

SPICEWARE

Medieval Mayhem

SURVIVAL MANUAL



Game Play Basics

A cunning and mischievous dragon named Scarlet has beguiled four powerful armies for a showdown of Medieval Mayhem!

To Arms! Tailor your shield's defenses and protect your king!
Rotate your paddle to position your shield and deflect the dragon's wall-pulverizing fireball away from your castle.

But beware! If the castle walls are breached your king becomes vulnerable. One hit to your king eliminates you from the match.

Hold down the red button to capture the fireball, if you can. Then take aim and release the button to launch your own fireball attack!

But be quick! A captured fireball held too long will start to flare up and damage your own castle walls!

Setting Up

1. Hook up your game system following manufacturer's instructions.
2. With power OFF, insert game cartridge.
3. Turn power ON. If no picture appears, check connections of your game system to TV, then repeat steps 1 - 3.
4. Plug in paddle controllers in both ports for four players (solo player uses paddle 1).



Console Controls

GAME SELECT- return to the Main Menu.
GAME RESET - start a new game anytime.

LEFT DIFFICULTY - switch shield direction for player 1 (Purple)
RIGHT DIFFICULTY - switch shield direction for player 3 (Red)

TV TYPE not used.

Main Menu

The Main Menu allows you to customize your own battle scenario by selecting various options for each player (human or computer).



Use Paddle 1 to select game options; Fire Button to change values.

Players - select the number of players: 1, 2, 3, or 4.

For SOLO PLAY, pick a corner to defend. Castle 1 is hardest, Castle 4 is easiest. For DOUBLES, player 1 controls the left shields, player 2 the right shields.

Speed - sets the maximum speed: Kids, Slow, Fast, or Medieval.

Fireballs - sets the maximum number of fireballs: 1, 2, or 3.

Catch - sets the catch rule for each player: Yes, No, or Limited. LIMITED means you can't catch fireballs hitting the back of your shield.

Flash - set screen flash option: Yes, No, King only, or Castle only.

To Win set the number of matches to win the game: 1 - 9.

Start - start a new game from Paddle 1 instead of the console.

Special Features

Your Castle Fortress

Each player's corner has a king surrounded by a wall of bricks susceptible to damage. Your shield, impervious to fireballs, is your only means of defense. (See Game Screen for an overview).

The Launch Dragon

Scarlet begins every match by launching a fireball at random. She can't be attacked, but be wary of her subtleness as she pretends to look away to catch any warrior off guard!

Fireballs and Enemy Opponents

Scarlet is the least of your worries, as you must also contend with flaring fireballs, and other warriors trying to eliminate your king! But the biggest threat of all—the deadly fireball—may just as well prove to be your greatest weapon.

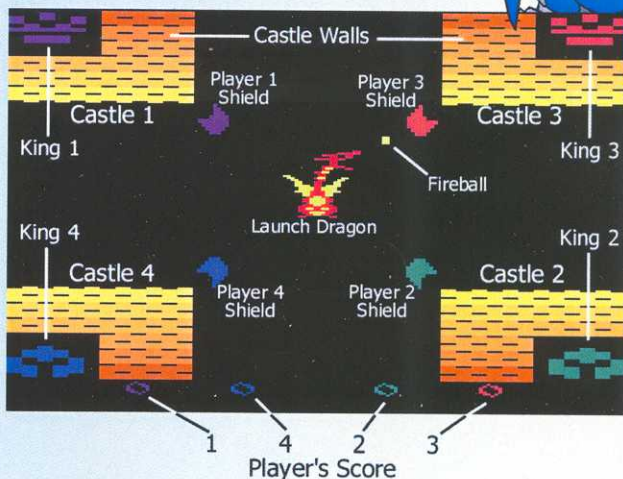
The Victory Parade

A match ends with the last surviving player. A knight carrying his king's colored banner marches victoriously. But Scarlet may interrupt the procession if there's still another match to play.

In Stereo Where Available/Mono Compatible

Medieval Mayhem features true stereo sound for enhanced game play experience on consoles modified to support stereo outputs.

Game Screen





Strategies

Mastering your aiming skill is the best way to survive, and there are many ways to set up a match in Medieval Mayhem. From handicap matches between novice and expert warriors, to a single-match game of "sudden death" to settle any score!

For starters, try a solo practice set up using the Catch feature. Set yours to "Yes" and the rest to "No". Set Speed to "Kids" and Fireballs to "1". Learn the fireball moves when releasing a catch. With practice, you'll surprise your rivals with well-placed shots!

Scarlet also gives clues to her launching patterns by the number of passes she makes across the battlefield.

Knowing her habits will help you predict her next move.

Pay attention as she hesitates before a launch, at times she'll even shun a warrior who tries to aim the fireball back at her!




But be warned, in multi-fireball games, Scarlet will watch the fray after she exits and launch another fireball from off-screen if players are too evenly matched. To add to the mayhem, she'll launch another fireball immediately after a king is hit!

Join the "Ultimate Warrior's League"

Find your warrior league title! Here's how:

Play a solo game using any corner, or compete with any number of human players and set To Win to "9". Setting Catch to "Limited" or "Off" for all players is highly recommended.

After the game ends, combine only the scores of your opponents. That number determines your standing in the warrior's rank below:

Opponent's Total	-----	Warrior's Rank
0 - 2		KING
3 - 5		WARLORD
6 - 8		CAPTAIN
9 - 11		LIEUTENANT
12 - 15		SCOUT
16 - 20		RUNT
21 - 25		DEMOTED

"Medieval Mayhem"
a SPICEWARE Production
Game concept, programmed and designed by
Darrell Spice Jr.

Musical Score "Druid Chip" programmed by
Erik Ehrling.

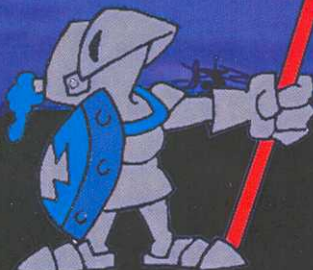
Character Animation and Graphic Design by
David Vazquez.



The Dragon's Challenge

Have you uncovered No Man's Land?

A hidden battlefield and home to Scarlet the dragon...
Challenge and discovery await in Scarlet's secret lair!



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