make sure your phaser is working correctly. To do this aim the phaser away from the screen and pull the trigger. If everything is hooked up correctly the screen should flash white each time you pull the trigger. If it does not flash then you have incorrectly hooked up the interface and you should re-check it.

If all is working then aim the phaser at the screen and pull the trigger. You should now be presented with a LEVEL selection screen. Select the desired skill level by shooting the block containing the desired skill level. Level 1 is the easiest and level 3 is the hardest level. The game will now begin.

### THE OBJECT OF THE GAME:

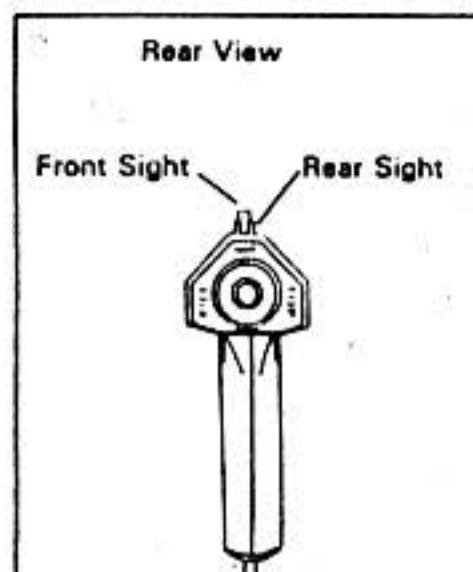
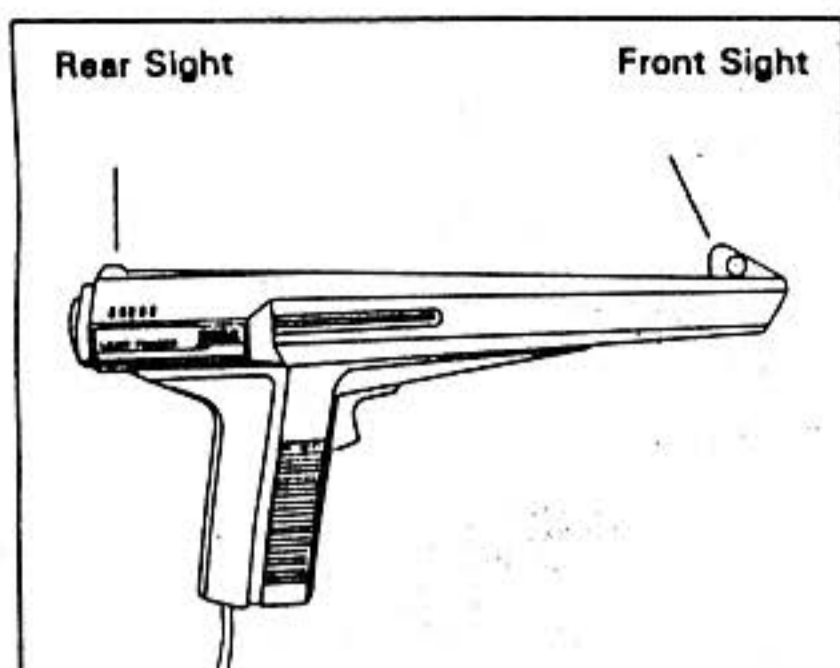
The object of the game is to protect your knight as he travels across each screen in search of the great evil that has taken the princess. Your knight will follow a set pattern on each screen and the level will be completed if your knight completes his pattern.

### AIMING THE PHASER:

To aim the phaser you must line up the position on the screen with both sights on the phaser (refer to diagrams). When you pull the trigger you should see the back of a blue arrow on the screen at the position you fired at. It will take some practice before you get the hang of it. After you pull the trigger there is a short delay before you can fire again. So if you pull the trigger too fast, you will not really be firing.

### DESTROYING MONSTERS:

To destroy a monster the center of your arrow must overlap with the monster. If the monster is half behind a tree, you can only destroy it by hitting the half that is not behind the tree. When shooting some of the smaller objects, you only need to shoot your arrow close to the object to destroy it. Be careful though, you can also destroy your knight by shooting him.



### SKILL LEVEL:

The higher the skill level that you choose to play, will determine how long it takes for the arrow to get to the object you fired at. On skill level 1, the arrow gets to the screen almost instantly, but on skill level 3 the arrow will take longer to get to the screen and you will have to aim ahead of the object being fired at. If you play level 1 you get normal points for destroying monsters, level 2 you get double points, and on level 3 you get triple points.

Also after you complete all of the levels, the game will start back on the first level but the delay between firing arrows will be longer.

### COLLISION WITH MONSTERS:

Monsters can only collide with your knight if they are on the same plane. So if a monster is being displayed behind a tree and your knight walks in front of the tree, although they overlap the monster won't kill your knight.

### FREE KNIGHTS:

You receive a bonus knight for every 50,000 points you score.

### PAUSE:

While playing the game you can press <P> to pause the game. Press <P> to continue.

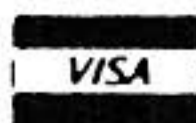
### HIGH SCORES:

High scores will be saved on disk # 2. If you wish to delete all of the high scores you can kill the "SCORES/RAT" file on disk # 2

# DECOM PRODUCTS INC.

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