

CHIVALRY







## **CHIVALRY™**

*by Richard Hefter*

*Janie and Steve Worthington.*

*Additional graphics by Robert Highsmith.*

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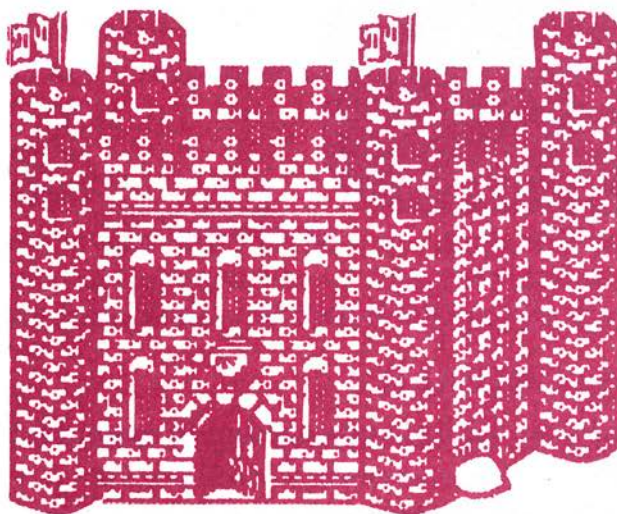
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*Designed by Richard Hefter.*



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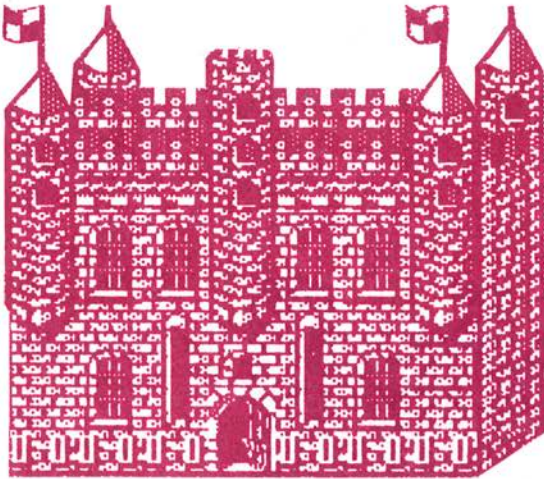
# CHIVALRY™

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**THE GAME OF RESCUE**

By Richard Hefter  
Janie and Steve Worthington





## WELCOME TO CHIVALRY

Welcome to *Chivalry*, an exciting new concept in computer board games for one to four players.

The computer will be your guide through many trials to come as you race to rescue the King from the clutches of the Black Knight.

## THE OBJECT

The King is held captive at The Castle of the Black Knight, on the lower right side of the game board. The players (nobles) assemble at The Fair Castle, on the upper left side of the game board.

The nobles travel the path as directed by the computer, bravely attempting the tasks given, playing games, following advice, and making decisions.

The first noble to reach the Black Knight and defeat him will rescue the King and be named the winner.

## TO BEGIN

*Chivalry* will run on any Apple\*, Apple II Plus\*, or Apple IIe\* with 48K and a disk drive with DOS 3.3 (16 sector). The game can be played with the keyboard or with paddles (paddle 0).

Place the game board near the computer and have each player select a playing piece.

Put the *Chivalry* disk into the drive and turn on your Apple. If you have Autostart, you will see the title panel displayed.

You may interrupt the title panel by pressing any key, or you may relax and enjoy the tune.

If your Apple does not have the Autostart ROM, you will see the monitor cursor \*. Type **6**; then type **P** while holding down the key marked **CTRL (6 CTRL P)**; then press the **RETURN** key.

After the title panel and a welcome to *Chivalry*, you will be asked:

**DO YOU WISH  
TO START A  
NEW GAME?**

If you answer **YES** and press **RETURN**, a new game will begin. A **NO** answer will continue the last game played from the point at which it was saved using the save game feature (**CTRL S** followed by **Y** and **RETURN**).

## **THE SETUP**

The computer will ask a few questions before the game begins. If you type a letter incorrectly, you may use the left arrow to back up. Then you may retype the entry.

**HOW MANY  
NOBLES WILL  
BE STARTING ON  
THIS QUEST?**

Enter the number of players, from **1** to **4**, and press **RETURN**.

**WHAT IS  
YOUR NAME,  
NOBLE 1?**

Enter the name of the first player—up to 10 letters please—and press **RETURN**.

**EXCUSE ME FAIR  
NOBLE, I AM OLD  
AND MY EYES ARE  
WEAK, ARE YOU A  
LADY OR A KNIGHT?**

To answer the question, enter **L** or **K** and press **RETURN**.

You will then be asked the same questions for each of the players.

**FAIR NOBLES,  
DO YOU PREFER  
TO USE  
KEYBOARD OR  
PADDLE?**

Type **K** for keyboard play or **P** for paddle, then press **RETURN**.

Players should put their playing pieces on The Fair Castle, at the upper left side of the board.

The computer will now decide who sets off first and will spin the wheel or throw the die for every move.

Each player should move as instructed to the appropriate space.



## **GAME PLAY**

Here are some general rules for game play. Each game will be described in detail on the following pages.

A player will be identified by name at the start of each turn. Follow the instructions for movement as given.

Remember to press **RETURN** after entering the answer to a question.

Every location on the board has a picture that is matched by a picture on the screen.

### **Fast Text**

When they have finished reading a text panel, fast readers, or nobles in a hurry, may advance to the next text panel rapidly by pressing the space bar.



## Save Game

A game may be saved to disk at any time. When a text panel is displayed, press **CTRL** and **S** at the same time. You will be asked:

**DO YOU WISH TO  
SAVE THE CURRENT  
GAME?**

Enter **Y** or **N** and press **RETURN**. A yes (**Y**) answer will save the present game, in its current position, to disk and return you to the game in play.

## Resuming a Saved Game

To resume the saved game at the position at which it was saved, put the *Chivalry* disk into the drive and turn on the Apple (or reboot the disk).

Answer **NO** to the question:

**DO YOU WISH  
TO START A  
NEW GAME?**

The save game feature is especially useful to nobles who wish to practice a particular game, or for nobles playing a single-player game to gain experience. When the text panel is displayed at the game you wish to practice, use the save game feature. Then resume the saved game.

Only one game may be saved to disk at a time.

## Halt Game

You may pause in the game of *Chivalry* at any point when a text panel is displayed. Press the **ESC** key to pause.

Press any other key to resume play.

## Paddle Play

Turn the wheel to the left to move a figure to the left or up. Turn the wheel to the right to move a figure to the right or down. Press the button to move a figure forward or to cause it to jump or fire. Only paddle 0 is used and it should be passed around from player to player.

## Keyboard Play

The left arrow **◀** will move a figure to the left or up. The right arrow **▶** will move a figure to the right or down. The space bar will move a figure forward or cause it to jump or fire.

## Warnings, Charms, and Potions

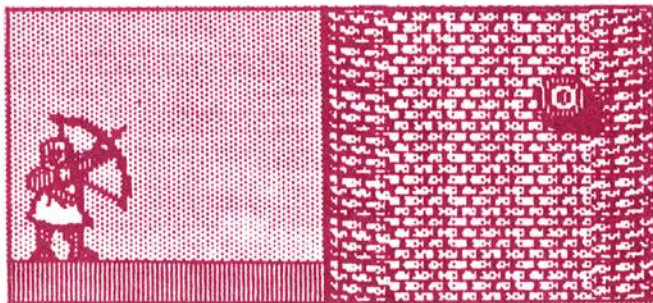
In *Chivalry* players are offered dire warnings, secret numbers, ropes, charms, and various potions during the quest to rescue the King. No further description of these occurrences will be given in the instructions. A word to the wise: choose carefully!



## THE GAMES

There are more than 20 separate games contained within *Chivalry*. Some, like the shell game at The Witches' Brew Inn, need no explanation. All games can be played by following the general instructions above.

For those interested in improving the odds for winning, the following set of instructions and hints for each of the games is offered



## THE ARCHER'S MEET

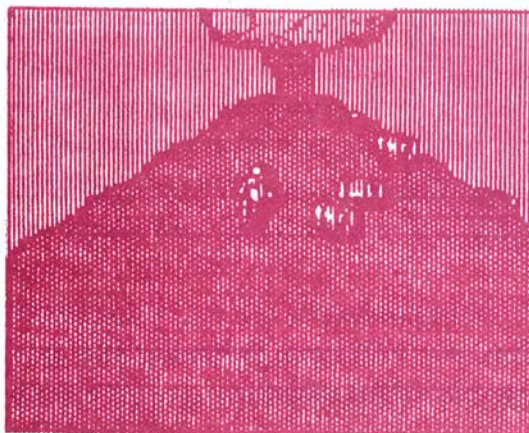
You will be given five arrows with which to hit the moving target.

**KEYBOARD:** The left arrow ◀ moves the bow up. The right arrow ▶ moves it down. The space bar fires an arrow.

**PADDLE:** The paddle wheel turned left moves the bow up; turned right, down. The button fires an arrow.

**HINT:** Take your time. Remember that arrows curve in flight. So aim carefully.





## THE ROLLING HILL

Try to reach the tree at the top of the hill without getting hit by a barrel.

**KEYBOARD:** The left arrow moves you to the left. The right arrow moves you to the right. The space bar moves you up the hill on the diagonal.

**PADDLE:** The wheel turned left moves you to the left; turned right, to the right. The button moves you up the hill on the diagonal.

**HINT:** You are always in motion. You must avoid the barrels while moving steadily up the hill.

## THE MILL

If you decide to stay and help the miller, he will begin to toss sacks of flour down at you. You must catch the sacks of flour in your wagon.

**KEYBOARD:** The left and right arrows move your wagon to the left and to the right. The space bar stops it from moving.

**PADDLE:** The paddle wheel moves your wagon to the left and to the right. The button stops it from moving.

**HINT:** It is most important to stop the wagon under the sack.

## THE STEPPING STONES

You must cross the river by jumping from stone to stone.

**KEYBOARD:** The left and right arrows move you to the left and to the right. The space bar makes you jump.

**PADDLE:** The wheel moves you to the left and to the right. The button makes you jump.

**HINT:** You are always moving. Be quick. Don't fall in!



## THE TROLL'S BRIDGE

If you chose the shortcut at the Valley Inn, you will have to cross a bridge guarded by a giant Troll. You must dodge his awful swinging club and pass him on the narrow bridge.

**KEYBOARD:** The left and right arrows move you to the left and to the right. The space bar moves you forward diagonally (toward the Troll).

**PADDLE:** The wheel moves you to the left or to the right. The button moves you forward diagonally (toward the Troll).

**HINT:** You cannot back up once you move forward. Try to time the swing of that heavy club. Good luck!



## THE TEMPLAR'S CASTLE

You might be invited to join in a friendly joust. Your horse, draped in orange, will enter from the left side of the screen. Heed carefully any advice the Templars give you.

**KEYBOARD:** The horse moves in a steady up and down motion toward your opponent. Your objective is to strike the orange square on his shield with the tip of your lance. Use the left arrow to keep your horse up. Use the right arrow to keep your horse down. You will not need the space bar for this game. The motion from left to right is constant.

**PADDLE:** Turn the wheel to the left to keep your horse up; turn it to the right to keep your horse down. The button is not needed in this game.

**HINT:** Try to time your motion so that you come in just above your opponent's lance at the moment of impact.



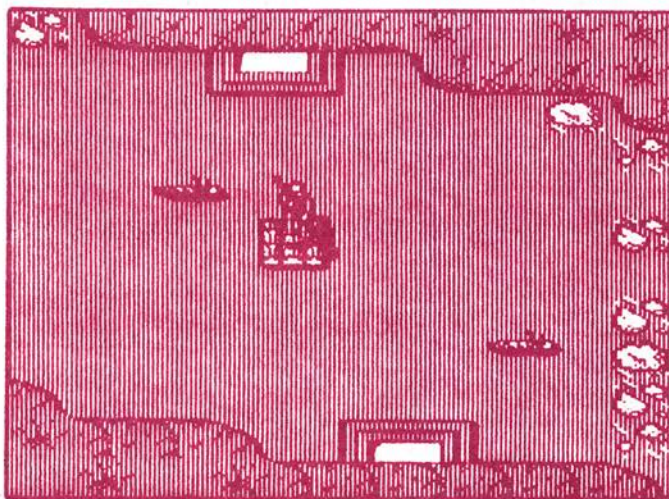
## THE SLIDE

If your travels have taken you to The Dwarf's Bane, you will have to chance The Slide on your way down. The object of this game is to guide yourself down without touching any rocks.

**KEYBOARD:** Use the left and right arrows to guide your movement left and right. The downward motion is constant. You will not need the space bar.

**PADDLE:** Use the wheel to guide your movement left and right. The button is not used.

**HINT:** This is a slippery game. Guide yourself quickly.



## THE FERRY

The Ferry is the only way to cross the river at this point. You must pole yourself across, battle the current, and avoid being struck by floating logs, before you dock on the other side.

**KEYBOARD:** The left arrow moves you slightly to the left, against the current. The right arrow moves you very quickly to the right, with the current. The space bar moves you forward, across the river.

**PADDLE:** Turning the wheel to the left will move you slightly to the left, against the current. Turning the wheel to the right will move you very quickly to the right, downstream. The button will move you forward, across the river.

**HINT:** Remember that you must dock at the landing on the far shore. Don't let the logs drive you off course.

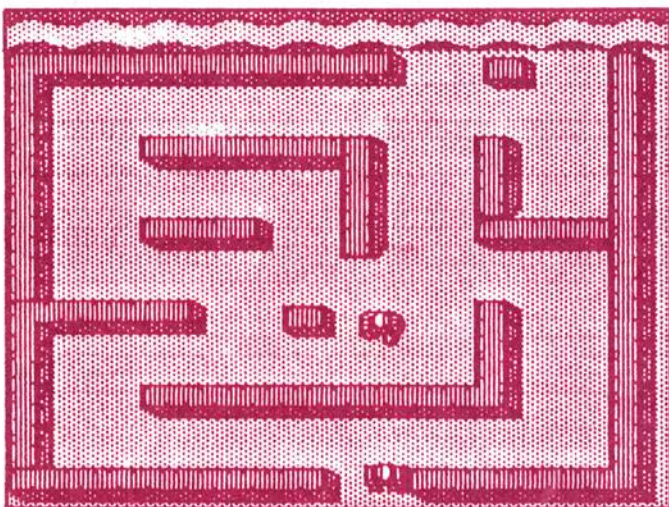
## THE ROCK MAZE

You must guide your horse carefully through the rocks, from left to right, and avoid injury. Your horse's hooves may not touch a rock.

**KEYBOARD:** The left arrow will move your horse up. The right arrow will move your horse down. The space bar is not needed. The speed of the horse is constant from left to right.

**PADDLE:** Turn the wheel to the left to move your horse up; to the right to move your horse down. The button is not needed in this game.

**HINT:** It is perfectly all right for you to pass in front of a rock, as long as your horse's hooves do not touch it.



## THE WILLOW PATH

The object is to pass through the maze without getting caught by the agent of the Black Knight. You are at the top of the maze when the game begins. The exit is at the bottom.

**KEYBOARD:** The left arrow will rotate you counterclockwise; the right arrow, clockwise. When you are facing the direction in which you would like to move, press the space bar. The space bar moves you. Pressing either arrow will stop your movement and change your direction.

**PADDLE:** Turning the wheel to the left will rotate you counterclockwise; to the right clockwise. Press the button to move. Release the button to stop. Don't forget to release the button when you want to change direction.

**HINT:** Practice moving and turning. Then try to lure the enemy away from the exit at the bottom of the maze.





## THE PIT

It is a terrible thing indeed to have fallen into a pit. The object of this game is to climb to the top of the pit by jumping from ledge to ledge within it.

**KEYBOARD:** Use the left and right arrows to move left and right. Use the space bar to jump.

**PADDLE:** Turn the wheel left or right to move left or right. Use the button to jump.

**HINT:** You are always in motion. Try not to fall off a high ledge.

## THE DEN OF THIEVES INN

You may be invited to join the thieves in a friendly dart game. The object is to score well by hitting the target in the center.

**KEYBOARD:** The motion of your hand is constant. Use the space bar to launch a dart.

**PADDLE:** The motion of your hand is constant. Use the button to launch a dart.

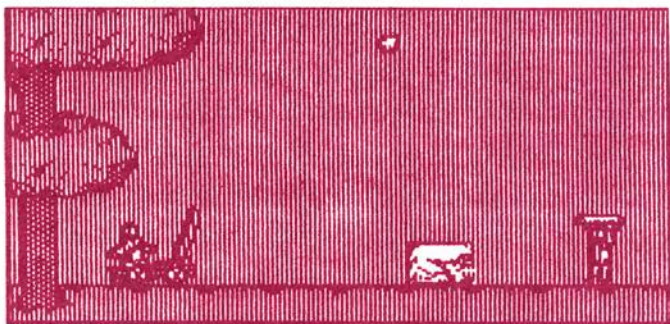
**HINT:** Remember, it's a den of thieves.

## THE LAUREL MAZE

The object is to pass through the maze without getting caught by the agent of the Black Knight. The exit is to the left. The enemy is more determined than at the Willow Path.

**KEYBOARD:** Left arrow rotates you counterclockwise; right arrow clockwise. Use the space bar to move. Pressing either arrow will stop your movement and change your direction.

**PADDLE:** Turning the wheel to the left will rotate you counterclockwise; to the right, clockwise. Press the button to move. Release the button to stop. Don't forget to release the button when you want to change direction.



## THE ROYAL PARK

This is your first opportunity to practice with the catapult. Try to hit the target carried by a serf.

**KEYBOARD:** The left and right arrows will move your catapult to the left and right. Use the space bar to fire a stone.

**PADDLE:** The wheel will move your catapult to the left and right. Use the button to fire a stone.

**HINT:** Timing is everything.

## THE ROYAL PAVILLION

In this archery contest you will have five arrows to shoot at a stationary target.

**KEYBOARD:** Use the left and right arrows to move the bow. Use the space bar to shoot an arrow.

**PADDLE:** Turn the wheel to move the bow. Press the button to shoot an arrow.

**HINT:** Only bullseyes count.

## THE LISTS

All our best nobles joust here on the field of honor. You are dressed in orange and enter from the left. Use the same directions described for The Templar's Castle game.

**KEYBOARD:** The horse moves left to right and in a steady up and down motion. Guide the horse by using the left and right arrows: left keeps the horse up; right keeps it down.

**PADDLE:** Turn the wheel to the left to keep the horse up; to the right to keep the horse down.

**HINT:** Aim for the orange spot on your opponent's shield.



## THE WEST GATE

It's hard enough to get past the wizard without this. The only way through the gate is the door at the upper right of the screen and the only way to get there is by jumping.

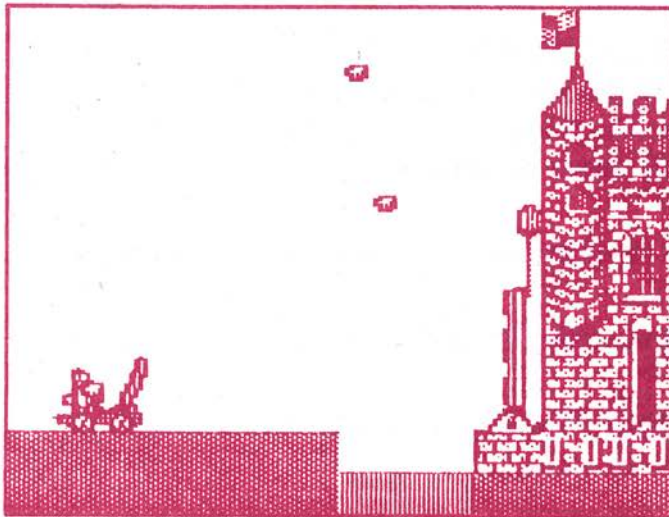
**KEYBOARD:** Use the left and right arrow to control your direction. Use the space bar to jump.

**PADDLE:** Use the wheel to control your direction. Use the button to jump.

**HINT:** It is possible to bounce off the edge of a ledge.

## THE NAG'S HEAD INN

Here's another friendly game of darts, only this time you are not dealing with thieves. See the Den of Thieves Inn for instructions.



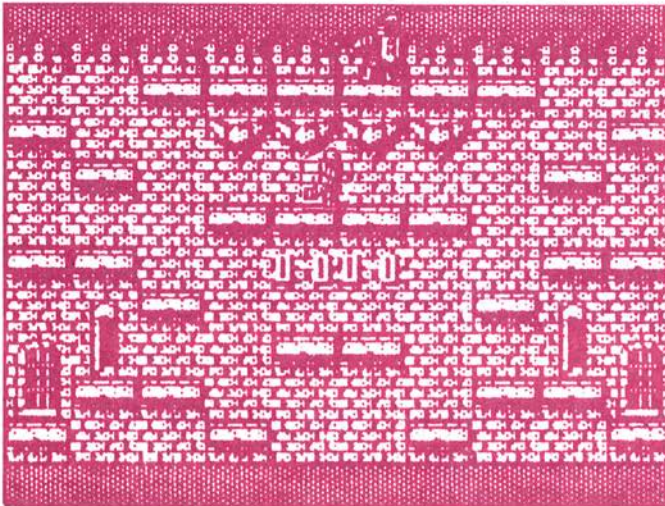
## THE DRAWBRIDGE

You have come far! The Black Knight's Castle is in view. All that stands between you and victory is a drawbridge, which is up. Your task is to lower the bridge by hitting the orange crank near the top of the wall. Be warned: the defenders will try their best to hit you with a stone.

**KEYBOARD:** Use the left and right arrows to move your catapult to the left and right. Use the space bar to launch a stone.

**PADDLE:** Use the wheel to move your catapult to the left and right. Use the button to launch a stone.

**HINT:** Keep an eye on the stones coming down at you and keep moving.



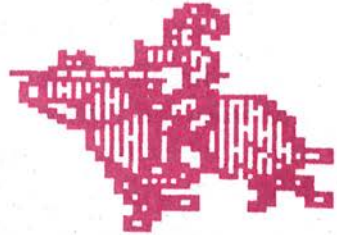
## THE CASTLE OF THE BLACK KNIGHT

At last! Only the Black Knight defies you now, and if you can reach him on his lofty perch, he will surrender the King. You can get to the Black Knight by jumping, but be wary. He will throw stones down at you and they are very heavy.

**KEYBOARD:** Use the left and right arrows to move to the left and right. Use the space bar to jump.

**PADDLE:** Use the wheel to move to the left and right. Use the button to jump.

**HINT:** You are moving all the time. Watch your direction and beware of stones from above.



Lift your lances high, fair nobles.  
Hold fast your shields and go forward boldly to rescue our good King.  
May fortune smile upon you this day.





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