



Defender of the Crown



Manual

CINEMAWARE
RETRO

Master Designer Software Presents

Defender of the Crown™

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Art Direction and Special Effects by
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Executive Producers
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Associate Producer
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Software, manual and package design
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2016 ZX Spectrum Release

Producer
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Development: ZX Spectrum

THE CAT in 1989

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Design (Case, Manual, Gimmicks)
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*A personal foreword by Art Director **Jim Sachs***

The time I spent creating graphics for *Defender of the Crown* was one of the most extraordinary periods of my life. The severe deadlines forced me to put in week after week of 20-hour days, but it was difficult to sleep more than four hours a night with the amazing *Amiga 1000* sitting in the next room. Its siren call would awaken me at dawn, with the promise that each day I would create graphics and effects that no human eyes had ever beheld. This new medium, the screen of a personal computer with enormous capabilities, was unexplored artistic territory and I was walking where there were no footprints.

In 1985 **Bob Jacob** had already conceived of a game company devoted to a cinematic theme, and **Kellyn Beeck** had already drawn up the storyboards for *Defender of the Crown* when they asked me to do the artwork. In those early days before drawing tools existed, it was literally done one pixel at a time. As I drew in those tiny dots of green grass, gray stones, and blue sky, castles began to take shape. I experimented with antialiasing, color cycling and other effects. Soon there was glittering metal, flickering fire, and rippling water. Every couple of days I would send an updated picture (by FEDEX...there was no Internet!), and it wasn't long before Bob and Kellyn knew what I knew -- that we were going to create something groundbreaking. When **R.J. Mical** was brought in to bring the game to life, we had cutting-edge programming to match the visuals.

The *Amiga* hardware inspired a generation of computer-users like no previous machine. When I would show test screens from *Defender of the Crown* at user-group meetings, the level of excitement was amazing. The game was an instant hit on the *Amiga*. I later heard that it went on to become the most-ported game in history, and while I helped with some of the early ports, the *Amiga* version will be the one that will live in my memory for the rest of my days.

Dear Audience,

Welcome to the Master Designer software Production of *Defender of the Crown*™. We are pleased to present this title as part of our new line of interactive movies which we call *CINEMAWARE*. We think you're going to enjoy it.

Cinemaware derives its inspiration from the movies, not other computer games. The result: ideal entertainment for the mature player looking for greater challenges and a more "adult" experience.

Our interactive movies combine sophisticated computer graphics with classic movie themes and characters. Everything from Gangsters to Sinbad to medieval knights to space-age warriors. They all feature role playing and strategy combined with enough exciting arcade-style action to keep you on the edge of your seat!

We know we're breaking new ground and we'd love to get your reaction to *CINEMAWARE*. Your comments, criticisms and ideas are very important to us. Your voice will be heard.

You may write us at:
www.cinemaware.com

Sincerely,

Robert & Phyllis Jacob
Executive Producers

P.S. Software Piracy is a crime. Pass the word, not the disk. Thanks!



IT IS A TIME OF LEGENDS. A time for heroes. A time of bitter strife, when great men rise above their peers to perform great deeds. A chapter of history is in the making.

Your liege the king is dead, the throne vacant. Britain enters a season of destruction, a winter of killing that can end only when the last brave Saxon knight lies dead or the castles of the Normans lie in heaps of rubble, emptied of the foul oppressors what have enslaved your people.

It is a time when foreign invaders shall learn truths administered by the shining blades of Saxon swords. It is a time when heroes are made, and legends are born.

THE MAP

The Castles — Six great lords will vie for the throne; their castles dominate the island nation. In the south are the three Norman castles, to the north are the homes of the three Saxons. If a Saxon lord captures every one of the Norman fortresses, he will win the throne.

Reading the Map — Your advisers will decipher the map for you. Indicate to them what interests you -- they know the value of the lands that lie before you, and can estimate the strengths and weaknesses of your enemies. Pay careful attention to their words. The knowledge can help you achieve success.

Army Building — What portion of your treasury will you devote to conquest? How much will you spend on defense? Knights dominate the field of battle, but on catapults will reduce the massive walls of a Norman castle. Remember the defense your castle -- mounted knights are useless atop the battlements. You need stout men-at-arms, and the more the better.

The army you build here defends your castle when you're at home, and spearheads campaigns of conquest. When your army is on the march, the ranks will be bolstered by vassals from the lands in your possession, but the vassals are too far away to be called upon when your castle is under attack.

Building New Castles - After successful campaigns, income from new dominions fills your treasury, but the burden of defense will be greater as well. Build castles to defend your lands. Without castles to stop them, invaders will sweep through your territories before you can respond. A line of imposing castles along your borders will make a potential invader think twice before entering your domain.

Sage Advice

1. Familiarize yourself with your surroundings. Select "Read Map" from the menu. Inspect the territory around your castle, then size up your opponents.

2. Select "Build Army" from the menu. Two columns show the cost of men and weapons, and the size of your home army. Your home army is the garrison of your castle -- add knights, men and catapults to this force as your treasury allows.

3. Men-at-arms are the least expensive military commodity, and the core of an army's strength, valuable at home for defense or in fields of conquest. Fighting on horseback, knights are useful mainly for attack -- they can splinter a defending army with a single terrifying charge.

Your Income — Although you start with a modest income from your feudal estates, one or two forays of conquest can exhaust the treasury. Increase your income by adding new lands to your domain - some territories are richer than others, but each one contributes wealth to the treasury.

At first, turmoil caused by the death of the king presents an opportunity to those who act quickly. Throughout the land there is anarchy - how can sheriffs collect taxes without the power of a king behind them? None of the lands has an overlord, and those surrounding your castle can be taken quite easily, indeed. Move too slowly, however, and the other lords may grab the lion's share of the territories before you've passed through your castle gates.

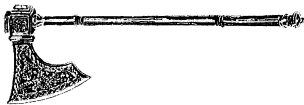
The Norman Conquest

William the Conqueror understood the art of medieval warfare and knew the importance of castles; in fact, he might not have been able to subdue the Anglo-Saxons without superior weapons and tactics. Englishmen could rise with great courage to meet a national emergency, and in the dark months of 1066 they fought two great battles in the north against Viking invaders before meeting William and his Normans at Hastings.

William defeated the English at the end of a long and bloody day, his men fighting on horseback with swords and lances against an enemy that still fought on foot and favored the battle-axe. But Saxons were slow to accept defeat, and rebellions led by Edgar the Aetheling and Edric the Wild upset the Normans' plans.

William set about building castles. He constructed dozens of fortresses to consolidate his gains and provide bases for further advance. Again the Normans demonstrated superior skills, erecting the powerful castles on well-chosen sites. Towering above the landscape, William's castles controlled the countryside for miles around with their mere presence. Saxon resistance continued for many years, but the Normans' hold on England was secure.





CONQUEST

The Campaign Army — In medieval Europe, land was held by vassals in exchange for military and other services given to overlords. When you venture from your castle in search of conquest, vassals from your lands form the foundation of your campaign army. Bolster the ranks by shifting men and weapons from your home army, but remember -- the careful general leaves behind a strong garrison to protect his castle unless he plans to stay close to home.

What path will you take on the road to conquest? Should you strike early at the Normans, or capture lands in the north and take time to build an invincible army? The course of your campaign may take you through Saxon land, Norman territory or unoccupied areas, but remember -- if enemy territories lie across the path to your chosen destination, you'll have to capture them before continuing on your way.

Battles and Sieges — Capturing undefended territory is easy, laying siege to a castle much costlier and far more difficult. When you begin a siege, remember that boulders can reduce a castle wall, but only Greek fire and disease will reduce the numbers of the castle's defenders. Operating a catapult requires a steady hand and an eye for distances. Ammunition can vary in weight, and a catapult setting that launched a great boulder directly into the castle wall may hurl a smaller stone over the highest tower.

From Warwolf to Greek Fire

Castles were built to be impregnable, and there are many examples of tiny garrisons holding out against large armies for months on end. Capturing a castle required a great deal of preparation, including the construction of great siege towers and stone-throwing engines to bombard the castle walls.

The catapult, or mangonel, was probably the most common of these and was very much a standard feature of siege warfare. The larger catapults could hurl stones weighing up to 600 pounds. The owners of giant siege engines were fond of giving them nicknames -- in 1304, a stone-throwing device known as Warwolf was used at the battle of Stirling. Philip Augustus, a warlord who preyed on the luckless King John, called his favorite siege weapon Mal Voisin (which means Bad Neighbor).

Ammunition for catapults was by no means limited to stone balls. Greek fire was the secret weapon of the period -- thought to have been mixed from ingredients like oil, pitch, resin, sulphur and quicklime, it started fires that could not be extinguished with water alone. In a siege, almost anything was fair game for hurling over a castle's walls, including diseased meat. Many an attacker loaded his catapult with a dead horse, hoping the projectile would spread disease among the defenders.

Tactics — If you meet the enemy in the field, keep tight control of your men - issuing the correct orders at the proper time is the key to success as a general. Attacking with ferocity is a gamble. It can save a day that appears to be lost, but it can also be the undoing of a great army that might have won with a more conservative approach. Also, know when to give up the field. Dishonor is preferable to the loss of your last knight.

Vassals — Each territory in your domain contributes vassals to your army when you begin a campaign. They will fight with valor, but can't be expected to stick around for extended campaigns. Desertions begin to mount as one battle follows another. After you return home from a campaign, the ranks of your vassals -- depleted by combat and desertions -- will be replenished over time.

Sage Advice

1. Any castle or territory may be attacked, Norman or Saxon. The reverse is also true -- you may be attacked by Saxons, even though they are allies in the fight against Norman rule. Chivalry was a club, and some lords did not belong.

2. Select "Seek Conquest" from the menu. The two columns show the size of your Home Army and Campaign Army. If you have any vassals, their numbers appear in the Campaign Army column. Use this menu to assign additional forces to the campaign.

3. Of your three tactical choices in combat, "Ferocious Attack" is the greatest gamble. It gives you a better chance of victory against stronger opponents, but it also means far greater casualties among your ranks.

The Men of Sherwood - Embarking on an important campaign may bring Locksley's promise to mind. He pledged his aid three times in your quest to restore the kingdom to Saxon rule. If you wish to seek his help in a campaign, go to Sherwood before marching on any territories. The men of Sherwood will join your ranks and your army will be formidable, indeed.

A Page from Jousting History

Jousting was one of the earliest knightly sports. Dangerous for the participants and popular with spectators, it usually marked the beginning or end of a tournament. Brutal incidents are common throughout the 700-year history of tournaments -- mock battles could turn into the real thing when tempers flared. The year 1240 saw a particularly violent tournament near Cologne in which sixty knights and squires perished.

Abhorred by the church and banned by responsible monarchs like Henry II, the tournament nevertheless was an enjoyable pastime for nobility and became the accepted training ground for war. On more than one occasion, jousting became an integral part of a war. His coffers depleted by a war with France, Richard I held tournaments to raise money. At the height of the Hundred Years War, Edward III invited the enemy to tournaments, issuing guarantees of safe conduct to any Frenchmen who would meet his knights in courtly combat.



RAIDING

Norman Castles — Most lords are proficient in the science of swordplay and they train their castle guards very well. If you elect to raid an enemy castle, be prepared for a fight. Slipping over a castle wall without being detected is easy enough in the dead of night, but the heart of a castle -- the keep -- is more difficult to penetrate. When the alarm is raised and guards appear, act quickly to force your way inside the keep. Time is of the essence, so waste not a moment.

You'll have the entire garrison at your throat if you tarry long in pursuit of your goal. What is worth defending is usually defended well. And it is usually kept behind a chamber door framed with torches.

Swordsmanship - The courtyard of the enemy's castle is not the best place to learn the secrets of swordsmanship. Lessons learned here are learned the hard way. Keep two things in mind and you should live long enough to reap the benefits of experience: first, the moment to thrust is when your opponent is off balance, his sword in motion away from yours; second, you must always keep moving. Keep your opponent off balance and he'll be unable to anticipate your blows. And one last piece of friendly advice. It is best not to allow the eye to wander from the flashing blade of your opponent's sword -- not even for a moment. No matter what catches your attention in the moonlit sky.

Sage Advice

- 1. It is possible to strike once with your sword, then strike again so quickly that your opponent may find it impossible to parry your blow. Learn this trick, and you can use it to great advantage.*
- 2. Try "mixing it up" by jiggling your character back and forth -- this technique can enhance your ability to keep an opponent off guard.*
- 3. Like all movie heroes, you can keep fighting after you've been wounded. But even heroes run out of steam sooner or later, so remember that you can always get out the same way you came in...*

Locksley & the Friar— Just as you did before campaigning, you may seek help in Sherwood Forest on your way to a night raid. When asked to select a castle for your destination, first journey to the forest. Friends abide there, and they are renowned for their prowess with a well-forged blade.

The Real Robin

Was there a real Robin Hood? People have been telling stories and singing songs about the outlaw of Sherwood Forest since the 13th century. Scholars have written books trying to pin him down as one historical figure or another. But like all good legends, Robin refuses to be pinned down.

Cambridge history professor J.C. Holt theorizes that if there was a real Robin, he was probably Robert Hood, a Yorkshire outlaw mentioned in court records of 1225. Other historians have tied Robin to a "Robyn Hod" named in pipe rolls from the reign of Edward II. Still other accounts would have us believe that he was Robert Fitz-Ooth, the rightful Earl of Huntingdon who became an outlaw when unjustly deprived of his title.

More than likely, the truth is that all of these men -- and others -- contributed to the legend as we know it today. Scholars like Holt point out that the original stories about Robin lacked many of the trappings we associate with the legend. In the first ballads he was indeed an outlaw, he did live in Sherwood and he wore a suit of Lincoln green. But as the stories were handed down, the tellers magnified the tale by adding new characters and the deeds of other men.

History records that a man named Friar Tuck led a band of outlaws in the forests of Sussex and Sun'y between 1417 and 1429. Storytellers couldn't pass up the opportunity to include a stout friar in their tales about Robin. Writers invented much of Robin's story, giving him a birthplace (Locksley), a girlfriend (Maid Marian) and a worthy foe (the Sheriff of Nottingham). Perhaps in the 21st century, Robin will get married and have kids. Who knows? It really doesn't matter if we can still enjoy the story of our most cherished hero — the noble outlaw of Sherwood Forest.



ROBIN HOOD IN THE MOVIES

DEFENDER OF THE CROWN is a tribute to those magnificent Hollywood costume adventures that transport audiences to a world of dashing heroes, and damsels in distress, where kingdoms fall at the drop of a drawbridge.

Perhaps no character sums up this spirit of adventure better than Robin Hood.

Although five motion pictures about the outlaw of Sherwood Forest were made before 1920, the definitive Robin Hood for the silent era was the 1922 production of *Robin Hood*, starring Douglas Fairbanks. His athletic prowess, daredevil stunts and light hearted approach to adventure made Fairbanks an audience favorite. Prior to *Robin Hood*, he had starred in *The Three Musketeers* and *The Mark of Zorro*.

Robin Hood is one of the most lavish productions of all time, costing over \$1,400,000, a staggering sum for those days. Its massive, elaborate sets included a full scale medieval castle! The most memorable sequence features Robin breaking into Nottingham castle, dashing along the battlements fighting off literally hundreds of armed men. Trapped in the minstrels gallery, beset on both sides, he dives over the balcony and slides down a huge curtain to freedom.

Fairbanks surrounded himself with an excellent cast of players, including Alan Hale as the burly Little John in the first of his three film appearances as Robin Hood's lieutenant.

1938 saw what is still hailed as the definitive Robin Hood film, Warner Brothers' *The Adventures of Robin Hood*, starring swashbuckler supreme, Errol Flynn. The studio pulled out all the stops and shot the film in the 3-color-negative Technicolor process.

The casting was nothing short of inspired. Dashing, daring, and courageous, Flynn would always be identified with the role...and justifiably so. As Maid Marian, Olivia De Havilland was a perfect counterpart to Flynn. So much so that Warners subsequently teamed them up in several other features. Villainy was placed into the matchless hands of cinematic rotters Basil Rathbone (Sir Guy of Gisbourne) and Claude Rains (Prince John). Melville Cooper played the Sheriff of Nottingham as a comic figure.

Alan Hale made his second appearance as Little John, the addition of sound allowing his roaring voice and bellowing laughter to add new dimension to his character.

Rotund, gravel-voiced Eugene Pallette played Friar Tuck and Patrick Knowles was Will Scarlett.

The film featured Robin storming into a Norman castle to defy Prince John; the band of outlaws attacking a gold train; the archery tournament; the daring rescue of Robin from the gallows; and the final storming of Nottingham castle by Robin's men and the newly returned King Richard the Lionheart.

The Adventures of Robin Hood is probably the finest costume adventure that Hollywood has ever produced.

Alan Hale made his final appearance as Little John in Rogues of Sherwood Forest (1950), probably the best of the "Son of Robin Hood" films. As is true of the others, the actor portraying Robin could make or break the film. Fortunately, John Derek's (25 years before Bo) hero of Sherwood was a worthy champion of the poor and oppressed and was more than capable in the derring-do department. Reportedly, he did most of his own stunts.

1952 saw two Robin Hood related films hit the screen. The first was Walt Disney's The Story of Robin Hood. Shot entirely in England, Disney's live-action feature starred Richard Todd as Robin, Joan Rice as Maid Marian and Peter Finch as the Sheriff of Nottingham.

The second was MGM's mega-production of Sir Walter Scott's classic novel, Ivanhoe. Robert Taylor accepted the part of Sir Wilfred of Ivanhoe after Errol Flynn and Laurence Olivier turned it down. He acquitted himself nobly in one of the most colorful and complex costume dramas ever filmed.

Midway through the film, Robin Hood aids Ivanhoe by leading his men in the exciting siege of the Nonnan castle of Torquilstone. The Saxon outlaws swarm out of the forest and launch themselves against the sheer castle walls, darkening the sky with a rain of arrows.

The tremendous box-office success of Ivanhoe set the pattern for the studio's subsequent "knights of old" swashbucklers, Knights of the Roundtable (1955) and The Adventures of Quentin Durward (1955).

In 1955 Robin received his first television exposure in the series *The Adventures of Robin Hood*. From 1955 through 1958, the denizens of Sherwood battled the oppression of Prince John and company for 165 half hour episodes. Richard Greene's Robin Hood was more mature than Flynn's, cheerful and resourceful, rather than dashing and athletic. He became the Robin Hood for an entire generation of Baby Boomers.

1960 saw Greene reprise his Robin Hood for the big screen in Hammer Film's *Sword of Sherwood Forest*.

Disney released a new animated version of Robin Hood in 1973. It featured animals as the characters. Robin was a fox; Prince John a thumb-sucking lion; and Little John a bear; etc.

In 1976 Richard Lester directed a much different type of Robin Hood film. Robin and Marian explored the legend during the disillusioned, declining years of Robin and the other characters.

Interest in Robin Hood is apparently undying and universal. The Showtime Cable Network began broadcasting a new, English produced television series in 1984. And, although they have not been exported, a number of Japanese films have been produced, featuring the Rogue of Sherwood.

The appeal of Robin Hood will remain a timeless joy to those who love adventure, whether revisiting an "old friend" or entering the magic greenwood of Sherwood Forest for the first time.

It is these last lucky ones who are to be envied.

Read More About It...

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DESIGNER'S NOTES

MEDIEVAL BRITAIN was a crucible of heroes. Our most famous legends originated in "merrie olde England," during that romantic time of chivalrous knights, when all the women must have looked like Elizabeth Taylor. That single period in history gave us King Arthur, William the Conqueror, Richard the Lionhearted, the fictitious knight Ivanhoe and, of course, Robin Hood.

The story of the noble outlaw who robs from the rich and gives to the poor is the best known legend in the English-speaking world. A survey conducted during the hero-starved 1970's showed that Robin is the second most famous figure of fact or fiction. What name was above Robin's at the top of the list? Jesus of Nazareth.

So in February 1986, on the soggy Pacific Northwest morning when Bob Jacob's voice on the telephone said, "Let's do a computer game with knights and castles and jousting and damsels in distress," I knew instinctively what he had in mind. This would be a tale of heroes.

To bring those heroes to life, we took great care in recreating 12th century England. History buffs will note that none of the knights or horses wears armor, and that the main character is lightly protected by chain mail. Knights began wearing pieces of plate armor to protect parts of the body around 1300 and full suits of armor didn't become common until the latter part of the century.

The castles are authentic, based upon scrutiny of the books listed herein as well as first-hand experience. As I marvel at Jim Sachs' magnificent Norman castle looming out of my computer screen, I compare it to the snapshot I took of the castle that served as the model for my original sketches of the scene. And somehow, I find reality lacking.

None of our drawings or imaginings would have amounted to much without the skills of an inventive programmer. When R.J. Mical joined the project, he brought more than his consummate technical skills, he brought ideas and solutions. He literally willed the Amiga version into existence.

Finally, we dedicate this interactive movie to our wives: our ultimate collaborators in life.

Kellyn Beeck
September, 1986

WELCOME TO THE AGE OF ROMANCE!

You're now the proud owner of Defender of the Crown's authentic version for Sinclair ZX Spectrum home computer. We suggest that you read the following instructions thoroughly before conquering England.

ENGLAND 1149 A.D.

Ripe with civil war, the once peaceful English countryside is tormented by trampling armies and thundering hooves and its grassy knolls are stained red by fallen knights and serfs. The game's map screen displays the whole bloody territory and defines the boundaries of feudal lands. It also shows where castles and garrisons are located, and who lays claim to each territory (Your homeland is represented white color and your army by a black knight). In the upper-left corner of the map screen, you'll see a table. From there you will select your plan of action: Hold Tournament, Seek Conquest, Go Raiding, Buy Army, Read Map, Pass and Options.

WHEN HISTORY AND FANTASY WERE ONE

It's a time of legends. A time for heroes. A time of bitter strife, when great men rise above their peers to perform great deeds. Your liege the king is dead, the throne vacant. Britain enters a season of destruction, a bitter winter that can end only when the last brave Saxon Knight lies dead or the Norman castles lie in heaps or rubble, emptied of their foul oppressors who have enslaved your people. It's a time when foreign invaders shall learn the truths administered by the shining blad Saxon swords. It's a time when heroes are made and damsels saved.

HOW TO CROWN YOURSELF

Six great lords vie for the English throne; their castles dominate the island nation. In the south there are the three Norman castles, to the north, the Saxon fortresses. Your goal is to crush the three Norman castles, thus claiming the missing crown. To do so, you must accumulate wealth by conquering lands and raiding castles. With this stash of cash, you must build armies for further conquests and defense of the territories you've already claimed. The other Saxons are initially your allies, but remember: they want to be king of England as well.

HOW TO PLAY

After the game has been loaded, stop the tape. You are about to watch a scrolling text what can be passed by pressing any key, then main menu appears. The game can be controlled by the keyboard. Default keys are Q: up, A: down, O: left, P: right and M: fire. You can redefine them by pressing 2 in the main menu. Press key 1 to start.

Strategy is as much a part of valor as strength and a sword. A great king has plenty of brains to back his boasting, because he knows that words can only lead soldiers into battle.

Once you've knighted yourself, advance through Sherwood Forest, then on to the status screen. This screen will keep you informed of how you're faring throughout the game. It tells you the date, your gold and income supply, your ratings status, the number of knights, soldiers and catapults you have in your conquering army, and the territory where your army are stationed at. It also displays the fair maiden, if you're brave enough to rescue her when called upon.

After learning a little bit about yourself, advance to the map screen and begin your quest for the crown, press the fire button. From there, make strategic selections by moving the selection up or down with keys. Press fire to lock in your decision. Next, follow the directions given to you on the screen. Use up and down keys to maneuver the cursor, and lock in your commands by pressing fire.

Every decision you make is considered a TURN. For each turn you take a month passes. During this time the computer takes its turn, initiating battles that randomly rage across the land. You'll see flashing areas changing. These are the computer's conquests.

Remember, for every Saxon decision you make, the computer counters with Norman ideas. Thus be advised to always stay one thought ahead.

GOOD KNIGHTS

You'll command the role of Wilfred of Ivanhoe. During the conquest you can increase your leadership rating by successfully jousting fame.

THE TOURNAMENT OF CHAMPIONS

You need 5 gold pieces to pay for holding a tournament. When other lords hold tournaments, the code of chivalry requires you to attend (for free). Compete for FAME to increase your leadership, and for LAND to win territory. If you have no land other than your home castle to gamble, you'll automatically duel for fame. This is also true when other lords do not have territory without castle. You can challenge a lord once in a tournament. The tournament finishes after three won duel or if you lose.

The Joust

Press fire key, after choosing dueling for fame or for land. Then select your opponent (Hint: you should have read the map to know who the strong and weak opponents are) press fire key again. You've advanced to the view of the horses facing each other. You're at the left side on a black horse above your portrait.

Between the portraits you'll see your lance and your opponent in front of you. "Charge!" will begin after you hit fire key. Use left, right, up and down keys, guide the lance at the bottom of the screen and try to position it in the center of the oncoming opponent's shield.

BUYING AN ARMY

Select BUY ARMY from the main menu, and the screen automatically switches to a choice variety of soldiers, knights, catapults and castles available for purchase. You can shop to your heart's content, or at least until you run out of gold. (Absolutely no deficit spending allowed!)

Things to consider when buying your army: Knights outlast soldiers and are the striking force on the field of honor, but they are not so beneficial when defending your castle or garrisons. You must have at least one catapult to lay siege to an enemy castle. You must also have land (besides your home territory) to build a castle/garrison. When you build a castle/garrison, you'll also receive 10 men to defend it.

CONQUESTS

The location of your army is represented on the map by the mounted knight. When at home, the army helps defend the castle. To transfer forces back and forth between your home castle, your conquering army, and the garrisons you've built on captured territories, select **SEEK CONQUEST** from the main menu. From the next menu that will appear, select **TRANSFER FORCES**. Press up or down to lock onto the soldiers, knights or catapults you wish to transfer, then press the left or right. Finally, select **SEND FORTH CAMPAIGN ARMY** to capture unguarded territories, attack enemy locations or to move through friendly lands.

IT'S A RAID!

Under the cover of darkness you decide to raid an enemy castle (or for that matter, an allied stronghold). This is purely a greedy decision, a plundering mission for gold, loot, the big bucks! To illegally raise this extra cash for your army, select **GO RAIDING** from the main menu then choose the lord you want to victimize by using your up, down, left or right keys to line up the cursor with his castle. Fair warning: this isn't as simple as taking candy from a baby. You must defeat enemy soldier. It's extremely difficult for a weak swordfighter to raid a castle, but with much practice, it's possible. Move the right and left to advance and retreat. To escape, move to the far left of the screen. When you close in on an opponent, press the right and the fire key to attack. To parry a guard's thrust, press the left key while holding fire. The guard can't strike you when you're parrying. Of course, you can't stab him in that position either. The best strategy for winning your raid is to lunge and strike, then retreat a step. Another piece of sound advice: watch 16 hours of Back-to-back Erroll Flynn swashbuckling movies - that'll really teach you how to swordfight!

BATTLE TO THE BITTER END

Animated pictures represent the armies. The actual battle randomly takes place inside the computer. Each soldier represents 25 men (or less) and each horseman represents 15 knights (or less). Press the up or down, then fire to change tactics. The tactics displayed at bottom right of the screen are:

- * **Stand & Fight**: Most effective when your army is roughly equal to your opponent.
- * **Ferocious Attack - Risky**. If you're outnumbered it may work. But often it leaves you with casualties galore.
- * **Bombard** - Best used when you have numerous catapults.
- * **Outflank** - Most effective when you are defending your castle or garrison even if the attacker army is bigger than yours.
- * **Retreat** - You may run away and save your men, but you will obviously lose the battle. If you were defending a territory it'll be lost.

CATAPULT SIEGES

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 your ammunition - BOULDERS, GREEK FIRE OR DISEASE. Your objective is to do as much damage as inhumanly possible to the enemy before the open field battle begins. You must first knock a hole in the wall with a boulder before you launch fire or disease. Press fire key to pull the catapult's lever back. Hold it down until you're ready to fire then release it. Try to hit the top of the castle wall first then lower your aim to destroy

it piece by piece. Disease will kill large numbers of men while greek fire will eliminate less of the castle guards. The more lowly you throw disease or greek fire the more damage it will cause. Select CEASE FIRING if you want to end the siege early. Remember, defenders of a castle are always having the goods on attackers.

DEFENDING YOUR HOME CASTLE OR GARRISON

If you haven't stayed a thought ahead of the enemy, and your home castle is defended by only a handful of wimps, an attack could put a sudden halt to your dreams of conquest. Garrisons can also fall to this land of poor planning, but without the dramatic ending. If you're defending a castle you have the upper edge.

ROBIN HOOD AND THE DAMSEL IN DISTRESS

You can get Robin's help a total of three times. To ask for his assistance, select SEEK CONQUEST then SEE ROBIN in the main menu. You'll then see Robin, receive his message, and finally return to the map.

As for the damsel of your dreams, you'll have the opportunity to rescue her only if her father thinks you have the nerve to succeed. So be brave, my son, earn much fame and she'll eventually take the sting from your wounds. You have to sneak under favour of the night and defend enemy guards just as like raiding enemy castle. But beware! Do not fail, who knows if you have a second chance.



Defender of the
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