

Defender of the Crown

Reference Card for the Apple //GS

Loading Instructions

Boot your Apple //GS with Defender of the Crown Reel #1, label side up. When the desktop appears move the arrow cursor to the *Defender of the Crown* icon and click the mouse button twice. When asked, eject Reel #1, insert Reel #2 and click the mouse button.

How to Play

Choose your character on the character selection screen by clicking on the picture of the Saxon of your choice.

When the game begins, choose your actions from the main menu by clicking on the option you've selected. Note that the following *main menu* actions end your turn: HOLD TOURNAMENT, GO RAIDING, BUY SOLDIERS, QUIT, END TURN and attacking a territory. You may escape from some options (like GO RAIDING), by clicking on another area of the screen.

To build your **home** army choose BUILD ARMY from the main menu. Then click on one or more of the following items: soldiers, knights, catapults or castles. Click on the **Buying Army-Home** at the top of the text box to change to **Refunding Value-Home** in order to refund a purchase. Click on the bar again to switch back to **Buying Army-Home**. You may only refund purchases in the same turn that you bought them.

Tournaments

You need at least five gold pieces to host a jousting tournament. When other lords hold tournaments, the code of chivalry requires you to attend, but for free.

You have control in the joust when your opponent begins charging toward you. Aim the tip of your lance at the center of the *cross* in his shield. When your opponent is within range, you must **immediately** push the mouse button. If you don't push the button at the right time, or the lance isn't lined up correctly you will miss or you risk killing his horse! Your opponent may also miss (especially if he has a low joust rating), giving you another chance.

NOTE: You must have spare land to joust for territory!

Conquest

Your campaign army is represented on the map by the mounted knight. From the SEEK CONQUEST menu, select **MOVE ARMY** to capture hostile or undefended territories, and to move through friendly ones. (MOVE ARMY is the default option and need not be highlighted—just click on a territory.) You may get Robin's help before attacking by choosing SEE ROBIN.

To transfer forces between your army and your territories (or garrisons) select TRANSFER MEN.

Raiding

Move the mouse left or right to move your character forward or send him retreating back. Click the mouse button to attack. You want to thrust at your opponent when his sword is pointing up; this is when he is most vulnerable. Keep an eye on the strength bar at the bottom of the screen. Escape to the left if your strength is running low.

Catapults

You **MUST** buy a catapult **AND TRANSFER IT TO YOUR CAMPAIGN ARMY** before you can attack a territory occupied by a castle. To begin the siege simply choose your ammunition. But remember, you must first knock a hole in the wall with a BOULDER before you can launch DISEASE into the castle. Push and hold the mouse button to pull back the catapult arm. (It moves back automatically.) Then release the button to fire. The farther the arm is pulled back the farther the object will travel; aim for the top of the wall first, then lower your aim to destroy it piece by piece. *An undamaged castle nearly doubles the defending army's effectiveness in the battle following the siege. The advantage decreases proportionately with each hit to the wall.* Select BEGIN BATTLE if you want to end the siege early. NOTE: The battle will begin automatically after 7 days. To completely knock the wall down you must hit it with a boulder 6 times in a row.

Hint: Disease should be launched through a hole in the wall, while Greek fire should be aimed at the second story window. Disease is more effective when launched early in the siege.

Battles

Animated figures on the screen represent the armies. Click on the battle options to change tactics during the fight. (To retreat you must select WILD RETREAT and press the mouse button.) Your tactic determines how both armies fight. ***Knights outlast soldiers and provide your striking power—avoid losing them at all costs.***

NOTE: The battle will proceed on its own but you may speed up the action by repeatedly clicking the mouse button on a tactic.

- Leadership can turn the tide of the battle. *A strong leader increases an army's effectiveness while a weak leader has no effect.* You can increase your chances in battle by jousting to improve your leadership rating.
- Raiding is a good way to weaken a stronger opponent, especially in the later stages of a game. Try to steal his gold with a raid--immediately after *he* attacks *you*.

*Game Design and Instruction Manual by Kellyn Beeck
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Questions & Answers

How important are the character ratings?

To win the game you must know your opponents, and that means knowing their ratings. One of your first actions in each game should be to use the READ MAP option from the SEEK CONQUEST menu. Look at the opposing lords' home territories and look at their ratings. BE WARNED, the SPY option yields valuable information but it isn't cheap. Be sure to use it sparingly or you may find your coffers empty.

How can I practice jousting and swordfighting?

To learn how to joust, choose Wolfric as your character and spend a game holding tournaments. To practice swordfighting, choose Geoffrey and spend a game raiding castles.

Can I win the game if I attack other Saxons?

Many strategies can lead to victory, and a strategy that works in one game may not work in another. Observe the ebb and flow of battle in each game and set your strategy accordingly. Remember, the Saxons are a nervous lot and some games may require an alliance by *force of arms*.

If all the Normans are defeated is the game over?

If Saxons have captured all the Norman castles, the game isn't quite over. To win, you must attack and capture all three Norman castles, even if they are being held by Saxons.

Do you have any tips for winning the joust?

Try moving the lance in a circular motion and be sure to keep it in motion. The important thing to remember though, is to push your button at just the right time.

Hard Disk & Backup Procedures

If you have a hard disk drive on your Apple //GS and you can use ProDOS programs on it, then Defender of the Crown can be installed on it.

To install Defender of the Crown in a standard ProDOS folder, do the following:

1. Create a ProDOS folder/Subdirectory on the hard disk. The folder can be called whatever you wish (**Defender**, for example).
2. Insert Reel #1 into any drive and copy both the *DOTC* program and the *SC1* folder into the new folder that you just created.
3. Eject Reel #1 and insert Reel #2, then copy the *SC2* folder into the same folder.
4. Make sure to copy the *DOTC.ICONs* file located in the Reel #1 Icons Folder into your Icons Folder.

You can also make "play disks" by using any standard Apple //GS (Unidisk 3.5) file/disk copy utility, including the Finder and the Desktop, as well as the Apple //GS System Utilities located on the System Disk.

To start the program from the Program Launcher or the Finder, simply select the *DOTC* icon and open the application (you can also double-click on it). If you will be using the Finder to launch the program, the *DOTC.ICONs* file (found in the Icons Folder on Reel #1) must be placed in its correct location in your standard Icon Folder.

NOTE: This is a ProDOS 16 application, therefore you must boot up under ProDOS 16. Starting up from ProDOS 8 will not allow you to start the program.

Also, this program can only be run from RAMdisk if all of the files from both disks are located there. Any attempt to store the program within a ROMdisk is not suggested.