

FUTURE KNIGHT

It's the second (and final) part of our gargantuan players' guide, allowing even the most incompetent do-gooders to reach the fair maiden at the end of the game. 'Nuff said, here's Andy Roberts and Richard Beckett.

At the end of last month's solution, you should have emerged into a forest. If you've been waiting there for the last four weeks, well that's a bit sad really. Try and be a bit more adventurous next time. You don't get anywhere in life without taking risks (and what's the point in buying games if you aren't going to at least try to do them yourself?). Nope, the solution this month is dedicated only to those who have valiantly attempted to do the game themselves but failed. Hold your heads high (but not quite as high as those who tried and succeeded).

Anyway, on with the solution. Walk right a little and climb up the ladder, then make your way up and left to find the **BRIDGE SPELL**. Staying at the centre of the level, make your way to the far right and go into the exit there. When you appear in the next section, use the bridge spell (press **SPACE**) then head right until you find the **FLASH BANG SPELL**; collect it

and use it immediately. Climb up the nearest ladder, then go right (making your way across the bridge you created earlier).

Once you have crossed the bridge, drop down to the bottom of the level, then continue right and collect the **RELEASE SPELL**. Now make haste to the right of the level where the exit awaits... what are you waiting for? Do I really need to tell you that you have to go through it? In the next section, simply make your way carefully to the far right and go into the exit (you may have to climb up and drop into the exit to avoid the guardian at the end). There is a **SHORTENER SPELL** to the top-left of the level (use it if you so desire), and a weapons box to the top-right.

After you have gone through the exit, you will emerge in the castle. Go into the exit at the right of the screen, then use the ladders in the next section to climb right to the

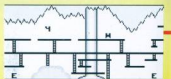
top. Go right, drop down to the bottom, go right as far as possible, then head up again.

Once at the top, go right and drop down again to the exit at the bottom right - enter it. Climb up to the top of the

section, make your way to the right, then drop down to the bottom-right exit (avoiding the guardian that lurks there). In the next section, fall straight down (be careful of the acid pits below) then go down the ladder to the right and into the exit. Go left, drop off the

platform, then climb down the ladder and make your way to the left using the platforms below. When you can go left no further, make your way downwards, then head left to the exit - go in it to enter the final section (cue sinister music).

Go right up to the acid, then climb up and go back to the far left and swap the release spell with the **DESTRUCT SPELL**. Go back to the right, then carefully make your way over the water using the blocks above (this is extremely tricky, so plan your jumps precisely). Once across, use the destruct spell on the robot at the far right of the level to finish the tyrant for good. Now go back to the left and collect the release spell (jump over the water blocks using the same method as before, only in reverse). Now head back to the far-right of the section and use the release spell to rescue your girlie and complete the game. Hip Hop Hooray. On yeah, *Future Knight* was on CF41's coartape, just in case any really



weird people who haven't actually got the game have been reading and enjoying this solution. Stranger things have happened.

SWASHBUCKLING TIPS

● During the game you can press the LEFT ARROW key to go back to the start of the section you're on, with an extra energy top-up. This can only be done twice per game.

● When collecting weapons, re-entering the weapons store allows you to change weapons again until you have the weapon you want.

● Sometimes objects will vanish as soon as they appear on the screen. If this happens, go off the screen then re-enter to bring it back.

● Likewise, moving platforms will not appear when the screen is full of aliens. Kill them, and the lift should magically appear. And that's yer lot.



- E - EXIT
- H - WEAPONS
- B - BIG BOSS
- 1 - BRIDGE SPELL
- 2 - FLASH BANG SPELL
- 3 - RELEASE SPELL
- 4 - SHORTENER SPELL
- 5 - BOMB
- 6 - CROSS
- 7 - CONFUSER UNIT
- 8 - PROTECTIVE GLOVE
- 9 - DESTRUCT SPELL

FUTURE KNIGHT KEY

