

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 insert Tape 1, Side A into the data recorder. Press **SHIFT + RUN/STOP**, then press **PLAY** on the data recorder.

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.

When prompted, insert the appropriate tape, rewind to the beginning, and press **PLAY** on the data recorder.

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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Special thanks to Palace Software, Harald Seeley and Angus Agar