

For
Atari® 2600
VCS™ and Sears
Video Arcade™

XONOX™
DOUBLE-ENDER™

Sir LANCELOT™

GAME

HAIL SIR
LANCELOT!

You have
taken the chal-
lenge of a mighty
quest. This ancient

and mystical land
has been taken over by
villainous beasts who are
terrorizing the countryside.

Armed with your charmed
lance and riding your winged
steed, Pegasus, you set out to save

a maiden held prisoner in her
castle by a fire-breathing dragon.

On your way to the castle you encoun-
ter evil flying creatures that try to stop you.

You must defeat them in order to reach

the castle and face the fire-breathing
dragon. If you are successful against the
dragon, new quests await you as new creatures
with greater powers and more devastating
dragons test the nerves and skill of Sir Lancelot.

FARE THEE WELL!

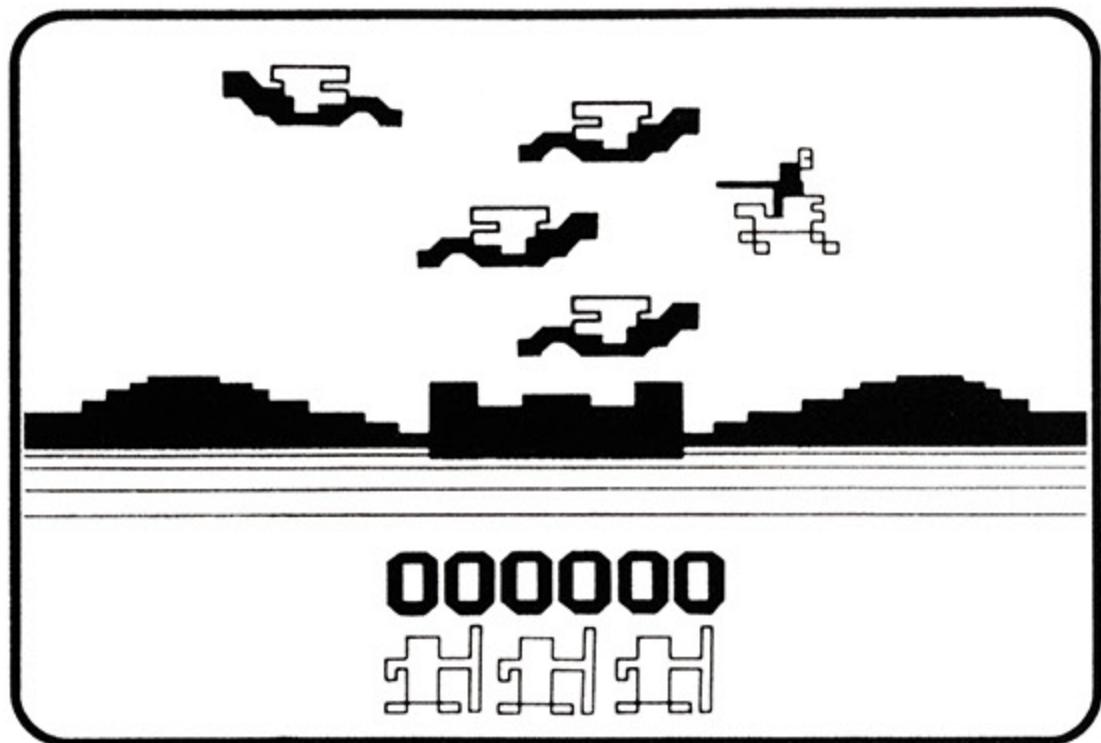
INSTRUCTIONS

Get Ready to Play **SIR LANCELOT™**

1. Hook up your video game system. Follow the manufacturer's directions.
2. With the power "OFF," plug in the game cartridge. The XONOX Double-Ender with SIR LANCELOT and ROBIN HOOD gives you twice the fun with two totally separate games, one on either end of the cartridge. To play SIR LANCELOT, insert the end of the cartridge labeled "SIR LANCELOT" into your video game system.
3. Now turn the power "ON." If no picture appears, check connection of your game console to TV, then repeat steps 1, 2 and 4.
4. Plug in LEFT JOYSTICK controller. One player at a time only. Hold the JOYSTICK with the RED FIRE BUTTON in the upper left position.
5. The game will automatically reset at the lowest difficulty level. The game select control will advance Sir Lancelot to higher difficulty quests.
6. To begin or to start a new game, press "GAME RESET" and move the JOYSTICK to start.

NOTE: Always turn the console power switch "OFF" when inserting or removing a XONOX cartridge. This will protect the electronic components and help prolong the life of your XONOX games.

You may need to adjust your Vertical Hold on your T.V.



SIR LANCELOT

Video Game

You are SIR LANCELOT. Astride your winged horse PEGASUS, you set out on a quest to save a poor maiden held prisoner in a castle by a fire-breathing dragon. As you start your journey, winged creatures will try to kill you, but with your charmed lance and careful

flying by PEGASUS, you can overcome their challenge. You collect points for each creature destroyed and when all are gone you reach the castle and face the dragon. The wily dragon will not fight you directly, for he has seen how you devastated the creatures outside, and breathes its fire at you from behind a magic screen. The fire will not kill you, but will temporarily stun PEGASUS so he cannot flap his wings. Kill the dragon with your lance and you will save the maiden. Once the dragon is killed, you will face new creatures guarding another castle, and these defenders will have heard of your exploits and be more difficult and so will the dragon.

1. OBJECT of the GAME:

To fight your way to the castle, kill the dragon, save the maiden, and start another quest—points are awarded for defeating the creatures—highest score wins.

2. CONTROLS:

Play with the LEFT JOYSTICK and FIRE BUTTON to control the flight of SIR LANCELOT and PEGASUS. One player at a time only.

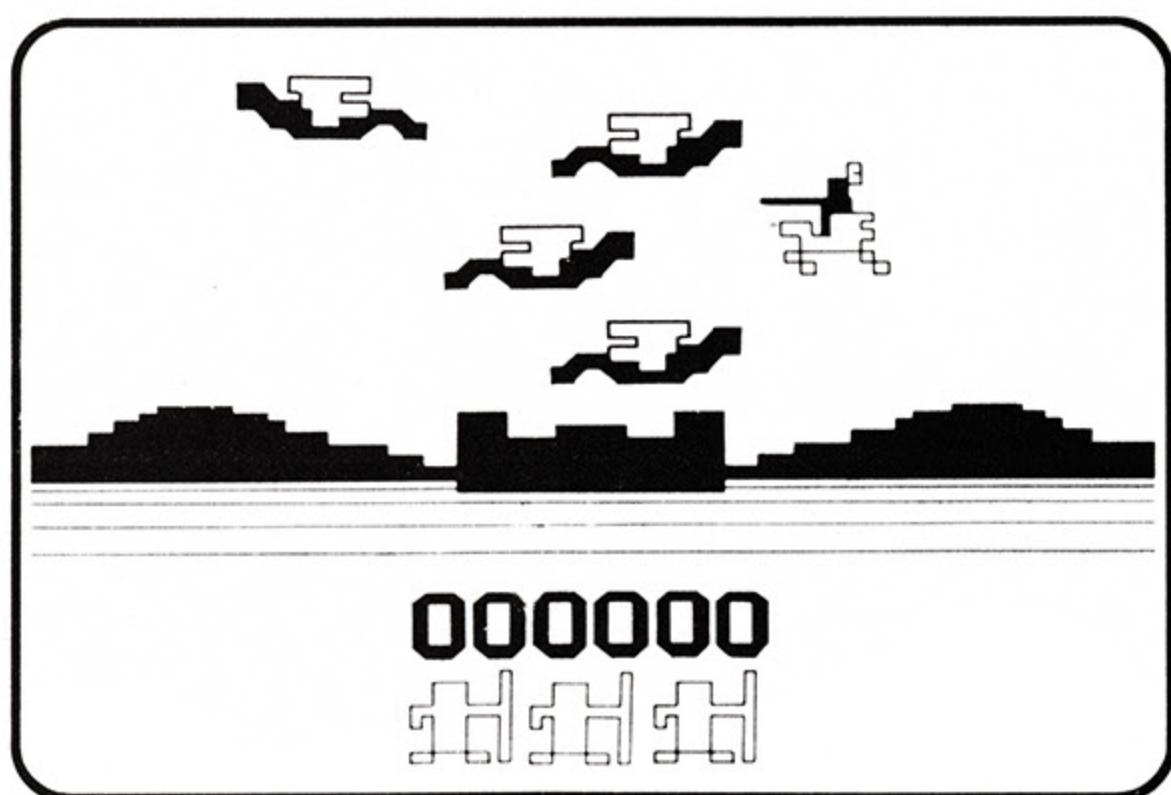
3. SCORE DISPLAY:

- A row of digits at the bottom of the screen indicates your score.
- Below the score is a row of figures to indicate the number of lives you have remaining.

4. DIFFICULTY LEVELS:

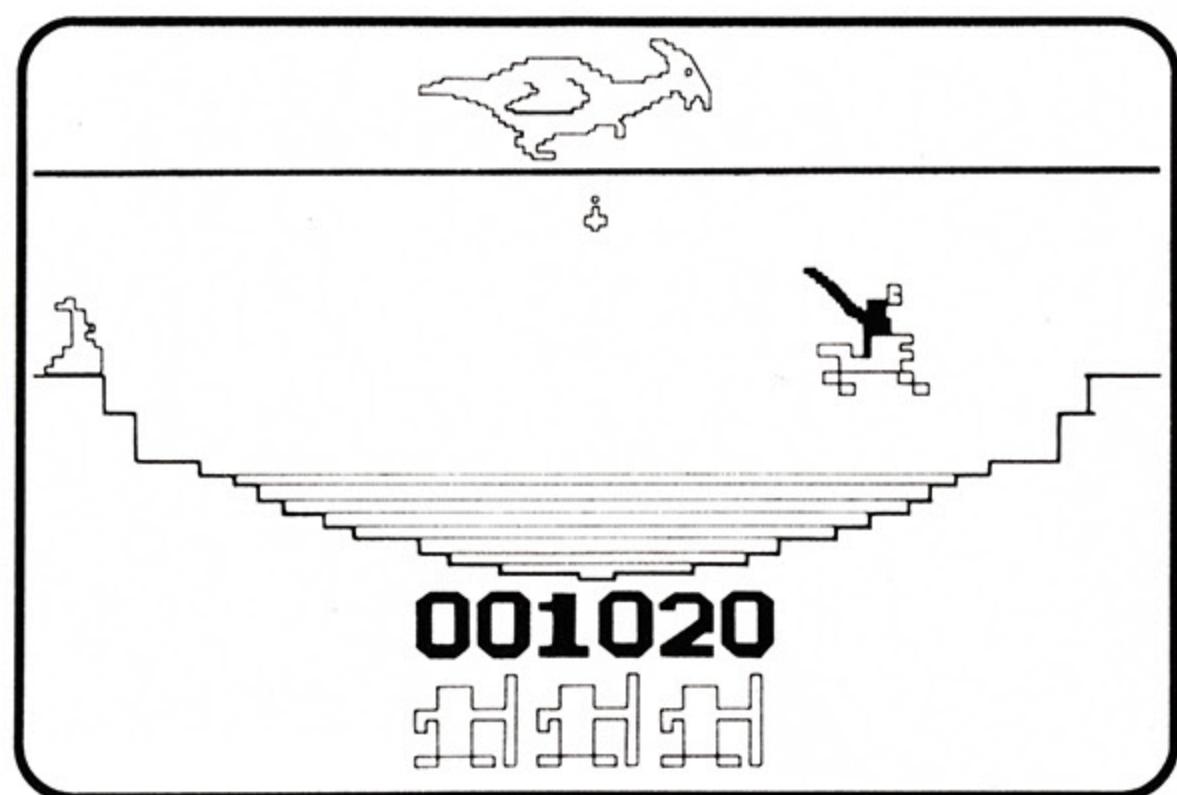
- As you succeed in killing the flying creatures outside the castle and the dragon inside guarding the maiden, you will automatically advance to a higher skill level game.
- If you want to practice against a certain level of creatures and dragon, you may select the level by hitting the GAME SELECT switch to the appropriate game. Move the JOYSTICK and the game will begin.

GAME LAYOUT:



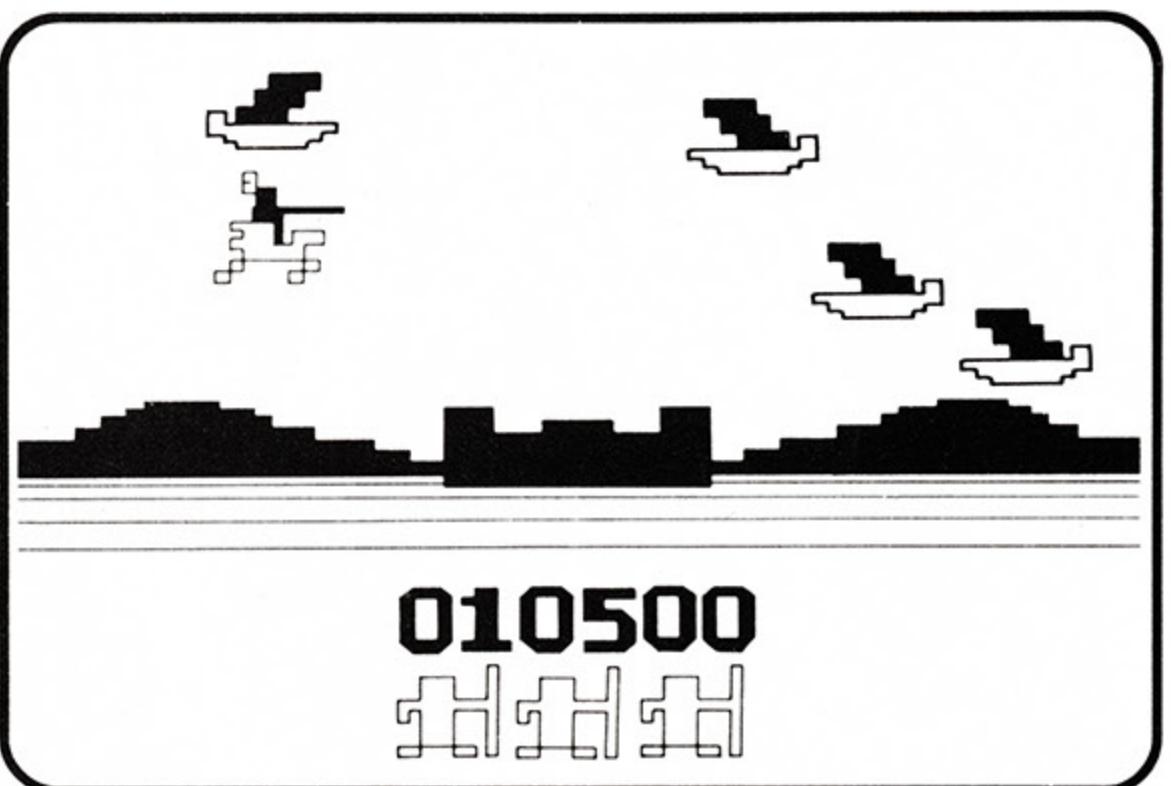
1. Screen #1—THE FLYING SNAKES

As SIR LANCELOT starts his quest to save the first maiden, CAROLYN, held captive in the castle, he must defeat all of the flying snakes by spearing them with his lance. They are fairly primitive creatures, for they fly in a horizontal pattern. Kill all the creatures, and you will advance to face the first dragon.



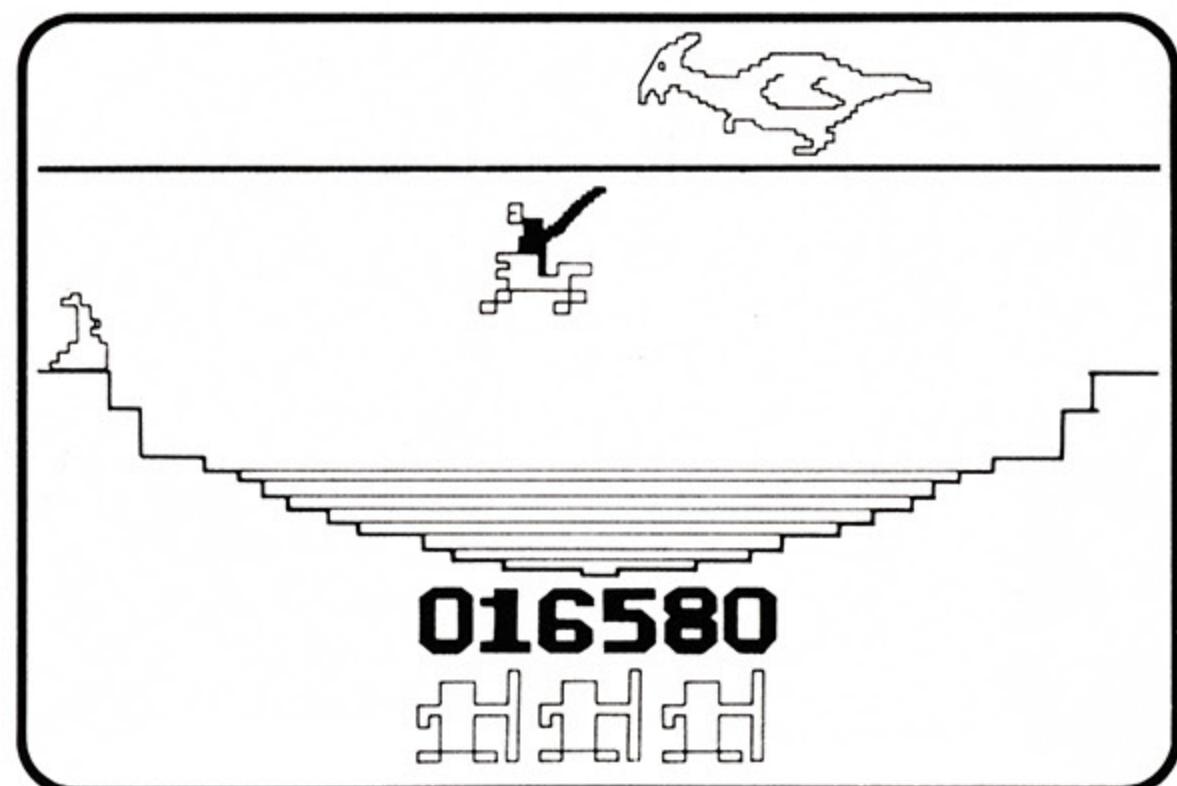
2. Screen #2—THE OLD DRAGON

You have reached the castle dungeon and you see the imprisoned damsel, CAROLYN. A mean old dragon guards the cavern and prevents the fair CAROLYN from escaping. You must vanquish this dragon to free her. Be careful of his fiery breath, for it will stun PEGASUS, and be quick about it or the lava pool will consume both the fair maiden and yourself.



5. Screen #5—THE KILLER DRAGONFLIES

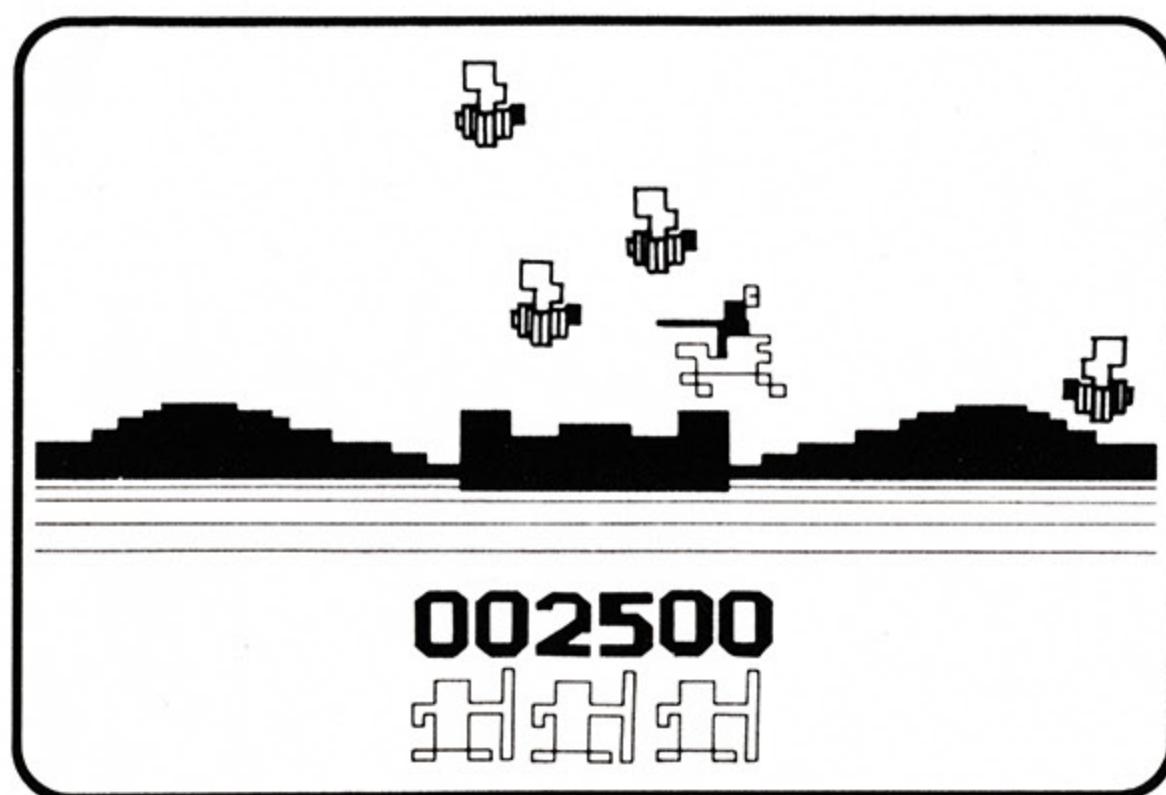
Tougher than any quest to date, this castle is surrounded by a horde of dive bombing dragonflies! They not only reverse directions like the MONSTER BEES, but they also swoop down and rise up to keep you from your goal. Careful flying and joystick control can make you the victor, and allow you to go on to the castle where the maiden LAUREN is held captive.



6. Screen #6—JAREK THE SPEEDY

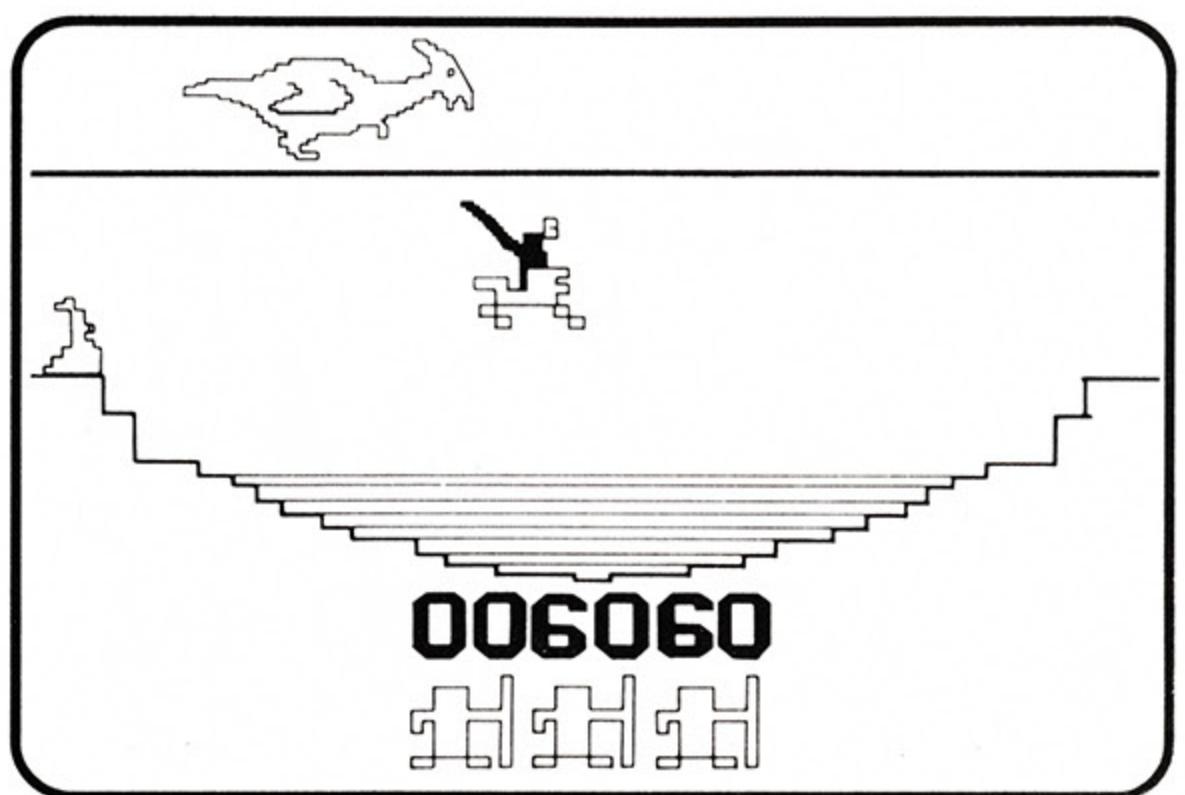
This fast flying, fire spitting dragon will show you no mercy. Be quick to your task or JAREK will send you and PEGASUS swimming in boiling lava, but you can succeed in saving the fair LAUREN, if you can dodge JAREK'S rapid fire breath with your joystick skills!

There are eight different game screens in the game, each with different and successively more difficult creatures with which SIR LANCELOT does battle.



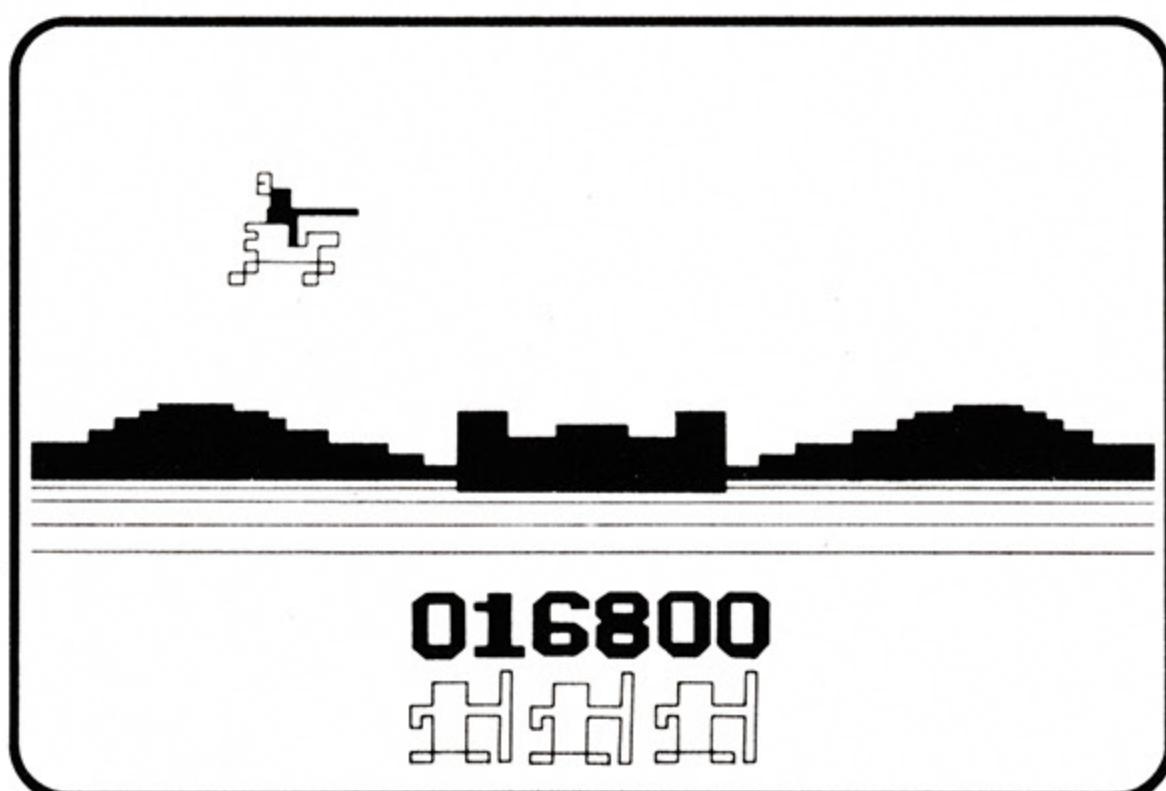
3. Screen #3—THE MONSTER BEES

You have completed your first quest, but there are more maidens in trouble. These fierce fellows are not just ordinary bees, they are bigger and certainly smarter than the creatures in your first quest. They've heard of your powers and they will reverse their directions in order to catch you off guard. Destroy the bees and proceed to the castle to save the maiden SARAH.



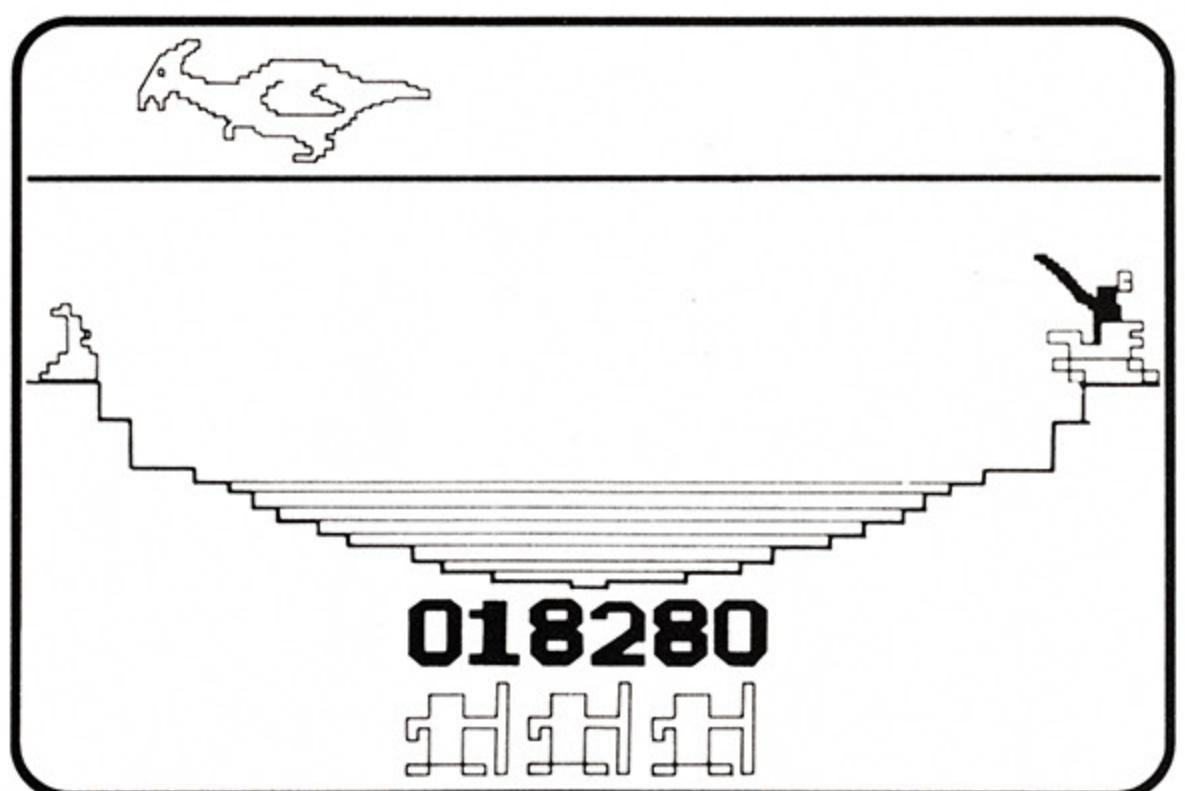
4. Screen #4—YOUNG GROK THE DRAGON

Unlike the old dragon you met in the first castle, young GROK is a lot faster in his flying and he breathes his fire more often and more accurately. So fly fast and time your lance attack or you will be stunned repeatedly and fall into the lava pool. You must save poor SARAH from the beast.



7. Screen #7—THE INVISIBLE INVINCIBLES

SIR LANCELOT'S great skills as a fighter will surely be tested by these creatures whose eyes are the only thing visible on them. They fly fast, they turn and dive and they don't want you to succeed in your quest. You can do it, but you must be more clever than they are in order to triumph.



8. Screen #8—HANEK THE HORRIBLE
HANEK flies at a ferocious speed and turns and breathes his fire at an incredible pace. Only the very best possible efforts can lead SIR LANCELOT to HANEK'S defeat. You must outfly, outturn, and outmaneuver HANEK if you are going to succeed to save the maiden, ELISABETH, from a fate worse than death! And if you do, you will go on to still another quest, but what?

PLAY ACTION – Screens

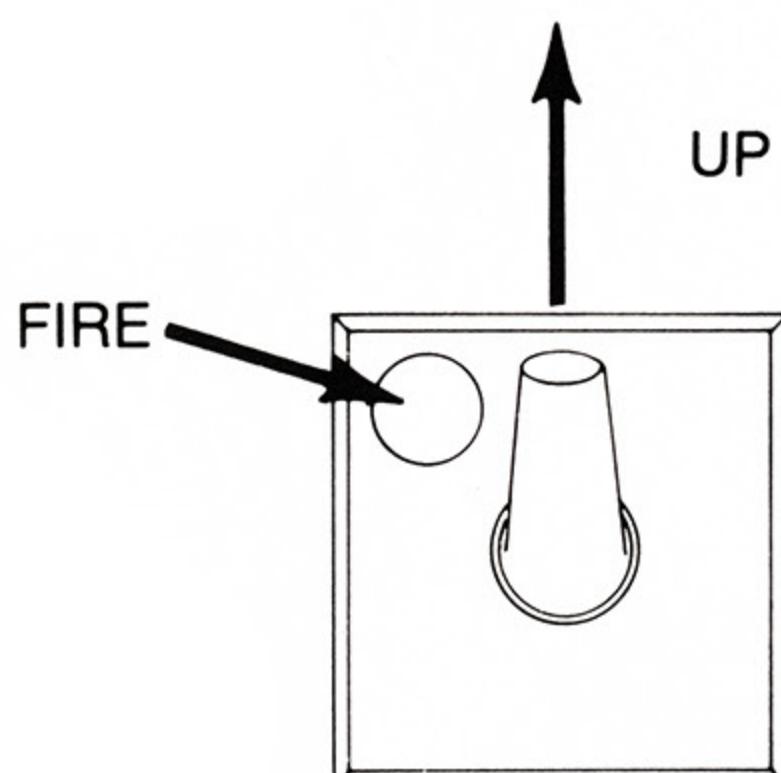
#1, #3, #5, #7

OUTSIDE THE CASTLES

When the game begins, SIR LANCELOT has been challenged to free the land from villainous flying beasts and to save the fair maidens from their captors, the dragons. Each of the castles in the quest are surrounded by successively more dangerous flying creatures that try to keep SIR LANCELOT from reaching the castle and saving the maiden.

FLIGHT AND CONTROL

Using your FIRE BUTTON to control the flapping wings of SIR LANCELOT'S flying horse, PEGASUS, and using the JOYSTICK to guide your direction and deadly lance, you control SIR LANCELOT'S attack of the beasts. To maintain flight, the player must repeatedly push the FIRE BUTTON to flap PEGASUS' wings. The frequency of his wing beats determines a climb, hover, or dive. Left or right JOYSTICK direction



combined with wing flapping will create horizontal flight. Upward or downward JOYSTICK direction will produce a climb or a dive. Reversing direction during horizontal flight will stop forward momentum. PEGASUS will not turn upside down, so loops and inverted flight are not possible – otherwise SIR LANCELOT would fall off!

COMBAT

In order for SIR LANCELOT to rid the air of the beasts and clear his path to the castles, he must use his lance to destroy the creatures. As the foes increase in difficulty through Screens #1, #3, #5 and #7, the same basic rules for combat apply. The differences are found in the speed of attack and flying skills. Because of SIR LANCELOT'S weapon, the lance, a planned collision results in the creature's defeat. If only one of the combatants is facing the collision point, then he wins. If both of the combatants are facing each other, the higher one wins. If both are at the same height, then it is a tie and neither SIR LANCELOT nor the beast will be destroyed. If neither the creature nor SIR LANCELOT are facing each other, again it is a tie. When a tie occurs, the two combatants "bounce" off each other.

PLAY ACTION – Screens #2, #4, #6, #8

THE LAVA POOL INSIDE THE CASTLE

After you have defeated the creatures outside of a castle, SIR LANCELOT moves to the scene inside the castle where a dragon holds a maiden captive. Each of the maidens in successive screens have different colored dresses on. Each combat arena has a ledge where SIR LANCELOT starts and can rest, and each is guarded by a successively more difficult dragon that must be defeated. Do not tarry, for the lava pool is rising and it will consume the maiden and even SIR LANCELOT if you can't quickly dispense the dragon.

DRAGON COMBAT

By using your flying skills you must defeat the dragons by spearing your lance into the soft stomach of the monsters. The wily dragon will not fight you directly for it has seen your performance outside. It breathes its fire at you from behind a magic wall. Only the magic lance can penetrate the wall and kill the dragon. SIR LANCELOT and PEGASUS will bounce off the wall — so fly with skill. You must be quick to avoid the fire from the dragon. Each successive screen will have faster, more accurate dragons whose stomachs have more and more armor. In the highest screens a direct hit is necessary in the exact middle of the stomach to be victorious. Once the dragon is killed, the magic wall and dragon will disappear. You will save the maiden, and you will go on to a harder quest. FARE THEE WELL!

SCORING

When battling the castle defenders, SIR LANCELOT gets points for killing the creatures and bonuses for killing them quickly (within one second from one kill to the next).

SCREEN #1 – THE FLYING SNAKES

Kill Snake	250 points
1st Quick Kill	1,000 points
2nd Quick Kill	2,000 points
3rd Quick Kill	5,000 points

When battling the dragons, points are awarded to SIR LANCELOT for each one and one half seconds survived, for killing the dragons, and a bonus for killing the dragons in time to save the damsels.

SCREEN #2 – THE OLD DRAGON

Survive 1½ seconds	10 points
Kill Old Dragon	2,500 points
Save CAROLYN	10,000 points

SCREEN #3 – THE MONSTER BEES

Kill Monster Bee	750 points
1st Quick Kill	1,750 points
2nd Quick Kill	4,000 points
3rd Quick Kill	10,000 points

SCREEN #4 – YOUNG GROK THE DRAGON

Survive 1½ seconds	20 points
Kill Young GROK	5,000 points
Save SARAH	20,000 points

SCREEN #5 – THE KILLER DRAGONFLIES

Kill the Dragonfly	1,500 points
1st Quick Kill	3,500 points
2nd Quick Kill	6,000 points
3rd Quick Kill	15,000 points

SCREEN #6—JAREK THE SPEEDY

Survive 1½ seconds	30 points
Kill JAREK	7,500 points
Save LAUREN	40,000 points

SCREEN #7—THE INVISIBLE INVINCIBLES

Kill an Invincible	3,000 points
1st Quick Kill	5,000 points
2nd Quick Kill	8,000 points
3rd Quick Kill	20,000 points

SCREEN #8—HANEK THE HORRIBLE

Survive 1½ seconds	40 points
Kill HANEK	10,000 points
Save ELISABETH	80,000 points

BONUS LIVES

For each 100,000 points awarded, SIR LANCELOT gets a bonus life up to a maximum of six extra lives at any given moment.

Winners Log

90-Day Limited Warranty

XONOX warrants to the original consumer purchaser of this XONOX video game cartridge that it will be free from defects in materials and workmanship for 90 days from the date of purchase. If this cartridge is discovered to be defective within the warranty period, XONOX, at its option, will repair or replace this cartridge free of charge upon receipt of the cartridge (postage paid), a completed XONOX warranty registration card (if not previously mailed) and proof of date of purchase. The cartridge, the warranty card and the proof of purchase should all be sent to the address nearest you, as shown on the back of the package.

This warranty is limited to electronic and mechanical parts contained within the cartridge. It is not applicable to normal wear and tear and is not applicable and shall be void if the defect has arisen through or the cartridge shows signs of misuse, excessive wear, modifications or tampering.

This warranty is in lieu of all other express warranties or representations. Any applicable implied warranties, including warranties of merchantability and fitness are limited to a period of 90 days from the date of purchase. XONOX is not liable for any special, incidental or consequential damages resulting from breach of any express or implied warranties on this cartridge.



11311 Fifth Street South, Hopkins, MN 55343

Package, program, and audio-visual © 1983 XONOX, 11311 Fifth Street So., Hopkins, MN 55343. Game Instructions © 1983 by XONOX. XONOX and Double-Ender™ are trademarks of XONOX. Atari® 2600 VCS™ is a trademark of Atari, Inc. Sears Video Arcade™ is a trademark of Sears, Roebuck and Co. Game programmed by the creative designers at Product Guild.

Printed in U.S.A. All Rights Reserved