

# KNIGHT MOVES™



Windows® 95


*Spectrum HoloByte®*

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## Introduction

Alexey Pajitnov, creator of the world-famous *Tetris*, is lending his endorsement to and is helping in the design of a full line of action puzzle games from Spectrum HoloByte. The line includes the company's existing *Tetris* games, as well as new and increasingly exciting and super-challenging puzzle products.

Since its debut in 1988, *Tetris* has been on best-seller lists, and the famous game of falling blocks continues its phenomenal popularity to this day. Included in Spectrum HoloByte's puzzle products are games for personal computers and videogame systems. For personal computers, Spectrum HoloByte features *Tetris* (IBM, Mac), *Welltris* (IBM, Mac), *Faces...Tris III* (IBM, Mac), *Wordtris* (IBM, Mac), *Super Tetris* (IBM, Windows, Mac), *Tetris Classic* (IBM, Windows) and *Tetris Gold* (IBM, Mac, Windows).

Additionally, in the "Alexey Pajitnov Introduces" line, we offer the latest, most innovative puzzles games, including *BreakThru* (Windows, Mac) *ClockWerx* (Windows, Mac), *Qwirks* (Windows, Mac) and now *Knight Moves*. Spectrum HoloByte puzzle games are fun, challenging, universally nonviolent and are ideal for all ages and skill levels.

All the titles listed above are available at your local software retailer or can be ordered directly from Spectrum HoloByte anytime by dialing 1-800-695-GAME.

## The challenge

Known only as "The Adversary," an evil wizard has set traps for the unwary in his magic tower. No challenger who has entered the sorcerer's tower has ever reappeared. Now you, a noble knight, must descend through all the levels of the tower to stop this wizard once and for all.

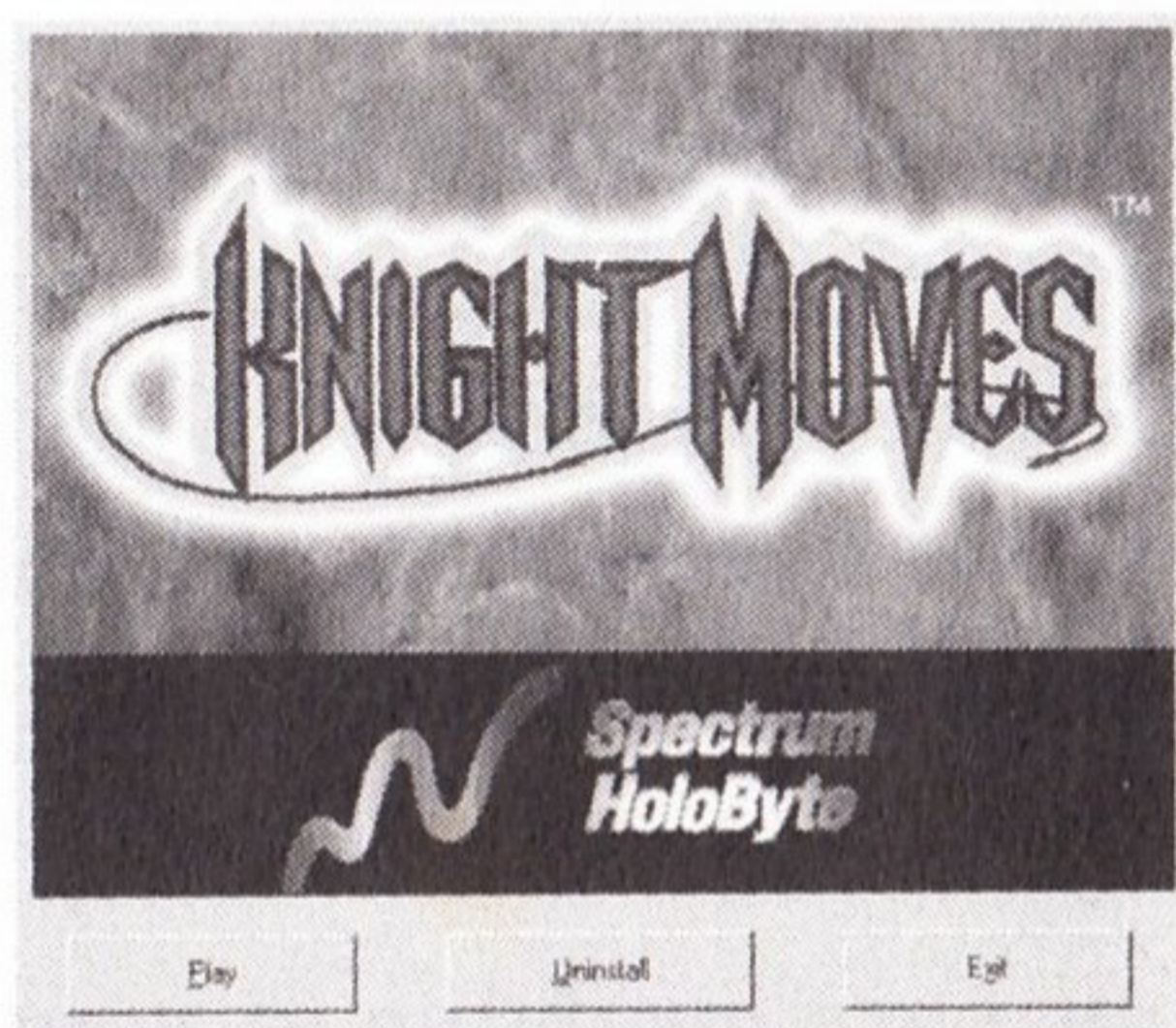
Your knight will face monsters and other dangers in over 50 nonstop matches in 10 levels. Your enemies have but one goal: to destroy your knight. Make it to the bottom of the tower to win the game!

## System requirements

The Windows 95 version of *Knight Moves* requires:

- IBM PC 66MHz 80486 compatible or faster
- Windows 95
- 8MB RAM
- Double-speed CD-ROM drive (300 kb/sec sustained transfer rate)
- Hard drive
- Local bus or PCI video card capable of Super VGA graphics (640 x 480 x 256 colors)
- Mouse
- Windows 95 compatible sound card

## How to start



If your CD-ROM drive supports Windows 95's AutoPlay feature:

1. Insert the *Knight Moves* disc in your CD-ROM drive.
2. When you see the first screen, click the "Play" button to start the game.

If you have an older IDE CD-ROM drive that does not support Windows 95's AutoPlay feature:

1. Insert the *Knight Moves* disc in your CD-ROM drive.
2. Double-click the icon for "My Computer."
3. Double-click the icon for your CD-ROM drive (usually D:).
4. If the game does not automatically start, double-click the icon labeled `LOADER` to bring up the first screen.
5. When you see the first screen, click the "Play" button to start the game.

## How to uninstall

You can erase all of the *Knight Moves* files from your hard drive by selecting "Uninstall" from the first screen. Warning: this will erase *all* of your saved games and best times!

If your CD-ROM drive supports Windows 95's AutoPlay feature:

1. Insert the *Knight Moves* disc in your CD-ROM drive.
2. Click the "Uninstall" button to erase all the *Knight Moves* files on your hard drive.
3. Click the "OK" button to proceed.

If you have an older IDE CD-ROM drive that does not support Windows 95's AutoPlay feature:

1. Insert the *Knight Moves* disc in your CD-ROM drive.
2. Double-click the icon for "My Computer."
3. Double-click the icon for your CD-ROM drive (usually D:).
4. If the game does not automatically start, double-click the icon labeled `LOADER`.
5. Click the "Uninstall" button to erase all the *Knight Moves* files on your hard drive.
6. Click the "OK" button to proceed.

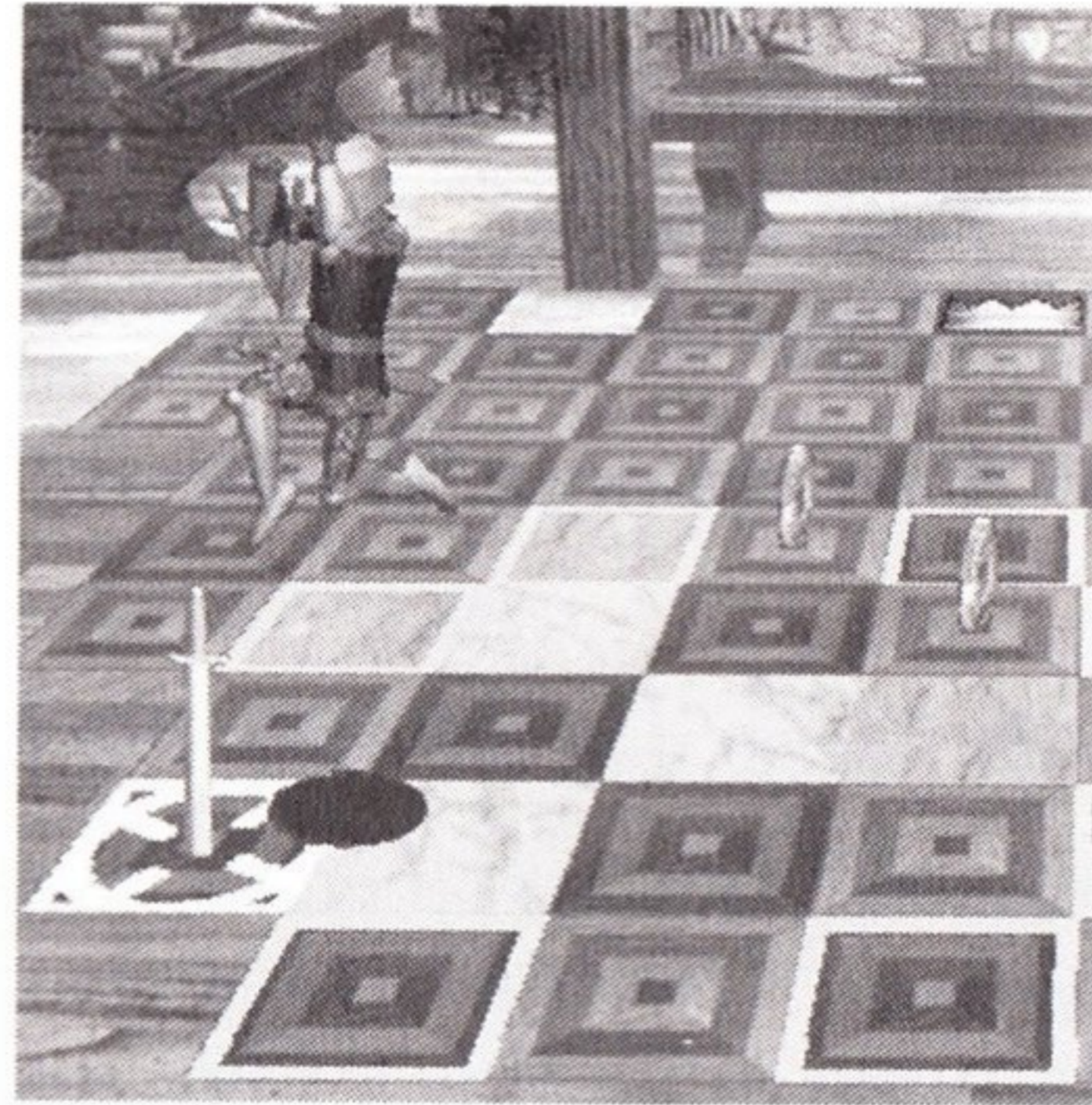
## The game

If this is the first time you're playing *Knight Moves*, select "New Game" from the File menu or press `[F2]`. Enter your name in the dialog box and click on the "New Game" button to start.

If you want to continue playing from where you left off, select "New Game" from the File menu or press `[F2]`. Select your name from the drop-down menu and then click on the "Last Match" button. If you wish to replay all the matches starting from the first one, click on the "New Game" button instead.

If you ever want to replay a match (perhaps to finish it faster and get a better time), just pull down the Level menu when you're playing and select a match to replay.

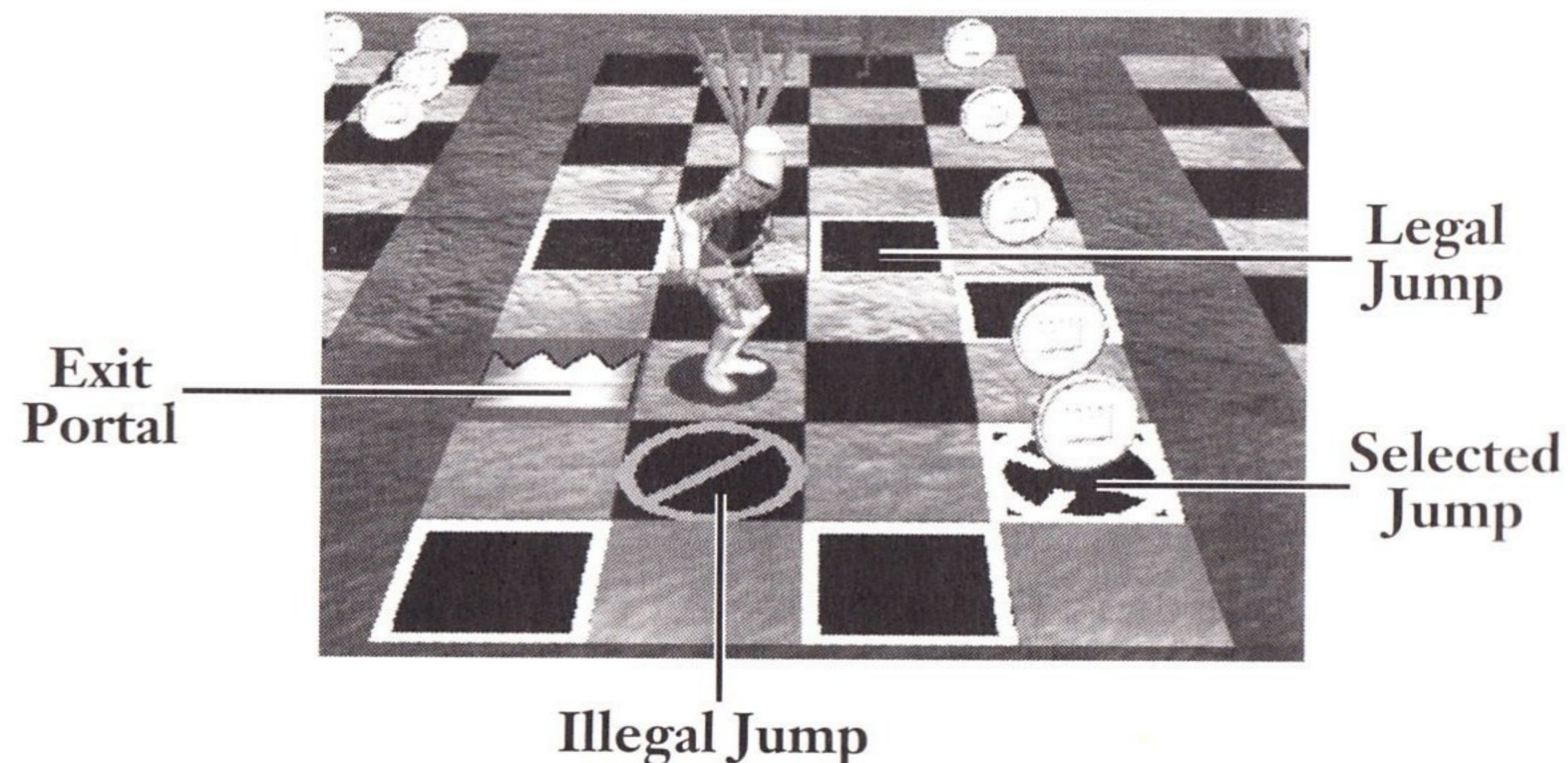
## Your goal



Your goal in *Knight Moves* is to maneuver the Knight to collect all of the coins and swords in each match. Although the coins can be collected in any order, your Knight must collect the swords in order: I, II, III, IV, V and VI. Once your Knight has collected all the coins and swords, he can jump to the exit portal square to continue to the next match. The exit portal is marked with a crown, and the background of that square will flash red when it is activated.

## Knight movement

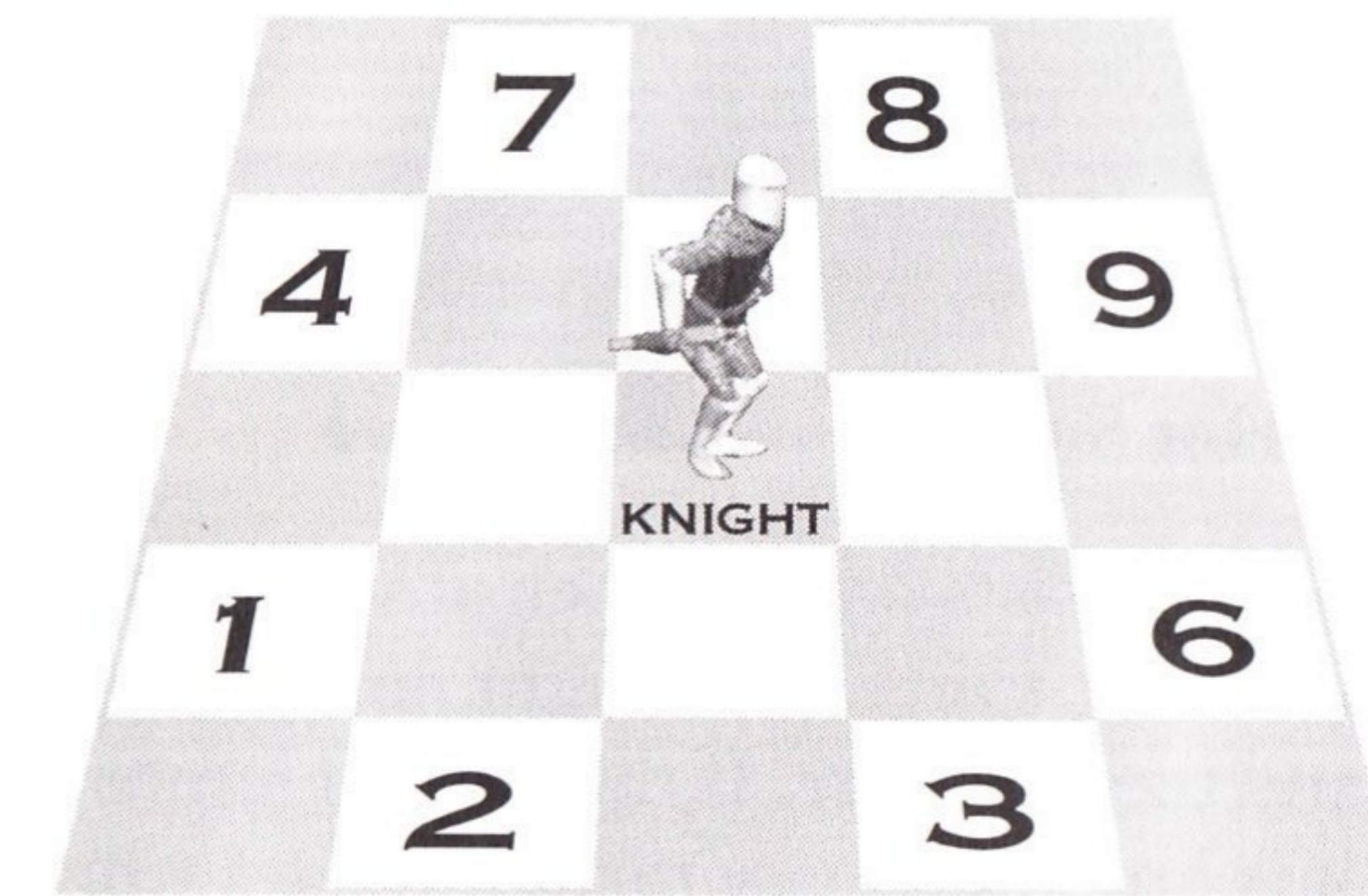
Your Knight can only move in the traditional chess pattern: two squares forward and one square either left or right.



If you are using the mouse to control your Knight, point to one of the squares outlined in blue to make the Knight jump there. A square's outline will turn yellow if that square is a legal landing spot for the Knight. If the pointer is over a square that is not an allowable jump, the cursor will change into a "Not Allowed"

symbol (a red circle with a slash through it). If you want to make the Knight jump to a square immediately, click on the landing spot with the mouse.

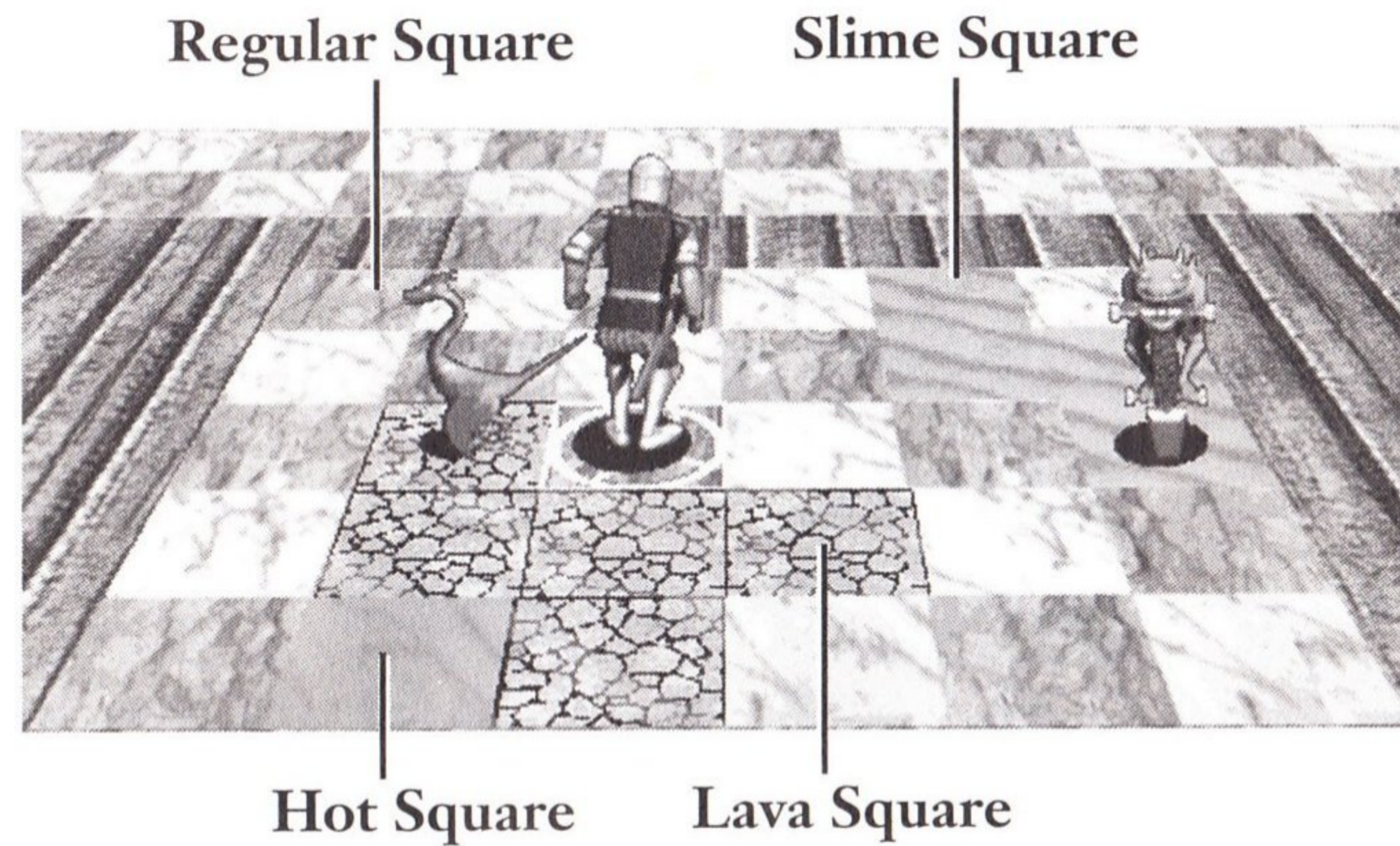
You can also use the keyboard to control your Knight. Press  to move the pointer clockwise and  to move the pointer counterclockwise. If you press  or , the Knight will jump to that square immediately.



You can also use keys on the numeric keypad or the regular keyboard to point to landing spots. If you press  or , the Knight will jump to that square immediately.

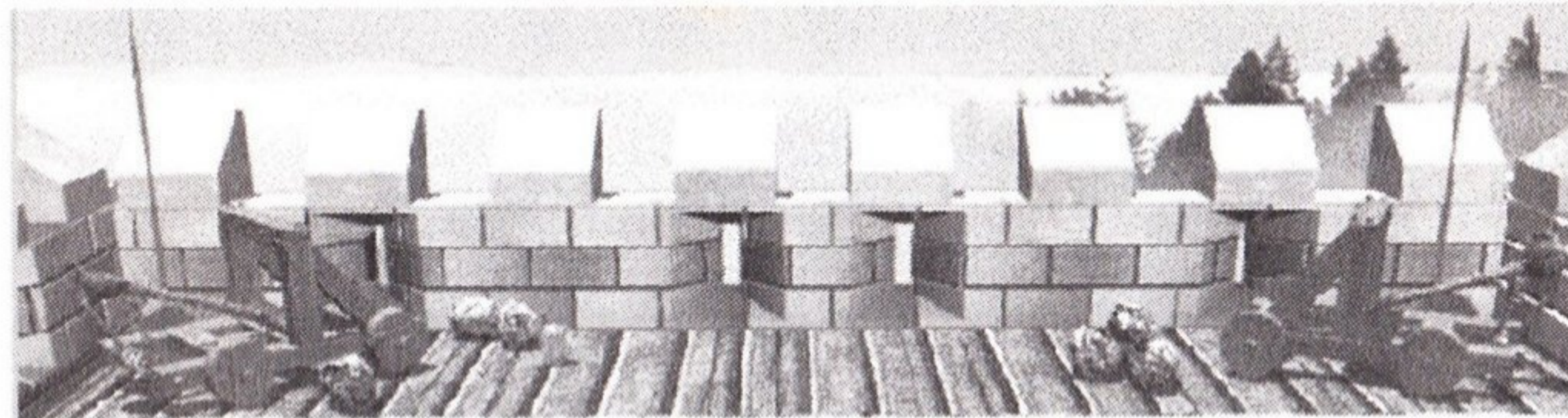


## The playing field



The playing field consists of a number of squares on which your Knight can maneuver. Once the Knight jumps on a square, it comes “hot” and turns orange. If the Knight jumps back on a square when it is hot, the square turns into lava which will kill the Knight if he jumps on it again. In addition, watch out for green slime squares which are also deadly.

## Game levels



*Knight Moves* has 10 levels of play, each level containing 6 matches. In order to move onto the next level, you must complete all the matches in order on one level. As you advance in levels, the monsters become increasingly difficult and harmful squares will last longer. In order of increasing difficulty, the levels are named Top of the Castle Tower, Wizard’s Chamber, Balcony, Armory, Castle Courtyard, Blacksmith’s Shop, Basement, Cavern, Crypt and Dungeon.

## Online help file

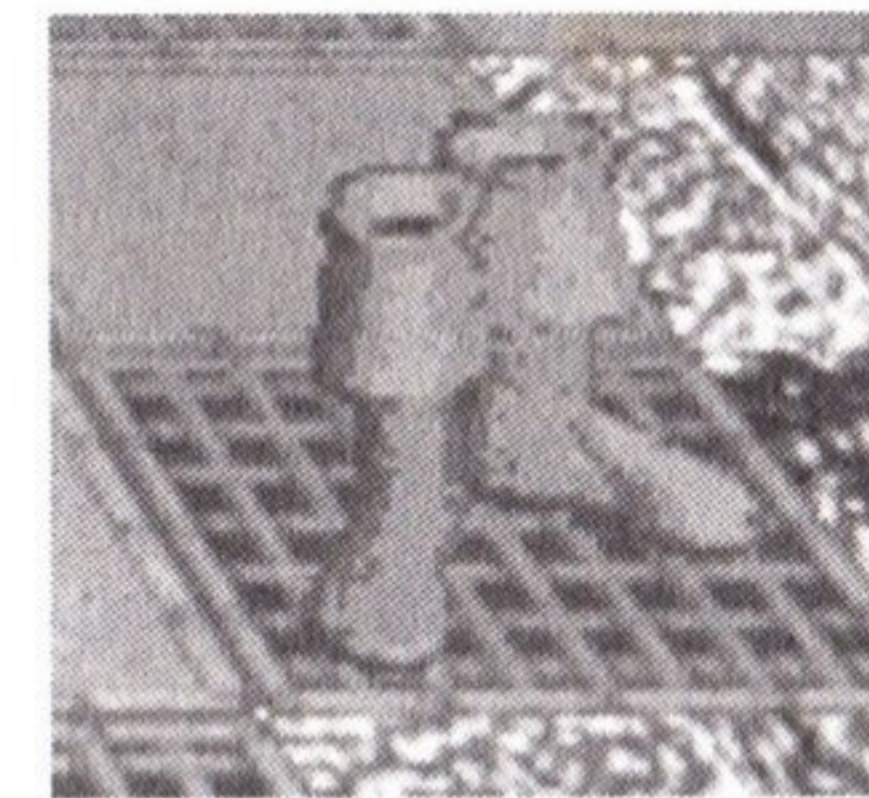
For more information about *Knight Moves*, please read the online help file. Just press **F1** or select “Contents” from the Help menu. The online help file has information about how to play the game, scoring, strategies and more.

## Monsters



Unfortunately, your Knight will be opposed by the minions of the evil wizard. Among them are spiders, bats, trolls and fire chickens. If your Knight runs into one of these monsters, he is destroyed and you will have to restart the match. For more information on these monsters, please press **F1** to refer to the online help file.

## Power-ups



Luckily, your Knight has a few weapons to help him defeat the the Adversary. You will find such items as magical hourglasses, magic boots and teleporters on the playing field. Just jump the Knight on top of the power-up to activate it. For more information on these power-ups, please refer to the online help file.

## Menu bar

From the menu bar, you can start a new game, pause your current game, restart a match, view the best times, exit the game and replay a match. For more information, please refer to the online help file.

## Credits

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If you have any questions about *Knight Moves* or any of our other games, please contact Spectrum HoloByte Customer Support at:

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- Automated technical support  
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(800)TECH958
- World Wide Web  
<http://www.holobyte.com>
- FTP  
<ftp.holobyte.com>

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### **AT&T Interchange:**

Send electronic mail to Customer Support at SHOLOBYTE.

### **CompuServe:**

To reach our Customer Support board in the Game Publishers B Forum, type **GO GAMB PUB** at any "!" prompt. Then select "Section 3" for Spectrum HoloByte. In addition to posting and reading messages, you can download files from the "Libraries (Files)" menu. Send electronic mail to Customer Support at 76004,2144. Call (800)848-8199 and ask Representative #142 for your free introductory membership and \$15 usage credit.

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### Internet:

You can read the latest news and information about Spectrum HoloByte on our World Wide Web page at <http://www.holobyte.com>. Download files from our FTP site at <ftp://ftp.holobyte.com>. Send electronic mail to Customer Support at [support@holobyte.com](mailto:support@holobyte.com).

### Spectrum HoloByte Customer Support BBS:

To reach our Customer Support BBS, phone (510)522-8909 [8-N-1]. The BBS supports 8 nodes from 300 baud to 14.4K (v.42bis) and Xmodem, Ymodem and Zmodem transfer protocols. After you are logged in, follow the onscreen prompts to sign on as a new user. The Customer Support BBS has message areas and file libraries.

If you are having problems with *Knight Moves*, we can best help you if (1) you are at your computer when you call and (2) you have the following information handy:

- Version number of *Knight Moves*
- Your computer's brand and model
- Your computer's BIOS brand and version number
- Total RAM installed in your computer
- Name and version number of your operating system (such as Windows 95 or Windows NT)
- Name and version number of your memory manager (such as QEMM, 386Max or EMM386)
- CD-ROM brand and model name
- Video card brand and model name
- Mouse brand and version number of mouse driver
- Sound card brand and model name
- Contents of AUTOEXEC.BAT and CONFIG.SYS files
- At the DOS prompt (or if you're running Windows 95, select "Run..." from the Start menu), type `mem/c`

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