

Defender of the Crown

Reference Card for Commodore 64/128

Loading Instructions

Remove all cartridges from computer. Plug your joystick into **Port#1** or **Port#2**. Turn on the computer and disk drive. Insert your game disk into the disk drive with the label facing up. Type **Load""8,1** and press the **return** key

How to Play

To cycle through the four knights on the character selection screen, move the joystick in any direction. Press the **fire button** to make your selection. Wilfred of Ivanhoe is recommended for first-time players. For added difficulty, choose Wolfric the Wild.

Use the joystick to choose actions from menus by moving the arrow over your choice and pressing the **fire button** (this is called "pointing and clicking"). Note that the following actions end your turn: **HOLD TOURNAMENT**, **GO RAIDING**, **BUY ARMY**, **PASS** and attacking a territory. Use of all other actions is unlimited. To see your income and armies, point and click away from the menu. To continue playing, press the **fire button** again. To return to a previous menu at any time during the game, point and click away from the current menu.

Tournaments

You need at least **five gold** to pay for holding a tournament. When other lords hold tournaments, the code of chivalry requires you to attend (but for free). Joust for **FAME** to increase your leadership; joust for **LAND** to win territory. You have control in the joust when your lance appears at the bottom of the screen. Use the joystick to aim the tip of your lance at the center of your opponent's shield. When your opponent comes close, press the **fire button**. If you press the button too early, a buzzer will sound. If you press too late, you'll fail to knock the enemy knight from his horse. Your opponent may also miss (especially if he has a low joust rating), giving you another chance.

Conquest

Your army is represented on the map by the mounted knight in your home territory. When at home, the army helps defend the castle. To transfer forces between your army and castle garrisons, select **CONQUEST** from the main menu. From the next menu, select **TRANSFER**. Click on soldiers, knights or catapults and move the joystick to make transfers. Select **MOVE ARMY** to capture hostile territories or to move through friendly territories. To get Robin's help before attacking, click on Sherwood Forest after the "**SELECT A TERRITORY**" prompt appears.

Raiding

In the swordfight, push the joystick **LEFT** or **RIGHT** to move. Push the joystick **UP** to parry. Press the **fire button** to thrust. Thrust at your opponent when his sword is pointing up; this is when he is most vulnerable. Defend yourself by parrying. Watch your strength bar at the bottom of the screen. Escape to the left if your strength is low. If you win, go through the door on the right. Once inside, try to enter the door lit by torches. *To get Robin's help on a raid, click on Sherwood Forest after the "CHOOSE A CASTLE" prompt.*

Catapults

You must buy a catapult and transfer it to your campaign army before you can attack a territory occupied by a castle. When the siege begins, choose the ammunition for your catapult by clicking on the words **GREEK FIRE**, **DISEASE** or **BOULDERS**. You must knock a hole in the wall with a **BOULDER** before you can fire **DISEASE** or **GREEK FIRE** into the castle. Move the joystick **DOWN** to pull back the catapult arm; release the joystick to fire. Try to hit the top of the castle 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 that follows the siege. The advantage decreases proportionately with each hit to the wall.* Launch **GREEK FIRE** and **DISEASE** over the wall to reduce the garrison. **DISEASE** is more effective the earlier it is used in the siege. Select **CEASE FIRING** if you want to end the siege early.

Battles

Animated pictures on the screen represent the armies. Each soldier equals 25 men, and each horseman represents 10 knights. Move the joystick to change tactics during the battle. Your tactic determines how both armies fight, according to the strength table below. For example, you might choose **OUTFLANK** if your leadership rating is higher than your opponent's. *Knights outlast soldiers and provide an army's striking power--avoid losing them at all costs.*

SOLDIERS KNIGHTS CATAPULTS

<i>Ferocious Attack</i>	1	8	0
<i>Bombard</i>	1	6	16
<i>Stand & Fight</i>	1	6	0
<i>Outflank *</i>	1	6	0

*Outflank doubles the effect of leadership.

- Leadership can turn the tide in battle. *A strong leader increases an army's effectiveness by 50%, while a weak leader has no effect.* To increase your chances in battle, joust for fame to improve your leadership rating.
- Raiding is a good way to weaken a stronger opponent, especially in the later stages of a game. Steal his gold with a raid--immediately after he attacks you.

Game Design and Instruction Manual by Kellyn Beeck
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Defender of the Crown

Questions & Answers

How important are the character ratings?

To win the game you must know your opponents, and that means knowing their ratings. Your first action in each game should be to select READ MAP and look at the opposing lords' home territories. Write down their ratings: leadership, jousting and swordfighting. That way, when you select a jousting opponent or a castle to raid, you can choose easier opponents.

How do you practice jousting and swordfighting?

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

How do you change tactics during a battle?

As you move the joystick during battle, the word colored white is the tactic currently being used. You can change your tactic by moving the joystick until the desired tactic is colored yellow. Then press the fire button. Until you press the fire button, the tactic colored white remains in effect.

When should you use OUTFLANK?

When you meet a lord in battle, check your list for your opponent's leadership rating. If it is higher than yours, his army will be hard to defeat even if you have more soldiers and knights. But if he has a *lower* leadership rating, try selecting OUTFLANK. You may be able to win the battle even if your army is smaller than his.

Can you win the game if you attack other Saxons?

Many strategies can lead to victory, and a strategy that works in one game may not work well in another. Observe the ebb and flow during each game and change your strategy accordingly. You may be able to "unite" the Saxons through conquest and alliance (by rescuing a Saxon lady), then turn south to conquer the Normans—but this is a difficult strategy to pursue, and is not recommended for inexperienced players.

Instead, try moving through Saxon territories without attacking in order to reach the most valuable Norman territories. Then attack and capture them. A territory worth seven gold per turn can bring in valuable income early in the game, even if you only hold it for two or three turns.

Every time you play "Defender of the Crown," it's a different game. If you win once, the next game is sure to be a new experience.

If all of the Normans are defeated, is the game over?

If Saxons have captured all of 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.

How do you kill the guard inside the castle?

During the swordfight in the castle courtyard, save some strength for the guard inside the castle. He is the captain of the garrison, and a tough opponent--when his strength runs out, you must force him to the top of the stairs before he'll die.

How do ratings affect the joust?

A "STRONG" rating in the joust means your aim doesn't have to be as good, because your lance hits the opponent's shield with greater force. A "WEAK" joust rating means you'll have to hit your opponent's shield dead center to knock him from his horse.

How can you avoid losing your castle?

If you frequently lose your home castle early in the game, you probably should leave more men behind in the home garrison (transfer them from your army). You should also attack any Norman who moves adjacent to your castle. If you don't, he's likely to attack your castle on his next turn. Building castles in the territories next to your home castle is another way to protect yourself.

How much gold should you spend buying knights?

Knights are a powerful weapon on the battlefield, but you need soldiers to protect them. Try buying three soldiers for every knight at first, then adjust the ratio to your liking as you become proficient at the game.