

Explore ancient ruins and scenic wonders.



Discover a world filled with gallantry and intrigue.



Encounter many different challenges throughout.

LONG AGO, HONOR WAS WORTH DYING FOR...

Travel to an age of Kings and Queens, Monsters and Magic. Live the legend of the Order of the Round Table and become Bradwen, a Medieval hero who will forge his fate with the aid of renowned characters King Arthur, and Merlin. Travel to the kingdom of Camelot, and the legendary place called Avalon as you battle monsters and attempt to outwit your rivals.

Experience the journey from two different perspectives as you choose your destiny. Select between playing the role of a Christian or a Celtic Knight.

Play two separate and unique storylines that will determine your ultimate fate.

- Enter the medieval legend of King Arthur and the Round Table.
- Stunning backgrounds, dynamic cameras and fluid 3D animation.
- 2 games in 1 - 2 playable characters, 2 separate quests and ultimately a knight's honor to be won.

wanadoo

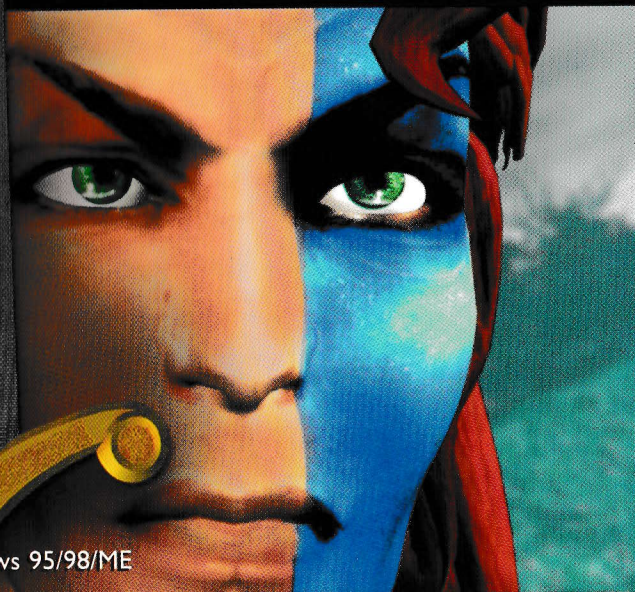
By the same team as

DREAMCATCHER

www.dreamcatchergames.com

ARTHUR'S Knights™

TALES OF CHIVALRY



Windows 95/98/ME

Arthur's Knights™

TALES OF CHIVALRY

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INTRODUCTION

Arthur's Knights – Tales of Chivalry immerses you in the history of Arthurian legend, in 5th Century England, where stories of men and women who lived and died in this era of heroism, continue to inspire and heighten our imagination.



Discover this era through the beliefs of the period, as fairies flit, giants roam and dragons haunt dark ancestral forests...

Take on the role of Bradwen, the illegitimate son of the King of the Atrebates, one of the many tribes of England. Cadfanan, your father, has entrusted you with defending the kingdom against all evil and against all enemies.

BACKGROUND

In the 5th Century, England was known as Britain. Conquered by the Romans at the beginning of the Christian era, Britain was later abandoned and left to fend alone against the threat of barbarian invasions. Without the protection of the Roman legions, Britain's provinces were laid waste by the barbarians, whose only law was the Law of the Strongest.

As Roman cities were pillaged and burnt, the Britons were disillusioned and abandoned Roman law and returned to the way of life of their Celtic ancestors. Britain became split into numerous small kingdoms, waging war against each other. Faced with the dangers of this dark age, some Britons implored the Christian god for protection; while others, led by Merlin, tried to find the lost secrets of the ancient druids.



MINIMUM SYSTEM REQUIREMENTS

Windows 95/98/ME
Pentium II, 300 MHz (PII 350 MHz recommended)
95 MB Hard Disk Space
64 MB RAM
12x CD-ROM (24x CD-ROM recommended)
8 MB DirectX™ Compatible 3D Video Accelerator Card

INSTALLATION INSTRUCTIONS

Note: It is recommended that you close all non-essential programs before beginning the installation of any software on your computer. This includes anti-virus software, which may interfere with the installation procedure.

Insert CD I into your CD-ROM Drive.

If the 'Auto run' mode is active, the installation will start automatically when you insert the CD into the drive. Follow the onscreen instructions.

If the 'Auto run' mode is disabled, input the following:

- a) Click on the 'Start' button.
- b) Select 'Run' and type the letter of your CD-Rom drive, and 'install.exe.'
(i.e.: d:\install.exe)

The installation process will automatically create a program icon group in your Windows 'Start' → 'Programs' menu.

You may be required to restart your computer after installation, before playing the game.

UNINSTALL INSTRUCTIONS

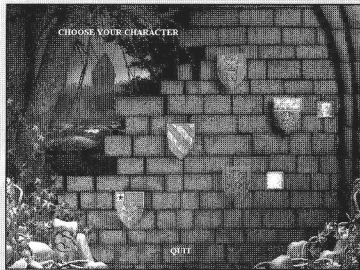
To uninstall Arthur's Knights – Tales of Chivalry, complete the following actions:

At the Windows desktop, select 'Start' → 'Programs' → 'Arthur's Knights' → Uninstall Arthur's Knights.

Follow the onscreen instructions.

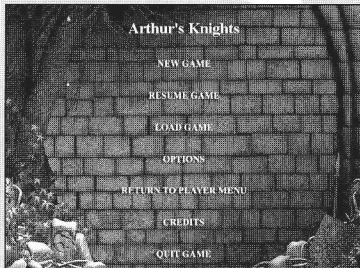


STARTING THE GAME



When you select to play the game, the first screen which appears is where you will select your character. There are 5 slots available from which to play a game.

You may wish to play the Celt warrior game and the Christian knight game simultaneously. You may do this by selecting Player One and play the game as a warrior, then quit that game and select Player Two to play as a knight.



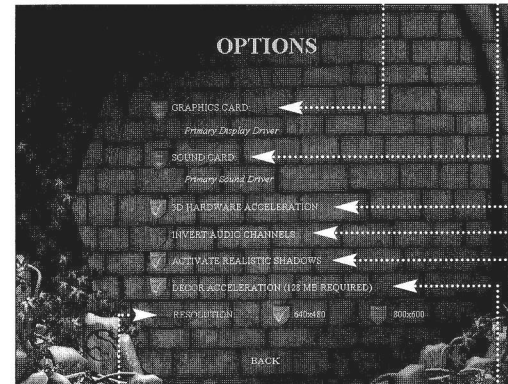
THE MAIN MENU

At the Main Menu, you may Start a New Game, Resume a Game, Load a Saved Game, Review the Options Menu (which allows you to personalize the gameplay), Return to the Player Menu, View the Credits, or Quit out of the game.

To start a new game, select 'New Game.'

THE OPTIONS MENU

Graphics Card - For computers with multiple graphics cards, select the card with which you wish to play the game.



Sound Card - For computers with multiple sound cards, select the card with which you wish to play the game.

3D Hardware Acceleration - For slower computers, mark with an 'X' to turn 3D acceleration on or off.

Invert Audio Channels - Inverts speaker output.

Activate Realistic Shadows - For slower computers, mark with an 'X' to turn off shadows.

Decor Acceleration - For slower computers, mark with an 'X' to turn off detailed background graphics.

Resolution - Default is 640 x 480.

GAMEPLAY

When you select to start a New Game, the introduction will play. After the introduction, and after speaking to Master Foulque (click on Master Foulque's image at the bottom left of the screen) you must choose which path you will take first.

BRADWEN'S TWO PATHS

Choose between two different adventures, determined by two different paths:

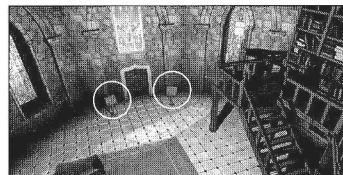
Select the red book for the first adventure, to play Bradwen the warrior, raised in the Celtic tradition and with druidic beliefs. As a Celt warrior, Merlin is your guide and the fairies are your allies.

Select the white book for the second adventure, to play Bradwen the knight, raised in the Roman tradition and the Christian faith.

The two adventures gradually introduce you, as Bradwen, to the Code of Chivalry and two, very different, worlds: the Celtic world that is coming to an end and the New World of the Middle Ages.

To select a path, when in front of the red or white book, press the Space Bar to pick up the book and place it in inventory.

Control the character to speak to Master Foulque, right click the mouse to bring up the inventory bar, click on the book and speak with Master Foulque again and the story will begin...



THE CODE OF CHIVALRY

Whichever path you choose, you must always obey the Code of Chivalry. You must overcome the trials, which confront you on your chosen path, while remaining true to the Code of Chivalry.

Remember: the easier path is not always the best route to take. Your sense of honor will be tested. If you give in to temptation, you will, ultimately, reach your goal, but not chivalrously. For example, it is not always wise to consider killing your enemy as your first and only choice. You alone must choose between honor and the easier path.

THE INTERFACE BAR

To display or hide the Interface Bar during gameplay, click the right mouse button.



The far left side of the Interface Bar (the Activity Screen) represents where you are in the game, if a conversation is possible, and if you may engage in combat.

Next to this area is the Inventory of Items, Subjects (Clues) and Destinations.

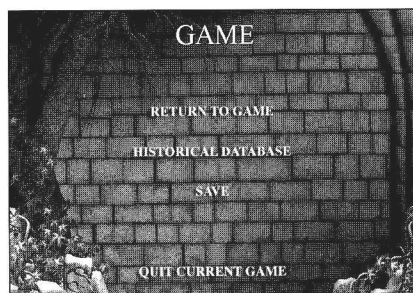
- The Item Inventory is represented by the hand.
- The Subject Inventory is represented by the mouth.
- The Destination Inventory is represented by the horse.

Note:

- Inventory items may only be used when Bradwen is on foot.
- Subjects may only be used when Bradwen is speaking to another character.
- Destinations may only be used when Bradwen is on horseback.

To the right of the inventory slots, is the Storyline icon. As you progress through the adventure, you will be able to read about the adventure as it is taking place.

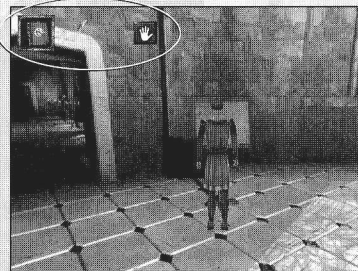
At the far right of the Interface Bar, is the green 'Menu' globe. Clicking on this menu allows you to: access the Historical Database, Save your current game, or Quit your current game.



ITEM INVENTORY

As you proceed in the adventure, you will acquire various items and clues from conversations and new destinations will become available to you.

Press the Space bar to pick up an item. As soon as you acquire a new inventory item, a new clue or a new destination, the corresponding icon will appear at the top left of the screen with an arrow indicating that it is now being placed in your Interface Bar.



Click the right mouse button during gameplay to bring up the Interface Bar.

Select the 'Hand' icon to access the 'Items' Inventory.

To use an inventory item: you must be standing still, then simply click on the corresponding inventory item icon.

If the correct inventory item has been selected, then the character will use it in that particular part of gameplay. If the character is not in the correct position or if it is not the correct item, nothing will occur.

An inventory item that has been given away, or is no longer needed, will disappear from the inventory menu.

CONVERSATIONS

During your adventure, you will collect clues, which represent many different topics of conversation. Available clues will appear in the subject (clue) inventory.

When you meet a character you are able to speak with, a panel will appear, bearing the character's image, at the bottom left of the gameplay screen. Click on the image to start the conversation. Continue the conversation by clicking on the image. When the cursor by the image spins around, this indicates that you must carry on the dialog.



When the cursor becomes still, you may either end the conversation by moving away from the character, or you may view the contents of your inventory, by right-clicking the mouse. Inventory items acquired during conversations will often provide additional conversation topics with the character you have just spoken with.

Right mouse click to open the Inventory Bar, select the 'Mouth' icon to see new conversation items.

When you meet someone, available conversation topics will be highlighted. Conversations topics not available to you at this time will appear dimmed.

A clue that is no longer useful will automatically disappear.

NAVIGATION AND DESTINATIONS



The game is played using the arrow keys of the keyboard. Arrow key navigation allows for precise movement of the hero.

The menus are browsed using the mouse pointer.

In the course of your adventure, you will be able to explore the various

regions of Britain, including the Kingdoms of the Atrebates and Cornwall, and Camelot.

You may use the Destination Inventory to move from one region to another. Click the right mouse button during gameplay to bring up the Interface Bar. Select the horse icon to access the Destination Inventory.

If an icon representing a region is displayed in the Destination Inventory, simply click on the icon and you will automatically be taken there.

Note: Bradwen must be on horseback to be able to travel from one region to another. He cannot travel to another land if he is on foot.

Once you have arrived in a region, you will first travel on horseback. As soon as you reach a place that is significant in the adventure, Bradwen will dismount his horse.

When Bradwen is on horseback, he may only move from one place to another. No form of interaction is possible in this navigation mode.

When Bradwen is on foot he will be able to interact normally. To run, or to gallop when on horseback, hold down the shift key and continue directing your movements using the arrow keys.

Note: not all locations may be accessed at the start of the adventure. You, as Bradwen, will gain access to them as the adventure progresses.

ACTION KEY

Press the Space Bar to speak to someone, to open a door, or to pick-up an inventory item.

Note: Bradwen must not be moving and he must be looking at the person or object you wish to perform the action on for the Space Bar action to be effective.

SAVING A GAME

You may save at any time during gameplay by the following actions:

- Access the Interface Bar by right clicking the mouse.
- Click on the green 'Menu' globe on the far right of the Interface Bar.
- Select 'Save.'
- At the Saved Game screen, click on an empty slot and select 'Save.'

LOADING A PREVIOUSLY SAVED GAME

You may load a previously saved game at any time during gameplay by the following actions:

- Access the Interface Bar by right clicking the mouse.
- Click on the green 'Menu' globe on the far right of the Interface Bar.
- Select 'Quit Current Game.'
- At the 'Main Menu', select 'Load Game.'
- Click on the previously saved game you wish to return to and select 'Load.'

COMBAT

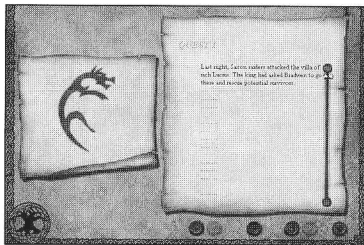
As Bradwen, you will confront many opponents to complete your quest. As Bradwen is a knight, he cannot attack someone without provocation.

When the combat icon, the red sword, appears above the image of the person you are speaking with, you may choose to engage in combat. If you choose not to enter into combat, click on the mouth. If you click on the red sword icon, you start the combat process and there is no turning back!



Once the red sword has been selected, you must then select your weapon from the object inventory by clicking on the appropriate inventory item icon. This decision is vital; it is the difference between victory and defeat. The combat will then begin automatically.

Note: you are a valiant knight, but some opponents are superior to you. Pay attention to the rumors you hear surrounding your enemies and learn about their strengths and weaknesses. You may not want to engage in battle every time the opportunity presents itself.



THE BOOK OF ADVENTURES (THE STORYLINE)

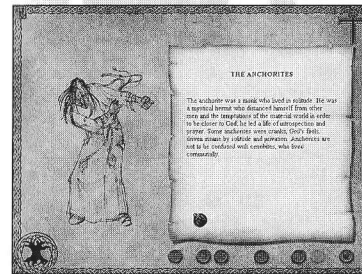
As you progress in your adventure you will be writing the legend of Bradwen. All the important actions you make during gameplay, are recorded by Foulque in the Book of Adventures.

The pages of the book will automatically turn over during gameplay. This indicates that a new event has been added to the Book.

Access the Book by clicking on the 'Storyline' book icon in the Interface Bar. Select the quest that you would like to consult.

Return to the game by quitting the Book.

THE HISTORICAL DATABASE



The Historical Database is accessed from the game menu, by clicking on the green 'Menu' globe in the interface bar.

The Historical Database presents the many different facets of the Arthurian legend and is added to as the adventure progresses.

When the green 'Menu' globe becomes lit up during the gameplay, this indicates that a new sheet has been added to the Historical Database.

There are two documentary databases, one for the Celtic world and another for the New World of the Middle Ages.

FAQ's

Question 1: After I install the game successfully and the introductory movie finished playing, I do not see the character on the screen and I can not move anywhere.

Answer 1: The game is designed to run with a 3D acceleration card. However, if you do not have this type of video card you may disable this feature to see your character and play the game. To turn off 3D acceleration, please complete the following steps:

1. While you are in the game, press the right mouse button to access the Interface Bar.
2. Select the green 'Menu' globe on the far right hand side of the Interface Bar.
3. Select 'Quit Current Game.'
4. At the Main Menu, select 'Options.'
5. Click to mark the square '3D Hardware Acceleration' with an 'X.'
6. Select 'Back.'
7. Select 'New Game' at the 'Main Menu.'

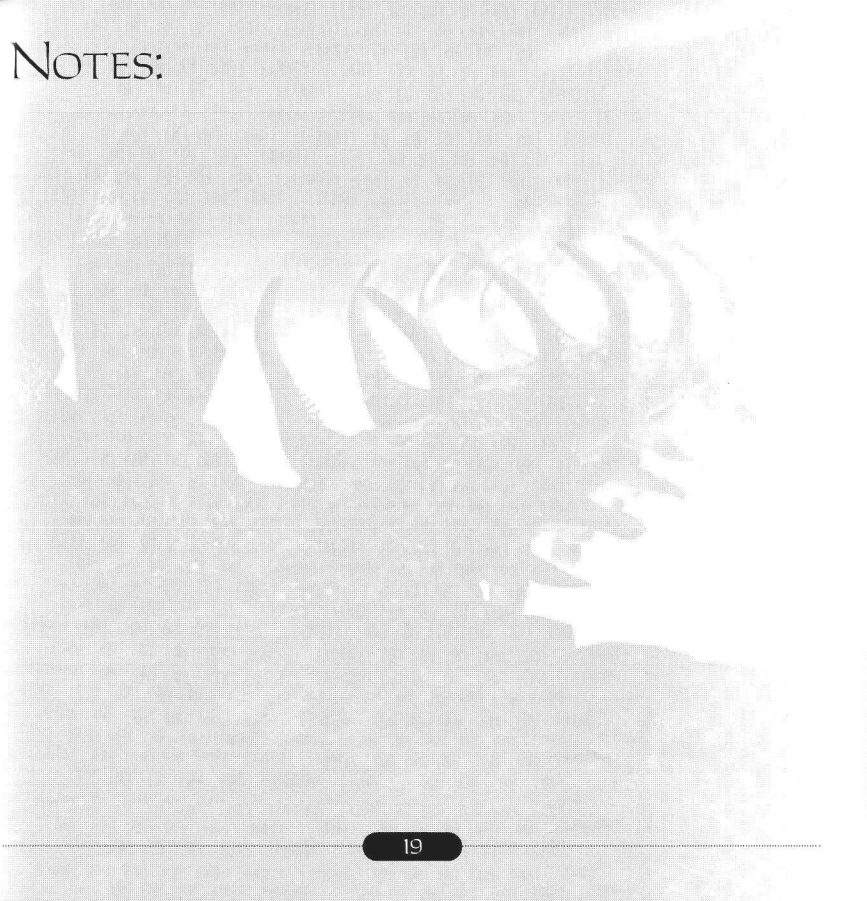
Question 2: While I control my character, may I use a joystick or gamepad?

Answer 2: No. The game was designed for keyboard navigation of the characters only. Keyboard controls allow for precise movements of the characters.

Question 3: Sometimes I approach another character and the conversation icon appears, but clicking on it does nothing.

Answer 3: You must be directly in front of the other character to engage in conversation.

NOTES:



NOTES:

LICENSE AGREEMENT

By using Arthur's Knights™ Tales of Chivalry, you agree to the terms of the Software License located on the Arthur's Knights™ Tales of Chivalry CD-ROM.

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TECHNICAL SUPPORT

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this booklet, you may find further support in the following places:

Online Support – <http://www.dreamcatchergames.com>

Please visit the Technical Support section of our Web site at www.dreamcatchergames.com. We have posted common problems and solutions that may help you.

We also suggest that you complete the Technical Support form located at our Web site. Please provide a detailed description of the problem you are experiencing. (i.e. error message, where in the game the problem occurs, etc.) This will help our Representatives find a solution much quicker.

Email Support – techsupport@dreamcatchergames.com

A Representative will return your email by the following business day. Please be as detailed as possible, providing information about your computer and a detailed description of the problem you are experiencing. You may also use the Technical Support form at our Web site for more efficient service.

Phone Support – 416-638-1170

If you would like to speak with one of our Technical Support Representatives, our hours of operation are from 9am to 9pm EST, Monday through Friday.

Please have the following ready:

- 1) Information about your computer's configuration. (i.e. RAM, MHz, video and sound cards)
You may use the Technical Support form at our Web site as a guide.
- 2) A detailed description of the problem. (i.e. error message, where in the game the problem occurs, etc.)
- 3) Immediate access to your computer so the Representative may walk you through the steps.
- 4) Pen and paper to take any notes.

PRODUCT WARRANTY:

DreamCatcher will gladly replace any disc free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership. To obtain a replacement disc, please return the faulty disc with a check or money order for US\$8.00 to cover postage and handling fees. (Please Note: Add US\$2.00 for each additional disc.)

Please be sure to include the following:

- * Full Name
- * Address, City, Zip Code/Postal Code, Country
- * Telephone Number
- * Email Address (if applicable)
- * Product Name(s)
- * Brief note describing the problem

Mail To:

DreamCatcher
1658 North Milwaukee Ave., Suite #450
Chicago, IL 60647
U.S.A.

EPILEPSY WARNING:

Please read this caution before you or your child play a video game:

Certain people are susceptible to epileptic fits or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some video games. This phenomenon may appear even if the subject has no history of previous difficulties.

If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, please consult your doctor prior to use.

We advise that parents supervise the use of video games by their children. If you or your child experience any of the following symptoms while playing a video game: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, immediately discontinue use and consult your doctor.

STANDARD PRECAUTIONS WHEN PLAYING VIDEO GAMES:

Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.

Play video games on a small screen (preferably).

Avoid playing if you are tired.

Make sure that the room in which you are playing is well lit.

Rest for a period of 10 to 15 minutes for every hour you play a video game.